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# GM'S MONTHLY MISCELLANY:

MAY 2016





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# GM'S MONTHLY MISCELLANY: MAY 2016

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

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## 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: Revenge** Richard Green.
- **Places of Power: Penitent's Rest** Jacob W. Michaels.
- **I Loot the Bag of Holding** Mike Welham.

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Last month was an odd month! It turned out I spent a decent chunk of the month thinking about encumbrance—that most exciting and sexy of gaming subjects. (As an aside, is there any more feared phrase a GM can speak—except, “I initiate a grapple”—than, “What’s your encumbrance?”)

In any event, herein you’ll find excerpts from some of Raging Swan’s newest products including *Village Backdrop: Revenge*, *I Loot the Bag of Holding and Places of Power: Penitent’s Rest*. Hopefully, you’ll enjoy them and they’ll find a place in your campaign. In the case of all three featured supplements, you’ve got everything you need to drop them into your game!

Back to encumbrance. I’ve also included a recent article I wrote about the fallacy of the adventurer’s backpack, which was a bit of a revelation for me when I wrote it—after I realised exactly how much gear the average adventurer must be carrying. (If you are remotely interested in encumbrance, it’s worth a read). You can read the article—and scores more as well as my campaign summaries—at [creightonbroadhurst.com](http://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 9 cents a word, which gives me a warm, fuzzy feeling inside. We want to pay more, but to do that we need your help! If you sign up, you get our supplements earlier than normal and cheaper than normal. Even better, you can pledge what you want and cancel when you want. If you are interested in taking a look at the campaign, check out [patreon.com/ragingswanpress](http://patreon.com/ragingswanpress) or head over to [patreon.com](http://patreon.com) and search for Raging Swan!

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

## THE FALLACY OF THE ADVENTURER'S BACKPACK

*Or why you really need to hire some hirelings...*

Last week, I heroically went on an adventure in the wild borderlands that lie close to my frontier home...

Well, sort of. In fact, I went on a day trip to Dartmoor (one of the UK's beautiful national parks). Dartmoor is a wonderful, wild place but the weather can be challenging (and can change rapidly).

**Warning: excessive verisimilitude ahead. If you are not into realism in your games, this is not the post for you!**

In any event, this (inevitably) got me thinking about gaming and adventuring. We only planned to be out for the day, but I have two boys aged 9 and 12. Each of the boys and my wife took a light backpack to carry their food, drink and extra layers incase the weather got crappy. As the leader of the party, I felt I should bring along some additional supplies and equipment.

Now, I don't have the biggest backpack in the world (I own a Maxpedition Falcon II which is a 25 litre pack) but it's a decent-sized bag. I was surprised at how quickly it got full. It certainly made me think about how much stuff the average adventurer carries around.

And to put me and the pack in context, I'm not a heroic adventurer, but I am a relatively fit 42-year-old. I can run six miles in 50 minutes, or 3 miles in 21 minutes and often walk and/or run 18-20 kilometres a day (because we have a young dog that is wildly irritating if not exercised to the point of exhaustion).

But, to make things worse, I'm pretty sure the Maxpedition Falcon II counts as a masterwork backpack as it's well organised and very well designed to spread the load.

In any event, the major items I carried in my pack included:

- A decent first aid kit
- A main meal (a MRE which gave me 1,300 calories; if I'd been out all day being jolly active I would in theory need two or three of these) plus mess kit.
- One litre of water.
- Additional snacks.
- A pouch containing a compass, map and other miscellaneous items (fog can come on very quickly on Dartmoor and it's easy to get lost).

- An emergency bivvy (shelter).
- A small travel towel (boys + stream normally equals hilarious disaster).
- A 50 ft. length of paracord (I was so not going to need this, but I was going on an adventure and I felt duty bound to put it in my pack; I think the wife thought I was mad).

Surprisingly, the pack only weighed 14 lbs. or so. The weight wasn't particularly a problem; it was the bulk. I couldn't realistically fit any more in and the pack was pretty cumbersome. I couldn't imagine carrying 50 lbs. on my back for any extended period of time. I certainly couldn't imagine fighting while carrying that much gear. (I did experiment running up a hill wearing the pack and while I got to the top the extra weight proved rather detrimental to my performance).

