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GM'S MONTHLY MISCELLANY:

FEBRUARY 2016





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GM'S MONTHLY MISCELLANY: FEBRUARY 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, Eric Hindley and Jacob W. Michaels

Development: Creighton Broadhurst

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

Cartography: Dysons Logos and Tommi Salama

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CONTENTS

Foreword	2
The 10 Commandments of Dungeon Delving	3
Cahill Abbey At A Glance	4
I Loot the Rogue's Body: Tools of the Trade	6
Shunned Valley of the Three Tombs: Notable Locations	8
Treasures, Trinkets & Trash: Longswords & Maces	11
Support Raging Swan Press	12
OGL V1.0A	12

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:

- **I Loot the Rogue's Body** Eric Hindley.
- **Village Backdrop: Cahill Abbey** Jacob W. Michaels.
- **Shunned Valley of the Three Tombs** Creighton Broadhurst.

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FOREWORD

February is turning into a pretty exciting month here at Raging Swan Press. We are into our second month of System Neutral Edition releases and things are going great. We've had some super feedback and I'm looking forward to welcoming more folk into the Swan's Nest!

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

Cahill Abbey, *I Loot the Rogue's Body* and even a sneak peak at my newest adventure: *Shunned Valley of the Three Tombs*. (And, on that note, special thanks to Tom McCarthy and his players for their comments on earlier drafts of the adventure). I initially wrote the adventure for my son and his friends for whom I'm running a sporadic campaign; it's aimed at beginners but I think the valley's got a little something for everyone. On the subject of beginner players, I've also included an article aimed at new players: *The 10 Commandments of Dungeon Delving*. The article

appears pretty much as it did on my blog (creightonbroadhurst.com). However, one thing that came up in the ensuing conversation was the need for light.

I've left that out on purpose so you can see my original thoughts on the subject. (Although it could certainly fall under commandment #2) I'm interested to know if you think I missed anything else from the list.

Let me know over at my blog.

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 tripled 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.



THE 10 COMMANDMENTS OF DUNGEON DELVING

I've been running a sporadic game over the last few months for my son and a bunch of his school chums. It's been fun watching them play—the experience is certainly different (read more chaotic and louder) than my normal group.

I was struck during the last session with how their play style differed to normal play. Of course, they are less experienced and more caught up in the moment than "more mature, considered" play. But more than that, some things have sunk so deeply into the play experience itself that we as gamers never really talk about them—they are just an assumed given.

I've previously posted some advice for beginning dungeon delving; this is a brief, to-the-point follow-up to that post. Really, it's just a bit of fun but I think the ten commandments listed below are—at heart—solid and simple.

So, without further ado, here are the ten commandments of dungeon delving:

1. Thou shalt learn as much as possible about the dungeon and its denizens before venturing inside.
2. Thou shalt make appropriate preparations and diligently equip yourself before entering the dungeon.
3. Thou shalt have a plan and thou shalt stick to the plan.
4. Thou shalt work as a team.
5. Thou shalt not wander off alone.
6. Thou shalt not try to kill everything you encounter.
7. Thou shalt pay attention to your surroundings.
8. Thou shalt keep an accurate map.
9. Thou shalt remember that running away is sometimes a good idea.
10. Thou shalt share any treasures you find fairly.



CAHILL ABBEY AT A GLANCE

For much of its history, Cahill Abbey was a village of no special significance. Though its namesake abbey was long ago abandoned, the small community built to support it remained home to several dozen families who made a good living from the fertile hills around them and the bountiful Grayflash Creek. Though blessed with rich granite reserves in the nearby hills, the village's distance from nearby towns made it uneconomical to export the quarried stone.

Then, far from Cahill Abbey, the king's soothsayer was granted a vision promising the kingdom's saviour would come from the village. Unaware of any threat to the kingdom much less the need for a saviour, the king sent soldiers, ordering his men to protect Cahill Abbey, find the saviour and make sure he would fulfil his prophesied role.

To avoid bringing attention to his true purpose in the village, the king's agents, Hesha Kingseye, spread rumours of a darkness growing in the surrounding Morigain Hills. His troops, she said, were there to protect against this threat. Unwittingly, though, she echoed the events that led to the original abbey's founding and roused a slumbering evil

The villagers, oblivious to the soldier's true purpose, struggle to adapt to their new circumstances. The sleepy village's residents are outnumbered by their new guardians, and frightened by the supposed need for the wall rapidly growing to defend them. While some few welcome the increased opportunities the Royal Sentinels bring with them, most merely wish to slip back into the cosy, safe lives they had before.

