

RAGING SWAN PRESS

GM'S MONTHLY MISCELLANY:

JANUARY 2016





YOUR TIME IS PRECIOUS

MAKE YOUR CAMPAIGN PREP. EASIER

JOIN RAGING SWAN PRESS'S PATREON CAMPAIGN

[PATREON.COM/RAGINGSWANPRESS](https://patreon.com/ragingswanpress)

GM'S MONTHLY MISCELLANY: JANUARY 2016

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.

Design: Creighton Broadhurst, Kat Evans, Greg Marks and Josh Vogt

Development: Creighton Broadhurst

Art: William McAusland. Some artwork copyright William McAusland, used with permission.

Cartography: Tommi Salama

Thank you for purchasing *GM's Monthly Miscellany: January 2016*; we hope you enjoy it.

If you did, please consider leaving a review.

If you didn't, did you know Raging Swan Press offers a money back guarantee?

CONTENTS

| | |
|--|----|
| Foreword | 2 |
| 20 Things to Say if a PC Searches for a Trap and Finds Nothing ... | 3 |
| Vaagwol At A Glance | 4 |
| Bridge Town: Sights & Sounds | 6 |
| The Wizard's Bonded Object | 8 |
| 20 Things to See During an Orc Raid..... | 10 |
| Support Raging Swan Press | 11 |
| OGL V1.0A..... | 11 |

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: Vaagwol** Greg Marks.
- **Urban Dressing: Bridge Town** Josh Vogt.
- **I Loot the Wizard's Body** Kat Evans.

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *GM's Monthly Miscellany: January 2016* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Creighton Broadhurst, Kat Evans, Jacob W. Michaels and Josh Vogt to be identified as the authors of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988. ©Raging Swan Press 2016.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

To learn more about the Open Game License, visit wizards.com/d20.



FOREWORD



Welcome to 2016! Blimey—where did 2015 go? 2015 was a year of change and growth for Raging Swan Press. 2016 is going to be a great year—we've got big plans. Up until now, Raging Swan Press has pretty much exclusively published Pathfinder Roleplaying Game compatible products. In 2016, we are going to widen our focus somewhat and publish System Neutral Editions of some of

our GM's Resources. I've recently discovered that quite a lot of GMs who use our products don't actually play Pathfinder; it seems sensible, then, to make using our products as easy as possible—that's one of the cornerstones of our publishing strategy after all—and so in this case that means removing the game mechanics! Of course, we'll still be posting a ton of Pathfinder stuff—so Pathfinder GMs despair not!

In any event, herein you'll find excerpts from some of Raging Swan's newest products including *Village Backdrop: Cahill Abbey*, *Urban Dressing: Bridge Town* and *I Loot the Wizard's Body* I've also included two recent articles posted up at ragingswan.com I think you'll enjoy and find useful. You can read the article—and scores more as well as campaign summaries—at creightonbroadhurst.com.

You might also be aware that Raging Swan Press is now on Patreon. We signed up at the start of April 2015, 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 taking a look at 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 THINGS TO SAY IF A PC SEARCHES FOR A TRAP AND FINDS NOTHING

Players are a paranoid bunch. The only thing they hate more than finding a trap is not finding a trap when they are certain one lurks nearby!

Use the table below, when a PC makes a Perception check and finds nothing, but remember to modify the entries to take into account the dungeon environment. For example, if a dungeon has floorboards or worked stone walls you'll have to do some minor work on several of the description below. Read:

You don't find anything out of the ordinary, but...

1. The floor doesn't seem completely flat. Several parts are slightly higher than the surrounding areas.
2. Dust on the floor is thicker in some places than others.
3. A gentle breeze caresses your face. You can't determine its source.
4. The mortar in the walls is old and crumbling. In some places, it has completely disintegrated leaving gaps between the bricks.

5. The floor at one point seems to be slightly concave and the stones look slightly damp.
6. Your (torch, lantern or other) light casts strange shadows on the walls as if they are not as flat as they first appeared.
7. The area seems slightly colder than you'd expect.
8. The area seems slightly warmer than you'd expect.
9. There is a faint, acrid smell in the air.
10. You are pretty certain you heard the faint grinding or groaning of stone on stone.
11. The air is perfectly still—it's as if the dungeon itself is holding its breath...waiting for you to make a mistake.
12. The area seems safe, but for a moment you thought you heard a faint clicking sound.
13. The ceiling looks a little odd. Perhaps it's not built properly, but you swear its sloping down toward one side of the room.
14. There's a fair amount of stone dust and small pieces of stone lying against one wall.
15. The faint smell of smoke hangs in the air.



16. Several sections of the walls have soot stains reminiscent of that left by torches set in sconces. However, there are no sconces present anywhere in the room.

17. Scratches on the floor show something large and heavy was dragged through here. However, the scratches stop roughly halfway across the area.

18. In three spots, water drips from the ceiling onto the floor. None of the resultant puddles seem very large suggesting the water is draining away somehow.