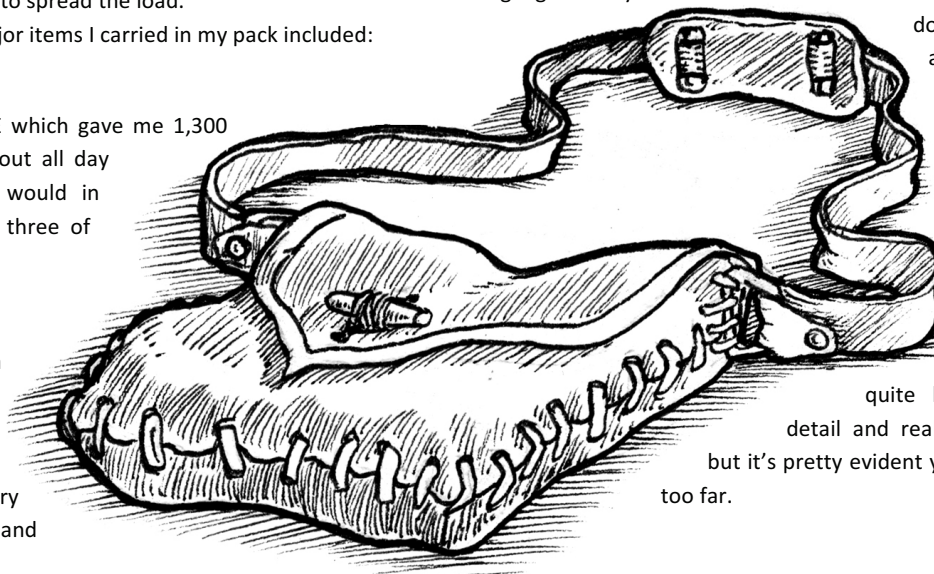
Shockingly, I wasn't carrying any spare clothes, weapons, a spellbook, iron spikes or any other accoutrements of adventure. However, my pack was basically full. It makes me look at some of my character's character sheets and laugh. I'd blithely write down, "Seven days of rations," "20 iron spikes" or some-such. Hilarious. Imagine the size of the pack I'd need to carry it all!

Just consider how much food I need for a week of adventure. Even if I switched out the MREs (I'd need 21) for Liferaft Survival Biscuits (one pack a day gives 2,500 calories) I'd still need seven (and I suspect not having ever eaten them I'd be jolly sick of them somewhere around day two as having read their description they look pretty bland).

It's incredible how much bulk I'd need to carry as an adventurer. I guess that's why bags of holding, handy haversacks and the like are so sought after (that and pretty much everyone hates tracking encumbrance!) In Old School games, this certainly highlights why adventurers need henchmen, hirelings and

donkeys—not to actually go on the adventure itself but instead to carry everything the brave heroes need to actually adventure!

Personally, I quite like this level of detail and realism in the game, but it's pretty evident you could take this too far.



## REVENGE AT A GLANCE

One of the largest and oldest villages near the pirate town of Deksport, *Revenge* has grown from humble beginnings to straddle both banks of the Buccaneer River a short distance downstream from the confluence of two smaller rivers. The surrounding land is fertile, if prone to occasional flooding, allowing the village's crops to thrive.

Founded over 20 years ago by the pirate captain Tarvin Brineshadow, *Revenge* was named after his second ship. His first was the *Helldrake*, one of the fastest galleons to sail the ocean. The *Helldrake's* first mate was a treacherous soul named Red Jaska Purho who led a mutiny against Tarvin after an unsuccessful raid. The deposed captain was forced to walk the plank in shark-infested waters. Luckily, he managed to swim to a small island where he spent weeks living off crabs and coconuts before being rescued by a passing ship. This pirate vessel, the *Good Fortune*, had never experienced much success, but with Tarvin's guidance, began to take plenty of fat prizes. After a vote was held to elect him captain, Tarvin spoke of the plunder filling the hold of the *Helldrake*. Renaming his new ship the *Revenge*, he sailed the oceans until he tracked down his former vessel.

The *Revenge* attacked the *Helldrake* under cover of a fog bank. Tarvin boarded his old ship and dueled with his mutinous ex-first mate while the two crews battled around them. As Tarvin thrust his cutlass through Red Jack's heart, his men triumphed over the the *Helldrake's* crew. Once the holds had been emptied, Tarvin gave the order to send the galleon to the bottom of the ocean.

His lust for revenge sated, Tarvin's drive to sail the oceans waned, and he vowed to live out his years on dry land. After finding a spot inland suitable for farming, he founded *Revenge*. While some of his crew joined him, many preferred to remain at sea. These days, few of the folk living in the village have ever served on a pirate ship.

Now, Tarvin's past is about to catch up with him. Adventurers recently found and plundered the wreck of the *Helldrake*, disturbing Red Jaska Purho's watery grave. The pirate captain's angry spirit has returned and Red Jack has risen from the ocean as a revenant to take his revenge on his old enemy.

### DEMOGRAPHICS

**Ruler** Tarvin Brineshadow  
**Government** Autocracy  
**Population** 154 (121 humans, 15 half-orcs, 9 halflings, 6 dwarves, 3 half-elves)  
**Alignments** NG, CG, N, CN  
**Languages** Common, Orc  
**Corruption** -4; **Crime** -4; **Economy** -4; **Law** -3; **Lore** 0; **Society** -2  
**Qualities** Strategic location, superstitious  
**Danger** +20; **Disadvantages** Hunted

### NOTABLE FOLK

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

- Brother Lobell** (location 5; CG male human cleric 1) Well-meaning young priest of Serat, sent here from Deksport.
- Feijo Groggsblood** (location 2; CN male middle-aged human warrior 2/expert 2) Landlord of the Ferry Inn and ex-crewman on the *Revenge*.
- Kaisa Two-Teeth** (location 3; N female middle-aged half-orc warrior 1/expert 1) Loud and earthy owner of the Turtle Trading Post. Ex-pirate, served on the *Revenge*.
- Ol' Veijo** (location 1; N male old human warrior 1/expert 1) Grizzled old ferryman. Ex-pirate; part of the *Revenge's* crew.
- Red Jaska Purho** (location 8; CE male revenant fighter 2) Former first mate and captain of the *Helldrake*, recently risen from the dead and out for revenge.
- Tarvin Brineshadow** (location 4; CN male middle-aged human fighter 5) Retired pirate captain; founder of *Revenge*.

