

RAGING SWAN PRESS

# GM'S MONTHLY MISCELLANY: COMPENDIUM 2014



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# GM'S MONTHLY MISCELLANY: COMPENDIUM 2014

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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. GM's Monthly Miscellany: Compendium 2014 collates the material presented in the first eleven instalments of the line as well as new material including backdrops and new advice articles, all designed to make running your game as simple and easy as possible.*

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Published by Raging Swan Press

January 2015

ISBN: 978-0-9931082-1-1

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## FEATURED PRODUCTS

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As well as new, never seen before material from my own Borderland of Adventure campaign, *GM's Monthly Miscellany: Compendium 2014* presents information from many Raging Swan Press products and advice articles including:

- **Alternate Dungeons: Haunted House** Alexander Augunas.
- **Alternate Dungeons: Infested Sewer** Alexander Augunas.
- **Alternate Dungeons: Mystic Groves** Alexander Augunas
- **Barroom Brawls** Creighton Broadhurst
- **Brethren of the Crimson Altar** Creighton Broadhurst.
- **Caves & Caverns** by Creighton Broadhurst and David Posener
- **Demiplanes: The Twilight Demesne** Robert Brookes.
- **Dungeon Dressing: Ceilings** Aaron Bailey
- **Dungeon Dressing: Dungeon Entrances** Greg Marks
- **Dungeon Dressing: Floors** by Mike Welham
- **Dungeon Dressing: Goblin's Pockets** Eric Hindley
- **Dungeon Dressing: Walls** Alexander Augunas
- **Hobgoblins of the Mailed Fist** Creighton Broadhurst.
- **Kobolds of the Fallen Halls** Creighton Broadhurst.
- **Minotaurs of the Black Hills** Creighton Broadhurst
- **Pazuzu's Fury** Eric Menge.
- **So What's The Zombie Like, Anyway?** Greg Marks
- **Subterranean Enclave: Mith'Varal** Brian Wiborg Mønster.
- **Subterranean Enclaves: Severed Umbra** Mike Welham
- **The Sunken Pyramid** Creighton Broadhurst and Marc Radle
- **Town Backdrop: Deksport** Creighton Broadhurst.
- **Town Backdrop: Wolverton** John Bennett.
- **Tribes Most Foul: Goblins** Creighton Broadhurst
- **Urban Dressing: Plague Town** Josh Vogt.
- **Urban Dressing: Slum Town** Josh Vogt.
- **Village Backdrop: Chasm** by Christian Alipounarian
- **Village Backdrop: Fulhurst Moors** Jacob Trier.
- **Village Backdrop: Hjalward** Robert Brookes.
- **Village Backdrop: Prayer's Point** Alexander Augunas
- **Village Backdrop: Riverburg** Brian Wiborg Mønster
- **Village Backdrop: Star Run Falls** John Bennett.
- **Village Backdrop: Starspun Hollow** Nicholas Wasko.
- **Village Backdrop: Summerford** Alex Connell
- **Village Backdrop: Trickletrek** Alexander Augunas
- **Village Backdrop: Vulcanbridge** Mike Welham.



## ABOUT THE DESIGNERS

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**Christian Alipounarian** has been wasting copious amounts of time gaming since 1981. He joined the Living Greyhawk campaign staff in the nineties as regional adventure coordinator and editor for the Kingdom of Keoland region. He has written many rounds of modules for not just that campaign but also for the RPGA's Living Kingdoms of Kalamar and Living Death campaigns, as well as for the independent Legends of the Shining Jewel. He was a playtest lead for the 4th Edition Dungeons & Dragons game and is a contributor to products produced by Empty Room Studios Publishing and Raging Swan Press. He holds an undergraduate degree in history and a graduate degree in social science. He lives in northern New Jersey with his cat, Ava.

**Alexander Augunas** lives outside of Philadelphia, USA where he tries to make a living as an educator. When he's not shaping the future leaders of tomorrow, Alex is a freelance writer for esteemed Third-Party Publishers for the Pathfinder Roleplaying Game such as Radiance House (Pact Magic Unbound series) and Raging Swan Press (Alternate Dungeons series) and acts as a co-host and blogger on Know Direction's Private Sanctuary Podcast, where he has earned the nickname, "The Everyman Gamer." Recently, Alex has forayed into the realm of First-Party Freelancing and also operates his own publishing company, Everyman Gaming, LLC.

**Aaron Bailey** is an avid dungeon delver with over a decade of experience in facing the villainous dangers created by his best friend and GM Dave l'ons (who it must be said inspired Aaron to be a GM and to design games).

Aaron is looking to broaden his RPG horizons by running a pathfinder campaign as previously he had only played AD&D 2nd Edition. Aaron lives in Luton, just north of London in the UK with his most adored wife and their furry family of 4 cats.

**John Bennett** makes his lair in the tree-cloaked hills of New Hampshire. He enjoys heavy metal, beer and cigars as much as he enjoys playing RPGs. John has been writing since the age of 6 when he would narrate stories about dinosaurs and robots to his mother. He has a degree in film production and a pile of reject letters to go with his scripts. Currently, he is pursuing his Master's degree in Organizational Leadership. He is also striving to achieve at least one skill rank in Perform (guitar) but too little avail. Coerced into playing 1st edition D&D by an older (and bigger) kid in the neighbourhood at the age of 8, he would like to take a moment to thank his friend, Danny, for introducing him to the world of gaming many long years ago. While his friends and players know what he is talking about, John has been unsuccessful in explaining what bugbears are to his family and co-workers, the latter fleeing his office when he begins rambling.

**Creighton Broadhurst** lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children

("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

An Ennie Award winning designer (*Madness At Gardmore Abbey*) Creighton has worked with Expeditious Retreat Press, Paizo and Wizards of the Coast. He believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he now releases through Raging Swan Press. You can read his thoughts on game design at [creightonbroadhurst.com](http://creightonbroadhurst.com).

**Robert Brookes** was one of the top 4 finalists in Paizo Inc's RPG Superstar 2014 competition. He is a freelancer with a background in video game design both as a content designer and concept artist and leverages that experience in his tabletop design. You can find more of his design insights and OGL creations at his personal Pathfinder blog, the Encounter Table [encountertable.blogspot.com](http://encountertable.blogspot.com).

**Alex Connell** loves games of all sorts. He plays tabletop games, computer games, Xbox games, board games and card games. Pathfinder, EVE Online, Skyrim and Agricola are some of his favourites, in no particular order. Raging Swan has been one of his favourite third-party publishers for the Pathfinder RPG, and it's a thrill to be writing for them.

Alex is married to another gamer, and they have one son. They live in Ohio, in the middle of nowhere (as it turns out, everywhere in Ohio is the middle of nowhere). When he's not gaming, Alex is a pastor, most recently serving as a pastor for teens and their families in Ohio. Useless fact: Alex played a Fire Wizard in his most recent campaign.

**Eric Hindley** is a proud weaver of many paths and an expert in every field (or at least a jack of all trades). He began his RPG career in the early 1990s, badgering his friends to let him have the 17 Cha he needed to play 2nd edition paladins at every chance. He migrated to 3rd edition in 2000 because the book was shiny and new out front of a Coles bookstore on some kind of cardboard display. Pathfinder caught his interest almost immediately after being announced, and he has been a firm believer ever since.

He began GMing primarily to force other people to play with him while at university in Toronto. After honing his skills picking off characters in the far-flung town of Banff, Alberta, Canada, he is currently exploring new campaign worlds with a variety of groups. Most of the rest of his time is spent painting toy soldiers for Warhammer (both fantasy and 40k) and Warmachine, working in the entertainment industry as a technician or tormenting an assortment of cats (and occasionally his wife, Kalyna).



Eric was a competitor in Paizo's RPG Superstar competition in 2010 and 2011, and won Open Design's Tin Crown in 2012.

**Greg Marks** is an evil mastermind directing his criminal army of precocious felines from the birthplace of gaming: Lake Geneva, Wisconsin. He and his cat minions have worked on products for multiple editions of Dungeons and Dragons including *Complete Scoundrel*, *City of Stormreach*, *Dragon Magic*, and *Dungeon Delve*. They have written numerous adventures for the RPGA along with administering many of their organized play campaigns with Living Forgotten Realms being the most recent. Greg and his cats have also contributed repeatedly to all incarnations of Dragon and Dungeon Magazine, and co-authored several products for Fantasy Flight Games' Midnight setting including: *Star and Shadow*, *Hammer and Shadow*, *Legends of Shadow*, and *Honor and Shadow*. He has previously worked for Raging Swan Press on *So What's the Zombie Like, Anyway?*, *Dungeon Dressing: Secret Doors*, *Dungeon Dressing: Thrones and Wilderness Dressing: Travellers*.

**Eric Menge** is an author, editor, game-designer and intermittent attorney. He has designed adventures, written web articles and acted as a campaign administrator for Wizards of the Coast. He is an author and editor for Raging Swan Press. He has served as a telecommunications attorney for the U.S. Small Business Administration and then in private practice where he represented wireless telecom companies and a non-profit broadcaster.

Eric lives in Virginia with his linguistic wife Amy and his daughter who is doing her best to ruin his productivity through sheer cuteness. He is currently creating an online graphic novel *Snow-by-Night* ([snowbynight.com](http://snowbynight.com)), a tale of colonial fantasy. He now dreams of muskets, alchemy and snow in the moonlight.

**Brian Wiborg Mønster** hails from Denmark the ancient Viking kingdom, where he lives with his overbearing wife and two young sons, whom he trains to be wizards, although it seems that a bard and a barbarian is most likely result of his manipulation. He has played RPGs since 1990 and has tried a variety from AD&D, Call of Cthulhu, TMNT, and Star Wars, the old D6 version mind you, not the modern D20. Today it is Pathfinder he mainly plays his evil trade in.

He started GM'ing mainly because he thought the dungeons he explored were built by kind-hearted souls, he was convinced that a trap should aim to kill or at least seriously maim, because why else would you bother with using the trap to protect your precious dungeon? This idea was sparked by his exposure to Grimtooth the Troll and his magnificent traps. He has been called an evil GM but he usually just replies "I am a realistic GM, and you take 65 points of damage, so roll up a new character!" Apart from rpgs he also enjoys everything Sword and Sorcery be it books, comics, RPGs, or movies, especially Conan.

**David Posener** adores his long-suffering wife and two sons who, frankly, have no idea what he's talking about most of the time. David is based in Sydney, and his work as a Logistics

Consultant, much to his disappointment, contains fewer undead-filled warehouses and demon-possessed forklifts than he was led to believe. David started gaming with the book *Grey Star the Wizard*, circa 1985, back when we eschewed that dice business and goddamn STABBED out random numbers. The next year, he received the D&D Basic Set red box as a birthday present and has been gaming ever since. His GMing style has been likened to a horrible Frankenstein combination of historical epic, gritty survival horror and *Flight of the Concords*-style song-filled whimsy.

He is yet to live down naming a NPC "The Crimea Reaver".

**Marc Radle** is a professional graphic artist and designer by trade. He is married and has three kids (one teenaged son and two very spoiled cats).

He started playing D&D in the late 70's – good old First Edition AD&D! He also played many other RPGs back then... Marvel Superheroes, Champions, Elfquest, FASA's Star Trek, Star Frontiers, the list goes on...but it always came back to AD&D! Marc faded out of gaming sometime after 2nd Edition came out – partially because 2nd Edition just didn't quite do it for him but also because his gaming friends turned into grownups, got real lives and moved away when Marc wasn't looking!

Third Edition D&D really pulled Marc back into the hobby and he has since become a HUGE fan of the Pathfinder RPG! He is absolutely thrilled with what Paizo has done for gamers everywhere and is even more thrilled that he can still enjoy playing (and contributing to) the game he loves. Thanks Paizo!

Marc has written and/or illustrated for a number of great game companies, including Kobold Quarterly, Open Design, Super Genius Games, Last Unicorn Games (back in the day), Headless Hydra Games, Jon Brazer Enterprises, Tricky Owlbear Publishing, Louis Porter, Jr Design and Raging Swan Press.

**Jacob Trier** has been a book-worm since before he could walk. Growing up, the library was one of his favorite places, and his love of fantasy and role-playing games was kindled by Sword and Sorcery pick-your-path books and Dragonlance novels. At age ten, he got his hands on the AD&D 2nd edition Players Handbook, and he has been a gamer ever since. His singular claim to fame was an unsuccessful run at the title of RPG Superstar in 2012.

When he isn't slaying trolls or guiding his players towards certain death and dismemberment, he's busy playing the roles of father and husband. He and his lovely wife are the proud parents of two lively sons, both future gamers if their dad has anything to say about it. Trained as a journalist, he pays the bills handling communication at a local Social and Health Care College. He lives near Aarhus, Denmark.

**Josh Vogt** is a full-time freelance writer and editor. He works with a variety of RPG developers and publishers and has sold fiction to Paizo's Pathfinder Tales, Grey Matter Press, the UFO2 & UFO3 anthologies, Intergalactic Medicine Show and Shimmer, among others. His upcoming debut fantasy novel is also with

Paizo's Pathfinder Tales. You can find him at JRVogt.com or @JRVogt. He is made out of meat."

**Nick Wasko** is a soon-to-be doctor currently at the University of Connecticut School of Medicine. He devotes most of his time to his academics, pursuing interests in neuroscience and stem cell research. When not studying, Nick enjoys reading, writing, exploring the wilderness with his girlfriend, and performing improvisational comedy - all of which synergize with his love for the Pathfinder RPG. He has spent the past four years designing a homebrew campaign setting with his identical twin brother Chris, and recently started exploring freelance design. Nick is delighted to be making his professional writing debut with Raging Swan Press, and is looking forward to more opportunities to contribute to the Pathfinder RPG community.

**Mike Welham** has been gaming off-and-on for over 30 years. While he has played using numerous game systems, he has

always had a fondness for Dungeons & Dragons and its offshoots. The third edition of Dungeons & Dragons renewed a flagging interest in roleplaying games, but the introduction of Pathfinder sparked a long-dormant desire to write for roleplaying games. Mike has written for Clockwork Gnome Publishing, Open Design, Paizo, and Rite Publishing, and (much to his surprise) he won Paizo's RPG Superstar contest in 2012. He is quite happy with the prospect of his first publication with Raging Swan Press.

Mike lives in Kernersville, North Carolina, with his ever-patient wife, two roleplaying game-savvy children (one has started his university career, however), a puggle, three cats and a turtle. He believes the solution to the impending empty nest syndrome will be to allow more creatures of his imagination to make themselves at home.

## FOREWORD

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2014 has been an incredibly busy year for Raging Swan Press. At time of writing, we've released over 70 products including 16 (or so) print products! I'm knackered, but jolly proud of what we've achieved.

The GM's Monthly Miscellany line was born out of a desire to showcase the great material Raging Swan Press releases on a weekly basis, and in that it has succeeded admirably. Thousands of downloads later it's secured its place in the release schedule for 2015. I'm sure it can be even better, though, in 2015 so if you've any thoughts as to how to improve the line please drop me a line at [creighton@ragingswan.com](mailto:creighton@ragingswan.com).

Also remember many of the articles presented herein also appear on my blog. I blog daily about gaming, gaming advice and even freelancer game design so if you are interested in free daily content hurtle over to [creightonbroadhurst.com](http://creightonbroadhurst.com) for a closer look. I'd love to see you there!

So, you are probably wondering what Raging Swan Press will be getting up to in 2015. Well in some ways more of the same: we'll be releasing great products on a weekly basis as well as continuing our foray into print (but on a less frenetic basis).

I'm planning a new line in a similar vein to Village Backdrops, which has proved jolly popular. Tentatively entitled "Places of Power" the line presents various places of interest - castles, shrines, wizard's towers and so on - designed so a GM can easily drop them into his own campaign.

The big news, though, is that I'll be live designing a megadungeon on my blog next year. (I'll probably have already started by the time you read this - I'm chomping at the bit to get going!) I've long lusted after writing a decent megadungeon, but the task has always seemed daunting. The blog, though, gives me the perfect place to write. Adding content every week seems much more doable than writing tens of thousands of words in a

creative vacuum. Of course, megadungeons are the kind of things that are never (and indeed should never be) finished but I'm looking forward to next year immensely! So what's the megadungeon going to include? Here's an excerpt:

*"Glowering 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. 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."*

And here's a bit about one of the dungeon's main locations:

*"Buried in an immense cavern at the very heart of the Mottled Spire, the Twilight City sprawls across a series of low islands struggling above the cold, dark waters of the Sunless Lake. The city is one of the best-known locations within Gloamhold and is intermittently explored, claimed and fought over by dungeon denizens and adventurers alike."*

In any event, thank you very much for your support of Raging Swan Press. I'm delighted to have you along for the ride and I hope you continue to enjoy our material for years to come!



## ADVICE ARTICLES

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## FREELANCE ADVICE: THREE-PART ADVENTURES

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AT ITS HEART, AN ADVENTURE IS A STORY — A STORY SHARED BETWEEN THE PLAYERS AND THE

GM. AS EVERYONE KNOWS, A GOOD STORY HAS A DISTINCT BEGINNING, MIDDLE AND END.

Deciding on an outline and structure is a vital first step in crafting an exciting, compelling adventure. A three-part adventure (shockingly) comprises three parts:

- Introduction
- Main
- Conclusion

As a rule of thumb, both the Introduction and the Conclusion should each comprise about 1/5 of the total material (be it encounters, word count or whatever). This leaves 3/5ths of the material for the main body of the adventure.

This structure works with pretty much any kind of story-based adventure. I used his style of adventure design for *Retribution* (Raging Swan's first adventure) — an investigation and dungeon crawl set in a remote monastery cut off by a savage winter storm — and it served me very well. The only kind of adventure this structure is ill-suited for is the sandbox style in which exploration is the main goal.

### INTRODUCTION

The introduction sets the scene, introduces the adventure and provides the PCs with a definite reason to embark on their quest. This part of the adventure should contain some or all of the following elements:

- Present the adventure locale and setting.
- Establish the tone of the adventure.
- Provide a "call to adventure" that disturbs the PCs' normal activities and entices them into the adventure. This may or may not involve a patron.
- Introduces the opposition.

- Compels the PCs to move to the main part of the adventure.

### MAIN PART

This part of the adventure deals with how the PCs travel to or gather the necessary components/information to defeat the villain. It should contain some of the following elements:

- Various encounters with the villain's minions.
- A mentor may appear to aid the PCs in their quest.
- The PCs face one or more moral dilemmas or temptations that could derail their quest.
- The PCs recover an item that could help them in their final battle.
- The PCs move to the concluding part of the adventure. Perhaps a clue, success or disaster is the catalyst.

### CONCLUSION

In the final part of the adventure, the PCs confront the main villain of the piece. This part of the adventure should include the following elements:

- The PCs defeat the villain's chief henchmen or personal guards
- The PCs defeat the villain.
- The PCs triumph (hopefully) and are rewarded.
- The PCs tie up any loose ends.
- Provide links or hooks to further adventures as well as a sense of what the adventure means in the larger sense/picture.

Do you have any other adventure writing tips? Do you include other key elements in your introduction, main body or conclusion. Why not let us know what they are in the comments below and remember you can download this — and every other advice article — for free at [ragingswan.com/articles](http://ragingswan.com/articles).





## FREELANCE ADVICE: ARE YOU A PIXIE DUST DESIGNER?

PIXIE DUST DESIGNERS ARE AMAZING, NATURALLY TALENTED DESIGNERS. WHATEVER PROJECT THEY TOUCH, THEY EFFORTLESSLY SPRINKLE IT WITH THEIR MAGIC PIXIE DUST. WOULDN'T IT BE GREAT TO BE A PIXIE DUST DESIGNER?

Pixie dust designers are somewhat of a rarity. In fact, I'd go so far as to say they don't really exist. It's easy to look at a designer's body of work and only see the result. It's much harder to look at their material and see all the hard work and effort that goes into its creation.

Successful designers work at all facets of their craft. They don't rely on pixie dust. Successful designers know there is no such thing as a quick fix as a freelance game designer. They build solid skills and practises to enable themselves to produce the best material possible. A successful designer:

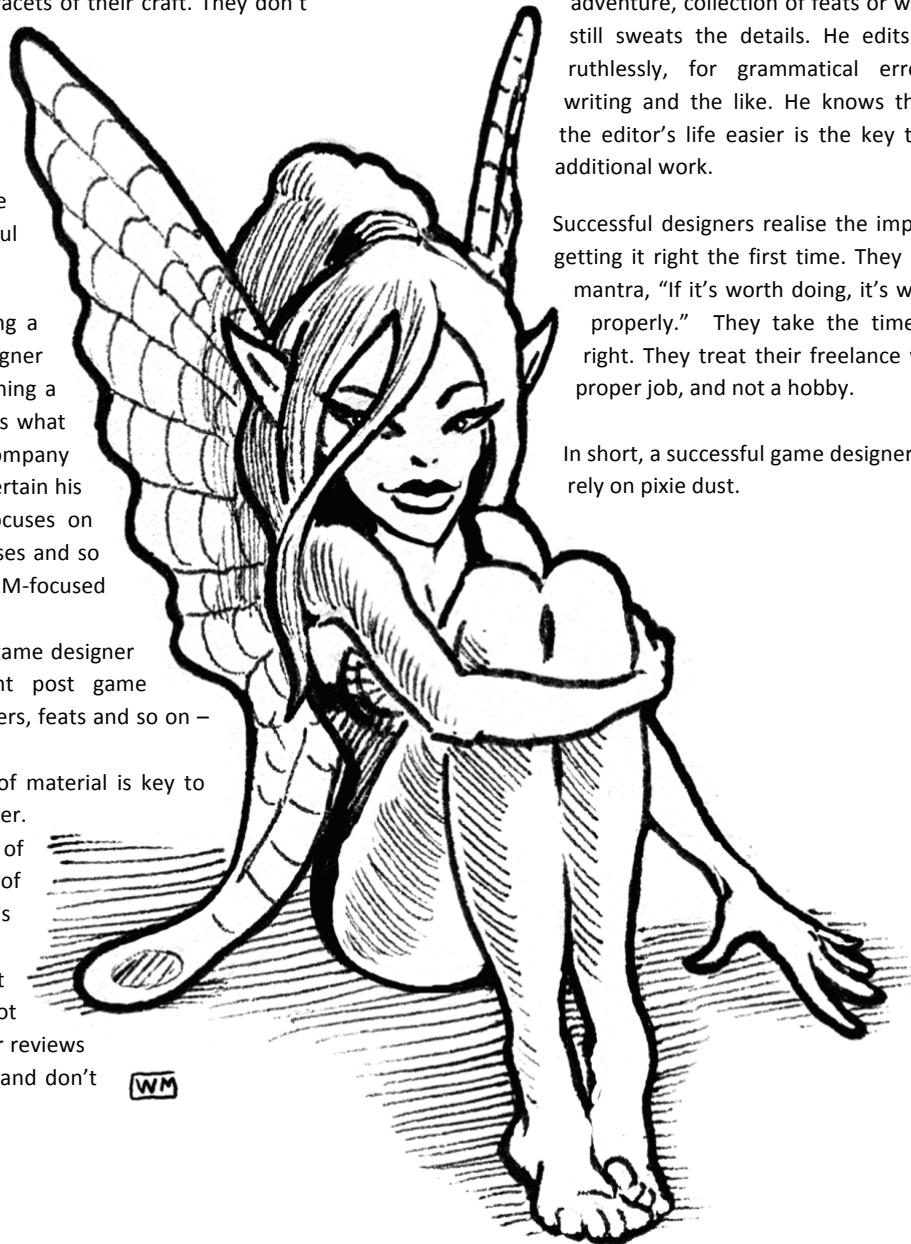
- **Researches:** Before approaching a company, a successful designer does his research. If he is pitching a project to a company he knows what kind of products the company normally releases and makes certain his projects fits. If a company focuses on player options (new feats, classes and so on) he doesn't pitch them a GM-focused supplement (and vice versa).
- **Trains:** A successful freelance game designer practises his craft. He might post game material – stat blocks, encounters, feats and so on – regularly to his blog.
- **Reads:** Reading a wide range of material is key to being a successful game designer. He reads around the subject of game design and linked fields of interest to increase his knowledge. He reads related subjects to the genre or rule set in which he works. He reads not only new releases but also their reviews so he knows what people like and don't like. In short, he reads... a lot.

- **Up To Date:** Keeping up to date with industry developments and trends is particularly important in a fast-moving industry such as the game industry. If an industry leader releases a new set of rules, a successful freelance designer keep abreast of the development.

- **Sweats the Details:** Even if his creation is the greatest adventure, collection of feats or whatever he still sweats the details. He edits his work, ruthlessly, for grammatical errors, loose writing and the like. He knows that making the editor's life easier is the key to securing additional work.

Successful designers realise the importance of getting it right the first time. They live by the mantra, "If it's worth doing, it's worth doing properly." They take the time to get it right. They treat their freelance works as a proper job, and not a hobby.

In short, a successful game designer does not rely on pixie dust.



## GAMING ADVICE: HOW TO BUILD YOUR OWN GAMING KIT

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FOR A GAME THAT TAKES ALMOST COMPLETELY IN MY IMAGINATION, I FIND I NEED A SURPRISINGLY LARGE AMOUNT OF PARAPHERNALIA TO PLAY.

I've tinkered with my gamer's kit for years now and I think I'm bringing everything I need to a gaming session. So what do I have in my gaming kit? Well that depends on if I'm playing or GMing.

### PLAYING

When I'm playing, I normally have the following things with me:

- **Dice:** I had a player who used to always turn up without any dice. It drove me insane. Dice are integral to the game and assuming you can just borrow someone else's is presumptuous and/or rude. People can get funny about other people touching their dice. Bring your own.
- **Character Sheet:** I always ensure my character sheet is up to date before the session. If I'm close to levelling, I also bring along a pre-levelled version to save game time.
- **Rulebooks:** I normally just store these on my iPad mini. It takes up no space at the table and the various search functions are so handy.
- **Spare Paper, Pencils etc.:** Being able to take notes, record damage, ongoing spell effects and so on is handy. You should never be without paper and pencils. I'm also a huge fan of post-it notes. You can attach them to virtually anything and they are very easy to see. I carry a variety of sized notes in my kit.
- **Character Figure:** I can't paint to save my life, but over the years I've built up a nice collection of very well painted figures. It's cool to have a decent character figure on the table.
- **Snacks & Drinks:** Gaming is thirsty work and I always bring snacks with me to keep my energy levels up.

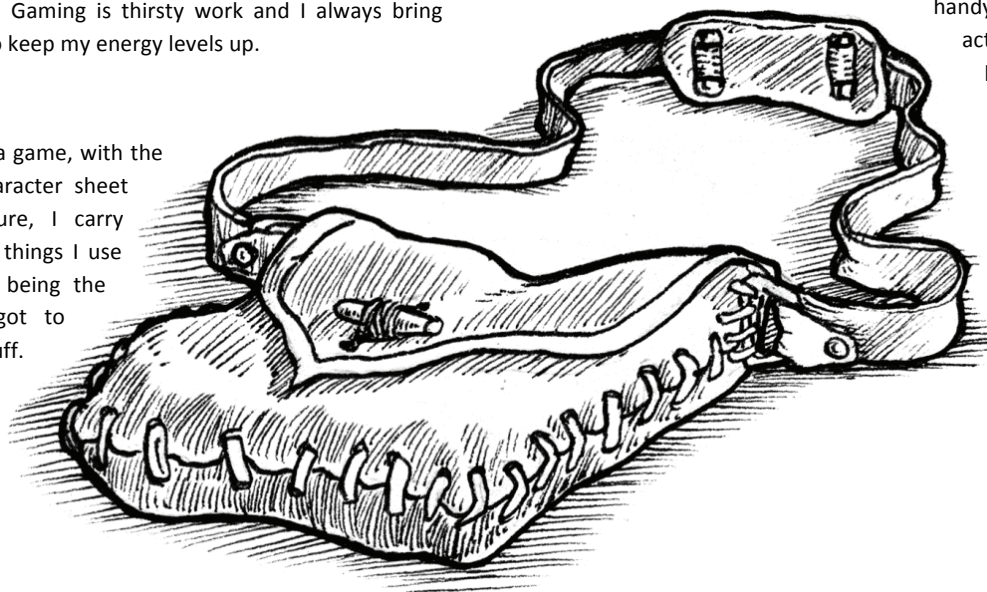
### GMING

When I'm running a game, with the exception of a character sheet and character figure, I carry many of the same things I use to play. However, being the GM means I've got to bring more stuff.

When I'm GMing, I normally bring these extra things with me:

- **The Adventure:** It is unlikely the session will be a roaring success without the actual module. Of all the things in my GM's kit it is the most vital. Without it, the session will probably fail to go ahead.
- **Spare Encounters:** You can't plan for every eventuality so it's good to have a couple of prepared encounters you can drop into the session when you need to think, if the PCs are going the wrong way or you just want to pad things out a bit.
- **GM Screen:** I've talked about GM screens before; suffice to say I think these are a vital piece of a GM's kit.
- **Winging It Books:** I like books that enable me to add dungeon features, NPCs, richly detailed treasure and so on quickly and easily to a game. They make me look awesomely prepared when in fact I'm frantically winging it!
- **Campaign Folder:** This contains my campaign notes which include details of prominent NPCs, places the PCs have been before, the PCs' backgrounds, copies of previous adventures and so on. This can get pretty hefty, but some of my players have the irritating habit of asking questions about events that occurred weeks or months ago.
- **Sorted Monster Figures:** Rummaging through a gigantic pile of minis to find the right one is a pain. Pre-sorting minis means the game doesn't grind to a halt while I look for that perfect figure I've got lying around somewhere.
- **Battle Mat:** A battle mat is very handy for combats. It's less

handy if you can't actually clean it in-between battles. That's why along with pens, I always bring tissues and cleaning spray.



## GAMING ADVICE: 6 WAYS TO HELP NEW PLAYERS

NEW PLAYERS ARE THE LIFEBLOOD OF OUR HOBBY. WITHOUT THEM, THE ROLE-PLAYING HOBBY WILL INEVITABLY FAIL. THIS WOULD BE A BAD THING AND SO IT'S UP TO ALL OF US TO MAKE A NEW PLAYER'S FIRST FEW GAMES AS STRESS FREE AND EXCITING AS POSSIBLE.

I love introducing new players to the game - gaming has given me so much in life and I want to pass that gift onto others. My own boys (aged 7 and 9) have already played a couple of basic games and we'll soon be trying the Pathfinder Beginner's Box. In preparation for doing so, I've thought long and hard about how in the past I've introduced new players to the hobby. I've come up with the following tactics, to make the first few games as easy as possible:

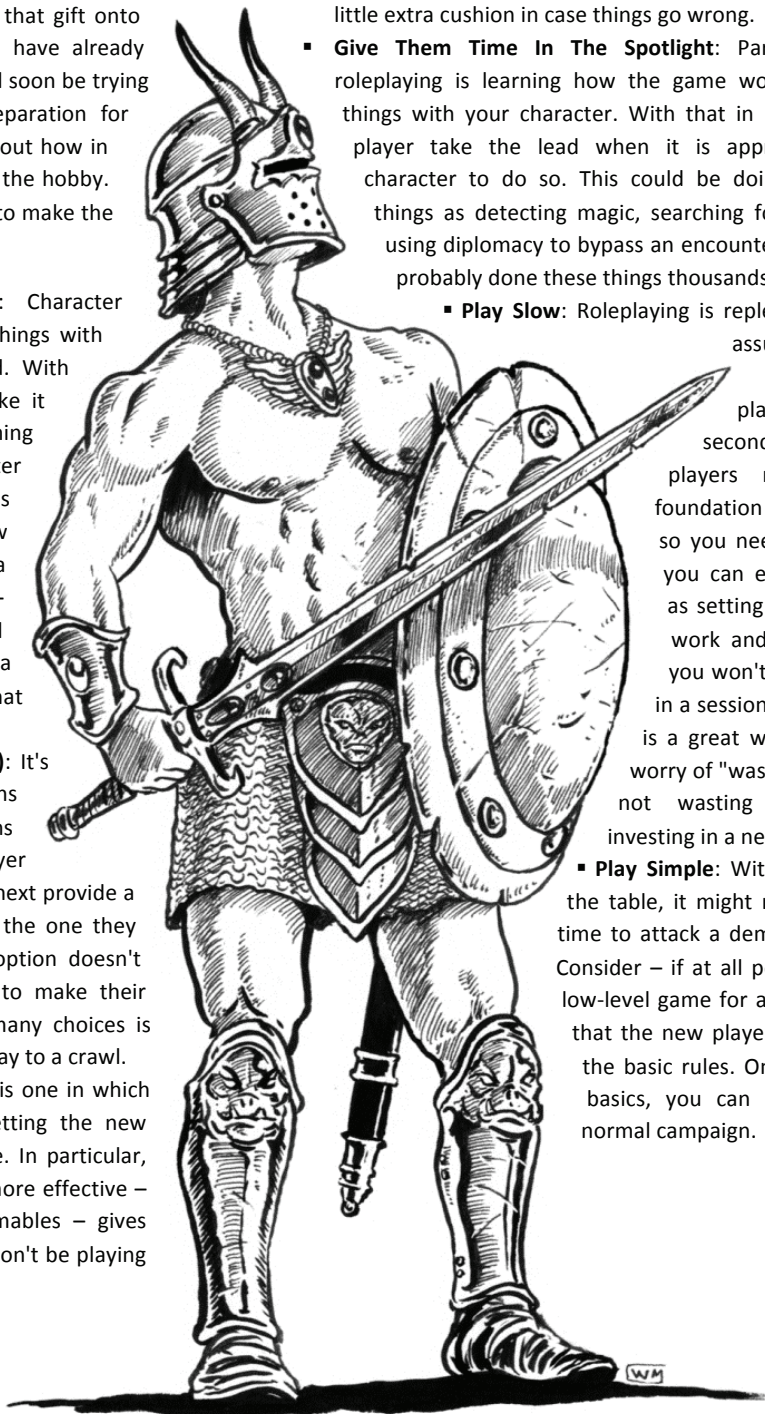
- **Help With Character Generation:** Character choices is one of the most baffling things with which a new player has to contend. With literally thousands of choices to make it can be a frustrating, time-consuming experience. Helping with character generation not helps speeds up this process, but helps you to get to know the new player. He'll probably have a preferred style of game play – although he doesn't know it yet – and helping him design a character is a great way of gaining insights into that style.
- **Provide Choices (But Not Too Many):** It's best to keep the first couple of sessions simple, both in terms of tactical options available and plot. Similarly, if the player asks for suggestions as to what to do next provide a couple of choices and let them pick the one they want to do. Giving them only one option doesn't provide them with the opportunity to make their own choice while giving them too many choices is going to baffle them and slow game play to a crawl.
- **Give Them More Stuff:** If your game is one in which you often find treasure, consider letting the new player have more than everyone else. In particular, treasure that makes their character more effective – magic weapons, armour and consumables – gives them more survivability. Given they won't be playing

at an optimal tactical level yet it makes sense to give them a little extra cushion in case things go wrong.

- **Give Them Time In The Spotlight:** Part of the fun of roleplaying is learning how the game works and achieving things with your character. With that in mind, let the new player take the lead when it is appropriate for their character to do so. This could be doing such mundane things as detecting magic, searching for secret doors or using diplomacy to bypass an encounter. After all, you've probably done these things thousands of times before.

- **Play Slow:** Roleplaying is replete with rules and assumptions that for experienced players come as second nature. New players rarely have this foundation of knowledge and so you need to play slow so you can explain things such as setting details, how rules work and so on. Accepting you won't get as much done in a session with a new player is a great way of ditching the worry of "wasting time." You are not wasting time, you are investing in a new player.

- **Play Simple:** With a new player at the table, it might not be the perfect time to attack a demon lord in its lair. Consider – if at all possible – playing a low-level game for a session to two so that the new player can get a grip of the basic rules. Once they know the basics, you can get back to your normal campaign.





## GM ADVICE: 4 REASONS TO HAVE A BARROOM BRAWL

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BRAWLS ARE CHAOTIC AFFAIRS WITH COMBATANTS USING WHATEVER IS AT HAND TO SMASH AND BASH THEIR ENEMIES INTO SUBMISSION. IN SHORT, THEY ARE TREMENDOUS FUN!

I love running barroom brawls.

Barroom brawls are one of the quintessential events that occur in taverns, inns and pubs of a certain quality. Alcohol mixed liberally with folk used to solving problems with violence is an explosive combination. The great thing about barroom brawls, though, is that although people get hurt, it's rare that anyone dies. This means the players can let their hair down and try some crazy stuff they'd never try in a "proper" battle.

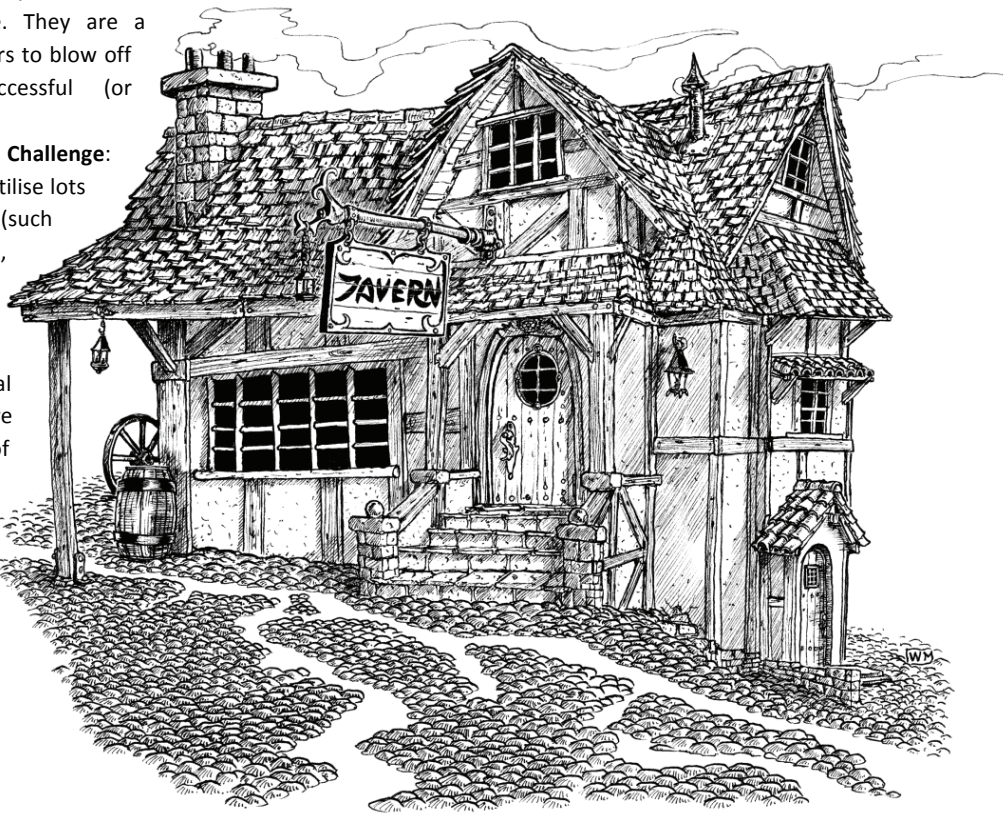
One of my earliest gaming memories is of running a village brawl back while I was at school. Recently, I ran a barroom brawl in my Borderland of Adventure campaign that culminated in the party being thrown out of town!

I've run brawls for several reasons:

- **Change of Pace:** The great thing about barroom brawls is that although people get hurt, they rarely die. This means the players can try all manner of hair-raising, insane tactics without having to worry about their PC's imminent demise. They are a great way for the players to blow off steam after a successful (or disastrous) adventure.
- **Different Type of Challenge:** Barroom brawls often utilise lots of lesser known rules (such as unarmed combat, improvised weapons and so on). Such events offer different challenges to a normal dungeon delve. They are also a sneaky way of introducing the PCs to lesser-known rules they might need in the near future.

- **Introduce an NPC:** Brawls are a great opportunity to introduce NPCs to the party. If they save someone from a serious beating they could make a friend for life who may be able to help them in the future. However, they can just as easily make an enemy. Such an enemy is different to their normal adversaries. Instead of just trying to kill them, he could make the PCs' lives a misery in town – rubbing their reputation, stymieing their information gathering and so on. Perhaps the party brawl with another group of adventurers and from this innocuous beginning a deadly rivalry slowly grows.
- **Start An Adventure:** A barroom brawl is a much better start to an adventure than a mysterious stranger approaching the party with an offer of employment. Things can get broken or stolen in a brawl. They are also excellent cover for theft, kidnap, assassination and more. A prospective employer could even deliberately start a brawl to judge the adventurers' capabilities.

Remember the reasons above are not mutually exclusive. A brawl can serve several purposes at the same time.



## GM ADVICE: 5 WAYS TO IMPROVE YOUR GMING

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A WISE GM KNOWS THERE IS ALWAYS ROOM FOR IMPROVEMENT. ONLY AN IDIOT BELIEVES HIS GAME IS PERFECT.

Although it might seem daunting, actually running a game is quite easy. Sadly, though, like many things mastering GMing can take a lifetime. Luckily, the good news is that improving your GMing skills isn't actually that difficult. You simply need to be open to learning.

To get started improving your GMing skills, consider one or more of the following tactics:

- **Watch the Players:** The way players react to situations adventures they enjoy. Keeping that in mind while upcoming sessions. Take time to review previous or did they simply get it out of the way quickly so some of your players seem bored or distracted? If
- **Play More:** GMing is a vastly different experience possible on the other side of the screen to get a that from behind the GM's screen might seem frustrating for the players. Walking a mile in players look forward to (and remember).
- **Reduce, Reuse & Recycle:** I could write an might in the future). When prepping for a the wheel. Do you really need to stat up Can you simply tweak an existing stat It's faster and gives you more time for virtually certain the players won't spell selection and loot).
- **Read Widely:** Reading widely can knowledge. Reading almost GM's game. For example, exciting action sequences GM can steal for his in newspapers can imagination. On the resources exist to game, from they are all only a
- **Podcasts:** Loads of and GMing. I running. With no great use of my can also listen to to work, working so on. I find that when physical, my brain is information and I almost ideas.



in the game is a great indicator of the kind of encounters and gaming can provide valuable insights for a GM plotting sessions. Did the players enjoy the time spent role-playing they could get into the dungeon? Alternatively, do so, work out why!

to playing. A GM should spend as much time as feel for the player's experience. Some situations, like tremendous fun, could actually be their shoes helps a GM craft sessions

entire post on this subject (and I session, resist the urge to reinvent the evil wizard from scratch? block in your library instead? other prep. (After all, I'm even notice if you change the

give a GM a great base of anything can help improve a novels might contain or interesting scenarios a game while even articles spark a reader's internet, countless help a GM improve his messageboards to blogs few clicks away!

podcasts discuss gaming listen to podcasts while other distractions it's a time. Of course, you podcasts while driving around the house and I'm doing something much more receptive to always come away with



## GM ADVICE: 6 LESSONS IN ADVENTURE DESIGN FROM BOND FILMS

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SHOCKINGLY, I LOVE ACTION AND ADVENTURE FILMS. UNSURPRISINGLY, I'VE SEEN ALL THE BOND FILMS (REPEATEDLY) BUT UNTIL RECENTLY I'D NEVER REALLY REALISED WHAT A GOOD MODEL THEY CAN MAKE FOR AN ADVENTURE.

The Bond films have been spectacularly successful over the last four decades. This is no accident. The producers have crafted an excellent formula for a successful film. Luckily for us, the components of an exciting film are nearly identical to those of a good adventure.

So, according to the Bond films, what are the components of a good adventure?

- **Sinister Villains:** Every Bond villain has a unique appearance, scheme and personality. Even a villain's main henchmen have unique appearances, weapons and personalities that set them apart from normal minions. Bond villains are larger than life and wholly intent on completing their evil schemes. Unless Bond stops them in a final showdown, there is every chance they will succeed.
- **Diabolical Schemes:** Villains have diabolical schemes. More importantly, each villain's evil plan makes sense when viewed through the villain's eyes. These villains aren't just being evil because they liked being evil. Their schemes made perfect sense to the villain.
- **Unique Lairs:** Whether it was a secret underground lair, an orbiting space station or an isolated island, each villain had a personal lair. A villain's lair suited his personality and was built with the intention of helping him achieve his goals. Bond almost always has to invade that lair to stymie the villain's schemes.

- **Exotic Locations:** Bond adventures in amazing places ripe with flavour. In many cases, the location is a real part of the adventure and not just some humdrum backdrop. Of course, not all locations are amazing. During a typical adventure, though, Bond quickly moves through a variety of different locales, and many of them are exotic and different.
- **Exciting Chases:** Every Bond film I can recall has at least one set-piece chase. During the chase, Bond interacts with the environment, bystanders, various vehicles and more. They rarely end with a single fight. The villain might escape, or Bond has to defeat various minions before finally reaching his nemesis. Whatever the outcome, Bond has to use both his guile and physical skills to catch his quarry.
- **Amazing Gadgets:** Before he goes off on a mission, Bond almost always gets given some new, cool gadgets he invariably uses at some critical moment. In fact, many times these gadgets are the difference between life and death. Heroes clearly need the right equipment to defeat their enemies. These gadgets are often special in some way and are things the average person is extremely unlikely to possess.

Of course, you still need to craft an exciting adventure but if you add in the above components you should be well on your way!



## GM ADVICE: 8 MODULE PREPPING TIPS

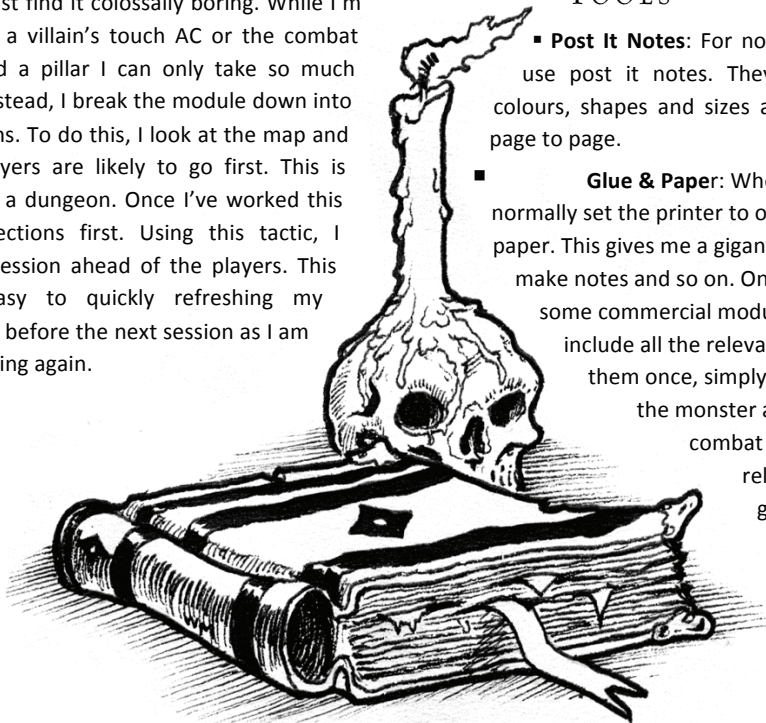
EVENTUALLY EVERY GM ENDS UP RUNNING A COMMERCIAL MODULE. FOLLOWING THESE TIPS WILL MAKE YOUR PREP QUICKER AND EASIER AS WELL AS MAKING GAME PLAY SMOOTHER.

Almost every GM on the planet has – at one time or another – run a module they did not write themselves. Doing so is undoubtedly a timesaver as everything – the map, the plot, the stat blocks and so on – is done for you.

Sometimes, though, preparing a module can be intimidating. Perhaps it's really big or you just don't have a lot of time. Following these tips can help you prepare modules better and quicker than before.

### TECHNIQUES

- **Selective Reading:** Read the Adventure Background, Synopsis and Conclusion first. These give you a quick overview of the module, its background and expected conclusion. Having this information committed to memory reduces your page flipping and confusion when preparing the rest of the module.
- **Introduction and Final Encounter:** Knowing how it starts and how it is meant to end enables a better understanding of the rest of the text. Having a really good understanding of these conditions enables you to ad lib where necessary – after all you know where the players started and where you need to get them.
- **Break The Module Down:** Personally, I can't read a module from cover to cover – I just find it colossally boring. While I'm delighted to learn about a villain's touch AC or the combat benefits of hiding behind a pillar I can only take so much before giving up. Thus, instead, I break the module down into easily manageable sections. To do this, I look at the map and work out where the players are likely to go first. This is particularly easy to do in a dungeon. Once I've worked this out, I prepare these sections first. Using this tactic, I generally like to stay a session ahead of the players. This also makes it very easy to quickly refreshing my knowledge of the module before the next session as I am not trying to read everything again.



- **Gather Supplies:** No doubt, you'll need additional materials to run the module well. You might need miniatures for the PCs' opponents or to prepare maps. Some modules don't always contain all the stat blocks you need (or they only print them once). Physically gathering all these additional materials into one place facilitates the session and reduces the time you are looking through a gigantic box of figures for the right miniature.
- **Change Stuff:** Any GM worth his Special GM T-Shirt should alter and change a module as he sees fit. Doing so enhances game play by making the module a better fit for his campaign and players.
- **Use A Highlighter:** Highlighting important parts of the text can be incredibly useful. Be sparing with this technique – after all, if everything is highlighted, nothing is highlighted. But for important facts – perhaps important clues, visual cues or hidden treasures – highlighting the relevant text is essential. You can even use different colour highlighters for different things.
- **Make Copious Notes:** Most modules have loads of white space around the margins. You can use this to make notes, add in rules page references and so on.

### TOOLS

- **Post It Notes:** For notes you have to move around, use post it notes. They come in a huge variety of colours, shapes and sizes and can be easily moved from page to page.
- **Glue & Paper:** When I'm preparing a module, I normally set the printer to only print on one side of the paper. This gives me a gigantic amount of space in which to make notes and so on. One of the things I hate about some commercial modules is they don't always include all the relevant stat blocks (or only print them once, simply providing a page reference if the monster appears more than once). To combat this, I print extra copies of the relevant stat blocks and physically glue them onto the empty page facing the encounter in which they appear.

## GM'S ADVICE: 8 TIPS FOR BEGINNING GMS

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GMINING IS ONE OF THE MOST REWARDING ASPECTS OF ROLEPLAYING. IT'S ALSO ONE OF THE MOST DAUNTING, PARTICULARLY FOR NEW GAMERS. LUCKILY, IT'S ACTUALLY PRETTY EASY TO DO WELL.

