

RAGING SWAN PRESS

# GM'S MONTHLY MISCELLANY: SEPTEMBER 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: SEPTEMBER 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:** John Bennett, Creighton Broadhurst, Brian Wiborg Mønster, Amber Underwood and Mike Welham

**Development:** Creighton Broadhurst

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

**Cartography:** Dyson Logos and Maciej Zagorski (The Forge Studios)

Thank you for purchasing *GM's Monthly Miscellany: September 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 Curses to Encounter in a Necropolis .....	3
Shroudhaven At A Glance.....	4
Godswatch At a Glance .....	6
Flenheim At a Glance .....	8
20 Minor Hauntings to Encounter in an Ancient Necropolis.....	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:

- **20 Things #7: Ancient Necropolis** John Bennett and Creighton Broadhurst
- **Places of Power: Godswatch** Amber Underwood.
- **Subterranean Enclave: Flenheim** Brian Wiborg Mønster.
- **Village Backdrop: Shroudhaven** Mike Welham.

**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.

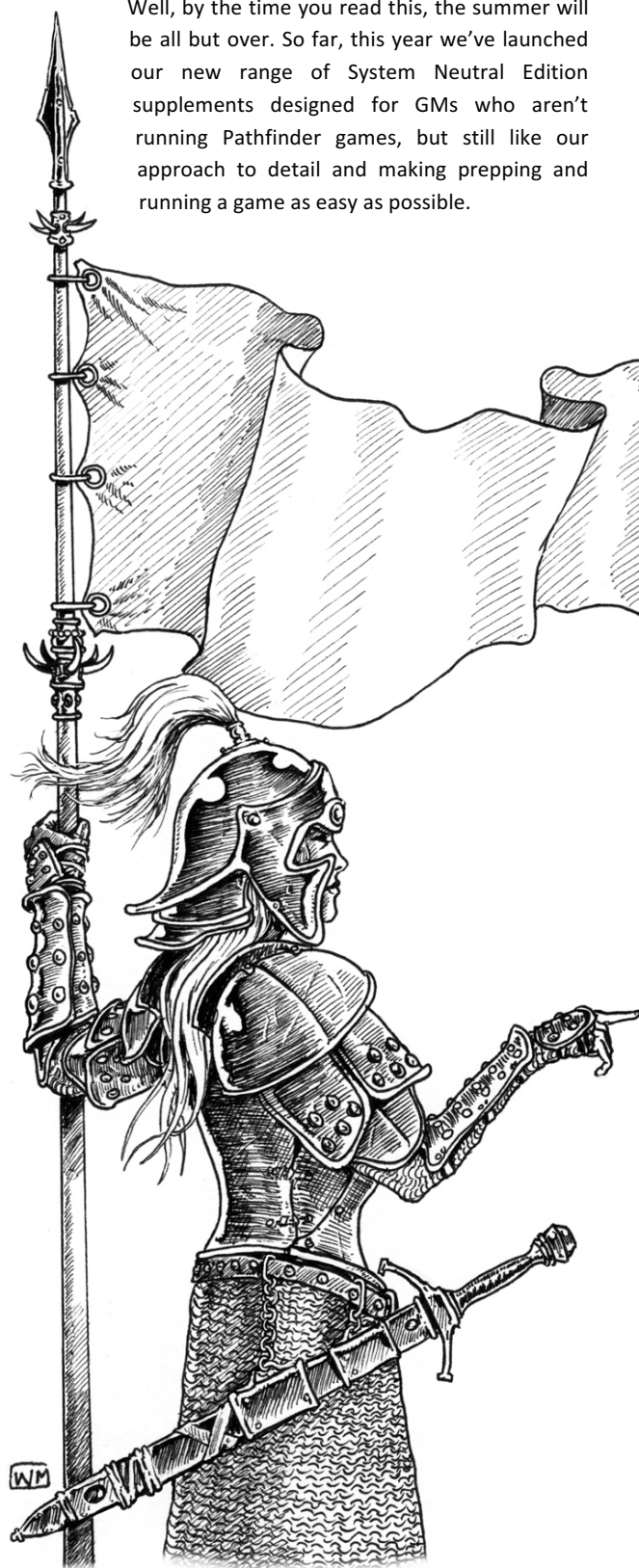
**Open Content:** Except material designated as Product Identity, the contents of *GM's Monthly Miscellany: September 2016* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Creighton Broadhurst, Brian Wiborg Mønster, Amber Underwood and Mike Welham 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](http://wizards.com/d20).





Well, by the time you read this, the summer will be all but over. So far, this year we've launched our new range of System Neutral Edition supplements designed for GMs who aren't running Pathfinder games, but still like our approach to detail and making prepping and running a game as easy as possible.

Over the last year or so, though, I've fielded a constant trickle of questions about Raging Swan Press and 5e. Mainly, the questions revolved around when Raging Swan was going to start releasing 5e products. Up to now, the schedule has been so full—and required so much of my time—that I've been unable to begin seriously considering releasing 5e compatible stuff.

However, change is in the wind. The support of our heroic patrons via our Patreon campaign has meant I spend a lot less time chasing freelancers and that the turnovers I'm receiving are of much higher quality. This means, I don't have to spend so much time polishing and editing. It seems, then, the time is right to release some 5e products.

I've looked back over our back catalogue and have concluded many of our older supplements would translate well into the 5e ruleset. For example, what GM wouldn't want a supplement of pre-made, flavoursome treasure hoards ready to plunk down in his campaign?

Of course, this doesn't mean Raging Swan Press will stop releasing Pathfinder material; far from it—our Pathfinder schedule continues to go from strength to strength and is jolly successful for us. However, in the coming months you'll see a steady trickle of 5e compatible products emerge from Global HQ.