DEMOGRAPHICS

Ruler Hesha Kingseye

Government Overlord

Population 86 (60 humans, 2 elves, 9 half-elves, 11 half-orcs, 4 halflings); plus 120 Royal Sentinels and support staff (60 humans, 24 half-elves, 23 half-orcs, 5 gnomes, 8 halflings)

Alignments LG

Languages Common

Corruption +1; **Crime** -4; **Economy** -1; **Law** +5; **Lore** -1; **Society** -2

Qualities Insular

Danger 0; **Disadvantages** None

NOTABLE FOLK

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

Aongham Cooperstave (location 3; LG male human fighter 5) This Cahill Abbey native left years ago to join the Royal Sentinels, but now finds himself home training the local youths.

Brom Abbott (location 5; LG male human expert 3) The now mostly powerless mayor resents the disruption to his village.

Cadwinne Raighmane (location 4; CG female middle-aged human expert 2) The innkeeper is making the best of the village's new situation.

Hesha Kingseye (location 8; LG female halfling oracle [life] 10) The king's oracle has a single-minded focus to protect the kingdom.

Teehan Winberry (location 7; LG female elf expert 2) This longtime midwife and herbalist simply wishes to be left in peace.

Verun Reig (location 4; LN female human rogue 6/shadowdancer 2) This agent of the king poses as a waitress in Cahill Inn.

Yerris Lyedenbur (location 2; LG male half-orc paladin 8) The head of the Royal Sentinels would rather be almost anywhere else.

NOTABLE LOCATIONS

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

11. **Old Cahill Abbey:** Cahill Abbey's namesake was abandoned long ago; its original purpose is long forgotten.
12. **The Wall:** This half-built stone wall looms over the village.
13. **The New School:** This school was set up to ensure village residents were equipped with the necessary skills should they become the prophesied saviour.
14. **Cahill Inn:** The village's sole inn and tavern has seen business boom since the Royal Sentinels arrived, much to the landlady's (Cadwinne Raighmane) pleasure.
15. **Abbot's Goods:** This general store, owned by the descendants of the village founder, is Cahill Abbey's centre of commerce.
16. **New Chapel:** Despite its name, this humble church has ably served the village for decades.
17. **The Winberry Home:** Teehan Winberry works from home, where she also deals in herbal and other remedies.
18. **The Sentinels' Camp:** This Royal Sentinels have been more focused on building the wall than homes for themselves, meaning they continue to live in tents.

MARKETPLACE

Resources & Industry Light farming, light forestry

Base Value 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

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

- **Potions & Oils** *oil of erase* (50 gp), *oil of purify food and drink* (25 gp), *potion of sanctuary* (50 gp), *potion of cure light wounds* (50 gp), *potion of protection from evil* (50 gp)
- **Scroll (Divine)** *scroll of spell immunity* (700 gp), *scroll of order's wrath* (700 gp)

VILLAGE LORE

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

DC 10: Cahill Abbey was a sleepy village until the Royal Sentinels arrived to defend it against some growing threat in the surrounding Morigain Hills foreseen by the king's soothsayer.

DC 15: The village was founded centuries ago by a religious order to support its namesake monastery. The order abandoned the site long ago, but the village remained.

DC 25: The Royal Sentinels keep a close eye on any visitors to Cahill Abbey, shadowing their every movement.

VILLAGERS

Appearance Natives of Cahill Abbey have broad, blunt faces, with pale, freckled skin, red hair and light-coloured eyes. The Royal Sentinels and their support troops are more varied, though typically have darker skin, hair and eyes.

Dress Natives of Cahill Abbey dress in simple peasant woolens, typically in shades of brown, gray or white, bringing out brighter garb for festivals. The king's men wear uniforms featuring a sky-blue tunic marked with the kingdom's sigil.

Nomenclature *male* Arawn, Hod, Meuril, Taletan; *female* Aderyn, Glane, Nie, Sioma; *family* Dellhill, Glascrick, Woodrugh.