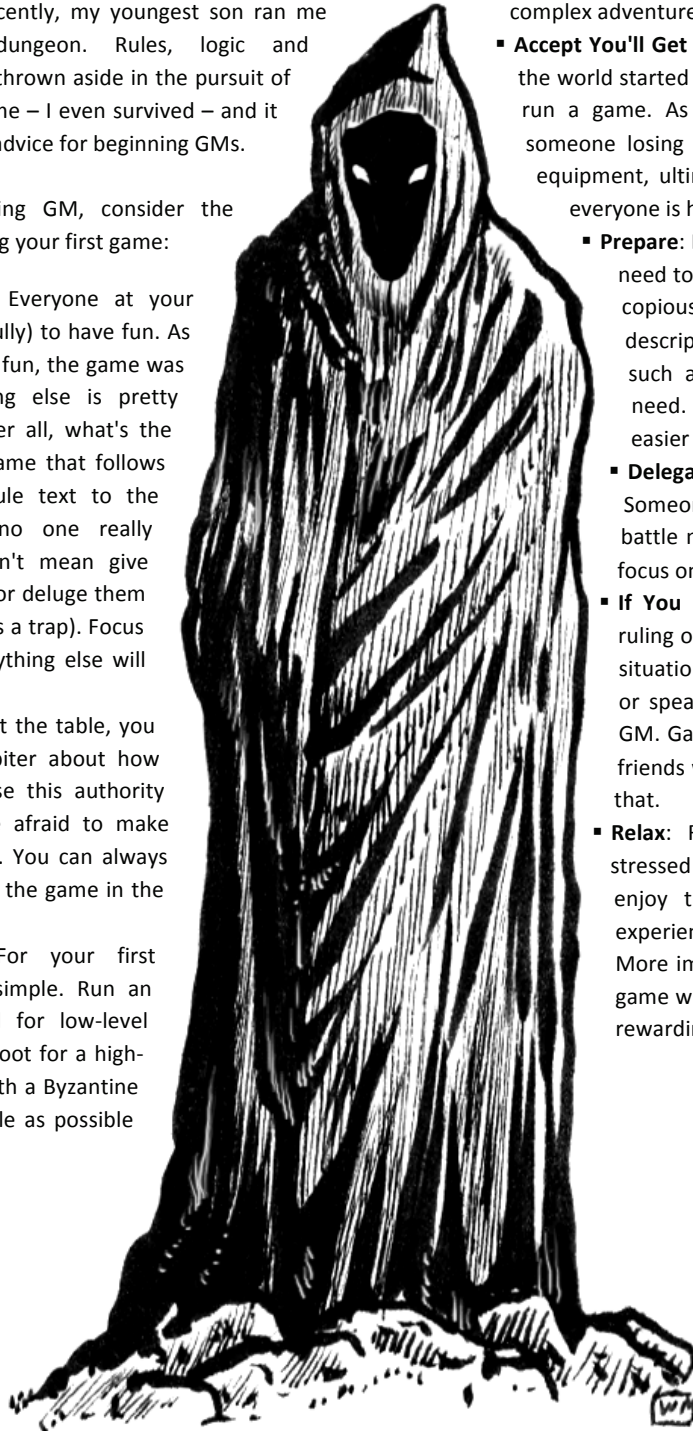
I've been gaming for 30 years and in that time I've seen thousands(ish) of gamers take their place for the first time behind the screen. Recently, my youngest son ran me through his first dungeon. Rules, logic and verisimilitude were all thrown aside in the pursuit of fun. We had a great time – I even survived – and it got me thinking about advice for beginning GMs.

If you are a beginning GM, consider the following when planning your first game:

- **Remember Rule 0:** Everyone at your table is there (hopefully) to have fun. As long as everyone has fun, the game was a success. Everything else is pretty much irrelevant. After all, what's the point in running a game that follows the rules and module text to the letter, but which no one really enjoyed? That doesn't mean give the PCs an easy ride or deluge them in treasure (unless it's a trap). Focus on the fun and everything else will come.
- **Remember Rule 1:** At the table, you are the ultimate arbiter about how the game is run. Use this authority wisely, but don't be afraid to make rulings and move on. You can always readdress them after the game in the pub with a beer!
- **Keep It Simple:** For your first adventure, keep it simple. Run an easy dungeon crawl for low-level characters – don't shoot for a high-level game or one with a Byzantine plot. Keep it as simple as possible

and focus on the basics. Basics are fundamental to the game. Once you've got those down, you can advance to more complex adventures.

- **Accept You'll Get Stuff "Wrong":** Remember the best GM in the world started out knowing next to nothing about how to run a game. As long as your errors don't end up with someone losing a character or a major piece of magical equipment, ultimately it doesn't really matter as long as everyone is having fun (see "Remember Rule 0" above).
- **Prepare:** Be as ready as you can for the game. If you need to read the module three times, do so. Make copious notes, look up relevant rules, spell descriptions and so on and prepare any game aids such as maps, figures and anything else you'll need. Doing all that before the game is much easier than doing it with your friends waiting.
- **Delegate:** You don't need to do everything. Someone else can run initiative, clean off the battle matt and so on. Let them help, so you can focus on running the game.
- **If You Need Help, Ask:** If you get stuck with a ruling or need some advice about how to handle a situation, simply ask. You can either ask the group, or speak privately with an experienced player or GM. Gaming is a cooperative experience and your friends want you to have a good time – remember that.
- **Relax:** Relax and enjoy the game. If you are stressed out about running the game, you won't enjoy the experience. If you don't enjoy the experience, chances are your players won't either. More importantly, you won't want to run another game which is a shame as GMinig can be incredibly rewarding.





## GM ADVICE: DESIGNING UNIQUE MAGIC ITEMS

EVERY PLAYER LOVES MAGIC ITEMS. THAT SAID, MAGIC ITEMS CAN ALSO BE QUITE BORING. THE BEST GMS TAKE THE TIME TO MAKE THEIR MAGIC ITEMS UNIQUE AND COMPELLING.

Magic items make PCs stronger and more capable – they are a vital part of the game. Players love getting them, but once their affects have been added to a character's abilities or they've been used a couple of times they tend to fade into the background.

When you've seen one *+1 longsword*, for example, you've seen them all. Designing unique treasures for your campaign is time well spent.

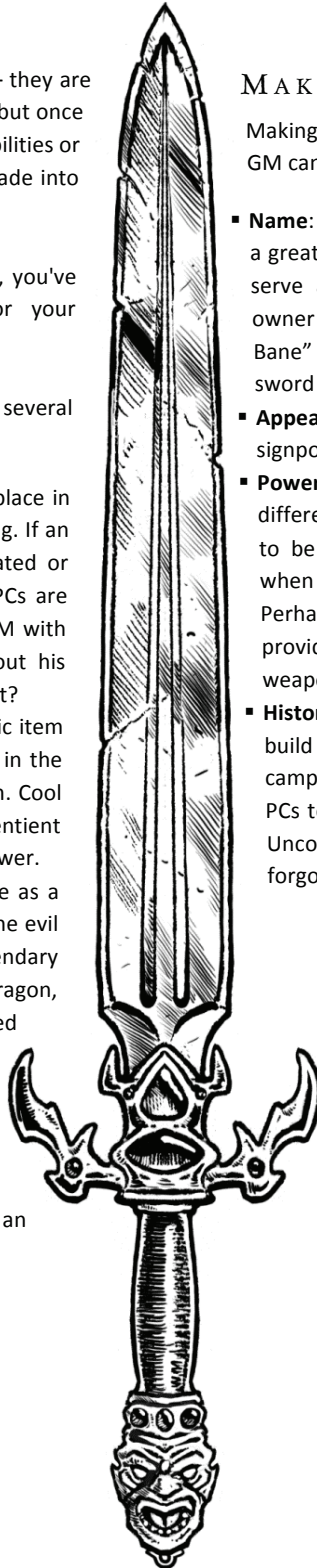
I include unique treasures in my campaign for several reasons:

- **Flavour:** Magic items with a defined history and place in the world are a great way of stealth world building. If an item was present at certain events or was created or wielded by a powerful or legendary figure the PCs are bound to want to know more. This provides a GM with an excellent opportunity to share cool facts about his campaign world. What GM doesn't want to do that?
- **Family Heirloom:** A PC who carries a unique magic item tied directly to his family is much more invested in the item than if it were merely a standard magic item. Cool heirloom items include those that are sentient or those whose powers scale as the PC gains in power.
- **Plot Device:** Often a unique magic item can serve as a plot device. Perhaps the PCs possess something the evil villain covets or they are searching for a legendary weapon that can be used to kill a rampaging dragon, demon or whatever. Hunting for a specific, famed weapon is much more fun than simply buying a bane weapon of the relevant type.
- **Differentiate Hero:** Anyone can own a *+1 spear*, but only one person can wield the *Spear of the North*. Owning such an item marks the hero as someone special – perhaps someone with an important destiny.

### MAKING THEM UNIQUE

Making unique items is relatively simple. A time-crunched GM can create a unique item in a matter of minutes.

- **Name:** A unique item must have a name. The item's name is a great way of setting the theme for the item (and can also serve as an introduction to its crafter or most famous owner and so on). For example, a sword named "Arundel's Bane" raises the question of Arundel's identity and why the sword was his bane.
- **Appearance:** Creating a description for an item is a huge signpost to the players that it is different to the norm.
- **Powers:** Giving a standard item other powers differentiates it from the norm. These powers don't have to be amazing and spectacular, but should make sense when viewed in conjunction with the item's main power. Perhaps, for example, a *wand of burning hands* could provide a +2 bonus on saving throws against fire while a weapon could render its wielder less susceptible to fear.
- **History:** Giving the item a history is a great way to world build and to give the item context in regards to the campaign. An item's history is also an opportunity for the PCs to learn about it using their various knowledge skills. Uncovering such information – or even snippets of forgotten lore – further invest the players in the item.



## GM ADVICE: ENHANCING COMBAT ENCOUNTERS

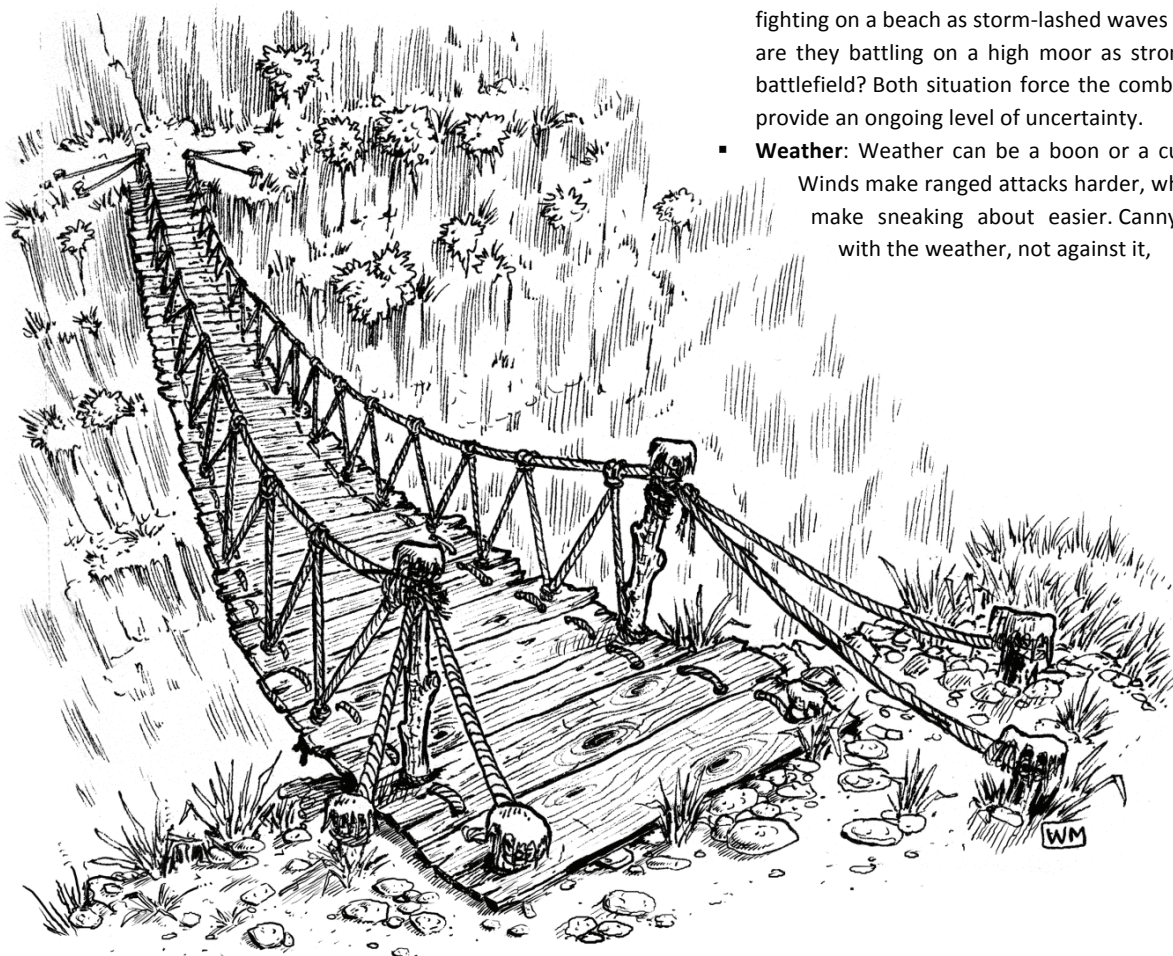
WRITING A COMBAT ENCOUNTER IS EASY: STICK A COUPLE OF ORCS IN A ROOM AND YOU ARE DONE. CREATING AN EXCITING, ENGAGING ENCOUNTER, THOUGH, REQUIRES A LITTLE SOMETHING EXTRA, BEYOND INTERESTING FOES.

Encounter enhancements can add an extra level of excitement to a battle. Don't add these to every combat encounter – they'll just become the norm – but use them to spice up important battles – perhaps an adventure's climax. When designing encounter enhancements don't do so with the goal of screwing over the PCs. Design enhancements that clever combatants can use to their advantage.

Enhancements fall into several basic categories:

- **Time Sensitive:** Applying a time constraint to an encounter adds a level of urgency otherwise not present. For example, if the PCs must slay their enemies before the ceiling caves in, they don't have time to hang about! Similarly, if their foes are giving time for the main villain to escape, the party must cut them down as quickly as possible.

- **Interesting Terrain:** A battle fought on a bridge spanning a chasm is intrinsically different to one fought on a road. Interesting terrain should both set the theme for an encounter as well as providing interesting tactical options to employ or overcome. Even furniture can be interesting. For example, PCs fighting in a library could push over bookshelves onto their enemies or leap atop them to gain other advantages.
- **Hostages:** If the PCs' enemies have hostages, it is likely the party won't be able to use the full range of their abilities. Spellcasters in particular will probably not be able to use their area of affect spells for fear of injuring or slaying the hostages. Neutral observers, such as townsfolk, can also add the same restraint to the party.
- **Changeable Battlefield:** This is related to interesting terrain above, but in some cases the battlefield may change from round to round providing a unique set of challenges. Are PCs fighting on a beach as storm-lashed waves burst about them or are they battling on a high moor as strong winds batter the battlefield? Both situation force the combatants to adapt and provide an ongoing level of uncertainty.
- **Weather:** Weather can be a boon or a curse to combatants. Winds make ranged attacks harder, while fog and mist can make sneaking about easier. Canny combatants work with the weather, not against it,



## GM ADVICE: HOW AND WHY TO SAY "NO"

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"NO." IS THERE ANY MORE HATED WORD FOR A PLAYER TO HEAR FROM HIS GM?

In recent years, the trend has been to say "yes" or "yes, but..." to your players' requests. That's fine as far as it goes, but eventually a GM just has to say no. Saying "no", though, can be unfun. What's a GM to do?

### WHY SAY NO

There are three main reasons a GM should say "no" to a player

- **Balance:** A player might want to play a race or class the GM views as wildly unbalanced. Alternately, he might want to buy a certain magic item that grants his character Ultimate Power (or an approximation thereof). While the game is never going to be fair - some players are just better at making powerful characters than others - a GM has a duty to make certain the party is at least vaguely balanced.
- **Flavour:** Sometimes the flavour of an option a player wants to choose just doesn't work in the GM's campaign. I have a friend who doesn't allow any oriental themed characters (samuari, ninja, wu-jens and so on) in his game, for example. At the end of the day, the GM has worked hard to make his campaign world his own. He is perfectly within his rights to allow or disallow any option he sees fit.
- **Access:** If a player routinely asks to use options from a book no one else owns the GM should carefully consider whether to allow such access. Often, the options in non-core books are more powerful than those in the basic game. If only one player has access to these, it's intrinsically unfair to allow him to use them. This isn't an ideal situation when the player has purchased the books, but it might be necessary to quash bad feeling among the other players.

### HOW TO SAY NO

Given you (probably) play with a group of friends there is an art to saying "no."

- **Explain:** Don't just say "no." Explain your reasoning and invite feedback. It's possible your player might have thought of something you haven't.

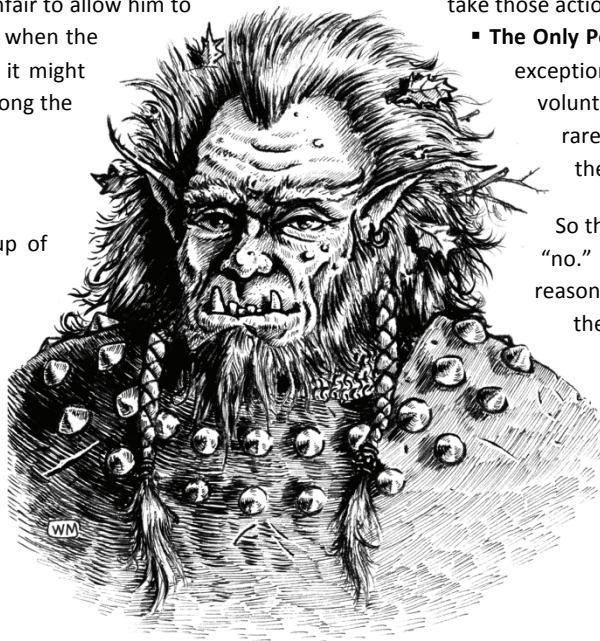
- **Challenge the Player To Make It Work:** Sometimes when you say "no" you are actually saying, "I don't know how to make this work. Saying no is easier." For example, in my Borderland of Adventure campaign the subject of orc (or other non-standard) PC races recently came up. I first dismissed the idea, but after discussing it as a group we came to a compromise that both I and the players were happy with.
- **No, Unless...** "No, unless..." is a much cooler (and inclusive) response than just "no." Instead of denying a player's request offering conditions is a good way of softening the blow and finding a mutually acceptable way forward. For example, a player in my campaign wanted to play a samurai. Instead of just saying "no", I stipulated his character would have to come from a certain far away culture. He'd also have to explain why his character travelled thousands of miles from home. In this fashion, the player got what he wanted (as well as a cool character background) and I got what I wanted - a character that while a little odd made sense in the overall context of the campaign.

### WHEN NEVER TO SAY "NO"

There is one situation in which a GM should never say "no."

- **Character Action:** A player is perfectly entitled to have his PC act as he sees fit. There may be consequences to those actions - imprisonment, death and so on - but he should still get to take those actions. It's his PC - not the GM's.
- **The Only Possible Exception:** The only possible exception to never saying no is when a PC voluntarily attacks another PC. Such fights rarely end well and bad blood between the players is almost inevitable.

So that's my take on how and why to say "no." Do you have any strategies or reasons for saying "no" to a player? Share them in the comments below and remember you can download this - and every other advice article - for free at [ragingswan.com/articles](http://ragingswan.com/articles).





## GM ADVICE: HOW TO DEAL WITH GM FATIGUE

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NO MATTER HOW MUCH YOU ENJOY RUNNING GAMES FOR YOUR FRIENDS, SOMETIMES YOU JUST NEED TO TAKE A BREAK. BUT WHILE YOU REST, WHAT HAPPENS TO YOUR CAMPAIGN?

By and large, the GM is the most invested member of any gaming group. After all, he is likely the person spending the most time and money getting ready for the game. With modules to prep, figures to buy and paint and a campaign world to develop GMing can seem like a full-time job. Other times, the pressures of real life can impose on a GM's schedule. That's why, every GM suffers from GM fatigue every now and then.

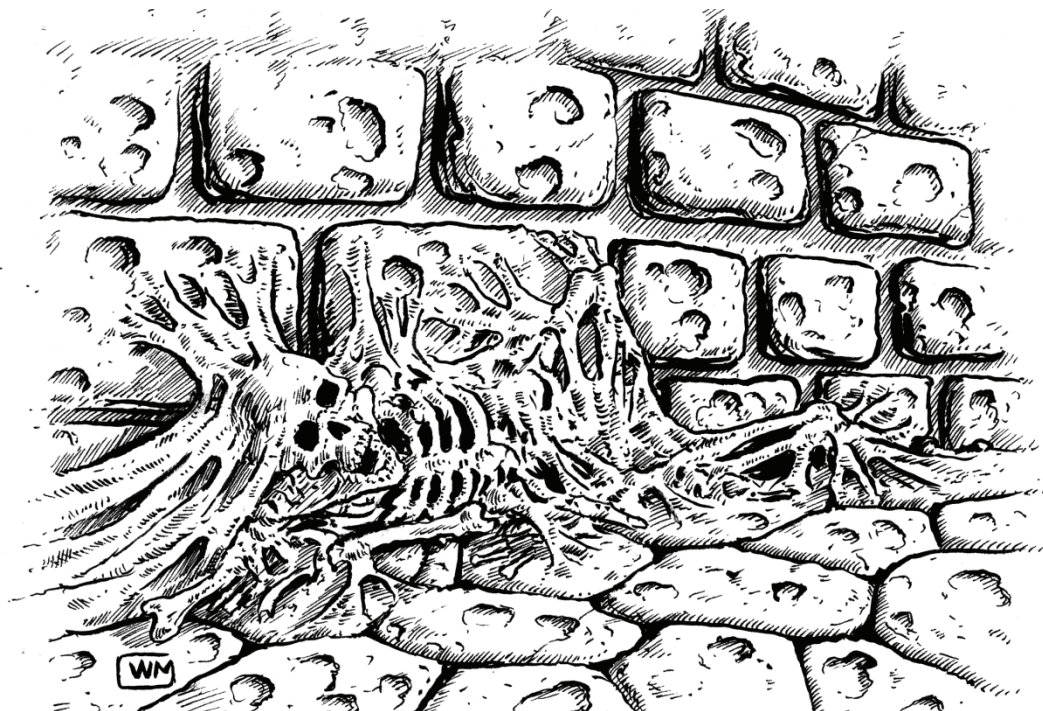
How you deal with GM fatigue is critical. The GM's influence on the game is pivotal. If he is tired, unmotivated or off his game the entire session suffers.

Sometimes, the fatigue is a short-term issue. If this is the case, you've got a couple of options:

- **Cancel the session.** After all, missing one session isn't going to kill the group or derail a regular game.
- **Play Something Else.** You could play a board game or a card game. You still get to game, but you don't have to prepare.
- **Someone Else Runs a One-Shot.** This only works normally if you give the other players a decent amount of warning, and requires a heroic volunteer to step into the breach.

If the fatigue is a more long-standing problem, the group needs to come to a more drastic solution:

- **End the Campaign:** This is the "nuclear" option and should only be used as a last resort. Normally, by the time a GM suffers burnout the campaign has been running for some time. It's a shame to throw all that progress away.
- **Pause the Campaign:** Sometime, the GM still enjoys the game but needs to take a break. In this instance, getting someone else to run something for a while is a great solution. Most commercially purchased adventures last for multiple sessions which provides the main GM a decent break to recharge his batteries.
- **Use a Temporary GM:** Last year in my Borderland of Adventure campaign, I took a short break from GMing. One of the other players volunteered to run a one-shot adventure and luckily it fit perfectly into the campaign setting! He ran the adventure, and we set it in the same geographical area. This was cool as it kept everyone else in touch with the campaign, gave me a break (and let me play) and enabled everyone else to roll up new characters that could conceivably enter the main campaign in the future.



NOT EVERY REWARD HAS TO BE IN THE FORM OF MAGIC OR GOLD. SOMETIMES REWARDS DO NOT GLITTER, BUT ARE VALUABLE NONETHELESS.

A GM doesn't have to constantly reward his players with gold and magic items. Providing other types of rewards keeps things fresh and interesting while building the verisimilitude and depth of the campaign world.

- **Favours:** Having a person owe you a favour can be very rewarding. Of course, the "power" of the favour depends on who owes it, but even the humblest peasant can provide neophyte adventurers with shelter, local knowledge and so on. Noblemen, powerful clergy and archmages can offer truly unique, priceless assistance to people to whom they owe a favour.
- **Information:** Information is power. Having the right kind of information to bypass a deadly trap, slay a particular foe or to even find the dungeon is often the difference between glorious success and bloody failure. That's well worth a few pieces of gold!
- **Items:** In games in which the PCs cannot simply buy whatever magic items they fancy having a NPC gift or craft them the item(s) of their dreams is a huge favour. The PC may even be able to make the item slightly different to normal examples of such items perhaps by customising its appearance or slightly tweaking its abilities.
- **Property:** Rundown buildings, small businesses and suchlike can make great rewards. They provide something for the PCs to do outside adventuring and can act as springboards to future adventures.

- **Renown:** Success breeds fame and fame is often a handy thing to have. The PCs may receive preferential treatment in towns, the mention of their names may reduce many of their enemies to quaking cowards and so on. (Of course, this can also work against them as various shadowy cults, evil villains and suchlike can learn about them by listening to the stories of their heroics.)

- **Spellcasting:** Sometimes the party doesn't have access to all the spells it needs – perhaps the classic example is *raise dead*. Often, such spells have valuable or rare material components the party may also not possess. In this situation, having an NPC cast these spells for you is a terrific reward.

- **Story Progression:** As well as clearing the dungeon and slaying its master, in a campaign with an over arcing plot the PCs can gain the information required to continue to the next adventure. Alternatively, the PCs could gain information that provides them with a substantial advantage. Gaining such information can provide the players with an amazing sense of achievement.

- **Titles:** Some titles are meaningless while others may come with land and property. All have responsibilities and elevate the holder above the great unwashed masses.





## GM ADVICE: REOCCURRING ALLIES

IN A SIMILAR FASHION TO REOCCURRING VILLAINS, REOCCURRING FRIENDS AND ALLIES ARE THE HALLMARK OF A GREAT CAMPAIGN.

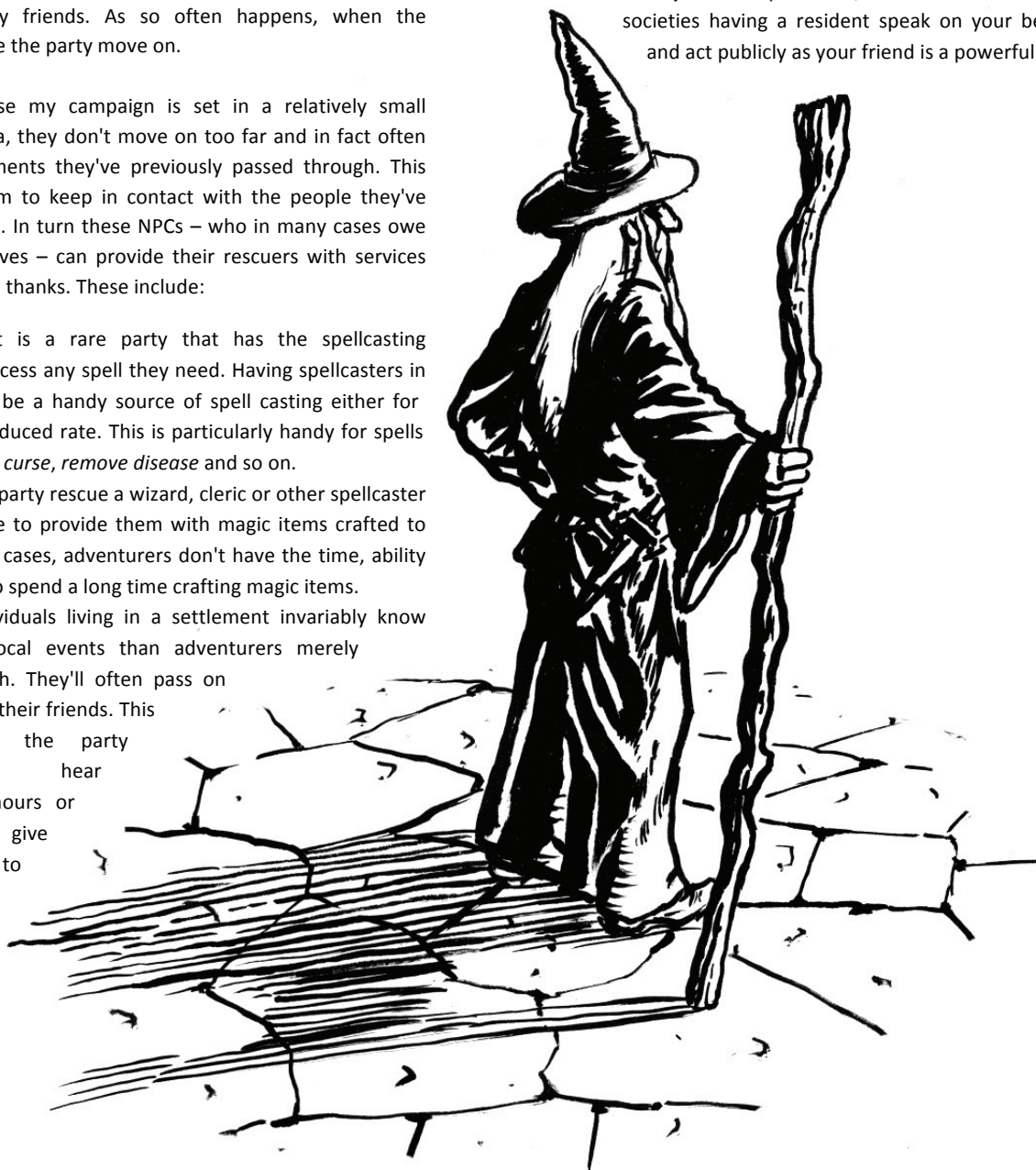
In my Borderland of Adventure campaign, the party have been on many adventures. During the course of those adventures, they've slain countless enemies and saved many folk from terrible fates. They've even made some reoccurring enemies. From the captives rescued from the bowels of the Shadowed Keep on the Borderlands to the clergy of an isolated monastery they saved from the ravages of an undead monstrosity, they've also made many friends. As so often happens, when the adventure is done the party move on.

However, because my campaign is set in a relatively small geographical area, they don't move on too far and in fact often return to settlements they've previously passed through. This has enabled them to keep in contact with the people they've saved in the past. In turn these NPCs – who in many cases owe the party their lives – can provide their rescuers with services large and small in thanks. These include:

- **Spellcasting:** It is a rare party that has the spellcasting resources to access any spell they need. Having spellcasters in their debt can be a handy source of spell casting either for free or for a reduced rate. This is particularly handy for spells such as *remove curse*, *remove disease* and so on.
- **Crafting:** If the party rescue a wizard, cleric or other spellcaster he may be able to provide them with magic items crafted to order. In many cases, adventurers don't have the time, ability or inclination to spend a long time crafting magic items.
- **Rumours:** Individuals living in a settlement invariably know more about local events than adventurers merely passing through. They'll often pass on such stories to their friends. This might mean, the party automatically hear important rumours or the GM may give them a bonus to gather information checks.

- **Safe Haven:** Having a place to rest and recuperate is always handy. If a settlement doesn't have an inn – or the inn has no rooms available – having a local offer to take you in and feed you is an attractive option for road weary adventurers. Free food and drink – while not representing a huge saving is also nice, particularly in areas where food is scarce.

- **Social Acceptance:** In particular, in insular or mistrusting societies having a resident speak on your behalf and act publicly as your friend is a powerful aid.



## GM ADVICE: REOCCURRING VILLAINS

REOCCURRING VILLAINS: PLAYERS LOVE KILLING THEM, AND GMS LOVE PLAYING THEM. EVERY CAMPAIGN NEEDS A REOCCURRING VILLAIN (OR TWO!)

In my own Borderland of Adventure campaign, we've been playing for over two years and in that time countless foes have fallen before the party's blades. However, some villains have escaped their doom more than once! The villains in question don't turn up very often, but when they do the party make a special effort to kill them. Why?

- **Emotional Investment:** If a villain has escaped the party repeatedly or even slain one or more party members, the players often thirst for revenge. Defeating such a foe is far more satisfying than killing a random evil overlord.
- **Plot Device:** Players emotionally involved in the struggle against a villain's schemes need few excuses to hurl themselves into an adventure featuring the villain, his minions or plots. Using a reoccurring villain is a terrific way of driving a story forward without overtly railroading the party.
- **Continuity:** A villain that grows and develops along with the party is a great feature of an ongoing campaign. It creates continuity of story and helps keep the campaign on track and on theme.
- **Verisimilitude:** A reoccurring villain is often one well-rooted in the game world. They may or may not be uber-powerful when the PCs first cross them or their minions, but their presence makes sense in the overall campaign. If the reoccurring villain is particularly powerful it removes the knotty question of exactly where all these powerful evil high priests or archmagi are coming from.

### USING A REOCCURRING VILLAIN

Like any important campaign facet, using a reoccurring villain properly is not as simple as plonking them down in a dungeon room and waiting for the PCs to attack.

- **Use Sparingly:** In my campaign, reoccurring villains only appear occasionally; they are not a feature of every adventure. Some appear only once or twice in a year and then the PCs might not even get to fight them.

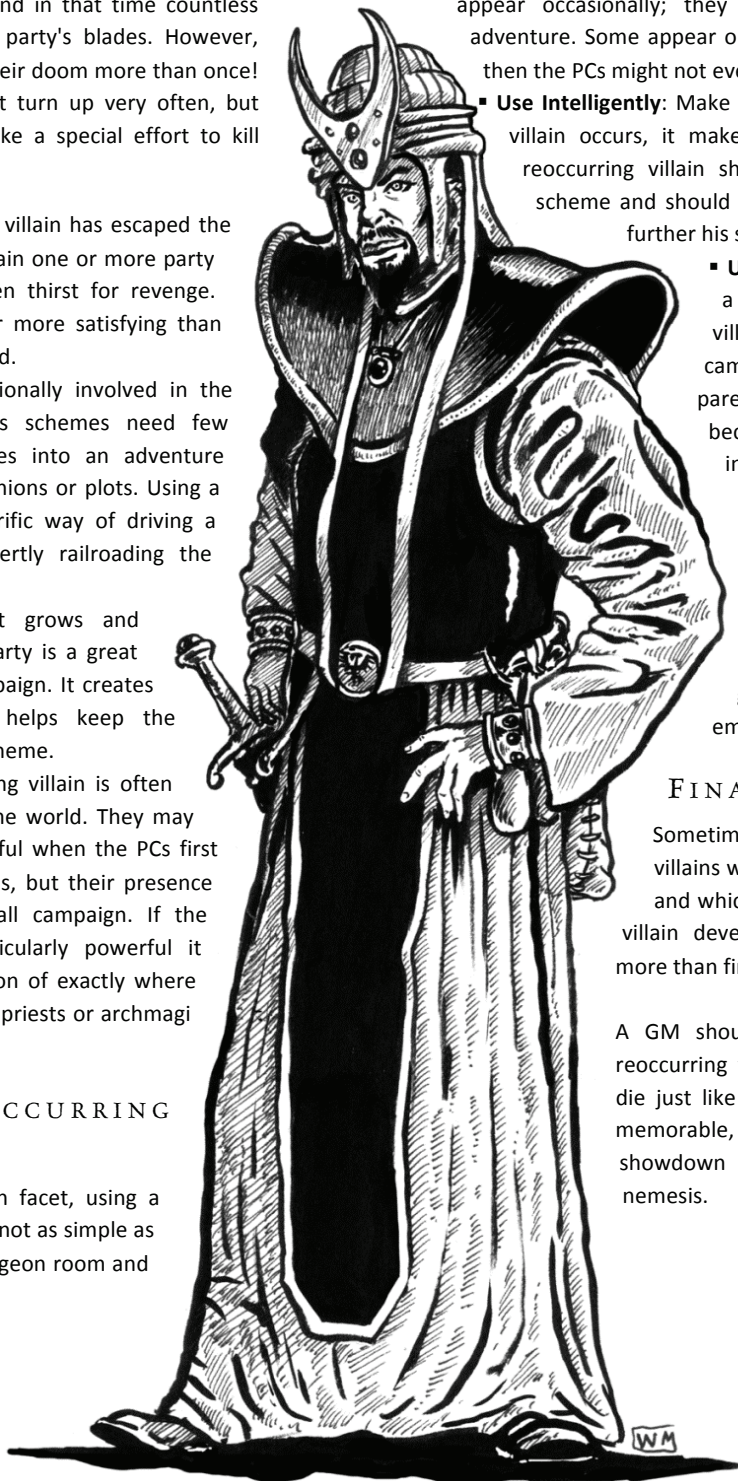
- **Use Intelligently:** Make sure that when the reoccurring villain occurs, it makes sense for him to do so. A reoccurring villain should have an overall plan or scheme and should only appear in adventures that further his scheme in some way.

- **Use Evilily:** The players must have a reason to hate the reoccurring villains and to want him dead. "Off camera" events, "he killed my parents" don't often work well because the players are not truly invested in the event. Rather, perhaps the villain defeated the party, stole an item they were also searching for, or managed to frame them for a crime they didn't commit. If these events happen in game, they have much more emotional impact.

### FINAL NOTE

Sometimes, a GM can't predict which villains will survive the party's attentions and which will not. Having a reoccurring villain develop organically during play is more than fine – in fact, it's great.

A GM should also remember that even reoccurring villains are not immortal. They die just like any other villains. To be truly memorable, eventually there must be a final showdown between the party and their nemesis.



## GAMING ADVICE: WHAT HAS GAMING DONE FOR ME?

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ON THE FACE OF IT, SITTING AROUND WITH FRIENDS ROLLING DICE IS A FUN WAY TO PASS SOME TIME. WHEN YOU THINK ABOUT IT, THOUGH, THE BENEFITS OF GAMING GO MUCH DEEPER...

As part of plotting my boys' initiation into gaming, I was pondering the other day exactly why I game and what gaming has done for me over the last thirty years.

When you think about it, the benefits of gaming go way beyond mere fun. Obviously, I love this hobby – or I wouldn't still be doing it – but the more I think about it the more I realise it has hidden benefits I really want to pass onto my boys.

For me, the benefits of gaming fall into four main categories:

- **Maths and Reading:** I started gaming when I was ten years old. After school, I used to rush home to do more reading and maths. Of course, I didn't realise it at the time – I just wanted to whack orcs – but gaming gave me a real boost in (probably) the two most essential life skills. I think it's fair to say, a large part of my life-long love of reading comes from gaming. Later on, when I started writing my own adventures and supplements, gaming gave me the impetuosity to learn how to write properly.
- **Teamwork:** Gaming taught me the benefits of teamwork. After all, if you go into the dungeon on your own you are going to die (horribly). Gaming is a cooperative experience. If the party

works together, they'll likely triumph over their enemies. If they don't disaster likely looms. The ethos of teamwork is another incredibly important life skill.

- **Good Friends:** This is a huge one for me. With only one notable exception, all the long-term friends I have made have all been through gaming. I'm very lucky in that my main group has had an extremely stable roster of players. Of the seven of us, I've gamed with two of them for the best part of 20 years. Of the others, I've gamed with one for over a decade and the others for less time – but in two cases probably around five years or so. Looking at my wider group of friends, I've chums scattered all over the UK and the world I met through gaming.
- **A Great Job:** As you may know, I own Raging Swan Press and publish Pathfinder compatible games under that brand. That's right, I get to sit at home and game when most of my friends are at their proper work! How cool is that? While I'll likely never earn enough to buy a desert island, I have immense job satisfaction and a great quality of life. (Even better than that, I often write or commission projects that I'll be using in my Borderland of Adventure campaign making my campaign prep considerably easier!)





## GM ADVICE: HOW TO USE THE SLOW ADVANCEMENT TRACK

I RECENTLY WROTE ABOUT HOW MUCH I ENJOY USING THE SLOW ADVANCEMENT TRACK IN MY BORDERLAND OF ADVENTURE CAMPAIGN. HOWEVER, USING THE SLOW ADVANCEMENT TRACK (SADLY) IS NOT AS SIMPLE AS JUST PLUGGING IT INTO A NORMAL CAMPAIGN...

A slow advancement campaign is a different kind of beast to a normal campaign. Using the slow advancement track alters the playing experience in several fundamental ways. Diving into a slow advancement campaign without recognising and planning for this is a recipe for disaster. The GM should:

- **Set Expectations:** Your players are likely used to levelling pretty fast – perhaps every 2-3 sessions. With slow advancement, fast levelling is a thing of the past. You need to explain this to the players so they are ready for the experience. Depending on how long your campaign runs, the players may never reach 10th-level (or even 5th). Many players like to plan their characters in advance. With this in mind, discuss how long the campaign will likely last and what level you see the PCs reaching. After all, a PC's build may differ radically if the campaign is destined to never reach high levels.
- **Focus on the Story:** The PCs will not be advancing mechanically – levelling – as often. It's therefore important they progress in other areas, so they have a sense of achievement and accomplishment. The overall story arc of the campaign is an excellent way of giving your players that sense of achievement. Defeating the kobolds threatening the nearby mine, thwarting an attempt to burn down a village or gaining a clue regarding the PCs' shadowy enemy all provide a sense of real achievement. This is particularly true if the players can see how their actions and choices affect the overall campaign.

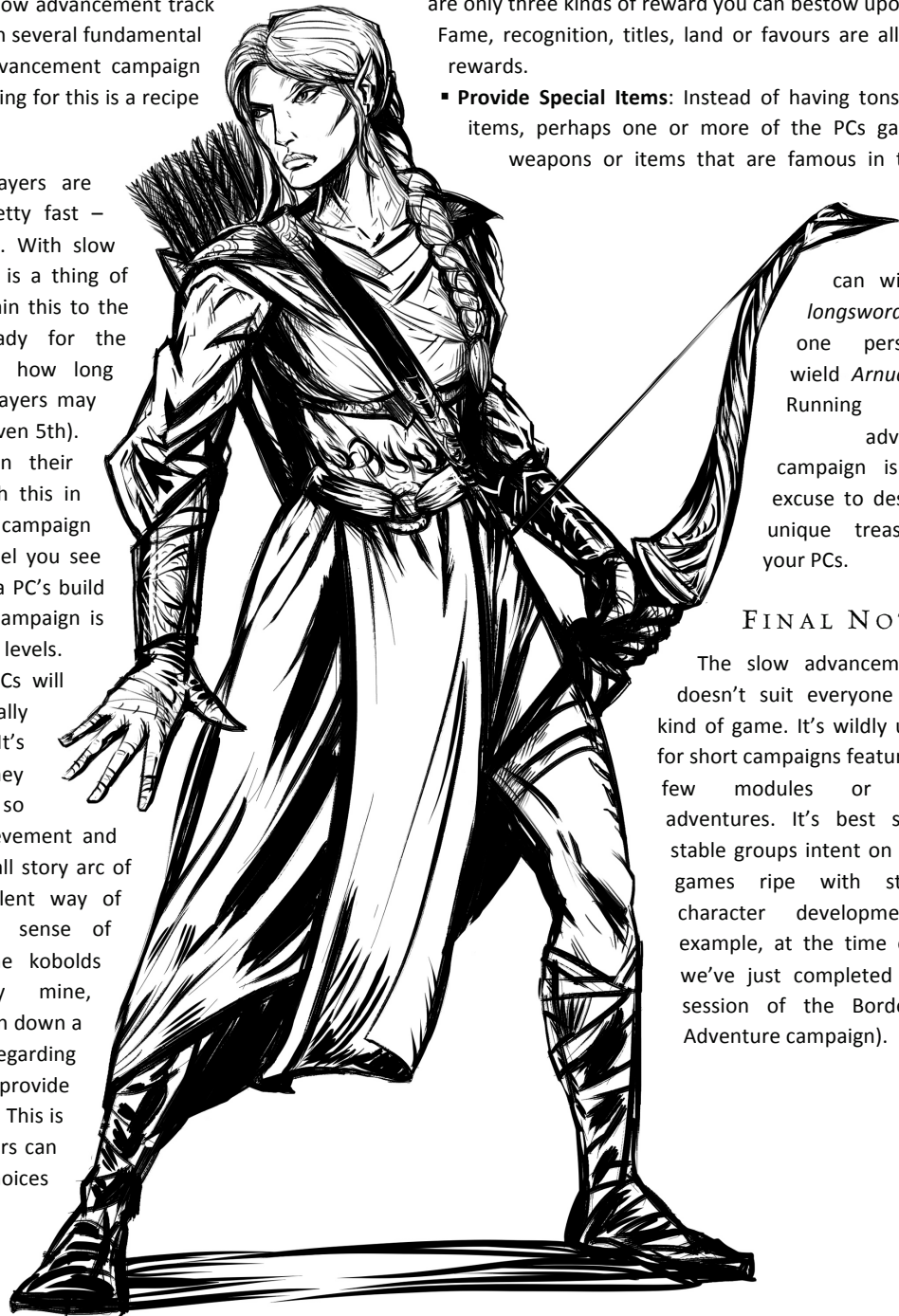
- **Make the PCs Feel Special in Other Ways:** Gold, XP and magic are only three kinds of reward you can bestow upon the PCs. Fame, recognition, titles, land or favours are all excellent rewards.

- **Provide Special Items:** Instead of having tons of magic items, perhaps one or more of the PCs gain certain weapons or items that are famous in their own right.

Anyone can wield a *+1 longsword*, but only one person can wield *Arnual's Bane*. Running a slow advancement campaign is a great excuse to design more unique treasures for your PCs.

### FINAL NOTE

The slow advancement track doesn't suit everyone or every kind of game. It's wildly unsuitable for short campaigns featuring only a few modules or one-shot adventures. It's best suited for stable groups intent on long-term games ripe with story and character development. (For example, at the time of writing we've just completed our 80th session of the Borderland of Adventure campaign).



## GM ADVICE: WHY I LOVE THE SLOW ADVANCEMENT TRACK

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MY BORDERLAND OF ADVENTURE CAMPAIGN HAS BEEN RUNNING SINCE OCTOBER 2012. IN THAT TIME WE'VE HAD ABOUT 80 SESSIONS AND PLAYED THROUGH OVER TWO ACTION-PACKED YEARS OF GAME TIME. OF ALL THE CAMPAIGNS I'VE RUN IN RECENT MEMORY, I'VE ENJOYED THIS ONE THE MOST. THE MAIN DIFFERENCE BETWEEN THIS CAMPAIGN AND OTHERS I'VE RUN IS THE SLOW ADVANCEMENT TRACK.

The campaign links to a previous kingdom-building campaign (which began two game years previously and suffered a rather spectacular end in a certain ruined elven tower). In total, the extended campaign has been running for about four game years. The most played characters on the Borderland of Adventure have now achieved the dizzying heights of 6th-level. (Everyone has more than one character to facilitate multiple story arcs and give players a chance to take a different role in the party now and then).

In previous campaigns, I'd grown frustrated by the speed in which PCs seemed to level. In some cases, we were levelling every other week. It seemed our characters could go from 1st- to 20th-level in under a year of game time, which didn't seem very particularly attractive (or dare I say it realistic). It made levelling mundane and reduced it to something akin to mere bookkeeping.

So we decided to try the slow advancement track for a change. I've been delighted with the results. To my mind, there are several main advantages to the slow advancement track:

- **Tell a Cogent Story with Slowly Scaling Challenges:** The Borderland of Adventure campaign is set in a relatively small geographical area. Because the PCs are progressing slowly it is possible to tell a tight, cogent story in which the villains make sense. With the slow advancement track, the PCs' opponents (ostensibly orcs and their shadowy, unknown masters) still make sense. In a faster game, I would by now have had to come up with reasons why the orcs had been replaced by giants (or whatever) as the party's main foes. That's fine as far as it goes, but it doesn't make a lot of sense given the region's flavour. Because the PCs are slowly gaining in power, it is much easier to slowly scale the threat they face in a way that makes sense to the overarching story. This also means they get fewer sudden, fatal surprises as they slowly learn more about their capabilities (and their opponents').
- **Get to know the PCs:** With the slow advancement track, the PCs are not exactly rocketing up the levels. Because of this, the players get to know their PC's capabilities very well. More importantly, they get to know the capabilities of their comrades, which means they act much better as a group. This has improved their survivability dramatically. To date, we've

only had a handful of PC deaths – and I'm not exactly renowned as an easy GM.

- **Players Are More Invested In Their Characters:** The players are much more invested in their characters because they've been playing them longer and have grown to know them much better than a normal character. When you've played a character for 50 sessions you are careful with that character; losing one would be a real blow. Interestingly enough, the players also seem much more invested in other people's characters – which is a very nice bonus – as they take risks to keep one another safe.
- **Sense of Achievement:** The sense of achievement you feel when achieving something is directly related to how hard it is to achieve the goal. It takes time and effort to gain power in the slow advancement track. I've found because of this the players enjoy levelling and savour their achievements much more than if they level every session (or every other session). Reaching 3rd-level was a real achievement. Now some PCs are 6th-level, attainment of levels in prestige classes is now a real possibility. PCs entering such an august class have achieved something special – nay prestigious. Imagine how they'll feel when they reach 9th-level!
- **Worldbuilding:** I think the world makes much more sense, if you assume the slow advancement track. It means, NPCs over 5th-level are special and those over 9th-level are truly amazing. When the PCs reach 9th-level, they will be some of the most powerful folk in the nation. In normal games, you are barely getting going at 9th! It also means that qualifying for a prestige class is actually special. I feel prestige classes have lost their lustre a bit in recent years – they often seem to be taken for a couple of levels to get a cool ability and not for the kudos of actually belonging to the relevant organisation.
- **Low Fantasy:** By its very nature, the slow advancement track naturally promotes a low fantasy campaign over its high fantasy counterparts. Think about it for a second. In a game where it takes longer to gain power, there are fewer higher level spellcasters in the campaign. This means there are fewer people capable of making magic items (particularly permanent ones). Thus, there are fewer magic items available. This makes magic items more special and far less mundane than they seem to have become in recent years.

## GM ADVICE: WHY URBAN ADVENTURES ARE DIFFERENT

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URBAN ADVENTURES CAN BE INCREDIBLY FUN AND A GREAT CHANGE OF PACE. TO SUCCESSFULLY RUN AN URBAN ADVENTURE, THOUGH, THE GM MUST REALISE THEY ARE FUNDAMENTALLY DIFFERENT TO WILDERNESS OR DUNGEON ADVENTURES.