And—of course—if you'd like to see certain products converted to 5e please let us know. At the moment, I'm not looking to convert any of our adventures to 5e; I don't yet understand the system well enough to be confident of success in that arena. Hopefully, this will change next year!

In any event, herein you'll find excerpts from some of Raging Swan's newest products including *Village Backdrop: Shroudhaven*, *Places of Power: Godswatch*, *Subterranean Enclave: Flenheim* and *20 Things #7: Ancient Necropolis*. (And on the subject of 20 Things, did you know we post two or three free articles every week over at [ragingswan.com](http://ragingswan.com)?)

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).



## 20 CURSES TO ENCOUNTER IN A NECROPOLIS

---

The dead lie mouldering in coffins, tombs and sarcophagi often surrounded by treasures tempting grave robbers and foolhardy adventures. Disturbing these objects often comes with a price as the dead do not part with their treasures so easily. Even disturbing their sanctuary can bring down the curses of the deceased.

1. Rows of bleached skulls form the lintel of a stone doorway. Anyone passing underneath alerts any undead within 60 ft. to its presence for 1d4 days.
2. Ancient, but valuable, silver coins (worth 30 gp) cover the eyes of a mummified humanoid. Taking the coins inflicts blindness on the thieving PC for 1d4 hours.
3. The funeral shroud of a mummy lies inscribed with deeds describing its former life. Anyone reading the script acts out the mummy's life while sleepwalking for one week.
4. A jewelled vase (worth 150 gp) lies at the foot of a sarcophagus inscribed with the visage of a beautiful woman. Disturbing the vase transforms any nonmagical liquids within the room into bitter tears. This change is not immediately obvious and only comes to light when the liquid is drunk or used.
5. A golden necklace (worth 200 gp) found amongst a pile of brittle bones causes whoever takes it to sob inconsolably for five minutes after committing violence against another living creature.
6. An inscription on the floor, if not intoned properly and placated with an offering of blood, causes anyone passing over it to feel a tangible sadness, effectively doubling their weight for 24 hours.
7. A skeleton grips a bejewelled dagger (worth 145 gp). Whoever removes the dagger begins suffering mysterious cuts, taking 1d4 points of damage every 6 hours until the weapon is discarded.
8. A small pearl (worth 100 gp) rests in the mouth of a skull. Removing the pearl causes the person to speak only in an ancient language for 1d6 days. This does not affect spell casting.
9. A silver skull (worth 250 gp) nestles within the lid of a sarcophagus. Anyone touching the skull has vivid and horrific nightmares that night and is unable to gain the benefits of a good night's rest.
10. A ring (worth 50 gp) worn on a mummy's hand causes the hand of anyone touch it to become paralyzed for 2d4 hours.
11. Bas-reliefs of underworld spirits guard a doorway. Crossing the threshold causes offenders to be attacked by a wraith the next time his hit points drop below half.

12. An ornate funerary urn (worth 65 gp) causes the skin of those who touch it to become brittle (all damage taken is doubled) for 1d4 hours.
13. A stack of 50 ancient gold coins creates feelings of intense greed and paranoia in anyone who takes it for 1d6 days.
14. A golden crown (worth 300 gp), perched on a skeleton's head, temporarily possesses whoever removes it with the deceased's spirit for 1d4 hours.
15. A bloodstained pit filled with bones (and three enticingly placed gems worth 50 gp each) causes whoever enters it to hear the screams of dying creatures for 3d4 hours.
16. An ornate golden goblet (worth 225 gp) lies entombed with a skeleton. Anyone taking the goblet tastes blood in their mouth and is unable to drink any liquids for 2d4 hours—doing so makes the drinker violently—even explosively—sick.
17. A small, cracked silver mirror (worth 35 gp) creates a hate-filled, murderous doppelgänger of whoever stares into it. The doppelgänger emerges 1d20 minutes after the PCs leave the area or discard the mirror. It then begins to hunt the PC down.
18. Any person passing by a row of upright sarcophagi has to reroll the next roll made to avoid or mitigate damage within the next 24 hours, as the spirits of the dead cluster around them.
19. A bone strewn floor causes whoever disturbs the debris to move at half-speed for 1d4 hours as if dragged down by innumerable ghostly hands.
20. A golden bracelet (worth 75 gp) adorning a skeleton fuses to the arm of whoever touches for 1d3 days. The arm has a will of its own and cannot be controlled. It doesn't try to harm the PC, but often does strange or inappropriate things.

## 8 STRANGE EFFECTS

1. Faint mist clings to the floor.
2. Multi-coloured glimmering shards of light float gently on the air currents.
3. Thick shadows cloak the small nooks and crannies in this area. Only magical light banishes them.
4. Faint groaning emanates from the walls; perhaps it is the spirits of those buried within lamenting their fate, or perhaps the old stones are simply moving and shifting.
5. The air is strangely cold; frost clings to the walls and floor.
6. Small motes of insubstantial darkness float like dust upon the air. They disappear when they collide with a warm blooded creature.
7. The translucent image of what the necropolis looked like in its prime is superimposed over the place's current condition. This effect is sporadic and fades in and out of view.
8. Bones in some of the burial niches seem to shudder and move slightly when the PCs get close.

## SHROUDHAVEN AT A GLANCE

Finding Shroudhaven presents certain difficulties, as no road leads to the village; wagon ruts serve as the only path. Thick fog makes navigation. Wolf howls and mad gibbering from all directions provide travellers constant companionship. The first indicator of civilization, signs spaced around the village proclaiming “No Necromancers, on Penalty of Death” and “Lawbreakers Will Be Eaten,” greet visitors.

