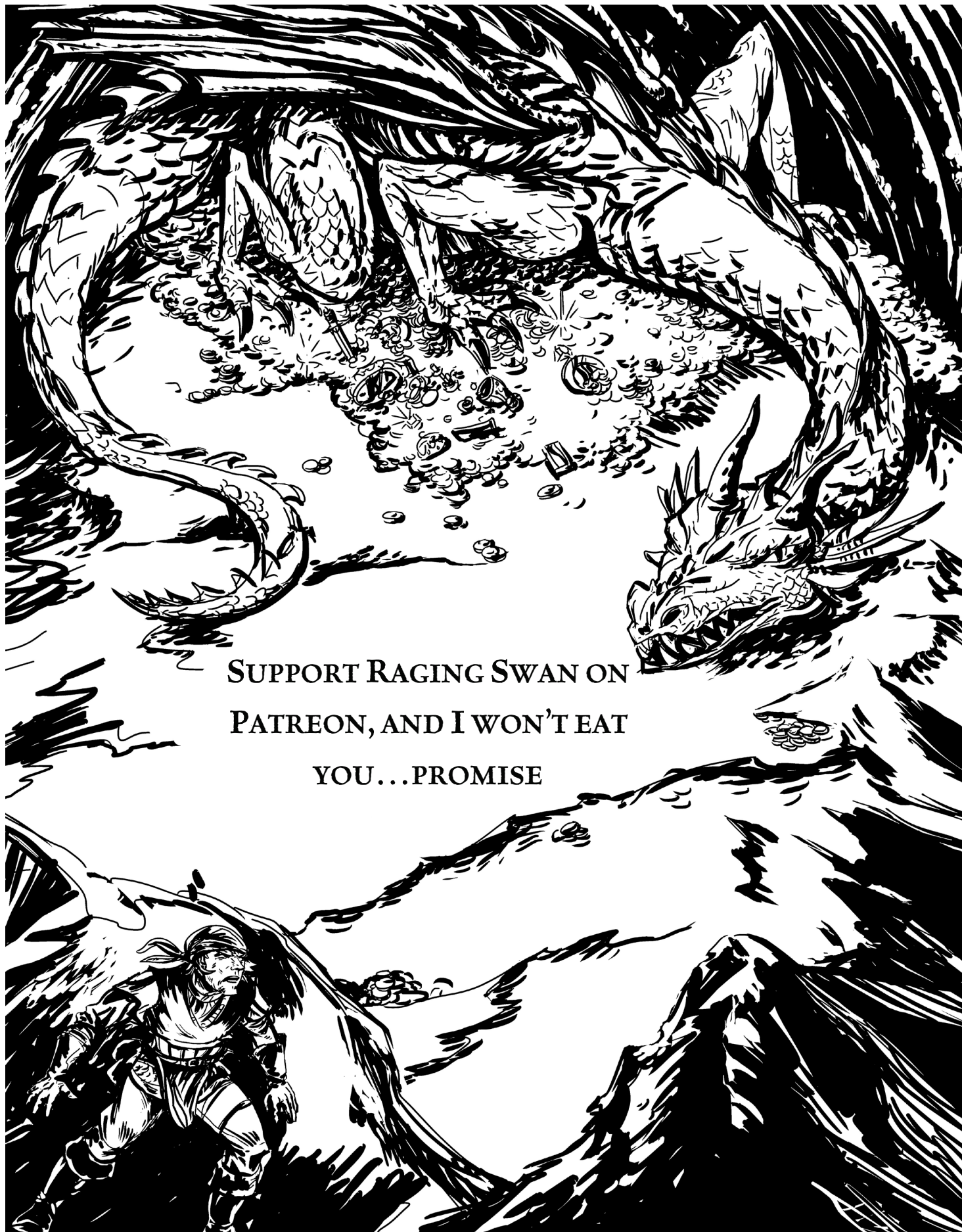


RAGING SWAN PRESS

GM'S MONTHLY MISCELLANY: NOVEMBER 2015





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GM'S MONTHLY MISCELLANY: NOVEMBER 2015

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: November 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:

- **Places of Power: Valley of the Rocks** Creighton Broadhurst.
- **Village Backdrop: Tigley** Steve Hood.
- **Campaign Events: Urban Riot** Nicholas Wasko.

