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GM'S MONTHLY MISCELLANY: FEBRUARY 2017





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GM'S MONTHLY MISCELLANY: FEBRUARY 2017

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:

- **20 Things #11: Dark Caverns** Creighton Broadhurst, David Posener and Alex Riggs.
- **Gloomhold Campaign Guide** Creighton Broadhurst
- **Town Backdrop: Dulwich** John Bennett.
- **Village Backdrop: Bleakflat** Jeff Gomez.

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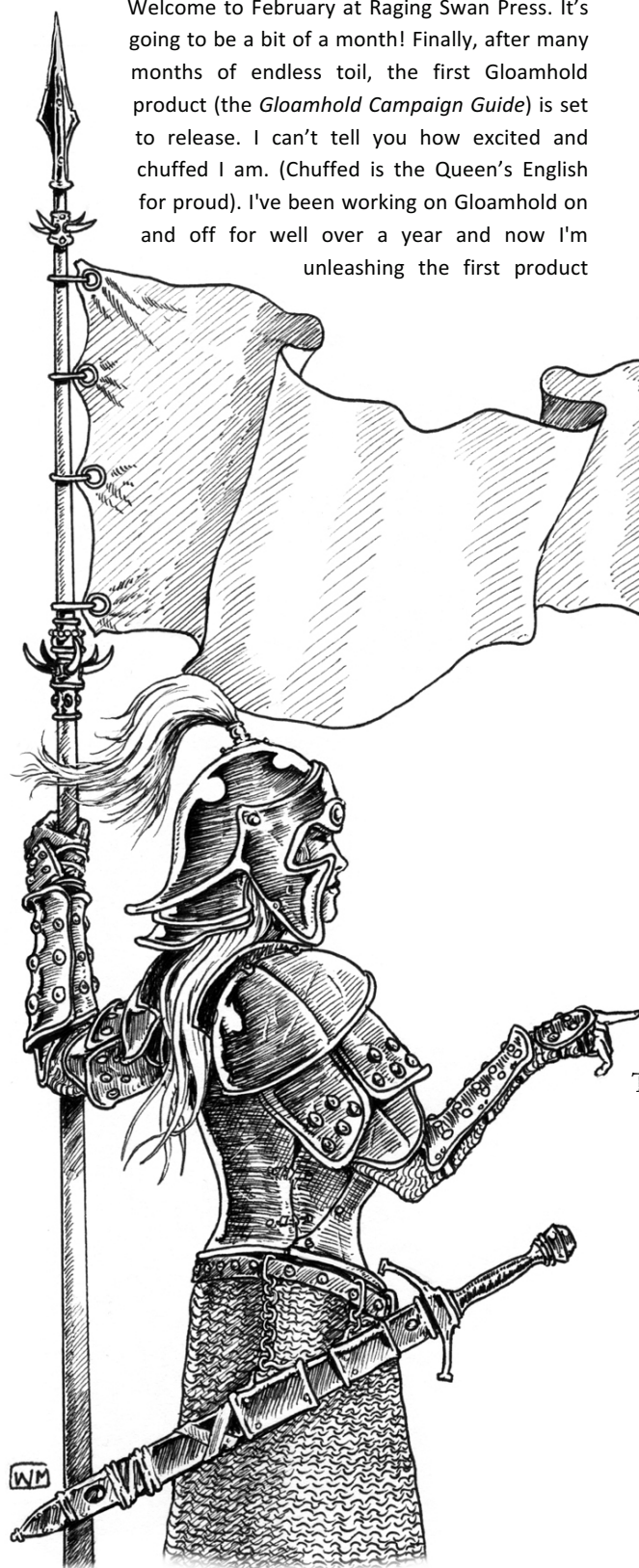
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FOREWORD



Welcome to February at Raging Swan Press. It's going to be a bit of a month! Finally, after many months of endless toil, the first Gloamhold product (the *Gloamhold Campaign Guide*) is set to release. I can't tell you how excited and chuffed I am. (Chuffed is the Queen's English for proud). I've been working on Gloamhold on and off for well over a year and now I'm unleashing the first product

into the world. I hope you check it out (and to whet your appetite to uncontrollable levels, I've included a brief taster in this GM's Monthly Miscellany).

Along with a taster for the *Gloamhold Campaign Guide* herein you'll find excerpts from some of Raging Swan's newest products including *Village Backdrop: Bleakflat* (by Jeff Gomez), *Town Backdrop: Dulwich* (by John Bennett) and *20 Things #11: Dark Caverns* (by Creighton Broadhurst, David Posener and Alex Riggs) along with some stat blocks from my own Borderland of

Adventure campaign. I'm sure you'll find a use for them...If you want to read our session summaries (and feel sorry for the PCs) you can check them out at creightonbroadhurst.com.

PATREON

You might be aware 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 massively 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 supporting us, check out patreon.com/ragingswanpress or head over to patreon.com and search for Raging Swan!

THANK YOU!

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.

10 ATYPICAL CAVES

Not all caverns are stuffed full of monsters, traps and other hazards. In a prolonged exploration into the deep, dark places of the world, the PCs will discover and explore many caves and caverns. Some will be unremarkable; others will have interesting features or layouts.

Use the cavern descriptions below as campsites, encounter areas or as nothing more than cavern dressing. The descriptions have been designed to read aloud to your players.

1. This long, thin cave is barely 15-foot wide, but at least 30-foot high. A narrow ledge slopes steeply upwards towards the ceiling, but disappears into a narrow opening in the wall. A light covering of rubble obscures much of the floor, but here and there it has been pushed aside into small piles. Another exit at the far end of the cave continues onwards.
2. A dense field of lofty, slender stalagmites fills the cavern. A narrow trail twists and turns through the stone forest; in several places, stalagmites have been deliberately smashed to forge a way through. Rubble lies heaped up against the pathway, creating the illusion of a sunken lane passing through a forest.
3. The sound of gentle rain fills the air. A pair of deep pools of crystal clear water, separated by a low, narrow ledge of polished stone, dominates this vast cavern. Water drips from a forest of stalactites hanging from the 40-ft. high ceiling. Some of the stalactites are so long their tips nearly brush the surface of the water.
4. The floor of this cavern descends through a natural set of three wide steps covered with loose rubble. A pool of clear, still water fills the lowest level of the cavern. Tiny albino fish swim through the pool's depths and small insects flit about its surface. Beyond the pool, two passages lead away into darkness.
5. A chasm, roughly 15-foot wide and of unknowable depth, cuts across the cavern. A slender stone bridge once spanned the gap, but its central portion has crumbled away. The bridge has no railings and is essentially a length of thin, flat stone seemingly grown from the chasm wall. (Perceptive PCs will no doubt realise the stone bridge was created by magic).
6. A smooth, glistening stone column easily ten-foot in diameter rises from the cavern floor. Water oozes down the column, which has almost reached the cavern ceiling 20-foot above. Rubble covers the surrounding ground. Stone stumps thrusting up from the floor suggest many smaller columns once surrounded the remaining giant, but someone—or something—has smashed them to pieces.
7. The ceiling of this cavern is dangerously unstable. Dust sifts down from above and rubble covers the floor. Occasionally, the ceiling groans as the stone shifts and settles. In one part of