Shroudhaven’s architecture, style of dress and dialects hearken back to its centuries-old genesis. Incredible, innovative artwork and artisanship contrasts oddly with the village’s quaint nature. The sky only manages to brighten to a gloomy grey at noon. Brass lamps lining the streets cast yellow glows barely penetrating the fog. When the fog thickens, one can only perceive the vague shapes of buildings and other beings.

While Shroudhaven’s undead inhabitants make no outward displays of their state, in order to make guests feel more comfortable, astute observers easily discern the truth. For such guests, the undead don’t bother to hide their state, and instead put their effort into convincing visitors of their civility.

### DEMOGRAPHICS

**Ruler** The Gloomhand (five-member council)

**Government** Council

**Population** 79 (22 humans, 11 dwarves, 27 elves, 6 halflings, 13 ghosts)

**Alignments** N, LE, NE, CE

**Languages** Common, Dwarven, Elven, Undercommon

**Corruption** –1; **Crime** –1; **Economy** –1; **Law** –7; **Lore** –3; **Society** +3

**Qualities** Insular, notorious

**Danger** 20; **Disadvantages** Cursed

### NOTABLE FOLK

Most of the population are undead. A few, however, are of particular interest to adventurers:

**Bertram Jinkin** (location 1; N male dwarf wizard 4/rogue 3) One of Shroudhaven’s few living residents, Bertram acts as the village’s “face” to newcomers.

**Damiella Nightingale** (location 8; CE female human vampire bard 11) Damiella is one of Zuzu’s prize pupils, with a voice capable of both shattering glass and soothing souls.

**Keren Zaris** (location 9; LE female vampire halfling expert 7) Keren spends her relative immortality perfecting various clockwork devices.

**Quentin Roarg** (location 3; NE male elf vampire wizard 12) Quentin has spent decades formulating a blood substitute.

**Sestra Vol** (location 5; CE female ghost ranger 9) Sestra runs her shop when she is not patrolling outside Shroudhaven.

**Yvaine Grau** (location 10; N old female elf cleric 15) Yvaine oversees her farm and Respite Lodge, where she provides aid to the living and undead alike, along with her wisdom.

**Zuzu Mellavious** (location 8; NE female halfling vampire bard 13) Proprietor of Theatre Mellavious, Zuzu develops new talent.

### NOTABLE LOCATIONS

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

9. **Jinkin’s Bar and Grill:** The first stop for many visitors, Bertram Jinkin serves an array of food procured from the farm and the village’s mushroom fields.

10. **Manor House Inn:** Several residents have suites in this massive mansion, which also houses newcomers to the village.

11. **Roarg’s Alchemy:** An acrid stench permeates the air around this building, where Quentin Roarg creates alchemical supplies as a break from working on his passion project.

12. **The Cathedral:** Meeting place of the ruling Gloomhand council, the Cathedral also serves as a prison.

13. **Hunting Shoppe:** Sestra Vol’s shop contains a wide variety of hunting supplies, from simple weapons and snare traps to items suited to repel or destroy the undead.

14. **Yvaine’s Farm:** Yvaine Grau raises sheep and cattle near one of the mushroom fields, which provides surprisingly healthy fare for the animals.

15. **Mushroom Fields:** Since normal plants cannot grow without sunlight, Shroudhaven has turned to harvesting mushrooms.

16. **Theatre Mellavious:** Varied performances grace the stages of this magnificent theatre on a nightly basis. Zuzu Mellavious invites visitors who catch her eye to perform on stage.

17. **Gear and Gears:** Keren Zaris runs this general store, which has given over much of its space to the intricate clockwork objects Keren creates.

18. **Respite Lodge:** Due to the dangerous creatures outside Shroudhaven, visitors might stop here for healing on arrival.

### MARKETPLACE

**Resources & Industry** Alchemical supplies, clockwork devices, entertainment, exotic mushrooms

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

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

- **Potions & Oils** *barkskin* (300 gp), *cure light wounds* (50 gp), *eagle’s splendour* (300 gp), *inflict serious wounds* (750 gp)
- **Scrolls (Arcane)** *cloudkill* (1,125 gp), *enthrall* (200 gp)
- **Scrolls (Divine)** *daylight* (375 gp), *gentle repose* (150 gp)
- **Wands** *detect undead* (750 gp), *disrupt undead* (375 gp)
- **Wondrous Items** *hat of disguise* (1,800 gp), *horn of fog* (2,000 gp), *pearl of power* (2nd, 4,000 gp), *silversheen* (250 gp)

## VILLAGE LORE

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

**DC 20:** Shroudhaven's remote location and the pervasive fog make it a mysterious place. The population is made up of relatives of refugees from an ancient war.

**DC 25:** Led by the Gloomhand, Shroudhaven is a destination for undead creatures. However, these creatures claim to be civilized and present no threat to living creatures. They scour the land of what they call the "feral undead".

**DC 30:** Residents of Shroudhaven can never leave the village for long periods. After a week's absence, a villager begins to suffer from a wasting disease. Despite this, representatives from Shroudhaven invite innovative artisans and artists to live there.

## VILLAGERS

**Appearance** Thanks to the lack of sunlight, and the undead nature of most of the residents, everyone has a pallid complexion; hair colour ranges from white/blonde to brunette.