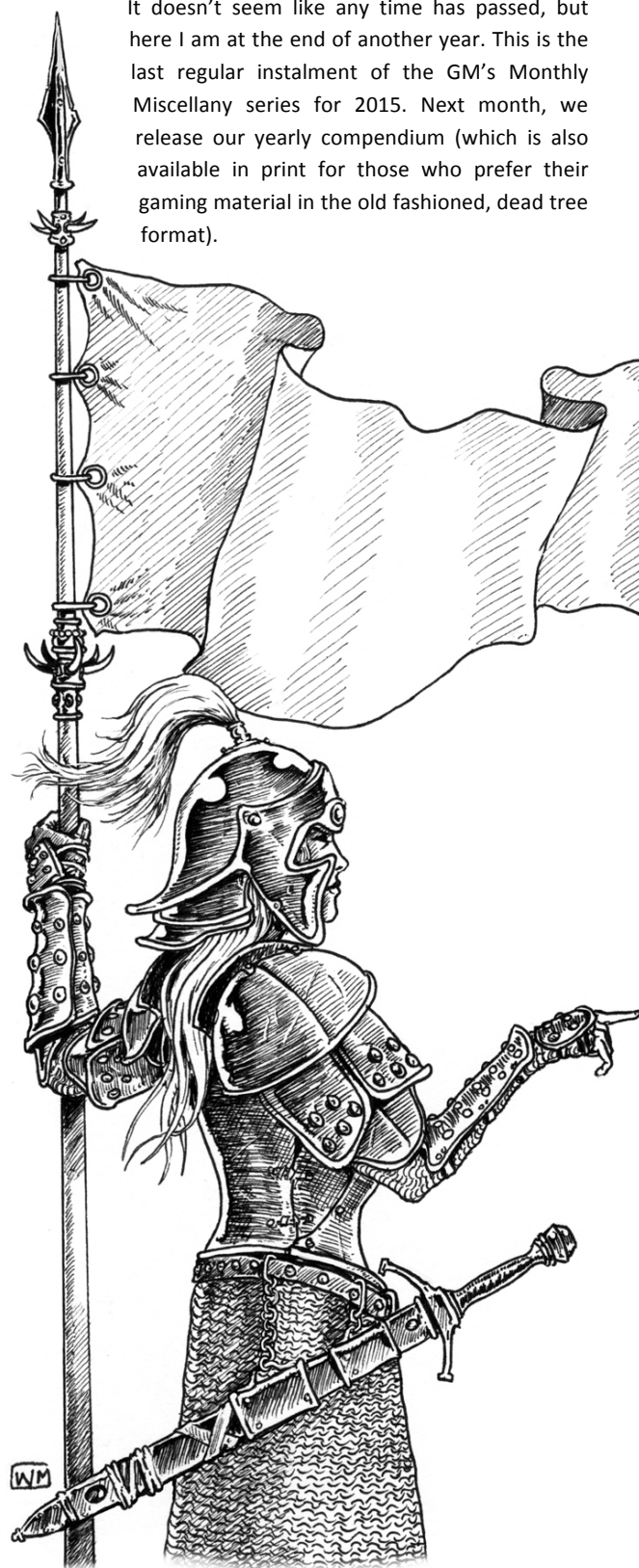
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FOREWORD



It doesn't seem like any time has passed, but here I am at the end of another year. This is the last regular instalment of the GM's Monthly Miscellany series for 2015. Next month, we release our yearly compendium (which is also available in print for those who prefer their gaming material in the old fashioned, dead tree format).

In other news, Raging Swan Press is motoring along nicely. I've discovered I have more time to write—which is brilliant—and I'm very much enjoying getting back into designing (as opposed to simply editing). This month, I've included a look at my newest supplement—*Places of Power: Valley of the Rocks*. If you need an isolated woodland valley inhabited by a cabal of ancient elven ghost druids, check it out! As an aside, I particularly enjoyed typing the phrase, “cabal of ancient elven ghost druids...”

In any event, herein you'll find excerpts from some of Raging Swan's newest products including *Village Backdrop: Tigley*, *Places of Power: Valley of the Rocks* and *Campaign Events: Urban Riot*. I've also included a couple of recent “20 Things” articles (which appear regularly on ragingswan.com). If you like dungeon dressing, head over and peruse the archive. At time of writing, we've got about 40 articles there—all ready for your GM's folder!

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 increased our word rate to 7 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 joining the campaign, check out patreon.com/ragingswanpress or head over to 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.

20 MAGIC EFFECTS AFFECTING AN EVIL ALTAR

During their adventures, heroes often invade fanes dedicated to evil gods and slay the degenerate worshippers lurking therein.

Such shrines always have an altar at their heart. The site of horrific sacrifices and debauched rites, many altars are protected or augmented with magical effects. Some are of relatively minor power while others could spell the doom of those investigating the fane.

Use the table below to determine what effects lurk on the altars in your campaign.