the cavern—near another exit—part of the ceiling has already collapsed. The fallen rubble has formed a high natural breastwork of sorts and almost blocks the exit.

8. The muddy floor in this cavern slopes steeply upwards toward three exits piercing a rough wall down which splashes a small waterfall. Dirty water runs from the overfull pool at the waterfall's base down the sloped floor. The mud is thickest at the base of the slope. The going is difficult and dirty.
9. Much of this large cavern's floor has collapsed into a rubble-filled pit. Small pinnacles of yet stable rock thrust up from the rubble, providing determined adventurers a means of continuing their exploration. The pit is deep; a fall from a rocky pinnacles results in a 30-foot fall. Four obvious passageways intersect this cavern although only three are easily accessible via the stone pinnacles. Perceptive explorers spot a fifth, rubble-choked exit in the pit.
10. Great cracks cut through this cavern's ceiling. A faint breeze and the stench of rot and decay emerges from these cracks along with long, flaccid roots. The roots reach all the way down to a network of small streams cutting through the cavern floor. The streams are sluggish; mould and lichen covers their steep banks.



BLEAKFLAT AT A GLANCE

Ruler Aldrich Hellbrooke

Government Overlord

Population 62 (1 dhampir, 60 humans, 1 vampire)

Alignments LE, LN

Languages Common

Corruption +1; **Crime** -3; **Economy** -1; **Law** +1; **Lore** -1; **Society** -1

Qualities Desecrate, Supportive

Danger 0

Lost to the north of nowhere, far beyond the reach of trade routes and prying eyes, a rocky bluff rises from barren soil. Here, deep amid the frozen tundra, a ruined castle has been refitted into a tiny village. Ten hovels, whose rural architecture suggests structures five centuries old, surround a refurbished tower, and in this tower lives the mayor of Bleakflat. Wise and capable, he tends to his villagers as a shepherd to his sheep.

The very presence of such a remote village is enough to arouse suspicion. There are no ore mines here, no nearby dungeons, no ley lines or trade routes. The people seem simple enough, if a little drained. They live off watery mutton soups, graze thin flocks of sheep on rocky fields, burn wood from the scattered groves and eat silent meals under poorly constructed rooves. But they are somehow able to fend off the wolf packs roaming the land, and are unperturbed by the massive bats which attack the rare unannounced visitor. How? The people of Bleakflat are under the protection of a vampire, the mayor of the village and the only citizen with rosy cheeks and warm smile. The villagers trade their blood for his protection and care, and in turn he tends his flock well.

Bleakflat is Aldrich Hellbrooke's human farm. He asserts total dominion over the people and leads with absolute authority. But he also treats his subjects well. He walks among them, jokes with them, cares for them and heals them. He invites his human cattle to dinner, tells stories to the children and teaches the adults how to read. By all accounts, he is a warm and just mayor, far more capable than the leaders of most normal villages.

However, this harmonious relationship is often strained. Aldrich hosts undead guests, who harass the villagers and admonish the mayor for his strange pastime. Aldrich's own daughter, the half-human Gaela, believes humans should be treated like the animals they are.

Insular and indoctrinated, the people of Bleakflat do not consider their precarious situation particularly unusual. They are wary of outsiders, whom they rightfully view as a challenge to their way of life. Very occasionally an adventurer happens upon the village and vows to "free" the people from their vampiric overlord. The villagers play along until the adventurer sleeps—then they end the threat with a knife to the throat.

VILLAGERS

Appearance The villagers are thin and pale, though fundamentally healthy.

Dress The villagers wear heavy wool and leather coats with thick trousers. Most outfits have high collars or scarves to obscure punctured necks from the exceedingly rare visitors.

Nomenclature *male* Aegar, Baern, Klyide, Maestin; *female* Gaela, Junip, Raella; *family* Burke, Girain, Goodabby, Laupren.

MARKETPLACE

Resources & Industry Sheep, undead hospitality

Base Value 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd;

Minor Items 2d4; **Medium Items** 1d4; **Major Items** –

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

- **Potions & Oils** *endure elements* (50 gp), *aid* (300 gp)
- **Scrolls (Arcane)** *augury* (150 gp)
- **Scroll (Divine)** *curse water* (25 gp), *gentle repose* (150 gp)

VILLAGE LORE

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

DC 15: Aldrich Hellbrooke, the good-natured mayor of Bleakflat, has absolute control over the populace.

DC 20: The Girain household contains strange occult artefacts from across the centuries.

DC 25: Aldrich is a vampire who feeds upon the villagers, and tends to them as a shepherd to his flock.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Bleakflat 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	Mardread Burke is touched by the gods, and secretly wishes to destroy Aldrich.
2	Gaela looks for any excuse to murder a villager.
3*	The stone mask in the Girains' basement is haunted by a violent poltergeist.
4*	Aldrich dominates the villagers using his dark powers.
5	Aldrich is the weakest of his family.
6	Aegar Goodabby has more sway over Aldrich than the mayor realizes.

*False rumour

NOTABLE FOLK

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

Aegar Goodabby (location 4; LE male human expert 2) Aegar is an exemplary villager, eager to listen to his master's musings but wise enough to keep his advice to a minimum.

Aldrich Hellbrooke (location 1; LE male human vampire cleric 4) Aldrich Hellbrooke is the mayor of Bleakflat, though he prefers the term shepherd. A vampire, Aldrich sees his flock as his responsibility. He warmly cares for them, ensures they are happy and well-fed, even jokes with them, but does not mistake them for his equals.