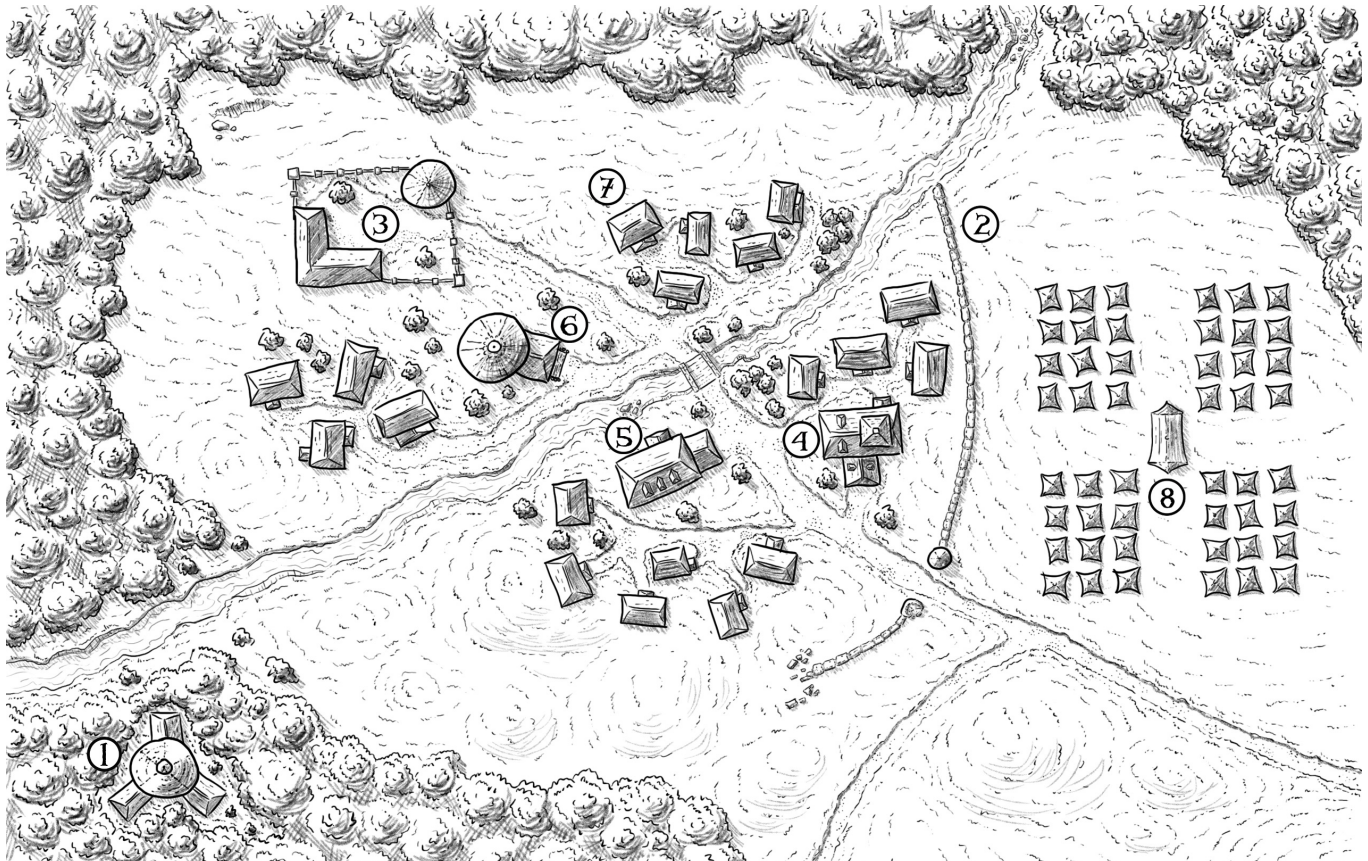
WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Cahill Abbey 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*	A thrush woke Teehan Winberry moments before Calla Dewwet's husband summoned her for their child's birth. The thrush now follows Calla and the baby around.
2*	Can you believe Cadwinne Raighmane hired a girl to provide "companionship" for the Royal Sentinels?! As a child, Aongham Cooperstave snuck further into the old abbey than anyone in a generation. He left the village shortly after and only came back at the king's command.
4*	Tif Dagger saw some sort of demon bear last week in the Morigain Hills. (The huntsman's imagination made what was just a mangy ursine into something more sinister.) The king ordered no children under 13 could leave the village and that every child who comes of age must go to the capital for a year to personally serve him.
5*	The Royal Sentinels were encouraged to bring their wives or husbands with them or to woo locals, and promised a 50 gp bonus for any children born in the village.
6	

*False rumour



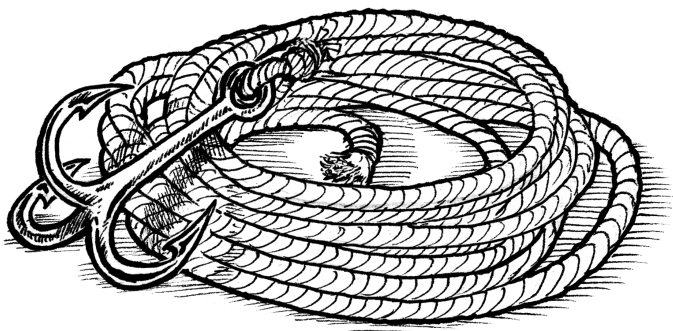
I LOOT THE ROGUE'S BODY: TOOLS OF THE TRADE

Rogues often possess many tools of the trade to aid their thievish endeavours. Use this table, to generate the details of such items.