1. Heatless flames writhe atop the altar providing illumination equivalent to a bonfire. The flames leap 5 ft. into the air and never go out. They obscure the altar top itself, making it hard to see the hidden secret niche hidden therein.
2. This overly tall altar is of mortared stone upon mortared stone. The mortar comprises the ground down bones of several champions of good, which binds the heroes' souls to the altar. Destroying the altar releases these spirits. Any sentient creature coming within 20 ft. of the altar hears pain-laden whisperings emanating from its stones.
3. The area around the altar is intensely cold. Frost clings to the altar itself and surrounding floor, making the floor slippery. Cold-based spell cast within 30 ft. of the altar take affect as if the caster was one level higher than normal.
4. Four balls of obviously magical light hover in the air above the altar. They give off a lurid, green glow each equivalent to a torch. Anyone touching the altar can mentally command the four globes to fly anywhere in the chamber.
5. Strange whisperings emanate from the altar. These whispers grow louder or fade away depending on how many evil aligned creatures are in the chamber. However they never completely cease and explorers may believe the altar is possessed. If they grow loud enough to be heard, listeners can ascertain the whispers are tinged with pain and are a litany of praise for an evil god.
6. A line of skulls is mortared into the altar about three-foot above the ground. Unnatural, magical darkness lingers within the skulls' eye sockets.
7. Lurid, disturbing frescos depicting horrific acts of violence and torture decorate the sides of this altar. Further augmented by a powerful *permanent illusion*, the figures in the frescos seem to shudder and writhe in pain.
8. Powerful magics pervade the altar and the area immediately surrounding it. Within this zone, all sound is greatly amplified making even the quietest whisper or groan of pain as loud as a shout.
9. The smell of ozone hangs heavily in the air around this altar adorned with thick manacles. An obsidian dagger lies on the altar. Anyone approaching the altar carrying or wearing metal armour or weapons is struck by a minor electrical discharge (2d6 electrical damage).
10. A permanent *darkness* spell is fixed to the altar; no nonmagical light sources can illuminate the surrounding area.
11. A *permanent illusion* cast around the altar creates the illusion of mist continually rising from the floor. The mist provides concealment for objects and creatures further than 5 ft. away and cannot be dispersed by normal means (such as conjured wind and so on). Individuals who know of the illusion can see through the mist without penalty.
12. A prayer dedicated to the dark powers of the fane is etched into the stone of the altar. Anyone reading the prayer is affected by a *suggestion* to kneel and worship.
13. A faint, sickly purple glow illuminates the altar providing light as a candle. This glow expands to cloak anything or anyone touching, or placed on, the altar.
14. Small holes in the altar top expel a strong breeze causing the permanently flaming torches set in wrought iron sconces atop the altar to dance wildly.
15. A protective circle is carved into the floor around the altar. Picked out with silver, it acts as a magic circle against good. Damaging the silver ends the affect.
16. A tall banner hangs from the ceiling directly above the altar, depicting the symbol of the altar's deity. A *gust of wind* spell continually affects the banner making it writhe and flap. Consequently, it is slightly colder around the altar than normal.
17. The altar is constructed of nothing but dozens—perhaps hundreds—of closely packed leg and arm bones. These fell remains emanate a constant *unhallow* effect.
18. The altar is the site of many castings of *contact other plane*. The repeated use of such powerful magic in the locality has created a bridge of sorts to certain powerful, alien beings. A character asking questions within 15 ft. of the altar is assaulted with strange visions, alien thoughts and terrible feelings. He must make a DC 12 Will save or his Intelligence and Charisma scores fall to 8 for three weeks.
19. A variant *stone shape* spell affects the altar. The spell runs continuously and the altar's form is in a constant state of flux. While it always retains the general form of an altar, small details such as carvings, channels to catch the blood of sacrifices and so on appear and disappear seemingly at random.
20. A highly polished skull sits on a black velvet cushion atop the altar. A shard of obsidian fills one of the skull's eye socket. The obsidian is the material component for a permanent variant *magic jar* spell used to imprison a paladin caught here long ago. Even dastardlier, a *magic circle against good* surrounds the altar which stops the paladin's soul escaping...

TIGLEY AT A GLANCE

Wracked by disaster, Tigley is a village literally risen again. Decades ago, a powerful earthquake devastated the village. Many of its buildings collapsed and much of Tigley was destroyed or fell into the swamp. Even the land itself was rent. A great gorge opened up, and Tigley's remains were left marooned on a spire of splintered rock jutting from the marshland.

But Tigley endured and although it hasn't exactly prospered, it has grown once again, becoming a site of commerce. Now the villagers work the surrounding swamplands and sometimes adventurers use the village as a base from which to explore the surrounding swamp. Goblins live in the nearby woods and occasionally raid the village—although (at least recently) this is a rare event.

DEMOGRAPHICS

Ruler Silas Hinge

Government Autocracy

Population 89 (78 humans, 3 dwarves, 3 elves, 2 half-elves, 1 half-orcs, 2 halflings)

Alignments LN, N, NG

Languages Common, Goblin

Corruption +0; **Crime** -1; **Economy** +1; **Law** +2; **Lore** +1; **Society** +0

Qualities Insular, prosperous

Danger 0; **Disadvantages** None

NOTABLE FOLK

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

Emmon (location 3; LN male venerable human warrior 2) This crotchety white-haired old timer has guarded The Belt for nearly 60 years. Despite his frail look he is a commendable fighter and an expert with his halberd.

Father Isaak (location 7; NG male werebat human cleric 3) This tall, well fed clergyman runs the Foundation. As a collector of taxes and an overseer of all weddings, births and funerals he knows everyone in the village and is well liked.

Gerold (location 9; NG human male commoner 2) This bright eyed, ruddy faced man usually wears an apron covered with sickly sweet sauces and ale.

Hilduin Caldwell (location 8; NE male old human expert 2) This creepy-looking, hook-nosed, grey haired miser runs the Paper Press.

Matron Ella Hinge (location 2; LG female old human commoner 2) This kindly old lady is usually stood at the gates of the orphanage or overlooking the bustling Cliffside below. Married to Silas, she is well loved and respected by all.

Rogar Weaverson (location 10; N male human expert 2) A large, burly man usually accompanied by his cronies. The local bully he is not liked by most of the populace. He is only tolerated for his considerable stone-working skills.

Silas Hinge (location 6; LG male old human expert 2) This stocky overweight bearded man is the mayor. He is always down by his forge or stood on the ledge beside it overlooking the Wash below.

NOTABLE LOCATIONS

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

21. **The Stack:** A solid granite promontory upon which the village clings.
22. **Stone's Throw Orphanage:** This large half-timber building houses orphans from the nearby city.
23. **The Belt:** This rough and rickety rope and wood bridge spans the chasm dividing the village.
24. **The Square:** This cobbled open area is used for village celebrations and festivals.
25. **The Well:** Bats use this disused old stone well to exit their cavern-home.
26. **Cliffside:** A large forge and its warehouses cover the far side of the cliffs. Several lifts and pathways connecting them.
27. **The Foundation:** This large stone tower and several wooden building is the village's centre of worship. Dead villagers are lowered from a platform into the lake below, during funerals.
28. **The Paper Press:** A well-maintained wooden building with a watermill running beside it. Looking slightly out of place, the wood of this building is obviously imported.
29. **The Crack in the Wall:** Several shacks and huts now serve as Tigley's tavern and inn.
30. **The Wash:** This open cobbled area has wooden jetties and a sturdy stone bridge. Used as a communal gathering area it is busy most times of the day.
31. **The Sink:** The villagers use this large, muddy lake to bury their dead.