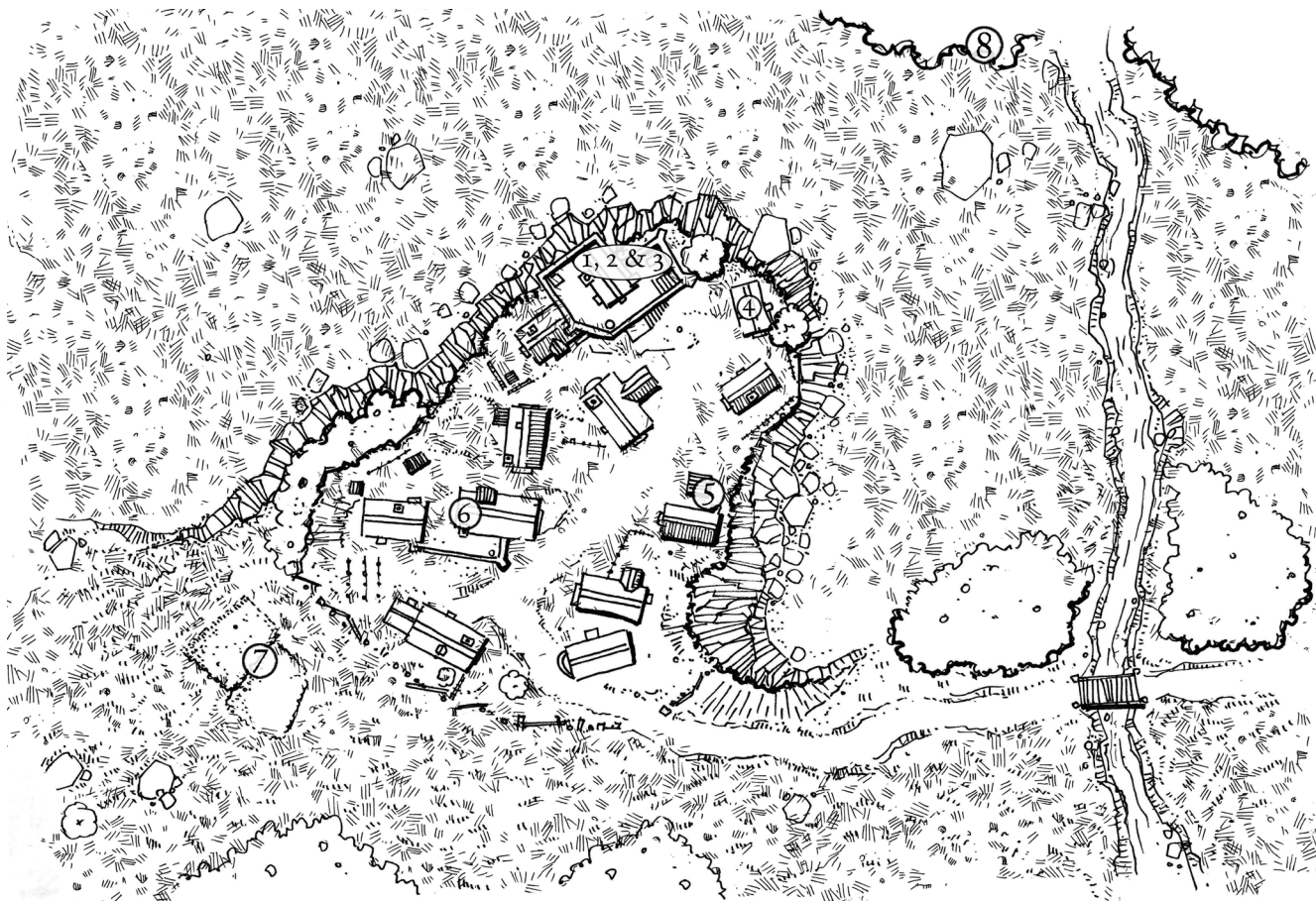
Gaela Hellbrooke (location 1; CE female dhampir antipaladin 2) In a moment of weakness and loneliness, Aldrich took a human to bed. Gaela is the result, a half-human, half-vampire child of 14 with the temperament of a beast. Gaela shares none of her father's patience with humans, but must defer to his judgement. After Gaela has passed through puberty, Aldrich will turn her.

Mardread Burke (location 6; LG female human paladin 2) At 16 years old, Mardread is filled with ideals and righteous fury. The gods have granted her divine power, and she secretly wishes to overthrow her undead dictator. Aldrich hopes this is just a phase. If not, Mardread will find herself on the dinner table shortly.

NOTABLE LOCATIONS

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

11. **Kraegor's Keep:** This ancient ruin is the home of Aldrich and Gaela Hellbrooke. It has been refitted, but still looks ancient.
12. **The Blood Bath:** Fed by hot mineral springs, the blood bath lies beneath the keep; here Aldrich relaxes with his guests.
13. **The Dining Hall:** The keep's underground dining hall, decorated sparsely in crimson banners, seats up to 20 visitors.
14. **The Goodabby Home:** This hovel is the ancestral home of the Goodabby family, long seen as Aldrich's favourite humans.
15. **The Girain Home:** Unlike the rest of the village, the Girain family worships Aldrich as an occult vampire lord. Their basement contains dozens of unusual artefacts.
16. **Haegar's Stables:** Haegar keeps several dozen horses in the stables as feed for the giant bats roaming the countryside.
17. **Abandoned Farmland:** Once Bleakflat's lifeblood, the farmland has fallen into disarray since Aldrich became mayor.
18. **Bleakwood:** This silent, muted wood is home to the elk and boar which comprise the wolf pack's primary prey. Aldrich and his guests sometimes roam the wood, at night.



DULWICH AT A GLANCE

Ruler Wido Gall

Government Overlord

Population 4,734 (4,634 humans, 15 dwarves, 3 elves, 11 half-elves, 8 half-orcs, 63 halflings)

Alignments LG, NG, N, LN, LE, NE

Languages Common, Dwarven, Elven

Corruption +2; **Crime** -2; **Economy** 3; **Law** 3; **Lore** 1; **Society** -2

Qualities Prosperous, strategic location, tourist attraction

Danger 5

Dulwich stares out across the Salt Mire towards Hard Bay, the Forest of Gray Spires at its back. Just a few hundred years old, it rests on the remnants of numerous older structures, built on a strip of dry land between the swamp and forest. One of the largest settlements in the Duchy of Ashlar, Dulwich serves as a major hub for merchants and travellers. A stout, stone wall surrounds the main town, offering protection from the dangers living in the Salt Mire.