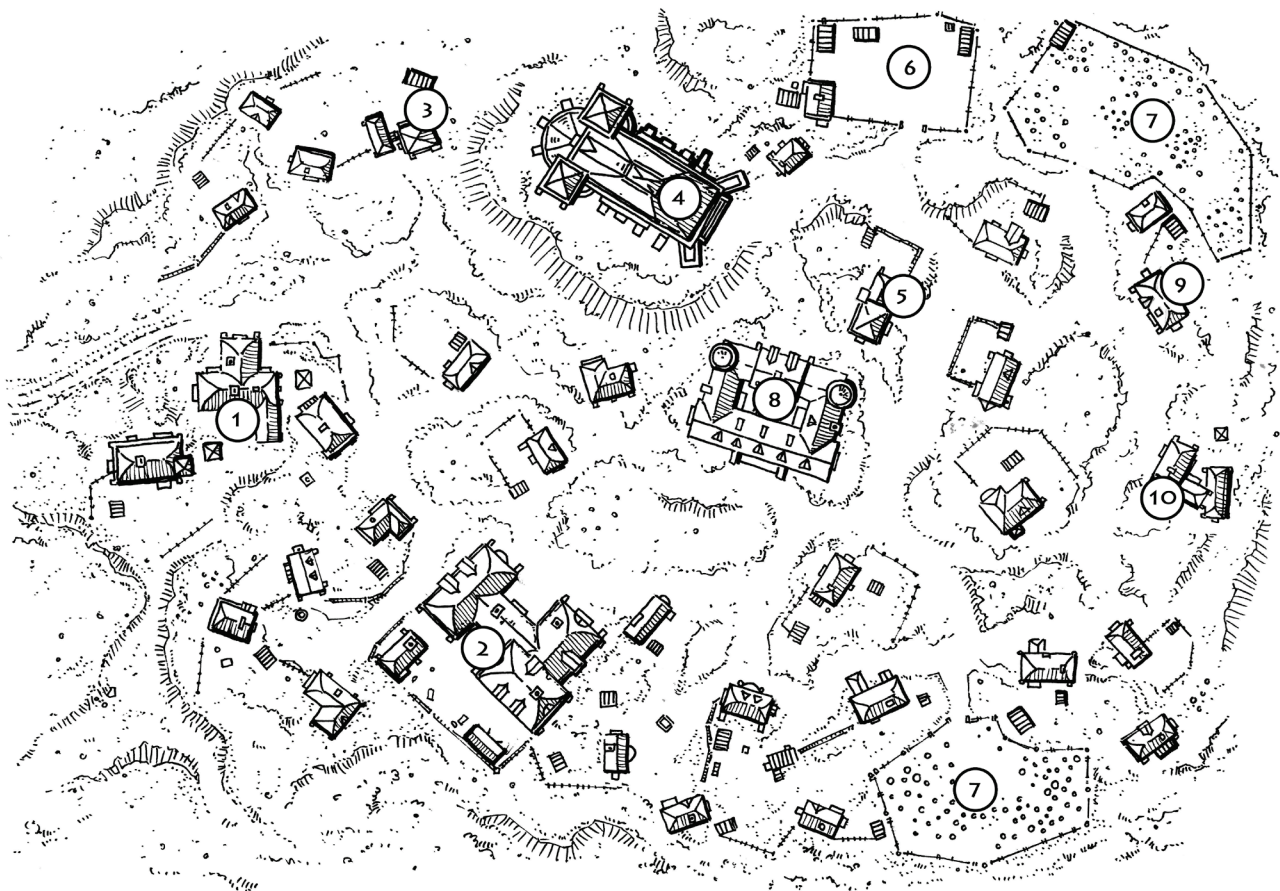
**Dress** The people of Shroudhaven wear stylish clothing for the historical period of its founding, but the fashion is outdated.

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Shroudhaven 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 thin ray of sunlight penetrated the fog recently and followed Valdrienne around.
2	The Cathedral has a secret cellar where the Gloomhand inters feral undead they plan to recondition.
3	The fog became acidic and destroys crops and forces the villagers inside for a time.
4	One of the Gloomhand has spoken about stepping down from the council, the first such departure in sixty years.
5	Madame Mellavious has enticed an acting troupe to stage an original play on the main stage; devastating events occur after each performance.
6	The mining village of Silver Bluff has discovered the remnants of an engine of war; the Gloomhand has expressed concerns about the engine's reactivation.

\*False rumour



## GODSWATCH AT A GLANCE

---

The Godswatch tower guards one of the few safe crossings over a treacherous stretch of the river Kyrne. A solitary monument of mottled white and grey granite, Godswatch is a sacred site consecrated not just to the local river spirit, but to hundreds of deities of all outlooks and portfolios. The locals tend to it with reverence and pride, honouring it and its caretakers.

Within, myriad shrines, altars and statues fill the Godswatch; even rooms not dedicated to worship have one or two sacred objects or an appropriate shrine. Very little distinction is made between the gods enshrined in the tower; the smallest and least known receive as much space as the greatest and most powerful; even deities of distant lands are treated with dignity and reverence.

Recently, the Godswatch has become increasingly well-known and welcoming due to the influence of its new priestess, Faith. Pilgrims visit more frequently and the number of shrines within the tower has greatly increased. But the elders remember why Godswatch was founded, and so quietly, they remain wary against the evil that might rise to threaten their community.

### DEMOGRAPHICS

**Ruler** Faith

**Population** 0 (while no one lives at Godswatch it is constantly staffed by at least one elder and several acolytes)

**Alignments** NG, LN, N

**Languages** Aquan, Common, Elven, Orc

**Resources & Industry** Consumable magic item creation, divine spellcasting and stoneworking

### LORE

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

**DC 10:** Perched on the banks of the Kyrne, the Godswatch is a watchtower for the local community and also a religious site. It is one of only a few safe places to cross the river's rapids.