D%	
1	A single, long needle-like implement, suitable for use as a lock pick.
2	A pouch of marbles—nine are black and one has a blood red cat's eye.
3	A small sack contains a handful of triangular pyramids with strange markings on each face, suitable for use as caltrops.
4	A loosely-wrapped bundle of flour leaks slightly; if thrown it would easily burst on impact.
5	A splayed eagle talon crafted from steel, designed to be used as a grappling hook.
6	A tiny knife, ill-suited to combat for a human, but easy to conceal.
7	A bushy false beard, mostly red with flecks of grey cunningly woven in to lend it a more realistic colouration.
8	A small box of wax designed to take an imprint of a key, amulet or similar small item.
9	A surprisingly large key, though some of its teeth appear to have been modified with a file.
10	A delicate hammer and jeweller's chisels, along with a few cheap practice gems.
11	A cleverly reinforced leather gauntlet with a few shards of glass embedded in the back of the hand.
12	A small vial of black, oil-based paint, with a small brush serving as an applicator.
13	A deck of carefully marked cards; the jack of diamonds is missing.
14	A double-sided coin, each side bearing the face of some long-lost monarch. One side is winking.
15	A small mirror on the end of a long, slim steel pole, obviously intended to be slipped under a closed door.
16	A few cast-off, bent and damaged lock picks, barely usable for their intended purpose.
17	An elaborate cosmetic kit, though most of it is nearly depleted, leaving only 1d2 uses.
18	A heavily worn whetstone, grooved almost clean through with use.
19	An empty vial that smells faintly of almonds, likely once containing poison.
20	A small bottle of viscous oil.
21	A fistful of long screws and a simple screwdriver.
22	A pulley about the size of a closed fist with a hook and small clip.
23	A single, heavily battered climbing piton.
24	An eight-foot length of fine silk rope, frayed at one end from a hasty cut.

25	A well-used crowbar, bent ever so slightly at its centre point.
26	A cracked spyglass, though still usable in a pinch.
27	A dinged brass ear horn, etched with the initials R.W.D.
28	A short brass whistle, only audible to dogs and elves when blown.
29	A length of black cloth faintly stained with old blood.
30	An elaborate head harness with ball gag.
31	A pocket-sized lantern that emits half the light of the full-sized version.
32	A jeweller's magnifying glass crafted from fine silver.
33	A full-face mask designed to look like a snarling orc.
34	Though clearly labelled as poison, the yellowy liquid in this small vial is benign.
35	A glass eye, its iris a garish green.
36	A tiny pick, such as might be used in dentistry.
37	A selection of small horsehair paintbrushes.
38	An elaborate, hand-cranked can opener.
39	An empty half-pint jar with a cleverly designed snap tight lid.
40	A spool of copper wire wrapped around a magnet.
41	A small, wind-up clockwork mouse painted to look very realistic.
42	A few sticks of chalk and sheets of paper, one of which has a rubbing of a lewd carving.
43	A selection of arrowheads, each slightly different in design.
44	A large steel file, a few flecks of copper still in its grooves.
45	A short sword scabbard containing a dagger, the rest of the scabbard acting as a secret compartment holding a selection of maps.
46	A small pouch contains various sizes of nuts and bolts along with a chisel.
47	An extendable pole with a small magnet at one end capable of holding up to 3 lbs.
48	A bar of soap smelling faintly of lilacs.
49	A spray bottle containing some kind of vulgar perfume, reminiscent of a drunk goblin.
50	A tiny wooden barrel on a dog collar full of cheap brandy.
51	A set of leather manacles joined with a chain.
52	A rather hefty sack of sand.
53	A leather waterskin filled with a foul-smelling but quite tasty white wine.
54	A short length of lead pipe that has been hastily converted into an improvised scroll tube.
55	A pair of slitted goggles designed to cut down on reflection in snowy regions.

56	A pair of felt slippers designed to fit over a pair of heavy boots to help muffle noise.
57	A few pellets that burst on impact, splattering the surface with bright green paint.
58	A small syringe and a collection of vials, some of which contain blood.
59	A small, dog-eared field guide to gem values, including definitions for cut and clarity.
60	A collection of assorted sizes of sewing needles in a small leather wrap.
61	A pair of finely tuned brass callipers.
62	A strange device, something like a compass, though the needle doesn't seem to point north.
63	A small pouch filled with tiny lead balls, something like buckshot.
64	A black eyepatch on a strip of leather.
65	An assortment of darts with brightly coloured fletching, too small for use in combat.
66	A brass horn that sounds like a duck when blown.
67	A book of code words and slang used by the local thieves' guild.
68	A small alchemical pouch that produces mild heat when its components are crushed.
69	A small alchemical pouch that produces mild cold when its components are crushed.
70	An incredibly fine ball of string that unwinds into a surprisingly strong 50-foot rope.
71	A simple but well-designed thong of leather designed to be used as a restraint able to be applied with one hand.
72	A cleverly linked set of rods that unfurl into a useful baton.
73	A heavy five-foot length of chain with a crude lock on one end.
74	A small cleaver and wooden cutting board, attached with a length of rope.
75	A small jewellery box with a huge assortment of customizable costume jewellery.
76	A small hand mirror that seems oddly angled to reflect behind the user when looked directly into.
77	A wooden holy symbol dedicated to a god of stealth and deceit. A secret compartment within hides a tiny knife.