Wealth flows through the town in aplenty due to the lucrative timber industry and Dulwich's position as a trading centre. Its citizens live in well-constructed two-storey homes of stone (harvested from earlier settlements) and wood. While most of its streets remain hard-packed dirt, cobblestone paved roads have begun to appear in more affluent areas. A recently built keep lies at Dulwich's centre, built over an older, wooden fortification. Its towers barely top the tall spire of the nearby Temple of Conn, a magnificent cathedral built with contributions from the town's affluent citizens.

Many of Dulwich's citizens are craftsmen, merchants or traders of some sort with many more involved in logging. A few cater to outsiders, particularly adventuresome types. To the west and south lies the ruins of Valentin's Folly, a small castle frequently sheltering wanted bandits (and—it is rumoured—much worse things). Within the forest, a day to the south, lies the feared and legendary Shunned Valley, believed by the locals to be haunted. These are just two nearby attractions. The great doom-drenched halls of Gloamhold lie far to the north.

Dulwich still mourns the recent death of the former high priest of Conn, Taistro Rintala. His successor, the young priestess Vuokko Laiten, now heads the temple due to the support of influential merchants who seek to use her as a political pawn for power, particularly against Dulwich's ruler, Wido Gall. Wido relies on the Temple of Conn for public support. Wido was scheming with the high priest to wrest complete control of nearby Longbridge from his rival, Hilduin Lorsch, a plan now disrupted. Wido seeks to expand his power in face of the growing power of the merchant class flush with gold from the profitable lumber industry.

TOWNSFOLK

Appearance Dulwichians are typically fair-skinned with brown or sandy coloured hair and blue, hazel or brown eyes. Men prefer long moustaches without beards while women wear long hair in buns or piled up with elaborate tresses and pins for the wealthy.

Dress Fine-spun woollen tunics and breeches for the working class is the norm, dyed in the colours of the various trades or guilds the Dulwichian is assorted with.

Nomenclature *male* Einar, Jarmo, Pekka, Vesa; *female* Elena, Irja, Riita, Ulpo; *family* Eskola, Leino, Salonen, Takala.

MARKETPLACE

Resources & Industry Lumber, pottery, wool

Base Value 3,200 gp; **Purchase Limit** 15,000 gp; **Spellcasting** 5th;

Minor Items 3d4; **Medium Items** 2d4; **Major Items** 1d4

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

- **Potions & Oils** *mage armour* (25 gp), *magic weapon* (25 gp)
- **Scrolls (Arcane)** *detect undead* (25 gp), *identify* (25 gp)
- **Scroll (Divine)** *doom* (25 gp), *hide from undead* (25 gp)

TOWN LORE

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

DC 10: Dulwich lies near the so-called Shunned Valley.

DC 15: The merchant guilds seek greater political power.

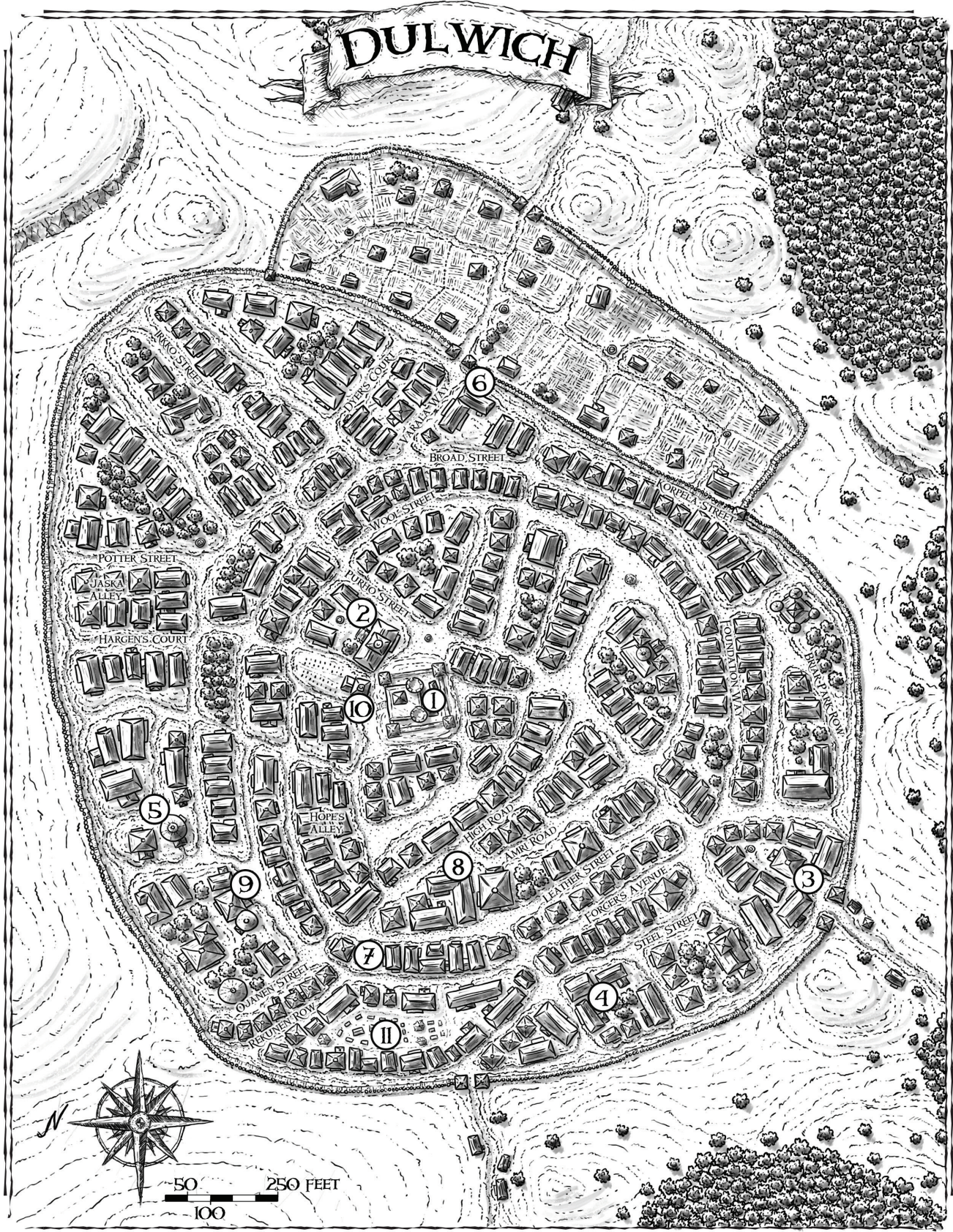
DC 20: Wido Gall is carefully gathering support to takeover nearby Longbridge.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Dulwich 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 skeleton has been seen shuffling about the cemetery.
2*	Vuokko Laiten was the lover of the former high priest and murdered him when he was at his most vulnerable.
3	Ossi Karppanen meets regularly with the heads of the other trade and merchant guilds.
4	Valentin's lost treasure yet lie hidden in his ruined castle!
5*	The Black Cats seek an alliance with the Shadow Spiders.
6	Wido Gall has been entertaining the leaders of various mercenary companies at his castle.