MARKETPLACE

Resources & Industry Bat guano, hemp products (rope, wax, resins, lantern oil, canvas, paper), sugar.

Base Value 650 gp; **Purchase** 3,750 gp; **Spellcasting** 3rd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

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

- **Armour** +1 leather (1, 160 gp)
- **Potions & Oils** *enlarge person* (50 gp), *expeditious retreat* (50 gp)
- **Ring** *feather falling* (2,000 gp)
- **Scroll (Divine)** *aid* (150 gp)
- **Weapon** +1 dagger (2,302 gp)

VILLAGE LORE

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

DC 10: Tigley stands at the edge of a swamp. Decades ago, an earthquake devastated the village, but it has since recovered.

DC 15: Much of Tigley stands on a spire of rock jutting out of the marsh. Vast swarms of bats live in the caves honeycombing the rock.

DC 20: The villagers bury their dead in the nearby lake. This practise attracts undead and other scavengers to the area.

VILLAGERS

Appearance Most of the villagers are lithe and lean.

Dress Most villagers wear hemp canvas shirts, smocks and dresses treated with various natural dyes usually worn with high leather boots. Most leathers are treated skins from the reptiles and snakes living in the swamp. Polished stones and shells are worn as jewellery.

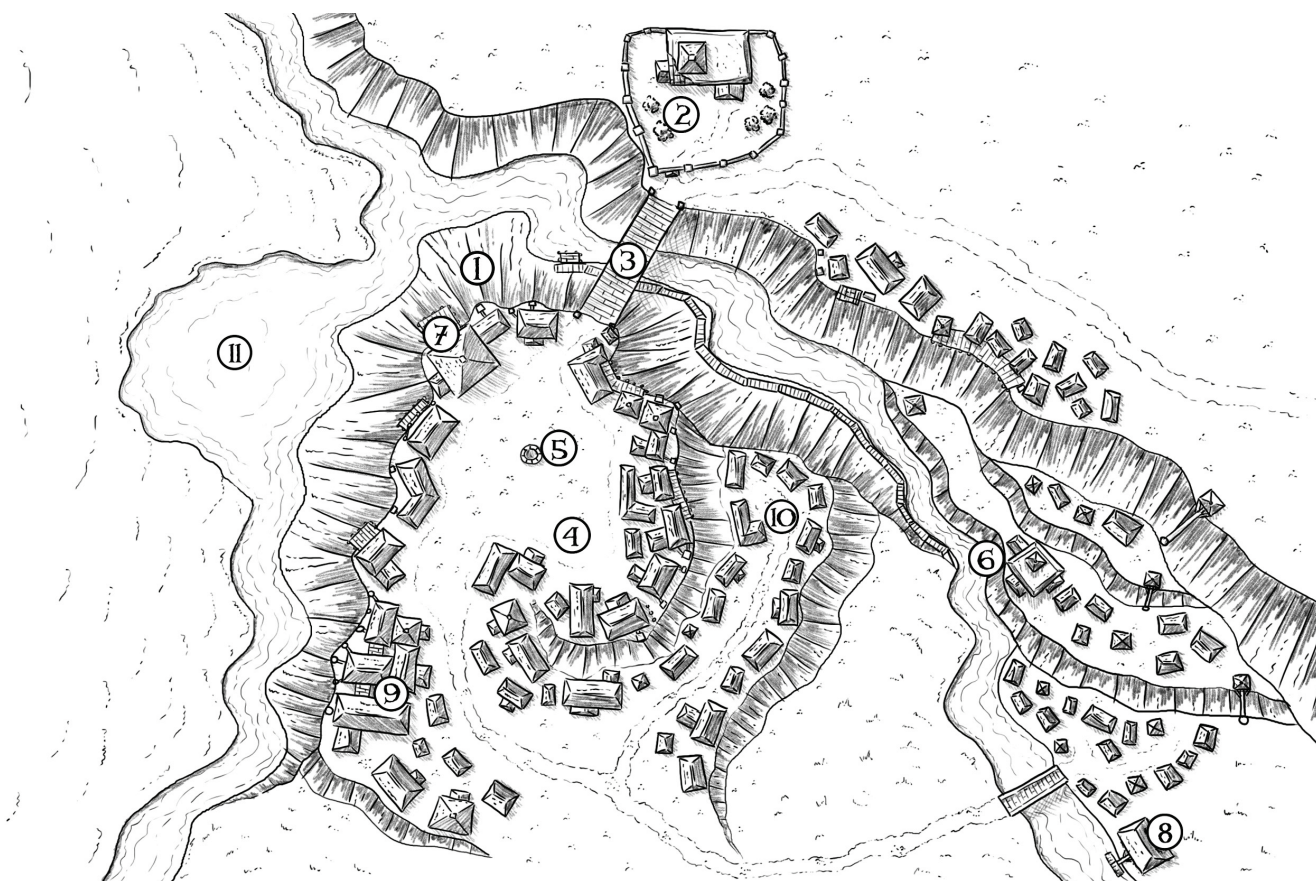
Nomenclature *male* Adalbert, Egfried, Otgar, Waron, Worad; *female* Ada, Berta, Gisela, Rilla; *family* Blois, Gall, Lorsch, Trond

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Tigley 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	Goblins have always been a problem in Tigley; they live in the nearby chasms and woods.
2	Some guards on a nearby road destroyed a walking corpse recently.
3*	Morgan, the red haired bouncer at the Crack in the Wall, is in love with the owner.
4*	Silas' son was taken one night during a goblin raid. The resultant stress caused him and Ella to separate.
5	Things have been seen swimming in the Wash in the dead of night. No one knows what they are, but they are fast, quiet and secretive...
6*	Rogar and Hilduin work for a merchant in the city who wants to control of the guano trade.