78	A dagger with a hollow in the hilt full of fine, white sand.
79	A small bag of sand with a cleverly tied knot that makes it easy to open and throw into an opponent's eyes.
80	A punch set and hammer designed for leatherwork.
81	A spare bowstring and a handful of arrowheads all of different designs.
82	A piece of stretchable cloth useful for bracing a wounded knee or other joint.
83	A simple steel crowbar, painted a startling shade of blue. The paint is chipped at both ends.
84	This screwdriver has an unusual head, rarely found in this region.
85	A small handsaw, suitable for cutting through iron or steel. Its teeth are surprisingly sharp.
86	A five-pound lead weight with a loop for a rope. The bottom of the weight is battered and scratched.
87	A battered wooden tankard with a reinforced glass bottom.
88	A fine wire with steel pitons, suitable for use as a trip wire or garrote.
89	An elaborate glass cutting system complete with a suction cup and diamond blade.
90	Fingerless gloves with a stiff palm and protective plate stitched to the back.
91	A pair of wax ear plugs in a small pewter case.
92	A fine saw designed to slip in between a door and its frame to slowly cut locks or bars.
93	A double-headed coin, set of weighted dice and marked deck of cards provide a gambler's dream.
94	A wooden case of multi-hued chalk comprising different sections of red, white, blue and yellow chalk.
95	A small pot of red paint with a brush attached to the inside of its lid.
96	An exceptionally sharp single edged knife, serrated for a few inches near the hilt in a worn and supple leather sheath.
97	A tiny vial of weak poison, incapable of nothing more than rendering a target ill for a few hours.
98	A simple facemask for covering the eyes, black on one side and grey on the other.
99	A 30 ft. length of slender black thread able to easily bear the weight of a fully-grown man.
100	A 15 ft. long thin, almost invisible, silver wire with a sharply curved hook on the end used to hook things from the belts of unsuspecting victims passing below the rogue's perch.

SHUNNED VALLEY OF THE THREE TOMBS: NOTABLE LOCATIONS

Several locations of note lie within the valley. Use these notes, along with those presented in “Random Encounters & Events” to facilitate the above ground portions of this adventure.

A: BURIAL CAIRNS

Three cairns stand close to Aila’s Mere.

Three cairns stand in a ragged triangle. Lichens and moss cover all three while reeds growing thickly on the banks of a marshy pool almost engulfs the western most cairn.

Each cairn has the following notable features:

- **Old:** Moss and lichen grows thickly on the piled stone cairns. They are obviously old.
- **Remains:** Each cairn holds the remains of a decade-dead adventurer. Much of their equipment has rusted or rotted away. However, perceptive PCs may discover some small treasure. To do so, they must take apart each cairn. This takes four people an hour. While doing so, a PC making a DC 20 Perception check finds something. Use the table below to determine what is found. Use each entry only once.

D8	DISCOVERY ¹
1	A gold ring woven with silver wire (worth 50 gp).
2	A chipped ivory scroll tube decorated with once beautiful carvings of angels (worth 20 gp).
3	A rusty cold iron longsword (worth 30 gp) with a rearing wolf sigil on its pommel. It has the broken condition.
4	Six tiny azure blue translucent stones each with a hole bored through the middle (azurites, each worth 10 gp).
5	The mouldering, sodden remains of a spellbook. Most pages are unreadable but one is salvageable; it holds the spell <i>comprehend languages</i> .
6	A blunt and tarnished silver dagger (worth 22 gp). It has the broken condition.
7	A bronze cloak pin shaped like a dagger; usable as such by a Small-sized character (worth 20 gp).
8	A battered lantern set with reflective silver plates. The lantern itself is worthless, but the plates are worth 40 gp.

1: DC 20 Appraise check values



B: WEATHERED STATUES

Six statues guard the entrance to Area F—Champions’ Rest. Five yet stand upright, but the sixth has been knocked over and broken (by the adult owlbear lurking in Area G).

These weatherworn, moss-covered statues depict ferocious humanoid warriors. The warriors wear chainmail and hold a longsword grounded between their feet. One of the statues—the one nearest the pool—has fallen and lies in shards.

The weathered statues have the following notable features:

- **Weathered Statues:** The statues depict hobgoblin warriors (DC 6 Knowledge [local] determines). All are obviously old.
- **Broken Statue:** The fallen statue has half sunk into the boggy ground. Lichens and mould grow thickly upon it.
- **Buried Skulls:** Characters digging below the statues in search of hidden treasure discover an aged skull buried below each warrior. These are of hobgoblin origin, buried to placate the tribe’s ferocious gods. Each skull contains a small transparent yellow gem (a citrine worth 20 gp; DC 20 Appraise values).