**DC 15:** While the worship of Kyrne is emphasised in the Godswatch, it contains altars and statues dedicated to many gods. The tower's priestess promotes piety in myriad forms and pays homage to all the gods enshrined in the tower.

**DC 20:** The tower was created not only as a monument to the triumph of the gods over a great evil, but as a guard against evil's return. The continued worship at the site and sanctification of the tower helps keep the area safe.

### NOTABLE FOLK

Acolytes typically wear plain white robes to represent their humility and service, but this isn't strictly enforced. Local volunteers generally wear common garb for the region.

The Godswatch has three categories of servants. Acolytes are all who have been formally inducted into service, but hold no other title. Elders are respected caretakers who make the major day-to-day decisions that affect its workings. The sole Priest or Priestess of the Godswatch is the highest ranking person in the Godswatch, and directs the elders and leads worship.

Four notable folk work at the tower:

**Faith of Godswatch** (NG female half-elf cleric 7) The priestess of Godswatch, Faith is cheerful and welcoming to all who visit. She devotes herself to all of the deities of Godswatch.

**Mercy of Godswatch** (N venerable female half-elf druid 10) An elder of the Godswatch and its former priestess, Mercy is Faith's mother. Mercy is warier than her daughter and more inclined to emphasise the Godswatch's role as a watchtower.

**Miri** (LN female human cleric 3) A quiet young acolyte, Miri was called to serve by the gods of the Winter Sanctum, and dedicates herself to them.

**Werruk Blacktusk** (NG male half-orc barbarian 6) Werruk is an Elder, though he is sometimes mistaken as an acolyte as he frequently tidies and cleans the tower himself.

### NOTABLE LOCATIONS

Most of Godswatch comprises locations of little interest to adventurers. A few locations, however, are notable:

- 19. Gatehouse Passage:** The passage through the Godswatch is covered in stylised mosaics.
- 20. Gatehouse Room:** The controls for the tower's gates are housed here, along with a few amenities placed by Mercy.
- 21. Sanctuary:** General ceremonies and common worship are held in the Sanctuary.
- 22. Storeroom:** This area is used as storage, and contains unfinished art and cleaning supplies, as well as valuable magic items and shrine goods.
- 23. Kyrne's Shrine:** A large section of the third floor is devoted to the river spirit, Kyrne, and contains shrines and artwork glorifying him.
- 24. Spring Sanctum:** Filled with flowers and pleasant scents, the Spring Sanctum is dedicated to the gods of growth and life.
- 25. Summer Sanctum:** Consecrated to the gods of light, fire and passion, candles and incense burn constantly here.
- 26. Autumn Sanctum:** Here the gods of earth, harvest and wealth are recognised and honoured with offerings of coin and food.
- 27. Sanctum of All Gods:** The sanctum of all gods is dedicated to all deities who have place in the seasonal sanctums.
- 28. Winter Sanctum:** The secluded winter sanctum holds shrines to the gods of death and endings. Miri tends to them and keeps them clean and orderly.
- 29. Tower Top:** Here a magical circle enchanted to amplify sound, allows warnings and calls to worship to reach a great distance.



## EVENTS

While the PCs are at Godswatch, one or more of the below events may occur. Choose or determine randomly:

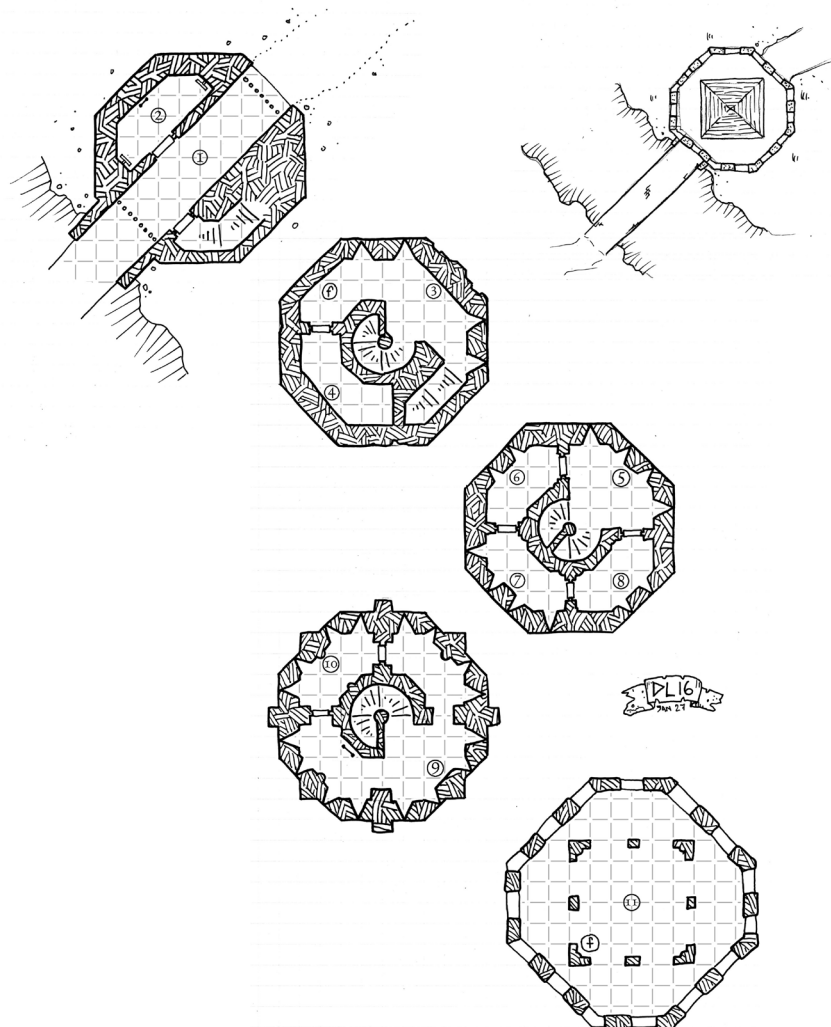
D6	EVENT
1	Faith sings a song of praise from the top of the Godswatch, her voice amplified by the tower's magic.
2	The Kyrne river floods and overruns the tower bridge, rendering it impassable. Werruk swims across and dares anyone fit and courageous to do the same.
3	A pilgrim arrives at the Godswatch and prays quietly in the main sanctuary. Enquiry reveals he is a descendant of the priests who established the tower.
4	One of the PCs is called to the shrine of a god represented in the Godswatch through an omen or command to do homage.
5	Travelling peddlers set up shop just outside the tower, advertising a wide variety of items, from basic goods to magic items.
6	A ceremony is held to consecrate a new shrine being placed in one of the sanctums.