*False rumour



URBAN RIOT: MINOR EVENTS

Use this table, to provide details about small scenes the PCs witness during the riot. Ignore inappropriate results and simply re-roll.

D%	
1	A mob thrums in the street, bellowing an unintelligible chant.
2	An emaciated dog rifles through garbage piled in the street.
3	Two wounded guards limp through the shadows.
4	A pair of half-orcs hastily stack boxes into a cart with a broken wheel.
5	A halfling fiddles with the lock on an intricately carved door.
6	Two young children crouch in a doorway, warily watching passers-by.
7	An elderly woman sweeps shards of wood out of the street and into a pile.
8	Two men try to calm a thrashing horse while a third lies motionless behind it, a deep cut bleeding on his forehead.
9	A fountain is filled with drenched pedestrians climbing up its features to escape the mob.
10	Three townsfolk pile pieces of broken furniture into a barricade.
11	A shrieking boy bursts from an abandoned alchemist's shop, his clothes engulfed in flame.
12	A sobbing man shakes the shoulders of a young woman bleeding from a stomach wound.
13	A bridge sways precariously under the weight of a crowd storming over the river.
14	A badly burned woman lies against a wall, begging passersby for water and aid.
15	Sobs can be heard beneath an overturned carriage.
16	A dwarf struggles under a bulging sack.
17	A stunned man watches his house burn.
18	A group of priests line up bodies and cover them with sheets while chanting last rites.
19	An elf with a loaded heavy crossbow sits outside an untouched storefront.
20	Two elders lead a group of children hand in hand through the wreckage.
21	A strong wind spreads a fire from house to house.
22	A couple clings to each other as they flee through the streets.
23	A group of locals form a line, passing buckets of water between them to throw on their burning homes.
24	Soldiers march through the streets, deaf to the pleas of the townspeople.
25	Crossbow bolts fly from a desecrated temple into the mob, killing at random.

26	Half a dozen brutes hammer at a splintering wooden gate using a stone statue as a makeshift battering ram.
27	Half-naked men and women surge through the streets, their skin covered in woad body paint.
28	Rioters race through the marketplace, putting awnings and vendor stalls to the torch.
29	A band of convicts rush out of a prison yard, still chained together by their manacles.
30	A halfling dressed in rags rifles through a dead man's pouches, pocketing anything of value.
31	A dozen ruffians run down the street, prying cobblestones out of the road and throwing them through every window they see.
32	Two men drag overstuffed bags out of a granary, and begin throwing food into the frenzied crowd.
33	Cries for help echo up from the bottom of a deep well.
34	Prostitutes run screaming from a brothel, attempting to cover themselves with bedsheets and mismatched pieces of clothing.
35	An old man limps down an alley, dragging his broken leg behind him.
36	Men and women clamber onto a drawbridge, weighing it down as guards attempt to winch it upright.
37	A young boy struggles with a flint and steel as he tries to light a torch and catch up with the other rioters.
38	Maids and servants dump waste baskets, chamber pots and other filth off a balcony onto the teeming masses below.
39	A wounded man tries to pull himself out from beneath a collapsed wall.
40	Panicked animals stampede through the streets.
41	Two men dressed in rags run down an alley, arms full of stolen jewels and finery.
42	A cowering mother tries to hush a squalling infant before it draws the attention of looters.
43	Sailors leap into the sea to escape rioters boarding their ships.
44	Three emaciated street urchins chase each other, all of them wearing gowns, furs, capes and other stolen finery.
45	A young man beats a broken barrel like a war drum.
46	A court jester flees down the street, his motley torn and stained with grime.
47	Several children follow in the wake of the mob, competing to see who can break the most windows left unshattered by the rioters.
48	The thatched roof of a burning hovel caves in with a burst of smoke.
49	Men and women locked in ramshackle wooden cages and stocks rattle against their restraints.

50	A young halfling mage desperately leafs through a pile of scorched scrolls.
51	A dozen monks wearing voluminous robes and cowls march through the streets, their chanting causing crowds to move out of their path.
52	A ragged-looking dwarf kindles a fire beneath the corner of a market stall.
53	A crowd of malcontents cast stones through the windows of a noble's manor house.
54	Sailors heave fishing nets onto guards before sprinting away as the guards struggle to get free.
55	Several bodies lying in a pool of blood suddenly begin to stir.
56	Rioters distribute hastily-stitched badges and tabards displaying the symbol of their cause.
57	Several men and women clamber up a wooden scaffold alongside an unfinished building.
58	Four masked freedom fighters strike chains from the arms and legs of slaves with huge greataxes.
59	Two lovers embrace in the street as buildings burn around them.
60	A group of homeless beggars cook rats on spits over a pile of burning books.
61	A badly beaten moneylender sits in the doorway of his looted office, nursing his wounds.
62	Several men and women gather around a set of cauldrons suspended over a bonfire.
63	An acolyte whispers prayers to herself as she cowers in an alleyway, clutching a battered holy symbol in trembling hands.
64	An inebriated labourer bellows a drinking song while stumbling down the street, trying to catch up with the other rioters.
65	A small herd of filthy goats graze in an immaculately manicured garden, its caretakers nowhere to be seen.
66	A wizard uses enchantments to placate rioters while he slinks away, leaving a confused and furious mob in his wake.
67	Four guards in bloodstained armour push half a dozen wounded rioters down the street.
68	Men and women stumble out of a burning opium den, oblivious to the pain from their burns.
69	Peasants dressed in rags carry makeshift battle standards made from poles adorned with torn doublets, gowns, and other noble finery.
70	Four young men carry a wounded civilian into a temple on a makeshift litter.
71	Refugees from city district devastated by the riots set up crude tents in public squares.
72	Several young men march in a semi-organized regiment, each in mismatched pieces of armour.
73	Citizens erect a guillotine in the town square, alongside a billboard etched with the names of high-ranking city officials.
74	Two guards sic wardogs on a mob, causing the rioters to scatter in terror.