GIANT FROG (1)

CR 1 (XP 400)

This gigantic frog has moist, mottled green and black skin.

N Medium animal

Init +1; **Senses** low-light vision, scent; Perception +3, Sense Motive -1

Speed 30 ft., swim 30 ft.; **ACP** 0; **Acrobatics** +9 (+13 jumping), **Stealth** +5, **Swim** +10

AC 12, touch 11, flat-footed 11; **CMD** 14 (18 vs. trip) (+1 Dex, +1 natural)

Fort +6, **Ref** +6, **Will** -1

hp 15 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +3 (+7 grapple)

Melee bite +3 (1d6+2 plus grab) or

Melee Touch tongue (reach 15 ft.) +3 (grab)

Atk Options grab (tongue), swallow whole, tongue

Grab (Ex [free]) The giant frog can grapple a Small or smaller foe without provoking attacks of opportunity. It does not gain the grappled condition and can pull a grabbed target 5 ft. closer with a successful CMB check (without the target provoking attacks of opportunity).

Swallow Whole (Ex [standard]) The giant frog can make a CMB check to swallow a Small or smaller foe grappled in its mouth. A swallowed creature is grappled and takes 1d4 bludgeoning damage a round. It can cut itself free with a light slashing or piercing weapon (AC 10, hp 1) or can make a CMB check to climb into the frog’s mouth. If a creature cuts its way out, the giant frog cannot use swallow whole until the damage is healed.

Abilities Str 15, Dex 13, Con 16, Int 1, Wis 8, Cha 6

Feats Lightning Reflexes

C: AILA'S MERE

This marshy pool fills much of the valley. The area surrounding the pool is distinctly boggy, due to frequent flooding.

A wide, marshy pool fringed with reeds and rushes dominates the valley floor. Boggy, marshy ground surrounds the pool, hinting—perhaps—at occasional flooding.

Denizen: A giant frog lurks here, but has grown somewhat cowardly after several near-fatal encounters with the owlbear in Area G. It attacks only when disturbed or when a tempting target is in the mere. The mere has the following notable features:

- **Calm Water:** The water is calm (DC 10 Swim), cold and murky. The mere is 2 ft. deep within 10 ft. of shore; further out it is 5 ft. deep. Thick, cloying mud three-foot deep comprises the pool's bottom.
- **Boggy Ground:** The ground immediately surrounding the pool is distinctly boggy due to frequent flooding. This does not inhibit movement, but the wet ground makes this an unpleasant place to camp.
- **Reeds & Rushes:** Thick stands of reeds and rushes surround the mere.
- **Frog's Lair:** The giant frog's lair is hidden deep in the reeds. The lair smells horrible. Partially eaten fish, bones and excrement lie scattered about.

VALLEY DRESSING

The PCs are bound to spend quite some time poking about the valley. Whenever they make Perception checks and don't discover anything noteworthy, roll on this table to add verisimilitude to the proceedings.

D8	DISCOVERY
1	A large mottled brown and white feather. The feather is obviously far too large to have come from a bird.
2	The tracks of a clawed creature. A DC 9 Survival check reveals the creature is Large-sized.
3	The vegetation—reeds, rushes, grass etc. as appropriate—are crushed and broken. Something large obviously passed this way.
4	A loud, distinct splash comes from Aila's Mere. Ripples spread across the water, but their cause is unclear.
5	High up in the sky a large bird circles the valley. After a few minutes it dives down into the grass, snatches up a mouse and flies away to feed.
6	For a moment, the PC catches the faint scent of carrion on the breeze.
7	A small patch of wild flowers—incongruously—grows amid the mud.
8	The wind picks up. For a moment, it sounds like the moaning of forlorn spirits.

D: WATERFALL

At the head of the valley, a small waterfall tumbles into Aila's Mere (Area C). Read:

A waterfall tumbles down into the valley over a series of three cascades before flowing into a wide, marshy pool.

The waterfall has the following notable features:

- **Rough Water:** In the immediate vicinity of the waterfall, the water is rough (DC 15 Swim).
- **Noise:** The roar of falling water imposes a -2 penalty on hearing-based Perception checks within 20 ft. of the waterfall.

Occasionally, things falling into the river tumble over the falls and end up in Aila's Mere. See "Random Encounters & Events" for more information.

E: TOMB OF THE STONE WOMAN

Filled with fearsome traps, this tomb has not been opened since it was sealed long ago. Read:

A moss covered capstone blocks a narrow fissure in the rock. Swamp grass grows thickly over the boggy ground.

When the PCs investigate the capstone, refer to page 16.

F: CHAMPIONS' REST

Herein lie the bodies of two hobgoblin heroes of old. This tomb has not been disturbed since it was sealed...and one of its inhabitants is very, very hungry. Read:

A wide, obviously heavy capstone covered in moss blocks what appears to be a passageway leading back into the hill. Grass and weeds grow thickly about the entrance.