19. Faint growths of mould on the (floor, wall or ceiling) hint at an organised pattern of sorts unlikely to occur in nature. (The pattern could be suggestive of a hidden portal, trapdoor, pit or sigil of arcane or divine nature).

20. The proportions of the whole chamber just looks wrong. Some pieces of architecture—protrusions and niches—seem to serve no purpose whatsoever and the ceiling seems suspiciously low.

VAAGWOL AT A GLANCE

Ringed by tall, thick walls, the fog-shrouded Vaagwol sits on the edge of the Twyll River delta; on one side lies the Solnicht Bog while on the other stand the Fey-Cursed Hills. The peat and clay resources, in addition to the navigable river, have long attracted many to this dreary place. From the mysteriously absent Sylvan court to dozens of mortal kingdoms may have fought over this land. Consequently, old battlefields and queer mysteries cluster thickly about the village.

Perhaps what characterizes Vaagwol most is the Hunger. The Hunger animates the dead whether preserved in the bog, long entombed under fairy hills or recently succumbed in the village itself. In order to protect against this ever-present threat, Vaagwol has not only built a stout outer stone wall, but also divided itself into several walled. The lack of windows on the lowest floors of all buildings, protect not only against the constant chill and mist, but also against the dead whose diseased bite further spreads the Hunger.

With the falling population, the villagers have become increasingly reliant on clockwork mechanisms for many simple tasks; however many such creations are poorly constructed and often break.

DEMOGRAPHICS

Ruler Mayor Alfrant Merryn

Government Plutocracy

Population 167 (109 humans, 32 dwarves, 8 elves, 11 half-elves, 7 intelligent undead)

Alignments LN

Languages Common, Dwarven, Elven, Sylvan

Corruption +0; **Crime** -4; **Economy** -2; **Law** -4; **Lore** -2; **Society** -8

Qualities Defensible, superstitious

Danger +20; **Disadvantages** Hunted, plagued, soul crushing

NOTABLE FOLK

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

Caltha Stonestacker (location 4; LN female dwarf expert 3) Cartha is a brash and stout woman, even for a dwarf, who leads the Wallers' guild. She is responsible for the construction and maintenance of the great walls that protect the village from the dead and the spread of the Hunger.

Bychan Ytes (location 7; LE male human expert 3) Bychan is fascinated by the Hunger, which has so far defied magical attempts to curtail its spread. His obsession turns darker with each passing day and he has begun to document the disease's progression on those imprisoned in his cellar.

Mayor Alfrant Merryn (location 1; LN male human expert 2) A successful merchant from a respectable family, Alfrant has parlayed his breeding and wealth into political office. He generally believes in stoically ignoring any unpleasantness the village suffers and instead tells stories of better days.

Phethil Riverdancer (location 8; CG male elf rogue 2) The dashing patriarch of the small elven community, his family controls much of the trade passing through the village. While looked down upon by the village's respectable families, the bravery and daring of the Riverdancer Forwarding Company is the lifeblood of Vaagwol's economic health.

Scythemaster Ecta Jenigan (location 6; LG female human fighter 3) The Scythemaster is the honourable leader of the Bereavement Watch, who both garrison the village's defences and cull the sick inside the walls.

Slow Ewain (location 5; CN male human rogue 1) A spy from Feyhall, Ewain is craftier than his moniker implies.

NOTABLE LOCATIONS

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

21. **Vaagwol Hall:** This hall is a block-like building that serves as the centre of government and trade for the village.
22. **St. Elspeth the Martyr Hospital:** The hospital is run by the sisters of St. Elspeth the Martyr who strive daily to both care for the health of the villagers and fight the plague.
23. **Cutters' Guild Hall:** The Cutters' Guild makes regular forays into the bog to cut peat or to the hilly cost to dig clay. They often hire guards when working outside the walls.
24. **Wallers' Guild Hall:** The dwarven dominated Wallers' Guild Hall is surrounded by several rings of walls and is perhaps the most defensible location in the village.
25. **The Quiet Maid:** Popular public house with rooms for let.
26. **Bereavement Watch Barracks:** There is one of these barrack houses in each district, filled with soldiers on the lookout for both the dead and signs of the Hunger infecting their charges.
27. **Ytes' Mansion:** This solitary mansion is home to the bachelor physician Bychan Ytes (and his unfortunate test subjects).
28. **Docks:** The piers stand outside the protection of the walls.
29. **Solnicht Bog:** Home to peat and centuries of battles.
30. **Fey-Cursed Hills:** Once home to the Sylvan Court, the hills now shelter a band of brigands in the village of Feyhall (whose location is a secret to all but a few).

MARKETPLACE

Resources & Industry Clay, clockworks, peat, shipping

Base Value 300 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 1st; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

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

- **Potions & Oils** *hide from undead* (50 gp)
- **Scrolls (Arcane)** *chill touch* (25 gp), *magic weapon* (25 gp)
- **Scrolls (Divine)** *bless water* (50 gp), *lesser restoration* (150 gp)
- **Wondrous Items** *silversheen* (250 gp)

VILLAGE LORE

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

DC 5: Vaagwol was once prosperous due to its proximity to peat and clay, and the ability to ship it up the Twyll River. Several significant ancient battlefields litter the nearby Solnicht Bog.