75	Unseen rebels jab longswords through the gaps in a barricade, warding off advancing guards.
76	A string quartet plays as looters ransack the buildings around them.
77	A half-orc chugs mead from a broken keg while dozens of men whistle and chant.
78	A frightened woman tries to scrape burning pitch off the side of her home with a broom.
79	An alchemy shop emits a high-pitched whistle before an explosion blasts through the wall.
80	Sailors heave cargo crates into the bay, while merchants dive in after them to salvage what they can.
81	Guards hurl thunderstones into the crowds, scattering rioters as they attempt to escape the ear-splitting burst of sound.
82	Several men scatter from an alley, where a well-dressed dwarf lies bleeding.
83	A dozen rioters toy with a terrified merchant, circling around him and baiting him to try to flee.
84	A family watches the riots unfold from a balcony, while quietly weeping.
85	Protesters throw ropes over the statue of a local lord, preparing to tear it down.
86	Dozens of shouting men and women stand in a circle around a guard and a labourer locked in a fistfight.
87	A peddler shouts to passers-by, trying to sell charms and baubles he claims will avert chaos.
88	A dazed woman wanders the streets in a torn wedding dress.
89	Looters demolish a carpenter's workshop while the carpenter watches, wailing in horror.
90	Rioters pull corpses off a barricade, scavenging what they they can from the bodies.
91	A family gathers around a broken wagon wheel, desperately trying to fix it.
92	A wounded guard shrieks in pain as four healers amputate his wounded leg.
93	Rioters surrounding a noble keep blare horns all night, trying to keep the occupants awake.
94	A dog whimpers over the corpse of a woman, pawing at her and licking her face.
95	Rats the size of dogs emerge from the sewers to scrounge for scraps.
96	Wounded citizens in a makeshift hospital pick fleas from each other's hair.
97	A terrified noble family, still wearing nightgowns, are escorted to a carriage by a throng of silent, armed peasants.
98	An enraged rioter beats his fist bloody against a door.
99	A band of horsemen gallop recklessly through the streets, hooting and shouting wildly.
100	Several sailors swim to the docks and collapse gasping for breath, as their burning ship slips beneath the waves.

VALLEY OF THE ROCKS: NOTABLE INHABITANTS

NAILLAE ARALIVAR

This old female elf has arresting blue eyes and bright silver hair hanging far down her back.

N old female ghost elf druid 6

Naillae loves the tranquillity of the valley, but longs to once again experience the simple pleasure of being alive.

Personality: Naillae is sad that she is dead. While she loves her extended “life” she longs to once again feel the sun on her face, swim in the Malinrae and to eat and drink real food.

Mannerisms: Naillae loves to meditate and can often be found—floating in midair—in a cross-legged position.

Distinguishing Features: Naillae’s bright blue eyes glow with an inner fire. When she speaks with living elves they take on a somewhat predatory gleam; this is Naillae imagining possessing the unfortunate’s body...but only for a month or two.

RIDETH CYELRAE

CR 14 (XP 38,400)

Female venerable ghost elf druid 13

NG Medium undead (humanoid, elf, incorporeal)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +29, Sense Motive +4

Speed 30 ft., (trackless step, woodland stride), fly 30 ft. (perfect); **ACP** 0; Fly +12, Stealth +8 (incorporeal)

AC 14, touch 14, flat-footed 14; **CMD** 23 (+4 deflection)

Immune sleep, mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); critical hits and precision-based damage (except from *ghost touch* weapons); nonmagical attacks

Fort +12, **Ref** +4, **Will** +14 (+16 vs. enchantments, +18 vs. channelling); +4 vs. fey and plant-targeted effects

hp 114 (13 HD)

Space 5 ft.; **Base Atk** +9; **CMB** +9

Incorporeal Melee Touch corrupting touch +9 (14d6 [DC 20 Fort halves])

Atk Options Flyby Attack, Vital Strike

Special Actions a thousand faces, corrupting gaze, frightful moan, telekinesis, wild shape

A Thousand Faces (Su [standard]) Rideth changes her form at will as if using *alter self* while in her normal form.

Corrupting Gaze (Su [standard]) Rideth has a gaze attack (range 30 ft.) that causes 2d10 damage and 1d4 Charisma damage (DC 20 Fortitude negates the Charisma damage).

Frightful Moan (Su [standard]) Rideth emits a frightful moan affecting all living creatures in a 30-foot spread. Affected creatures are panicked for 2d4 rounds (DC 20 Will negates). This is a sonic mind-affecting effect. A creature resisting Rideth’s moan is immune to this effect for 24 hours.

RIDETH CYELRAE

A timeworn face, long silvery hair and a hunched frame mark this elven female as a woman of exceptional old age.

NG venerable female ghost elf druid 11

Custodian of the valley, Rideth is a gentle soul much given to thoughtful introspection.

Personality: Truly at one with nature, Rideth has seen much in her long life. Nothing—cruelty or compassion—surprises her anymore. She is instinctively distrustful of non-elves, but is not vindictive. It is hard to earn her trust.