### NOTABLE LOCATIONS

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

- Ferry:** A chain ferry is used to cross the Buccaneer River.
- The Ferry Inn:** *Revenge's* hostelry caters for travellers, offering warm beds and hearty food in a convivial atmosphere.
- Turtle Trading Post:** Sells all manner of goods and supplies to local farmers, river traders and travellers.
- Brineshadow Manor:** This large building is home to the founder and ruler of the village, Tarvin Brineshadow.
- Village Church:** Dedicated to Serat, Mistress of Storms, the church has few regular worshippers.
- Mill:** The village mill stands idle following the violent death of the miller, Bart Quint.
- Palisade:** Protects the village from local orc and goblin tribes.
- Old Barn:** Red Jaska Purho is hiding in this abandoned barn as he wages his campaign of terror on the *Revenge's* ex-crew.
- The Pinnacle:** A strange, tall spire of rock stands in the forest to the northeast of the village.

### MARKETPLACE

**Resources & Industry** Farming, fishing, forestry  
**Base Value** 550 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 1st;  
**Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

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

- Potions & Oils** *bear's endurance* (150 gp)
- Scroll (Divine)** *speak with dead* (375 gp)
- Weapon** +1 heavy crossbow (2,350 gp), +1 dagger (2,302 gp)

## VILLAGE LORE

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

**DC 10:** Revenge sits on both banks of the Buccaneer River. The villagers use a chain ferry to cross the river.

**DC 15:** The village was founded by a pirate captain who named it after his ship. He retired from piracy and took up farming after killing his arch-enemy.

**DC 20:** Adventurers recently explored and plundered the wreck of the *Helldrake*, sunk by the *Revenge* over 20 years ago.

## VILLAGERS

**Appearance** The villagers are of different ethnic backgrounds but most have a healthy tan and well-weathered hands from working the land. Some of the older inhabitants are ex-pirates and sport tattoos of varying artistic merit.

**Dress** Most wear simple, practical work clothes and sturdy leather boots. The ex-pirates still like to wear hoop earrings or other pieces of flashy jewellery.

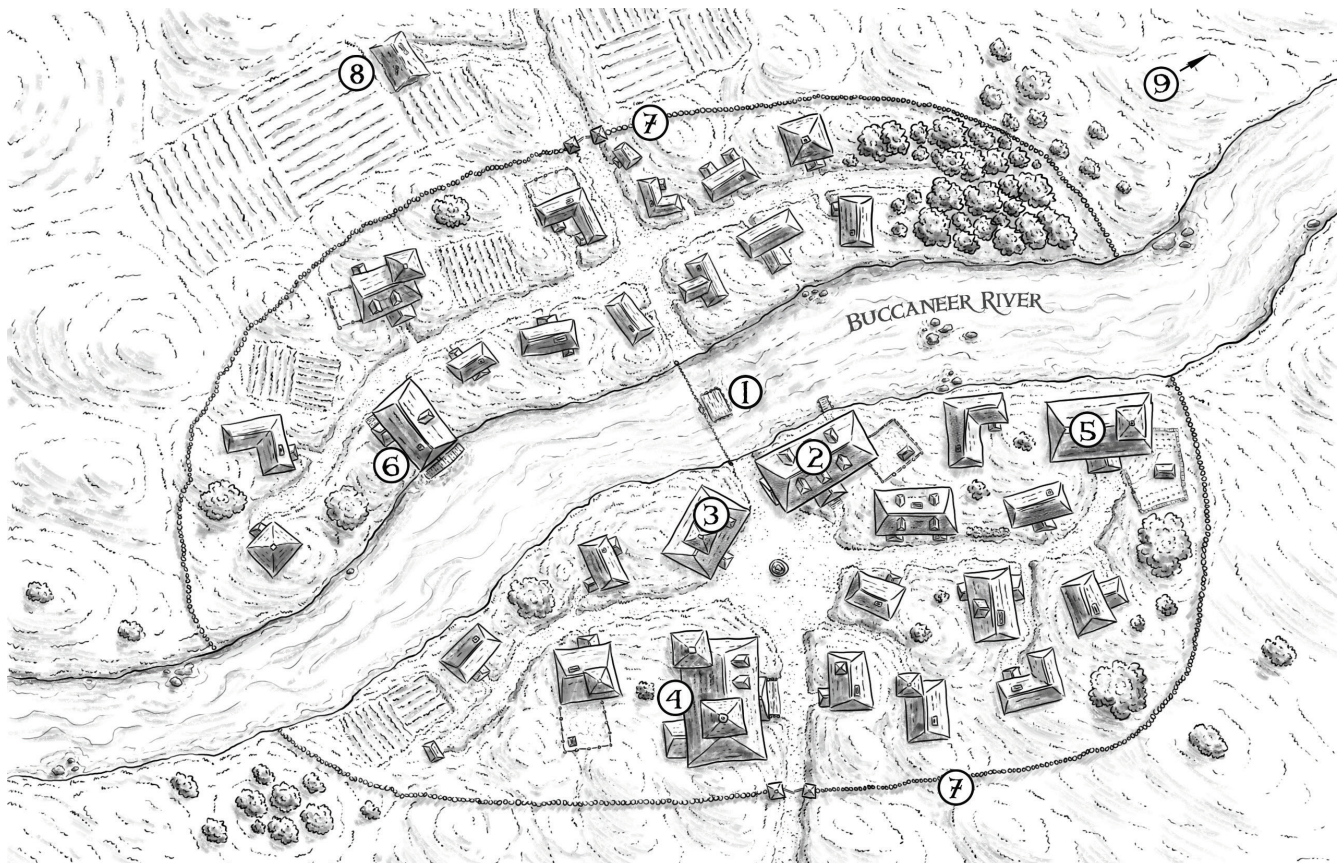
**Nomenclature** *male* Armas, Jaska, Panu, Volitto; *female* Alina, Elena, Laila, Pirjo; *family* Ahokas, Outila, Takala, Varala.