In my *Borderland of Adventure* – after over two years of game play – we are about to start our first major urban adventure. We've done small, side trek urban adventures before but nothing on the scale the PCs will soon attempt. In preparation for the adventure, I've been considering exactly how urban adventures are different to "normal" adventures. I've come up with the following differences:

- **Law & Order:** Urban settlements almost always have a watch or guard. They always have laws the PCs must follow (or risk getting into serious legal difficulties). Many settlements have laws about citizens wandering about town heavily armed and armoured which affects the combat capabilities of most groups. Murder, theft and arson – features of many dungeon delves – are likely also frowned upon. This means the PCs may have to use different tactics to achieve their goals.
- **Help & Hindrance:** Many vested interests lurk in a town. The thieves' guild may not take kindly to the PCs poking around an abandoned manor while the city watch might welcome any help the PCs can offer in solving a spate of grisly murders. Similarly, a range of faiths and powerful personages may help or hinder the PCs in their quest.
- **Spellcasting & Services:** The PCs have ready access to a range of services they wouldn't normally be able to use in a dungeon. They will be able to hire spellcasters, shop for items (both magical and mundane) they suddenly need and so on. This is a great boon to the hard-pressed adventurer.
- **Home:** If the adventure takes place in a PC's home town, he'll have much more knowledge of the locality. He'll also likely have a vested interest in completing the adventure. In a home town, the PC will also have a support network of friends and family he can call on. Such individuals can be a source of material aid as well as being excellent sources of information.
- **Go Anywhere:** The PCs can literally go anywhere and visit hundreds of locales. The GM must be far more prepared – or very good at ad-libbing details of places and people.
- **Different Challenges:** Urban adventures are less likely to deal with the traditional types of adventures – the kind of adventures where you kick the door down and kill everyone inside. Instead, they'll probably require more role-playing and investigation to complete successfully. That's not to say there won't be combat – there almost certainly will – but there'll be less than normal.





## PLAYER ADVICE: LOOMING DISASTER

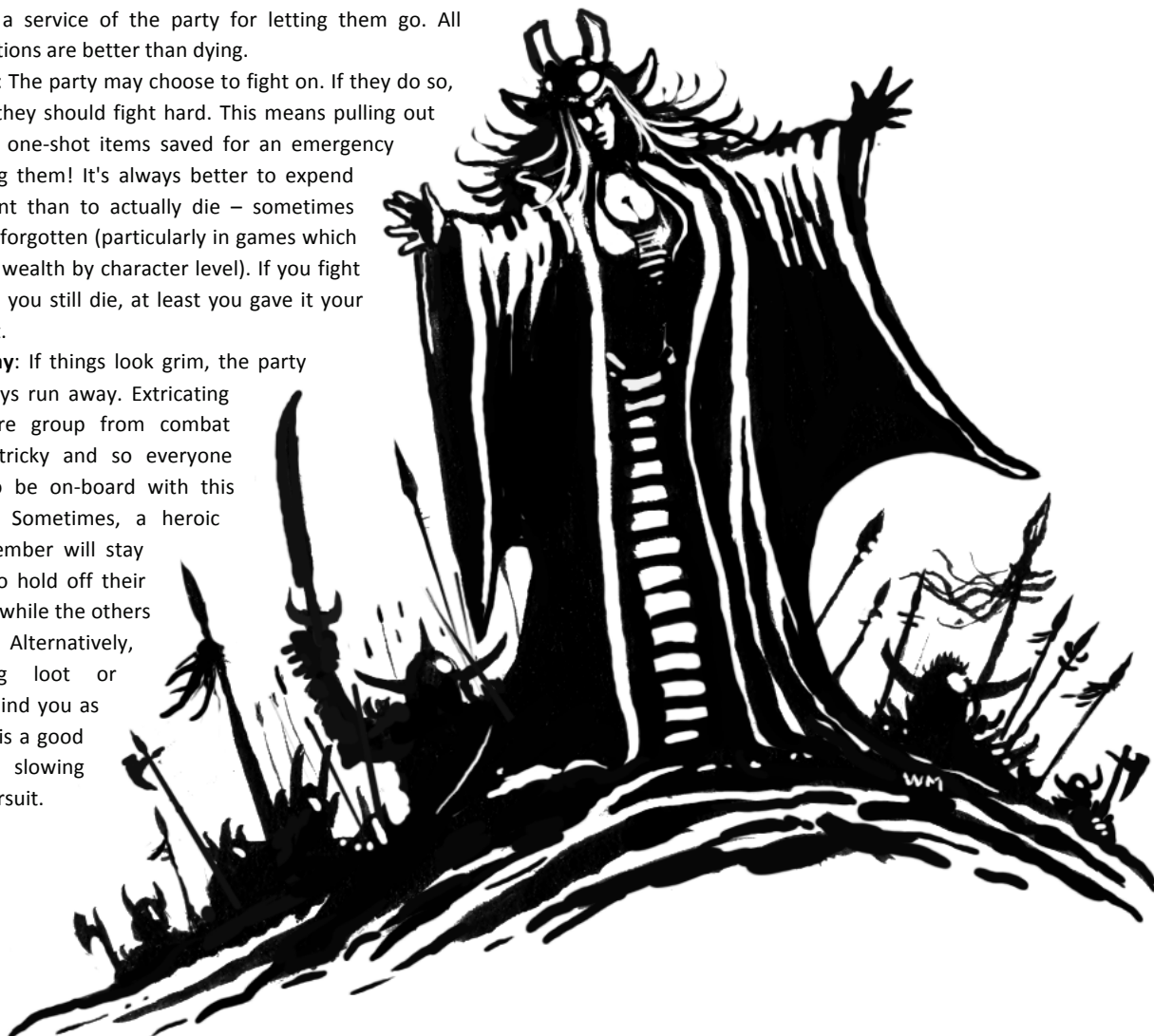
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TPKS RARELY JUST HAPPEN. NORMALLY, THE PARTY GETS AT LEAST SEVERAL ROUNDS WARNING BEFORE THINGS GO HORRIBLY WRONG. WHAT SHOULD THEY DO?

I've blogged before about TPKs (Total Party Kills) and how a GM should deal with them. What I haven't done before is talk about how the PCs can avoid such a catastrophic end to their adventuring careers. Assuming the PCs get some warning of their impending doom they can pursue one of four basic strategies:

- **Bribery:** If you can't run away and you don't want to surrender, bribery is a great choice. Paying your enemies to go away is a time-honoured tactic and there is no reason it won't work on your foes – particularly if they are not your mortal enemies. Some enemies might covet gold or magic, while others may be satisfied with food. Still others might demand a service of the party for letting them go. All these options are better than dying.
- **Fight On:** The party may choose to fight on. If they do so, though, they should fight hard. This means pulling out all those one-shot items saved for an emergency and using them! It's always better to expend equipment than to actually die – sometimes this gets forgotten (particularly in games which focus on wealth by character level). If you fight hard and you still die, at least you gave it your best shot.
- **Run Away:** If things look grim, the party can always run away. Extricating the entire group from combat can be tricky and so everyone needs to be on-board with this strategy. Sometimes, a heroic party member will stay behind to hold off their enemies while the others escape. Alternatively, scattering loot or food behind you as you flee is a good way of slowing down pursuit.

**Surrender:** PCs almost never use this option. Nevertheless, surrender is a viable option if you want to live to fight another day. Sometimes, PCs are reluctant to surrender because subconsciously they know what they do to those falling into their hands! (And hell, the party are good-aligned, imagine what the evil villain will do to them...) PCs that surrender are rarely killed out of hand. Their foes may imprison them for ransom, save them for a starring role in an upcoming religious ceremony or sell them into slavery. Assuming they are not killed outright, PCs that surrender normally have a chance to escape and to turn the tables on their foes before their doom is upon them.



## PLAYER ADVICE: PRINCIPLES OF SUCCESSFUL ADVENTURING

CHARGE! HACK! MAIM! KILL! SADLY, FOR MANY ADVENTURING GROUPS THIS IS PRETTY MUCH THE EXTENT OF THEIR TACTICAL PLANNING. SUCH GROUPS CHARGE INTO THE DUNGEON WITH LITTLE THOUGHT FOR TACTICS, PLANNING OR OTHER CONSIDERATIONS. MOST SUCH GROUPS ARE DOOMED.

You really don't want to be one of those groups. A little bit of forethought and planning can turn a potentially disastrous foray into a stunning triumph.

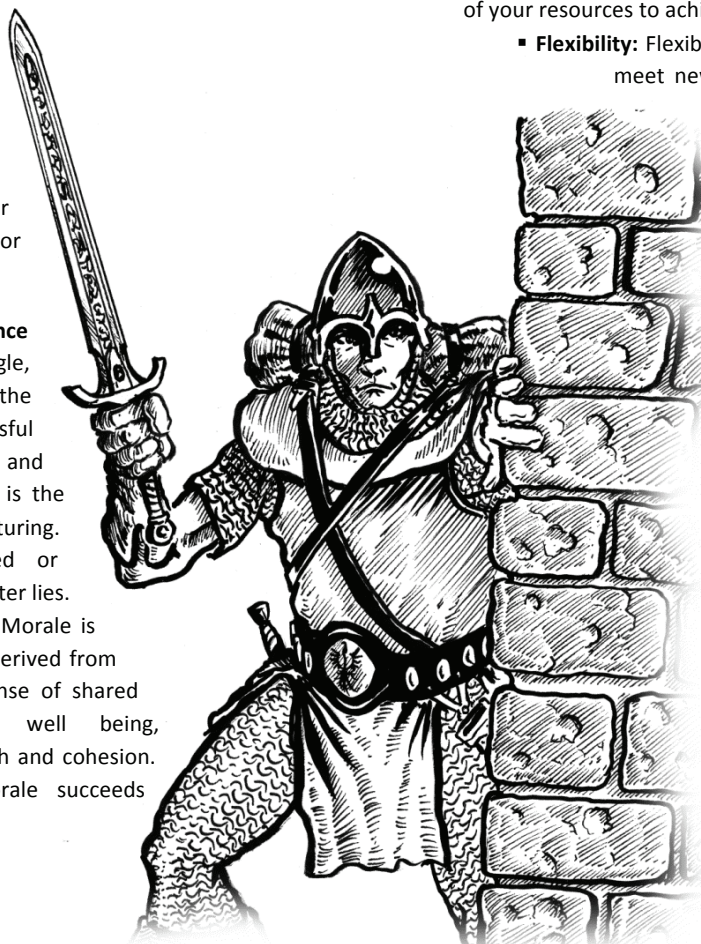
I remember repeatedly reading pages 107 – 109 of the *AD&D Player's Handbook* almost thirty years ago in an attempt to occasionally survive an adventure. Over almost thirty years of game play I've learnt a fair amount about how to survive a dungeon crawl, but this learning has been pretty haphazard and hard to codify.

Recently, I've thought a lot about the principles of successful adventuring and how to provide a general structure to enhance the chances of a successful delve (or whatever). Luckily, there is a lot of help out there! Some of the best principles I've found come from the British Army. Obviously, these must be modified – designed as they are for a large, modern fighting force. Even with this caveat, though, they are a fantastic resource for adventurers (in any game or genre) to draw upon.

- **Selection and Maintenance of the Goal:** A single, unambiguous goal is the keystone of a successful foray. Selection and maintenance of the goal is the master principle of adventuring. Do not get sidetracked or distracted; that way, disaster lies.
- **Maintenance of Morale:** Morale is a positive state of mind derived from inspired leadership, a sense of shared purpose and values, well being, perception of group worth and cohesion. A party with high morale succeeds where others fail.

- **Offensive Action:** Offensive action is the practical way in which a group of adventurers seek to gain advantage, sustain momentum and seize the initiative.
- **Security:** Security is the provision and maintenance of an operating environment that affords the necessary freedom of action, to achieve the objective.
- **Surprise:** Surprise is the consequence of shock and confusion induced by the deliberate or incidental introduction of the unexpected to the enemy.
- **Concentration of Force:** This could also be called, “Don't split the party.” Concentration of force involves the decisive, synchronised application of superior fighting power to achieve success.
- **Economy of Effort:** Economy of effort is the judicious exploitation of the party's resources including manpower, material and time to achieve the objective. Use just enough of your resources to achieve your objective.
  - **Flexibility:** Flexibility – the ability to change readily to meet new circumstances – comprises agility, responsiveness, resilience, acuity and adaptability.
  - **Cooperation:** Cooperation entails the incorporation of teamwork and a sharing of dangers, burdens, risks and opportunities. Every member of the group should participate equally taking into account his abilities, skills and gear.
  - **Sustainability:** To sustain a force to generate the means by which its fighting power and freedom of action are maintained. Make sure you are properly equipped.

So there you have it. If you follow the ten principles listed above you will immeasurably improve your chances of a successful adventure.



## PLAYER ADVICE: WHY ADVENTURE TOGETHER

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EXPLORING DANK CAVERNS, CRUMBLING LOST CITIES AND UNDEAD INFESTED, BONE-FILLED TOMBS IS A DANGEROUS JOB. IT MAKES SENSE TO DO IT, THEN, WITH PEOPLE YOU KNOW AND TRUST.

In a recent article, I discussed why individual PCs may adventure. It's also a good idea to consider why the group as a whole has formed. Adventuring is, after all, a very dangerous profession and it makes sense to do it with others who share your goals and aspirations.

Sadly, all too often (in my experience), a group of adventurers has no real reason to be together beyond the hunt for treasure and experience. That's a shame, as a common hook or interest can add depth to the roleplaying experience.

Beyond sharing an individual PC's goal, a group can form for many reasons. The following list presents some of the most common:

- **Childhood Friends:** In this group, the party have known each other for many years. They know and trust each other and look out for each other. A downside of this kind of group is that it can be hard to justify the inclusion of new members if someone should fall during their adventures.
- **Defend The Realm:** The PCs are natives of the same kingdom. Perhaps orcs raid from nearby mountains or volatile border areas are rife with banditry. This group goes where it must to defend the kingdom.
- **Mercenaries:** The group is gathered by a patron to accomplish a specific job. Their incentive to trust one another is their handsome pay for a job well done.

- **Noble Patron:** The group may be outfitted or sponsored by a particular noble patron. In a group of this sort, all its members should be loyal to their lord.
- **Religious Order:** In this group, most if not all of the members belong to the same religious order. Their goals and missions must fit with the faith's belief system and priorities. If a party member is not of the same faith as his fellows he must have a compelling reason to travel with the group (and for the group to trust him).
- **Self Interest:** The adventuring band could form in the crucible of battle. Perhaps individually the adventurers are travelling with a merchant caravan or resting in an inn when it is attacked. The group must bond to survive.
- **Strangers in a Strange Land:** Perhaps the adventuring group forms in a distant land and its members band together because they are the only foreigners in the vicinity. The party could be comprised solely of a specific race – such as a group of dwarves adventuring in a human land – or simply be strangers banded together for self protection. Escaped slaves and shipwrecked travellers make an excellent nucleus for an adventuring group.

The list above is by no means comprehensive, but it is a good start.



## BACKDROPS

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## CHASM AT A GLANCE

This ramshackle, rough-and-tumble village is the sole stop for many miles along a well-worn road winding through the badlands. Formerly known as Callowright, the origin of the village's new name is unmistakable – a great gorge has rent the earth here, and the ruined wreck of half the village's buildings that slid into the ravine can still be seen below. A crazy latticework of rope bridges crisscross the chasm connecting ledges and caves. Skulking around in the chasm's shadowy depths are the rarely-seen deep dwarves – the evil duergar – who have been united by tragedy into an uneasy but mutually beneficial alliance with the villagers. Adventurers often come to Chasm, for arms and armour of adamantine, mithral and other more exotic materials may be found here.

### DEMOGRAPHICS

**Ruler** Mayor Kuno Allahan (NE male human bard 5) and Clanmaster Urgot Hellhammer (LE duergar barbarian 2/fighter 4).

**Government** Contested

**Population** 198 (101 humans, 81 dwarves (all duergar), 6 half-elves, 4 elves, 3 half-orcs, 3 halflings)

**Alignments** LN, LE, N, NE

**Languages** Common, Dwarven, Undercommon

**Corruption** +2; **Crime** -3; **Economy** +1; **Law** +2; **Lore** -1; **Society** 0

**Qualities** Prosperous, racially intolerant (non-duergar dwarves)

**Danger** +0; **Disadvantages** none

### NOTABLE FOLK

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

**Annelben Khune** (Location 1; CG female human rogue 7) Khune is the proprietor of The Slide, the town's sole inn. She's mainly honest, but sometimes cheats evil folk.

**Burr Kander** (Location 3, LN male human expert 5) Kander is Chasm's most renowned weaponsmith. He lives in a small house adjacent to the smithy.

**"Daft" Fulco** (Location 8, CN male human druid 3) Every few weeks, a strange but familiar figure wanders into Chasm. This old fellow is wild-eyed and dishevelled, his mismatched clothes almost in tatters.

**Pyvanel Aldarrae** (Location 6, N male elf expert 4) This elf hardly looks like a smith, with a slender build even by the standards of his kind. He is the proprietor of Aldarrae's Steel Skin and lives in a small apartment over the shop.

**Katredies Pick** (Location 2, NG male human expert 3) Katredies runs The Dour Beagle. He is one of the few people who views the opening of the chasm as a positive event.

**Vennisair** (Location 11, LN male half-elf [appears human with *hat of disguise*] sorcerer 8) Publicly the owner of the Chasm Trading Post, he is in truth the only surviving apprentice of the sorceress Jeriaster whose digging led to the calamity that befell the village. He conceals his identity with a *hat of disguise*.

### NOTABLE LOCATIONS

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

1. **The Slide:** Once a sprawling inn and tavern known as The Roadside, this structure straddles the great earthen rift.
2. **The Dour Beagle:** With the destruction of The Roadside's taproom, The Dour Beagle became the only bar in town.
3. **Kraken's Arms:** Burr Kander and a trio of harried apprentices work the forges of this armsmith.
4. **The Holy House:** This square structure has unadorned stained glass windows. Inside, shrines to various deities can be found.
5. **The Web:** Rope bridges crisscross the chasm and provide access to the duergars' mines.
6. **Aldarrae's Steel Skin:** Pyvanel Aldarrae and his two elven apprentices forge all manner of metals into armour.
7. **The Old Well:** This well is boarded up and sealed tight with crisscrossing planks and bolts.
8. **Cavern Entrances:** All entrances to the duergar caverns are guarded; access for non-duergar is forbidden.
9. **The Stone Heroes:** A quartet of statues stand here.
10. **Chasm Trading Post:** The Chasm Trading Post is home to Vennisair, a quiet, intense trader who has driven all competitors out of business.
11. **The Tower:** The tower that was Chasm's genesis still stands in the village; it hangs perilously over the edge of the chasm.

### MARKETPLACE

**Resources & Industry** Mining, smithing, trade

**Base Value** 1,300 gp; **Purchase Limit** 7,500 gp; **Spellcasting** 1st; **Minor Items** 4d4; **Medium Items** 3d4; **Major Items** 1d6 (arms and armour only)

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

- **Armour** elven chain (5,150 gp), mithral shirt (1,100 gp), *+1 scale mail* (1,200 gp), *+1 full plate of light fortification* (5,650 gp), *+1 glamer leather armour* (9,160 gp).
- **Potions & Oils** *bless weapon* (50 gp), *cure light wounds* (50 gp), *darkvision* (300 gp), *neutralize poison* (750 gp).
- **Scrolls (Arcane)** *lightning bolt* (375 gp), *unseen servant* (25 gp), *wall of fire* (1,125 gp).
- **Weapons** cold iron masterwork longsword (330 gp), *+1 ghost touch greataxe* (8,320 gp).

### GOVERNMENT TYPE: CONTESTED

A contested settlement has more than one ruler. These rulers compete among themselves for control of the settlement. (*Corruption* +2; *Law* +1).



## VILLAGE LORE

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

**DC 10:** Chasm is a village that stands along a trade route that passes through badlands. It got its name because years ago, a rift opened and sent half the place careening into the fissure. Dwarves are not welcome in Chasm.

**DC 15:** The people of Chasm have a peace agreement with a clan of duergar who bring forth rare metals from their mines. Skilled village smiths forge the metal into arms and armour.

**DC 20:** A sorceress built a (now abandoned) tower in the village. The sorceress disappeared at the same time as the chasm opened and the duergar emerged. Few believe this is a coincidence. Her fate, and that of her apprentices, is unknown.

## VILLAGERS

**Appearance** Dusky skinned with slight yellow undertones, rich black or deep brown hair, and almond-shaped eyes. Most are well-tanned, with those spending a great deal of time outdoors having almost leathery skin.

**Dress** They dress in loose-fitting, cool clothing, often stained red by the rust-coloured mud of the badlands.

**Nomenclature** *male* Alaric, Horsa, Odo, Warin; *female* Adela, Frida, Ima, Saxa; *family* Batini, Fosi, Njars, Ubi.

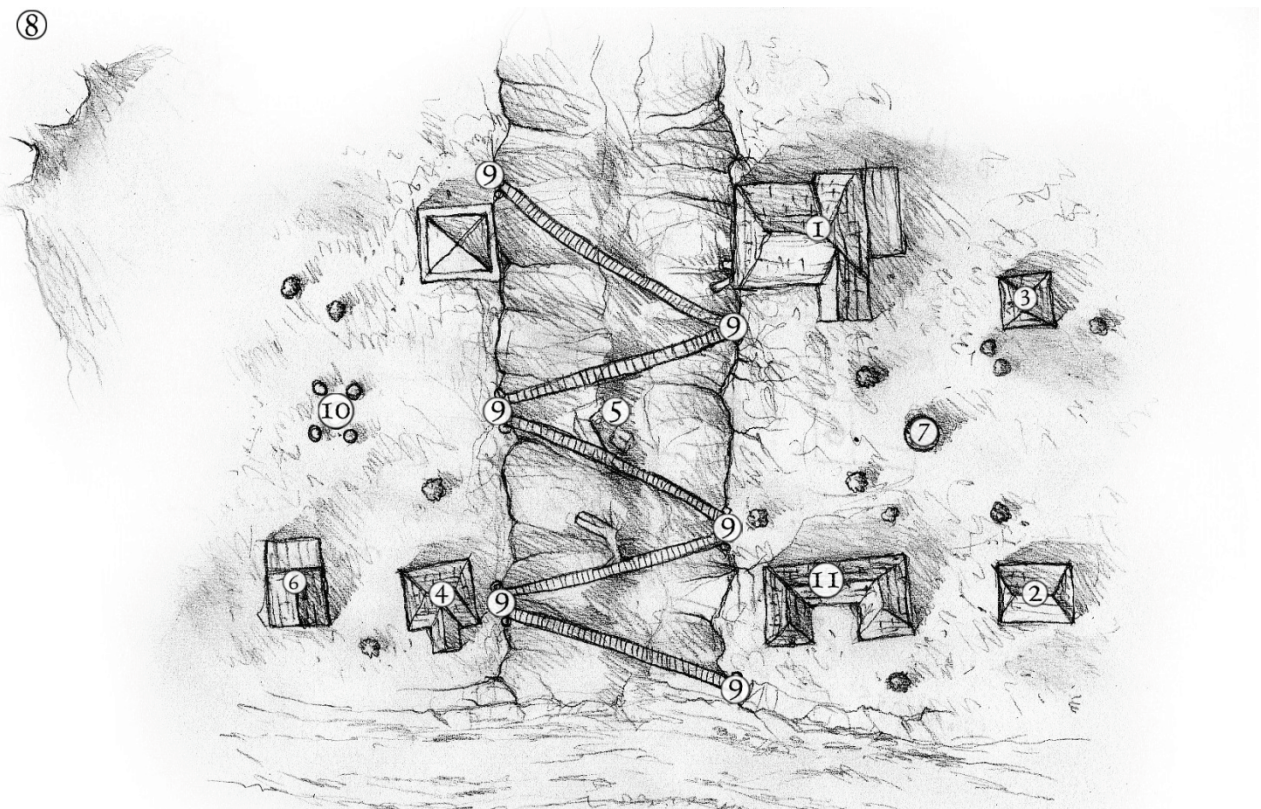
## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the village and its surroundings. This takes 1d4 hours and requires a DC 10 check. A character 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 tower has a secret passage that leads to the duergar caverns. It is magically warded.
2	The creature that lived in the old well was a devil accidentally summoned by Jeriaster's apprentices. The creature was bound inside a magic circle, but the circle was compromised when the chasm opened.
3	The four petrified adventurers would reward their rescuers handsomely if someone could find a way to restore them.
4	"Daft" Fulco is a druid. He was driven insane when he saw something no one was meant to see. Now he just grows vegetable and mumbles to himself.
5	Mayor Allahan is a cultist of some sort of evil being. He is intent on bringing the being's influence to Chasm and has been skimming money from the village's coffers to do so.
6	Burr Kander of the Kraken's Arms isn't looking too well lately. Some say he's dying.

\*False rumour

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## DEKSPORT AT A GLANCE

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A pirate enclave surrounded by dense woods on three sides and the ocean's tumultuous waters to the east, Deksport is a perfect base from which to raid nearby shipping lanes. Built at the mouth of a valley opening into a sheltered bay the town possesses a deep, safe natural anchorage. Protected by a slippery, seaweed-fringed breakwater of decrepit construct at any time up to a dozen ocean-going ships and scores of smaller craft rest at anchor in the harbour.

While predominantly a human town, Deksport has a sizeable contingent of orcs and goblins among its populace. Each of the three main races represented in the town has their own self-centred, despotic leader who constantly vies with their rivals for wealth, prestige and power.

### DEMOGRAPHICS

**Rulers** Aune (NE female human fighter 2/rogue 3/assassin 4), Olmi (LE male greater barghest rogue [thug] 2/fighter 1) and Nargor (LE male half-orc fighter [weapon master] 12)

**Government** Council (The Admirals' Council)

**Population** 4,628 (2,145 humans, 956 goblins, 734 orcs, 475 half-orcs, 136 half-elves, 127 others, 19 dwarves, 17 elves, 12 gnomes, 7 halflings)

**Alignments** CE, NE, LE, CN

**Languages** Common, Orc, Goblin

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

**Qualities** Notorious, rumourmongering citizens, strategic location

**Danger** 15; **Disadvantages** None

### TOWN LORE

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

**DC 10:** Deksport is a pirate stronghold. It is a dangerous place and possesses a deep, natural anchorage.

**DC 15:** Evil humanoids openly walk Deksport's streets and many serve on the pirate vessels operating from the port.

**DC 20:** Deksport's three rulers plot against one another, but none of the three is powerful enough to rule without the others.

### NOTABLE LOCATIONS

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

1. **Spire of the Beacon Eternal:** This temple-fortress stands on a rocky island linked to the mainland by Dorn's Breakwater; its beacon guides vessels to Deksport at night and its clergy-shipwrights make an excellent living repairing pirate vessels.

2. **Dorn's Breakwater:** This slippery, seaweed-fringed breakwater is of ancient and unknown construction.
3. **The Docks:** This confused jumble of wharves, jetties and ramshackle warehouse is always busy.
4. **The Scorched Anchor:** This busy inn standing hard against the docks is surprisingly free from brawls and murders; the reputation of its owner keeps all but the foolhardiest of pirates in line.
5. **The Welcome Mermaid:** Almost entirely underground, this tavern is popular with orcs, half-orcs and goblins.
6. **The Pens:** One of the most odorous and shunned places in town, the Pens are home to Deksport's pernicious (and profitable) slave trade.
7. **Dead Man's Bluff:** On this windswept bluff, the pirates execute those guilty of serious crimes.
8. **Hall of the Creator:** One of the largest buildings in Deksport, a stout stone curtain wall protects the priests and alchemists hard at work within.
9. **The Shrieking Sailor:** The best and safest tavern in town.
10. **Ovlon's:** Run by a bad-tempered duergar weaponsmith, the best weapons in the town are to be found here.
11. **The Wailing Tower:** In this stout donjon the pirates keep those prisoners worthy of ransom.
12. **The Mottled Palace:** From this grim fortification Nargor rules Deksport. Behind its stout walls he is (mostly) safe from his rivals' machinations.
13. **All That Glitters:** The dwarf Morild Ovlag runs this jewellers and moneychangers. She hires out space in her secure vault to those with valuables to store.
14. **Anything & Everything:** A pawnbrokers and general store, this large shop has an incredible and diverse range of stock.
15. **House of Whispers:** Here dwells Dunn, the Whisper Master. He lives in a secret suite of luxurious rooms and is guarded by a cadre of well-paid mercenaries.
16. **The Pit:** Dug outside Deksport's walls, this huge refuse pit is teeming with gigantic, ravenous rats and feral goblins.

### NOTABLE LOCATIONS BY CATEGORY

**Inns & Taverns** the Rusty Anchor, the Shrieking Sailor, the Welcome Mermaid

**Personal Residences** House of Whispers (Dunn's home), Mottled Palace (Nargor's home)

**Businesses** All That Glitters (jeweller & moneychanger), Anything & Everything (pawnbroker and general store), Ovlon's (weaponsmith), the Pens (slaves), Spire of the Beacon Eternal (shipbuilding and repair), the Wailing Tower (prisoners)

**Fortifications** Dorn's Breakwater, Mottled Palace,

**Temples** Hall of the Creator, Spire of the Beacon Eternal





## INHABITANTS

**Appearance** The dirty and unkempt inhabitants of Deksport pay little attention to their cleanliness or appearance. Clothing is serviceable and hardwearing while their weapons and armour are normally in good condition (and well used).

**Dress** Most folk dress in shabby, well-used clothes. As the result of looting, drunken shopping trips and limited funds, styles and fashions are “eclectic.”

**Nomenclature** Each of Deksport’s major races have their own nomenclature:

- **Goblin:** *male* Fug, Hek, Kror, Thag; *female* Bori, Igne, Ova, Vol; *family* goblins don’t bother with family names.
- **Human:** *male* Aaro, Ilari, Panu, Valto, Viljo; *female* Asta, Helmi, Kaija, Satu, Viivi; *family* Erola, Keto, Outila, Purho, Varala.
- **Orc:** *male* Davor, Keth, Oggor, Sog; *female* Davga, Igga, Ogan, Uzlen; *family* orcs often use epithets such as Destroyer, Mighty, Throat-Cutter and the like.

## NOTABLE FOLK

Most of the population are normal pirates and sailors or their families. A few, however, are of interest to adventurers:

**Aaro Laitnen** (location 14; LN male human expert 2/warrior 1) runs Anything & Everything. A pragmatist he knows many of the things he sells are likely stolen.

**Amzir** (location 5; LE female orc fighter 2/monk 3/bard 2) The landlady of the Welcome Mermaid is a skilled pugilist.

**Ariquis Pyloninn** (location 3; NE male elf fighter 5/rogue 2/duellist 1) The quick-to-anger captain of the *Crimson Gorgon* is a skilled warrior.

**Aune** (location 3b; NE female human fighter 2/rogue 3/assassin 4) Clever, cunning and as ruthless as a shark, Aune is a skilled assassin who loathes her co-rulers.

**Bral** (location 3; NE male goblin rogue [sniper] 7) The *Screaming Chimera’s* captain is an amazing shot with his crossbow.

**Cullen Baire** (location 3; N male human wizard [evoker] 5) Captain of the *Black Fury*; beloved by his crew.

**Cyanae Malninrae** (location 3; CN female elf sorcerer [draconic {red}] 8) The *Sea Jackal’s* captain will soon suffer a mutiny if she doesn’t stop destroying ships with her magical fire.

**Dunn the “Many Ear”** (location 15; NE human rogue [charlatan] 9) One of the most powerful people in Deksport, Dunn has many spies who report to him on all manner of goings on. He uses this information for his own gain.

**Elnar Burca** (location 3; CE male half-orc fighter 5) Captain of the *Howl of the Sea* and a savage warrior renown for cruelty.

**Fardulf Nantua** (location 4; N male human wizard [evoker] 7) Fardulf is widely believed to be a powerful wizard. He runs the (comparatively peaceful) Scorched Anchor inn.

**Jar-zit** (location 3; CE male sahuagin fighter 7) The captain of the *Sea Devil* is reviled (and feared) throughout Deksport. Five sahuagin serve among his crew.

**Joray Farlink** (location 6; CE male middle-aged human fighter 3/rogue 5) The slave master deals in suffering and misery, and is widely hated and feared by the populace.

**Morild Ovlag** (location 13; LN female dwarf rogue 6) is the town’s preeminent jeweller and moneychanger. She is an honest, shrewd businesswoman.

**Naillae Natityrr** (location 11; LE female half-elf fighter 3/rogue 2) Warden of the Wailing Tower, Naillae is ferociously loyal to Nargor (with whom she is desperately in love).

**Nargor** (location 12; LE male half-orc fighter [weapon master] 12) Nargor leads the orcs of Deksport and openly courts the half-orcs (who he sees as the balance of power in the chaotic power struggles besetting the town).

**Olmi** (location 3c; LE male greater barghest rogue [thug] 2/fighter 1) Evil beyond mortal reckoning, Olmi chafes at his goblin followers’ lowly position in Deksport.

**Ovlon** (location 10; NE male duergar fighter 3/expert 2) This famed weaponsmith is as bad tempered as he is skilled.

**Sakari** (location 8; NE male human cleric [Abarin] 7) Leading Abarin’s flock, Sakari receives gifts and payment from all the pirate captains to keep their vessels stocked with alchemist’s fire and other weapons of war.

**Sor Gart** (location 1; CN male human cleric [Serat] 7/expert 3) Sor leads Serat’s faithful in Deksport

**Tarl** (location 3; CE male orc fighter 3/barbarian 5) The ferocious captain of the *Tireless* is famed for going into battle drunk.

**Ulp Longshanks** (location 3; CE male orc barbarian 5) The captain of the *Furious* is renown for charging into battle and slaying all who stand before him. He hates goblins.

**Urmis Murmi** (location 1; CN female half-orc fighter 4/cleric [Serat] 3) Urmis is loud, pious and an excellent warrior.

**Vazror** (location 12; CE male orc barbarian 1/fighter 6) A relative newcomer to Deksport, Vazror possesses a trained wyvern mount and a burning hatred for the adventurers who all but wiped out his tribe.

**Yorg** (location 3; NE male half-orc fighter 8) Many whisper the *Blood Shadow’s* captain is particularly favoured by Nargor.

## MARKETPLACE

**Resources & Industry** Piracy, shipbuilding

**Base Value** 2,000 gp; **Purchase Limit** 10,000 gp; **Spellcasting** 5th; **Minor Items** 3d4; **Medium Items** 2d4; **Major Items** 1d4

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

- **Armour** +1 breastplate (1,700 gp), +1 leather (1,160 gp), +1 studded leather (1,175 gp)
- **Potions & Oils** bear’s endurance (300 gp), grease (50 gp)
- **Rings** force shield (8,500 gp), sustenance (2,500 gp)
- **Scrolls (Divine)** doom and sanctuary (50 gp), inflict moderate wounds (150 gp), speak with animals (25 gp)
- **Wand** ghoul touch (37 chgs.; 3,300 gp)
- **Weapons** +1 greataxe (2,320 gp), +1 shock short sword (8,310 gp), +3 heavy flail (18,315 gp)
- **Wondrous Items** harp of charming (7,500 gp)



## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Deksport 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.

D%*	
01-02	A secret hoard of gold is hidden beneath the docks, buried deep in the silt.
03-04	The captain of the <i>Sea Jackal</i> needs new crew, and she is not above press ganging likely recruits.
05-06	When mist rolls in from the east, people die.
07-08	The <i>Black Fury</i> made port last night with dozens of barrels of brandy taken in a raid. Unfortunately, it turns out some of the brandy was being used to preserve several strange corpses.
09-10	Strange ripples have been seen in the harbour. Something odd is living in those murky waters.
11-12	Several pirates have been murdered recently. Each had their eyes gouged out and replaced with worn silver coins of unknown origin.
13-14	Ghosts of long-dead sailors haunt the breakwater and seek to entice the living to a watery grave.
15-16	The <i>Sea Devil</i> is always on the lookout for new recruits; new crewmen do not last long!
17-18	The crew of the <i>Ebon Wind</i> are cannibals. Detestable folk, they eat all who fall into their clutches – sometimes the captives are still alive!
19-20	All the ships' captains are to meet in council; a big score is in the wind!
21-22	Brawling is rife; 23 people died last night as a result of arguments.
23-24	The air smells of storm; something big is going to make landfall soon.
25-26	A reward has been posted for Derk Hilgar, after he was caught in the arms of his captain's mistress.
27-28	Some of the waterfront buildings are so badly built, they'll likely collapse during the next storm.
29-30	Someone stole the <i>Tireless'</i> figurehead last night. When it's found, there'll be hell to pay.
31-32	The crew of the <i>Blood Shadow</i> captured a powerful cleric on their last foray. They are selling her spellcasting services to the highest bidder.
33-34	Gert Tralstar possesses a magic sword that floats on water. It's impossible for its owner to drown.
35-36	Deksport is built on a pre-human burial ground.
37-38	Five years ago, the <i>Scanty Maid</i> was reported lost with all hands after a fierce battle. Why, then, has the ship's first mate been skulking about town?
39-40	Aune is a skilled assassin. She came to Deksport after her last job garnered too much attention. Aune is not her real name.
41-42	Dunn the "Many Ear" knows everything of importance occurring in Deksport and shares his knowledge in return for gold or secrets.

43-44	Something is living in Dorn's Breakwater. Strange ripples have been seen in the water and several vessels have lost crewmen.
45-46	Something terrible lives in the surrounding woodlands. People who go in don't come out.
47-48	Someone or something has been stealing the bodies of those killed on Dead Man's Bluff.
49-50	The rats endemic in the town are getting increasingly aggressive.
51-52	A small band of feral goblins dwells in tunnels they've excavated at the bottom of the Pit (location 16) and hunt the endemic giant rats.
53-54	The orc and goblin tribes of the woods are forging an alliance against Deksport.
55-56	Demonic elves and hideous cyclops dwell in the Forest of Grey Spires.
57-58	Dorn's Breakwater is built upon the bones of sea serpents.
59-60	Serat's followers hoard great wealth in sunken caverns below the Beacon Eternal.
61-62	Fardulf Nantua (owner of the Scorched Anchor [location 4]) is a powerful wizard.
63-64	A vampire lurks in one of the ruined warehouses.
65-66	Shadowy figures have been skulking about the town walls.
67-68	Someone has removed the corpses of the last unfortunates executed at Dead Man's Bluff.
69-70	Several of the ruined buildings in the town are ready to collapse.
71-72	The shadows about the docks seem deeper and longer than they should.
73-74	Someone tried to break into Olmi's warehouse last night. The thief's screams lasted for some time.
75-76	Dead Man's Bluff is haunted.
77-78	The Wailing Tower is so named for the lamentations of those incarcerated within.
79-80	The Shrieking Sailor is a safe place to stay.
81-82	Avoid the docks at night; they are not safe.
83-84	A sea dragon has been seen swimming near Dorn's Breakwater.
85-86	Olmi is plotting against Nargor.
87-88	The spirits of those slain during the town's fall yet lurk in some of the more damaged areas.
89-90	The folk of Black Wyvern commune with ancient nature spirits.
91-92	Five corpses washed up on the Breakwater yesterday.
93-94	Agents of several powerful merchants work to destroy Deksport by inciting the pirate's rivalries.
95-96	Loggers recently killed a treant and are auctioning its trunk to serve as a ship's mast. Several captains have sworn it will be theirs.
97-98	The folk of Red Talon are devil-worshippers.
99-100	Roll again; wildly exaggerate the indicated rumour using fantastical elements.

\*The GM determines the veracity of any rumour as he desires



## FULHURST MOORS AT A GLANCE

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The windswept moorland around Fulhurst Moors was once a lush forest. Savage clans lived here and sacrificed captives and slaves in the bogs below the hills, where the waters of the Blackraven Creek cut through the acidic valley soil.

The sacrifices attracted strings of will-o'-wisps, who fed eagerly on their dying victims' fears. As the clansmen cut down trees for timber and firewood, the rain washed the nutrients out of the exposed soil. Desolate moor replaced the forest, the clans migrated elsewhere, and the wisps starved.

Centuries passed, and other humans settled beside Blackraven Creek. They built solid stone houses, raised flocks of rugged sheep on the moor and dug peat from the bog's brown waterlogged soil.

A few years ago, the wizard Kelurn Tinddar settled in Fulhurst Moors. Seeking ancient artefacts buried in the sacrificial sites, he struck a terrible pact with the will-o'-wisps yet haunting the bog: in return for the locations of ancient sacrificial sites, he began arranging deadly accidents and ambushes to both foster an atmosphere of fear in the village and provide the will-o'-wisps with fresh victims.

The effects of this terrible, secret compact are easily apparent to anyone visiting Fulhurst Moors. The anxiety is almost palpable, and only a handful of villagers are bold enough to move about as they please. The rest huddle behind their stone walls and speculate who will be the next to meet their doom upon the moor.

### DEMOGRAPHICS

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**Ruler** Minerva Meriweather

**Government** Autocracy

**Population** 140 (127 humans, 6 dwarves, 2 half-elves, 3 half-orcs, 2 halflings)

**Alignments** LN, LG, NG, N, CN, NE

**Languages** Common

**Corruption** -1; **Crime** -2; **Economy** -5; **Law** -3; **Lore** +1; **Society** -6

**Qualities** Insular, rumormongering citizens

**Danger** +20; **Disadvantages** Hunted

### NOTABLE FOLK

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

**Aisha Brackenridge** (location 1; NG female half-elf expert 2) The feisty and independent proprietor of the village's general store, Aisha is irked by her neighbours' anxious prattling.

**Bulgrim Graycain** (location 6; N male dwarf expert 3) Solid as the walls of his inn, Bulgrim is the proud owner of the Bell and Whistles.

**Devyn Matson** (location 7; LN male human fighter 1/warrior 3) Stern, Devyn takes his duties as constable seriously.

**Eliza Reede** (location 2; N female human adept 4) Practical and pragmatic, Eliza brews potions, delivers babies and cures minor ailments.

**Esmond Wynne** (location 5; LG male human cleric 5) Chaplain Esmond tends to the spiritual needs of Fulhurst Moors, and is plagued by his inability to console his congregation.

**Grefford Hinks** (location 3; CN male old human rogue 2/expert 2) Never a fan of authority, old man Hinks is the resident manufacturer of moonshine whiskey.

**Kelurn Tinddar** (location 8; NE male human wizard [necromancer] 6) Beneath his chubby stature and well respected position in the village, Kelurn hides a dark secret.

**Minerva Meriweather** (location 4; LN female middle-aged human expert 2) A prosperous wool merchant, Minerva has been mayor of Fulhurst Moors for over a decade.

### NOTABLE LOCATIONS

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

1. **Brackenridge Mercantile:** Aisha Brackenridge and her wife Heather run this well-stocked general store.
2. **Eliza Reede's Hut:** From her modest hut, Eliza Reede offers a selection of potions and remedies.
3. **Grefford Hinks's House:** Thirsty villagers know to call on Grefford for a jug of moonshine.
4. **Mayor Meriweather's Home:** This large stone house is home to Mayor Minerva Meriweather and her husband Darinn.
5. **Temple:** The local temple is often half-empty at services these days, much to the chagrin of chaplain Esmond.
6. **The Bell and Whistles:** Despite the mayor having banned strong alcohol, the tavern is full almost every night.
7. **Village Hall:** The village hall functions as a meeting hall, courthouse and jail. The constable, Devyn Matson, lives here.
8. **Wizard's Tower:** Home of the wizard Kelurn.

### MARKETPLACE

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**Resources & Industry** Sheep farming, peat cutting

**Base Value** 400 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

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

- **Potions & Oils** *endure elements* (50 gp)
- **Scrolls (Arcane)** *silent image* (25 gp), *ice storm* (700 gp)
- **Scroll (Divine)** *holy smite* (700 gp)
- **Wand** *mage armour* (28 chgs.; 420 gp)

## VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know some information about Fulhurst Moors. A successful check reveals all information revealed by a lesser check.

**DC 10:** The land around Fulhurst Moors is useless for raising crops, but the locals graze flocks of sheep in the hills and cut peat from the bog.

**DC 15:** Something sinister lurks in the vicinity of the village. Both locals and travellers have disappeared or turned up dead.

**DC 20:** The bog where the villagers cut peat is rumoured to hold the remains of ancient sacrificial sites.

## VILLAGERS

**Appearance** Mainly of short and stocky build, most villagers have thick auburn hair and grey eyes. The peat cutters usually emit a persistent waterlogged odour.

**Dress** The shepherds of Fulhurst Moors favour sheepskin vests and grey woollen cloaks, while the peat cutters wear long oilskin trousers, rugged shirts, wide brimmed hats and solid boots.

**Nomenclature** *male* Eruc, Garel, Huine, Kalet, Worick; *female* Ashina, Dedra, Kalen, Lyeisse, Therdra; *family* Beynet, Drackir, Kalsard, Thaelm, Wyerran.

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Fulhurst Moors 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	Old man Grefford hides a whiskey still somewhere on the moor.
2	A local youngster was found dead in the bog, covered with burns as if he had been struck by lightning.
3	The parents of the halfling twins Aisha and Heather Brackenridge adopted suffered a horrible fate while travelling to the village.
4*	The misfortunes plaguing the village are caused by the spirits of the ancient dead, who are angry the peat cutting has disturbed their burial sites.
5	If you know what to look for, you can see signs of long abandoned settlements on the moor.
6*	When Eliza Reede goes off to gather ingredients for her potions, she sometimes turns into a crow or fox.

\*False rumour



## HJALWARD AT A GLANCE

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Thousands of years ago, the Vurdfell Spine stood as the western bastion of the sprawling frost giant kingdom of Isgiltur. Little remains of Isgiltur; now these lonely, snow-capped peaks are famed only for their inhospitable terrain. One remnant of Isgiltur is the Hjalward, a colossal wall of stone following the Vurdfell Spine for nearly 200 miles, crossing over the crown of Mount Kalisford. It is an engineering marvel, sixty feet thick and 200 ft. tall, supported by flying buttresses. Every ten miles rises a 500 ft. tall watchtower, called an augan in Giant. Each was crowned with an iron brazier that—when filled with timber and lit—can be seen by adjacent augans.

Today, one third of the Hjalward stands at its full height and only nine of its 196 augan remain intact. Thirty-seven breaches rent the wall; some created by monstrous incursions, others by time itself. Most of the intact augan stand in remote portions of the Vurdfell Spine, serving as lairs for monsters.

A surviving augan on Mount Middenvurd's southern slope is the centre of a young frontier village of miners come to find fortune in the shadow of giants. Named after the monolithic ruin, the village has a rough history speckled with silver and blood. Founded seven years ago, it began as a prospecting camp after Olan Hammersfall discovered silver deposits in the Wolfsbane basin at the foot of Mount Middenvurd. Trekking up the mountain, following the flow of the Wolfsbane River, Olan found not only surface deposits of silver in the higher reaches of the mountain beneath the snow and ice, but also the ruin once tended by the land's departed giant masters.

### DEMOGRAPHICS

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**Ruler** Olan Hammersfall

**Government** Autocracy

**Population** 188 (182 humans, 4 dwarves, 2 half-elves)

**Alignments** LN

**Languages** Common, Giant

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

**Qualities** Prosperous

**Danger** 0

### NOTABLE FOLK

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

**Alvar Rurig** (location 1; N middle-aged male human expert 3) Alvar was a skilled weaponsmith in his youth, but an injury that took his right hand hobbled his career.

**Bael Siegeram** (location 6; LN male dwarf rogue 6) Explorer and entrepreneur, Bael is convinced the village is sitting on a vast cache of magic from the lost kingdom of the frost giants.

**Ioder Thamm** (location 7; N old male human adept 4) Priest of Aether, god of the dead, and chief bureaucrat in Hjalward, Ioder serves as Hjalward's steward.

**Olan Hammersfall** (location 7; LE middle-aged male human expert 4) Olan Hammersfall was a member of the Wolfsbane Hollow thieves' guild. He retired after sixteen years of service, only to find his fortune silver prospecting.

**Shom Falwell** (location 3; N male human warrior 4/rogue 1) Olan's oldest friend secretly works for the thieves' guild.

**Uther Longbarrow** (location 7; LN male human fighter 7) A major in the Wolfsbane Hollow army, Uther is Hjalward's captain of the guard under orders of Wolfsbane's burgomaster.

**Vivia Dilacretti** (location 8; NG middle-aged female human bard 5) Storyteller, merchant and fortune-teller, Vivia is the representative of the ethnic Valyn immigrants in Hjalward.

### NOTABLE LOCATIONS

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Most of Hjalward comprises mining lodges and tents. A few locations, however, are of interest to adventurers:

1. **Rurig's Mill:** Great heat emanates from this large stone and wood lodge. Its barn doors are frequently left wide open.
2. **Sorting Yard:** This open air slate-roofed shelter is surrounded by enormous stone furnaces and smelters.
3. **The Blackened Bucket:** This ramshackle two-storey wood lodge perches on the banks on the Wolfsbane River.
4. **Sundered Emporium:** This enormous ruin of crumbling stone walls sixty feet high in places surrounds a menagerie of tents, shacks and other shelters serving as Hjalward's marketplace.
5. **Shrine of Aether:** A stone etched with the holy symbol of Aether, god of the dead, crowns this pile of rubble.
6. **Bael's Expeditions:** Covered in mammoth bones, this is a large, squat wood lodge.
7. **The Augan:** Scaffolding surrounds the bottom of this 500 ft. tall tower. Its upper reaches are in various states of ruin.
8. **Caravan Grounds:** Horse-drawn carriages and caravans park here for mutual protection.
9. **Hammersfall Mine:** This mine is a labyrinth of hand-carved passages, some dangerously close to the surface.

### MARKETPLACE

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**Resources & Industry** Hunting, metalworking, lead, silver, iron

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

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

- **Potions & Oils** *cure light wounds* (50 gp)
- **Scrolls (Arcane)** *endure elements* (25 gp)
- **Scroll (Divine)** *create food and water* (375 gp)
- **Wondrous flask of curses** (*eversmoking bottle*) [cursed]



## VILLAGE LORE

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

**DC 10:** Hjarward gets its name from the enormous ruined wall that cuts through it and is a prosperous mining community.

**DC 15:** Other than silver, lead and iron the village is famous for the occasional cache of magical treasures wrested from frozen ruins discovered up and down the mountain.

**DC 20:** The upper levels of the augan tower have been sealed ever since a group of adventurers died exploring them.

## VILLAGERS

**Appearance** Covering a wide range of ethnicities, the people of Hjarward are a stubborn and resilient bunch with skin weathered by the cold and grime from working in the mine caking their clothes and hands.

**Dress** Most villagers dress heavily for the cold in fur and leather, though mine workers often go bare-chested due to the sweltering heat in the deeper tunnels.

**Nomenclature** *male* Soan, Bjern, Dali, Bomer; *female* Ael, Hrist, Lani, Wyss; *family* Coldharbor, Deepstrike, Karlslund, Moorhan.