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Godswatch 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 Godswatch predates the river itself. A long time ago, Kyrne diverted his river down the ravine to submerge an evil power that threatened the local community.
2	Sometimes, people feel called to the tower to pay their respects or to serve the gods.
3*	Mercy regrets passing the position of priestess to her daughter, and works to undermine Faith's authority.
4*	Faith's father is actually the river spirit Kyrne, who continues to watch over her.
5	Even gods of evil and death are revered at Godswatch.
6	Werruk is a former soldier who retired to the quieter life as a priest after distinguishing himself in a vicious battle.

\*False rumour





## FLENHEIM AT A GLANCE

After traversing a network of twisting tunnels visitors discover a peculiar sight: inside a massive cavern lies the derro village of Flenheim lit up by the weird, dancing shadows created by scores of iron wrought braziers and lanterns. Brass tubes protrude from the rocky walls and some of the buildings are even shaped to resemble various internal organs. In its shadowed market, luxury items from the surface are bartered for alongside the services of fleshcrafters selling their skills to the desperate, the crippled or the insane.

Moans and screams echo through the cavern. It is here the mad derro bard Herath Syngler perfects his art form of flenning—the use of the screams of torture victims to create symphonies of macabre horror. Flenheim has always been linked to flenning but Syngler has turned it into an art form that lures students of other races to the village to learn—or sometimes participate in—the masters’ lessons.

### DEMOGRAPHICS

**Ruler** High Mayor Dyril Hrathen

**Government** Autocracy

**Population** 183 (176 derros, 7 others [pupils at the academy])

**Alignments** NE, CE, CN

**Languages** Aklo, Common, Undercommon

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

**Qualities** Academic, insular

**Danger** 10; **Disadvantages** None

### NOTABLE FOLK

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

**Esteemed Improver Gorls Twarkken** (location 5; NE male derro sorcerer [aberrant] 7) Hidden beneath his cloak is a body that bears the signs of much experimentation; not all of Gorls’ current body parts are his own.

**Flenmaster Herath Syngler** (location 1; CE male derro bard 8) Herath wears outrageously colourful clothes; his hairstyle changes daily.

**High Mayor Dyril Hrathen** (location 2; NE male derro expert 3) An elderly derro, his eyes and posture reveal he is troubled and stressed.

**Jerad Mangovian** (location 6; LG male human paladin 6) Jerad has yet to wash off the dust and grime of weeks of travel.

**Mistress Nerya the Shadow** (location 7; CE female derro rogue 7) A slim, lean derro always dressed in black leather, Nerya seems part of the shadows.

**Priest Karne Leden** (location 8; CE male derro cleric 6) A stern derro, Karne’s ceremonial cape comprises the flayed skins of several victims.

**Priestess Eliam Breth** (location 8; CE female derro cleric 5) Eliam has a soft voice, and braided white hair. She tends to the

temple and is often seen tenderly caressing the torture implements used in the rituals performed therein.

**Sister Jerille** (location 6; CN female derro expert 3) Jerille owns the Final Scream and loves to collect recipes from the surface.

### NOTABLE LOCATIONS

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

30. **Flenning Academy:** Brass tubes emerge from this stone structure which also has natural stone pipes running around its exterior. Disturbing statues of various races in obvious pain also adorn the building.

31. **Mayor’s Office:** This is the first stop for visitors to Flenheim; here they are told the village’s rules and sign the contracts needed to enter.

32. **The Shadow Market:** Several stalls stand in the shadows; here the derro sell whatever trinkets and goods they have brought back from their expeditions to the surface.

33. **Improvers’ Quarter:** These residential laboratories have signs made from skin, teeth, nails and other remains from the improver’s slabs.

34. **Gorls Twarkken’s Home:** The biggest laboratory belongs to the de facto leader of the improvers. Next to the door is an animated head that calls out, “Master” whenever its nose is pressed. A sign explains how to use this macabre doorbell.

35. **The Final Scream:** This large inn is located near the Improvers’ Quarter. Inside Sister Jerille cooks surface dishes as well as various Ebon Realms dishes.

36. **Collectors’ Lodge:** A small unassuming structure, here the collectors depart on their raids to the surface; several cages display their newest acquisitions.

37. **The Flayed House:** Covered in flayed skins and dried blood this nightmarish building has a depressing aura about it.

38. **Kal Zakoth:** An ancient abandoned dwarven outpost; according to rumours it has a new owner.