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Revenge 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	Someone (or something) is out for vengeance against the ex-pirates who served on the <i>Revenge</i> . Three have been killed in the last two weeks.
2	Bart Quint, the miller, was found dead clutching a piece of parchment bearing the dreaded Black Spot—a dire warning that a pirate is marked for death.
3	Tarvin Brineshadow has promised to build a new bridge to replace the ferry later this year. The last one was washed away in a terrible flood.
4	No one has seen Tarvin Brineshadow since the killings began – he’s barricaded himself in his manor and refuses to leave.
5*	The killer is a disgruntled pirate who served on the <i>Revenge</i> but was cut out of his share in the loot.
6	A tall, thin spire of rock, known as the Pinnacle, stands in the forest to the northeast. Carved ancient drawings and symbols cover its base.

\*False rumour



## PENITENT'S REST AT A GLANCE

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"Welcome, friends, to the Shrine of Alikandara Lat, better known as Penitent's Rest. Here you may find healing of the body and, more importantly, the soul." So are greeted all who arrive at the doors of this remote wilderness temple, a refuge where they may seek atonement for wrongs they have committed.

The shrine was established several centuries ago in the name of Alikandara Lat, a great paladin until she was seduced into a murderous act of evil by a fiend. Horrified, Alikandara fled into the remotest wilderness, seeking atonement.

She died alone in her self-imposed exile but her tale wasn't forgotten. Those inspired by the example of her early life soon became as fervent about the latter part. They journeyed into the woods, intending to find and bring back her body. Unsuccessful, they instead founded a shrine in her name, welcoming all in need of respite and redemption.

Legend holds that those who pray at Alikandara's cenotaph are sometimes visited by the fallen paladin's spirit, which still seeks to make up for her misdeed in life.

### DEMOGRAPHICS

**Ruler** Bajer Horngard

**Population** 4 (2 humans, 1 dwarf, 1 ghost), plus penitents

**Alignments** LG, LN

**Languages** Common

**Resources & Industry** Religious guidance; minor magic items

### LORE

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

**DC 15:** Penitent's Rest is a remote shrine that helps those who enter find atonement.

**DC 20:** Although everybody knows it as Penitent's Rest, it's formally the Shrine of Alikandara Lat, after the heroine who inspired it. She was a great paladin, the hero of her age, until she was seduced into evil by a fiend from Abaddon's depths.

**DC 25:** People think Alikandara Lat's spirit appearing at the shrine means her body is there, but her cenotaph is empty. The location of her remains, and her magic blade, remain a mystery.

### NOTABLE FOLK

In addition to penitents who come for stays of varying lengths, Penitent's Rest has four permanent inhabitants:

**Alikandara Lat** (location 10; LG female ghost human ex-paladin 12) The ghost of the shrine's namesake rarely makes herself known.

**Bajer Horngard** (location 2; LG male dwarf rogue 2/monk 5) This beardless dwarf arrived at the shrine about 50 years ago as a penitent, and eventually became its caretaker.

**Bavari Sinisere** (location 9; LN male human wizard [conjurer] 9) Though his companions vouch for him, Bavari Sinisere's demeanour leaves those who meet him wondering if he's truly reformed.

**Honna Keenheart** (location 1; LG female human cleric 5) Honna Keenheart came to the shrine in service of others, rather than out of any need for atonement.