When the PCs investigate the capstone, refer to page 18.

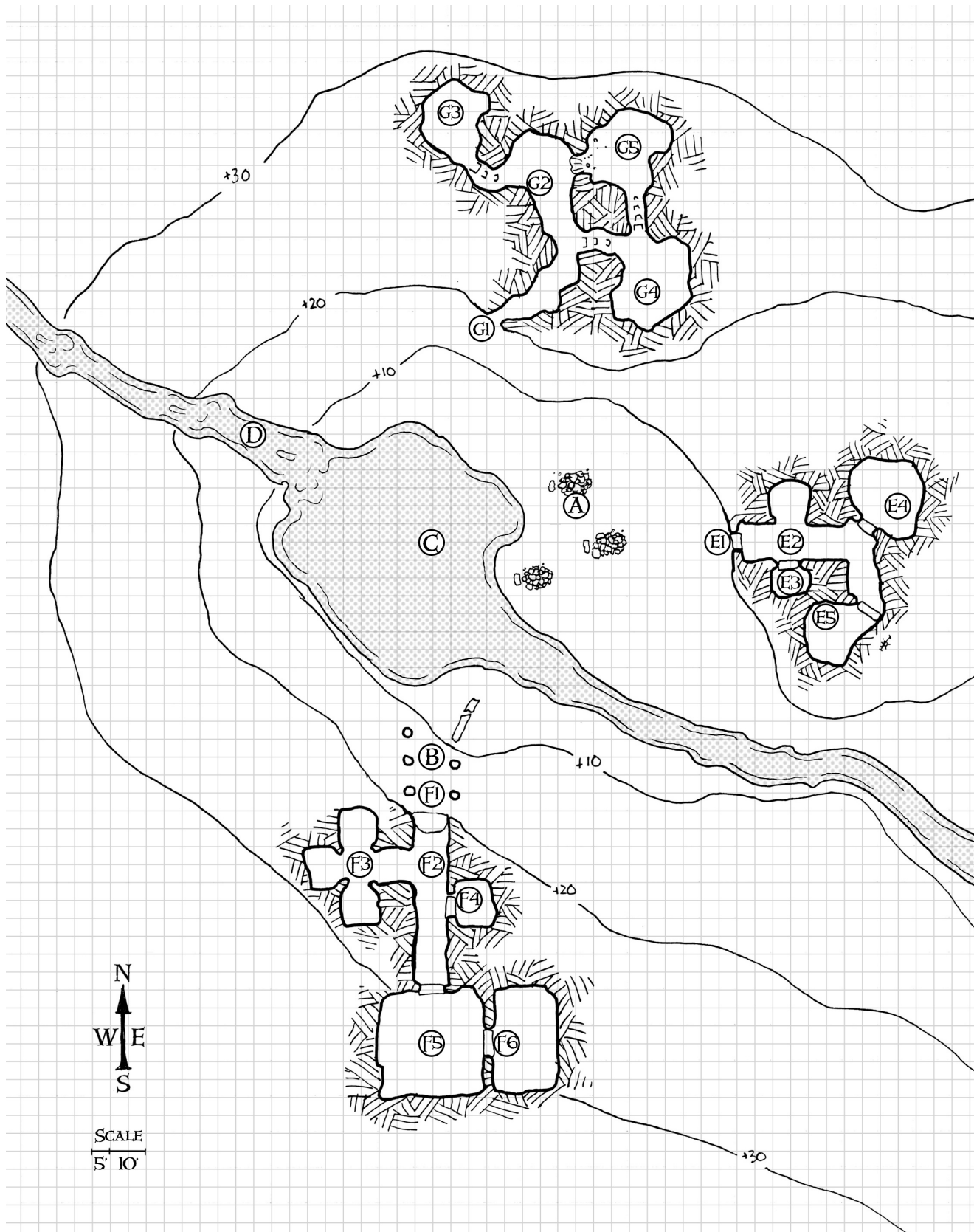
G: LAIR OF THE FEROCIOUS HUNTERS

An adult owlbear and its young claim this small cave complex. When the PCs enter the valley, the adult owlbear is away hunting. Read:

A narrow crack—perhaps 5-foot wide—pierces the cliff. A faint carrion odour wafts from within.

- **Tracks (DC 9 Survival):** The tracks of a large clawed creature enter and exit the cave. A DC 10 Survival check reveals the presence of an additional smaller set of tracks.

When the PCs reach the cave mouth, refer to page 20.



TREASURES, TRINKETS & TRASH: LONGSWORDS & MACES

One-dimensional, unremarkable treasure is boring. Adding interesting descriptions to treasure adds depth, detail and verisimilitude to the GM's campaign.

Of course, a GM doesn't have time to slavishly detail every piece of treasure in his campaign. That's where the list below comes in handy.