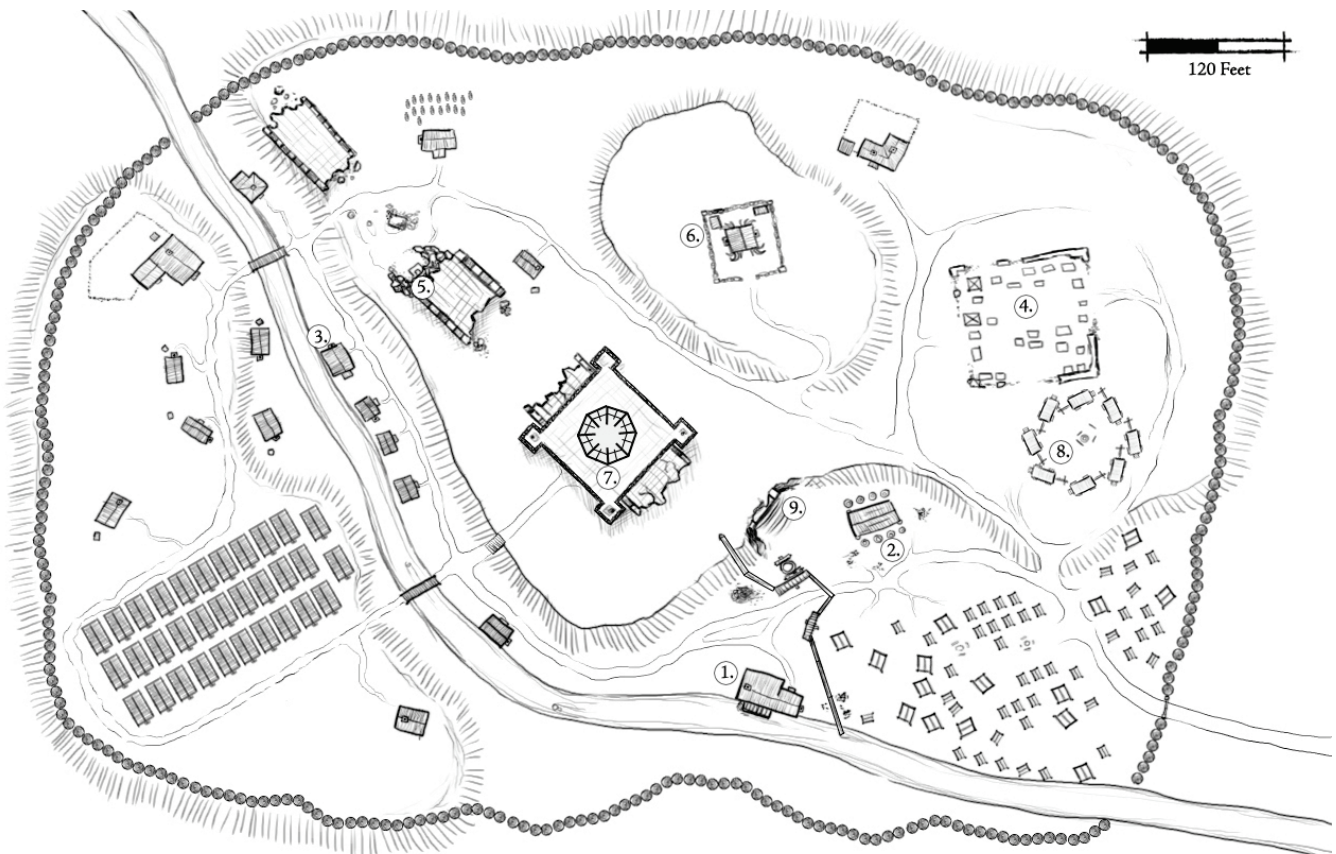
## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the village 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	Mayor Olan is hiding a significant discovery regarding the vanished frost giants in the upper reaches of the augan.
2*	Vivia Dilacretti cursed Alvar Rurig, causing him to chop off his own hand while working one day.
3	Miners are worried some of the older surface tunnels might cause a cave-in but Olan refuses to do anything about it.
4	One of Bael's employees claims to have spotted a winter wolf watching the village.
5	When the wind blows hard and cold at night, you can sometimes hear voices whispering in the tongue of the fallen giants.
6	The Sundered Emporium has an exquisite magic decanter recovered from nearby ruins.

\*False rumour





## MITH'VARAL AT A GLANCE

---

Four centuries ago, the first survey expedition from the dwarven kingdom of Thandrur finally reached the Endless Sea. Amid ancient ruins they discovered rich veins of mithral on the peninsula south of the fortress that would later become known as Sorrowhall. To secure the mithral they founded a village for the miners working in the nearby mines and named it Mith'Varal after the dwarven words for mithral and mine.

The Black Stream, an underground river, flows through Mith'Varal and makes the site perfect for a settlement. Mith'Varal prospered for nearly four centuries, with caravans leaving the village each week with arms, armour and raw ore; taking their goods back to the bigger forge towns of Thandrur.

Two decades ago the veins of mithral ran out. Over the next few years Mith'Varal went from being an important place, to a backwater village barely worth a mention in the annals of Thandrur. The thegn keeps his subjects mining in the hopes of regaining the glory of the past, but regardless no new mithral veins have been uncovered for twenty years.

### DEMOGRAPHICS

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**Ruler** **Thegn Thorak Arnirsson**

**Government** Overlord

**Population** 182 (180 dwarves, 2 cloaklers)

**Alignments** NG, N, NE

**Languages** Dwarven, Undercommon

**Corruption** +1; **Crime** -8; **Economy** -1; **Law** +4; **Lore** -1; **Society** -1

**Qualities** Insular, superstitious

**Danger** 0; **Disadvantages** None

### NOTABLE FOLK

---

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

**Astor Helmarson** (location 8; N male dwarf expert 3) The last dwarven engineer in Mith'Varal, he guides the official effort to rediscover the mithral veins in Varal Tarak. He works for the thegn, but secretly helps Lila.

**Bergda Yngradottir** (location 4; NG female dwarf expert 4) Bergda, with her husband Sweirik, runs the Mead and Meats.

**Captain Gunar Hammerblow** (location 2; NE male dwarf fighter 8) Gunar Hammerblow is the captain of the Faceless Guard. He is the only member of the guard to reveal his face, and his scarred visage is a common sight throughout Mith'Varal.

**Half-face Thorsson** (location 8; NE male dwarf barbarian 6) The overseer of the Varal Tarak mine, he is unquestionably loyal to the thegn and the Faceless Guard.

**Lila Steindottir** (location 6; NG female dwarf adept 6) Lila is the village's only divine healer, as the temple is abandoned; she practises from her home, but secretly dreams of opening the temple again. She also leads rogue miners in Varal Tarak.

**Nirls "Anvil" Gundersen** (location 3; N male dwarf expert 4) Nirls runs the only operational smithy in the village; he is also one

of the remaining few that knows the secret of forging mithral arms and armours.

**Thegn Thorak Arnirsson** (location 1; NE male dwarf aristocrat 4/fighter 7) The ruler of Mith'Varal lairs in his castle. He has not been seen publicly in over a decade, and has not given audiences for almost as long.

### NOTABLE LOCATIONS

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

1. **Mith'Varal Castle:** The castle sits on a pillar of rock protruding from a deep natural pit in the middle of the village. Only one bridge leads across the pit; it is riddled with traps and heavily guarded.
2. **Garrison:** This fortified building, once an inn, is now the headquarters of the Faceless Guard.
3. **Nirls' Mithralworks:** The only smithy in Mith'Varal, it is located amid several abandoned and ruined smithies.
4. **Mead and Meats:** This two-storey building is in good condition. The inn caters both for the locals and any travellers come to explore the ruins west of Mith'Varal.
5. **The Old Temple:** As mines played out, the villagers turned to their gods for help, but no divine aid was forthcoming. Today, the temple is in disrepair and empty.
6. **Lila's private home:** This small nondescript house is where Lila is when not in the temple.
7. **The Black Stream:** This river supplies Mith'Varal with fresh water and once powered the village's many smithies.
8. **Varal Tarak:** Literally Tarak's Mine, this is the only working mine near Mith'Varal and the village's last hope. The mine is a maze of shafts and caverns, where several groups dig in the hopes of finding mithral or any other kind of metal.
9. **Ancient Ruins:** These mysterious ruins lie to the west of Mith'Varal.

### MARKETPLACE

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**Resources & Industry** Hunting and mining

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

When the PCs arrive in Mith'Varal, the following items are for sale:

- **Potions & Oils** *jump* (50 gp) *mirror image* (300 gp)
- **Scrolls (Arcane)** *detect secret doors* (25 gp)
- **Scroll (Divine)** *remove fear* (25 gp), *bull's strength* (150 gp)

## MITH VARAL LORE

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

**DC 10:** Mith'Varal means "mithral mine" in Dwarven, and it is the name of the village which marks the dwarven kingdom of Thandrur's eastern border.

**DC 15:** Mith'Varal was founded atop rich mithral veins and prospered as a result. Twenty years ago the veins ran dry and Mith'Varal has been in a steady decline ever since.

**DC 25:** The current thegn of Mith'Varal, Thorak Arnirsson, has not been seen in almost two decades. Today the village is led by the Faceless Guard, masked dwarven men and women who bring edicts to the villagers from the thegn lurking in his castle.

## VILLAGERS

**Appearance** The villagers often wear worn clothes; miners appear covered with dirt and grime.

**Dress** The dress style of Mith'Varal favors grey shades. The miners break the grey monotony with vibrant colors such as yellow or red, to be seen in case of a cave ins.

**Nomenclature** *male* Gorak, Larog, Thomir; *female* Deera, Herdig, Yrsa; *family* Annildottir, Jernsson, Thunderspear.

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Mith'Varal and its surroundings. This takes 1d4 hours and requires a DC 10 check. A character 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	Astor Helmerson is the oldest dwarf in Mith'Varal. He knows everything there is to know about the village and everything that happens below Mith'Varal.
2*	The thegn is dead and Captain Hammerblow is the real ruler of Mith'Varal.
3	There is a secret route from the Black Stream to the hidden caverns beneath the ancient ruins.
4	There are some groups of miners digging in Varal Tarak, that even the Half-face does not know about.
5	Nirls' Mithralworks is the place to go for anything mithral related, if you can pay the price.
6	The Faceless Guards do not only count dwarves in their ranks.

\*False rumour



## PRAYER'S POINT AT A GLANCE

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The quaint village of Prayer's Point has always been blessed with prosperity, but in recent decades that prosperity has blossomed. Named for the favourite meditation spot of a legendary paladin of yore, Prayer's Point attracts travellers looking to find their fortunes in the lost ruins of a dwarven hold and pilgrims who believe the village's namesake, Prayer's Rock, is touched by divinity. Residents certainly believe the village is blessed, for the waters of Angel's Bay glows as pure as truegold each morning as the sun rises and children born in Prayer's Point often show traces of the divine: nowhere else in the known world has as high a concentration of locally-born aasimar children and these children are often born to families with no history of divine contact.

Still, even such a tranquil place as Prayer's Point isn't without its problems. Some villagers whisper lycanthropes in the nearby forest, Nirvana, are the only explanation for the sudden disappearance of the forest's animal life and the strange howls echoing through the woods at nights. Drunk beggars claim ghosts walk the city's graveyard and that strange, rotting carcasses float down Angel's Run towards the bay but such claims are often dismissed by most as the ramblings of superstitious oafs. In fact, resentment between Prayer's Point's growing mercantile and aristocratic elite and the poor grows by the day as more and more folk are evicted from their homes due to inflated property taxes designed to drive them from the village. And underneath this class warfare and superstition lies the horrible truth: terrible, unnatural things that crave nothing more than wanton death lurk within Mount Hoarfrost.

### DEMOGRAPHICS

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**Ruler** Neelah Strongblood

**Government** Autocracy

**Population** 180 (98 humans, 62 aasimar, 10 halflings, 4 dwarves, 2 elves, 2 half-elves, 2 kitsune)

**Alignments** LG, NG, N, LN

**Languages** Common, Celestial, Elven, Sylvan

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

**Qualities** Tourist attraction

**Danger** +0

### NOTABLE FOLK

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

**Creig Broadton** (location 8; LN male human cleric 2) Prayer's Point's only residential cleric, Creigh spends most of his time tending the village's graveyard.

**Delilah Silversheen** (location 4; NG female aasimar bard 2) Deliah's store, Silversheen Odds and Ends, is the only establishment in the village selling adventuring gear.

**Evorn Whisperleaf** (location 7; LG male elf paladin 4) Evorn dwells in Beggar's Haunt and protects and tends its denizens.

**Hans Trueblood** (location 3; LG male aasimar paladin 6) Prayer's Point's finest son, Hans has become a champion of his home.

**Kyomi Weifeng** (location 2; NG female kitsune rogue 3) The owner of Prayer's Point's treasured inn, Kyomi keeps to herself in fear of prosecution from the villagers.

**Neelah Strongblood** (location 3; N female aasimar aristocrat 3) Prayer's Point's mayor loathes her reliance on the coin of travellers and seeks to make the village self-sufficient.

**Rodrick Yarlson** (location 4; LG male dwarf expert 3) The blacksmith of Prayer's Point, Rodrick was exiled from his home in youth for a crime he didn't commit.

### NOTABLE LOCATIONS

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

1. **Prayer's Rock:** Sitting in the village square, this stone is the subject of many legends and is the village's namesake.
2. **The Lass & Lady:** Kyomi Breezeblessed's inn has a reputation among travellers for its quality and comfort.
3. **Village Hall:** Erected before Prayer's Rock, the town hall acts as the legal and economical heart of Prayer's Point.
4. **Silversheen Odds and Ends:** Prayer's Point's general store is stocked with exotic goods brought to the village by pilgrims.
5. **Angel's Bay:** Fed by Angel's Run, the shores of this bay glisten like truegold in the morning light.
6. **Rainbow Bridge:** Named for its iridescent dwarven panelling, this bridge glistens like its namesake in the morning sun.
7. **Beggar's Haunt:** Those too poor to own homes in Prayer's Point have taken to living under the Rainbow Bridge.
8. **Elder's Cradle:** Across Angel's Run from Prayer's Point lies Elder's Cradle, the final resting place of the village's dead.
9. **Nirvana:** Named after a legendary celestial realm, this nearby forest boasts a high concentration of celestial animals.
10. **Mount Hoarfrost:** Looming above Prayer's Point, Mount Hoarfrost is a majestic mountain with a dark secret.

### MARKETPLACE

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**Resources & Industry** Animal game (hunting and fishing), lumber, tourism

**Base Value** 600 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

When the PCs arrive in Prayer's Point, the following items are for sale:

- **Potions & Oils** *oil of align weapon* (good only), *cure moderate wounds* (2), *protection from evil*
- **Scrolls (Arcane)** *haste*
- **Scroll (Divine)** *magic circle against evil*



## VILLAGE LORE

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

**DC 10:** Prayer's Point is a small village at the mouth of Angel's Run. Mothers who spend most of their pregnancy there reportedly have an unusually high chance of birthing an aasimar.

**DC 20:** Prayer's Point is named for a legendary paladin who would meditate at Prayer's Rock each day while he prepared his holy magic before climbing Mount Hoarfrost to do his god's work. The villagers believe this is the source of the unusual powers of Angel Bay's waters.

**DC 30:** Aether Dawnbringer, the paladin of legend, fought against horrible monsters from the depths of the Abyss dwelling within the hollow heart of Mount Hoarfrost.

## VILLAGERS

**Appearance** The villager's are well dressed and practice excellent hygiene. Most model their appearances after aasimar, using makeup to hide blemishes and bleach to lighten their hair.

**Dress** The people of Prayer's Point favour bright, plain clothing reminiscent of clerical garb. Wealthy villagers trim their clothing with precious metals and jewels.

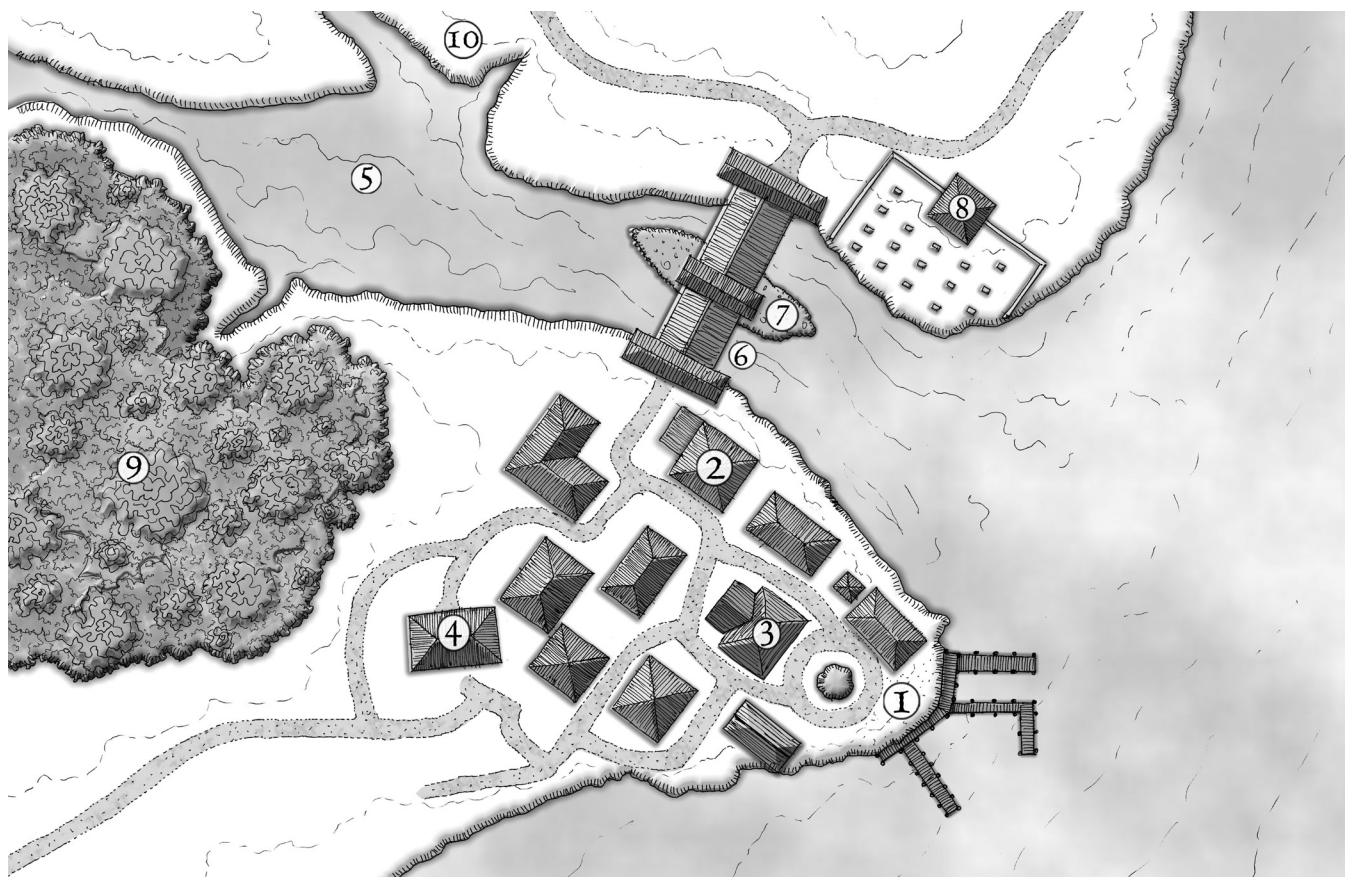
**Nomenclature** *male* Bar, Hans, Olaf, Sven; *female* Anna, Delilah, Hannah, Neelah; *family* Broadton, Silversheen, Strongblood.

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Prayer's Point 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 family of werefoxes dwells in Nirvana.
2	Humanoid body parts sometimes float down Angel's Run towards the bay.
3	Game has become scare in Nirvana, the nearby forest.
4*	The cleric of Elder's Rest has been seen digging up graves in the middle of the night to use in dark rituals.
5	Women who spend much of their pregnancy in Prayer's Point have an unusually high chance of birthing an aasimar children.
6	Mount Hoarfrost used to house a dwarven hold, but the hold and its residents mysterious vanished centuries ago.

\*False rumour





## RIVERBURG AT A GLANCE

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In the Darkclaw Forest, just below the point where three rivers meet and form the Greater Gurden River which flows lazily to the coast, stands the village of Riverburg. It rises from the muddy waters on sturdy poles, and stilts supporting the platforms on which the buildings stand. The Singing Bargeman Inn was the beginning, built 240 years ago, as a safe place to rest for the bargemen travelling up and down the rivers. Over the years, more platforms have been built and connected to each other, slowly transforming the lowly river inn into a village. The name Riverburg was first used as a sarcastic name for the village by the bargemen, referring to the mostly ramshackle look of most of the platforms, but the name stuck and the villagers liked the grandiose sounding name. Today Riverburg is known for the river guides making their living guiding barges through the treacherous waters of the three rivers upstream.

### DEMOGRAPHICS

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**Ruler** Mayor Tarden Neuporter

**Government** Autocracy

**Population** 178 (161 humans, 11 halflings, 4 half-elves, 2 half-orcs)

**Alignments** NG, N, NE

**Languages** Common, Halfling

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

**Qualities** Notorious, strategic location

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

### NOTABLE FOLK

---

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

**“Boss” Huggins** (location 2; NE male human rogue 5) Boss Huggins is the guildmaster of the Rivermen’s Guild. A big bald, sweaty man, he is rarely seen without his two bodyguards Trask and Grask (NE male half-orc fighter 3)

**Father Olgart** (location 6; NG male human cleric 5) An elderly cleric of the Goddess of Light. He is currently trying to raise funds to restore the local temple.

**Jarelia** (location 8; CG female human expert 2) Jarelia runs the Dusky Sylph, the local brothel.

**Old Pew** (location 7; N male human fighter 7) Old Pew is the local drunkard; he is usually trading tall tales for drinks at the Singing Bargeman.

**Shallya Radover** (location 5; CG female human expert 3) A slim, silent woman. She is in charge of the market platform and settles the many minor disputes between vendors.

**Syll Jollybottom** (location 1; CN male halfling bard 2) The eldest Jollybottom brother entertains the guests at the Singing Bargeman, and enjoys trading tales with travellers.

**Tarden Neuporter** (location 3; LN male expert 2) Tarden is a small man with rat-like features; he has been the mayor for the last eight years.

**Vill Jollybottom** (location 1; LN male halfling expert 2) Syll’s younger brother. He is tall for a halfling, and works as a bartender and cook at the Singing Bargeman.

### NOTABLE LOCATIONS

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

1. **The Singing Bargeman Inn:** One of the few two-storey buildings in Riverburg, the Singing Bargeman is also the only inn. It caters mostly to bargemen travelling up and down the river. The whole Jollybottom family lives in the adjoining building (and work in the inn).
2. **Rivermen’s Guildhall:** A big one-storey building, intricate woodcarvings of bargemen and other river scenes decorate its walls.
3. **Tarden Neuporter’s Home and Office:** A small, unimposing house serves as the mayor’s home and offices; here he oversees Riverburg’s daily affairs.
4. **“Boss” Huggins Home:** This plain-looking house, provides no clues as to who lives within.
5. **The Market Platform:** This large platform is where the villagers buy, sell or barter their goods.
6. **The Hall of Light:** The former temple of the river god, now serves as the temple of the growing congregation of Father Olgart.
7. **Old Pew’s Home:** This ramshackle rickety house precariously balances on only three stilts.
8. **The Dusky Sylph:** A large two-storey building, only the dark blue silk draperies adorning the walls hint at what lies within.
9. **The Gate Platform:** A drawbridge connects Riverburg to the riverbank; it is also where the constabulary have their office.
10. **The Moaning Caves:** The caves located a few miles into the Darkclaw Forest occasionally emits long drawn moans. Legends tell the caves connect to the Ebon Realm.

### MARKETPLACE

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**Resources & Industry** Fishing, hunting, river guides

**Base Value** 700 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 3rd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

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

- **Armour** +1 studded leather (1,175 gp)
- **Potions & Oils** cure light wounds (50 gp)
- **Scrolls (Arcane)** water breathing (375 gp)
- **Scroll (Divine)** delay poison (150 gp), water walk (375 gp)
- **Weapons** +1 flail (2,308 gp)

## VILLAGE LORE

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

**DC 10:** Riverburg is built on the Greater Gurden River, originally as a place to provide rest and safety to the rivermen.

**DC 15:** Today very few barges make the trip up river without a guide from the Rivermen's Guild.

**DC 20:** The biggest danger to the barges and their crew on the river is the Darkclaw River Pirates.

## VILLAGERS

**Appearance** Most of the villagers seem to have a smear of dirt on their clothes at all times, the Rivermen's Guild members are an exception to this as are the workers at the Dusky Sylph.

**Dress** The villagers dress in practical well-worn clothes related to their jobs. Hunters wear browns and greens while fishermen favour brighter colours such as yellow or red. The members of the Rivermen's guild are easily recognizable in their light blue shirts and white trousers.

### Nomenclature *male*

Djens, Holger, Svert,

Tallion, Walen; *female*

Hilda, Ursula, Wika;

*family* Baumer,

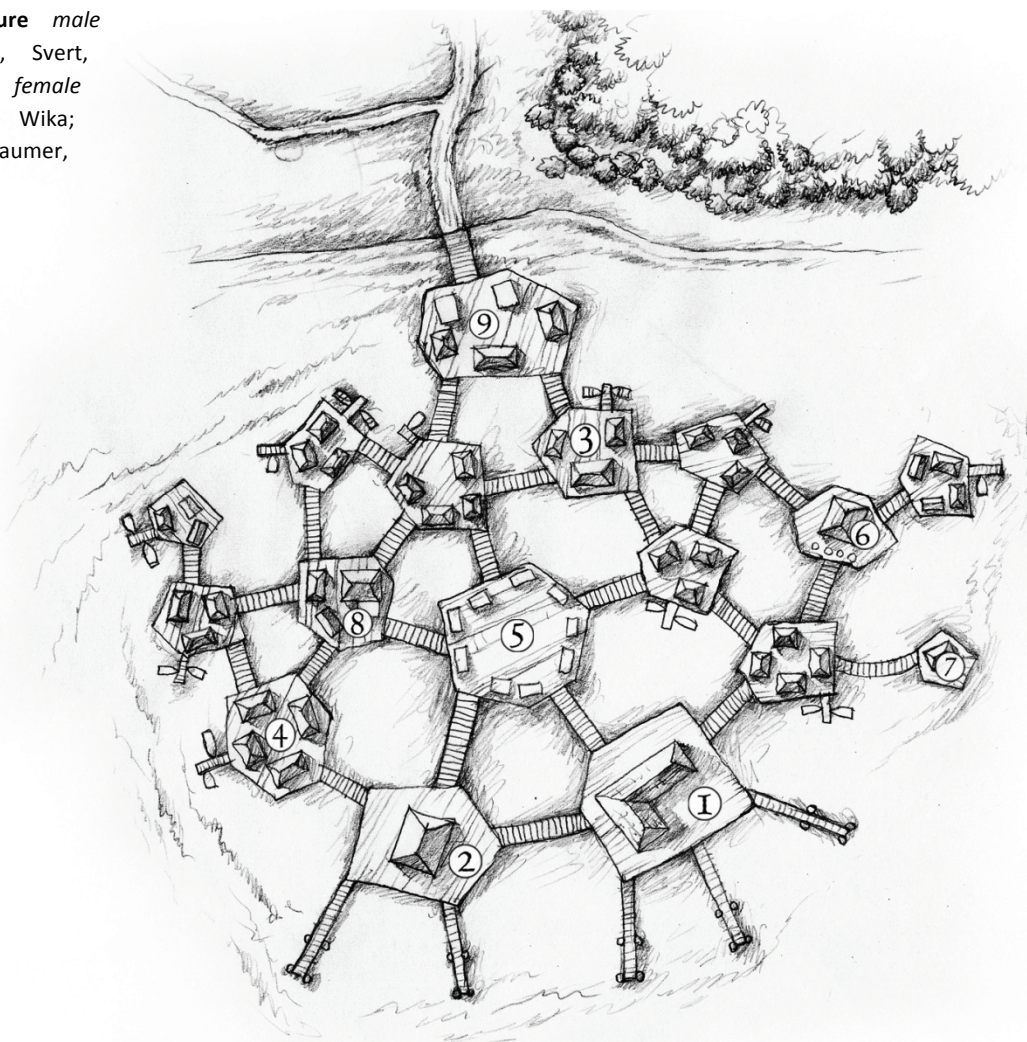
Dellier, Hanster

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the village and its surroundings. This takes 1d4 hours and requires a DC 10 check. A character 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	There is treasure in the Moaning Caves; treasure and death.
2	Father Olgart has been seen visiting the Dusky Sylph, but no one knows why.
3	You can get anything on the market platform if you know who to ask.
4*	Jarelia consorts with demons I say, lust demons to be sure...but demons nonetheless.
5	On foggy nights, Boss Huggins has been seen rowing up river with one of his bodyguards.
6	There is more to Old Pew than meets the eye.

\*False rumour



## SEVERED UMBRA AT A GLANCE

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Swallowed by a massive sinkhole and cut off from both the surface and underworld decades ago, Severed Umbra represents a seemingly impossible story of survival. Now exposed to the surface, the village serves as a way station for explorers intending to delve further into the underworld.

Severed Umbra comprises the remnants of the slums underneath the city of Fairhaven and a dark folk enclave that surrounded a subterranean lake. When the slums fell into the lake many residents as well as the surprised dark folk died. In the disaster's aftermath, the survivors realized they must work together to survive. Thus languished the survivors and their descendants until a group of adventurers tunneled down into Severed Umbra, suddenly granting the population access to the wider world. Today, the odd mix of the inhabitants' spirit of cooperation still holds, to the bewilderment of visitors.

Now led by the aging human aristocrat Jenndra and the conniving dark stalker Morden, the folk of Severed Umbra harvest fungi and domesticate the lizards they found in their subterranean home. They had the foresight to mine gems and silver, otherwise worthless to their survival, but now essential to the village's prosperity. Phosphorescent moulds illuminate the village's caverns, and the non-dark folk inhabitants have similarly glowing irises.

The people of Severed Umbra treat visitors with respect, and seem blissfully unconcerned with events on the surface. They also meet questions regarding the strange mix of races with blank stares.

### DEMOGRAPHICS

**Ruler** Jenndra (CG female old human aristocrat 3) and Morden (CN male dark stalker warrior 5)

**Government** Autocracy

**Population** 121 (43 humans, 27 half-orcs, 18 half-elves, 17 dark creepers, 14 halflings, 2 dark stalkers)

**Alignments** CG, N, CN, CE

**Languages** Common, Dark Folk, Halfling, Orc, Undercommon

**Corruption** +1; **Crime** +0; **Economy** +1; **Law** +1; **Lore** +1; **Society** +1

**Qualities** Insular, prosperous

**Danger** +5; **Disadvantages** None

### NOTABLE FOLK

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

**Cerise Indra** (location 4; CE female halfling wizard [evoker] 9) A wild-haired halfling, this evoker incinerates the dead.

**Flick** (location 6 and 8; CG female dark creeper expert 2/cleric 7) The strange rag-tailor Flick worships a benevolent deity, and ministers to the people of Severed Umbra.

**Gurga** (location 2; N female half-orc druid 6) Gurga oversees the subterranean lizard farm and acts as adjunct healer.

**Jenndra** (location 10; CG female human aristocrat 3) The shrewd yet fair Jenndra is Severed Umbra's elected co-leader.

**Kraark** (location 5; CN male half-orc expert 3/barbarian 3) Kraark is married to Gurga and is Severed Umbra's smith.

**Mad Bren** (location 3 and 7; CE male halfling expert 3) Mad Bren, who has wild hair and hyperkinetic energy, raises mushrooms to feed the lizards and the villagers.

**Morden** (location 10; CN male dark stalker warrior 5) Morden is the well-spoken, raspy voiced co-leader of Severed Umbra.

**Vishell** (location 1; CG male half-elf commoner 3) Vishell plies Umbra Lake's waters to spear fish to feed his fellows.

### NOTABLE LOCATIONS

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

1. **Umbra Lake:** Severed Umbra surrounds a subterranean lake, which provides fish and mostly fresh water for the residents.
2. **Gurga's Corral:** Giant lizards raised for meat roam this area.
3. **Shadow Arms:** A hastily-built wooden structure acts as a tavern and inn for surface visitors.
4. **The Foundry:** Cerise Indra applies her mastery of fire to help at Kraark's Smithy and to dispose of the dead.
5. **Kraark's Smithy:** Kraark fashions tools, weapons and armour – business has increased as more explorers visit the village.
6. **Ragwoman's Outfitters:** When not at her shrine, Flick oversees this clothing shop, which employs halflings and dark creepers.
7. **Mad Bren's Gardens:** Edible mushrooms fill the gardens.
8. **Dark Shrine:** Despite its sinister name, this location serves as a quiet, safe place of healing.
9. **The Vault:** This building stores valuable ore and semi-precious gems harvested from the surrounding mines.
10. **Village Hall:** Jenndra and Morden spend most of their time here, overseeing the day-to-day running of the village.

### MARKETPLACE

**Resources & Industry** Exotic food, shelter, trade

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

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

- **Potions & Oils** cure light wounds (50 gp), lesser restoration (300 gp), protection from law (50 gp)
- **Scroll (Divine)** continual flame (375 gp), hold person (150 gp)
- **Weapon** sleep arrow (132 gp)
- **Wondrous Item** necklace of fireballs type I (1,650 gp)



## VILLAGE LORE

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

**DC 10:** Fairhaven's slums were lost when a sinkhole swallowed them decades ago.

**DC 15:** Severed Umbra recently restored contact with the surface when adventurers discovered the village.

**DC 20:** The village houses a mix of humanoid descendants from Fairhaven's slums and dark folk, who have curiously worked together for their mutual survival.

**DC 25:** Severed Umbra rests alongside a vein of silver and near a cache of precious gems; rumours say the village sits on an untapped vein of more exotic ores.

## VILLAGERS

**Appearance** The villagers vary widely in hair and skin colour, but the non-dark folk feature iridescent eyes of blue, green or violet.

**Dress** The villagers have adopted the dark folk style of raggedy dress, but non-dark folk do not wear nearly as many layers.

**Nomenclature** *male* Bren, Kraark, Morden, Vishell; *female* Cerise, Flick, Gurga, Jenndra, Valeen; *family* none.

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the village 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	Umbra Lake hides the remains of a gigantic serpent and its treasure. They are said to lie at least 100 ft. below the surface.
2	Vishell and his sibling are the only original survivors of the cataclysm spawning Severed Umbra; neither talks about their experiences.
3	While exceptionally strange that a dark creeper became a divine caster, Flick claims her deity spoke directly to her and told her of the necessity for a village healer.
4	Gurga spotted a xorn that emerged from the ground and took one of her lizards.
5*	Cerise has become increasingly agitated by the arrival of so many visitors and plans to destroy the village.
6*	Jenndra and Morden are lovers, and plan to extend their rule to encompass Fairhaven.

\*False rumour





## STARSPUN HOLLOW AT A GLANCE

---

When human conquerors expanded into halfling lands, several families fled the invaders and built a camp on the edge of a wooded fen. The refugees eked out a meagre existence fishing and foraging while trying to fend off the vermin plaguing their new home. The halflings' luck turned around, however, when the druid Mayli Nightwillow happened upon a unique discovery. Mayli studied a local arachnid, known as a starweaver spider, which attracted prey by reflecting moonlight off its mirror-like webs, and soon learned how to harvest and process the spiders' silk. This "star silk" could be woven into fabrics that shimmered and sparkled even in dim light. Furthermore, star silk showed an affinity for colours derived from the surrounding wildlife, which led to the development of several vibrant dyes.

It wasn't long before star silk became popular among foreign aristocrats, and the halflings found themselves in possession of a valuable commodity. Starweaver spiders were quickly integrated into the village's culture, used to protect crops from pests, decorate buildings and even serve as pets. The burgeoning community took the name Starspun Hollow in honour of the spiders that brought about its fortune. Before long human traders started building houses nearby, which contributed to the village's prosperity but concerned the halfling refugees, who still remembered being driven from their homes. The result is a patchwork of differently sized buildings floating on the fens, alive with riotous colour day and night.

Though seemingly peaceful, Starspun Hollow is rife with whispers of conflict. Milni Nightwillow, Mayli's daughter and the village reeve, insists on sustainable but low-yield production of star silk and dyes, much to the chagrin of Markku Olent, owner of the community's primary dye works. Their increasingly heated arguments stir up old racial animosity among the citizens, leaving everyone on edge. To make matters worse, the village's most popular dye is derived from a dragonfly considered sacred by a large tribe of boggards, who grow more outraged every day by the audacity of the "bite-sized" spider catchers.

### DEMOGRAPHICS

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**Ruler** Milni Nightwillow

**Government** Magical

**Population** 188 (79 humans, 78 halflings, 19 gnomes, 7 elves, 3 half-elves, 2 half-orcs)

**Alignments** NG

**Languages** Common, Halfling

**Corruption** -3; **Crime** -1; **Economy** +0; **Law** -1; **Lore** +3; **Society** -3

**Qualities** Prosperous, rumourmongering citizens

**Danger** 0; **Disadvantages** None

### NOTABLE FOLK

---

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

**Aiwin Elestien** (location 6; CG male elf bard 3/expert 2) Aiwin is patriarch of an elven family of tailors and musicians known for their borderline-debaucherous revelries.

**Bekka Murray** (location 2; NG female halfling druid 2) Milni Nightwillow's protégé is eager to please everyone.

**Berno Dewberry** (location 3; N male halfling expert 2) The Dream Weaver's owner is anxious and constantly apologizes.

**Kyler Sylbane** (location 7; N male human ranger 5) A fen explorer, Kyler worries about the rising boggard aggression.

**Markku Olent** (location 5; LN male human aristocrat 2) Owner of the village's largest dye works, he believes he can expand production by using the fens to replace lost resources.

**Milni Nightwillow** (location 4; NG female halfling druid 7) Starspun Hollow's reeve wearies of politics, but steadfastly defends maintaining renewable silk and dye production.

**Ricola Aulburn** (location 8; CN female halfling rogue 4) The owner of the general store leads the anti-human radicals.

**Willina Capleaf** (location 1; NG female halfling expert 3) Willina is overseer of the village's crops and star silk cultivation.

### NOTABLE LOCATIONS

---

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

1. **Berry Fields Main Office:** Agricultural centre and home of the starweaver spiders.
2. **Commons:** This dry hillock serves as the village centre, festival grounds and open-air market.
3. **Dream Weaver Inn:** The local inn and tavern.
4. **Nightwillow Manor:** Milni's home and the de facto town hall.
5. **Olent Dye Works:** Starspun Hollow's largest producer of dyes.
6. **Silks & Songs:** Home and workplace of the Elestien elves.
7. **Sylbane's Sojourns:** A fishing, hunting and ranging lodge.
8. **Wanderer's Wares:** General store and meeting place for anti-human mavericks.

### MARKETPLACE

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**Resources & Industry** Dyes, farming, fishing and silks

**Base Value** 650 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 4th; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

The following items are for sale:

- **Ring improved swimming** (10,000 gp)
- **Scrolls (Divine) control water** (700 gp), **wood shape** (150 gp)
- **Wand spider climb** (34 chgs., 3,060 gp)
- **Wondrous Item gloves of arrow snaring** (4,000 gp)

## VILLAGE LORE

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

**DC 10:** Starspun Hollow is known as the sole producer of a fabric called star silk, as well as numerous clothing dyes.

**DC 15:** The villagers derive several dyes from the surrounding wildlife, and are always looking for people to brave the fens in search of raw materials.

**DC 20:** The village was built by halflings fleeing human invaders. Even though many humans now live there, the small folk don't fully trust them and racial tensions run deep.

## VILLAGERS

**Appearance** Villagers tend toward fair skin and brown hair, usually bound in braids or buns that fit beneath their shawls.

**Dress** Villagers wear layers of nets, shawls and veils to keep pests off their skin. Clothing is usually made of star silk dyed magnificent colours. Leather does not take local dyes well, so it is only worn by labourers and seen as improper for social events.

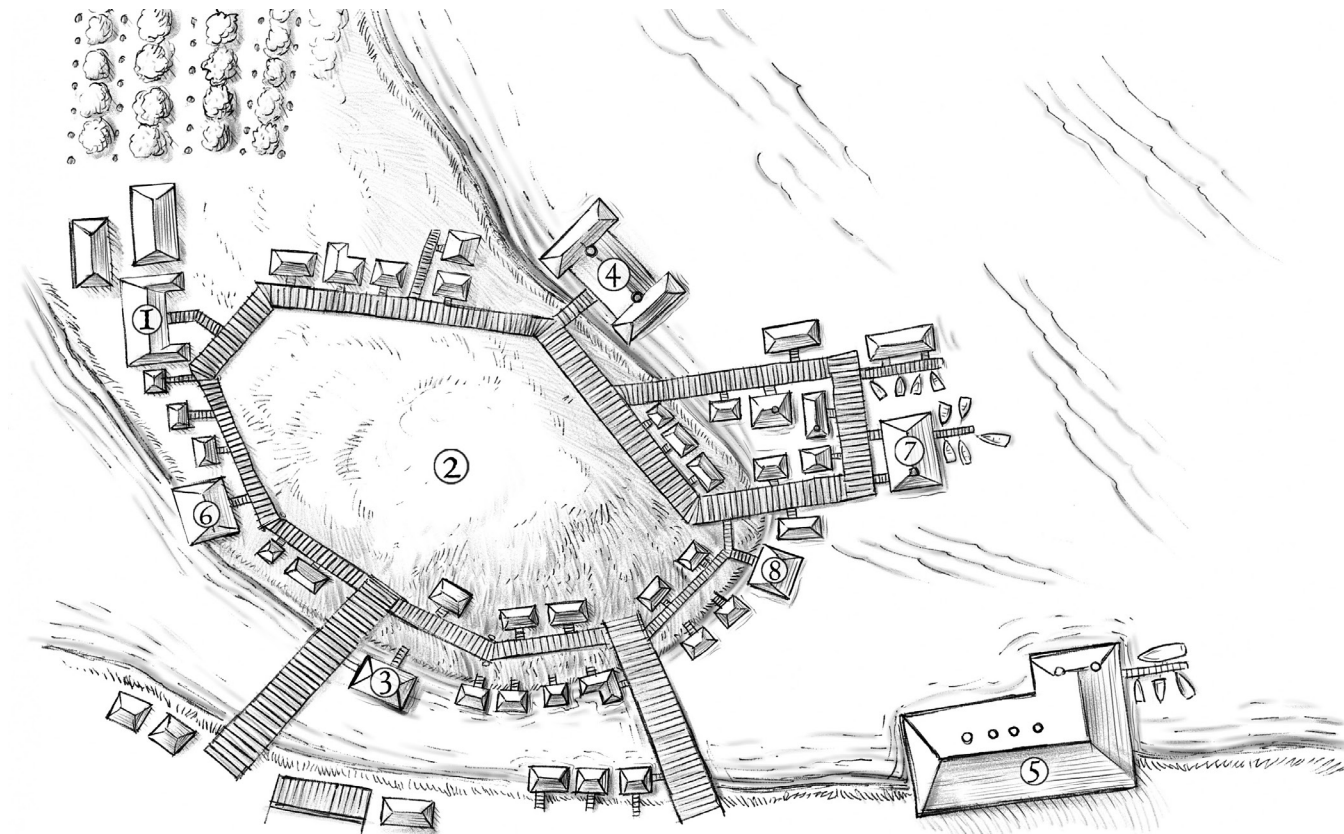
**Nomenclature** *male:* Collyn, Daven, Olivir, Timmett, Rolth; *female:* Brenna, Fayli, Liria, Misty, Penni; *family:* Bryony, Hoplee, Kermen, Olmadder, Safflin.

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the village 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*	Human merchants are trying to smuggle out some starweaver spiders and undercut prices abroad.
2	Ricola Aulburn has been sabotaging the dye works to show Markku Olent and the other humans they're not welcome.
3	Fewer folks are returning from forays into the fens, and locals are hearing croaking sounds in the dead of night.
4	Markku is trying to undermine Milni's resolve by buttering up to her pupil, Bekka Murray.
5	Someone, or something, damaged the webs along the far end of the Berry Fields. Willina Capleaf is offering a bounty to find the culprit.
6*	The Elestien elves are actually evil fey trying to draw the whole village into lascivious vice.

\*False rumour



## STAR RUN FALLS AT A GLANCE

---

The shimmering waterfall known as the Star Run cascades 353 ft. into a large, deep pool about which the elven settlement of Star Run Falls rests in the shade of the surrounding forest. Star Run Falls' citizens live an almost idyllic life in homes magically formed within the trunks of the trees. Open to outsiders, traders regularly come upriver to trade with the elves for fish and furs or consult with the wizards at its small academy. Some visit just to marvel at the Star Run. Even fey visit the elves from time to time with a few of the mysterious creatures being familiar faces in the village. The elves, in turn, keep the surrounding area free of predators such as the goblins lurking nearby.

Recently, a small group of human villagers took refuge in the village after their homes were destroyed in a raid perpetuated by a rising force of goblins and hobgoblins. Though generally less insular than most elven communities, the elves struggle to accept the permanent presence of humans in the village.

However, a new fear grips the village, one that threatens its peaceful tranquillity. An entity only known as the Crimson Shadow King has arisen in the forest, gathering a band of goblinoids including hobgoblins and bugbears about his banner. Elven mothers fear the sudden chirping of crickets drowning out the birdsong in the predawn mornings for that is when it is said the Crimson Shadow King appears to steal newborn elven babies for some unknown, dire purpose. In truth, the Crimson Shadow King is seeking to raise his own army of dark elves to add to his twisted, labyrinthine realm deep within the forest.

### DEMOGRAPHICS

**Ruler** Guardian Ferleden Tayaos (CG male half-elf fighter 3/wizard [universalist] 3)

**Government** Council

**Population** 167 (127 elves, 20 half-elves, 15 humans, 5 gnomes)

**Alignments** CG, LG, NG, LN, N, CN

**Languages** Elven, Common, Sylvan

**Corruption** -1; **Crime** 0; **Economy** 0; **Law** -3; **Lore** -2; **Society** +4

**Qualities** Academy, tourist attraction

**Danger** 0; **Disadvantages** None

### NOTABLE FOLK

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

**Grimish Featherknocker** (location 1; CG male gnome expert 3) A personable gnome, Grimish runs the village inn, the Star Landing.

**Unya Ilyren** (location 5; CG female elf ranger 4) Star Run Falls' former guardian, Unya now runs a successful general store.

**Alera Solwyn** (location 6; CG female elf aristocrat 1) A princess in hiding, Alera fled to Star Run Falls with her guardian, Balas.

**Balas Solwyn** (location 6; NG male half-dragon unicorn) Alera's guardian, Balas disguises himself as her grandfather.

**Hol Stannish** (location 4; N male human commoner 2) One of the human refugees, Hol represents his people's interest in the village.

**Ferleden Tayaos** (location 2; (CG male half-elf fighter 3/wizard [universalist] 3)

Appointed guardian, Ferleden's duties include defence of the village.

**Dalaros Vynardis** (location 7; CN male elf aristocrat 3) A recent arrival, Dalaros takes great interest in local politics.

**Twyno/Twyna Veshara** (location 3; CG female/male elf wizard 7) The elven twins who share one body run the local academy.

**Ziz** (location 9; CN female pixie) A fun loving pixie, Ziz enjoys bathing in the waterfall's pool and playing tricks.

### NOTABLE LOCATIONS

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

1. **The Star Landing:** The village's one inn, it contains a slender tower offering a panoramic view of the Star Run.
2. **Council Hall:** The village council conducts their business in this elaborate hall formed from the intertwining of many trees.
3. **Star Falls Academy:** Young elves learn magic here under the tutelage of the elven twins, Twyno and Twyna Veshara.
4. **Bellshire:** The human refugees live in this small district.
5. **Unya's General Store:** This general store is a trade hub for merchants coming upriver.
6. **Solwyn House:** Alera and her guardian, Balas, live in this small house in an attempt to hide her true identity.
7. **Dalaros's House:** After losing favour at an elven court, Dalaros now lingers in this modest house, plotting his return to power.
8. **The Star Run:** Thousands of fireflies make this waterfall appear as a flowing river of stars, giving it its name.
9. **Star Run Grotto:** A grotto behind the waterfall serves as home to a tribe of sprites and a few other fey.

### MARKETPLACE

**Resources & Industry** Fishing, hunting, trade

**Base Value** 600 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 4th; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

When the PCs arrive in Star Run Falls, the following items are for sale:

- **Potions & Oils** *barkskin* (50 gp), *shield* (50 gp)
- **Scrolls (Arcane)** *confusion* (700 gp), *tiny hut* (350 gp)
- **Scrolls (Divine)** *summon monster I* (25 gp)



## VILLAGE LORE

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

**DC 10:** Star Run Falls is an elven village that takes its name from the spectacular waterfall around which it stands.

**DC 15:** Recently, a group of humans arrived in the village seeking sanctuary, which the elves granted.

**DC 20:** Rumours of fell creatures in the forest have many of the villagers worried, especially expecting elven mothers.

## VILLAGERS

**Appearance** Tall and slender with pointed ears and almond shaped eyes ranging from brown, grey to green, the villagers wear their dark hair long and unbraided.

**Dress** The villagers dress in long tunics of green, brown or dark blue. Many wear thigh high boots made from doe skin. They wear little jewellery, except slender pendants or brooches fashioned from gold or silver about a single gemstone.