DC 10: The village lives under threat from the Hunger, a disease that kills the living and animates the dead.

DC 20: Somewhere nearby in the Fey-Cursed Hills is the bandit known as Feyhall. The rogues are nearly as dangerous as the Hungry Dead.

VILLAGERS

Appearance The families that have lived in Vaagwol for generations frequently have dark hair and dark eyes, though red hair is not uncommon. Hairstyle is general tied to class, with the common folk favouring longer hair and the wealthy keeping theirs' cropped short.

Dress The villagers tend to wear dreary layers of wool to keep out the cold and damp mists. Jewellery is uncommon, though affections such as a cane, monocle or pocket watch are more likely among the wealthy. It is common to see heavy boots and forearm guards on those who travel areas where encounters with the hungry dead are likely.

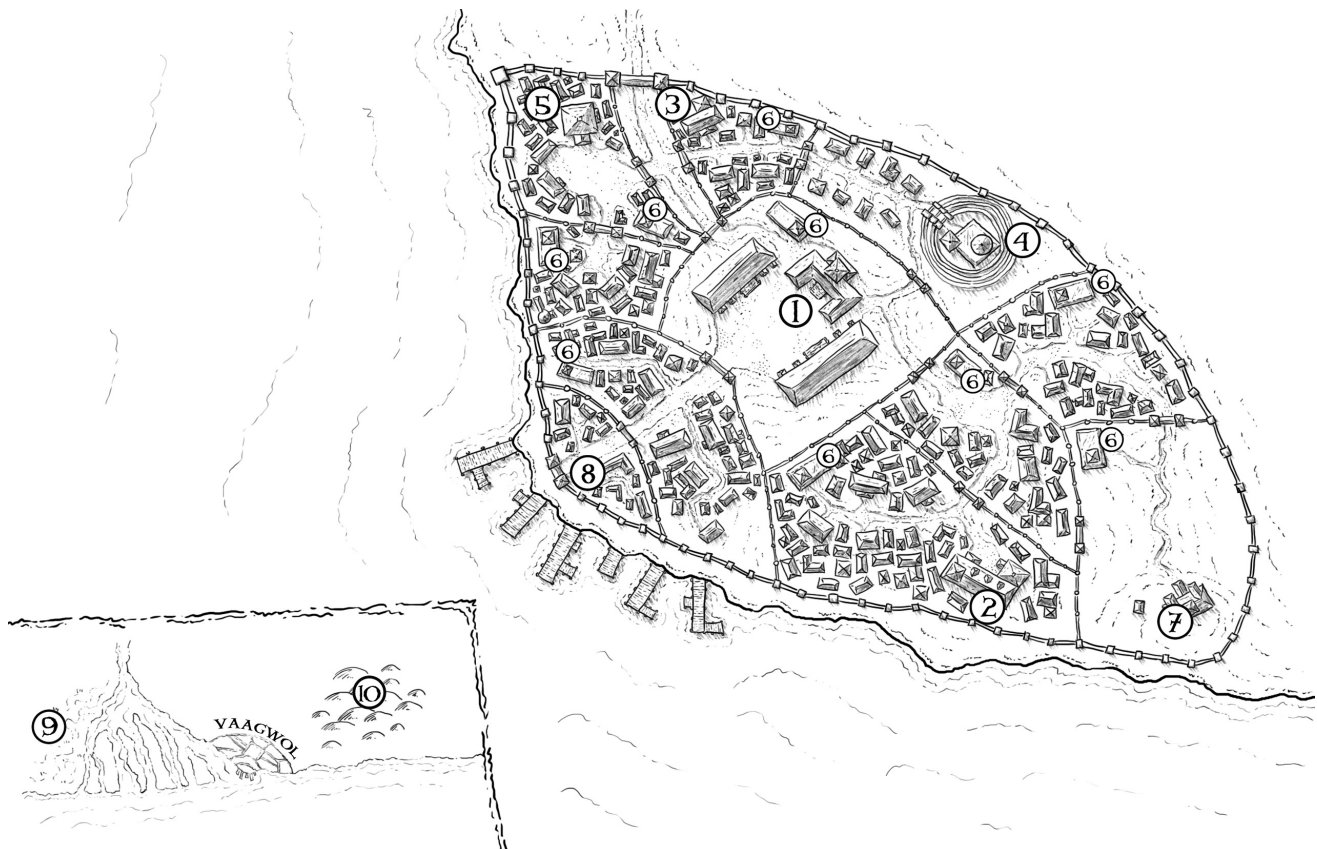
Nomenclature *male* Aeron, Einon, Linos, Sawl; *female* Aderyn, Brynn, Gryn, Rynnon; *family* Astley, Caddagan, Merryn, Rodderych, Yorath.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Vaagwol 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* | The Hungry Dead are controlled by an intelligent menace seeking to lay the village low. |
| 2 | Someone is spreading the Hunger on purpose. |
| 3 | The bandits of Feyhall have spies in the village. |
| 4* | The Sisters of St. Elspeth the Martyr have magical healing powers they do not publicize, but if you earn their favour, they can cure you of the Hunger. |
| 5* | The Bereavement Watch cannot be trusted. They will execute you if you are sick for any reason. |
| 6 | Hungry Dead are commonly found outside the walls, but sometimes some to get inside. Be careful who you approach on a dark and lonely street. |