### NOTABLE LOCATIONS

Most of Penitent's Rest comprises locations of little interest to adventurers. A few locations, however, are notable:

1. **Chapel:** This worship space is the heart of Penitent's Rest.
2. **Workshop:** A stocked workshop for penitents to use their hands in meaningful labour to help them expurgate any sins.
3. **Penitents' Rooms:** These rooms, housing those who come to the shrine seeking atonement, are surprisingly comfortable.
4. **Living Room:** Community is emphasized at the shrine, where denizens eat meals together in this warm living space.
5. **Kitchen:** This well-appointed kitchen produces food for all the residents at the shrine.
6. **Supply Room:** Edible, mundane and magical supplies are stored here.
7. **Caretakers' Quarters:** This simple room houses the shrine's caretakers.
8. **The Divine Judge:** This ancient statue predates the shrine.
9. **Pond:** Lily pads dot this peaceful spot for meditation. The abundant fish here often provide dinner for residents.
10. **Cenotaph:** The soul of Penitent's Rest, the ghost of Alikandara Lat visits some of those who pray here in her name.

### MARKETPLACE

The following items are for sale:

- **Consumables** *elixir of truth* (6 doses; 500 gp each), 3 *potions of cure light wounds* (50 gp each), 2 *potions of sanctuary* (50 gp each), 3 *scrolls of atonement* (1,225 gp each)
- **Miscellaneous** *phylactery of faithfulness* (1,000 gp)
- **Weapons & Armour** 4 *sleep arrows* (132 gp each), 2 *demon slaying arrows* (2,282 gp each)

Additionally, the following services are available:

- **Spellcasting** arcane casting up to 5th level; divine casting up to 3rd level
- **Crafting** potions, scrolls, minor wondrous items

## EVENTS

While the PCs are at Penitent's Rest, one or more of the below events may occur. Choose or determine randomly:

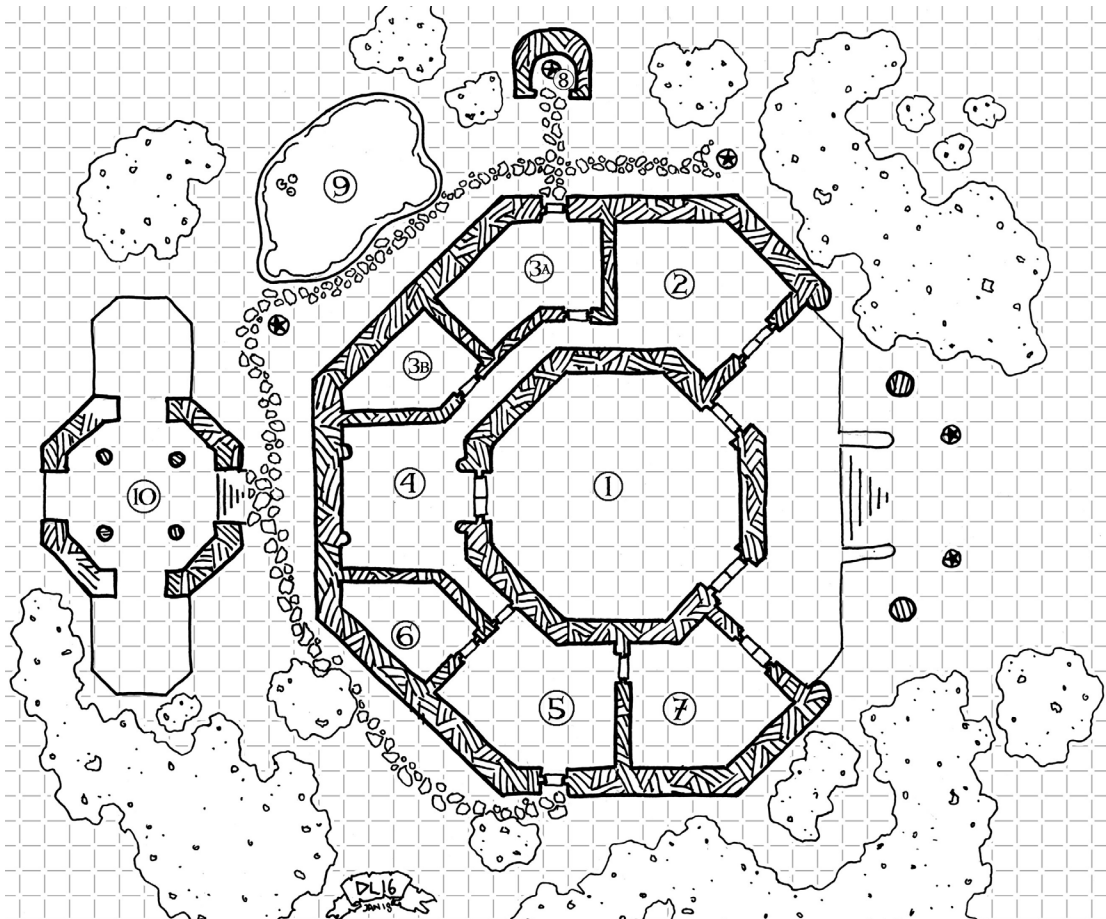
D6	EVENT
1	The ghost of Alikandara Lat takes possession of a (willing) penitent commoner to help him find redemption for his misdeeds. She enlists to the PCs to aid them.
2	An armed group comes in search of a penitent, intending to enact their own justice for a harm done to them and for which the penitent is seeking atonement.
3	A pilgrim comes to the shrine in search of information about Alikandara Lat, saying he wishes to find her remains and her magic blade, <i>Taanashyara</i> .
4	A penitent has a crisis of faith, crying that he's already damned and threatening to harm himself and others.
5	A nightmare causes Bavari Sinisere to scream loudly enough to wake all the shrine's residents. He refuses to speak of what he dreamed and remains taciturn and withdrawn for the next several days.
6	A unicorn is spotted on the outskirts of the shrine, leading several penitents to see it as some sign, though they cannot agree what it portends.