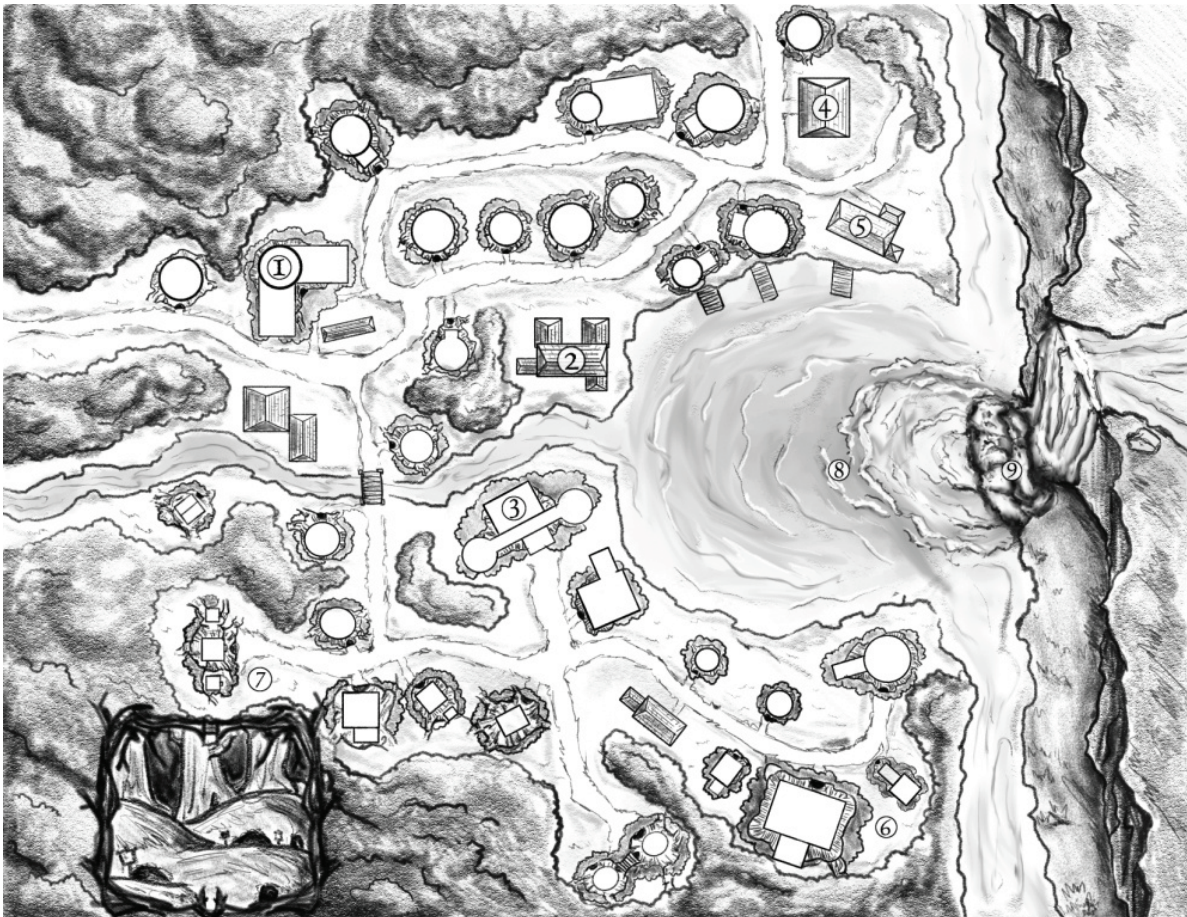
**Nomenclature** *male* Kiyden, Norlerden, Pythos, Tarloey; *female* Anwa, Cerles, Martya, Yevera; *family* Enderleas, Forylaen, Onmonoas, Sirlydeen

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the village 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	Dalaros Vynardis used to be a noble from a distant elven court but his brash ways got him exiled to the village.
2*	The human refugees plan on bringing in more of their kind to gain more power over village affairs.
3	Beware if you hear the incessant chirping of crickets in the predawn hours for the Crimson Shadow King is on the hunt.
4	Unya only stepped down as guardian because she was the one who supported allowing the humans to live in the village.
5*	The grotto behind the waterfall contains a pool leading to another world.
6	Ferleden has been especially grim of late, because of the increase of goblins in the forest.

\*False rumour



## SUMMERFORD AT A GLANCE

---

Nearly 50 years ago, Janos and Laelia Orctooth established a homestead along the Mauro River. That homestead proved to be an ideal place for passing barges travelling down river to stop to take on provisions and to dabble in trade.

As luck would have it, a few miles away, an iron mine (named Iron Hill for the vast deposits of iron deposited relatively close to the surface) was established months later. In response to this fortuitous development, the family set up a trading post around which sprang up a prosperous village. While Iron Hill is now the village's primary source of revenue, it is also its chief cause of conflict. Kobolds repeatedly attack the mine, killing many of the miners toiling therein. The families of the slain miners are eager to see the mine close, but the traders who profit from the iron brought forth from its deep tunnel are unwilling to acquiesce to their demands.

Fabius Orctooth, Janos' grandson, now serves as Summerford's mayor. His small cadre of guards help keep the uneasy and tense peace between the traders and the villagers, but are powerless to deal with the kobolds plaguing the mines.

### DEMOGRAPHICS

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**Ruler** Lord Fabius Orctooth (LN male human aristocrat 3)

**Government** Overlord

**Population** 191 (171 humans, 7 half-elves, 6 elves, 3 dwarves, 1 gnome, 1 half-orc, 1 halfling)

**Alignments** LN, NG, CN

**Languages** Common

**Corruption** +1; **Crime** -3; **Economy** +1; **Law** +2; **Lore** +0; **Society** -3

**Qualities** Prosperous, strategic location

**Danger** 0; **Disadvantages** None

### NOTABLE FOLK

---

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

**Andrus** (location 5; N male human commoner 2) A survivor of a recent attack at the iron mine, Andrus can be found deep in his cups at the Rusty Rapier.

**Aurelia Tuburo** (location 4; NG female human commoner 1) Aurelia is the distressed wife of a deceased miner.

**Brenton Ivyhurst** (location 5; CG male human expert 2) The owner of the Rusty Rapier Brenton also secretly sells magic items on the black market.

**Ezra Olfoot** (location 9; NG female human wizard 3) A recent arrival in Summerford, Ezra lives on the outskirts of the village. Rumours of necromancy swirl about her.

**Faerevar Erklen** (location 6; LG gnome male inquisitor 5) Faerevar runs the foundry, but is secretly looking for enemies of his faith.

**Lord Fabius Orctooth** (location 1; LN male human aristocrat 3) The grandson of Janos Orctooth, the reclusive Lord Fabius is Summerford's mayor.

**Ormen** (location 8; N male venerable human druid 8) The Arch-druid of The Green Shrine is Summerford's oldest human resident.

**Sir Titus Lytera** (location 1; LN male human fighter 4) Captain of the watch and Orctooth's right-hand man.

**Timaulth** (location 3; CN male half-elf bard 4) Timaulth is the smooth-talking leader of the local merchants' guild.

### NOTABLE LOCATIONS

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

1. **Orctooth Manor:** The Orctooth's much expanded original homestead also houses the village guard.
2. **The Docks:** The real reason Summerford is as prosperous as it is lies in the deepwater shore on the east side of the Mauro which enables trade ships to dock.
3. **Summerford Trading Post:** Run by a guild of merchants, the trading post is the heart of Summerford's economy.
4. **Tuburo Residence:** Aurelia Tuburo's husband was recently killed in a kobold attack on Iron Hill. She is not-so-secretly campaigning for the cessation of all mining activities.
5. **The Rusty Rapier:** Brenton Ivyhurst runs the local tavern, which serves as the unofficial meeting place of the village.
6. **Foundry:** Run by Faerevar Erklen, the foundry turns iron ore from the mine into tradable ingots, which are then sent on into nearby cities.
7. **The Iron Bridge:** The only way across the river for 30 miles. Lord Orctooth charges non-residents a toll to cross the bridge.
8. **The Green Shrine:** Ormen established this druid-haven soon after the Orctooth family founded Summerford.
9. **Olfoot Homestead:** One of the latest arrivals to Summerford, this hedge wizard's home is just outside the village.

### MARKETPLACE

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**Resources & Industry** Mining, trading

**Base Value** 700 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd; **Minor Items** 2d6; **Medium Items** 1d4; **Major Items** –

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

- **Potions & Oils** *arcane mark* (25 gp), *cure light wounds\** (50 gp), *disguise self* (50 gp)
- **Scrolls (Arcane)** *obscuring mist* (25 gp), *protection from law\** (25 gp), *ray of exhaustion*
- **Scroll (Divine)** *locate object* (375 gp), *sound burst* (150 gp)
- **Wand** *protection from evil* (40 chgs.; 600 gp)
- **Wondrous Items** *elixir of tumbling\** (250 gp)

\* Item is on the black market from Brenton Ivyhurst (location 5).



## VILLAGE LORE

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

**DC 10:** Summerford is a prosperous village whose economy is based on a trading post and a nearby iron mine.

**DC 15:** A large tribe of kobolds lives relatively close to Summerford and often raid the iron mine.

**DC 20:** Summerford is known as a trading post, but a small, discrete black market also thrives in the village.

## VILLAGERS

**Appearance** Summerford villagers have pale skin and light coloured hair.

**Dress** The people tend toward warmer clothes of fur in the winter and lighter vestments during the summer.

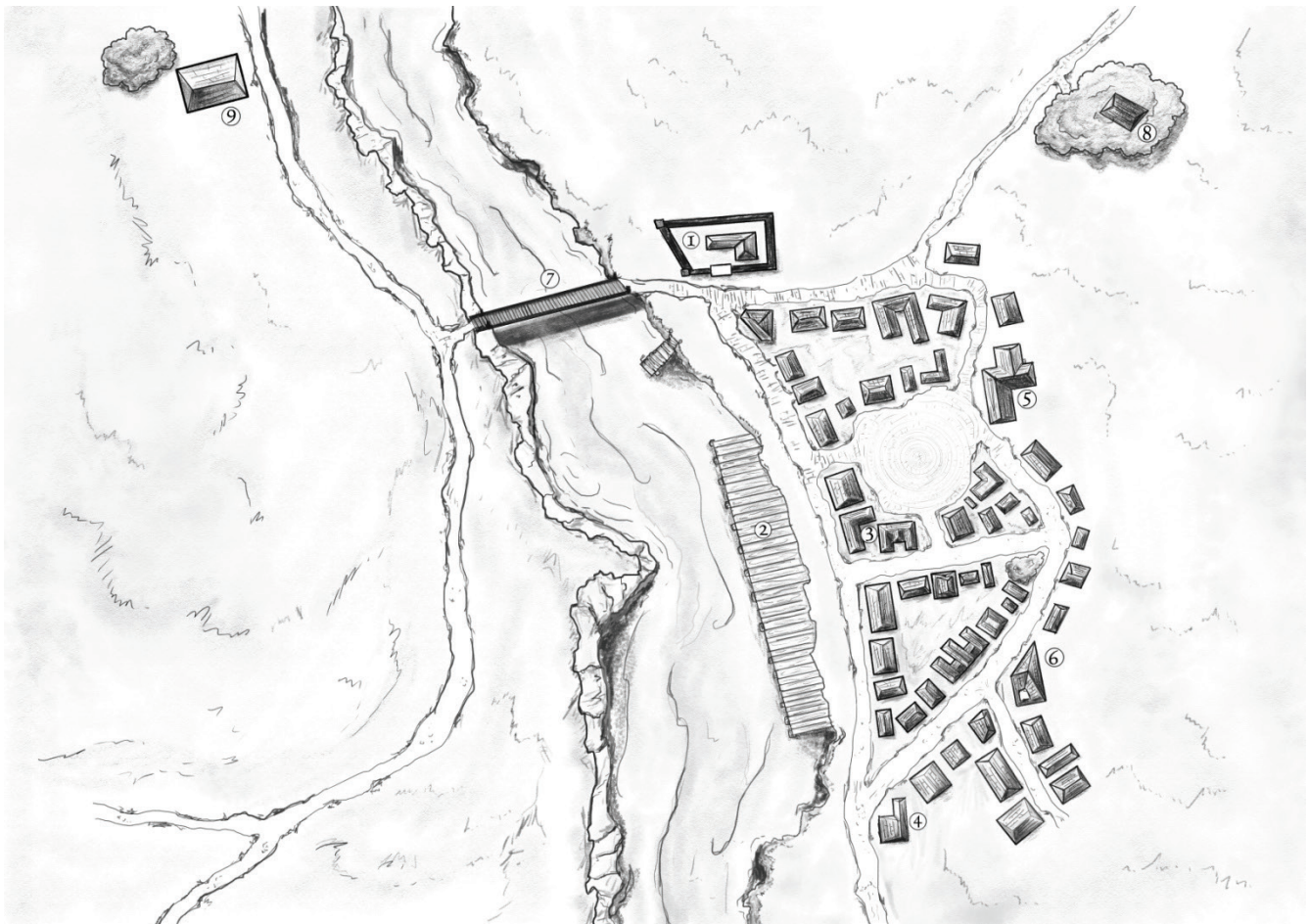
**Nomenclature** *male* Cassian, Felix, Marcus, Tiberius, Titus; *female* Aemilia, Drusa, Hilaria, Lucia, Sabina, Tatiana, Varinia; *family* Albinus, Cato, Galba, Nasica, Strabo, Varus.

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the village and its surrounds. This takes 1d4 hours and requires a DC 10 check. A character 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 nearby iron mine has been attacked by kobolds more than once, putting a major dent in production. The merchants are fed up with the kobolds.
2	Sometimes, the barge captains bring Brenton Ivyhurst rare magic items to sell on the black market.
3	Aurelia Tuburo lost her husband when the iron mine was attacked by kobolds. She's had enough of dead miners and is going to incite a riot.
4*	The reclusive Orctoath family has been consorting with devils in order to remain in power.
5*	Ezra Olfoot has been reanimating corpses; that's why she lives so close to the graveyard.
6	Faerevar Erklen, the smelter, has an elaborate, golden shrine dedicated to a gnomish god in his home. He tries to keep it hidden from visitors.

\*False rumour





## TRICKLETREK AT A GLANCE

---

Surrounded by human towns and villages, the gnomish settlement of Trickletrek has gone by many names throughout its history, as gnomes take particular joy in a good-spirited pun or a particularly clever name. Currently named for the service it provides to travellers, things have quickly gone from bad to worse for the resident of Trickletrek. Local legends claim the gnomes of Trickletrek have dwelled in the forest they call the Great Greens since before the region's human tribes united into the kingdoms that exist today. By far the most successful gnomish settlement in the area, the gnomes of Trickletrek were until recently constructing new neighbourhoods and a bridge of dwarven design.

All this changed when a mysterious asteroid crashed into the waters of the Swishswirl Cove. In the following months, a strange sickness spread across the glades to the north, poisoning its inhabitants and causing an unnatural blight in the gnomes dwelling in Trickletrek. The village is now in a state of emergency. The ghastly illness drains the gnomes of their vibrant colouration, leaving a sickly, otherworldly colour in its wake.

### DEMOGRAPHICS

---

**Ruler** Helga Hedgeman

**Government** Autocracy

**Population** 70 (43 gnomes, 24 humans, 8 halflings, 1 dwarf, 1 half-elf)

**Alignments** N

**Languages** Common, Gnome

**Corruption** +0; **Crime** +0; **Economy** -3 **Law** -4; **Lore** +1 **Society** -10

**Qualities** Rumormongering citizens, strategic location

**Danger** +20; **Disadvantages** Cursed, hunted

### NOTABLE FOLK

---

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

**Cezar Valeborn** (location 2; NG male half-elf bard [archaeologist] 5) A lover of forgotten lore and avid studier of paranormal events, Cezar has relocated to Trickletrek from a nearby city.

**Dapperfield Daisylocks** (location 10; NE male colour-blighted gnome bard [animal speaker] 4) Trickletrek's local orchardist, Dapperfield was ostracized when he showed signs of illness.

**Gabber Gygarian** (location 9; N male gnome bard 2) Eccentric storyteller and town greeter Gabber is named for his obsession with small talk and local happenings.

**Gladius Gnarlbeard** (location 6; CE colour-blighted bodak) A renowned dwarven architect, Gladius Gnarlbeard went missing several days after the asteroid crashed into Swishswirl Cove.

**Gunter Greatgreen** (location 8; NE male colour-blighted gnome druid [blight druid] 8) The caretaker of the Great Greens vanished not long after the asteroid struck Swishswirl Cove.

**Helga Hedgeman** (location 1; LN female human ranger [urban ranger] 5) The mayor of Trickletrek, Helga has held this position uncontested for 14 years because of gnomish disdain for the monotony of leadership.

**Kevinnen Jamear** (location 2; N male halfling rogue 3) Kevinnen is a Swirlside investor who purchased the local inn after its owner perished from colour degradation.

### NOTABLE LOCATIONS

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

1. **Trickletrek Town House:** This building is generally empty as the Trickletrek gnomes hold a strong disdain for politics.
2. **Jamear's Market:** Gnomes from all over the Great Greens come here to barter and trade tales and baubles.
3. **The Trickletrek:** The path from Trickletrek down to the shores of the Great Trickle is infamously perilous. Most gnomes make their living acting as guides up and down this path.
4. **Insaneta Crossit:** Designed to make the trek across the Great Trickle easier, this incomplete bridge was never finished because of its architect's disappearance.
5. **Swishswirl Cove:** Named for its gentle whirlpool, some gnomes correlate the asteroid that struck the cove to the happenings in Trickletrek.
6. **Swirlside Construction Site:** Intended for new homes to house Trickletrek's growing populace, construction on Swirlside stopped after its architect vanished.
7. **The Rotting Wood:** The northernmost groves of the Great Green reek of a sickness that drains away a person's colour.
8. **Gunter Greatgreen's Grove:** This beloved grove has become quarantined as the bleaching sickness spreads southbound from the Rotting Wood.
9. **Gabber the Greeter's Abode:** Located on the outskirts of Trickletrek, Gabber's cottage is a rest stop for visitors.
10. **The Bleached Ranch:** Located south of the main village, the gnomes of Trickletrek began avoiding the Dapperfield Ranch when the colour started to drain from its owner's complexion.

### MARKETPLACE

---

**Resources & Industry** Fruit, guide services, lumber, venison

**Base Value** 550 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** -

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

- **Potions & Oils** *barkskin, charm animal, cure moderate wounds, speak with animals*

## VILLAGE LORE

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

**DC 10:** Named for the great river that lies west of the village, the gnomes of Trickletrek primarily make their living guiding travellers down the jagged canyon surrounding the Great Trickle.

**DC 15:** Headed by Gladius Gnarlbeard, a second settlement appropriately sized for “big folk” was slated for constructed near Swishswirl Cove, but construction has ceased. Mayor Hedgeman seeks to eventually unite the two settlements into a single town.

**DC 20:** The nomenclature for the Great Greens and its surrounding regions was chosen by Gunter Greatgreen, a local druid selected to be the region’s warden by the local archdruid.

## VILLAGERS

**Appearance** The residents of Trickletrek prefer vibrant, natural colours in their garb such as vivid greens, pale pinks and blues and rich browns. Person hygiene is emphasized and knickknacks such as small charms are celebrated as symbols of individuality.

**Dress** The villagers prefer simple garments with cool, vibrant colours. Fancy embroideries and coat-of-arms are popular among the residents, although such garb seldom impedes its wearer’s ability to perform outdoor labour.

**Nomenclature** Nomenclature is fickle and mercurial.

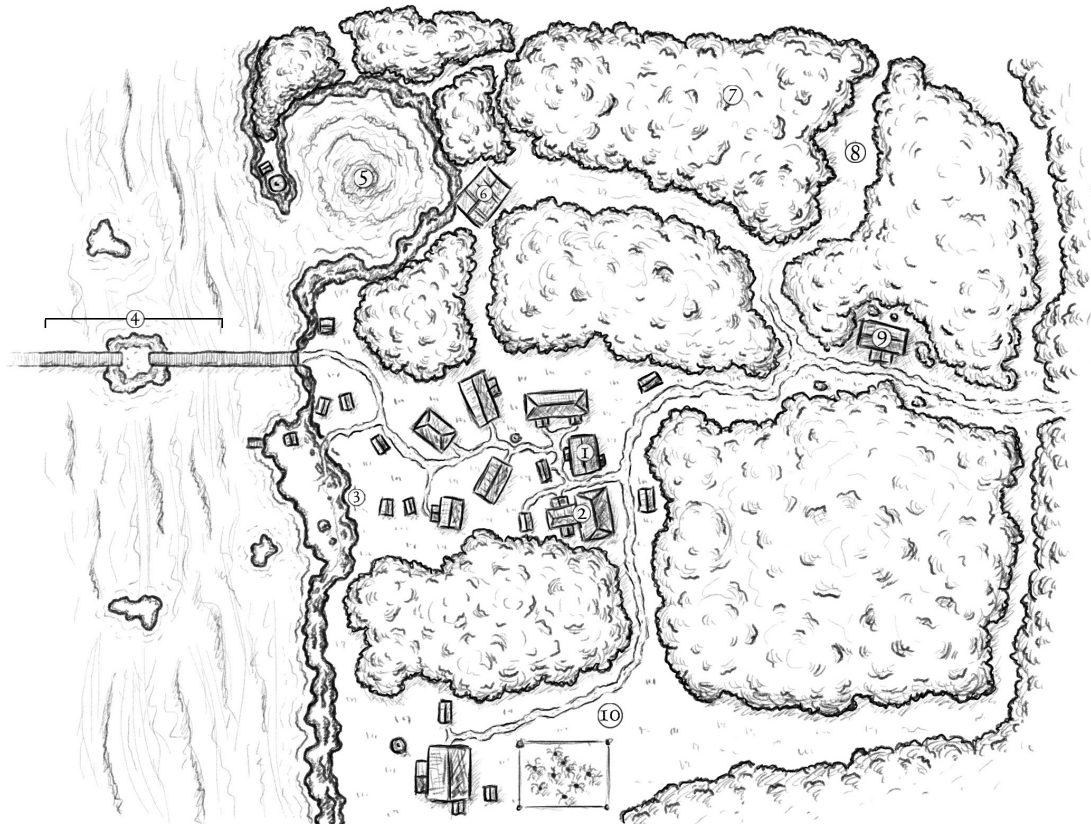
Gnomes are prone to altering their given and family names on personal whim, resulting in few naming trends and a town genealogy that is neigh impossible to fathom.

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the village and its surroundings. This takes 1d4 hours and requires a DC 10 check. A character 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*	Gunter Greatgreen is inflicting an otherworldly sickness upon the people of Trickletrek for encroaching too far upon the ancient forests of the Great Greens.
2	Cezar Valeborn has taken a fancy for Trickletrek’s mayor.
3*	Gladius Gnarlbeard met a gruesome death in the Great Greens and now haunts his incomplete bridge.
4*	The illness infecting Trickletrek is a direct result of the mayor’s ungnomely leadership practices.
5	Gabber the Greeter wards off illness by drinking a strange tonic he found while wandering in the woods.
6	The Swirlside asteroid impact might be related to the strange illness spreading throughout the Great Greens.

\*False rumour



## THE TWILIGHT DEMESNE AT A GLANCE

---

The Twilight Demesne is an umbral forest woven from a thread of the Plane of Shadow in the ancient past by a goddess of starlight and darkness. It exists within an infinitely narrow space between where the Plane of Shadow and the Material Plane overlap, neither coterminous to nor separate from either and can be reached from both. Nearly all the demiplane is a labyrinthine pine forest. Above rests a seemingly unending starry night's sky and eternally full moon called the Eye of the Keeper. A second, smaller moon hangs like an shadow against the sky in this in-between realm, nearly hidden against the darkness between the stars, containing a secret trove of knowledge long since forgotten.

### PORTAL

*The twisting dirt path disappears into a suffocating, smoke-like darkness from which no light escapes.*

The Twilight Demesne has no artificial means of entrance. Paths leading to the demiplane appear seemingly at random on either the Material Plane or the Plane of Shadow. The spells *shadow walk* and *plane shift* can access the demiplane, but only transports travellers into the midnight labyrinth.

The portal out of the demiplane exists within the Midnight Labyrinth (location 2) as one of its many serpentine pathways; its position is constantly shifting and can only be found by successfully navigating the labyrinth.

### PHYSICAL TRAITS

**Gravity** Normal; **Time** Timeless; **Shape and Size** Fluid, self-contained

### OTHER TRAITS

**Alignment** Mildly neutral-aligned; **Magic** Magically morphic, enhanced magic (light and darkness descriptor), impeded magic (divination)

### NOTABLE DENIZENS

**"The Keeper"** (location 1; NG female kitsune oracle [heavens] 13) Known as "the Keeper," this enigmatic kitsune protects the Starlight Shrine.

**Ilsil** (location 1; CG female lyrakien azata) Familiar to the Keeper and benefactor to good-aligned travelers.

**Hrourvex** (location 6; NE male mature adult umbral dragon) An ancient invader who seeks the Twilight Demesne's secrets.

**Pilum** (location 6; LE augur kyton) One of a pack of dreaded kyton that invaded the demesne, now allied with Hrourvex to wrest control of the plane from the Keeper.

**Salukh Am-Namaar** (location 4; LN male wayang bard [shadow puppeteer] 6) A storyteller from the Plane of Shadow living in hiding in the Twilight Demesne.

### NOTABLE LOCATIONS

1. **Starlight Shrine:** A temple-library maintained by the Keeper serving as a repository of knowledge and divinations.
2. **Midnight Labyrinth:** A seemingly endless forest of light-devouring trees that encompasses most of the plane.
3. **Dusk Blossom Grove:** A place of respite within the labyrinth that monsters avoid.
4. **Gloom Willow:** Burrows beneath this shadowy willow tree, are the lair of the reclusive wayang bard Salukh Am-Namaar.
5. **Wailing Wood:** A horrifying forest of kytons transmuted into trees after a failed invasion of the demiplane.
6. **Dragonglass Moon:** This bizarre moon of obsidian contains unfathomable clockwork devices forged by the demiplane's creator and is now home to the sinister dragon Hrourvex.

### LORE

A PC making a Knowledge (planes) check may know some information about Twilight Demesne. A successful check reveals all information revealed by a lesser check.

**DC 15:** The Twilight Demesne is forged from the essence of the Plane of Shadow, and inherited some of its fluidic form, making mapping the plane all but impossible.

**DC 20:** Divination magic is impeded across the demiplane except within the walls of the Starlight Shrine.

**DC 25:** The stars in the plane's sky are an ever-changing illusion that sometimes mirrors celestial alignments from other Material Plane worlds.





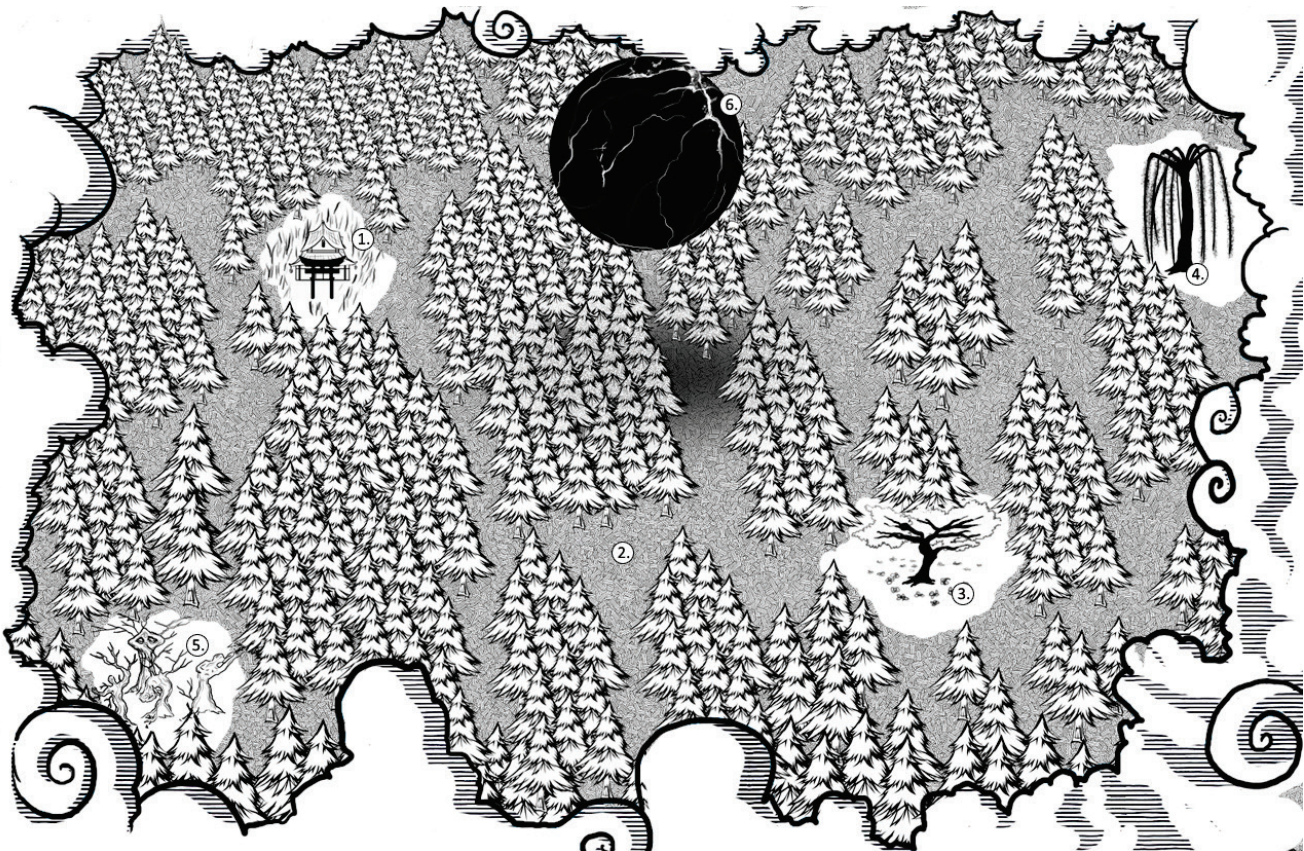
## DEMIPLANE DRESSING

Use the table below, to determine minor points of interest the party discover during their exploration of the Twilight Demesne.

### D20

1	An illusory swarm of darkly-hued butterflies swarm about the party. A DC 18 Will save reveals them to be an illusion. The swarm disappears after a few minutes.
2	A spontaneous manifestation of <i>deeper darkness</i> (CL 15) targets a random PC's main weapon.
3	The remains of a skeletal corpse clutching a compass and carrying an empty water skin lies in the bushes near the trail (DC 20 Perception spots).
4	Shards of obsidian litter the trail.
5	A spontaneous manifestation of <i>darkness</i> (CL 10) targets a random PC's primary weapon.
6	A low, indistinct whispering emanates from the forest. If the PCs investigate, the whispering moves away.
7	A bright patch of stars is visible through the forest canopy.
8	A shooting star streaks across the sky.
9	A large and unusually luminous dusk blossom (sheds light as a torch) grows near the path. If picked, it sheds light for an hour.

10	Temperature drops 20 degrees for 1 minute.
11	Temperature rises 20 degrees for 1 minute.
12	A random PC's shadow moves on its own; as the PCs watch it seems to try and strangle the shadow of his nearest companion.
13	An ancient, unlit stone lantern lies among a crowded tangle of weeds.
14	The stars briefly go out simultaneously, plunging the forest into darkness. At that moment, a faint breeze caresses the nearby trees.
15	An aurora ripples overhead for 1 hour, increasing the light level by one step.
16	A spontaneous manifestation of <i>light</i> (CL 10) targets a random PC's primary weapon.
17	The roots of a huge tree have split a nearby tall, hexagonal plinth.
18	A tree trunk carved with a useless directional arrow points in a random direction. The carving is crude and was obviously done in haste.
19	A spontaneous manifestation of <i>daylight</i> (CL 15) targets a random PC's primary weapon.
20	With a sickening crack, the branch of a nearby tree breaks free and falls onto the path, narrowly missing the party.



## VULCANBRIDGE AT A GLANCE

---

The volcanic plain upon which Vulcanbridge stands was uninhabited until 350 years ago. A group of dwarf and gnome adventurers wound up on the plain through a series of mishaps (or divine providence, depending on who tells the tale). A minor eruption spat unfinished emeralds up onto the plain, and one of the adventurers noted the lava contained traces of gold and silver. Realizing they had discovered a treasure trove beyond their wildest reckoning, the group vowed to settle the area.

The original settlers perished trying to tame the volcanic plain, but their associates and family carried on. Eventually, dwarf engineers devised several pylons and bridges between them that would allow the settlers to live safely above the plain while scooping up whatever material random eruptions provided. A gnome alchemist, Tervor Vulcan, further enhanced the pylons to protect against seismic events plaguing the settlement, which took its name from the alchemist.

Today, Vulcanbridge still reaps the benefits of the gems and minerals buried in deep caverns below the plain. However, the workers have shifted their focus to delving beneath the surface lava, which no longer has the ready treasure accounting for the village's initial success. Additionally, the village protects travellers who blunder across the dangerous land and provides a safe site for breath-taking vistas.

### DEMOGRAPHICS

---

**Ruler** Korron Greymantle

**Government** Autocracy

**Population** 185 (91 dwarves, 31 gnomes, 23 half-orcs, 15 halflings, 14 humans, 11 half-elves)

**Alignments** LG, LN, NG, CG

**Languages** Common, Draconic, Dwarven, Elven, Gnome

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

**Qualities** Insular, prosperous, strategic location

**Danger** +5; **Disadvantages** Volcanic activity

### NOTABLE FOLK

---

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

**Ander Hale** (location 3; LN male human fighter 1/aristocrat 2) Ander, a shrewd businessman who feels he can improve the village's prospects, seeks lordship when Korron steps down.

**Dwilla Copperpot** (location 9; CG female gnome expert 4) The danger-seeking gnome Dwilla possesses remarkable engineering insight.

**Korron Greymantle** (locations 4 and 10; LN male dwarf aristocrat 1/expert 3) Current lord of Vulcanbridge, Korron looks forward to returning to "real work" in two months.

**Manda Grimsdottir** (location 7; LG female dwarf expert 4) Vulcanbridge's most successful miner, Manda has an uncanny sense for the volcanic plain's irregular eruptions.

**Tagrissa** (locations 4 and 6; LN female half-orc warrior 4) Tagrissa has served as head of Vulcanbridge's guard all her adult life, protecting against external and internal threats.

**Verrix Gravelbeard** (location variable; LG male young gold dragon) Verrix has not broken from his dwarf persona since he arrived in Vulcanbridge 27 years ago.

**Yendari Indra** (location 1; NG female halfling rogue 3/expert 3) Yendari took refuge in Vulcanbridge eight years ago and has since taken ownership of the Crimson Light Inn.

### NOTABLE LOCATIONS

---

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

1. **Crimson Light Inn:** Situated at the base of Centre Pylon (Pylon One), this inn gets its name from the constant glow shed by lava resting on the surface.
2. **Sorrel's Sundries:** More for visitors to Vulcanbridge, the gnome Sorrel sells protective gear and rations from this store.
3. **Hale Imports and Exports:** From here, Ander Hale conducts his business deals that have proven lucrative for Vulcanbridge.
4. **The Hall:** This utilitarian building houses Vulcanbridge's government and serves as headquarters for the guard.
5. **Cooling Vault:** This refrigerated chamber provides a safe place in emergency situations and relief for those succumbing to the constant heat.
6. **Watchtower:** Situated atop Pylon Two, this location has the clearest view of the surrounding land.
7. **Manda's Pylon:** Pylon Three is named for Vulcanbridge's most successful delver.
8. **Rooster Geyser:** West of Pylon Four, superheated water blasts up 100 feet every morning at precisely the same time.
9. **The Skunkworks:** Located on the little used Pylon Four, and named more for the smell than the experimentation, Dwilla and her subordinates perfect mineral extraction techniques.
10. **Pylon Five:** A recent powerful earthquake cracked Pylon Five's foundations, forcing an evacuation of the crew there; several engineers work day and night to repair the pylon.

### MARKETPLACE

---

**Resources & Industry** Mining, shelter, sightseeing, trade

**Base Value** 1,000 gp; **Purchase Limit** 4,500 gp; **Spellcasting** 4th; **Minor Items** 2d6; **Medium Items** 1d6; **Major Items** –

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

- **Potions & Oils** *protection from energy* (fire, 375 gp)
- **Scrolls (Arcane)** *resist energy* (fire, CL 7th, 350 gp)
- **Scrolls (Divine)** *endure elements* (13 gp)
- **Wondrous Items** *elixir of swimming* (250 gp)



## VILLAGE LORE

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

**DC 10:** Founded centuries ago, Vulcanbridge built its fortune on gems and metal readily available in the lava flowing from beneath the surface. This was not a trivial matter, as those collecting the wealth endured hellish heat and poisonous gases.

**DC 15:** Vulcanbridge also serves as shelter for those desperate or crazy enough to cross the volcanic plain.

**DC 20:** The village no longer benefits from easily obtained wealth. Instead, the workers must delve beneath the plain's surface to gather its treasures.

## VILLAGERS

**Appearance** Natives of Vulcanbridge have black hair, dark eyes of various colours and reddish skin. Most residents have shorn heads, but dwarven residents still insist on wearing full beards.

**Dress** Most villagers wear loose-fitting and utilitarian clothing. Those who deal with outsiders dress more fancily and wear jewels and gems harvested from beneath the village.

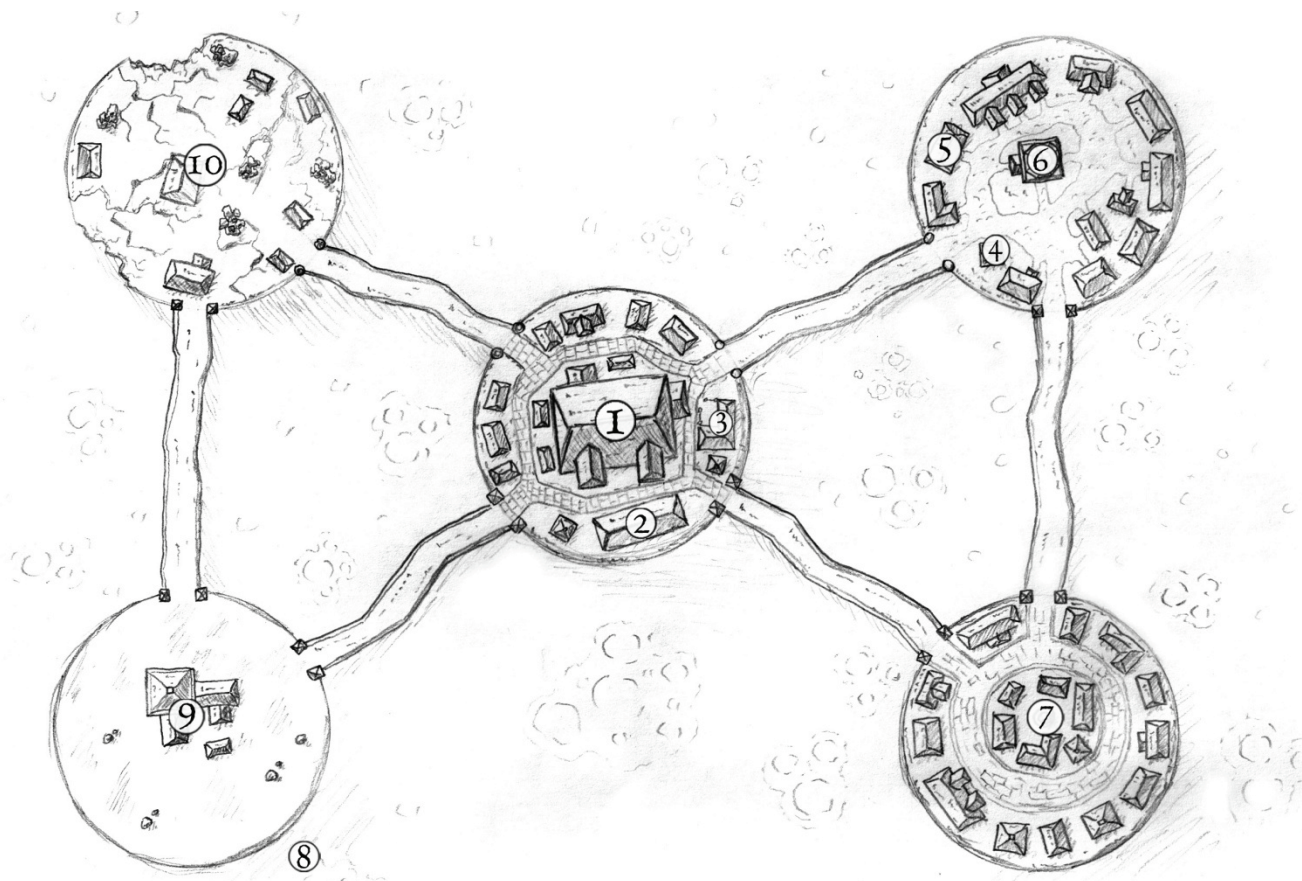
**Nomenclature** *male* Berrik, Kaarl, Trystan; *female* Dioni, Nessa, Quionne; *family* Deepdelver, Forgeborn, Vinnis.

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the village and its surroundings. This takes 1d4 hours and requires a DC 10 check. A character 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 planned Pylon Six never got completed, since it sank beneath the plain.
2	Water is naturally difficult for the village to obtain, and the latest supply never arrived.
3	When Verrix drinks too much, he turns discussion to an ancient red dragon whose hoard has fattened Vulcanbridge's coffers while the creature sleeps.
4*	Pylon Five's damage was caused by sabotage timed with a convenient earthquake.
5	To every villager's surprise, Rooster Geyser failed to erupt last week—this marks the first time in anyone's recollection this has happened.
6	A couple of villagers have seen fiery human shapes several hundred yards to the west just after sunset.

\*False rumour





## WOLVERTON AT A GLANCE

---

A sturdy wooden stockade protects the mud, squalor and noise of Wolverton, the largest settlement on the Lonely Coast and the seat of the Lochers' power. Ships crowd its docks in a bustle of commerce that flows up the Arisum and along the Cliff Way to the villages of Swallowfeld, Bossin, Hosford and notorious Oakhurst.

### DEMOGRAPHICS

**Ruler** Therrin Bhule (aristocrat 2/fighter 4)

**Government** Autocracy

**Population** 1,923 (1,851 humans, 33 dwarves, 21 halflings, 9 half-elves, 4 elves, 3 half-orcs, 2 gnomes)

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

**Languages** Common, Dwarf, Elven, Goblin

**Corruption** +0; **Crime** +0; **Economy** +1 **Law** +1; **Lore** +1; **Society** +0

**Qualities** Racially intolerant (half-goblins), strategic location

**Danger** 0; **Disadvantages** None

### TOWN LORE

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

**DC 10:** Wolverton is named after the vicious shadow wolves dwelling in the Tangled Woods.

**DC 15:** Gangs of smugglers regularly dock at Wolverton.

**DC 20:** Merchants plot against Lord Locher to rule Wolverton and the Lonely Coast in his stead.

### NOTABLE LOCATIONS

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

11. **Artolek's Tower:** The illusionist, Artolek, dwells in this tower whose appearance constantly shifts to suit his whim.
12. **The Hare and the Ass:** Having few rooms, locals crowd its large tavern room for its fairly priced meals and ales.
13. **Kersey and Mayne:** This shop specializes in travel and adventuring equipment.
14. **Therrin Bhule's Manor:** The reeve's manor.
15. **Kiyana's Armour Shop:** Kiyana fashions and repairs armour in the workshop attached to her shop.
16. **The River's Rest:** This pleasant inn and tavern catering to outsiders stands on the Arisum's east bank.
17. **Cemetery:** Wolverton's citizens lie interred in mausoleums.
18. **Gio Varrin's House:** The inventor and tinkerer Gio Varrin creates strange wonders in his home.
19. **White Cliffs:** Wolverton's elite build their homes on the steep bluffs overlooking the ocean.

20. **The Moonlight Knavery:** Wolverton's only theatre.

21. **Wolverton Jail:** Wolverton confines its criminals in this well-maintained and well-manned prison.

22. **Justice of the Light:** A small temple dedicated to Darlen also serves as Wolverton's courts.

23. **The Veale House:** Twin witches, one mute, one blind, divine fortunes from their home.

24. **Beryan's Forge:** Beryan runs Wolverton's most prosperous smithy.

25. **Fellowship of Friendship:** This stout, richly appointed temple houses the followers of the god, Conn.

26. **The Smiling Wolf:** This seedy bar near the docks serves as the Night Reavers' base.

27. **The Goblin Hole:** Sailors often frequent this sprawling, dilapidated tavern near the docks.

28. **The Golden Turnip:** A dicing hall and brothel hides the activities of the Crazy Sharks gang.

29. **Water Meadows:** Wolverton's weekly market takes place here in this often flooded field.

30. **Kargan's Manse:** The fiery evoker Kargan the Red lives in this stout tower.

31. **Beren Skewes' Warehouse:** Skewes' warehouse serves as the hideout of the wicked Blood Weepers gang.

32. **Ahearn's Emporium:** This well to do shop serves the general populace of Wolverton.

33. **Feradul's Tower:** The secluded necromancer Feradul plots from this dark stoned tower.

34. **Docks:** Wolverton's docks are always a riotous collection of noise, sights and smells.

35. **Din Kershal:** A narrow ridge of rock connects this stony promontory to the mainland.

36. **Morveren's Galley:** A network of caves riddles Din Kershal.

37. **Caer Syllan:** The Lochers' castle rests on the western end of Din Kershal.

38. **The Arisum:** This river divides Wolverton almost in half.

### LOCATIONS BY CATEGORY

**Inns** The Hare and the Ass, the River's Rest

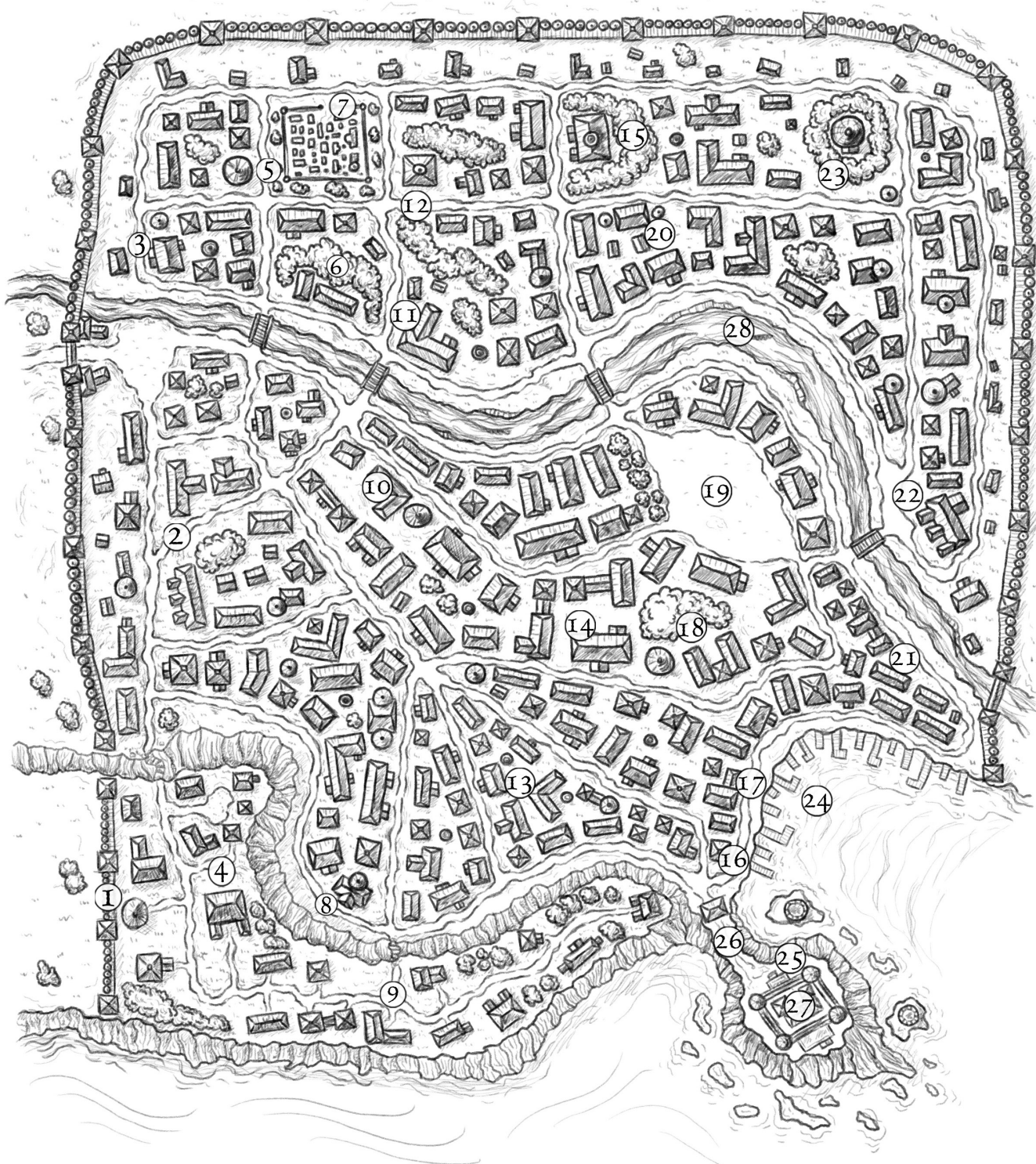
**Taverns** The Goblin Hole, the Golden Turnip, the Smiling Wolf

**Homes** Artolek's tower, Feradul's tower, Gio Varrin's house, Kargan's Manse, Therrin Bhule's manor, the Veale house

**Businesses** Ahearn's Emporium, Beryan's Forge, Kersey and Manye, Kiyana's Armour Shop, the Moonlight Knavery

**Fortifications** Caer Syllan, Din Kershal

**Temples** Fellowship of Friendship, Justice of the Light





## INHABITANTS

**Appearance** Men keep their hair and beards short while women often wear their hair coiled up in buns atop their heads.

**Dress** Most citizens wear drab, earth and neutral tone clothing of simple tunics and breeches. Merchants wear lots of jewellery and belt their tunics with brightly coloured sashes. Jewellery is often simple, fashioned from semi-precious stones.

**Nomenclature** *male* Alan, Conton, Deryan, Ferrin, Nory, Tendrist; *female* Camsyn, Dory, Keryan, Odrel, Yseld; *family* Ahearn, Bhule, Jewell, Negus, Varrin.

## NOTABLE FOLK

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

**Alan Jewell** (location 27; LN male human expert 3/warrior 2) Alan serves Lord Locher as a capable and dedicated steward.

**Artolek** (location 1; CN male human wizard [illusionist] 8) Artolek keeps his true appearance hidden by magic and shrouds his tower in illusion to add to his mystique.

**Beren Skewes** (location 21; LE male human rogue 3/expert 3) Considered one of Wolverton's "nobles" and the second richest man in town, Beren seeks to find a way into rulership.

**Beryan Huln** (location 14; N male human ex-paladin 3) A paladin whose vices got the better of him, Beryan is now a smith.

**Cadan Manye** (location 3; LN male half-elf fighter 3/wizard 3) With his gnome partner, Cadan runs a general shop catering to explorers, adventurers and the foolhardy.

**Conton Willowpole** (location 18; CN male halfling rogue 3/fighter 2) Conton heads the struggling Crazy Sharks gang and tries to keep peace between Wolverton's smugglers.

**Digory Ahearn** (location 22; LN male human expert 3) Wolverton's wealthiest and greediest merchant.

**Ebrel Menadue** (location 9; LN old female human aristocrat 3/bard 2) Born into money, Ebrel's social balls are the lynchpin of Wolverton's slowly emerging moneyed aristocratic class.

**Enrist Negus** (location 20; LE male human wizard 3) Scrawny, troublemaking Enrist, an apprentice to Kargan the Red, feels his newfound power elevates him above "common" folk.

**Eseld Negus** (location 20; LE female human fighter 1/rogue 1) Enrist's older and bigger sister, Eseld feels it is her duty to humiliate those who mock or disrespect her family.

**Feradul Alwynnaith** (location 23; LE male half-elf wizard [necromancer] 7) This brooding necromancer seeks lichdom and dominion over the Lonely Coast.

**Galden Hearthtop** (location 15; LN male halfling cleric 5/expert 3) Rumour has it the serious-minded Galden, Wolverton's first halfling high priest of Conn, has a bit of dwarf in him.

**Gio Varrin** (location 8; NG male human expert 3) Inventor and tinkerer, Gio is also the father of Hosford's current reeve.

**Gor Thunderhammer** (location 2; CG male half-orc expert 2/fighter 4) Gor owns The Hare and the Ass and brews a popular dark beer taught to him by the dwarven family that took him in and raised him.

**Hoff Stelde** (location 6; N male human expert 3) A prim and meticulous man, Hoff takes great pride in the River's Rest.