*False rumour



BRIDGE TOWN: SIGHTS & SOUNDS

Use this table to generate the sights and sounds the PCs experience as they move about the bridge town. Ignore inappropriate results and simply re-roll.

| D% | |
|----|--|
| 1 | Wheels rattle as a wagon crosses the wide slats of a bridge made entirely of rickety wood. |
| 2 | Rusting metal cages hang on chains dangling from a steel-spiked bridge. |
| 3 | The tromp of feet nears as a guard patrol makes its way over the bridge. |
| 4 | Children laugh as they scamper from one end of the bridge to another in a friendly race. |
| 5 | A raucous parade pauses in the middle of the bridge to sing the mayor's praises. |
| 6 | Stonemasons hammer and chisel large blocks, which will soon form a new bridge. |
| 7 | Pallbearers carry a casket over a bridge that symbolizes the passage between life and death. |
| 8 | Mounted guards shout for people to make way as they thunder after a fleeing criminal. |
| 9 | Wind whistles through the arches of this fine stone bridge. |
| 10 | The complex web of ropes holding up the bridge creaks alarmingly as the party crosses. |
| 11 | Wherever they go in town, swarms of biting insects follow the PCs. |
| 12 | The water level in the canal is surprisingly low, reveals glistening mud flats. |
| 13 | Every guard bears a breastplate or shield adorned with a stylized bridge. |
| 14 | People whisper excitedly that the town's "ghost bridge" is supposed to be manifesting soon. |
| 15 | Dozens of shop fronts line this canal, but each of them is only accessible via the waterfront. |
| 16 | Lifelike faces of stone peer out unblinkingly from their settings in the side of this bridge. |
| 17 | A messenger boy walks past, calling out an advertisement for the Underbridge Inn. |
| 18 | A cloaked trio of people glide past, faces masked to resemble a variety of unearthly creatures. |
| 19 | The nearby craft shop resounds with hammering, and the occasional thud of a heavy object falling. |
| 20 | The stagnant water under the bridge is covered with algae and crowded with frogs and turtles. |
| 21 | A mucus-covered salamander flops out of the water and blinks bulging eyes up at the party. |
| 22 | A priest walks by, loudly preaching the dangers of offending the "God of Bridges." |
| 23 | A sign decorated with a person's face etched in charcoal, wanted for crimes of "Bridge Burning and other Acts of Arson" is nailed to the bridge. |
| 24 | The woman who just walked by had gills, scaled skin and webbed hands and feet. |

| | |
|----|---|
| 25 | Signs are posted all around town proclaiming the official Bridge Festival begins in a fortnight. |
| 26 | Water from the canals has been cleverly diverted into beautiful fountains arrayed all over town. |
| 27 | Children play and chant, "One bridge, two bridge, red bridge, blue bridge..." on the bridge. |
| 28 | Two fighters take up duelling poses in the middle of a bridge as onlookers place bets. |
| 29 | A hawker yells out the prices of his scale model wooden carvings of various bridges from around town. |
| 30 | Fishermen shout excitedly as they haul in nets of still-flopping fish from the day's catch. |
| 31 | An old hag in a black robe stands before the bridge, asking questions of everyone who wishes to cross. |
| 32 | Bells chime with every step the party take across this bridge, though they are never in discord with one another. |
| 33 | One man complains to another that he's stuck in this district because he's afraid of heights. |
| 34 | A sign boasts of this cafe's famous "Canal Tea" which they promise is brewed fresh every day with authentic ingredients. |
| 35 | A tiefling wanders past, grumbling to herself about "lighting the water on fire." |
| 36 | Polished stones are set in the street to form arrows and names pointing to various bridges and districts. |
| 37 | The stone bridge rumbles from time to time, but no one seems to worry. |
| 38 | A thick fog swamps the town, not letting travellers see the other end of any bridge when they start to cross. |
| 39 | Bridge menders swap stories and jokes as they take a break, lounging around a broken portion of a bridge. |
| 40 | Children fish along the edge of a canal, letting their feet dangle over the edge as they chatter among themselves. |
| 41 | A PC overhears a young man tell a woman, "Meet me at the Lover's Bridge at midnight." |
| 42 | The bronze statue of a pig stands before this bridge, nose polished by everyone touching it as they pass for good luck. |
| 43 | A group of acrobats draw applause as they perform balancing acts on the bridge's railing. A troupe member passes a hat around for tips. |
| 44 | An old man whistles to himself as he sweeps debris off the bridge into the canal below. |
| 45 | The person the party just passed was clutching a bundle of firewoods in their arms, along with a gleeful expression. |
| 46 | A bloody set of footprints smears their way toward the nearest canal and across the bridge. |