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Penitent's Rest 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 fiend who seduced Alikandara Lat into evil still torments her, sometimes preying on those who leave the shrine and have found peace in her name.
2*	The spirit of Alikandara Lat is just an illusion, a way for the shrine to bilk the gullible out of their gold.
3	Bajer was exiled from his home after he was caught creating weapons with shoddy materials instead of cold iron, costing several dwarves their lives during an attack on their stronghold.
4	Bavari Sinisere was a devil binder before he came here but no one knows what prompted him to change.
5*	Honna Keenheart is actually a descendant of Alikandara Lat's, a legacy of what made Alikandara fall from grace.
6	They say penitents have shared the location of several great treasures with the shrine's caretakers, who supposedly have never told anyone else the secrets.

\*False rumour



## LOOTING THE BAG OF HOLDING: ADVENTURING GEAR

D%	
1	This large bundle of blue cloth folds out into a tent roomy enough to sleep four comfortably.
2	Six elaborate sets of climbing gear indicate the users planned to scale a difficult mountain.
3	Two iron spikes are accompanied by a note reading, "We'll need more since we fed almost all of these to that damnable thing."
4	This 500-foot length of rope is impossibly tangled and will take at least an hour to straighten out.
5	This nigh-invisible line of wire has tiny metal bells spaced irregularly along its length.
6	A pair of brass lanterns are tied to a 20-foot length of rope; they each have enough oil to burn for two hours.
7	This one-person wooden boat contains a pair of oars; one oar's paddle is missing a chunk in the shape of a bite.
8	This ladder is folded into a 5-foot-long, 1-foot-wide stack; when unfolded, it reaches 20 feet.
9	The green, minty paste contained in this tube soothes burns and helps heal burnt flesh.
10	This small workbench has a portable anvil and tools useful for repairing weapons and armour.
11	Each woollen blanket in this pile is scratchy.
12	This bundle of kindling contains enough material to start a week's worth of fires.
13	This spooled 87-foot-long piece of twine has multiple locations where the twine was broken and tied together.
14	A grimy sack holds rusty picks and shovels.
15	This hastily folded 5-foot-radius net holds the skeletal remains of three fish.
16	This barrel of oil has a slight leak; oil lightly coats everything else in the bag.
17	Five saddles are sized for an animal twice as wide as a typical horse.
18	Eight black cloaks sized for various humanoids help their wearers blend into the shadows.
19	"Cosimir's Keep" is etched on a leather band attached to this ring of keys.
20	These sheets of yellow parchment turn black when exposed to poison.
21	Four canvas cots are stacked together; one cot shows gnaw marks from a large carnivore.
22	A small bag holds two flasks, one containing clear odourless liquid, the other containing a pungent, blue goo. Mixing the contents together creates potent alchemist's fire.
23	Six bags contain spell components; each bag is labelled with a number, one through six.
24	A 100-foot length of rope is attached to a grappling hook, which is missing one of its claws.
25	Each of these four bone whistles produce the same note.

26	Each of these steel helmets has a mirrored receptacle on top holding a half-used candle.
27	This 50-foot-long silk rope is partially severed at the centre of its length; it seems like weight put on the rope would cause it to fray and snap.
28	Apparently forgotten rations have half spoiled.
29	Half of the torches in this bundle are pristine; the other half are blackened from use.
30	Ten liquid-filled vials are labelled as poisons but the liquids are actually the poisons' antidotes.
31	What appears to be an oversized knife block holds blades of varying lengths from daggers to greatswords.
32	An eight-inch-wide, fifteen-foot-long wooden plank is bowed in the middle.
33	A hammock is attached to two metal poles; one of the poles has been sawed in half.
34	This bundle of firewood is the scene of a termite massacre, as the insects could not survive in the airless environment.
35	A bottle with a label reading "In case of troll" contains an acrid liquid.
36	This belt holds five waterskins; the water tastes of metal, but is otherwise potable.
37	Seven sticks are in a bundle; when lit, a stick produces a choking purple smoke that obscures vision in a 10-foot radius.
38	Each of these hundred arrows is fletched with feathers from a different species of bird.
39	These one-foot long glass rods are resilient to damage; however, when struck, they produce bright unwavering light.
40	Fifty caltrops sized for creatures much larger than humans.
41	It seems the <i>bag of holding</i> rendered this green, five-foot-by-ten-foot cart moot.
42	The spyglass on a stand allows the viewer to see great distances.
43	This still-wet canvas tarp measures ten feet to a side; one corner has a hole.
44	Fur cloaks and leggings, seemingly harvested from yetis, provide protection from bitter cold.
45	This camouflage netting is wholly unsuited for the local area.
46	These folded sails suited for a caravel are brightly coloured.
47	One pair of mud-caked boots is sized for an adult human, while another is sized for a child.
48	These blood-stained, metal traps have tufts of fur stuck to the teeth.
49	Several whetstones are tied together with string; none of the whetstones have any grit remaining on them to sharpen blades.
50	This oversized compass points to the largest concentration of silver within fifty miles.