*False rumour



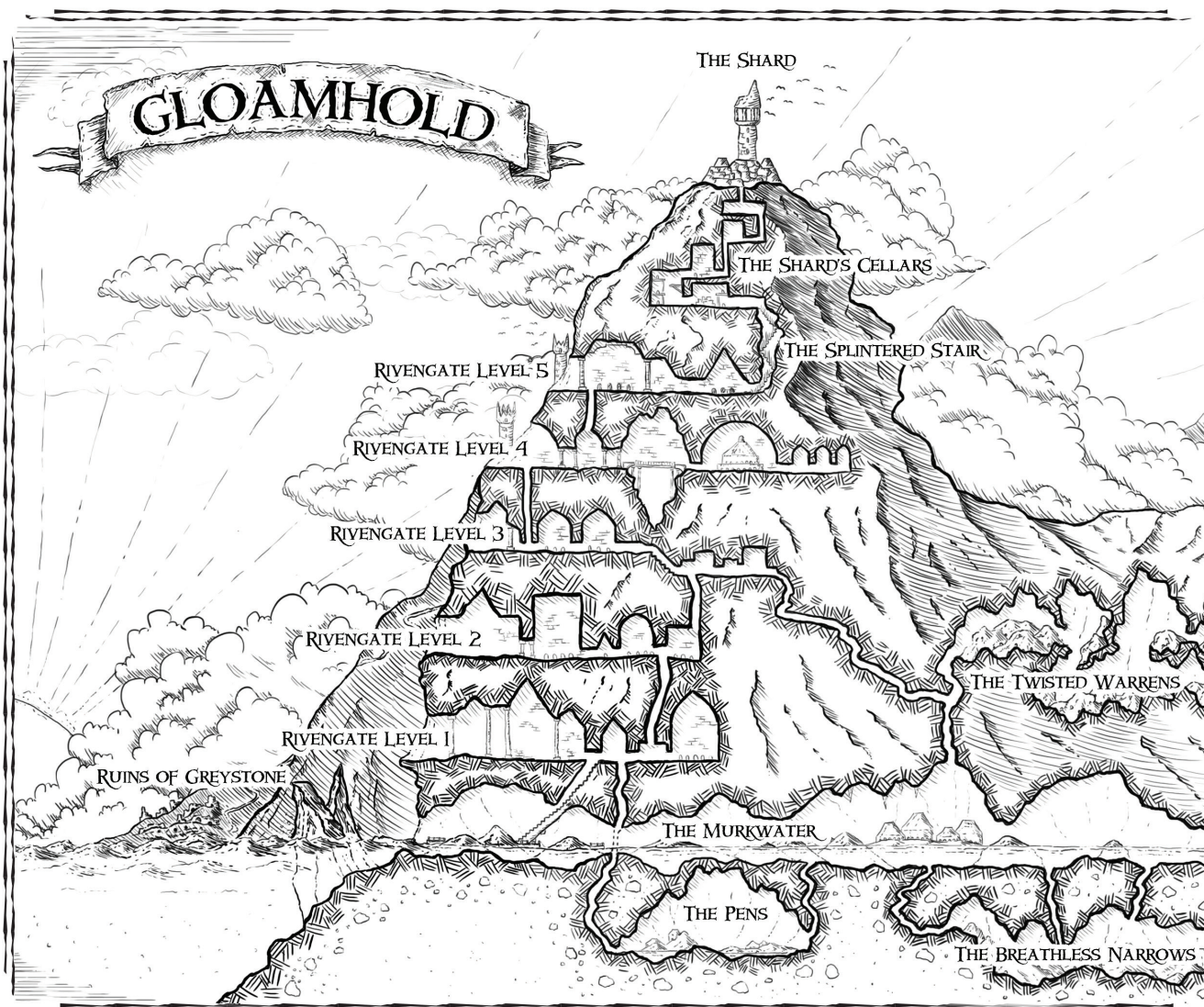
GLOAMHOLD AT A GLANCE

Glowing amid dark rumours and terrible stories of desperate adventure, death, betrayal and glimmering treasures squat the unutterably ancient halls of Gloamhold.

This crumbling, benighted, haunted dungeon complex of unknown, but undeniably vast, extent is buried deep within the grim and brooding spray-drenched headland of the Mottled Spire. It is a place of legends, madness and death.

Even reaching Gloamhold is difficult. By land, adventurers must negotiate miles of trackless, jagged crags and sullen, dark gorges, chasms and valleys. Those approaching by sea have it no better. They must brave over a mile of savage, foam-flecked waves. Tides about the headland are notoriously treacherous; wrecks of ships large and small driven to destruction on the rocks litter the seabed. Winter storms render Gloamhold all but inaccessible by sea for several months every year.