| | |
|----|---|
| 47 | Birds chirp from their roosts within the nooks and crannies of the bridge's stone arches. |
| 48 | A paper flutters past, and a PC sees the words "Bridge Tax" inked on it. |
| 49 | In the distance, shrieks rise as a bridge cracks and crashes into the river below. |
| 50 | A forlorn man leans against the bridge railing, sighing wistfully as he gazes off into the distance. |
| 51 | A ghostly moan wavers out from under the darkness beneath the bridge. |
| 52 | Two mobs brandishing swords and torches yell at each other from either side of a bridge. |
| 53 | A guard strides past, his booming voice announcing a bridge curfew is about to start. |
| 54 | A PC overhears several architects debating the virtues of various bridge-building techniques. |
| 55 | A passerby mutters at a PC under his breath, calling them a "no-bridger barbarian." |
| 56 | A loud snap sounds in the distance, followed by a multitude of screams. |
| 57 | High above the water, a figure perches on the lip of a bridge, as if preparing to jump. |
| 58 | The water in the canal is foamy, and the foam itself has an odd greenish tinge to it. |
| 59 | A horse's hooves sound oddly hollow as it clops its way across a lengthy span of stone. |
| 60 | The canal below moves sluggishly, looking like a thick, muddy churn full of trash and debris. |
| 61 | A gondolier rows past, calling out the prices of being ferried to various parts of town. |
| 62 | A crowd cheers as several folk hang from a bridge's railing in a test of strength. |
| 63 | A sign posted at eye-level reads, "Only people this tall or higher can cross the bridge." |
| 64 | The gentle sound of lapping water follows the party everywhere they go in town. |
| 65 | The stink of raw sewage fills the air near this plain wooden bridge. |
| 66 | This artist's paintings display locations of notable bridges from around town, except the realistic images lack the bridges themselves. |
| 67 | You hear grumbles and mutters wherever you go as town citizens complain about "bridge imps." |
| 68 | A sign directs half-orcs to take an alternate bridge rather than the main one. |
| 69 | People gather to watch a wooden bridge go up in flames. No one seems to be putting out the fire. |
| 70 | Whacking noises echo as a couple gondoliers spar with their paddles as they pass each other. |
| 71 | Rival gondolier teams mock each other's gaudy outfits and the quality of their competing boats. |
| 72 | Frogs chirrup from the abundance of lily pads clogging the canals from end to end. |
| 73 | A man screams for justice as he is lashed hand and foot to a bridge, where he'll be left to starve. |
| 74 | Every bridge in town looks identical, down to the exact shape and size of their planks. |

| | |
|-----|---|
| 75 | Fish fling themselves out of the canals by the hundreds to flop about and die on the streets. |
| 76 | Graffiti of a generic bridge has been splashed in crimson paint on every door on this street. |
| 77 | Rows of rocking chairs line the span; people sit here to watch the sunrise and sunset every day. |
| 78 | The water in the canal has an oily scum to it that stinks of sulphur and ripples with rainbow hues. |
| 79 | A troll sits in the open at one end of the bridge, simply holdings its clawed hand out for people to drop coins into. |
| 80 | A clock tower gongs somewhere in the distance, and people hurry in all directions. |
| 81 | Someone screams before the party hear a loud splash and cries for help. |
| 82 | A bridge sentry is yelling at a half-giant, telling the brute he's far too heavy to cross the span. |
| 83 | Two merchants are yelling at each other, their carts having crashed into one another after trying to cross the bridge at the same time. |
| 84 | Two black coaches race directly toward one another from either end of the bridge; neither shows signs of slowing. |
| 85 | A folded parchment flutters in the breeze, having been stuck in a gap between two stones. |
| 86 | Rows of canal boats line dozens of small wooden piers, bobbing on the current. |
| 87 | A person points to the sky and gasps, saying, "Did you see? The heavenly bridge is back!" |
| 88 | Every bridge in town has tall statues on either end carved with demonic visages. |
| 89 | Iridescent beetles cluster by the hundreds on almost every flat surface, making an oddly musical humming once the sun sets. |
| 90 | A red velvet carpet has been laid along the street, leading all the way to the next bridge. |
| 91 | A drunken band of musicians launches into their new song, "100 Reasons We Love Bridges!" |
| 92 | This bridge is glistening wet. |
| 93 | A robed woman stands in the middle of the bridge, her face in shadow beneath the pink, frilly umbrella she holds. |
| 94 | Several monks shuffle past, their robes stylized with gray arches, ripples and white clouds. |
| 95 | A stack of planks lies nearby, drying out before being used for bridge repairs. |
| 96 | A man groans as he tries to roll an enormous block of stone down the street. |
| 97 | A few canals over, a chorus of worship songs rise over the town. |
| 98 | A stranger in a blank, black mask silently watches the street. He nods at the party. |
| 99 | At ship-maker's shop workers carve a tree trunk into the crude shape of a canal boat. |
| 100 | As the party step on a bridge, a kindly voice asks, "Excuse me, but could you get off my back?" |