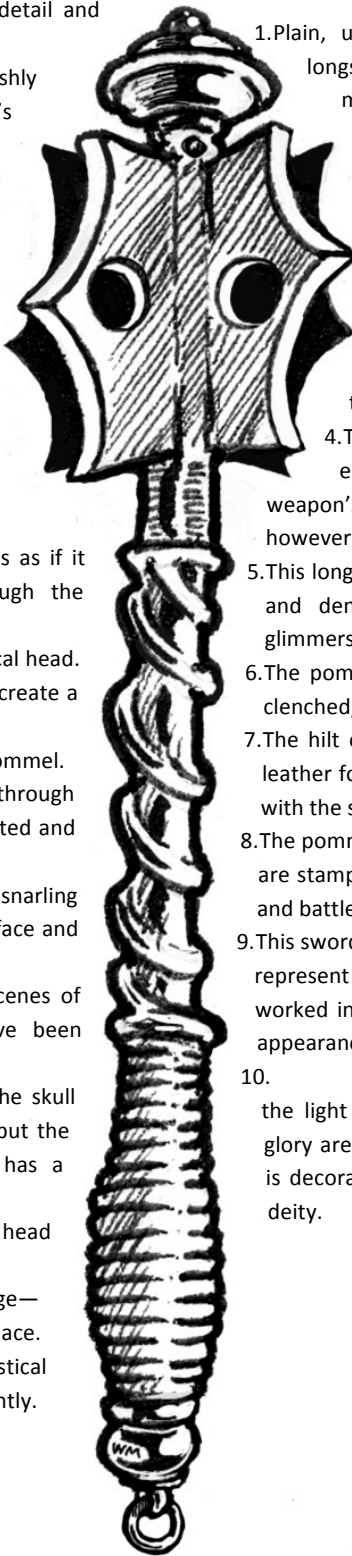
The GM can use these descriptions to bring to life the weapon wrenched from the corpse of a defeated foe, as the basis of a magic weapon or even to depict a PC's treasured heirloom possession. However they are used, the descriptions below are inherently more interesting than, "It's a mace."

MACES

1. Set upon a haft of stout oak, this mace's oval shaped head is worn smooth on one wide.
2. The iron pear-shaped head of this mace glistens as if it were wet. A leather loop is threaded through the weapon's haft to make it harder to drop.
3. Small holes are bored through the mace's spherical head. When the mace is swung vigorously, the holes create a high-pitched whistling sound.
4. This mace has a haft of iron and a small square pommel.
5. The haft of this mace is of dull iron worn smooth through countless hours of use. Similarly the head is dented and chipped suggesting it has seen much combat.
6. The head of this mace was forged to depict a snarling demon's head. Dried blood covers the demon's face and one of the demon's horns has snapped off.
7. The haft of this mace is engraved with lurid scenes of battle and death. Some of the carvings have been damaged—probably in combat.
8. Atop this stout haft sits a grinning iron skull. The skull has been painted white to appear more "real" but the paint is faded and chipped. Thus, the skull has a mottled—almost diseased—look.
9. When caught in bright light this mace's circular head gleams like the sun.
10. Mystical symbols—worn smooth by use and age—adorn the head and haft of this ornate flanged mace. The mace has four flanges—on each the mystical symbol for one of the elements appears prominently.

LONGSWORDS

1. Plain, unadorned and of solid, functional design this longsword holds a wickedly sharp edge. A maker's mark—a hammer set under a soaring raven—adorns the hilt.
2. Polished to a mirror-like sheen, this is a noble's weapon. Its hilt is of smoothed ivory and the crossguard is wrapped with silver and gold wire.
3. Chipped and battered, this longsword's blade seems old and dangerously weak. The pommel and hilt are of much newer and solid design; they are clearly not original.
4. The hilt of this longsword is engraved with several esoteric sigils denoting victory and glory. The weapon's haft is well-worn imply it has seen much action; however the blade itself is in excellent condition.
5. This longsword has an ornate basket hilt, which is chipped and dented. The blade itself is highly polished and glimmers in the light.
6. The pommel of this serviceable weapon is shaped like a clenched, gauntleted fist.
7. The hilt of this longsword is of horn wrapped with worn leather for better grip. It has a simple crossguard inscribed with the sword's name, "Gutripper."
8. The pommel and crossguard of this crude, heavy longsword are stamped with Goblin runes. They speak of glory, death and battle. It is sized for a hobgoblin, not a goblin.
9. This sword's pommel is carved from a large shard of onyx to represent a grinning skull. Additionally, ash has been worked into the blade and haft to give it a dull, dark grey appearance that seems to drink in the surrounding light.
10. This silvered steel sword glitters and glimmers in the light like ice. Runes speaking of goodness, light and glory are engraved into the blade itself while the pommel is decorated with the holy sigil of a good-aligned martial deity.



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