### MARKETPLACE

**Resources & Industry** Fleshcrafts and surface items

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

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

**Potions & Oils** *bear’s endurance* (300 gp), *haste* (750 gp)

**Scrolls (Arcane)** *enlarge person* (25 gp), *fireball* (375 gp)

**Scroll (Divine)** *hold person* (150 gp), *sanctuary* (25 gp)

## ENCLAVE LORE

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

**DC 10:** Flenheim has existed for centuries, but recently its folk have started selling surface items, a move that has made them more open to visitors than most derro settlements.

**DC 15:** Flenheim gets its name from flenning, an obscure derro art form. Flenning is basically music, but music comprising the exquisite sounds created by the careful (but enthusiastic) application of pain.

**DC 25:** Tensions boil between the Flenning Academy and the Improvers, the latter lead by Gorls Twarkken.

## VILLAGERS

**Appearance** The derro have blueish/grey skin and large eyes with no discernible pupils.

**Dress** The derro favour black and grey leathers with a comfortable yet simple cut. This style is most useful for their surface raids and for hiding in the Ebon Realms.

**Nomenclature** *male* Belott, Charth, Shavis; *female* Assari, Laac, Olierr; *family* Ijandag, Tvinder, Zixxix.

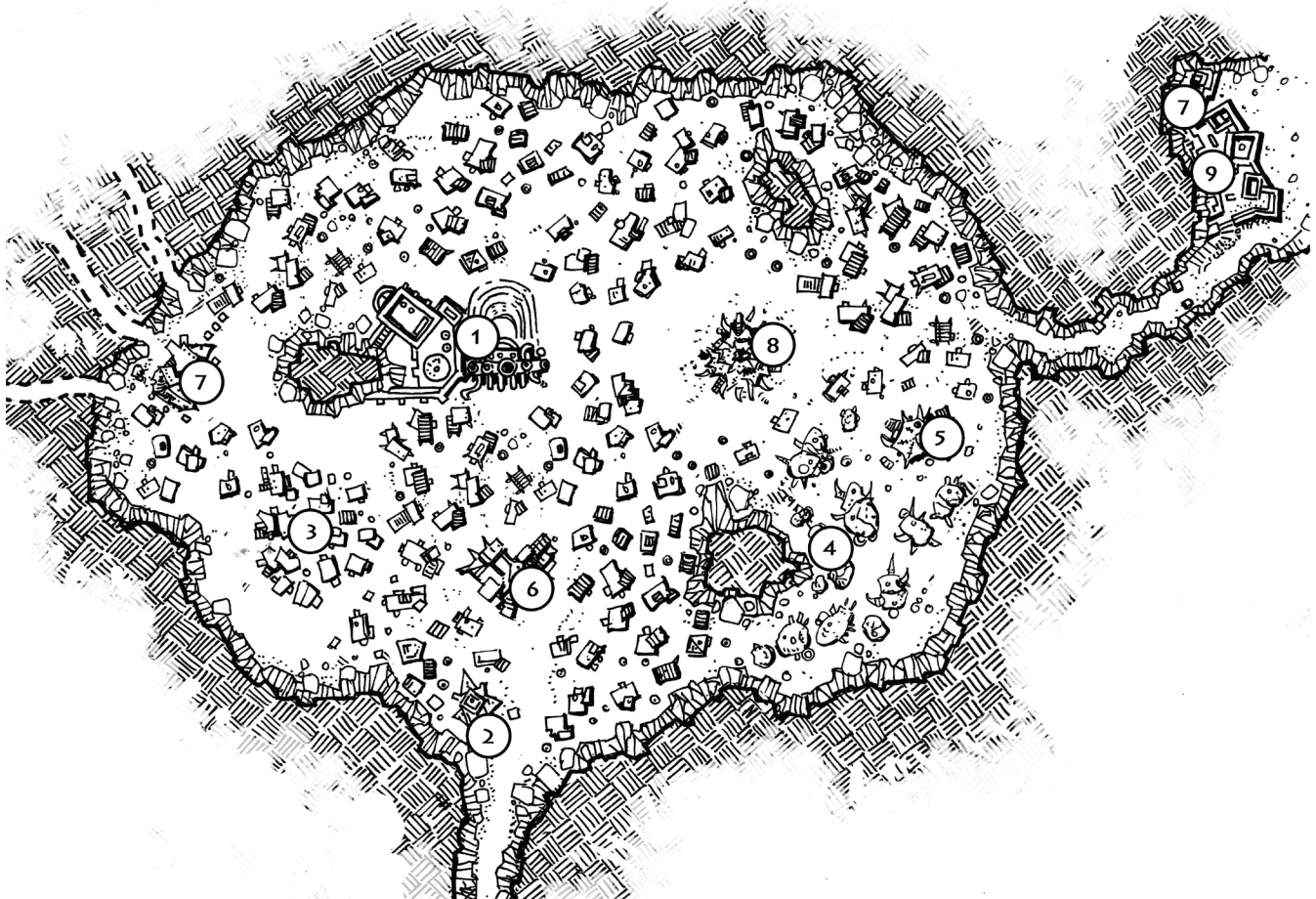
## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Flenheim 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	Herath Syngler insulted Gorls Twarkken at the Final Scream two days ago. The enclave awaits Gorls' response.
2*	The Pure Form is awaiting the arrival of a particular item from the surface, before they launch an attack.
3	One of the flayed skins adorning the temple has a tattoo of a treasure map on it. It leads to a legendary hoard.
4	Not all the guests at the Final Scream are what they seem.
5	Nerya the Shadow has returned with a great treasure but she has decided to keep it to herself. No one knows what it is.
6	Recently some guests at the Final Scream disappeared from their rooms without a trace. Some say their skins now adorn buildings in Flenheim.