THE WIZARD'S BONDED OBJECT

Many wizards possess objects of esoteric appearance to help channel their power. Use this table, to generate the details of such trinkets.

| D% | |
|----|---|
| 1 | This wand is a bouquet of wild flowers tied with a ribbon. It never loses its scent. |
| 2 | This ring is made from intricately braided and knotted thread. |
| 3 | This wooden ring is carved as a spiral around the finger rather than a closed loop. |
| 4 | This necklace is made of animal skulls. The eyes of the largest skull glow with arcane power. |
| 5 | On first glance, this silver ring seems to feature an enormous ruby. It is however, just red glass. |
| 6 | This wand is a wooden cook's spoon. |
| 7 | This amulet is a heart-shaped locket with a tiny portrait inside. |
| 8 | This silver ring is set with a tiger eye gem. It occasionally blinks. |
| 9 | This amulet is a small leather pouch. |
| 10 | This ring is a braided loop of green silk. |
| 11 | The tiny gems encrusted into the thick band of this ring are in the formation of a constellation. |
| 12 | This wand is iridescent and seems to be covered in scales. When activated it emits the sounds and smells of the sea. |
| 13 | This amulet contains a single, green eye that blinks and moves as if surveying its surroundings. |
| 14 | This staff seems to be nothing but a common miniature broom. |
| 15 | This amulet is a delicate silver cord, strung with many tiny bells. |
| 16 | This staff has a ram's skull on the top which dispenses platitudes in a soothing voice. |
| 17 | This gold ring has an inscription on the inside of the band. It reads "S love S". |
| 18 | This amulet is a necklace of dried raptor feet. |
| 19 | This wand is an incense stick and emits smoke and scent when activated. |
| 20 | This amulet is a crystal ampoule containing an ounce of blood, strung on a red silk cord. |
| 21 | This is a perfectly smooth, completely featureless, grey iron ring. The ring feels slightly cold to the touch. |
| 22 | This blue glass amulet glows softly and is cold to the touch for anyone but the wizard. |
| 23 | This red iron ring is warm to the touch. A subtle pattern of flames seems to dance around it. |
| 24 | This veined stone wand is far lighter than it appears. |
| 25 | The cord holding this amulet is always slightly damp. It smells of wet earth. The pendant is a tiny, live bonsai tree in a pot. |

| | |
|----|---|
| 26 | This amulet is made from a lute pick strung on a lute string. |
| 27 | This staff is a white carved pole, with a squid's tentacle curled around it. |
| 28 | This plain ring is made of an unknown metal with a red tint. |
| 29 | This staff is embellished with ribbons and flowers, like a miniature Maypole. |
| 30 | This ring is made of straw, twisted together and tied with a red ribbon. |
| 31 | This wooden wand is rough to the touch and dark green |
| 32 | This amulet is a rough stone on an unfinished leather cord. |
| 33 | This poison ring contains a viscous, orange liquid. |
| 34 | This staff is shaped like a shepherd's crook. |
| 35 | A signet ring inscribed with the initial M. |
| 36 | This pendant contains an extremely detailed horoscope, that is far too old to describe the wearer. |
| 37 | This wooden staff has several holes drilled through it. When the wind blows through it, it produces a low, calming whistle. |
| 38 | This wand is a hollow tube of glass. It contains a blue liquid. |
| 39 | This staff is carved from the trunk of a young willow tree. It remains pliable. |
| 40 | This necklace is fashioned from old shackles. |
| 41 | This necklace is shaped like a giant prawn wrapped around the wearer's neck, like an ouroboros. |
| 42 | This wand is a crystallized jellyfish stinger. |
| 43 | This staff is curved at the top. A birdcage containing a tiny bird's skeleton hangs from the end. |
| 44 | This staff is made from the femur of one of the wizard's ancestors. |
| 45 | This amulet is a dried giant spider. The legs are still twitching. |
| 46 | The pendant on this amulet is a glass sphere containing a seemingly frozen flame. |
| 47 | This wand is a branch from a flowering tree. It is always in bloom. |
| 48 | This wand was carved from a meteorite and has arcane symbols carved into the head. |
| 49 | This amulet is a small bundle of vibrantly coloured feathers. |
| 50 | This delicate silver ring is made of braided wire |
| 51 | This amulet is a collection of shark teeth. |
| 52 | This wand is carved from a single talon from some enormous beast. |
| 53 | A small vial of a green, viscous liquid. It bubbles slightly and smells of stale wine. |
| 54 | This staff is weightless and appears to comprise nothing but wisps of smoke. |