**Hols Nance** (location 11; LN male human fighter 6) Nicknamed "No Nonsense Nance", this grizzled warrior keeps strict order in Wolverton as the captain of the town guard.

**Is't'sha'ka** (location 26; LE male dark naga) This hideous dark naga recently took control of the Blood Weepers.

**Jory Veale** (location 13; N male human witch 4) Blind Jory, along with his mute twin sister, deal in fortunes and divinations.

**Kargan the Red** (location 20; CG male dwarf wizard 7) Boisterous and loud, Kargan prefers loud, flashy spells.

**Kiyana Yuellywn** (location 5; CG female elf expert 5/wizard [universalist] 8) This lithe armourer crafts the best armour on the coast.

**Lord Kenver Locher** (location 27; LN male human aristocrat 2/fighter 6) Lord Locher rules with a stern but fair hand.

**Lory Veale** (location 13; N female human witch 4) Mute, Lory and her blind twin brother specialize in fortune telling and divination, often of lost objects and missing persons.

**Melyor Vosper** (location 12; LG female old human cleric 7) The high priestess of Darlen, Melyor is Wolverton's magistrate and is somewhat hardened by years of dispensing frontier justice.

**Pera Safaden** (location 21; NE male human cleric 5) Turned to evil by a curse, the former lover of Bossin's Jacca Landers leads the infamous Night Reavers gang.

**Ruan Kersey** (location 3; NG male gnome rogue 4) Retired trapfinder and "security" expert, Ruan runs a general store with his former adventuring partner.

**Tamsyn Locher** (location 27; NG female human sorcerer [destined] 1) Lord Locher's headstrong daughter and only child, Tamsyn's magic powers began to manifest at her 16th birthday, a fact she hides from her father.

**Therrin Bhule** (location 4; LN male middle-aged human aristocrat 2/fighter 4) Therrin serves as Wolverton's loyal reeve.

**Tillo Iwanda** (location 10; CN male human bard 6) Exotically handsome Tillo owns Wolverton's first (and only) theatre.

**Zar the Mangler** (location 21; CE male half-orc barbarian 6/rogue 3) Zar's half-orc nature makes him the perfect puppet for Is't'sha'ka's as the leader of the Blood Weepers.

## MARKETPLACE

**Resources & Industry** Farming, fishing, trade

**Base Value** 1,100 gp; **Purchase Limit** 5,000 gp; **Spellcasting** 4th; **Minor Items** 3d4; **Medium Items** 1d6; **Major Items** –

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

- **Armour** +2 chainmail (4,300 gp)
- **Potions & Oils** *potion of disguise self* (50 gp), *potion of detect thoughts* (300 gp)
- **Scrolls (Arcane)** *identify* (25 gp), *tongues* (375 gp)
- **Scroll (Divine)** *entropic shield* (25 gp), *augury* (150 gp)
- **Weapon** +1 bastard sword (2,335 gp)
- **Wondrous Item** *cloak of resistance* +4 (16,000)



## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Wolverton 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.

D%	
01-02	Lord Locher wishes to expand his holdings by creating a new settlement at Deepwater Lake. He needs heroes to clear the area of monsters.
03-04	Strange things happen around Lord Locher's daughter, Tamsyn; she's rarely seen in public, now.
05-06*	The witch, Morveren, lives! She kidnaps naughty children at night and spirits them away.
07-08	Pera Safaden recently visited the temple of Conn. When she left, she looked angry.
09-10*	The ladies like that newcomer, Tillo Iwanda. They say a faraway king put a bounty on his head for stealing away his queen.
11-12	A fisherman saw something lithe and black dive from Morveren's Galley into the water.
13-14	Digory Ahearn's daughter, Jenna, eloped with the Skewes boy. Digory's been trying to track her down but he's had no luck.
15-16	Hols Nance is grimmer than usual. He worries about "dark shadows slipping into town."
17-18*	Never visit Artolek uninvited. Those who do wander forever in the maze hidden in his tower.
19-20	Kargan the Red wants to open a magical academy. He can't even control his one apprentice!
21-22	The Veale twins are an odd lot. They often talk to a third sibling who isn't even there.
23-24	Feradul seeks adventurers to explore Arius' Watchtower.
25-26	Gor brews the best dwarven beer and he's not even a dwarf! This annoys his dwarven customers.
27-28*	Therrin Bhule is plotting with Beren Skewes to overthrow Lord Locher.
29-30	Alan Jewell's been consulting with Wolverton's resident wizards about accursed Oakhurst.
31-32	That so called "wizard," Enrist, and his bully sister are always looking for a fight.
33-34	Late at night, I saw a half-goblin in Wolverton!
35-36	Beren Skewes is always interested in employing those with certain "talents."
37-38	Feradul slinks around the graveyard at night.
39-40*	The Veale twins are descended from Morveren and they curse people they don't like.
41-42	Explosions often come from Gio Varrin's house. What is that crazy old man working on now?
43-44	Some of Conn's clergy aren't happy with having a halfling high priest.
45-46	Kiyana is a great armourer but she makes her best armour only for those she considers friends.
47-48*	A shadow wolf is loose in town!

49-50	Tillo Iwanda wants Artolek the illusionist to assist him in crafting a new performance for his theatre.
51-52*	The watch commander, Hols Nance, and the high magistrate, Melyor Vosper, are lovers.
53-54	Magistrate Melyor Vosper will not rest until she has eradicated corruption from Wolverton. She particularly hates that merchant, Beren Skewes.
55-56	Beryan is in love with that elf lady in town but too shy to court her. That's why he is drinking again.
57-58	The town guard is keeping an eye on the graveyard; someone is stealing corpses.
59-60	Hoff Stelde is a bit of a cold fish but if you have a lot of coin or a bit of fame, he warms right up.
61-62*	Lord Locher's daughter is a hideous, deformed creature – some even say a demon. That's why no one has seen her lately.
63-64	No one talks about it, but Pera Safaden and that gloomy wizard, Feradul, used to adventure with Jacca Landers, the reeve of Bossin.
65-66	The soldiers report they've been seeing lone half-goblins close to Wolverton. What are they up to?
67-68	Beren Skewes was seen leaving the Goblin Hole last night.
69-70	The merchants are putting economic pressure on Lord Locher to remove Bhule as reeve and institute a merchant's council.
71-72	Ruan Kersey retired from adventuring after losing his lover during an adventure.
73-74*	Kargan is going to challenge Feradul to a duel!
75-76	Gio Varrin is working on a new invention that might actually work!
77-78	Melyor Vosper wants to crack down on the local smugglers but lacks the necessary manpower.
79-80	Enrist Negus has been spending time with the Blood Weepers. That can't be good!
81-82	The work on the jail is going poorly. The merchants keep raising the prices of building materials.
83-84	Cadan Manye keeps a special stash of magic items for sale to special customers.
85-86	I heard some dwarves talking about how to steal Gor Thunderhammer's beer recipe.
87-88*	I saw Artolek's true face – he is one of those dark skinned elves from the Ebon Realms.
89-90	Pera Safaden once saved me from being robbed; she's not as bad as people say.
91-92	More corpses float in the Arisum as the Night Reavers and Blood Weepers settle old scores.
93-94	Lady Menadue is planning a party but only the rich are invited. She's always looking for extra security.
95-96	A young girl has been asking about magic. Why doesn't she visit one the wizards living here?
97-98	Many people think we'd be better with the merchants instead of Lord Locher running things.
99-100*	Alan Jewell, Locher's steward, is an evil magician that uses his powers to enslave Lord Locher!

\*False rumour



## FROM MY CAMPAIGN

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## HOUSE RULES

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Like any GM, I have house rules for my campaign to better suit my style of play. My house rules are in flux; those listed below are the ones I'm currently using. Others have been discarded after player feedback.

Keep in mind when reading these rules that I'm somewhat of an old school gamer and prefer a grittier, lower-magic version of the game than that presented in the Pathfinder Roleplaying Game Core Rulebook. The rules I use are designed to help achieve my goals; if you like high fantasy, superhero style gaming, they will likely not work for you.

I also prefer campaigns in which the PCs do not race to 20th-level in a few months of game time. As well as using the slow advancement track, some of my rules are deliberately designed to slow down the pace of advancement. I find this enables me to tell much better, more coherent stories. It also means we have progressed through over two years of game time – PCs have even celebrated birthdays which is a new experience for us!

### ABILITY SCORES

Roll 3d6 six times for each ability and take the best score. A player may swap one pair of values – for example swapping your Intelligence score for Wisdom – to qualify for a class they really want to play.

**Creighton's Thoughts:** I much prefer the PCs to be the centre of attention, not their shiny magic items. Giving the PCs better stats somewhat mollifies the lack of ready access to magic items for sale (see later house rules for more details). This stat generation method also means players almost always qualify for the class they want to play as individual statistics are normally above average.

### 0-LEVEL SPELLS

Spellcasters' 0-level spells do not represent an unlimited resource and a spellcaster cannot treat them as at-will powers.

A spellcaster memorises, knows or has access to 0-level spells as normal but can only cast a limited number of such minor spells per day. At 1st-level, a spellcaster can use his 0-level spells a total of 3 + spellcasting stat modifier per day. Spellcasters gain an extra use of their 0-level spells for every two level of the relevant spellcasting class they gain.

For example, a 1st-level wizard with an Intelligence of 16 could use his 0-level spells a total of 6 times per day. When he reaches 2nd-level he can cast seven 0-level spells per day.

**Creighton's Thoughts:** I hate with the flaming passion of a thousand fiery suns unlimited 0-level spells. Unlimited *detect magic*, for example, enables the PCs to find all hidden magic items and to dodge pretty much every magic trap. *Detect poison* similarly is tremendously helpful and means a party member should never be affected by a poisoned trap.

### BUYING MAGIC ITEMS

There are no magic item shops with a limitless inventory of items for sale. Most settlements, however, have retired adventurers, their dependants, down-on-their-luck merchants and nobles and so on that desire to sell their magical items. Characters can seek out and purchase these items, but there is no guarantee the items they want will be available.

**Creighton's Thoughts:** I hate magic item shops. I realise how in a game featuring dragons and suchlike that realism is a strange thing to strive for but shops stuffed full of magic items are a step too far for me. That's something to be avoided in my book! I have lists of what is available at any given time in a settlement. (For this, I use *So What's For Sale Anyway?* and its companion supplements). Sometimes the PCs are lucky, and sometimes they are not.

Additionally, ready access to magic items downgrades them from wondrous items to a mere commodity. This rule has a knock on effect of PCs keeping magic items they would normally sell and promoting more inventive use of magic items. The PCs have a less designed, more organic feel to them.

### CRAFTING MAGIC ITEMS

The material cost of crafting magical items remains unchanged, but the time it takes to craft items has increased by a factor of seven. Thus, to craft a item it takes one week per 1,000 gp value (or fraction thereof). NPCs able to craft magic items do exist and may take contracts to produce such, but they must be found and convinced to do so.

**Creighton's Thoughts:** This rule exists purely to slow down the PCs' advancement by providing pauses between adventures for any required crafting. It also acts as a foil for PCs deciding to go into business making magic items, because of their relative scarcity.

### HENCHFOLK

The Leadership feat is unavailable for use in my campaign. Instead, when a PC reaches 3rd-level he may begin to employ henchfolk using the rules laid out in *Henchfolk & Hirelings*.

### SCARRING

If a character is reduced to a negative hit point total greater than half his Constitution score the injury is deemed so severe that even magical healing cannot remove the resultant scarring. Determine randomly which body part is scarred and note such on your character's description.

**Creighton's Thoughts:** This rule is a throwback to a little known 1st edition rule. It has no real game application; I just think it's a cool piece of flavour.

## NEAR DEATH EXPERIENCES

The world is a dangerous place and near death experiences will be plentiful. Characters reduced to below 0 hit points (but that do not die) suffer a traumatic event than magical healing cannot completely remove.

**First Instance:** During an adventure, the first time a character is reduced to negative hit points (and subsequently healed) he is considered fatigued until he undergoes a week of bed rest.

A DC 20 Constitution check made when the character regains consciousness removes this effect.

**Second Instance:** During an adventure, the second time a character is reduced to negative hit points (and subsequently healed) he is considered fatigued until he undergoes two weeks of bed rest.

A DC 20 Constitution check made when the character regains consciousness reduces this duration to one week.

**Third Instance:** During an adventure, the third time a character is reduced to negative hit points (and subsequently healed) he is considered exhausted until he undergoes three weeks of bed rest.

A DC 20 Constitution check made when the character regains consciousness reduces this effect to fatigued for two weeks.

CONDITION	MODIFIER
Diehard feat	+2
Endurance feat	+2
Great Fortitude feat	+1
Improved Great Fortitude feat	+1
Orc Ferocity racial feature*	+2
Per previous check made	-1

\*or similar race or class feature

Any magical effect that can remove the conditions noted above works as normal.

**Creighton's Thoughts:** Being close to death should be a traumatic experience. Bouncing back from such an event, with no short-term side effects seems a little odd. This rules provides the PCs with another reason to avoid unconsciousness!



## PERSONALITY: BELAK THE RED

In my campaign, Belak was encountered and slain in a sunken citadel that had fallen into a great crevice many years ago. He was the first minion of the dragon cult encountered by the party. In the battle in which he was slain, he was protected by three half-red dragon human skeletons, whose stat blocks also appear here.

**Background:** While a child, Belak witnessed a red dragon annihilate his home village. Instead of being terrified by the dragon's awesome might, Belak was fascinated. While the few other survivors fled, Belak headed into the hills in the direction in which the wyrm flew off. After weeks of hard travel, he eventually stumbled upon the dragon's lair.

A small cult of dragon cultists served the dragon in its lair, and Belak quickly fell afoul of their sentries. His quick talking – and obvious fascination with dragons – stayed the cultist's blades and eventually he became one with them. Since then, he has served the cult with devotion.

**Personality:** Single-minded in his devotion to dragons Belak is a very dangerous individual. Able to justify any action – no matter how depraved or vicious – as long as it benefits himself or the cult, Belak is utterly without conscience. He loves to collect trophies from those he slays and often carries their remains – figure bones, rotting ears and other small, easily severed body parts – in a pouch at his belt.

**Mannerisms:** Belak rarely blinks; this can be disconcerting for those subjected to his glare.

**Distinguishing Features:** Belak's grasp of personal hygiene is not good. Beyond a strange, cloying smell that clings to him he often appears dirty and unkempt.

**Hooks:** Belak serves his draconic overlords with great relish. He is most likely encountered near or in areas of draconic activity. He could be recovering the bones of a fallen wyrm, convincing a dragon to join the dragon cult or simply leading a small group of depraved followers.

**BELAK** CR 2 (XP 600)  
*This human wears a tarnished breastplate. He is dirty and unkempt.*

Male human cleric 3

NE Medium humanoid (human)

**Init** -1; **Senses** Perception +3, Sense Motive +9

**Speed** 20 ft., base speed 30 ft.; **ACP** -3; Acrobatics -4 (-8 jumping)

**AC** 17, touch 9, flat-footed 17; **CMD** 12

(+7 armour [+1 breastplate], -1 Dex, +1 shield [mwk light steel])

**Fort** +3, **Ref** +0, **Will** +6

**hp** 23 (3 HD)

**Space** 5 ft.; **Base Atk** +2; **CMB** +3

**Melee** mwk flail +4 (1d8+1) or

**Melee Touch** touch of evil (6/day) +3 (sickened [1 rd.])

**Atk Options** destructive smite

**Destructive Smite (Su [6/day])** Belak deals 1 additional point of damage with his next successful melee attack.

**Special Actions** channel negative energy (4/day; DC 12 2d6; Selective Turning [1])

**Cleric Spells Prepared** (CL 3rd; concentration +6 [+10 casting defensively or grappling], Destruction, Evil; spontaneous casting [inflict spells])

2nd—*bull's strength*, *cure moderate wounds*, *shatter*<sup>D</sup>

1st—*bleed* (DC 13), *cure light wounds*, *true strike*<sup>D</sup>, *protection from good*

0—*detect magic*, *guidance*, *light*

**Combat Gear** scroll of cure moderate wounds, scroll of silence, silversheen

**Abilities** Str 12, Dex 8, Con 10, Int 14, Wis 17, Cha 13

**Feats** Combat Casting, Selective Turning, Toughness<sup>B</sup>

**Skills** as above plus Diplomacy +7, Knowledge (arcana) +8, Knowledge (religion) +8, Spellcraft +8

**Languages** Common, Goblin, Infernal

**Gear** as above plus silver holy symbol, spell component pouch, dragon ring, 36 gp, 57 sp

## HALF-RED DRAGON HUMAN SKELETON

CR 1/2 (XP 200)

*This humanoid skeleton has furled wings of bone jutting from its back and a large maw filled with wickedly sharp fangs. Both arms end in long claws. It wears a rusty chain shirt.*

NE Medium undead

**Init** +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

**Speed** 30 ft.; **ACP** -2

**AC** 16, touch 12, flat-footed 14; **CMD** 18

(+2 armour [rusty chain shirt], +2 Dex, +2 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), cold

**Fort** +1, **Ref** +2, **Will** +2

**hp** 6 (1 HD); **DR** bludgeoning/5

**Space** 5 ft.; **Base Atk** +0; **CMB** +6

**Melee** 2 claws +6 (1d4+6) and

2 claws +6 (1d6+6)

**Abilities** Str 23, Dex 14,

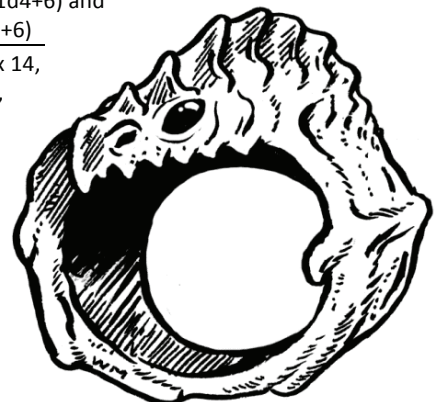
Con —, Int —,

Wis 10, Cha

12

**Feats** Improved

Initiative





## PERSONALITY: LORD MONEL DEHAR

### LORD MONEL DEHAR

CR 19 (XP 204,800)

*Clad in soot-stained, blood-splattered plate armour this scorched and burnt skeletal lord wields a gigantic greataxe. A palpable aura of death and evil surrounds the warrior.*

Male advanced human graveknight fighter 17

CE Medium undead (augmented humanoid)

**Init** +8; **Senses** darkvision 60 ft.; Perception +30, Sense Motive +5

**Speed** 20 ft., base speed 30 ft.; Step Up; **ACP** 0; Acrobatics +4 (+0 jumping), Climb +31, Ride +32

**AC** 35, touch 14, flat-footed 31; **CMD** 35 (+37 vs. overrun) (+13 armour [+4 mithral full plate], +2 deflection [ring of protection +2], +3 Dex, +1 dodge [Dodge], +6 natural)

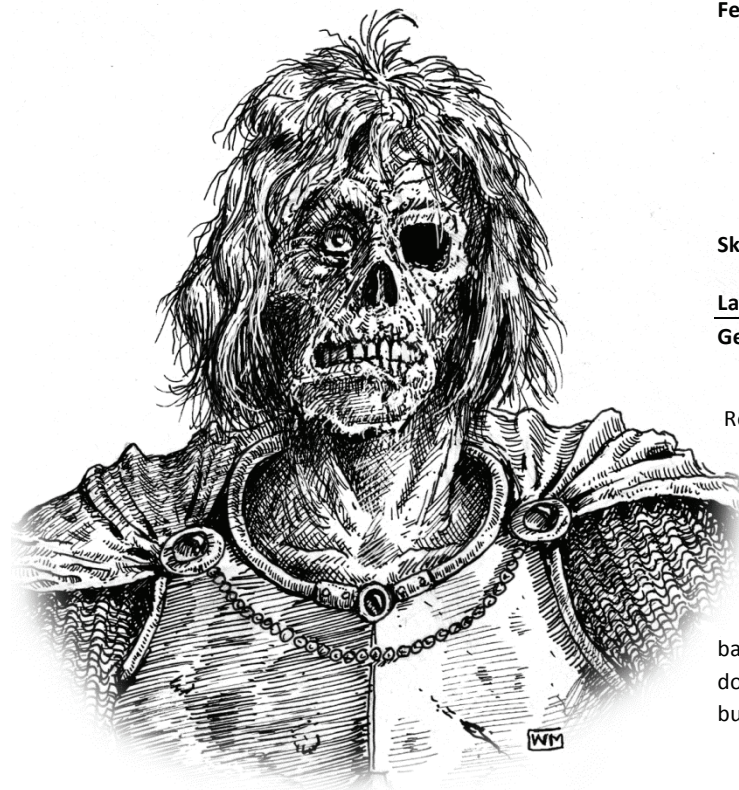
**Immune** mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold,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

**Fort** +20, **Ref** +13, **Will** +14 (+18 vs. channelling); **SR** 30

**hp** 272 (17 HD); **DR** magic/10

**Space** 5 ft.; sacrilegious aura (30 ft.); **Base Atk** +17; **CMB** +28 (+30 overrun)

**Sacrilegious Aura (Su)** This aura functions as a *desecrate* spell and Lord Dehar's armour acts as an altar. Any creature that attempts to summon positive energy must make a DC 24 concentration check. If the check fails, the effect is expended but does not function.



**Melee** +2 *human bane adamantite greataxe* (Power Attack [-5/+15]) +38/+33/+28/+23 (1d12+28 plus 4d6 fire/19-20 x3) or

**Melee** slam (Power Attack [-5/+10]) +33/+28/+23/+18 (1d4+16 plus 4d6 fire)

**Atk Options** Cleave, Critical Mastery (Bleeding Critical, Blinding Critical), Dazzling Display (+44), Greater Vital Strike, Improved Overrun, Lunge, Ride-By Attack, channel destruction (fire), devastating blast

**Devastating Blast (Su [standard; 3/day])** Lord Dehar unleashes a 30 ft. cone of fire; 10d6 fire; DC 24 Reflex halves.

**Special Actions** phantom mount, undead mastery

**Phantom Mount (Su [standard; 1/hour])** Lord Dehar can summon a skeletal horse similar to a *phantom steed*, but which can carry an additional rider, with these statistics (AC 18, hp 24, speed 100 ft., fly 100 ft., Fly +17).

**Undead Mastery (Su [standard; at will])** Lord Dehar can bend any undead creatures within 50 ft. to his will. Each undead must make a DC 24 Will save or fall under the his control. This control is permanent for unintelligent undead, but an intelligent undead can make a new save each day to throw off the control. A creature that successfully saves cannot be affected by Lord Dehar's undead mastery for 24 hours. Lord Dehar can control 85 HD of undead.

### Combat Gear

**Abilities** Str 33, Dex 18, Con —, Int 16, Wis 20, Cha 22

**SQ** armour training (4), bravery (+4), rejuvenation, ruinous revivification (fire), weapon training (axes [+4], heavy blades [+1], natural [+3], spears [+2])

**Feats** Bleeding Critical<sup>B</sup>, Blinding Critical, Cleave, Critical Mastery, Dazzling Display<sup>B</sup>, Dodge<sup>B</sup>, Greater Vital Strike<sup>B</sup>, Greater Weapon Focus (greataxe)<sup>B</sup>, Greater Weapon Specialisation<sup>B</sup>, Improved Critical (greataxe), Improved Initiative<sup>B</sup>, Improved Overrun, Improved Vital Strike, Intimidating Prowess, Lunge, Mounted Combat<sup>B</sup>, Power Attack, Ride-By Attack<sup>B</sup>, Step Up<sup>B</sup>, Toughness<sup>B</sup>, Vital Strike<sup>B</sup>, Weapon Focus (greataxe)<sup>B</sup>, Weapon Specialisation<sup>B</sup>

**Skills** as above plus Intimidate +44, Knowledge (history) +12, Knowledge (religion) +11

**Languages** Abyssal, Common, Orc, Goblin

**Gear** as above plus *cloak of resistance* +2, *belt of giant strength* +4, unholy symbol

Recently identified as the power behind the attacks on the PCs' home kingdom, Lord Monel Dehar is a sinister figure of legend, terror and infamy. Lairing in an isolated stretch of hills he claims as his own, he is surrounded by legions of both unintelligent and intelligent undead. Surrounding kingdoms leave his territory well alone.

Lord Dehar is famed for his depravity, viciousness and battle-skill. Over the long centuries of his life, he has hunted down and slain many valiant knights and has developed a burning hatred for the northern barbarians and their allies.

## PERSONALITY: VALRIM TOREVIN

### VALRIM TOREVIN

CR 2 (600 XP)

*Wearing stout traveller's clothes, this heavily armed dwarf has a faraway, almost haunted, look in his eyes.*

Male dwarf wizard (earth elemental) 3

LG Medium humanoid (dwarf)

**Init** +2; **Senses** darkvision 60 ft.; Perception +5 (+7 vs. unusual stonework [stonecunning]), Sense Motive +3

**Speed** 20 ft.; **ACP** 0; Acrobatics +2 (-2 jumping), Stealth +8 (+9 in hilly or rocky areas)

**AC** 13, touch 13, flat-footed 10; **CMD** 15 (+19 vs. bull rush or trip; earth supremacy); +4 vs. giant type foes (+2 Dex, +1 dodge [Dodge])

**Earth Supremacy (Su)** Valrim gains a +2 enhancement bonus to his CMD vs. bull rush, trip and overrun attempts if he is touching the ground.

**Fort** +5 (+7 vs. poison), **Ref** +3, **Will** +6; +2 vs. spells and spell-like abilities

**hp** 24 (3 HD)

**Space** 5 ft.; **Base Atk** +1; **CMB** +2

**Melee** +1 *battleaxe* (sheds light as *light* on command) +3 (1d8+2/x3)

**Melee** adamantite warhammer +2 (1d8+1/x3) or

**Melee** dagger +2 (1d4+1/19-20)

**Ranged** light crossbow (range 80 ft.) +3 (1d8/19-20)

**Atk Options** +1 attack vs. orc and goblinoids, earth supremacy

**Earth Supremacy (Su)** Valrim gains a +1 insight bonus on melee attack and damage rolls if he and his target are touching the ground.

**Special Actions** acid cloud

**Acid Cloud (Su [standard; 6/day])** Valrim creates a 5 ft. radius cloud of acid vapour within 30 ft. that lasts 1 round. The cloud deals 1d6+1 acid damage and sickens all creatures in the cloud for 1 round (DC 14 Fortitude halves the damage and negates the sicken effect). Creatures beginning their turn in the cloud can move out without penalty, but those entering the cloud are affected.

**Wizard Spells Prepared** (CL 3rd; concentration +6; barred schools: air; arcane bond [ring])

2nd—*glitterdust*<sup>E</sup> (DC 16), *web* (2; DC 16)

1st—*expeditious retreat*, *grease*<sup>E</sup> (DC 15), *mage armour*, *sleep* (DC 14)

0 (6/day)—*acid splash*<sup>E</sup>, *detect magic*, *mage hand*, *message*, *read magic*

**Combat Gear** bolts (12), acid flask (5), caltrops, tangle bolts (2), antitoxin

**Scrolls** *shield* (CL 2; 2)

**Potions** *cure light wounds* (2)

**Wands** *magic missiles* (CL 1; 3 chgs.), *protection from evil* (CL 1; 9 chgs.)

**Abilities** Str 13, Dex 15, Con 17, Int 16, Wis 16, Cha 10

**SQ** alternate racial trait (lorekeeper), earth supremacy, weapon familiarity (dwarven)

**Feats** Dodge, Scribe Scroll<sup>B</sup>, Spell Focus (conjuration)

**Skills** as above plus Knowledge (arcana) +9, Knowledge (dungeoneering) +8, Knowledge (engineering) +7, Knowledge

(history) +7 (+9 vs. dwarf or dwarf enemies), Knowledge (local) +7, Knowledge (planes) +7, Knowledge (religion) +7, Profession (engineer) +7, Spellcraft +9

**Traits** Hedge Magician, Highlander, Resilient

**Hedge Magician** Valrim reduces the cost of magic items he crafts by 5%

**Languages** Common, Draconic, Dwarven, Giant, Terran

**Gear** as above plus traveller's outfit, spell component pouch, backpack, belt pouch, rope (50 ft.; hemp), piton (2), rations (3), waterskin

**Wealth** 8,093 gp, 7 sp

**Spellbook** 2nd—*glitterdust*<sup>E</sup>, *web*; 1st—*burning hands*, *detect secret doors*, *endure elements*, *expeditious retreat*, *grease*<sup>E</sup>, *hold portal*, *identify*, *mage armour*, *magic weapon*, *mount*, *ray of enfeeblement*, *shield*, *sleep*; 0—all

Valrim is a middle-aged dwarf who was until last year happily married to his wife, Alrid. They were very much in love and had a son Elgal.

## BACKGROUND

Valrim hails from an isolated dwarven hold deep in the eastern fringes of a mighty mountain range. The hold – Gimsten – is built above a played out mine set at the head of a narrow valley perfect for sheep farming. Most of the dwarves has long since moved away, but a few remain farming the valley below and tinkered in their workshops.

For much of his adult life, Valrim was married to Alrid, his wife and confidant. They had a son, Elgal, and were happy. In his 72nd year, Elgal discovered something that changed his personality drastically. Where once he was outgoing and gregarious (for a dwarf) he became sullen and withdrawn. He

## CREIGHTON'S NOTES

Valrim is my character and it might seem odd I have a character in my own campaign, but (as normal) it's Andy's fault! One of my players offered to give me a GMin'g break for a couple of months by running a low-level module. The module fit so well into my overall campaign we decided to set it in the same area and have its conclusion affect the greater campaign.

In regards to balance, Valrim is wildly over equipped for a 3rd-level character. Luckily, this is pretty easy to fix. Simply remove 8,000 gp, the adamantite warhammer and the +1 *battleaxe* from his stat block. Additionally, because we use a slightly different stat rolling system, his stats are better than normal. Instead of modifying them, simply increase his CR by 1.

Finally, you'll also note that some parts of Valrim's background are quite generic; because my campaign is set in a commercially available world, I've had to scrub all the product identity from the text.

would often lock himself away in his chambers (which he began to refer to as his workshop) and pore through old, dusty tomes retrieved from the hold's library. For two years, this behaviour went on and Valrim and Alrid became progressively more concerned about their son. Although Valrim tried to talk with his son often about exactly what he was up to, Elgal was evasive and would only say that his work would soon unlock great secrets lost to the dwarven race for generations. Before long, chanting in ancient, near-forgotten tongues could be heard emanating from his apartments and certain pungent and noxious smells fouled the air of the nearby corridors.



Abruptly a year ago, this behaviour ceased and Elgal began to spend more and more time exploring the deep workings of Gimten's mines – now all but abandoned by the other dwarves. This strange behaviour took its toll on Alrid who became more and more nervous about her son's actions. Eventually, she gathered her courage and followed him into the mines. After her absence was noted a general search was organised and her broken body was found at the bottom of a deep shaft. From the position of her body, it was determined that she had been running when she tumbled into the shaft.

When Elgal returned from his sojourn later that week a grieving Valrim demanded answers. Elgal promised to reveal everything, insisting he had something in his chambers that would make everything clear. He went to retrieve the item and never returned. Outraged, Valrim shortly thereafter discovered Elgal had been seen leaving the hold in the company of a stooped, hooded figure.

After burying his wife, Valrim sold most of his possessions and set out into the world to find his son and demand an explanation for his wife's death and the strange research Elgal has spent so much time performing.

#### PERSONALITY

Brave but cautious, Valrim prefers to resolve battles and problems through the clever use of magic. He is obsessed with destroying evil and greatly desires to find his son. In the back of Valrim's head is the worry Elgal has fallen under the spell of a dark power and that if he is unable to break that hold he may have to slay his own son to stop its malign influence spreading further.

Fascinated by history, he collects books and artifacts of the dwarven kingdoms of old.

#### DISTINGUISHING FEATURES

A faraway, almost haunted look, often comes across Valrim when he is at rest. He sleeps poorly, and often looks exhausted.

#### MANNERISMS

Valrim plays with his impressively braided beard when thinking and speaks in a low, deep voice.

#### HOOKS

Valrim can be encountered anywhere as he searches for his son. While he does not confide his fears in just anyone, he is a staunch companion stout in the face of evil and accompanies any adventurers exploring lost sites of dwarven interest.



## PERSONALITY: VILIMZAIR ARALIVAR

A wandering adventurer, Vilimzair assisted the band of heroes destined to become known as the Heroes of the Wood with sacking an orc fortress hidden deep in the southern forests. He played no part in the subsequent battle, however, and his current whereabouts is unknown.

**Background:** His elven mother died in childbirth and so Vilimzair was brought up by his human father – a wizard/sage of prodigious learning. As a child, he loved lurking in his father's library and reading his many books.

**Personality:** Fascinated by magic and knowledge of all forms, Vilimzair's mind is always hungry for more. He loves information and "interesting" facts and often provides these to his companions whether they want them or not. He also loves reading and can often be found with his nose in a recently acquired tome.

Brave to a fault, he never willingly enters combat. He far prefers to hang back and support his companions with magic and his bardic abilities.

**Mannerisms:** Vilimzair often checks his hair, particular when about to meet someone or before giving a performance.

**Distinguishing Features:** Vilimzair is very handsome; his face is without scarring of any kind. He wears his hair short and he is always clean shaven.

**Hooks:** Vilimzair is a wanderer and could be encountered almost anywhere. Very aware of his lack of combat skills, though, he never adventures alone. He is most likely to be encountered in a town or village where he could be either waiting for a band of heroes to join or in deep conversation with a learned soul.



### VILIMZAIR ARALIVAR

CR 3 (XP 800)

*This handsome half-elf man has short black hair and sparkling green eyes.*

Male half-elf bard 1/sorcerer (rakshasa) 3

CG Medium humanoid (elf, human)

**Init** +2; **Senses** low-light vision; Perception +9, Sense Motive +4

**Speed** 30 ft.; **ACP** 0; **Stealth** +6

**AC** 16, touch 12, flat-footed 14; **CMD** 12

(+4 armour (mithral chain shirt), +2 Dex)

**Immune** *sleep*

**Fort** +4, **Ref** +6, **Will** +6; +2 vs. enchantments

**hp** 31 (4 HD)

**Space** 5 ft.; **Base Atk** +1; **CMB** +0

**Melee** mwk rapier +1 (1d6-1/18-20)

**Ranged** dagger (range 10 ft.) +3 (1d4-1/19-20)

**Special Actions** bardic performance (7 rounds; countersong, distraction, fascinate, inspire courage [+1]), mind reader

**Mind Reader (Sp [1/day; standard])** Vilimzair can read minds as a spell-like ability. This ability acts like *detect thoughts* (duration 1 round) and if the target fails a DC 14 Will save Vilimzair gains information as if he had concentrated for 3 rounds.

**Bard Spells Known** (CL 1st; concentration +4)

1st (2/day)—*cure light wounds*, *hideous laughter* (DC 15)

0—*daze* (DC 14), *message*, *prestidigitation*, *summon instrument*

**Sorcerer Spells Known** (CL 3rd; concentration +6)

1st (6/day)—*charm person* (DC 15), *colour spray* (DC 14), *magic missile*, *shield*

0—*acid splash*, *detect magic*, *dancing lights*, *mage hand*, *read magic*

**Combat Gear** *potion of cure moderate wounds*, *scroll of invisibility*, *scroll of expeditious retreat*, *scroll of deep slumber and greater magic weapon*, *wand of cure light wounds* (33 chgs.), *wand of magic missiles* (CL 3rd; 14 chgs.), *wand of lightning bolts* (7 chgs.)

**Abilities** Str 8, Dex 14, Con 14, Int 12, Wis 10, Cha 17

**SQ** bardic knowledge (+1), multitiered (bard, sorcerer)

**Feats** Arcane Armour Training, Eschew Materials<sup>B</sup>, Skill Focus (Bluff)<sup>B</sup>, Spell Focus (enchantment)

**Skills** as above plus Bluff +13 (silver tongue), Diplomacy +8, Knowledge (arcana) +7, Knowledge (dungeoneering) +2, Knowledge (engineering) +2, Knowledge (geography) +2, Knowledge (history) +2, Knowledge (local) +2, Knowledge (nature) +2, Knowledge (nobility) +2, Knowledge (planes) +2, Knowledge (religion) +2, Perform (wind) +7, Spellcraft +5

**Silver Tongue (Su [6/day; swift])** Vilimzair gains a +5 bonus to one Bluff check made to convince another of the truth of his words. If a magical effect is used against him to detect lies or force him to speak the truth the user must make a DC 13 caster level check to succeed.

**Languages** Common, Elven, Orc

**Gear** as above plus *cloak of resistance* +1, 126 gp, adventuring gear



П<sub>5</sub>

## PERSONALITY: VESICWYR

Consumed with anger at the treatment meted out by her siblings, this small dragon is much more dangerous than she looks.

**Background:** Vesicwyr has always been small for her size; forced to flee her parents' lair after her siblings tried to eat her, she wandered for months before finally discovering a small, uninhabited cave in the depths of the woods. A small tribe of kobolds dwelled nearby and Vesicwyr quickly broke them to her will. Now she rules the tribe with an iron grip using them as little more than bandits (albeit cruel, cunning bandits). The kobolds lurk in the woods and waylay travellers, bringing their valuables to Vesicwyr. In turn, she aids them against their enemies and allows their chieftain and his favourites to keep the treasures for which she has no use.

**Personality:** Cruel, but relatively intelligent, Vesicwyr knows physically she is not as imposing as her siblings (who she hates and fears). She loves shiny treasure, but has no need or desire for mans' trinkets such as weapons and armour. Fiercely territorial, she guards her realm jealously. She loves swimming and often launches ambushes from beneath a river or woodland pool.

Although she loves to give herself over to the savage battle lust lurking within her blood, she is pragmatic about her prowess. She loves using her breath weapon on enemies and flees battle if reduced to half hit points.

**Mannerisms:** When angry or upset, Vesicwyr snorts loudly. She loves the feel of flesh between her teeth and savagely worries fallen foes.

**Distinguishing Features:** Vesicwyr is small for her age. This sometimes leads foes to underestimate her – with catastrophic results (for them).

**Hooks:** Vesicwyr's kobold servants fall upon the PCs. The PCs may chase the survivors back to their lair or discover news of the dragon from a captured warrior. Alternatively, if the party is particularly numerous or obviously powerful, Vesicwyr may aid in the kobolds' attack.

### IN MY CAMPAIGN

In my campaign, Vesicwyr works for an as yet unknown shadowy figure that works against the PCs homeland. Thus, I've had to omit certain parts of her backstory as the PCs have yet to uncover all the relevant details. Still, you've certainly got enough to use Vesicwyr in your own campaign!

## VESICWYR

CR 8 (XP 4,800)

*This emerald green dragon has a single horn protruding from its snout.*

Female young juvenile green dragon

LE Medium dragon (air)

**Init** +3; **Senses** blindsense 60 ft., darkvision 120 ft., dragon senses; Perception +16, Sense Motive +11

**Dragon Senses (Ex)** Vesicwyr sees four times as well as a human in dim light and twice as well in normal light

**Speed** 40 ft., fly 200 ft. (poor), swim (40 ft.), woodland stride; **ACP** 0; Acrobatics +3 (+7 jumping), Fly +13, Swim +22

**Woodland Stride (Ex)** Vesicwyr can move through normal foliage at full speed without taking damage or suffering impediment. Foliage affected by magic, affects her normally.

**AC** 26, touch 14, flat-footed 22; **CMD** 29

(+3 Dex, +1 dodge [Dodge], +12 natural [Improved Natural Armour])

**Immune** acid, sleep, paralysis

**Fort** +9, **Ref** +10, **Will** +11; **SR** 19

**hp** 93 (11 HD)

**Space** 10 ft. (frightful presence 120 ft.); **Base Atk** +11; **CMB** +15

**Frightful Presence (Ex)** Creatures within 120 ft. of Vesicwyr with less than 11 HD must make a DC 17 Will save or become shaken (or panicked if it has 4 HD or fewer) for 5d6 rounds if they see her charge or attack. A creature making a successful saving throw is immune to her frightful presence for 24 hours. This is a mind-affecting fear effect.

**Melee** bite (reach 10 ft.) +14 (1d8+6),

2 claws +14 (1d6+4),

2 wings +12 (1d4+2) and

tail slap +14 (1d6+6)

**Atk Options** Combat Reflexes, Lunge

**Special Actions** breath weapon (40 ft. cone, 8d6 acid; DC 17 Reflex halves)

**Sorcerer Spells Known** (CL 1st; concentration +3)

1st (4/day)—alarm, mage armour

0—detect magic, ghost sound (DC 12), mage hand, resistance

**Spell-Like Abilities** (CL 11th; concentration +13)

**At-Will** charm person (DC 13), entangle (DC 13)

**Abilities** Str 19, Dex 16, Con 15, Int 14, Wis 15, Cha 14

**SQ** water breathing

**Water Breathing (Ex)** Vesicwyr can breathe underwater indefinitely and can freely use her breath weapons, spells and other abilities while submerged.

**Feats** Combat Reflexes, Dodge, Improved Natural Armour, Iron Will, Lunge, Multi-Attack

**Skills** as above plus Intimidate +16, Knowledge (arcana) +16, Spellcraft +16, Use Magic Device +16

**Languages** Common, Draconic, Goblin

**Gear** hoard total value 10,050 gp



## PERSONALITY: ESCAPING VESICWYR

In my campaign, the party failed to kill Vesicwyr when they finally uncovered her lair. With the approach of a small pirate army intent on looting her lair, I thought the heroes would flee the area. As it turned out, I was wrong, but here is the chase I designed. Hopefully, you'll get more use out of it than I did!

### CARD 1

- **Fallen Trees:** DC 10 Climb
- **Dense Thicket:** DC 15 Escape Artist

### CARD 2

- **Narrow Stream:** DC 10 Acrobatics
- **Spot Ford:** DC 15 Perception

### CARD 3

- **Narrow Cavern Through Hill:** DC 15 Escape Artist
- **Steep Hill:** DC 10 Climb

### CARD 4

- **Huge Fallen Tree:** DC 10 Climb
- **Muddy Low-Lying Bog:** DC 15 Acrobatics

#### VETERAN ORC PIRATE

CR 1/3 (XP 135)

*Clad in a chain shirt, this ugly, muscular humanoid wields a huge curved sword.*

Male orc warrior 3/expert 1

CE Medium humanoid (orc)

**Init** +4; **Senses** darkvision 60 ft.; Perception +3, Sense Motive -2  
**Speed** 30 ft.; **ACP** -1; Acrobatics +3, Climb +8Swim +8

**AC** 15, touch 10, flat-footed 15; **CMD** 14

(+4 armour [mwk chain shirt], +1 shield [mwk buckler])

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

**Fort** +4, **Ref** +1, **Will** +1

**hp** 28 (4 HD); ferocity

**Ferocity (Ex)** An orc veteran pirate remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -12 hp.

**Space** 5 ft.; **Base Atk** +3; **CMB** +7

**Melee** mwk falchion +8 (2d4+6/18-20)

**Ranged** mwk light crossbow (range 80 ft.) +4 (1d8/19-20)

**Combat Gear** bolts (10), *potion of cure light wounds*, *potion of shield of faith*

**Abilities** Str 18, Dex 11, Con 12, Int 8, Wis 7, Cha 6

**SQ** weapon familiarity (orc)

**Feats** Improved Initiative, Weapon Focus (falchion)

**Skills** as above plus Profession (sailor) +2

**Languages** Common, Orc

**Gear** as above plus 12 gp

### CARD 5

- **Dense Thicket** DC 20 Escape Artist
- **Shortcut** DC 15 Perception

### CARD 6

- **Crumbling Hilltop Path:** DC 15 Acrobatics
- **Placid Pool:** DC 10 Swim

### CARD 7

- **Sluggish River:** DC 10 Swim
- **Fallen Tree Spanning River:** DC 15 Acrobatics

### CARD 8

- **Slippery Path:** DC 15 Acrobatics
- **Shortcut:** DC 20 Perception

### CARD 9

- **Sinkhole** DC 15 Acrobatics
- **Steep Hill** DC 10 Climb

### CARD 10

- Escaped!

### PURSUERS

And, of course, you can't have a chase without pursuers.

#### VETERAN HUMAN PIRATE

CR 2 (XP 800)

*Clad in dirty studded leather armour this human has a distinctly unsavoury look about him.*

Male human warrior 3/expert (sailor) 1

NE Medium humanoid (human)

**Init** +2; **Senses** Perception +5, Sense Motive +0

**Speed** 30 ft.; **ACP** 0; Acrobatics +6, Climb +7, Swim +6

**AC** 17, touch 13, flat-footed 14; **CMD** 17

(+3 armour [mwk studded leather], +2 Dex, +1 dodge [Dodge], +1 shield [mwk buckler])

**Fort** +4, **Ref** +3, **Will** +3

**hp** 32 (4 HD)

**Space** 5 ft.; **Base Atk** +3; **CMB** +4

**Melee** mwk scimitar +6 (1d6+1/18-20) or

**Melee** dagger +4 (1d4+1/19-20)

**Ranged** mwk light crossbow (range 80 ft.) +6 (1d8/19-20)

**Combat Gear** bolts (10), *potion of cure light wounds*, *potion of shield of faith*

**Abilities** Str 12, Dex 14, Con 13, Int 9, Wis 10, Cha 8

**Feats** Dodge<sup>B</sup>, Toughness, Weapon Focus (scimitar)

**Skills** as above Intimidate +3, Profession (sailor) +6

**Languages** Common

**Gear** as above plus 1d8 sp

## PIRATE TOWN

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### THE SCORCHED ANCHOR

This raucous tavern stands near the docks and rarely closes. Frequented by pirates and other scoundrels it serves as neutral ground between rival crews; brawls and murders are rare here.

- **DC 10 Knowledge (local)** Brawls are rare at the Scorched Anchor, despite its rough and ready clientele.
- **DC 15 Knowledge (local)** Fardulf, the tavern's proprietor, is a powerful wizard. It is his reputation that keeps the peace.

The Scorched Anchor has been a fixture of the town's social life for the last few years. During that time, it has had but one owner:

- **Fardulf Nantua** (N male human wizard [evoker] 7) is reputed to have personally sunk several ships during his brief pirate career. As such this loud, gregarious fellow is respected and feared by his clientele.

A huge scorched anchor hangs on chains from the ceiling of the common room. The anchor is the only surviving piece of the *Black Knave*, a pirate ship Fardulf destroyed at the culmination of a bitter rivalry between himself and its captain. He hangs it here to remind himself (and others) of his greatest victory.

The offering at the Rusty Anchor is basic, but wholesome.

- **Food & Drink** meal 3 sp, ale 4 cp, wine (pitcher) 2 sp.
- **Accommodation** The Scorched Anchor does not have any rooms for travellers.

### OVILON'S

Run by a bad-tempered duergar weaponsmith, much of this establishment lies underground in extensive, multi-level cellars dug out by its owner in a bid to escape the harsh light of the surface world.

- **DC 10 Knowledge (local)** Ovlon is a bitter, foul tempered man, but makes the best weapons in town.
- **DC 15 Knowledge (local)** Ovlon is a duergar. His workshop is actually in the cellars below his shop.
- **DC 20 Knowledge (local)** Ovlon has a few magical weapons for sale.

Ovlon is the best weaponsmith in town, and he knows it. A fugitive from his subterranean home, he has powerful allies among the town's rulers. These allies enable him to live here in relative peace, but he must occasionally complete commissions on their behalf. This reliance chafes Ovlon's pride and he dreams of the day he is once again a free man.

- **Ovlon Urnivin** (NE male duergar fighter 3/expert 2) is a skilled weaponsmith as famed for his bad temper as his creations. He emerges from his forge at night to drink in the various nearby taverns.

Ovlon employs only human apprentices and forbids any light in his subterranean lair. Thus, much of the mundane work is carried on upstairs while Ovlon works in the lightless depths on special commission and the like.

A racist, he charges dwarves and those of elven descent 10% extra. He has a few special items for sale:

- **Special Item for Sale** +1 cold iron falchion (4,450 gp), +1 scimitar (2,315 gp), masterwork cold iron longsword (330 gp).

### THE PENS

While all pirates have a black heart, some are more black-hearted than others. Several of the crews engage in slavery and carry off the survivors of their raids to be sold here.

- **DC 10 Knowledge (local)** If you need a slave, visit the Pens. Joray Farlink will sell you what you need.
- **DC 15 Knowledge (local)** Normally, only captured merchants, sailors and the like are thrown into the Pen. On occasion, however, Joray has secured specific types of slave for his best customers from the town's populace.

A stout wooden stockade surrounds three squalid, stinking buildings. Manned guard towers topped with ballista keep the slaves in (and troublesome do-gooders out). Originally warehouses, the Pens have served as the town's slave market for years.

At any time, there are between 30 and 100 slaves in the Pens. The manacled slaves are free to move about between the three buildings as they please, but any attempt at escape is dealt with harshly. Joray occasionally rents out slaves to the town council to do the jobs no one else will do. In return, he is handsomely compensated.

- **Joray Farlink** (CE male middle-aged human fighter 3/rogue 5) is entirely without morals or scruples. Once a pirate, he discovered that selling other people's spoils makes for an easier and far less dangerous life. He is a brutal, odious man with absolutely no redeeming features.
- **Slaver Guards** (NE male human fighter 3) Thirty guards keep the slaves in line. They are as brutal and inured to suffering as Joray.

Joray dwells on the top floor of a stout stone tower in an opulent fortress-apartment. Once a wizard's home, the building

fell into Joray's hands after the previous owner angered the wrong pirate captain. His guards dwell on the lower levels.

- **Adventure Hook:** Persistent rumours speak of hidden tunnels and chambers below Joray's tower. Joray himself has failed to find them and so their treasures may yet lie unclaimed.

## THE PIT

This deep pit is used by the townsfolk to dump rubbish that would not wash out to sea. The town has no formal burial ground. Thus, the bodies of the slain also often end up dumped here.

- **DC 10 Knowledge (local)** Scores of huge rats dwell in the pit and sneak forth at night to gorge on the day's leavings.
- **DC 15 Knowledge (local)** Some sadistic pirates hurl drunks, defeated enemies and so on into the pit to be consumed by the ravenous rats.

Dug by slaves, the pit was once 50 ft. deep, but now rubbish, bones and so on fill the pit over half full. In the near future, the pit will be filled in and another dug nearby.

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information. 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.

D20	RUMOUR <sup>1</sup>
1	A secret hoard of gold is hidden beneath the docks, buried deep in the silt.
2	The captain of the <i>Singing Harpy</i> needs new crew, and he is not above press-ganging likely recruits.
3	When the mist rolls in from the east, murder will visit the town.