51	This one-gallon clay jug is filled with sticky tar; it pours out slowly and creates a ten-foot-diameter patch that grabs at footwear.
52	This thick stack of wood folds out into a fifteen-foot-long boat; astonishingly, the boat is watertight when fully unfolded.
53	Two poles are strapped together. A label on one reads "11 feet;" the other reads "9 feet, 10.5 inches—good luck."
54	This mix of buckwheat flour can produce enough pancakes to feed thirty people.
55	These steel helms have reflective visors.
56	This case holds different coloured sticks of chalk; the blue stick is the shortest by far.
57	This feed bag weighs fifty pounds, but it has a strap as if meant to attach to an animal.
58	The daggers in this bandolier are crafted from various exotic woods; a mithral dagger is the only metal weapon.
59	Green spatters cover these dull machetes.
60	Precautions to protect the glassware in this alchemical kit from jostling have mostly succeeded; only one glass vial is cracked.
61	The cuffs on these manacles rest on bottles that seem to have an endless supply of air.
62	This kit contains wigs and makeup; the flesh-coloured makeup has seen a lot of use.
63	A jeweller's loupe sits in a small blue bag among various small weights.
64	The water in this barrel has an oily film.
65	This kit contains a crowbar, drill, glass cutter and powder-filled orb with a fuse.
66	This stout, oaken staff has a horizontal grip; when grasped by two hands, the staff points to the nearest source of fresh water.
67	These three picks each have a different metal dust on them: silver, gold and adamantine.
68	A total of twenty grappling hooks are interlinked, forming a circle; a leather strap threads through the connected hooks, creating an odd belt.
69	The suit of platemail's breastplate is dented, requiring an armoursmith to repair it.
70	This kit contains a pair of wire cutters, four spikes and a skeleton key, all finely crafted.
71	A broken sword blade, radiating faint magic, has its hilt tied together with twine.
72	The grey paste in this ointment jar creates a watertight seal on any surface.
73	These supple brown gloves have suction cups on the index fingers and thumbs, enabling the wearer to climb even sheer surfaces more easily.
74	This black velvet bag contains a holy symbol, vial of holy water and a clove of garlic.
75	Though the oil in this barrel will not burn, it can make a surface extremely slippery; the oil cover a fifty-foot-square area.

76	A burlap sack contains a pair of whistles, hoops, a leash attached to a harness and tasty kibble.
77	A pair of canvas sheets stretched taut over a metal frame allows for short-distance gliding.
78	Charcoal accompanies tracing paper; strange glyphs line the bottom as a translation guide.
79	An elven curve blade and a dwarven urgosh highlight this collection of racial weapons.
80	This flexible, eight-foot-long pole allows its user to fling herself a long distance.
81	This skin-tight leather suit and pair of flippers make swimming considerably easier.
82	This falconer's glove has deep talon gouges dug into the leather.
83	This black leather satchel contains bandages, needles, thread and a small vial of alcohol.
84	These down-filled sleeping bags are large enough to fit two average-sized humans comfortably.
85	Though the two-inch thick stone at the bottom of these boots makes walking awkward, they provide protection from shallow lava streams.
86	The mirror attached to this long wooden pole is angled to allow the user to see around corners.
87	Tiny bags full of spices ring this stew pot.
88	An otherwise empty backpack contains twelve empty sacks and a single gold coin.
89	Mildew has formed on these grey ponchos.
90	Eight pairs of wooden poles end at discs etched with tracks for a total of four animals.
91	This cumbersome bladder can be pumped full of air, allowing someone to breathe from it while swimming or in an area devoid of breathable air for a total of two hours.
92	A bag labelled "For use on animated statues only" contains adamantine caltrops.
93	This kit contains a pair of small trowels, three brushes of varying widths and several small picks and knives.
94	This discoloured metal ten-foot pole has scratch marks along its length indicating some sort of measurement.
95	This teak box contains eleven stylish wands; each wand has a single charge remaining.
96	These coarse, scorched blankets provide little comfort, but they are great at smothering fire.
97	Nails dangle from holes in a pair of metal braces; the accompanying wooden beam allows one to bar a door.
98	This ten-pound pile of chain stretches 50 feet; scores from weapons mar the chains in spots.
99	The liquid in these jugs changes a five-foot-cube of stone to mud, making it easy to dig through.
100	Pouring water through this sponge removes impurities and waterborne diseases.