| | |
|----|--|
| 55 | This wand is the bone from a leg of lamb. It has been picked clean of all meat. |
| 56 | This ring is a smooth, grey and plain stone band. |
| 57 | A smooth wand of an unknown metal. It is slightly warm to the touch. |
| 58 | This amulet is a desiccated chicken foot tied onto a rough string. |
| 59 | The over sized glass orb on this ring resembles a tiny crystal ball. |
| 60 | This dagger is nothing more exotic than a kitchen knife. |
| 61 | This wand is a completely smooth bar of black marble. |
| 62 | The stone in this amulet seems to be impossibly black. It reflects no light at all. |
| 63 | The huge blue diamond on this ostentatious gold ring contains an asymmetrical inclusion, which renders it worthless as a gemstone. |
| 64 | The snake head on this staff occasionally talks, but only to tell bawdy jokes. |
| 65 | A small leather pouch on a string. Its contents are unknown, as only the wizard it is bound to can open it. |
| 66 | A wand shaped like a spoon encrusted with tomato soup. |
| 67 | This dagger comes in a sheath embroidered with prayers to the major deities of the region. |
| 68 | This staff is a twisted, rusted metal rod. |
| 69 | An athame whose blade is etched with a long forgotten language. |
| 70 | This staff is wrapped in fine, soft red silk. |
| 71 | The pendant on this necklace is a large, heavy coin from an unknown land. |
| 72 | This amulet emits smoke and the scent of incense common in local churches. |
| 73 | This wand looks like and functions as a skyglass. |
| 74 | This fist-sized glass amulet is filled with water and contains a live fish. |
| 75 | This silver ring is cool to the touch and covered in ancient writing. |
| 76 | This delicate staff comprises a single giant, perfectly preserved peacock feather. |
| 77 | Whenever this plain, unadorned ring is removed from the hand of the wizard it's bound to, it begins to vibrate and hum slightly. |
| 78 | This staff is a scaled down model of an obelisk from an ancient civilization. |

| | |
|-----|--|
| 79 | This amulet is a tiny hourglass that seems too small to hold enough sand to measure an hour, but measures time perfectly. |
| 80 | This wand is an inkpen, which renders all writing as beautiful calligraphy. |
| 81 | A dagger carved from the horn of a narwhal. |
| 82 | This ancient, white, brittle ring was crafted from a cross section of bone. |
| 83 | This elegantly carved dark wood staff is highly polished and stained. |
| 84 | This ring is a thick metal band set with a moonstone. |
| 85 | This crossbow is of dwarven make. It is solidly built and carved with geometric patterns. |
| 86 | This wand can be flipped open with the snap of a wrist to function as a fashionably lady's fan. |
| 87 | This rough, leather spiked collar is something usually worn by attack dogs and suchlike. |
| 88 | This ring is a band of pale blue glass. |
| 89 | This ring is etched with the incantation for one of the wizard's spells. |
| 90 | This amulet is a pouch filled with fragrant herbs made of fine red wool. |
| 91 | This wand is nothing but a rough branch. |
| 92 | This silver ring is etched with an alchemical recipe. |
| 93 | This amulet is constructed from a love token, bestowed years ago. |
| 94 | This staff has precisely spaced marks and can be used for measuring. |
| 95 | This amulet spins slowly and is painted in a spiral pattern. Watching it spin is disorientating. |
| 96 | This necklace is composed of various fragrant alliums, commonly believed to offer protection from sickness. |
| 97 | This wand comes with a non-magical twin. Used together they can be disguised as hair sticks in elaborate, formal hairstyles. |
| 98 | Arcane power sparks and dances between the fine wires making up this ring. |
| 99 | This staff appears to be nothing more than an elegant walking cane, with a silver handle. |
| 100 | The handle of this curved dagger is tightly wrapped in scarlet silk. |