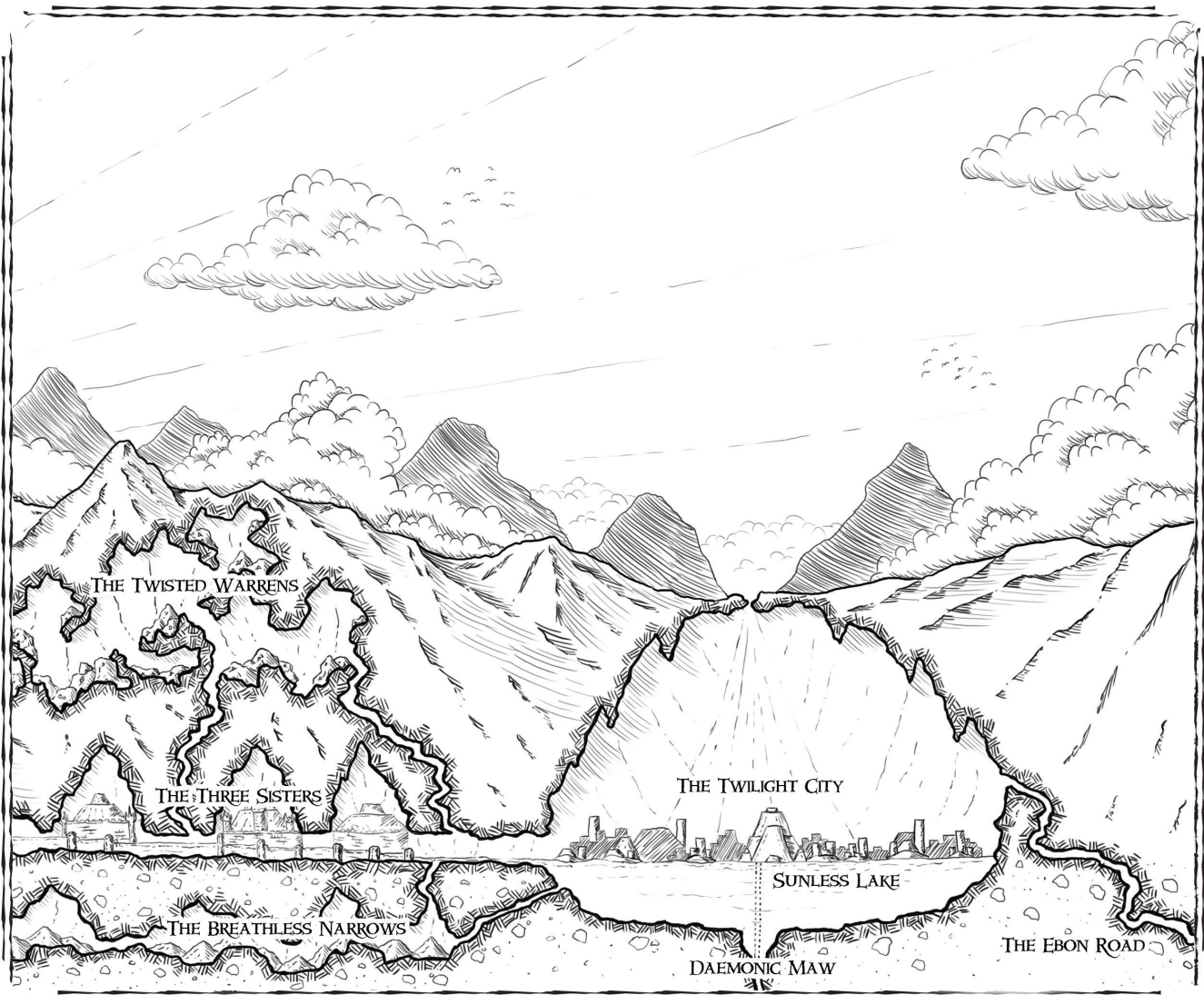
A harsh chunk of limestone rearing hundreds of feet into the perpetually cloudy sky the Mottled Spire looms over the turbulent waters of Hard Bay like a malevolent giant. Attempts to colonise the barren headland have all ended in failure and death. Surrounded by crumbled outbuildings, a now ruined lighthouse—now colloquially known as simply “The Shard”—stands atop the promontory’s highest, most wind lashed bluff. Elsewhere, on the spire’s landward side, languish the weed choked, tumbled ruins of Greystone—a fishing village abandoned decades ago. Occasionally, redoubtable bands of adventurers poke around both sets of ruins. Some return, while others simply disappear—perhaps finding certain secret connections rumoured to lead into the upper levels of Rivengate and from thence deeper into Gloamhold’s lightless depths.



KNOWN LOCALES WITHIN GLOAMHOLD

Although much of Gloamhold remains unknown—nothing more than the subject of wild whispers and rumours—knowledge of a few locations has come to light through the explorations of brave (or foolhardy) adventurers.

- **Rivengate:** Of dark and forbidding aspect, the lower portions of once mighty Rivengate collapsed into the sea long ago. Built by unknown hands remnants of the citadel yet cling to the cliffs. The Splintered Stair links Rivengate to the cellars buried below the Shard.
- **The Murkwater:** Only skilled or lucky captains dare to sail into the gloom of Rivengate's gaping maw. Within flows the dark and treacherous Murkwater; the seething, foam-flecked waters below Rivengate are particularly hazardous because of the jagged rocks fallen from above.
- **The Twisted Warrens:** Honeycombing the rock above the Murkwater, the Twisted Warrens are a confused and convoluted network of natural caverns and passageways inhabited by derro, troglodytes, dark creepers and worse.
- **The Breathless Narrows:** A network of flooded, fractured caverns radiate outwards from beneath the Murkwater. The water therein is only fractionally above freezing and explorers need magic to survive for any length of time in this airless, lightless world.
- **The Twilight City:** Buried in an immense cavern, the Twilight City sprawls across a series of low islands struggling above the cold, dark waters of the Sunless Lake. An ancient place of stone ziggurats, fetid and twisted canals and cyclopean architecture, troglodytes fleeing the ruin of their ancient mighty empire built the city aeons ago. At the city's heart stands the titanic Whispering Fane built about the Daemonic Maw. A wide passageway—The Ebon Road—links Gloamhold to the Ebon Realm.



FROM MY CAMPAIGN: UNDEAD STAT BLOCKS OF DOOM

In my Borderland of Adventure campaign, our heroes are in the midst of assaulting an otherworldly castle stuffed full of undead. confident I'm, you'll find a use for them.