Mannerisms: Rideth speaks achingly slowly as she searches for exactly the right word or phrase.

Distinguishing Features: Rideth’s long silvery hair glistens in both moonlight and sunlight. Whichever form she takes, her hair—or a decent proportion of her fur—is of identical hue.

Telekinesis (Su [standard]) Rideth can use *telekinesis* once every 1d4 rounds (CL 13).

Wild Shape (Su [standard; 5/day]) Rideth can assume the form of a Huge or Diminutive animal (*beast shape III*), a Huge elemental (as *elemental body IV*) or a Huge plant (as *plant shape III*) creature. Rideth can cast spells while using wild shape.

Druid Spells Prepared (CL 13th; concentration +17; Weather)

7th—*control weather*^D, *true seeing*

6th—*control winds*^D (DC 20), *greater dispel magic*, *liveoak*

5th—*call lightning storm* (DC 19), *cure critical wounds*, *ice storm*^D, *wall of thorns*

4th—*command plants* (DC 18), *control water*, *cure serious wounds*, *dispel magic*, *flame strike* (DC 18), *sleet storm*^D

3rd—*call lightning*^D (2; DC 17), *cure moderate wounds*, *protection from energy*, *speak with plants* (2)

2nd—*animal messenger*, *cat’s grace*, *fog cloud*^D, *heat metal* (DC 16), *resist energy* (2)

1st—*calm animals* (DC 15), *cure light wounds*, *detect animals or plants*, *obscuring mist*^D, *speak with animals* (2)

0—*create water*, *detect magic*, *light*, *stabilize*

Domain Spell-Like Abilities (CL 13; concentration +17)

13/day—*lightning lord* (13 bolts/day)

7/day—*storm burst* (+9 ranged touch, 1d6+6 nonlethal)

Abilities Str –, Dex 10, Con –, Int 15, Wis 19, Cha 19

SQ elven magic, nature bond (Weather domain), nature sense, rejuvenation, wild empathy (+17 [+13 vs. magical beasts])

Feats Eschew Materials, Flyby Attack, Improved Initiative, Iron Will, Natural Spell, Self-Sufficient, Vital Strike

Skills as above plus Diplomacy +16, Handle Animal +20, Heal +20, Knowledge (nature) +20, Knowledge (religion) +18, Survival +26

Languages Common, Draconic, Druidic, Elven, Sylvan

Gear ghostly elven robes, holy symbol, spell component pouch

SOLALITH EVDREARN

With long black hair tied in a ponytail, soulless black eyes and an emaciated frame this mongrel elf wears clothes of severe cut and dark hue.

NE venerable male ghost half-elf druid 3/sorcerer [undead] 8

This half-elf hid his true self from his fellows. He is not the most dangerous—but is the most vindictive—of the valley's inhabitants.

Personality: Solalith is a twisted, evil man. He hates his fellows—but dares no move against them. He dreams of corrupting the valley completely, and of being its lord. In particular, he hates Rideth (but is scared of her power). He is devoid of mercy or compassion, but is full of guile and well practised at hiding his true feelings.

Mannerisms: Solalith's mouth is often twisted into a sneer.

Distinguishing Features: Solalith's eyes are flat and black; they portray no emotion, except when he is inflicting pain on others—then they seem to light up with an unholy fire.

SOLALITH EVDREARN

CR 12 (XP 19,200)

Male venerable ghost half-elf druid 3/sorcerer (undead) 8

NE Medium undead (humanoid, elf, human, incorporeal)

Init +4; **Senses** low-light vision, darkvision 60 ft.; Perception +26, Sense Motive +4

Speed 30 ft. (trackless step, woodland stride), fly 30 ft. (perfect); **ACP** 0; Fly +13, Stealth +16 (incorporeal)

AC 17, touch 17, flat-footed 17; **CMD** 23 (+7 deflection)

Immune sleep, mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); critical hits and precision-based damage (except from *ghost touch* weapons); nonmagical attacks **Resist** cold 5

Fort +12, **Ref** +3, **Will** +15 (+17 vs. enchantments, +21 vs. channelling)

hp 133 (11 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +6

Incorporeal Melee Touch corrupting touch +6 (12d6 [DC 24 Fort halves])

Atk Options Flyby Attack, Vital Strike, draining touch

Draining Touch (Su [standard]) Solalith can drain 1d4 points from any one ability score with an incorporeal melee touch attack (+6). With a successful hit, he heals 5 hp.

Special Actions malevolence, telekinesis

Malevolence (Su [standard; at will]) Solalith can merge his body with an adjacent creature from the Material Plane (DC 24 Will resists). This works similar to *magic jar* (CL 11). A creature that successfully saves against this attack is immune to Solalith's malevolence for 24 hours.

Telekinesis (Su [standard]) Solalith can use *telekinesis* once every 1d4 rounds (CL 12).

TAHLYS VONOTHVAR

Old, but distinguished, this elven woman has a welcoming smile and twinkling golden eyes.

NG venerable female ghost elf druid 7

Dedicated to protecting the animals dwelling in the valley, Tahlys can be a great friend or implacable enemy.

Personality: Gentle and thoughtful, Tahlys can be aroused to terrible anger when she believes her charges are threatened. She dislikes Solalith for an indefinable reason—she simply feels uneasy around the half-elf.

Mannerisms: Always a patient person, in death Tahlys' patience has reached preternatural levels. She can sit unmoving for hours—even days—on end simply watching a badgers' set.

Distinguishing Features: Tahlys' eyes often seem to sparkle with merriment or excitement—particularly when she's with her beloved animals.