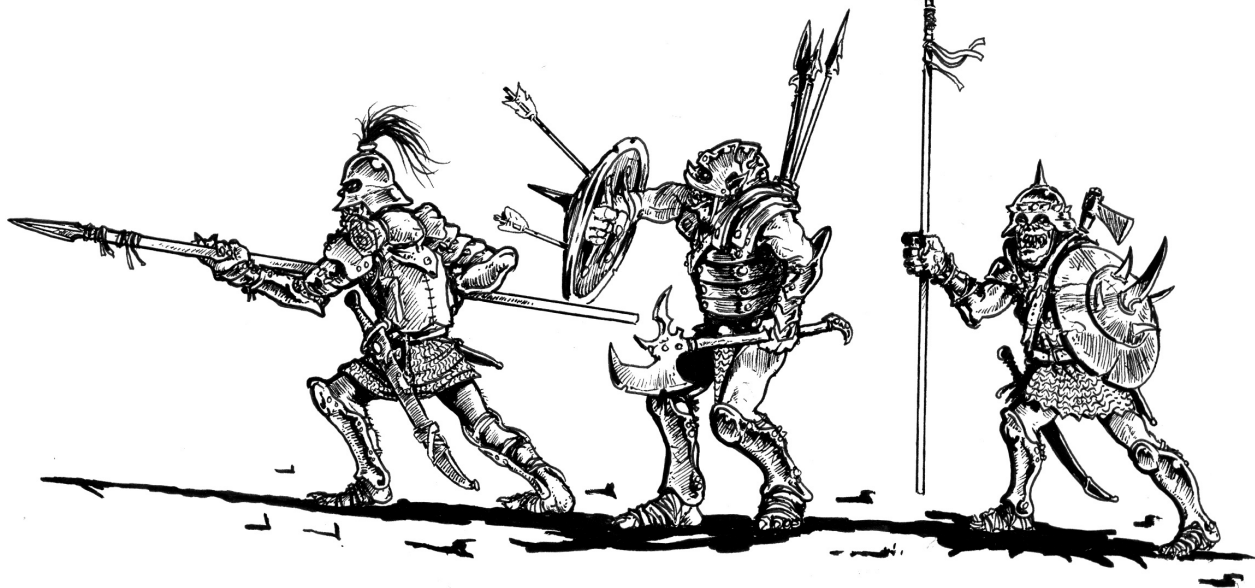
20 THINGS TO SEE DURING AN ORC RAID

On the frontier, life is tough. As well as the unending battle to grow enough food, the threat of raiding—either by orcs, bandits or a rival kingdom—is a constant worry.

Use the table below, to add minor points of interest to a raid on a frontier settlement. Of course, many of the entries below can be used for raiders of any ilk; simply change any mention of orcs to suit the raiders' identity.

1. A small, snivelling child huddles behind a barrel, trying to hide from the rampaging orcs.
2. Fire suddenly takes hold of a nearby building and smoke from its burning thatch fills the air. Indistinct screaming comes from within...
3. Shouts, screams and the sound of battle fill the air. One particularly loud, piercing scream ends suddenly.
4. A mother dashes across the street dragging one child behind her. In her other hand, she carries an old spear.
5. The sprawled and bloody corpse of a militia member lies in the street. He has been hacked to death and lies in a pool of his own blood.
6. A jumbled collection of scattered household goods—clothes, a cooking pot and so on—lies scattered on the ground outside a home.
7. An orc raider—covered in blood and gore—sits slumped against a wall. An arrow protrudes from his throat and the orc's face is frozen in a grimace of hate and pain.
8. Smoke blows across the street, obscuring the PCs' view of events. Humanoid shapes move within the smoke—and they seem to be running directly toward the party!
9. A broken barrel lies on its side amid a puddle of wine. A crude, bloody handaxe is embedded in the barrel.

10. A villager—an axe embedded in his back—crawls down the street. In great pain, he spots the party and loudly begs for aid.
11. Two orc raiders drag a woman from a smouldering house. Their backs are to the PCs and they do not appear to have noticed the adventurers.
12. A javelin flashes passed the lead PC's face and embeds itself in a nearby wall.
13. With a crash, a blazing outbuilding collapses in on itself, throwing up a cloud of sparks and smoke.
14. Two children—one clutching a baby to its chest—dash from a side street and run straight at the party. Their soot-stained faces are streaked with tears. Behind the pair lumber two drunk orcs—intent on easy pickings. At sight of the PCs, they turn away.
15. The frenzied squealing of a horse in tremendous pain breaks through the clamour of battle.
16. An arrow falls from the sky and lands—quivering—at a PC's feet. There's no indication who shot the arrow in question.
17. A handcart lies on its side in the street—vegetables along with a few hand tools lie scattered on the ground.
18. A villager—clearly very dead—stands transfixed against a wall by a large spear driven through his chest.
19. A raider lies dead in the street, his skull caved in. Near his outstretched hand lies a yet burning torch.
20. The thatch of a nearby building is beginning to smoulder—a raider threw a torch onto its roof moments ago. A villager dashes out of the building clutching a load of possessions to his chest. He dumps them onto the street and then dashes back into the building.



Please consider joining our Patreon campaign.

Your support enables us to pay our freelancers a decent wage. In return, you get free books before they go on general release.

Learn more and sign up at patreon.com/ragingswanpress.

OGL V1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work

containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE: Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

System Reference Document: ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game. ©2008, 2009, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder RPG Bestiary. ©2009 Paizo Publishing LC; Author Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook and Sip Williams.

The Book of Experimental Might. ©2008, Malhavoc Press; Author: Monte Cook.

Tomb of Horrors. ©2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content by TSR.

Urban Dressing: Bridge Town. ©Raging Swan Press 2016; Author: Josh Vogt.

I Loot the Wizard's Body. ©Raging Swan Press 2016; Author: Kat Evans.

Village Backdrop: Vaagwol. ©Raging Swan Press 2016; Author: Greg Marks.

GM's Monthly Miscellany: January 2016. ©Raging Swan Press 2016; Author: Creighton Broadhurst, Kat Evans, Jacob W. Michaels and Josh Vogt.



Visit us at ragingswan.com