THE BLACK RIDER CR 10 (XP 9,600)
This skeletal figure wears full plate armour a wields a wickedly curved battleaxe

Male advanced half-fiend human skeletal champion fighter 9
 CE Medium undead

Init +10; **Senses** darkvision 60 ft.; Perception +16, Sense Motive +5

Speed 20 ft., base speed 30 ft., fly 60 ft. (good); **ACP** -4; Fly +17, Ride +16, Stealth +13, Swim +14

AC 34, touch 15, flat-footed 30; **CMD** 36; Combat Expertise (+/-3)
 (+10 armour [+1 full plate], +1 deflection [ring of protection +1], +3 Dex, +1 dodge [Dodge], +5 natural, +4 shield [+1 heavy steel])

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold; **Resist** acid 10, electricity 10, fire 10

Fort +13, **Ref** +10, **Will** +12 (+14 vs. fear, +16 vs. channelling); **SR** 21

hp 138 (11 HD); **DR** bludgeoning/5 or magic/5

Space 5 ft.; **Base Atk** +10; **CMB** +18

Melee +1 battleaxe (Power Attack [-3/+6]) +23/+18 (1d8+13/19-20 x3) or

Melee bite (Power Attack [-3/+6]) +19 (1d6+9) and 2 claws (Power Attack [-3/+6]) +19 (1d4+9)

Atk Options Combat Expertise (+/-3), Combat Reflexes (7 AoO), Ride-by Attack, Vital Strike, smite good (+6 attack, +11 damage, +6 deflection)

Spell-Like Abilities (CL 11; concentration +17)
 1/day—*blasphemy* (DC 23), *contagion* (DC 19), *desecrate*, *unholy blight* (DC 20)
 3/day—*darkness*, *poison* (DC 20)

Abilities Str 26, Dex 22, Con —, Int 16, Wis 20, Cha 22

SQ armour training (2), weapon training (axes [+2], natural [+1])

Feats Combat Expertise, Combat Reflexes, Dodge, Greater Weapon Focus (battleaxe), Improved Critical (battleaxe), Improved Initiative, Mounted Combat, Power Attack, Ride-by Attack, Shield Focus, Vital Strike, Weapon Focus (battleaxe), Weapon Specialisation (battleaxe)

Skills as above plus Intimidate +20, Knowledge (religion) +12

Languages Abyssal, Common, Draconic, Infernal

Gear as above plus *cloak of resistance* +1

NIGHTMARE CR 5 (XP 1,600)
This horse-like creature's skin is completely jet black. Fire spurts from its hair and nostrils and its hooves spray sparks.

NE Large outsider (evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +12, Sense Motive +12

Speed 40 ft., (Run) fly 90 ft. (good); **ACP** 0; Fly +13, Stealth +7

AC 19, touch 11, flat-footed 17; **CMD** 23 (27 vs. trip); **Miss Chance** 20%
 (+2 Dex, +8 natural, -1 size)

Fort +8, **Ref** +7, **Will** +3

hp 51 (6 HD)

Space 10 ft.; **Base Atk** +6; **CMB** +11

Melee bite +9 (1d4+4) and 2 hooves +4 (1d6+2 plus 1d4 fire)

Special Actions smoke

Smoke (Su; free) In battle, the nightmare exhales smoke to choke and blind foes, filling a 15-foot cone each round. Anyone in the cone must make a DC 16 Fortitude save or become sickened until 1d6 minutes after leaving the area. The smoke acts as *obscuring mist* in regards to concealment.

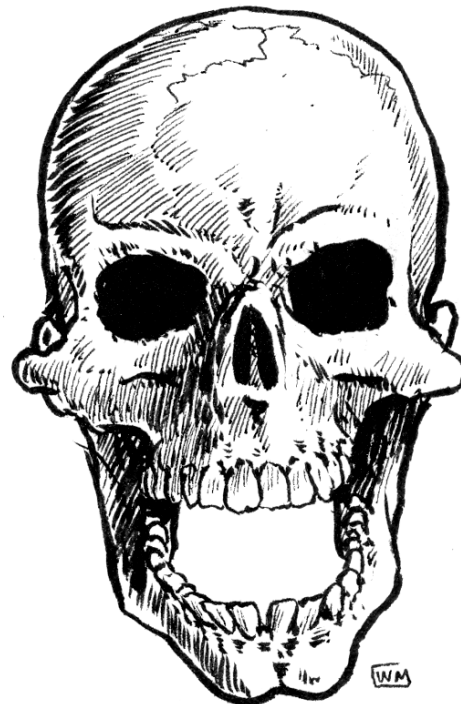
Spell-Like Abilities (CL 6th)
 1/day—(self plus 1 rider only)—*plane shift*

Abilities Str 18, Dex 15, Con 16, Int 13, Wis 13, Cha 12

Feats Alertness, Improved Initiative, Run

Skills as above plus Intimidate +10, Knowledge (planes) +10, Survival +10

Languages Abyssal, Infernal



BRUTE WIGHT

CR 5 (XP 1,600)

This massive, hulking corpse's flesh is rotting and putrid. In places, its body is skeletal. Its eyes glow with a red, baleful light.

LE Large undead

Init +2; **Senses** darkvision 60 ft.; Perception +13, Sense Motive +3

Speed 30 ft.; **ACP** 0; Stealth +13

AC 20, touch 11, flat-footed 18; **CMD** 21
(+2 Dex, +9 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); **Weakness** resurrection vulnerability

Resurrection Vulnerability (Su) *Raise dead* or similar spells cast on a brute wight destroy it (Will negates). Using the spell in this way does not require a material component.

Fort +5, **Ref** +3, **Will** +7
hp 34 (4 HD)

Space 10 ft.; **Base Atk** +3; **CMB** +9

Melee slam (reach 10 ft.) +7 (1d6+7 plus energy drain [1 level; DC 16 Fortitude, wight gains 5 temporary hp])

Atk Options Blind-Fight

Abilities Str 20, Dex 14, Con —, Int 15, Wis 17, Cha 19

Feats Blind-Fight, Skill Focus (Perception)

Skills as above plus Intimidate +11, Knowledge (religion) +9

Languages Common

CAIRN WIGHT WARRIOR

CR 6 (XP 2,400)

This walking corpse's flesh is rotting and putrid. In places, its body is skeletal. Its eyes glow with a red, baleful light.

Advanced wight fighter 2

LE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +14, Sense Motive +4

Speed 30 ft.; **ACP** -1; Stealth +19

AC 27, touch 16, flat-footed 21; **CMD** 26
(+5 armour [+1 chain shirt], +5 Dex, +1 dodge [Dodge], +6 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); **Weakness** resurrection vulnerability

Resurrection Vulnerability (Su) *Raise dead* or similar spells cast on a wight destroy it (Will negates). Using the spell in this way does not require a material component.