## 20 BULKY TREASURES DIFFICULT TO GET OUT OF THE DUNGEON

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One reader of my blog recently waxed lyrical about bulky treasure and how it was fun to give the PC the challenge of actually getting them out of the dungeon. With the near death of encumbrance, such challenges have faded away. That's a real shame. So with that in mind, behold: 20 pieces of bulky treasure difficult to get out of the dungeon:

1. A 10-foot square tapestry hangs on one wall. The tapestry depicts a bucolic woodland hunting scene, is worth 50 gp and weighs 120 lbs.
2. A cast iron chandelier easily 5 ft. across hangs from the ceiling. It has five arms forged to depict writhing dragon heads. Within each dragon's open mouth writhe magical, heatless flames. A long metal rod leaning against the wall enables the user to open or close each mouth, to increase or decrease the amount of light. The whole is worth 200 gp, but weighs 75 lbs.
3. A huge giant's breastplate has been pressed into service as a brazier. Full of hot coals, the breastplate is heavy (45 lbs.) but finely decorated with intricate lightning bolt engravings picked out with silver. Worth 400 gp, the item is nevertheless worthless as armour because the entire back of the breastplate is missing.
4. A map of the local area showing all major landmarks and settlements decorates this 15 ft. long and 10 ft. wide rug. Of great interest and value to local nobility and suchlike the rug is worth 75 gp (but weighs 100 lbs.)
5. This 10-foot tall stone statue depicts a medusa—its snake-hair waving about its face—staring down at those in front of it. The statue is (ironically) tremendously detailed and life-like. As a piece of art, it is worth 200 gp (but weighs 200 lbs).
6. This long, narrow ornate oak box has a hinged lid decorated with beautiful geometric shapes picked out with wood stain. Displayed within, amid velvet compartments, is a full set of silver cutlery with enough place settings for a dozen diners. The whole is worth 100 gp, but weighs 20 lbs. Dumping the box and keeping the cutlery reduces the value by 20 gp.
7. Of beaten silver, this shallow 2 ft. wide display bowl could be used for hand washing, to hold fruit or as the centrepiece of a formal dining table layout. It is worth 10 gp.
8. A mass of glass bottles and retorts along with a small cauldron and dozens of small tools and other pieces of equipment sit upon a side table. Obviously the equipment of a wizard or alchemist the whole is worth 200 gp, but weighs 40 lbs. If packed carefully, the rest of the equipment is designed to fit into the cauldron (but if packed poorly without padding much of the glass items won't survive rough handling).
9. This long blood-red ballgown complete with short train is a stunning mix of lace and chiffon and worth 30 gp. However, although light—only weighing 6 lbs.—it is bulky and must be carefully folded to avoid damage.
10. This thick coil of rope is 400 ft. long and designed to hold twice as much weight as a normal rope but is heavy (160 lbs.) and only worth 16 gp.
11. This portable battering ram is crafted from some kind of super heavy and dense wood and is tipped with a great wedge of iron shaped like a clenched fist. It is twice as heavy as a normal ram (40 lbs.) and requires two people to swing properly. It provides a +6 Strength bonus to opening doors.
12. This huge bullseye lantern was clearly crafted for a giant (or perhaps a ship or lighthouse). It burns a pint of oil in three hours but provides double the illumination produced by a normal bullseye lantern. The lantern weighs 6 lbs., is five-foot high and worth 25 gp.
13. These ornate metal scales are large enough to weigh a human or similarly-sized object. With the matching set of weights the whole is worth 150 gp to a merchant or similar person. However, the scales along with the weights weighs 400 lbs.
14. Four tightly rolled bolts of silk—blue, red, yellow and black in colour—fill a large sack. Each roll is worth 25 gp. While light, the sack is bulky.
15. A four-foot square steel cage holds a great mass of dried and then oil-soaked wood logs. The oil used to impregnate the wood is particularly fragrant and pleasant. Used to heat noble's houses, the taproom of upmarket taverns and the like the wood is valuable. The whole mass of wood—weighting 100 lbs.—is worth 20 gp.
16. This heavy iron door bar is intricately engraved with a depiction of two muscular arms grasping each others wrists. The bar is worth 20 gp, is seven-foot long and weighs 50 lbs.
17. This high-backed wooden chair is intricately carved. The armrests look like a mass of writhing serpents and a red velvet cushion provides a modicum of comfort to the user. The chair weighs 100 lbs. and is worth 50 gp to a nobleman or similar person.
18. With a set of drawers on either side, this ornate oak desk and been stained a deep brown. Each of the drawers is lockable and one has a well-hidden secret compartment. The desk weighs 150 lbs. but with its matching chair (and set of draw keys) is worth 200 gp.
19. These four matching tapestries are only five-foot wide and reach from floor to ceiling. Designed to conceal doors, alcoves or perhaps windows the four are a deep red in hue. Each weighs 20 lb. and is worth 10 gp. As a set, however, their value doubles.
20. This chainmail barding—designed for a truly monstrous horse—weighs 80 lbs. and is worth 750 gp. It is so finely made, it could be magically enchanted.

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