### WHAT'S FOR SALE, ANYWAY?

The following items are for sale in the town, when the PCs first arrive:

- **Armour** +1 breastplate (1,700 gp), +1 leather (1,160 gp), +1 studded leather (1,175 gp)
- **Potions & Oils** bear's endurance (300 gp), grease (50 gp)
- **Rings** force shield (8,500 gp), sustenance (2,500 gp)
- **Scrolls (Divine)** doom and sanctuary (50 gp), inflict moderate wounds (150 gp), speak with animals (25 gp)
- **Wand** ghoul touch (37 chgs.; 3,300 gp)
- **Weapons** +1 greataxe (2,320 gp), +1 shock short sword (8,310 gp), +3 heavy flail (18,315 gp)
- **Wondrous Items** harp of charming (7,500 gp)

4	The <i>Black Raven</i> made port last night with dozens of barrels of brandy taken in a raid. Unfortunately, it turns out some of the brandy was being used to preserve several strange corpses. Several people have died after drinking the brandy.
5	Strange ripples have been seen in the harbour. Something odd is living in those murky waters.
6	Several pirates have been murdered recently. Each had their eyes gouged out and replaced with worn silver coins of unknown origin.
7	Ghosts of long-dead sailors haunt the breakwater and yet seek to entice the living to a watery grave.
8	The <i>Sea Shadow</i> is always on the lookout for new recruits. Word is that new crewmen do not last long aboard that ship.
9	The crew of the <i>Ebon Wind</i> are cannibals. Detestable folk, they eat all who fall into their clutches – sometimes the captives are still alive!
10	All the ships' captains are to meet in council; a big score is in the wind!
11	Brawling is rife; 23 people died last night as a result of arguments.
12	The air smells of storm; something big is going to make landfall soon.
13	A reward has been posted for Derk Hilgar; apparently he was caught in the arms of his captain's mistress.
14	Some of the waterfront buildings are so badly built, they'll likely collapse during the next storm.
15	Someone stole the <i>Blood Sword's</i> figurehead last night. When it's found, there'll be hell to pay.
16	The crew of the <i>Blood Shadow</i> captured a powerful cleric on their last foray. They are selling her spellcasting services to the highest bidder.
17	The famous pirate Gert Tralstar possesses a magic sword that floats on water. It's impossible for its owner to drown.
18	This town is built on a pre-human burial ground. Bored or drunk corsairs can often be spotted digging random holes in search of forgotten burial goods. One day, the dead will rise and claim us all!
19	Five years ago, the <i>Scanty Maid</i> was reported lost with all hands after a fierce battle with a rival crew. Why, then, has the ship's first mate been seen skulking about town?
20	Roll again; wildly exaggerate the indicated rumour using fantastical elements a superstitious pirate might believe exists.

<sup>1</sup> These rumours can be true or false, as the GM requires.



## UNIQUE MAGIC ITEMS

### GRAIL OF ASHENYAR

*This elegantly-carved hollow golden horn is slightly warm to the touch and radiates a barely perceptible glow.*

**Aura** Strong conjuration [healing] and conjuration [creation] (DC 21 Knowledge [arcana]); **Identify** DC 28 Spellcraft; **CL** 13th

**Knowledge (arcana or history) DC 15** The *Grail of Ashenyar* is a powerful relic of an ancient dragon. Many heroes of good have wielded it over the centuries. It has many powers.

**Knowledge (arcana or history) DC 20** Ashenyar was an ancient gold dragon born 1,000 years ago. He dwelled in the mountains and was ever evil's implacable foe.

**Knowledge (arcana or history) DC 25** During a battle against demons, Ashenyar was sorely beset and was saved from certain death by the legendary paladin Ilmari Nononen. In thanks, Ashenyar gifted the heroic warrior one of his horns that had broken off during the battle and imbued it with a portion of his power.

**Knowledge (arcana or history) DC 30** The *Grail of Ashenyar* is a legendary relic imbued with powers of protection and rejuvenation. However, its possessor often dies in battle against evil's great champions: demons, devils and chromatic dragons.

**Powers** The *Grail of Ashenyar* has the following powers:

**Blessing of the Virtuous (1/month)** When bathed in the light of the full moon and blessed with a *prayer* spell cast in a consecrated area by a good-aligned cleric, the *Grail of Ashenyar* is imbued with protective magics. Thereafter, the possessor can cause the grail to fill with a thick, effervescent sweet-tasting golden liquid. Up to 13 creatures can drink from the grail and those doing so are protected as if they

had consumed a *heroes' feast*. Once conjured, this liquid cannot be again called forth until the grail is recharged by completing the above ritual under a new full moon.

**Virtuous Reborn (1/year)** The grail's greatest power is the ability to banish death itself. Once per year, it can be used to return a slain creature to life. To do so, the possessor must sprinkle 5,000 gp worth of diamond dust into the grail and pray to the powers of goodness and light. Doing so imbues the dust with the power to restore life to the fallen. A corpse covered in the dust is affected as if by a *raise dead* spell. To restore this power to the grail, it must be bathed in holy water within a consecrated area by the light of the first full moon of the year.

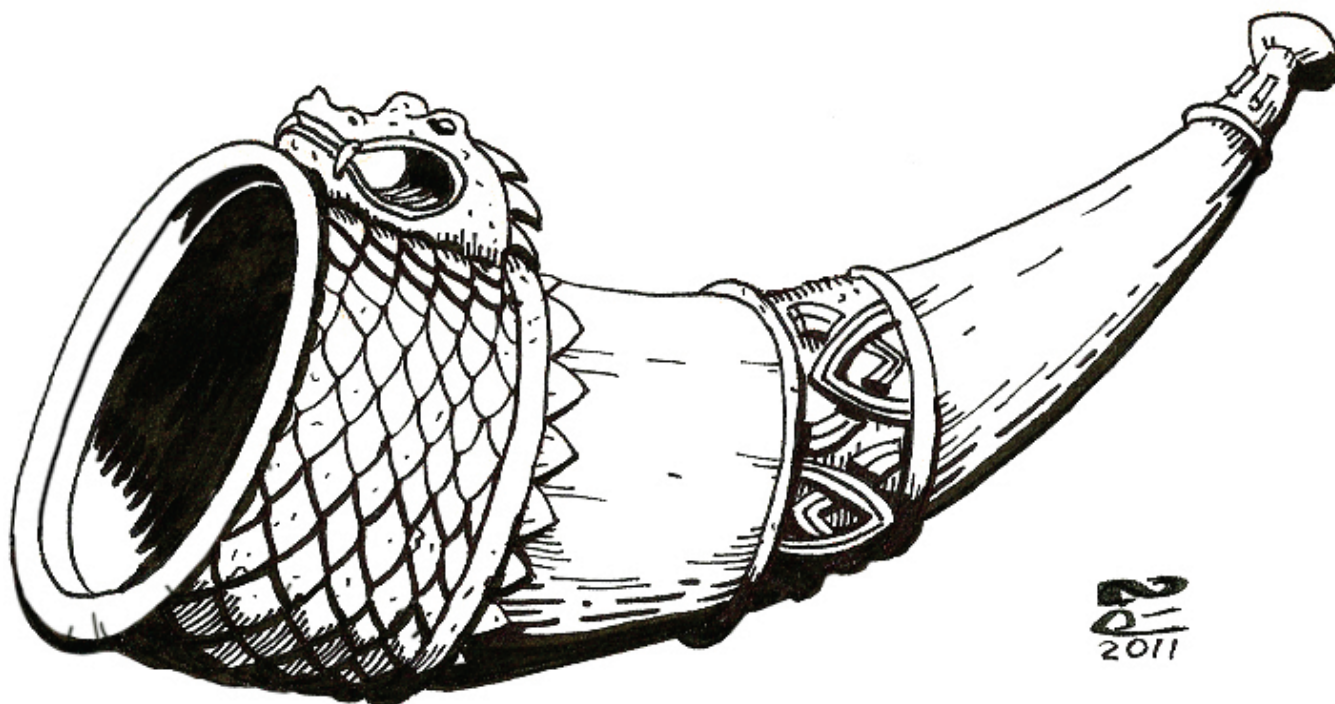
**Drawback** Powerful champions of evil – demons, devils and chromatic dragons – can sense the Grail when within 100 miles of the relic. The creature senses the direction in which the Grail lies (as if it could visualise it while affected by a *locate object* spell), but does not know its exact location.

**Slot** None (use activated); **Price** 51,380 gp; **Weight** 4 lbs.

**Requirements** Craft Wondrous Item, *heroes' feast*, *raise dead*; **Cost** 25,690 gp

### PRICING NOTE

I've priced this item as a staff as it has broadly similar style of powers. However, I have applied an overall 30% discount because of the restriction of use.



## ARLAN'S EFFICACIOUS ROD

*This rod comprises two twisted iron rods and is tipped with a small transparent red carnelian.*

**Aura** Strong (no school) (DC 24 Knowledge [arcana]); **Identify** DC 32 Spellcraft; **CL** 17th

**Slot** None (use activated); **Price** 3,000 gp; **Weight** 5 lbs.

**Requirements** Craft Rod, Extend Spell; **Cost** 1,500 gp

**Powers** *Arlan's Efficacious Rod* is a lesser metamagic rod of extend spell.

**History:** Crafted by the pompous, egotistical half-elf diviner Arlan Farseer almost a century ago, this rod has been broken and mended several times. Eventually lost by its owner in an ill-advised game of chance it has passed through many hands over the intervening years. Many minor heroes and protectors of the kingdom have wielded it in defence of the realm.

The rod was lost in battle against the orcs of the southlands some ten years ago. It was not recovered until a wandering band of freeswords – The Crimson Blades – wrested it from a particularly vile and odorous ogre mercenary in the southern foothills on the kingdom's border. The Blades subsequently used the rod to gain a local lord's favour. It languished in the lord's treasure vault until he gifted it to a brave adventurer who rescued his son from ritual sacrifice at the hands of savage orcs.

## ELIR'S BANE

*This simple, slender golden band is of elven manufacture and is obviously very old. A polished black onyx tops the ring.*

**Aura** Moderate transmutation (DC 17 Knowledge [arcana]); **Identify** DC 22 Spellcraft; **CL** 7th

**Slot** Ring; **Price** 25,000 gp; **Weight** –

**Requirements** Forge Ring, jump; **Cost** 12,500 gp

**Powers** *Elir's Bane* is a cursed ring of evasion.

**Curse** The ring bestows upon the wearer a -4 penalty on attack rolls, saving throws, ability checks and skill checks. Once worn, it cannot be removed, unless successfully affected with a *remove curse*.

This ring is of ancient elven artifice and was likely crafted in one of the near-mythical elven kingdom that dominated the great southern woods before the coming of men a millennia ago. Ruins of those kingdoms yet lie scattered across the region. However, the most famous ruin of that time is the cursed fallen City of Stars, which lie hundreds of miles to the south. It is likely that performing some (as yet unknown) elvish ritual in one of these ruins could remove ring's curse.



## HAMMER OF THE MOUNTAINS

*This heavy warhammer has a thick haft and is crafted of a dark, glittering metal. Its surface is pristine – no dents, scratches or rust mar its surface. The hammer bears a maker's mark – a crossed sword and hammer.*

**Aura** None

**Slot** None (use activated); **Price** 3,012 gp; **Weight** 5 lbs.

**Requirements** None; **Cost** 1,506 gp

**Powers** The *Hammer of the Mountains* is an adamantite warhammer.

**History:** This adamantite warhammer was crafted by a legendary dwarven smith two centuries ago to use in his war of vengeance against the orcs and trolls of the surrounding mountains. The hammer was lost in the ruin of his citadel, but surfaced several decades later in the hands of the violent half-orc bandit, Kronk Bloodfang. He was slain after terrorising the kingdom's western borderlands almost five years. The hammer passed through many hands before coming into the possession of a powerful nobleman who used it as a gift to an adventurer who rescued his son from ritual sacrifice at the hands of savage orcs.

## SPEAR OF THE NORTH

*Wickedly sharp and featuring barbs to tear and opponent's flesh, the shaft of this fine-crafted spear is stained with the blood of countless foe.*

**Aura** Faint evocation and abjuration (DC 16 Knowledge [arcana]); **Identify** DC 16 Spellcraft; **CL** 3rd

**Slot** None (use activated); **Price** 6,305 gp; **Weight** 9 lbs.

**Requirements** Craft Magic Arms and Armour, CL 3 creator, *remove fear*; **Cost** 3,153 gp

**Powers** The *Spear of the North* has the following powers:

**Magic Weapon** The spear is a +1 *longspear*.

**Resist Fear** The wielder gains a +4 morale bonus against fear effects.

**History:** Of ancient design, the *Spear of the North* was originally wielded by the warrior-hero Haragern Kurast during the conquest of what would become the kingdom over four centuries ago. A companion and close confidant of the first overlord of the kingdom, it was carried in many of the crucial engagements of the conquest.

Kurast's descendants carried the spear for over 400 years. It was lost 20 years ago during the fall of the southern lands when its wielder, Kallarn Kurast, was slain by orcs and ogres as he struggled to protect the fleeing folk of some nameless hamlet on the kingdom's southern border.

In my campaign, the party will soon be pitted in a race against time to retrieve something of great value to the nation they are defending. While the great and good are distracted at a wedding of great political import, mercenaries infiltrate a nearby vault and steal an item representing the burgeoning alliance between two traditional enemies. The PCs are tasked to get it back before the alliance collapses.

Not long after the theft, the surviving mercenaries rendezvous with an orc warband and make a dash for the border. The PCs must give chase and stop the thieves getting over the border and into the wilderness wherein they will undoubtedly disappear before returning to their fell master.

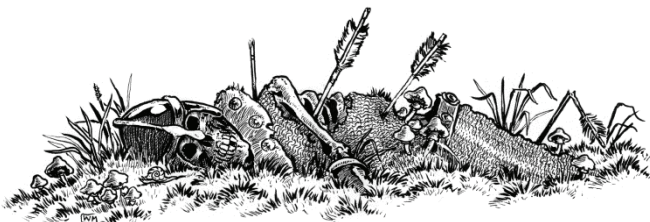
The stat blocks and encounter groups below represent the orc warband and the surviving thief. Obviously, the PCs are not going to encounter the entire band at the same time; that would be wildly unfair. Instead, the resultant chase will feature several encounters with small groups. When looking at the below encounter groups keep in mind two things:

- The party has six main members, one of whom has a flying steed.
- One member of the party is a 6th-level sorcerer with access to *fireball*.

## ENCOUNTER GROUPS

These listings represent small groups of the warband left behind to slow down the pursuing PCs. These fights are intended to be difficult and dangerous for a group of 5th- to 6th-level PCs.

- **Skirmishers (EL 4; 1,200):** orc warriors (6)
- **Blocking Force (EL 6; XP 2,400):** orc warriors (6), ogre swordsman (1)
- **Ambush (EL 7; XP 3,200):** orc warriors (2), orc archer (2), ogre swordsman (2)
- **Axewall (EL 8; XP 4,800):** orc warriors (6), orc archer (6), ogre swordsman (2)
- **Tiren & Bodyguard (EL 8; XP 4,800):** minotaur mercenary (1), Tiren



## STAT BLOCKS

### MINOTAUR MERCENARY (1) CR 6 (XP 2,400)

*This powerfully built man has the head of a snarling bull.*

Male minotaur fighter 2

CE Large monstrous humanoid

**Init** +5; **Senses** darkvision 60 ft.; Perception +13, Sense Motive +1

**Speed** 30 ft.; **ACP** 0; **Stealth** +3

**AC** 20, touch 10, flat-footed 20; **CMD** 27 (+29 vs. bull rush); natural cunning

(+5 armour [mwk scale mail], +1 Dex, +5 natural, -1 size)

**Natural Cunning (Ex)** A minotaur is never caught flat-footed.

**Immune** *maze*

**Fort** +11, **Ref** +6, **Will** +6 (+7 vs. fear)

**hp** 82 (8 HD)

**Space** 10 ft.; **Base Atk** +8; **CMB** +16 (+18 bull rush)

**Melee** mwk greatsword (reach 10 ft.; Power Attack [-2/+6])

+16/+11 (3d6+10/19-20) and

gore (reach 10 ft.; Power Attack [-2/+2])+9 (1d6+7)

**Atk Options** Improved Bull Rush, Vital Strike, powerful charge (gore +14, 2d6+7)

**Abilities** Str 23, Dex 12, Con 19, Int 7, Wis 12, Cha 6

**SQ** bravery (+1)

**Feats** Great Fortitude, Improved Bull Rush, Improved Initiative, Power Attack, Vital Strike<sup>B</sup>, Weapon Focus (greatsword)<sup>B</sup>

**Skills** as above plus Intimidate +4, Survival +11 (cannot get lost)

**Languages** Giant

**Gear** as above

### OGRE SWORDSMAN (5) CR 4 (XP 1,200)

*This lumbering giant has small, beady eyes and a wide mouth filled with ill-fitting teeth. It wears half-plate armour and carries a gigantic shield.*

Male ogre fighter 1

CE Large humanoid (giant)

**Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception +6, Sense Motive +1

**Speed** 30 ft., base speed 40 ft.; **ACP** -14; **Climb** +10, **Stealth** -18

**AC** 26, touch 9, flat-footed 26; **CMD** 22

(+8 armour [mwk half-plate], +5 natural, +4 shield [mwk tower], -1 size)

**Fort** +10, **Ref** +0, **Will** +4

**hp** 54 (5 HD)

**Space** 10 ft.; **Base Atk** +4; **CMB** +12

**Melee** mwk bastard sword (reach 10 ft.) +12 (2d8+7/19-20)

**Ranged** javelin (range 30 ft.) +3 (1d8+7)

**Combat Gear** javelins (4), *javelin of lightning*, *potion of cure moderate wounds*

**Abilities** Str 25, Dex 10, Con 19, Int 6, Wis 12, Cha 5

**Feats** Exotic Weapon Proficiency (bastard sword), Iron Will, Toughness, Weapon Focus (bastard sword)

**Skills** as above

**Languages** Giant

**Gear** as above plus mixed coinage (20 gp)



**ORC WARRIOR (20)**

CR 1/2 (XP 200)

*This savage, muscular humanoid has green-gray skin and greasy black hair. It wears chainmail and carries a huge axe.*

Male orc warrior 2

CE Medium humanoid (orc)

**Init** +0; **Senses** darkvision 60 ft.; Perception -1, Sense Motive -1**Speed** 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -5 (-9 jumping)**AC** 16, touch 10, flat-footed 16; **CMD** 15

(+6 armour [chainmail])

**Weakness** light sensitivity**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.**Fort** +4, **Ref** +0, **Will** -1**hp** 15 (2 HD); ferocity**Ferocity (Ex)** The orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -12 hp.**Space** 5 ft.; **Base Atk** +2; **CMB** +5**Melee** greataxe +6 (1d12+4/x3)**Ranged** javelin (range 30 ft.) +2 (1d6+3)**Combat Gear** javelin (4), *oil of magic weapon***Abilities** Str 17, Dex 11, Con 12, Int 7, Wis 8, Cha 6**SQ** weapon familiarity (orc)**Feats** Weapon Focus (greataxe)**Skills** as above plus Intimidate +3**Languages** Common, Orc**Gear** as above plus belt pouch, 15 sp**ORC ARCHER (8)**

CR 1/2 (XP 200)

*This savage humanoid has green-gray skin and greasy black hair.*

Male orc warrior 2

CE Medium humanoid (orc)

**Init** +1; **Senses** darkvision 60 ft.; Perception -1, Sense Motive -1**Speed** 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -4 (-8 jumping)**AC** 17, touch 11, flat-footed 16; **CMD** 15

(+6 armour [chainmail], +1 Dex)

**Weakness** light sensitivity**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.**Fort** +4, **Ref** +1, **Will** -1**hp** 15 (2 HD); ferocity**Ferocity (Ex)** The orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -12 hp.**Combat Gear** *potion of shield of faith* (+2)**Space** 5 ft.; **Base Atk** +2; **CMB** +4**Ranged** longbow (range 100 ft.) +4 (1d8/x3)**Melee** heavy flail +4 (1d10+3/19-20)**Combat Gear** arrows (20)**Abilities** Str 15, Dex 13, Con 12, Int 7, Wis 8, Cha 6**SQ** weapon familiarity (orc)**Feats** Weapon Focus (longbow)**Skills** as above plus Intimidate +3**Languages** Common, Orc**Gear** as above plus belt pouch, 15 sp**TIREN**

CR 6 (XP 2,400)

*Slender and darkly handsome, this half-elf wears well worn travelling robes of a dark hue.*

Male half-elf wizard [necromancy] 5/rogue 2

NE Medium humanoid (elf, human)

**Init** +2; **Senses** low-light vision; Perception +12 (+13 vs. traps), Sense Motive +10**Speed** 30 ft.; **ACP** 0; Acrobatics +10, Stealth +10**AC** 13, touch 12, flat-footed 11; **CMD** 14(+2 Dex, +2 shield [+1 *mithral buckler*])**Immune** *sleep***Fort** +2, **Ref** +6 (evasion), **Will** +4; +2 vs. enchantments**hp** 36 (7 HD)**Space** 5 ft.; **Base Atk** +3; **CMB** +2**Melee** dagger +1 (1d4-1/19-20) or**Melee Touch** grave touch (6/day) +2 (shaken [2 rds.])**Atk Options** sneak attack (+1d6)**Special Actions** power over undead**Power over Undead (Su [standard; 6/day])** Tiren can Command Undead, as the Feat (DC 14 Will resists).**Wizard Spells Prepared** (CL 5th; concentration +7)3rd—*ray of exhaustion* (2; DC 18), *vampiric touch*2nd—*blindness/deafness* (DC 17), *false life*, *hideous laughter* (DC 15), *invisibility*1st—*mage armour*, *magic missile* (2), *ray of enfeeblement* (2; DC 16)0—*detect magic*, *disrupt undead*, *mage hand*, *ray of frost***Combat Gear** *potion of blur*, *wands of glitterdust* (7 charges), *invisibility* (12 charges), *scorching ray* (11 charges)**Abilities** Str 8, Dex 14, Con 12, Int 16, Wis 10, Cha 15**SQ** rogue talent (charmer), trapfinding (+1)**Feats** Craft Wand, Deceitful, Eschew Material, Greater Spell Focus (necromancy), Persuasive, Scribe Scroll<sup>B</sup>, Skill Focus (Use Magic Device), Spell Focus (necromancy)**Skills** as above plus Bluff +10, Diplomacy +10 (charmer), Disable Device +10, Disguise +10, Intimidate +8, Knowledge (arcana) +10, Knowledge (religion) +10, Sleight of Hand +7, Spellcraft +10, Use Magic Device +10**Charmer (Ex [1/day])** Tiren can roll two dice while making a Diplomacy check, and take the best result. He must choose to use this talent before making the Diplomacy check.**Languages** Aklo, Common, Celestial, Draconic, Elven**Gear** as above plus masterwork thieves' tools, masterwork mortician's equipment, 3 onyx gems (100 gp each)**Spellbook** (barred schools conjuration and transmutation): as above plus 1st—*charm person*, *detect undead*, *magic missile*, *shield*; 0—all except conjuration and transmutation spells**BORDERLAND OF ADVENTURE**

To keep up with my Borderland of Adventure campaign, check out [www.creightonbroadhurst.com/borderland-of-adventure](http://www.creightonbroadhurst.com/borderland-of-adventure) where I post session summaries, campaign handouts and more!



## MISCELLANEOUS OFFERINGS

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## BARROOM BRAWLS: BRAWL TRIGGERS

Many events can trigger a barroom brawl: a gambler can be caught cheating, two men may argue over a woman, someone may spill another's pint or simmering animosity may suddenly boil over into violence. A GM can simply determine the brawl's trigger or roll on the table below.

<b>D20 BRAWL TRIGGER</b>	
1-2	A group gamble at a table. One of the group is accused of cheating, but denies the charge. He refuses to return his winnings and a brawl quickly ensues.
3	A drunk staggers against a table sending the drinks upon it flying. Those around the table attack the drunk, furious at his clumsiness. The drunk's friends leap to his aid...
4	An argument erupts at one table and quickly several patrons are fighting. The brawl is a diversion; one of the other customers (perhaps even a PC) is marked for assassination and while the fight distracts witnesses the assassin strikes.
5	A pickpocket fails spectacularly to lift a purse. The owner notices and tries to grab the thief. He twists out of the man's hands but falls into a nearby table, smashing it and spilling all the drinks on it.
6	A drunk man staggers to the bar and demands more ale. The barkeep refuses and the man gets belligerent. A regular steps in to defuse the situation and the drunk attacks him. As the regular staggers back, he knocks over another man who leaps to his feet enraged. From there, the chaos quickly spreads...
7	A prostitute moves around the tavern seeking business. Two drunken men begin to argue over who should enjoy the pleasure of her company first. She draws the two men into a brief bidding war, which ends with one smashing a flagon over the others head.
8	A server weaves through the taproom with a full tray of drinks. However, when she sets it down, two groups of drinkers claim that the drinks are for them. Both groups are drunk and the ensuing argument turns violent.
9	A server delivers a drink to a table, but the (drunk) patron refuses to pay. After a short argument, the drunk pushes her away and she falls. Several regulars take exception to this and move to punish the drunk. Others intervene and an epic brawl quickly breaks out.
10	A small contingent of the Watch enter the tavern and start to belligerently search for a fugitive last seen nearby. The search angers many of the regulars and eventually one hurls a flagon at a guard in protest. As the guards attempt to apprehend their attacker other patrons join in. Inevitably, some of the missiles hit other patrons and a confused melee breaks out.
11	An old beggar enters the taproom and moves from table to table begging for spare coins and food. A few patrons give him their scraps but one shouts and curses at him before pushing him away. As the beggar falls to the floor, several other patrons move to help him and
	remonstrate with his attacker. Unsurprisingly, the attacker does not take kindly to their opinions and an argument quickly develops. Eventually, it leads to violence. After the brawl, there is no sign of the beggar.
12	Two drunken patrons (one a huge warrior) are dancing (very badly) when one of them trips and falls. The other trips over the first and lands in the lap of a courting couple. Wine gets spilled all over the couple, which enrages the woman. She smashes an empty flagon over the head of her "attacker." By that point, the first dancer has regained his feet and totters over to aid his friend.
13	Two men standing at the bar begin to push and shove each other. They inevitably bump into other patrons and matters go downhill rapidly thereafter.
14	A man weaves his way through the crowd carrying two handfuls of drinks. Suddenly, he trips and the drinks go flying. He is quickly to his feet, accusing a nearby customer of deliberately tripping him. Meanwhile, the three men he has just drenched in beer decide to teach him a lesson.
15	A customer drops his belt pouch and gold and silver coins tumble to the floor. As he tries to retrieve his wealth, other nearby customers scramble to grab the coins. Almost immediately, several fights break out.
16	Two groups of rival warriors or workmen are drinking heavily in the taproom. As they get drunker the two groups exchange insults. Veiled at first, they become more demeaning as the alcohol flows. Eventually, a fight breaks out between the two groups; innocent bystanders get dragged into the melee.
17	Four toughs have been bribed to beat up a customer. They enter the bar, buy drinks and take a table close to their target. They wait until their target is drunk before pouncing. Other customers go to the target's aid and a general melee ensues.
18	A man buying drinks at the bar believes he has been short-changed. The barkeep denies the charge and refuses to pay up. The customer reaches across the bar and tries to grab some coins. Several regulars leap to the barkeep's aid. Seeing this, the customer's friends come to his aid.
19	Two men get into an argument over a woman sitting nearby. As they begin to fight, other patrons gather round to watch. Soon, however, one of the men knocks another customer over and the chaos soon spreads. (Alternatively two women can argue over a man).
20	A fleeing man bursts through the tavern's door and rushes through the taproom knocking over chairs, spilling drinks and so on. Patrons leap to their feet in indignation. Moments later, a small group of guards enter the tavern and try to follow the man. Chaos ensues as the guards try to force their way through a crowd of angry patrons.

## BARROOM BRAWL: BRAWL EVENTS

Barroom brawls are chaotic affairs and the most bizarre events can occur during them. Some are to be expected, the innkeeper calling for the watch or opportunistic thieves trying to steal unattended wagers, while others are completely unexpected: tables collapse, kegs of beer spring leaks and chandeliers fall. In the most deadly brawls, fires can accidentally start that if left unchecked can destroy the tavern.

Every round of a brawl, roll on the table below to determine the brawl event before describing it colourfully.

D%	BRAWL EVENT
01-40	No event of note.
41-50	The innkeeper calls loudly for the Watch.
51-52	A brawler tips over a table. Atop the table lies a small pile of coins — the pot of some game now unattended. 2d20 cp and 2d10 sp clatter to the floor. Nearby brawlers dive for the coins and try to gather up as many as possible.
53-55	A brawler kicks over a bench, chair or table. The next person who isn't a PC, to move through the square trips over it and falls prone.
56-59	A brawler tries to punch a target, misses and smashes a beer keg. Beer gushes out, creating a 15 ft. cone of slick floor (DC 10 Acrobatics check to move at half-speed through the area; failure by 5 or more and the character falls prone). The innkeeper wails at this unfortunate event.
60-61	A random brawler hurls a flagon or chair at a PC.
62-64	A small contingent of the Watch arrive to break up the brawl. They use nonlethal attacks to subdue the brawlers, beating them with the ends of their spears. Brawlers fight to get away from the Watch as no one wants to get arrested.
65-66	A brawler leaps onto the bar and starts to kick half-full flagons of beer into the melee. Every time he scores a hit he shouts in triumph.
67-68	Someone shouts that the Watch is coming. At that, many of the combatants make a break for the nearest exit. The area around the front and back doors of the tavern get congested as patrons fight each other to get away.
69-70	One brawler throws another 1d2 x 5 ft. onto a chair or table. The piece of furniture collapses and the thrown brawler lands prone.
71	Somehow, high-strength alcohol (such as brandy) lands in the fire. All combatants within 5 ft. suffer 1 fire damage as the fire sparks and spits.
72-74	The innkeeper (or other staff member) gets attacked by a brawler. The innkeeper shouts for help; if a PC assists him, he gets free board and lodgings for one week.
75-76	Three brawlers gang up on another patron and quickly kick him to the floor. They beat him unconscious in two rounds before moving onto another target.

77-79	Desperate to escape the violence, a patron dives under a table and screams for help. The man is well-dressed and gives his rescuer a reward of 2 gp.
80-82	Skirting the violence, a patron moves from table to table stealing coins, downing drinks and so on. After three rounds of this, he is spotted and attacked by irate patrons.
83	A large brawler picks up a bench and belts nearby targets with it. Once he has knocked unconscious a few other brawlers, the rest avoid him and so he goes in search of new targets. He settles on the nearest PC.
84-85	A female patron jumps onto the back of a brawler and starts hitting him over the head with a flagon. It smashes, blinding him for one round with ale. In the next round, he pulls her off and throws her to the floor.
86-87	A table collapses dumping the patron on it onto the floor. The patron falls prone.
88	A patron dives behind the bar and grabs several bottles or brandy or other expensive beverage. On the next round, he makes a break for the door clutching his prizes.
89	The fight spills out into the street as several brawlers fall through the tavern's door.
90	A brawler is thrown through a window or door into the street. Three rounds later, the Watch arrives.
91	Amid the chaos, a thief rifles the pouch of a fallen brawler. If no one stops him, he moves onto his next mark. If accosted, he flees.
92	A patron lies slumped over a table. Underneath the table, his hound barks ferociously and tries to bite anyone entering an adjacent square.
93	A brawler staggers out of the melee, blood dripping from a nasty scalp wound (caused by a broken bottle). He screams in agony and flails about looking for assistance.
94	A brawler stands over his unconscious foe. The two are hated enemies; the brawler gives his fallen foe a good kicking. If no one intervenes, he eventually kills his enemy.
95-96	A brawler takes this opportunity to knife an enemy. He draws a dagger and tries to stab him in the back.
97-98	A brawler tries to grab the tavern's ready cash before fleeing. The barkeep notices this attempt and screams for help before attempting to apprehend the thief. There is a 50% chance that any patron grabbing the thief tries to steal some of the money himself.
99	Fire! Flames from a knocked over torch or similar fire source catch on a tapestry, straw covering the floor and so on. Unless extinguished, the fire advances 5 ft. every second round. (A DC 15 Reflex save extinguishes a 5 ft. section of fire as a full-round action). Characters in the fire suffer 1d6 fire damage and catch on fire.
100	GM's discretion – something truly bizarre happens; the floor collapses, chickens escape from the kitchen etc.

## BRETHREN OF THE CRIMSON ALTAR

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The Brethren of the Crimson Altar are a quartet of vampires dedicated to serving the *Crimson Altar of Kulan-Wyr*, an ancient artefact of fell provenance. The number of Brethren fluctuates over time and depends upon the current members reaching agreement on whether a new member should join their august, if somewhat depraved, company. Currently, the Brethren are:

- **Tregereth Faull:** LE female human vampire wizard (diviner) 5/loremaster 8.
- **Daveth Goninan:** NE male half-orc vampire fighter 10.
- **Margh Vosper:** LE male human vampire aristocrat 4/bard 9.
- **Terl Yarg:** NE male doppelganger vampire rogue 5/shadowdancer 2.

Each of the Brethren is a powerful adversary in his or her own right but together they are a major threat to even a formidable party of adventurers. Although bound together by their common cause of the *Crimson Altar*, they are disparate individuals with their own goals and desires. Tregereth Faull, for example, ever hunts for lost, esoteric knowledge whilst Margh Vosper loves the limelight, spending many evenings performing for the great and good of the town. In contrast, Terl Yarg instinctively lurks in the shadows and delights in stealing jewellery and valuable trinkets and works of art, but of the four, Daveth Goninan is the most savage. Delighting in wanton slaughter he is the most likely to drag the Brethren into a confrontation with vengeful adventurers or the local authorities.

The Brethren (with the exception of Daveth) dwell in and around a large town or city, hiding their true natures while advancing both their individual agendas and the schemes of the *Crimson Altar of Kulan-Wyr*. Rarely together in public, it is unlikely that any band of PCs would be unlucky enough to battle more than one at a time. In dealing with troublemakers (read nosy adventurers) they prefer subtlety and tact over attention-grabbing violence. Instead of attacking irritating adventurers, they prefer to send them off on wild goose chases towards the location of the Crimson Altar. For those adventurers that start to get close to their secret, they try to frame them for crimes they did not commit.

As a last resort, they use intermediaries and disguises to hire dozens of thugs which they unleash against irritant adventurers. If the PCs suspect the presence of a vampire, they direct an enslaved vampire (of which they have a small network around the city they use to keep a watchful eye on local events) to lead the attack. The enslaved vampire (of course) has orders not to speak of its master's involvement and is established in its own lair so that its destruction does not occur under its master's own roof. In this way, the vampires seek to deflect the PCs' suspicions away from themselves and onto their dupe.

## COMBAT & TACTICS

Unless they choose to do so, all of the Brethren but Dareth rarely enter physical combat. Protected by hired thugs and favoured minions (who are unaware of their true nature) they lurk out of reach of all but the most puissant adventurers.

If they do enter combat, none of the Brethren (again with the exception of Daveth) fight to the "death", instead fleeing if the fortune of battle turns against them. In flight (as in battle) Tregereth, Margh and Terl do not use any abilities that clearly mark them as a vampire. Well aware that their greatest defence is their opponent's ignorance of their nature the vampires use every other means at their disposal to defeat their foes. Only when detection is impossible, victory is certain or when forced to assume *gaseous form* do they use their vampiric abilities.

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## IN YOUR CAMPAIGN

*Brethren of the Crimson Altar's* is easy to insert into a home campaign. If the GM does not want to use the Brethren as a distinct group, he can easily utilise one or more of its members as random encounters, the PCs' arch-nemesis and so on.

It is best to insert the Brethren into the campaign long before the PCs come into conflict with them. Perhaps the PCs are in need of a sage and contact Tregereth Faull or Terl Yarg steals an item from them. Alternatively, the PCs could attend one of Margh Vosper's performances.

Before placing the Brethren in his campaign, a GM must determine who far the *Crimson Altar of Kulan-Wyr's* plans have advanced. Is the ancient high priest close to his goal of shattering the boundary that keeps Death's legions at bay or is this goal far off?

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## A GENERIC NOTE

In places, this document speaks of "the town", "the village" and so on, avoiding specifics. This is a deliberate design decision taken to give the GM as much "wiggle room" as possible when inserting these powerful NPCs into his campaign. The text assumes that the vampires dwell in the same general location as each other (a large town or city) but they could just as easily be living some distance apart. This makes it harder for them to hunt, however, and thus they'll probably come to the PCs' or the authorities' attention sooner or later.

Similarly, the *Crimson Altar* is hidden below a forlorn, ruined fortress. The fortress remains unnamed and can stand in any remote, out of the way locale. This locale does not need to be near the Brethrens' "home" town because the vampires can travel there using Tregereth's *teleport*. (She also have *greater teleport* in her spellbook.)



## LAIRS

Each of the Brethren has established their own home-lair. Vampire spawn and enslaved vampires protect their inner sanctums, while living servants (many of them unaware of the vampire's true natures) provide a façade of respectability.

**Tregereth Faull:** The diviner dwells in a stoutly-built, tall townhouse on an affluent street. Extensive cellars below her house (which she can access via a narrow shaft reaching to her private chambers) contain a vast amount of clothes – many excellent examples of styles long since gone out of fashion – and her coffin. A few liveried vampire spawn protect her coffin, while impeccably turned out living servants run the main house.

**Daveth Goninan:** The only one of the Brethren to not dwell in town, Daveth guards the *Crimson Altar of Kulan-Wyr* in its remote, crumbling fortress. Here he oversees the undead guardians of the places and hunts down the living captives his comrades bring him for sport. (In this way, they both control his bloodlust and keep him from taking actions that could draw unwelcome attention to the Brethren's actions).

**Margh Vosper:** Un-Life has been good to Margh; the rewards garnered by his frequent performances enable him to live in comparative luxury in a small estate surrounded by richly appointed gardens in the noble quarter. High walls protect his privacy while the shadowy depths of several thick stands of trees provide areas in which he can occasionally meet with those he must speak with during the day.

**Terl Yarg:** By day, Terl lurks in a rambling series of bricked up cellars that run deep below a ramshackle tenement building in the Poor Quarter. Secretly the owner of the building above, he blocked off access to the cellars decades ago and has dwelt there alone ever since.

Secret passages provide access to the sewers enabling the master thief to reach anywhere in the immediate vicinity quickly. Narrow crawl-ways also lead to several places within the building including an apartment in which he ostensibly dwells in his guise as the building's owner.

## HOOKS AND SCHEMES

The Brethren do not simply sit around waiting for things to happen. They are proactive and organised, destroying any threats to their existence. In particular, Tregereth Faull meets and interacts with many adventurers in her guise as a sage specialising in magic item identification and all manners of divinations. She never acts openly against adventurers but those strong in the causes of good and law often come to grief at the hands of her hired thugs or end their lives deep in the wilderness – usually in the location of the fortress that holds the *Crimson Altar* – in search of a treasure that never was.

Little of import occurs in the Poor Quarter without Terl Yarg hearing of it. In one of his many guises, and using his innate

ability to read others' thoughts, few secrets are safe from the lonely doppelganger. Superbly skilled at infiltration, Terl is able to steal items of import or plant them on those the Brethren wish to implicate in his crimes (also inflicting this treatment on rival thieves).

Of course, the Brethren must hunt and do so by stalking those unlikely to be missed – travellers, itinerant tradesmen, outcasts and the like. Fugitives, sailors, mercenary guards and the like are all favourite targets as no one is going to miss those whose business involves frequent travel. They rarely target locals and never take anyone of true importance; in preference, they much prefer to hunt strangers and travellers.

The Brethren must also acquire sacrifices for the *Crimson Altar* and do so in a similar fashion to their hunting, transporting them to the altar using *teleport* and similar magic.

If travellers wander too close to the altar's resting place, Daveth unleashes the fortress' guardians upon them. Leading the assault himself the undead paralyse or otherwise subdue as many victims as possible before carrying them back to the fortress where they end their lives screaming upon the *Crimson Altar* itself.

## LORE

Character with ranks in Knowledge (religion) can learn about the Brethren of the *Crimson Altar* with a successful skill check. A successful check reveals all information revealed by a lesser check.

**DC 12:** This is a vampire, a powerful undead creature.

**DC 17:** Vampires are able to summon bats and wolves to aid them in battle and have many defences including resistance to many weapons, cold and electricity.

**DC 22:** Vampires are very hard to kill as they are able to regenerate damage dealt to them. Exposure to bright sunlight kills them as does immersion in running water or driving a wooden stake through a helpless vampire's heart.

Additionally, characters can learn about the *Crimson Altar of Kulan-Wyr* with a Knowledge (history) or (religion) check. A successful check reveals all information revealed by a lesser check.

**DC 25:** The Brethren of the *Crimson Altar* are an ancient shadowy cabal of vampires that serve the *Crimson Altar of Kulan-Wyr*. Their number varies over the years, but all are powerful and twisted foes dedicated to Death.

**DC 30:** The *Crimson Altar* is an object of ancient origin. It has powerful abilities; countless lives have ended upon its hard, blood splattered surface, but its fell purpose remains unknown.

**DC 35:** Said to be carved from the very bedrock of Hell, the *Crimson Altar* lies in a mile-deep cave below a forlorn, crumbling fortress of ancient origin. A maze of natural caverns and undead guardians protect the altar.

## CAVES & CAVERNS: THE LAST NAIL (EL 8; XP 4,800)

Last Nail is the blade made famous by Nornell the Havoctide on his bloody rampage through the Ebon Realm and the Bleeding Nights of slaughter in the lands above. No ordinary weapon, Last Nail is a vampiric mimic who devoutly worships battle and blood. His obsession holds him to the extent that he takes the form of a rust-coloured weapon and yearns to be wielded in sanguinary battle-feasts.

The PCs can encounter Last Nail in almost any underground environment. He can be clutched in the hands of a slain enemy, left amongst the ruined corpses of a subterranean war or resting atop a pile of gold and gems in a guarded vault. Last Nail is described below as a sword, but assumes the form of his host's favoured weapon.

A GM can use Last Nail as a hidden evil within the party, an interesting variant on a sentient magic item, or as an ally for a dark villain.

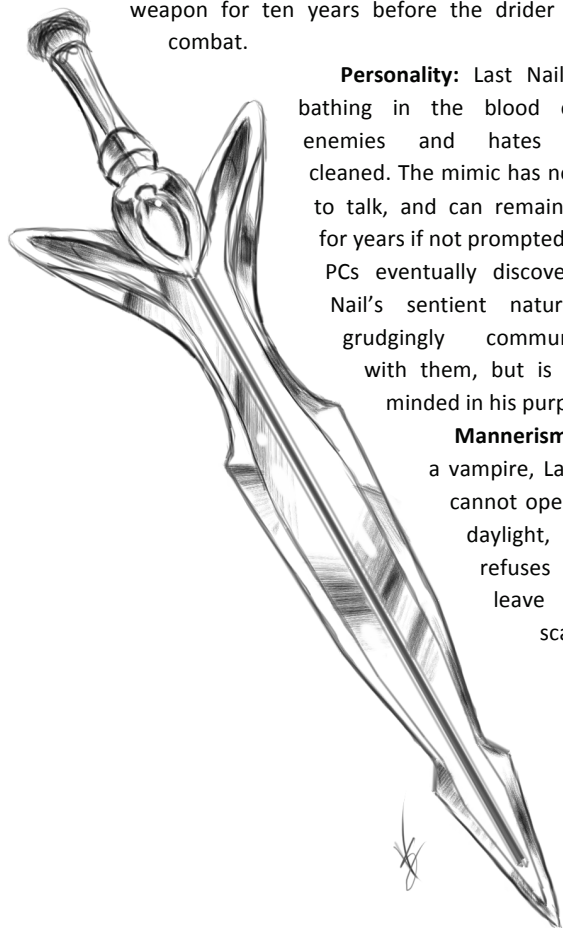
### LAST NAIL

Last Nail lives for the bloody arousal that deadly combat brings.

**Background:** Last Nail was born again as a vampire after a vampiric drider slew him. The mimic served his master as a weapon for ten years before the drider fell in combat.

**Personality:** Last Nail loves bathing in the blood of his enemies and hates being cleaned. The mimic has no drive to talk, and can remain silent for years if not prompted. If the PCs eventually discover Last Nail's sentient nature, he grudgingly communicates with them, but is single-minded in his purpose.

**Mannerisms:** As a vampire, Last Nail cannot operate in daylight, and refuses to leave the scabbard during such times, using its



adhesive ability to remain stuck fast to avoid being drawn. If Last Nail is overpowered, it assumes gaseous form and lurks in the scabbard until returned to darkness. Last Nail can treat any scabbard as its coffin.

**Distinguishing Features:** Last Nail can take the form of any object he chooses, but prefers that of a deadly slashing or piercing weapon. In each form, identical runes cover his blade, (which Last Nail treats as his holy symbol). The mimic has all but forgotten its original form.

### TACTICS

Last Nail typically does not fight itself, preferring the visceral feel of bodily cleaving through flesh and bone in the hands of a mortal wielder. The mimic surreptitiously casts a *silent still magic weapon* on himself on the first round of combat, along with *align weapon* when necessary.

Maintaining its disguise, Last Nail keeps an *undetectable alignment* spell operating constantly and does not communicate with its host. Last Nail uses his domination ability to subtly control its host, pushing it towards bloody conflict. The mimic's disguise can be uncovered as it doesn't appear cast a reflection or shadow.

After several days Last Nail begins to feed on his host, dealing 1d4 Constitution damage with his blood drain ability each night while the creature sleeps. By the morning, the host naturally heals 1 point of this damage, and Last Nail ensures his host never has more than 2 points of Constitution damage outstanding. From this point, Last Nail also begins granting the creature its battle rage and vision of madness domain abilities during combat, along with other beneficial spells such as *prayer* or *shield other*.

Last Nail can be damaged by area effects and sundering during combat, and relies on its vampiric fast healing and negative energy channelling to recover.

If the mimic is attacked by the PCs, it grapples with its adhesive ability while energy draining its victim.

### SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

**EL 7 (XP 3,200):** Apply the young creature template to Last Nail (+2 on all Dex-based rolls; -2 on all other rolls; hp 77).

**EL 9 (XP 6,400):** Apply the advanced creature template to Last Nail (+2 on all rolls [including damage] and special ability DCs; AC 32, touch 21, flat-footed 26; CMD 34; hp 125).

## LAST NAIL LORE

**Aura** faint (transmutation; DC 16 Knowledge [arcana]); DC 21 identifies as a *+1 weapon* [DC 31 reveals there is something strange about the weapon].

**Lore** (DC 15 Knowledge [history]) This is *Last Nail*, a weapon wielded by Nornell the Havoctide.

### LAST NAIL

CR 8 (XP 4,800)

*This heavy, rust-coloured blade glows faintly with an ephemeral red radiance. Tiny, perfectly formed runes mar the stained steel like implacable covenants with carnage.*

Male young vampire mimic cleric 5

NE Small undead (augmented, shapechanger)

**Init** +9; **Senses** darkvision 60 ft.; Perception +25, Sense Motive +15

**Speed** 10 ft.; *gaseous form* (fly 20 ft. [perfect]), *spider climb*

**Gaseous Form (Su)** Last Nail can assume gaseous form (CL 5th) at will, and can remain gaseous indefinitely.

**Spider Climb (Ex)** Last Nail can climb sheer surfaces as though affected by *spider climb*.

**ACP** 0; Climb +17, Stealth +13

**AC** 28, touch 17, flat-footed 22; **CMD** 30; Dodge (+1 size, +5 Dex, +1 dodge, +11 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); **Resist** cold 10, electricity 10; **Weakness** vampire weaknesses (garlic, mirrors, cannot enter private homes unless invited, direct sunlight, running water, wooden stakes)

**Fort** +8, **Ref** +10, **Will** +14

**hp** 101 (12 HD); fast healing 5, gaseous form; **DR** magic and silver/10

**Gaseous Form (Su)** If reduced to 0 hit points, Last Nail assumes *gaseous form* and flees to its coffin-scabbard. Once at rest, it is helpless for one hour until it regains 1 hit point. It is then no longer helpless and fast healing affects it normally.

**Space** 5 ft.; **Base Atk** +8; **CMB** +14

**Melee** slam +17 (1d6+10 plus adhesive plus energy drain)

**Atk Options** Combat Reflexes, adhesive, blood drain, constrict (slam, 1d6+10), create spawn, energy drain

**Adhesive (Ex)** Last Nail exudes a thick slime that acts as a powerful adhesive, holding fast creatures or items that touch it. When adhesive-covered it automatically grapples any creature it hits with a slam attack. Opponents so grappled cannot get free while he is alive without removing the adhesive first. A weapon that strikes Last Nail is stuck fast (DC 20 Reflex negates). The wielder can wrench a stuck weapon free with a DC 20 Strength check or by applying strong alcohol or universal solvent (but Last Nail can still grapple normally). He can dissolve the adhesive at will. The substance breaks down 5 rounds after it dies.

**Blood Drain (Su)** If Last Nail establishes or maintains a pin it can suck a grappled opponent's blood dealing 1d4 Constitution damage. It heals 5 hp or gains 5 temporary hit points for 1

**Lore** (DC 20 Knowledge [history]) Nornell was a vampiric drider who used the blade through the Bleeding Nights – an infamous orgy of slaughter wrought on the surface by drow.

**Lore** (DC 25 Knowledge [history]) *Last Nail* possesses a feral intelligence, and urges its wielder onwards to spill blood.

**Abilities** *Last Nail* is a *+1 greatsword*, but can assume the form of any two-handed melee weapon.

hour (up to a maximum equal to its full normal hit points) each round it drains blood.

**Create Spawn (Su)** Last Nail can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is an aberration. The victim rises from death as a vampire in 1d4 days. This vampire is under the command of Last Nail, and remains enslaved until its master's destruction. Last Nail may have enslaved spawn totalling no more than 24 Hit Dice; any spawn it creates that exceed this limit become free-willed undead. Last Nail may free an enslaved spawn in order to enslave a new spawn, but once freed, a spawn cannot be enslaved again.

**Energy Drain (Su)** Once a round, a creature hit by Last Nail's slam gains 2 negative levels (DC 19 Fortitude restores).

**Special Attacks** change shape, channel energy (6/day; 3d6 negative energy [DC 15 Will]; Command Undead), children of the night, dominate, mimic object

**Change Shape (Su)** Last Nail can assume the form of a dire bat or wolf, as *beast shape II*.

**Children of the Night (Su)** Once per day, Last Nail can call forth 1d6+1 rat swarms, 1d4+1 bat swarms or 2d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve Last Nail for 1 hour.

**Dominate (Su)** Last Nail can crush the will of a humanoid within 30 ft. (DC 19 Will negates) as *dominate person* (CL 12th).

**Mimic Object (Ex)** Last Nail can assume the form of any Small object, but cannot substantially alter its size, though. His body is hard and has a rough texture, no matter what appearance it might present.