\*False rumour



## 20 MINOR HAUNTINGS TO ENCOUNTER IN AN ANCIENT NECROPOLIS

---

Vestiges of the dead wander the necropolis—fleeting spirits mirroring their past lives or lashing out at intruders disturbing their rest. Sometimes these lost spirits partially manifest into the world, and the PCs encounter the fleeting vestige of their lives.

1. A ghostly procession of priests drags a screaming servant down a tunnel leading further into the necropolis.
2. The vacant eye sockets of a pillar of skulls glow red and scream in an ancient language when the party passes by.
3. A shimmering, translucent group wearing robes of ancient cut kneel before a sarcophagus. As one, they draw long daggers, thrusting them into their hearts before disappearing. Their brittle bones remain among the dust.
4. A noble woman drags the corpse of a man, stabbed many times, behind her before dumping the body in a corner and sneering as she fades away. A dust-shrouded skeleton remains to bear witness to her crime.
5. Spectral people blink in and out of existence along a row of bone-filled niches piercing the wall.
6. Two armoured figures clash violently in front of the tattered remains of an ancient tapestry depicting them.
7. A translucent, roguish figure flashes a smile at the nearest creature before disappearing into a wall (which reveals the location of a hidden secret door to observant PCs).
8. Skulls fill numerous shelves bored into the wall. They begin to chatter and moan when any living creature comes within 5 ft.
9. A regal figure rests within an open coffin, appearing to be alive but asleep. Touching the body causes a spirit in the figure's likeness to rise up, scream and then dissipate, leaving nothing but a mouldering corpse behind.
10. Shadowy figures hound the footsteps of anyone within the room, appearing just out of sight.
11. Bones skitter madly across the floor, rising up briefly before clattering back down.
12. Lids swing open on a number of coffins before suddenly slamming shut. Muffled screams come from the coffins.
13. Phantasmal figures feast at a ghostly table on fine food and wine before a shrieking wind sweeps them—and the table—away.
14. The sounds of laughter, sobbing and screaming swirl through the air around piles of stacked skulls. As quickly as the sounds begin, they end.
15. Pale figures fly from a series of urns, streaking towards any living creature, their mouths rent with fury, before disappearing with a cackle.
16. A family of five transparent figures watches intruders, their eyes vacant black holes of swirling energy.

17. The temperature drops abruptly to freezing and any living creature feels hands trying to pull them down through the floor.
18. The temperature rises to sweltering levels as if the explorers have entered a fire. Blackened, writhing figures flicker just out of sight.
19. Blood appears to spurt out from niches along the wall, accompanied by a torrent of screams.
20. Everyone feels claustrophobic, as if the room is no larger than a coffin.

Sometimes, when explorers encounter haunts they suffer ill effects. Sample effects include:

1. The sight of the haunt leaves the PC shaken for half an hour.
2. The intense emotions radiating from the haunt leaves the PC dazed for half an hour.
3. Sickened by the otherworldly suffering of the haunt, the PC feels intensely sick until he eats his next meal.
4. Wisps of the haunt cling to the PC and suckle upon his warmth. These leaves the PC sluggish and tired for an hour.
5. The sight of the haunt damages the PC's sanity. He temporarily loses 1 point of Wisdom. It returns after a day or complete rest.
6. Contact with the otherworldly nature of the haunt inflicts 1d6 damage upon the PC.

### 12 STRANGE SOUNDS

The sounds below can come from any direction and be at any volume. Use them to build tension.

1. The skittering of tiny clawed feet on stone.
2. The gentle sigh of the wind (perhaps accompanied by tiny, swirling dust devils).
3. Rocks or stones clatter to the ground.
4. A guttural cackling slowly tails off into a gurgle.
5. A choir's faint chanting in an ancient tongue floats through the necropolis. (The chant is a litany for the dead).
6. Something large slithers through the necropolis. The party hear the rasp of its scales on stone.
7. Somewhere distant, a gong sounds once.
8. The clanking of chains—as if something like a gate was being raised or lowered—breaks the silence.
9. Soft, tinkling chimes sound for a few minutes every half hour.
10. A faint susurrus of whispering—its tone oddly menacing—occasionally reaches the party's ears.
11. Unidentifiable instruments play a mournful dirge.
12. Sobbing—perhaps from ghostly mourners.

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](https://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 LLC; 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.

Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content by TSR.

**Pathfinder Roleplaying Game GameMastery Guide.** © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Buar, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

**Pathfinder Roleplaying Game Advanced Player's Guide.** © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

**Subterranean Enclave: Dilath's Hold.** ©Raging Swan Press 2015; Author: Brian Wiborg Mønster.

**Subterranean Enclave: Flenheim.** ©Raging Swan Press 2016; Author: Brian Wiborg Mønster.

**Village Backdrop: Silver Bluff.** ©Raging Swan Press 2016; Author: Mike Welham.

**Village Backdrop: Shroudhaven.** ©Raging Swan Press 2016; Author: Mike Welham.

**Places of Power: Godswatch.** ©Raging Swan Press 2016; Author: Amber Underwood.

**GM's Miscellany: 20 Things Volume I.** ©Raging Swan Press 2016; Author: Creighton Broadhurst.

**20 Things #6: Ancient Necropolis.** ©Raging Swan Press 2016; Author: John Bennett and Creighton Broadhurst.

**GM's Monthly Miscellany: September 2016.** ©Raging Swan Press 2016; Author: Creighton Broadhurst, Brian Wiborg Mønster, Amber Underwood and Mike Welham.





# EVERYTHING

is better with

tentacles





---

Visit us at [ragingswan.com](http://ragingswan.com)