Fort +9, **Ref** +6, **Will** +8 (+9 vs. fear)
hp 62 (6 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +10

Melee +1 *elven curve blade* +12 (1d10+8/18-20)

Melee slam +10 (1d4+5 plus energy drain [1 level; DC 17 Fortitude, wight gains 5 temporary hp] and create spawn)

Create Spawn (Su) Humanoids the wight slays become wights themselves in 1d4 rounds. Spawn have a -2 penalty on all

d20 rolls and -2 hp per HD. Spawn remain enslaved until the master's death, at which point they lose these penalties and become free-willed wights.

Atk Options Blind-Fight

Abilities Str 20, Dex 20, Con —, Int 15, Wis 19, Cha 21

SQ bravery (+1)

Feats Blind-Fight, Dodge, Exotic Weapon Proficiency (elven curve blade)^B, Skill Focus (Perception), Weapon Focus (elven curve blade)^B

Skills as above plus Intimidate +11, Knowledge (religion) +9

Languages Common, Elven, Infernal

LESSER DREAD WRAITH

CR 7 (XP 3,200)

A dark mass of shadow glides silently toward you. Two blazing pinpoints of light somehow seem to suggest a malign intelligence lurks within the form.

Advanced giant wraith

LE Large undead (incorporeal)

Init +8; **Senses** darkvision 60 ft., lifesense; Perception +12, Sense Motive +12

Lifesense (Su) An elder wraith notices and locates living creatures within 60 ft. as if it had blindsight.

Speed fly 60 ft. (good); **ACP** 0; Fly +6, Stealth +8 (incorporeal)

AC 20, touch 20, flat-footed 16; **CMD** 25
(+7 deflection, +4 Dex, -1 size)

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

Sunlight Powerlessness (Ex) A lesser dread wraith caught in sunlight cannot attack and is staggered.

Fort +8, **Ref** +5, **Will** +8 (+10 vs. channelling); non-damaging corporeal spells and effects have a 50% chance of affecting a wraith

hp 57 (5 HD); half damage from corporeal spells or weapons (except channel energy)

Space 10 ft. (unnatural aura 30 ft.); **Base Atk** +3; **CMB** +8

Unnatural Aura (Su) Animals will not approach within 30 ft. of a lesser dread wraith, unless its master makes a DC 25 Handle Animal, Ride or wild empathy check.

Melee incorporeal touch +6 (2d6 negative energy plus 1d8 Con drain [DC 19 negates Con drain; with a successful attack, the elder wraith gains 5 temporary hit points])

Create Spawn (Su) A slain humanoid becomes a wraith in 1d4 rounds. Wraith spawn are weaker than wraiths; they suffer -2 on all d20 rolls, receive -2 hp per HD and only drain 1d2 points of Constitution on a touch. Spawn are under the control of their creator and possess none of the abilities they had in life.

Atk Options Blind-Fight, Combat Reflexes, create spawn

Abilities Str —, Dex 18, Con —, Int 18, Wis 18, Cha 25

Feats Blind-Fight, Combat Reflexes, Improved Initiative

Skills as above plus Diplomacy +12, Intimidate +15, Knowledge (planes) +9

Languages Common, Infernal

20 THINGS TO FIND IN A SUBTERRANEAN RIVER

Subterranean rivers often flow through natural caverns. Sometimes, they even intersect with dungeons. As a source of water—and therefore life—rivers and streams are often visited by those dwelling nearby. Thus, there is almost always much to find near (or in) a subterranean river.

1. A monstrous skull of some large, undoubtedly ferocious creature lies at the bottom of the river, partially covered in silt. It lies wedged near the narrowest part of the water course.
2. This river is surprisingly deep. At its deepest point, perceptive PCs spot what looks like a small cairn. Partially covered in silt it is completely submerged and looks like its been there for a long time.
3. A bedraggled, ripped brown cloak is snagged between two large boulders. The sodden cloak is half in and half out of the water. It is cut for a halfling-sized creature (or perhaps a human child).
4. The rusty hilt of a notched two-handed sword juts from the water. Any attempt to pull the sword from the water snaps the blade.
5. A large stone has been dumped in the middle of the river to act as a stepping stone. Unfortunately, it is precariously balanced—unwary explorers will likely be dumped into the frigid water as the stone shifts unexpectedly underfoot.
6. A school of tiny, albino fish live in the river. Constantly hungry, they swarm any potential source of food dumped in the river.
7. Part of the riverbank has collapsed, partially damming the water course. The collapse has narrowed the river, and thus this is an easier place to cross.
8. Several pieces of splintered wood—perhaps remnants of a spear's haft—bob in the water.
9. In this river, a stretch of water is discoloured by minerals in the rock; perceptive explorers spot a faint pink tint to the water. Paranoid explorers might suspect something—or someone—has recently bled into the river.

10. A sunken rowboat, sodden rope still wrapped around a prominent rock on the bank, lies at the bottom of the river. One of the boat's oars floats nearby, wedged among the rocks.
11. Two abandoned crudely crafted wooden buckets stand on the river bank. One has been knocked over, but the other is full.
12. Someone—or something—has cut a crude set of stone steps into the river bank where the river widens—and thus the water slows. A metal ring sunk into the wall provides evidence that once a boat was moored here.
13. Crystals embedded in the river bank glimmer invitingly below the water when the PCs' lights reach the area.
14. Here, the river flows over a roughly man-high rock shelf into a wide pool before continuing onwards. The sound of the water tumbling into the pool is audible from quite some distance.
15. Fronds growing from a great swath of lichen on the cavern roof dip down to the river's surface, creating a curtain of sorts that those navigating the river must pass through to continue.
16. The corpse of a bat twice the size of a normal specimen bobs up and down on the river as it is carried passed the party. Perceptive PCs notice the bat's head has been ripped off.
17. The cavern roof drops down almost to the surface of the water. Those in boats or on a raft must lie flat to proceed.
18. A small channel blocked by a rusted portcullis runs away from the river's main course. A profusion of branches and other rubbish bobs in the water before the portcullis.
19. A line of rusting iron spikes about three-foot a part has been hammered into the river bank. There are sixty spikes in total; the last in the line trails a ten-foot long length of sodden rope.
20. A thin crack in the ceiling lets a solitary beam of light play upon the river's surface. The shimmering glimmer is noticeable from quite some distance. Perhaps subterranean predators have learnt the light often attracts prey, and already lurk nearby ready to pounce...



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