Druid Spells Prepared (CL 3rd; concentration +7; Air)

2nd—*heat metal* (DC 16), *soften earth and stone*, *wind wall*^D

1st—*detect animals or plants*, *entangle* (DC 15), *faerie fire*, *obscuring mist*^D

0—*create water*, *detect magic*, *flare* (DC 14), *resistance*

Sorcerer Spells Known (CL 7th; concentration +15; bloodline arcana [corporeal undead affected by humanoid affecting spells])

4th (4/day)—*enervation*

3rd (7/day)—*deep slumber* (DC 20), *haste*, *vampiric touch*

2nd (8/day)—*eagle's splendour*, *false life*, *resist energy*, *touch of idiocy*

1st—*chill touch* (DC 17), *detect undead*, *mage armour*, *magic missile*, *shield*, *silent image* (DC 18)

0—*bleed* (DC 17), *dancing lights*, *detect magic*, *disrupt undead*, *ghost sound* (DC 17), *message*, *prestidigitation*, *touch of fatigue* (DC 17)

Bloodline Spell-Like Abilities (CL 8th; concentration +15)

10/day—grave touch (+6 melee touch, 4 rds.)

Domain Spell-Like Abilities (CL 3rd; concentration +7)

7/day—lightning arc (+6 ranged touch, 1d6+1 electricity)

Abilities Str –, Dex 10, Con –, Int 15, Wis 18, Cha 25

SQ elf blood, nature bond (Air domain), nature sense, rejuvenation, wild empathy (+10 [+6 vs. magical beasts])

Feats Ability Focus (corrupting touch, malevolence), Deceitful, Eschew Materials^B, Flyby Attack, Improved Initiative, Iron Will, Skill Focus (Perception), Vital Strike

Skills as above plus Bluff +20, Disguise +9, Handle Animal +11, Heal +10, Knowledge (arcana) +13, Knowledge (nature) +10, Knowledge (religion) +8, Spellcraft +13, Survival +12

Languages Abyssal, Common, Druidic, Elven, Sylvan

Gear tattered ghostly robes, unholy symbol

20 MINOR EFFECTS OF DRINKING FROM A MAGIC POOL

It seems, adventurers are always drinking from pools they discover during their adventures. Some hold nothing but water, while others hold powerful, potentially life-changing magic.

Other pools—by dint of a quirk of nature or lingering, nearby enchantments—possess minor powers or effects those drinking from the waters can benefit (or suffer) from. Use the table below, to determine what happens to a character drinking from the pool's water:

1. The character's tongue swells up to twice its normal size and he cannot speak for 1d4 hours.
2. The water from the pool makes the character tremendously thirsty. Unless restrained, he drinks all the liquids he carries—including magic potions and liquid poisons—to assuage his thirst.
3. The water is slightly effervescent and gives the character a slight feeling of euphoria. For 1d4 hours afterwards, he gains a +1 morale bonus on all saving throws made to resist charm, compulsion and fear effects.
4. The water contains bacteria that make the character ill. Starting the next day, the character begins to feel sick. While he is not debilitated, the constant stomach cramps inflict a -1 penalty to all skill checks for 1 day.
5. The water is brackish and renders the character temporarily blind for 1d6x10 minutes.
6. The water is cool and refreshing. The character is refreshed and is immune to fatigue and exhaustion for the remainder of the day.
7. The pool's water is laced with minor magics. Unless the character makes a DC 16 Will save, he is confused (as the spell *confusion*) for 7 rounds.
8. The water is amazingly refreshing. The character need not drink for the rest of the day no matter how energetically he exercises.
9. The water is laced with mushroom spores. 1d4 hours after drinking the water, the character begins to suffer minor hallucinations. These last for 2d6 hours.
10. The water is suspiciously warm, but has no other effect—malign or benign.
11. The water is brackish and tastes "flat." The day after a character drinks the water, his skin takes on a faint grey parlour. This skin colour deepens for the next few days, before—just as slowly—reverting to normal.
12. The water is discoloured and looks to be contaminated with a decent amount of blood. It has a slight metallic taste. The next time the character exerts himself his sweat is red-hued. It looks like he is literally sweating blood.
13. Some kind of granular material is suspended in the water. It is foul, and the taste of it lingers in the character's mouth for several hours.
14. The water smells sweet and tastes terrific. After drinking it, a character—for several hours—think he can smell roses in bloom.
15. An innocent was murdered—drowned—in the pool, and the foul act has left its psychic impression in the water. Anyone drinking from the pool is beset by nightmares of drowning the next morning.
16. A phosphorescent fungus grows in the depths of the pool, and the water seems subtly discoloured. Characters drinking from the water suffer no immediate ill effect, but the next day—when they awake—their eyes have taken on a dim glow, which provides the benefits of low-light vision, but with only a 10 ft. range.
17. Powerful delusion magic laces the pool's water. Characters drinking from it believe the pool to have powerful healing properties. Unless they resist the pool's magic (DC 17 Will negates), they believe they have been subject to both a *lesser restoration* and *cure serious wounds*.
18. The pool's waters are soporific. A character drinking from the waters quickly begins to feel tired and, consequently, for the rest of the day suffers a -2 penalty to any saving throw made to resist a sleep effect or spell.
19. The pool's waters are invigorating. Characters drinking the water naturally heal at double the normal rate for the next two days.
20. The pool is a conduit—all be it a very minor one—through space and time. Characters drinking from the pool gain a limited ability to see the future. The next time the character is in combat, or other stressful situation, he gains a momentary flash of insight and can add a +2 bonus to a single d20 roll.

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