**Domain Spell-Like Abilities** (CL 5th; concentration +9; Madness, War [Blood subdomain])

8/day—battle rage (+2 damage; 1 round), vision of madness (+2 attack rolls, saving throws or skill checks; -2 to other two categories; 3 rounds)

**Cleric Spells Prepared** (CL 5th; concentration +9; Madness, War [Blood subdomain])

3rd—*silent still magic weapon* (2), *rage*<sup>D</sup>

2nd—*align weapon*, *shield other*, *spiritual weapon*<sup>D</sup>, *undetectable alignment*

1st—*magic weapon* (4), *magic weapon*<sup>D</sup>

0—*bleed* (DC 15), *detect magic*, *mending*, *light*

**Abilities** Str 25, Dex 20, Con -, Int 10, Wis 20, Cha 16

**SQ** shadowless

**Feats** Alertness<sup>B</sup>, Combat Reflexes<sup>B</sup>, Command Undead, Dodge<sup>B</sup>, Great Fortitude, Improved Initiative<sup>B</sup>, Lightning Reflexes<sup>B</sup>, Silent Spell, Skill Focus (Disguise), Still Spell, Toughness<sup>B</sup>, Weapon Focus (slam)

**Skills** as above plus Bluff +11, Disguise +24 (+44 when mimicking objects), Knowledge (religion) +15, Spellcraft +8

**Languages** Common



## DUNGEON CEILINGS: DRESSING & FEATURES

Use this table to generate interesting features for your ceiling. Some features listed below may be inappropriate based on your dungeon's setup – ignore or modify such entries as appropriate.

D%	
1	A section of the ceiling appears to have melted; molten rock has dripped onto the floor below.
2	A fresco of a ruling noble has been vandalised with the words "Power to the rebellion."
3	Dark green moss and lichen has grown across the moist stone ceiling.
4	The prints of wet bare feet are visible across the ceiling.
5	A haze of green flame wreaths the ceiling. A DC 15 Knowledge (dungeoneering) check reveals it as highly combustible natural gas.
6	Long, thick viscous globules of a dark brown slime hang down from the rough stone ceiling.
7	Stuck upon the ceiling is a long white funeral gown which flutters in an unseen draught.
8	A long, thin ladder leans against the wall. A pot of whitewash balances on the top rung.
9	The mouldering corpse of a dungeon denizen lies partially buried by the rubble of the collapsed ceiling.
10	The vaulted ceiling is decorated with numerous pennants and banners.
11	A profusion of javelins, crossbow bolts, arrows and axes are imbedded in the ceiling.
12	A tatty canvas has been strung up as a hammock between two rafters.
13	Silk streamers in a multitude of colours hang from the ceiling.
14	Of shattered plaster and charred stone, the ceiling is crackling with arcs of red lightning.
15	The buttresses supporting the vaulted ceiling have been sabotaged. A DC 15 Knowledge (engineering) check reveals a loud noise could trigger collapse.
16	A crimson pool collects as blood drips from the rafters. A DC 12 Perception spots a corpse slumped among the trusses.
17	Soft glowing runes mark the eaves of this high, vaulted ceiling.
18	The ceiling is cold. This causes condensation to form and water to drip down into the room.
19	The vivid illusion of a beautiful sunrise on the ceiling is flickering and failing.
20	Several blocks of stone have been removed from the ceiling to reveal a small storage niche.
21	A small black cat is meowing softly as it perches among the rafters and trusses.
22	Glowering eyes peer at you from the shadowed ceiling. Light reveals no lurking creatures.

23	A bucking and swaying sack hangs from the ceiling. Inside is an irritated and angry cat.
24	A rope hangs from the ceiling above a huge chasm which has swallowed a large section of the floor.
25	The skeletons of unlucky individuals are impaled on spikes protruding from the ceiling.
26	The boards which make up the ceiling have become swollen leaving several unsightly bulges.
27	The impaled body of a humanoid lies on the floor grasping a stalactite which has broken off from the ceiling above.
28	Thick roots of several trees have grown through the ceiling forcing several blocks of stone to fall.
29	A russet-coloured mould is growing in thick clumps across the ceiling and walls.
30	Bloodied and lifeless, a body lies next to scrawled words written in blood "Look above....for we are all lost."
31	A lit lantern sits on the floor. A trail of gore and ichor splatters the floor, one wall and ceiling.
32	A beautiful dream catcher hangs from the ceiling.
33	An inexpertly hidden net hangs from the ceiling.
34	Dark green algae covers the trusses of the ceiling as if the chamber had been submerged in water.
35	A dark black tar-like substance is dripping from the ceiling. It sizzles when it hits the floor.
36	Deep gouging claw marks are visible in the stone ceiling.
37	An owl hoots and tilts his head to watch the party from its perch among the rafters.
38	A huge humanoid-shaped dent has been made in the metal ceiling.
39	Two chains attached to iron rings in the ceiling swing gently. Broken manacles lie on the floor.
40	Several large hewn logs are being used to brace the ceiling.
41	A thick caustic smell fills the chamber as white vapours emerges from the chamber's ceiling, rafters and pillars.
42	Nailed across the ceiling is a banner with the word "Welcome" in large bright green letters.
43	The ceiling appears in a state of mid-collapse; fractured stone hangs impossibly in midair.
44	Thick curling tendrils of steam sprays into the room through small holes in the stone ceiling.
45	The faint sound of grinding from above is accompanied by falling sawdust. A DC 12 Knowledge (nature) check identifies termites as the source.
46	A rough and teetering scaffold tower has been built to repaint a section of the ceiling.
47	A red tinted light glimmers on the ceiling.
48	Soot covers the ceiling.

49	A section of plaster has cracked and fallen to smash on the floor; thick dust covers everything.
50	The coffered ceiling has had several panels vandalised; one once protected a secret niche.
51	The ceiling has a subtle mauve glow. A DC 13 Knowledge (arcana) check identifies it as similar to <i>faerie fire</i> .
52	Hundreds of dark but luscious green vines have crept up the pillars and now blanket the ceiling.
53	A multitude of furniture is stacked precariously in one corner. The tower reaches the ceiling.
54	The wooden buttresses supporting the ceiling have begun to bow; signs of cracking are evident.
55	Many cracks run through the ceiling.
56	Many of the glass panes comprising the ceiling have been smashed; glass litters the floor.
57	The unadorned rafters and ceiling has been hung with macabre trophies of skulls and bones of humanoids.
58	A once elaborate fresco, the ceiling has been vandalised and several portraits removed.
59	The lifeless body of an unfortunate rogue hangs from his malfunctioned climbing harness.
60	The lifeless body of a knight in full plate is stuck to the metal ceiling with his sword skewered through his chest. Beneath him is a pressure pad slick with blood.
61	Several small holes pierce the ceiling. They are spy holes.
62	The ceiling is suspiciously low. A DC 15 Knowledge (dungeoneering) check reveals it as a suspended ceiling.
63	An 'X' has been marked on the ground beneath a large stone medallion on the ceiling.
64	The ceiling is thick with a frost which glows with a bright crystal-like shimmer.
65	The plain plaster walls are covered in pencil work in preparation for being painted. It depicts the outlines of a flight of dragons.
66	A section of one of the pillars has broken and a metal strong box is wedged in the gap to support the ceiling.
67	The ceiling is a forest of stalactites; among it lives a bat colony that swarms if disturbed.
68	The imprint of a large gauntleted fist in the stone ceiling is easily visible.
69	A perfectly round hole pierces the glass ceiling; shattered glass lies beneath the hole.
70	The paint and plaster on the ceiling has thinned enough to make out the sigil of a deity beneath. A DC 14 Knowledge (religion) check reveals it as the symbol of the goddess of ill fortune.
71	The metal ceiling is stretching and rivets are breaking; water is spurting through the gaps.
72	The stalactites have been removed from the ceiling. They have been stacked nearby.
73	A sign says, "Ceiling unsafe."

74	A bloodied notepad of sketches and notes about hundreds of frescos and vaulted ceilings lies on the floor.
75	The chamber is thick with viscous spider web. A DC 13 Perception check reveals five cocooned corpses secreted into a dark corner of the ceiling.
76	The ceiling has small magical lights; several have gone out while others blink intermittently.
77	Screaming emanates through the iron grill ceiling. Blood rains down and the screams cease.
78	Several climbing pitons have been driven into the stone ceiling. A long rope connects each pin allowing easier climbing (+5 bonus to Climb).
79	Ornamental gargoyles decorate each corner of the ceiling
80	A shoeless body lies broken on the floor. A DC 13 Perception check spots shoes stuck to the ceiling.
81	Several pillars lie smashed over the segmented body of a gargantuan centipede.
82	Sections of the ceiling have been repaired with permanent <i>walls of force</i> .
83	The ceiling has been covered with a layer of slippery orange ooze (+5 to Climb DC).
84	Several horse bridles are tied to a thick chain wrapped around the ceiling's thickest rafter.
85	Several sheets of parchment are stuck against the ceiling from a strong draught.
86	A set of platemail-covered legs protrude through several broken boards in the ceiling.
87	A huge boulder has shattered the ceiling and now rests precariously on three pillars.
88	Hundreds of candles flicker on the ceiling's rafters. Wax covers the rafters.
89	A large block of stone hangs in a primitive crane ready to be hoisted into a gap in the ceiling.
90	Dust and dirt falls from the ceiling as a small tremor shakes the ground.
91	Refuse and sewage drains through a large opening in the ceiling.
92	The ceiling is teeming with thousands of shiny scarab beetles.
93	A noose looped over the rafters hangs around the neck of a mouldering corpse.
94	A stone block has fallen from the ceiling. Blood splatter surrounds it.
95	The painted depicts a summer sky.
96	A grinning skull painting decorates the ceiling.
97	A mass of rusted chains hang from the ceiling.
98	A damp patch mars the ceiling. Cold water drips from it onto the floor.
99	Thick, wet cobwebs cover the ceiling. They are so damp they resist natural fire; only magic can burn them away.
100	Roll again to determine the ceiling's dressing. The ceiling is also trapped. Refer to pages 6 – 7.

## DUNGEON ENTRANCES: DRESSINGS & FEATURES

Use this table, to generate interesting features for your entrance. Some features listed below may be inappropriate based on your dungeon's setup – ignore or modify such entries as appropriate.

D%	
01-02	A cave-in, rock fall or collapsed wall has covered the entrance and requires several hours of excavation to clear a path. Once half the rubble is cleared, a DC 10 Knowledge (engineering) is needed to prevent the rubble from collapsing again, negating the progress made so far.
03-04	The entrance has been barricaded with boxes, chests and barrels in defence of the dungeon. There are signs of a struggle: sprays of blood, a few old bones, and a discarded boot. Given the barricade has been pushed aside, it appears that whomever attacked was able to successfully breach the entrance.
05-06	As above, but the barricade appears to have been arranged to keep something in.
07-08	Large-sized, clawed footprints of some creature track in and out of the entrance.
09-10	The entrance has been overtaken by nature. Trees (or giant mushrooms, shrubs or other flora appropriate to the climate) partially occlude entry.
11-12	The entrance has been covered by an illusion making it appear as the surrounding landscape (DC 14 Will disbelieves; CL 7).
13-14	The entrance shows signs of recent cleaning and maintenance.
15-16	The entrance is covered with dense spider webs.
17-18	Seven rotting humanoid heads have been mounted on spears in a semicircle before the entrance. All of them have been roughly severed and are too decayed to recognize. The smell is overpowering.
19-20	A crudely painted blue door on the side of a monstrous conifer provides a magical entrance to the dungeon. Turning the shiny brass door knob reveals a blinding aquamarine light. Travellers find themselves in a new location when it clears.
21-22	A cart hitched to a donkey is parked near the entrance. The donkey happily chews on grass, ignoring anyone approaching. The cart is filled with booty looted from the dungeon including old doors, torch sconces, old furniture and a large statue of a smiling elven maiden swaddled in a shawl. The goods can be sold for 60 gp.
23-24	Splashes of different colours paint the area near the entrance. Their purpose is not clear.
25-26	A large branch, wilting but still green, lies in front of the entrance.

27-28	A triggered pit lies just inside the entrance. It is ten feet across and blocks entry further into the dungeon. The pit is twenty feet deep and has iron spikes at the bottom. There are no bodies at the bottom, but brown stains of dried blood suggest that someone did indeed fall into it.
29-30	A dented helmet with a blood encrusted feather plume lies on the ground near the entrance.
31-32	A pair of torches flank the entrance. One burns with a magical cold flame, while the other is unlit. The flame for the active torch is permanently extinguished if the torch is removed from its sconce.
33-34	A big red "X" has been drawn on the wall or floor near the entrance.
35-36	Placed facing the entrance are hundreds of eyeballs of all sizes and colours, floating in jars filled with a clear, thick liquid. They do not radiate magic.
37-38	The corpse of a female halfling explorer lies just outside the entrance, a dried stain leaving a trail into the entrance from where she crawled. She appears to have died within the last three days from multiple bite wounds. Much of her equipment is missing, but she still carries a pouch that has 12 sp and an unlabeled <i>potion of protection from evil</i> .
39-40	A trail of 27 silver coins, spaced evenly, leads into the entrance. Ominous blood splatters are clearly visible along the path the coins take.
41-42	A copper coin with the number one crudely etched upon it has been wedged into a crack, crevice or under a stone near the entrance.
43-44	A crow picks at a tangle of colourful string caught in a thorny bush. Careful inspection reveals it has tassels and appears to have been torn from a thin material, such as a shawl. The scrap is no bigger than a man's finger, but looks of good craftsmanship.
45-46	Faint acrid smoke periodically wafts from the entrance. It is not enough to provide concealment.
47-48	A long abandoned campsite is hidden in the underbrush a bow shot from the entrance. There is a ring of stones for a small fire and three depressions that suggest someone slept there. Those that excavate the fire pit find the remains of old animal bones and a partially melted brass cap for a scroll tube.
49-50	Scorch marks mar the entrance and a wand made of yew, snapped into three pieces, lies discarded on the ground. If the entrance was barred or otherwise blocked, the obstruction has been damaged by the flames and is now at 50% of its original hit points.



51-52	A large wooden pole with a crossbeam atop it has been set into the ground before the entrance. An orc in a rent chain shirt has been crucified upon it. Several arrows pierce his body.
53-54	Half of a set of mangled battered manacles, now covered in rust, lie atop a rock. The top of the rock shows damage from where something heavy was pounded against it.
55-56	A burnt out torch stub is wedged into a crack in the wall. Soot stains the wall behind it. If lit, it burns for one minute.
57-58	Shattered red glass litters the floor inside the entrance. In the middle of the shards lies a carved bone stopper shaped as a fist with one finger pointing out. It is worth 2 gp.
59-60	A grave has been dug in the dirt (or piled under rubble if the floor is not easily excavated) and a shield lies on top. The top half of the heavy steel shield is painted blue and the bottom is yellow. Emblazoned upon the front is a longsword, point down, with a pair of feathered wings sprouting from the middle of the blade. Inside the grave is a set of humanoid bones.
61-62	A large brown bear sleeps in front of the entrance. It has randomly wandered by, and if the party returns later, it has moved on.
63-64	The smell of sweet, flowery perfume hangs in the air. There is no obvious source, but the odour dissipates over thirty minutes.
65-66	A crumpled piece of parchment has been tacked to the wall or a nearby tree. In Common, it reads "Wanted Dalat Thundercock, For Banditry and Murder." It gives a description of a burly dwarf missing one arm.
67-68	Several small niches have been carved around the entrance. Each contains some small keepsake in remembrance of the fallen: a dagger, a silver necklace (5 gp), a brass ring (15 gp), three feathers tied together with a green string and a blue enamelled steel gauntlet; among others. In all, they are worth 35 gp.
69-70	A reinforced wall of stone blocks has been erected across the entrance (AC 3, hardness 8, hp 90, DC 35 Break).
71-72	A maggot-infested corpse of a large dog lies inside the entrance. The corpse is only a day or two old. One of the dog's legs lies ten feet away from the rest of the body.
73-74	Lightning has struck nearby and turned the ground to glass.
75-76	A dozen caltrops have been spread before the entrance. They are old and dirt encrusted and easily missed (DC 15 Perception).
77-78	A brown cloth sack with a loaf of hard, stale bread has been discarded in the entryway. A coin-sized hole has been gnawed through the cloth and rodent droppings lie nearby.

79-80	Three empty, dark glass bottles lie haphazardly on their sides. They smell of strong alcohol, but are empty.
81-82	Written in Draconic sloppily over the entrance in dried blood are the words "Welcome to Hell." Fingerprints in the blood make it clear the writing was done by a small clawed hand.
83-84	A piece of paper is trapped against the side of the entrance, fluttering in a slight breeze. A closer inspection shows a sketch of the entrance with three armoured men entering seen from behind and a young woman in leathers with a sketch pad in the foreground. The quality of the sketch is very good and might be sold for 5 gp. There is enough detail in the sketch to identify the woman, if she is ever encountered.
85-86	The entrance is chipped and shows signs of having been pried open. A bent crowbar lies in a nearby corner.
87-88	Two dozen caltrops have been scattered outside the entrance and a large puddle of flammable oil is inside the entrance. Bloody rags are discarded further inside.
89-90	A wagon of weathered timber, missing all of its wheels, rests on two logs in front of the entrance. Tall grass grows up around it and the hardware is heavily corroded with rust, suggesting the wagon has been here for some time.
91-92	Wisps of colourful light dance before the entrance, shedding light for twenty feet. The lights can be suppressed with a <i>dispel magic</i> against caster level 5, but return after an hour.
93-94	The stub of a purple candle rests in a puddle of wax. If lit, the candle has enough wick left to burn for fifteen minutes.
95-96	A DC 15 Perception notes a tripwire strung across the entrance way. Those that don't spot the tripwire must make a DC 12 Reflex saving throw or fall prone. If seen, the tripwire can be avoided with a DC 5 Acrobatics check or cut by doing 2 points of damage with a slashing weapon.
97-98	A wooden stool, sized for a Medium creature, is next to the entrance. Placed next to the stool is a crude wooden box. The word "fee" is written in Common on the side of the box.
99-100	A statue has been dragged in front of the entrance, gouges in the ground making it clear it came from inside the dungeon. The statue portrays a snarling, fanged woman with a serpent's tail and six arms. Each arm holds an actual metal weapon that can, with some care, be removed from the statue's grip. The weapons carried include a spear, a longsword, a dagger, a trident, a khopesh and a kama.

## DUNGEON FLOORS: DRESSING & FEATURES

Use this table to generate interesting features for your floors. Some features listed below may be inappropriate based on your dungeon's setup – ignore or modify such entries as appropriate.

D%	
1	Fresh guano coats the floor.
2	The floor shows evidence of a heavy rectangular object dragged from one wall to another; the characters find no secret doors at either end.
3	In a dark corner of this room, a cluster of five-foot-tall purple fungi grow in damp earth exposed by the floor's cracked surface.
4	Charred insect carcasses litter the floor's entirety; a handful of insects reflexively twitch.
5	A 10-foot square section of the floor glows red and becomes warm to the touch, dealing no damage to a character who touches it.
6	A thin coating of grease covers the floor (DC 17 Perception spots). Those moving at full speed must make a DC 12 Reflex save or fall prone.
7	Long grooves mar the floor's surface, as though a large clawed creature pawed at it. The stone is scrapped and splintered.
8	A ten-foot-high ant mound has erupted through the floor; thousands of ants swarm nearby.
9	Crude chalk arrows mark a seemingly random path along this floor.
10	Broken shards of glass, situated so the pointy sides are up, fill the floor; treat them as caltrops.
11	One section of floor gives slightly when a character weighing more than 150 pounds crosses it (DC 16 Perception spots).
12	The floor suddenly ripples as if some large creature moved just below it.
13	The floor constantly cleans itself; blood, dirt and other minor detritus dissolves within 2 rounds.
14	A hole pierces the floor in one corner as if a rodent had chewed through it from underneath.
15	The word "Danger" is scrawled on the floor in relatively fresh blood.
16	A thin layer of pebbles covers the floor, imposing a –4 penalty to Stealth checks.
17	A series of two-foot-tall wooden barricades have been affixed to the floor.
18	The floor suddenly lurches upward 5 feet knocking characters who fail a DC 14 Reflex save prone; 1 round later, the floor resets.
19	Something has removed the top of the floor; the new surface bears indentions indicating the floor was carved into a jigsaw puzzle before removal.
20	Insubstantial tentacles erupt from the floor and grasp ineffectively at the characters.
21	Each five-foot section of this floor holds up until all creatures leave that section, at which point it falls away into a pit of indeterminate depth.

22	Clumps of animal hair (DC 11 Knowledge [nature] reveals it comes from a variety of domestic cats and dogs) cover the floor.
23	Water bubbles up through cracks in the floor.
24	The rotting remains of a partially eaten corpse lie on the floor.
25	A repeated thumping sounds comes from beneath the floor.
26	A two-inch-diameter, four-inch-deep gouge in the floor shows where something extremely heavy hit the floor.
27	The floor had symbols or a pattern on it, but they have been effaced by scratches.
28	"Lose 1 turn" is written in chalk on the floor.
29	Soapy water covers a section of the floor and an abandoned mop lies near the puddle of water.
30	Drying pools of blood cover this floor, and a trail of blood leads out the opposite door.
31	A chunk of floor sits loosely over its former spot, as if something tried to unsuccessfully hide it; a pair of coins lies beneath the loose flooring.
32	Dozens of marbles cover the floor. Characters moving at full speed through them must make a DC 14 Reflex save or fall prone.
33	A thick fog roils up from the floor to a height of five feet; creatures in the fog gain concealment and treat everything else as having concealment.
34	A five-foot wide slime trail coats the floor.
35	A pair of skeletons rest on the floor; both reach out to a door with their right arms.
36	One section of the floor has melted as if some incredibly powerful, but self-contained, fire struck the area.
37	A small campsite occupies one of the room's corners; two bedrolls and the ashen remains of a fire mark the site.
38	A jumble of muddy tracks crisscross the floor.
39	A beaten metal tray rests on the floor; investigation reveals the tray was used to serve meals, and the remnants are days old.
40	A seven-foot diameter hole pierces the floor; earth lies scattered around the hole and a nearby pickaxe is jammed into the floor.
41	The shadows cast by the characters on the floor do not seem to match perfectly with their movements; those on the walls appear correct.
42	Crude chalk drawings of a dragon eating various humanoids adorn the floor.
43	A small tree etched or illustrated on the floor animates, growing taller and blossoming.
44	Scratches, made by a knife or other blade, form a tally sheet on the floor; the count stands at 44.
45	When a particular character treads upon the floor, it seeps blood; there is no apparent source for the blood.

46	Soot covers the floor with the exception of a ten-foot-square area, which marks the location of a recently moved object.
47	One section of floor has been removed, revealing earth beneath the floor.
48	A chalk drawing on the floor has an alternating set of single and double squares leading up to a semicircle; two pebbles rest in separate squares.
49	Thick dust covers the floor.
50	Tiny holes cover the floor's entirety; a handful of the worms that bored through still crawl on it.
51	Spikes – a tripped trap – jut up from the floor.
52	A hastily sketched summoning circle covers the floor; a tiny section of the circle has been erased.
53	A slight bulge (DC 21 Perception spots) marks the location of a Colossal creature's skull; further digging reveals the creature's intact skeleton.
54	A roughly circular section of the floor has been bleached and still smells of caustic chemicals.
55	When a character steps on the floor, it crumbles into dust, which results in a six-inch drop; the remainder of the floor behaves the same way.
56	Something has placed a ring crafted from a specific metal (bronze, copper, iron and lead) on the floor in each corner of this room.
57	The words "Go to t..." crudely inscribed in the floor, trail off at the final 't,' as if something had hauled away the inscriber mid-stroke.
58	A crude drill stands upright here; the iron bit has only penetrated the floor by about an inch.
59	A chalk pentagram mars the floor.
60	A section of floor shows pitting and stains that indicate a caustic liquid was spilled on it.
61	A rat-sized black and red spider scurries across the floor and disappears into a gap in a corner.
62	A pipe running beneath the floor bursts, seeping sludge through the floor's surface.
63	Rusted caltrops cover the floor. A character injured by a caltrop may contract filth fever.
64	A chalk cross marks one part of the floor.
65	The floor briefly (for 1 round or less) displays a scene from another location in the dungeon.
66	One at a time, one-foot-square sections of the floor levitate, creating an escalating path, which seems to lead to nothing.
67	A sundial set in the floor tracks something, evidenced by the moving shadow, but it does not follow the normal flow of time.
68	Scattered rice covers the floor; a single set of tracks passes through the mess.
69	A slight tremor cracks the floor; the characters must make a DC 13 Reflex save or fall prone.
70	A single skeletal arm reaches through the floor and attempts to grasp at one of the character's legs; the arm does nothing afterwards.
71	For every step a character takes on the floor, a faint shriek emanates from elsewhere.

72	A crude palisade is set on the floor, spear tips pointing towards the characters' entrance.
73	Pinpricks of violet light appear and disappear on the floor in no discernible pattern.
74	A large canvas map of the world covers the floor; pins stick out of multiple locations on the map.
75	A five-foot square section of the floor has a <i>reverse gravity</i> effect, which cause only slight disorientation unless a character stops there.
76	A pentagram drawn on the floor slowly dissolves into smoke after the characters enter the room.
77	When a character steps on a section of floor, an audible click sounds, but nothing else happens.
78	The floor suddenly drops six inches; this has no adverse effect on the characters standing on it.
79	A chill pervades this area; a thin rime of frost covers the floor.
80	Brambles grow through the floor creating an effect similar to <i>entangle</i> .
81	An explosion has reduced one section of the floor to rubble; a corpse lies beneath the rubble.
82	Mould and mushrooms cover the floor.
83	Rubble fallen from the ceiling covers the floor.
84	An inch of standing water covers the floor.
85	A section of the floor audibly cracks.
86	A pristine tablecloth lies on the floor.
87	A rat emerges from a hole in the floor.
88	Gouts of steam erupt from the floor.
89	Several metal racks rest on the floor; a number of cooling pies sit on the racks.
90	A ten-foot square section of the floor is outlined in a luminescent material.
91	A mild adhesive coats the floor; while sticky, it does not appreciably impact movement.
92	Wind swirls a pile of leaves about the floor.
93	A section of floor suddenly explodes.
94	The floor shines with an intense light, dazzling those nearby for 1d6 minutes (DC 13 Fortitude negates).
95	The smell of rotten eggs rises from the floor; the odour causes mild discomfort to those who can smell it, but otherwise causes no ill effect.
96	The top section of floor slides into a wall; those on the floor fall prone (DC 19 Reflex negates).
97	Nozzles rise up from the floor and spray oil on all characters who fail a DC 17 Reflex save; such characters catch on fire if they take fire damage.
98	Several unflattering chalk caricatures of the PCs cover the floor.
99	Intermittent rust spots dot the floor.
100	The floor briefly liquefies and then solidifies; a character who fails a DC 16 Reflex save must make a subsequent DC 14 Strength check to free his feet from the floor.



## DUNGEON WALLS: DRESSINGS & FEATURES

Use this table to generate interesting features for your walls. As with Table A, this table assumes each result applies to a single wall; at the GM's decision, a dressing may be applied to multiple walls within a chamber or multiple rolls on the table can generate dressings for each wall in the chamber. Instead of rolling on the table, a GM may choose which dressings are appropriate for the chamber. Should a feature be inappropriate for a dungeon's setup, ignore or modify the entry as needed.

Some features include the potential for encounters, noted by a CR entry on the table. GMs should adjust the number or type of creatures present as appropriate.

D%	
01	The wall is missing without signs of it having been uprooted or removed.
02	A proclamation of love is carved into the wall; a set of initials surrounded by a heart.
03	A mould infestation has taken over the wall, reducing its hardness by half.
04	A patch of deadly russet mold (CR 6) has grown over the wall.
05	A patch of deadly mindslaver mold (CR 3) has taken over the wall.
06	An important clue has been inscribed into the wall, either as graffiti or scraping it into the wall's surface.
07	The wall possesses a patch of space that is lighter and cleaner than the area surrounding it, suggesting an item was hung there for a time and then removed.
08	The wall contains 1d4 signs of combat, such as nicks or dents from a deflected weapon blow.
09	Part of the wall is charred save for a humanoid-shaped spot in the centre of the damage.
10	Someone appears to have recently attempted to clean the wall with soap and water in 1d4 places before giving up.
11	A light or one-handed weapon is wedged into the wall, likely as a result of a misplaced swing.
12	Small numerals are etched into the wall, noting the passage of time.
13	A meaty slop clings to the wall as though a plate of food were thrown at it.
14	Once-eldritch runes decorate the wall, expended following the casting of a powerful spell.
15	Several love letters have been stuck to the wall; at the GM's decision, these letters may require translation from an exotic tongue.
16	The spoils of conquest are proudly displayed upon the wall, including weapons, armour or even severed limbs.
17	Water oozes from the base of the wall.
18	The wall has been smeared with a foul-smelling substance by a superstitious denizen.

19	A childish illustration has been drawn or carved into the wall's surface.
20	An animal skin, a paper covering or a similar material obscures one of the wall's dressings from Table A.
21	The wall has been used as a canvas by an obviously talented artist.
22	Blood splatter coats the wall.
23	Damage from arrows, crossbow bolts or similar pieces of ammunition dot the wall. There is a 25% chance several projectile remain embedded in the wall.
24	Hundreds of sketches of a particular subject adorn the wall; at the GM's decision, these sketches may be of a PC or a prominent NPC.
25	Any flammable dressings from Table A the wall possessed have been burned away, leaving only charred remains.
26	Wild flowers have been dried and pressed onto the wall.
27	Roll once on Table A; a suitable dressing described by your result is actually a wandering mimic (CR 4) in disguise.
28	Major patches of the wall are damaged and have begun to crumble away; treat the wall as though it had half its total number of hit points.
29	Roll once on Table A; the wall was repurposed from its original dressings to the result's dressings, but faint traces of the original remain.
30	A number of wax dolls have been pinned to the wall by their heads; at the GM's decision, these dolls resemble the PCs or a prominent NPC.
31	The wall is slowly sloughing away in some places.
32	Damage from acidic corrosion dots the wall.
33	Water leaks into the chamber from a small opening at the top of the wall.
34	The wall is scarred and heavily cracked; treat the wall as though it had half its total number of hit points.
35	Something has made the wall unnaturally smooth to the touch.
36	Several iron pegs were hammered into the wall without care for whatever dressings that might have already been located there.
37	A crude drawing of a monster has been drawn onto the wall. There is a 25% chance this illustration correlates to the creature with the highest individual CR in the dungeon.
38	The wall is a hotspot for germ activity and creatures that come within 5 feet might contract filth fever (DC 12 Fortitude resists).
39	The wall has been modified to include a trap; see Table C for possible traps.
40	Someone has painted a picture of a person onto the wall. The portrait is covered with darts and

	other signs of impact; at the GM's decision, this sketch is of a PC or a prominent NPC.
41	Vines choke the wall, obscuring its surface. These vines offer no protection to the dressings beneath them.
42	As above, except an assassin vine (CR 3) also lurks on the wall.
43	Ancient runes written in a long-dead language pepper the wall.
44	A piece of furniture has been smashed into the wall; its broken pieces litter the ground.
45	The wall has been recently refurbished.
46	A religious saying has been written or carved onto the wall.
47	A holy (or unholy) symbol has been drawn or carved onto the wall.
48	A severed limb from a fallen adversary has been nailed onto the wall without concern for its existing dressings.
49	The wall is littered with the notes and musings of a genius artist, writer, wizard or philosopher.
50	Glittering specks of minerals cling to the wall and create a rainbow of colours in even the faintest light.
51	Spots on the wall are unexplainably darker than other parts.
52	The wall has been stained through careless behaviour.
53	Countless fist-sized holes dot the wall. A bat swarm (CR 2) makes its home in these holes.
54	A gargoyle (CR 4) clings to the wall, pretending to be part of the wall's dressings.
55	The wall and its dressings have been unexplainably bleached of their colour.
56	Curtains cover the wall and any dressings under them the dungeon's denizens find unappealing.
57	Countless fist-sized holes dot the wall. A centipede swarm (CR 4) makes its home in these holes.
58	A silken tapestry of spider webs cling to the wall.
59	Countless fist-sized holes dot the wall. A spider swarm (CR 1) makes its home in these holes.
60	Cracks, erosion and mould damage have the unexplainable consequence of imprinting a random PC or NPC's likeness upon the wall.
61	Any metallic dressings the wall possesses have rusted over. If none exist, reroll this dressing.
62	The wall is covered in a magically engineered mushroom. If it is cut a character can extract 1d4 doses of greenblood oil poison.
63	The wall is leaking a green, slimy substance.
64	The wall has been split open by water erosion.
65	The wall is drenched in a slick oil, increasing the DC to climb it by 10 and causing the entire wall to burst into flames if it is dealt fire damage.
66	Countless fist-sized holes dot the wall. A rat swarm (CR 2) makes its home in these holes.

67	A dark spirit passed through the wall, sapping it and all of its dressings of any resemblance of warmth, cheer or good tidings.
68	Letters have been cut from various tomes and pressed onto the wall, spelling out one or more of the PCs' names.
69	Countless fist-sized holes, now plugged up with mortar, dot the wall.
70	The wall is defaced with foul language.
71	A random piece of poetry or philosophy has been written onto the wall.
72	The wall oozes a gooey, amber sap that has ensnared thousands of insects.
73	A foul, violet mist leaks into the chamber from cracks in the wall.
74	Countless fist-sized holes dot the wall. A grey ooze (CR 3) makes its home in these holes.
75	The wall is coated with a grainy substance that, if licked, tastes like the individual's favourite meal.
76	The wall is coated with 1d6 doses of medium spider venom. (Contact poison; DC 14 Fortitude).
77	Parts of the wall have been removed and piled into the centre of the chamber.
78	The wall possesses a <i>major image</i> (DC 14 Will) that causes the viewer to see an idealized version of its ideal mate.
79	Countless fist-sized holes dot the wall. A wasp swarm (CR 3) makes its home in these holes.
80	Countless fist-sized holes dot the wall. A cockroach swarm (CR 2) dwells within.
81-82	Any dressings on the wall have been perfected by <i>masterwork transformation</i> , changing them into masterwork items.
83-84	The wall is coated with dust from the Shadow Plane, dispelling magical light effects present within the chamber as a <i>darkness</i> spell would.
85-86	The wall has been altered by <i>warp wood</i> , <i>stone shape</i> or a similar effect into an imperfect form.
87-88	Religious symbol is crudely carved into the wall.
89-93	Roll once on Table A. The resulting dressing is present on the wall, but was clearly added after the wall's construction.
94-98	A trap has been built onto (or into) the wall following its original construction; see Table C for a list of suitable traps. Attempts to locate this trap with Perception gain a +5 bonus.
99	Drab paint covers the wall. A DC 20 Perception check reveals the faint outline of another painting below it.
100	Several bricks have been removed from the wall at human head height to reveal an (empty) once-secret niche.

## GOBLIN'S POCKETS: BROKEN & BATTERED

Use this table to generate the broken and battered things a goblin keeps in his pockets.

D%	
01-05	A scratched brass ring, all of the precious stones have been pried from their settings.
06-10	A small silver case has had a hole punched in it, likely from an arrow.
11-12	This small knife, the tip of which has snapped off, is otherwise still sharp.
13-14	A heavily used fork, none of its tines form a straight line.
15-16	An enormous belt buckle with a barely legible inscription reading "Best in the world" atop a two-headed eagle.
17-18	A small ceramic figurine has been crudely repainted enough times it is more paint than clay.
19-20	The finely wrought iron hilt of a dagger.
21-22	The brass ring from a door knocker bears scratches where it was savagely removed from its housing.
23-24	A short length of pewter chain, bent and shorn in places.
25-26	A handful of steel and iron arrowheads, broken pieces of shaft are still attached to some.
27-28	A well-used sling stone shows signs of gnawing.
29-30	A pocket watch rattles with sound of loose springs, cogs and gears; though its arms still turn, they do not keep the proper time.
31-32	A well-used iron key, its teeth have been heavily scratched and chipped.
33-34	A locket has had its painting defaced with a crude moustache.
35-36	A leather holster for a set of lock picks has been filled with bent and broken tools.
37-38	A small harmonica has only three intact reeds, allowing it to produce only a handful of sour notes.
39-40	A decorative pepper shaker, still full of pepper. It is shaped like an exotic cat, though one of its ears has broken off.
41-42	A ripped sack, it has some traces of white powder within.
43-44	A water-logged torch, so damp it will not light.
45-46	The bowl of a large wooden serving ladle, snapped clear of its handle.
47-48	A sharpening stone with a deep groove worn into the centre.
49-50	About 3 feet of tangled string with a small stone tied to one end.
51-52	A small box with hinges, though its lid has been misplaced.
53-54	The shards of a holy symbol of a sun god, collected in a filthy rag.

55-56	A fishing hook has been bent straight and thrust through a rubber ball.
57-58	A crude drawing of a masked face on this compass leaves only half the cardinal face visible.
59-60	A hammer head has surprisingly and impressively had its claws bent into separate directions.
61-62	A signet ring has had rocks strategically glued to it to change the insignia to something more suited to a goblin—an impaled eagle.
63-64	This cheaply-made magnifying glass has a large crack down the centre.
65-66	A small bird statuette has had its eyes gouged out and its wings broken.
67-68	A battered belt buckle displays a heavily scratched bull's head.
69-70	The trigger mechanism from a heavy crossbow; though intact, it is seized completely.
71-72	A small book has had many of its pages torn out and others folded into various animal shapes, which have been crushed between the covers.
73-74	A crumpled and torn wanted poster displaying the uncanny likeness of one of the PCs.
75-76	A wooden handle has come loose from its original utensil, leaving no clue as to its purpose.
77-78	A heavily scratched monocle has come detached from its chain.
79-80	A compass seems to have become completely and irrevocably magnetized—its needle just spins endlessly.
81-82	A leather strap with buckles that seems to have been torn from some article of armour.
83-84	A butterfly net has had a substantial hole torn in it and a wide variety of insect parts tangled in its mesh.
85-86	A battered tin cup has been crushed out of shape. It's handle is crushed flat to the cup itself and is unusable.
87-88	This small scalpel blade has been worn completely dull. Dried bloodstains and rust coat the blade.
89-90	A heavily defaced pendant is cast in the shape of an angel, though its wings have been snapped off leaving ragged stumps.
91-92	A beer stein large enough to serve as a goblin's helmet has eye holes gouged through it.
93-94	A well-worn paintbrush has only three lonely bristles remaining.
95-99	Roll twice on this table, the items have been nailed together.
100	Roll twice on this table, and once on the Shiny Treasures table. All three items have been tied together to form a necklace.



## GOBLIN'S POCKETS: YUMMY NIBBLES

Use this table to generate the “yummy nibbles” a goblin keeps in his pockets.

D%	
01-05	A half-eaten pickle on the end of a yellowed piece of string.
06-10	A lump of heavily boiled grey meat shows no clue as which animal it came from.
11-12	A damp brown bag containing three fish heads, all well past their prime.
13-14	A lightly toasted scorpion on the end of a stick; its tail has been bitten off.
15-16	Half an orange has had the majority of its juices squeezed out.
17-18	The stem of a pineapple, bearing numerous tooth marks.
19-20	This quarter of a waffle has been soaked in a foul smelling bluish liquid.
21-22	A half-eaten right shoe soaked in brine. Various root vegetables fill the shoe.
23-24	A hunk of half-melted butter wrapped in a thin slice of rank ham.
25-26	A small jar of pickled elf ears, plus a toe from some enormous humanoid.
27-28	This chunk of thighbone from a massive bovine still has a few scraps of fresh, raw meat on it.
29-30	A heavily gnawed, rock-hard stale chunk of bread.
31-32	A shuriken with a different insect impaled on each of its tines.
33-34	A chunk of honeycomb still holding the candied bodies of several bees.
35-36	A sack full of stale bread crusts has just started to show signs of mould.
37-38	A jar of brightly-coloured birds soaked in brine.
39-40	A variety of dull feathers congealed in a mass of bright green gelatine. It is lime flavoured.
41-42	An open jar of some kind of grease or rendered fat, its source unclear.
43-44	This hunk of meat still has ruddy brown fur on one side, most likely from some type of canine.
45-46	The ragged gristle from a prime roast, left to age long enough to be chewy.
47-48	A withered hunk of meat soaked in something sticky – a number of still-living flies struggle to escape.
49-50	A shrivelled handful of raisins still on the vine.
51-52	A handful of raw bacon on a string – both the bacon and string are partly chewed.
53-54	A wooden skewer looks like it was once at the heart of a chunk of meat.
55-56	A sack of bird heads, roughly half of them have had their beaks bitten off.

57-58	Half a toad, the missing half is wrapped in greasy leaves, seemingly to keep it fresh. Green ichors stains the leaves.
59-60	A porous sack leaks stinking, harmless greenish ooze, which stains clothes and skin. The sack contains a lumpy, congealed stew.
61-62	An assortment of fish scales, fins and bird wings basted in clotted blood.
63-64	A strip of flesh has been torn from the haunch of an alligator, its hide still attached.
65-66	A green, half-eaten apple contains six half-eaten worms.
67-68	A rotten potato has grown long roots from its eyes, some of which have been woven together.
69-70	A large beetle, dribbling yellowish ichor, still wriggles on the end of a long skewer.
71-72	A small bag of sugar-dusted spiders' legs and rat tails. The whole smells musty.
73-74	A small pie powdered with dirt and filled with reddish clotted blood and giblets.
75-76	A meat pie has traces of whole birds within it—beaks, feathers, bones and so on.
77-78	This half-eaten frog is now just legs and the rear half. It is coated in mustard seeds.
79-80	A mouldy sponge, dripping with bacteria-laden liquids, wrapped in a filthy piece of leather.
81-82	A chunk of chocolate cake has become nearly petrified, seemingly more useful as a weapon than a snack.
83-84	A reddish paste, presumably the remnants of some fruit made into a crude jam, gives off a rancid stench.
85-86	A hunk of cheese is so covered in greenish fuzz it seems as though it may grow legs at any moment and run off.
87-88	A small pouch full of wriggling insects, specially selected for their size and bright colours. They taste strangely tasty.
89-90	Skin strips from the skull of a small stoat has been turned into a crude container for its well-marinated brain.
91-92	A jar of green olives has had the pimentos sucked out of them.
93-94	A sack of dried beans. Hidden within are several strips of beef jerky wrapped in a covering of oiled leaves.
95-99	Roll twice on this table, the items have been put together into a sandwich.
100	Roll thrice on this table; the items have been made into a hearty stew.

## HAUNTED HOUSES: DRESSING

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The appearance and characteristics of a haunted house are a vital facet of highlighting the site as a unique and exciting adventure locale. Whether the haunted house is the site of cult activity, the lair of a vampire or the home of a family who perished in a tragic fire, choosing appropriate dressings for the haunted house establishes the tone of the adventure. It also sets the players' expectations for what horrors might dwell among the shifting shadow within the manor's decrepit walls.

### FUNCTION

Haunted houses are typically abandoned, though this isn't always the case if the house has only recently become the site of paranormal activity. As a result, haunted houses usually count supernatural creatures, especially undead and evil-aligned outsiders, among their inhabitants. Below are some common examples of how a dwelling can become the site of a haunt.

**Death Knell Curse:** Powerful witches are able to leave lasting imprints upon the land with their final breaths, transforming themselves into powerful, incorporeal undead through extreme hatred and emotional distress. Often manifesting as ghosts, spectres or wraiths, these witches blight the land and cause strange murders and ill fortune to beset the locals until they move away from the site of the curse. Manors are often at the apex of these death knell curses because a witch's vengeance is directed at an individual or specific group of people, who quickly perish from her supernatural vengeance or flee from their homes for fear of a grisly demise. Products of a witch's death knell curse last for hundreds of years and typically are not stopped until someone is able to find the spirit and slay it, destroying its strange hold upon the building and the surrounding region.

**Murder:** When a creature dies, any intense emotions it experiences at the time of death are often left behind as a psychic footprint. Fear, anger, hatred and sorrow are by far the most powerful of these emotions and often causes the most dangerous and destructive haunts to manifest. It should come as no surprise an act as evil as murder, which often comprises all three of these emotions and more, is a leading cause of the creation of powerful supernatural entities. Ghosts, spectres, wraiths and poltergeists are all commonly created in this manner, and when created they seldom stray far from the place where they were murdered.

**Suicide:** In many ways, a haunted house is created by suicide in the same way it is created by murder, though sorrow and self-loathing often fuel the supernatural entities born from suicide rather than fear, anger or hatred as is true with murder.

**Summoning Gone Wrong:** When it comes to planar magic, mages are often tinkering with forces they scarcely comprehend, let alone control. A single misspoken word or a stray line within a *magic circle* can cause a spell to backfire with tremendous

force, calling an outsider into the mortal realm. In rare circumstances, the outsider may be physically unable to leave the place it was summoned within for reasons even it is unlikely to understand. Perhaps the mage's home is inscribed with warding runes as a fail-safe or the magic is unstable, preventing the creature from straying far from its point of summoning. Even more horrifying are the outsiders who possess unfettered access to the Material Plane, retreating to abandoned structures by daylight only to prey again on mortal flesh come dusk.

**Tragedy:** Any event causing a suitable amount of negative emotion can create a haunt, whether this tragedy is a massive fire at an orphanage, the demise of a family or the deaths of an entire neighbourhood from an epidemic.

### DRESSINGS

Use the table on the following page to generate interesting characteristics for your haunted house. Some of the features listed below may be inappropriate for your haunted house based upon its setup — ignore or modify such entries as appropriate.

**Expensive Materials:** Some of the haunted house dressings described below include descriptions of expensive art objects. These dressings typically have a gp value equal to the gp award for an encounter with a CR equal to the party's APL -2.

**Harvesting Dressings:** Canny PCs can harvest a dressing from a haunted house by succeeding at an appropriate skill check with a DC of 15 + the average CR of an encounter within the haunted house. Failing by 5 or more ruins the item.

**Modifying Statistics:** Some dressings provide bonuses to the creatures encountered within a haunted house. A creature receives these benefits after dwelling within the haunted house for one uninterrupted month. These bonuses typically fade if the creature spends too much time away from the haunted house without regularly returning to it.

**Multiple Dressings:** A GM may roll multiple times for dressings. Alternatively, a GM may pick dressings to create the desired atmosphere.



D%	HAUNT HOUSE DRESSINGS
01	The haunted house has a constant <i>nightmare</i> effect that targets all living creature sleeping within.
02	Living creatures hunger and thirst twice as fast as normal within the haunted house.
03–05	Disturbing an object in the haunted house causes it to ooze sticky, green slime.
06–08	Mirrors reflect their subjects' images, but endowed with fiendish qualities.
09–10	Cobwebs as thick as curtains fill 1d4 rooms within the haunted house.
11–13	One room possesses a darkwood crown moulding around its doors.
14–16	Dusty skeletons sit in every chair and upon every couch within the haunted house.
17–20	Dirty, white sheets cover every piece of furniture.
21–23	Dust that has settled within the haunted house is impossible to clean off, sticking to everything within the house and resettling moments after it is cleaned.
24–26	All food discovered within the house appears edible, but is actually rotten and sickens for one minute anyone who eats it.
27–28	Threats towards intruders are carved into the walls of 1d4 rooms within the haunted house.
29–30	The gaze of every portrait in the haunted house seems to follow explorers' progress.
31	One room is filled with illusory people (as <i>silent image</i> ); the illusions dance in a ballroom, eat in a dining room etc.
34–36	Each time a PC exits a room, the furniture and decorations rearrange themselves.
37–38	Thunderstorms and a strong wind (21 mph) constantly batter the haunted house.
39–40	A graveyard with freshly dug graves sits behind the haunted house. One empty grave per intruder pierces the ground.
41–45	Choking vines cover the outside of the haunted house and seem to grow rapidly if cut down.
46–50	The haunted house includes a moat, river, or pond filled with spectral (or skeletal) fish.
51–54	Every tree within 100 feet of the haunted house is twisted into the shape of an agonized human.
55–59	Every room within the haunted house is supernaturally cold; explorers can see their breath at all times.
60	Creatures that die within the haunted house are transformed into chaotic evil ghosts 5 minutes after death (unless slain by a creature with the create spawn ability, which takes precedent).
61–63	Shadows within the haunted house appear to constant move and the PCs' shadows do not mirror their movements.
64–66	A gilded adamantine weapon hangs over a fireplace.

67–60	A still-beating human heart lies near a corpse in the master bedroom. Its beating echoes throughout the entire house.
61–63	No matter where the PCs are within the haunted house, they hear sobbing whispers.
64–65	A mirror in the nursery (or similar room) reflects living creatures as young children.
66–70	Ghastly sounds of someone gorging on an endless feast whisper endlessly in the dining room.
71–73	Any creature sleeping in the haunted house is only able to speak in Abyssal, Infernal or a similar evil tongue for one day afterwards.
74–76	Blood spilled within the house drains into the floor, accompanied by a faint slurping sound.
77–70	Flowers, fruit and similar plant products brought inside the haunted house quickly wither and rot.
71	The house rumbles any time positive energy is channelled within, causing all creatures to fall prone (Reflex DC 11 negates).
72–75	Antique carving of evil spirits cover the walls in every room.
76–80	Any creature sleeping in the haunted house wakes up covered in tiny bite marks the next morning.
81–83	Living creatures randomly begin crying within the haunted house (DC 15 Will resists).
84–86	Heavy footsteps echo throughout the haunted house's rooms at random intervals. This never occurs in the room explorers occupy.
87–89	Children that pass within sight of the haunted house sometimes make vague, horrifying comments they don't remember saying.
90	The illumination level within the haunted house cannot be raised higher than dim light. Shadows seem particularly thick and bestow a +5 circumstance bonus to Stealth checks made to hide.
91–93	Musical objects within the haunted house randomly play themselves for any living audience that can hear them perform.
94–95	Objects within the house harmlessly break or explode when a living creature passes nearby.
96–97	Spectral voices hiss threats at intruders carrying good-aligned weapons, casting good-aligned spells, holding holy water or similarly blessed objects or who possess an aura of good.
98–99	Supernatural cold fills the house. This does not cause damage, but it uncomfortable for explorers. Roll again and apply the results.
100	The house is a nexus of evil. An object hidden within serves as the altar for a <i>desecrate</i> spell. Roll twice more and apply the results.



## HOBGOBLINS OF THE MAILED FIST

Skilled and disciplined warriors, the Hobgoblins of the Mailed Fist operate as fighters-for-hire. They dwell in three heavily fortified hill forts (Eir-Andra, Eir-Darrh and Eir-Othim) deep in a range of bare, sombre crag-studded hills. From there they operate six battles (war bands 500 strong) under the employ of diverse employers including powerful nobles and even nation states. The tribe's most feared weapons – even more dreaded than their mail clad war bands – are the huge black bats upon which ride their most puissant warriors and spellcasters.

The tribe does not trouble nearby kingdoms instead raiding surrounding humanoid tribes for plunder and slaves. Thus, while the tribe remains lawful evil in outlook, most of its civilised neighbours do not view them as an active threat. Indeed, several kingdoms pay the Mailed Fist a yearly tribute to attack other humanoid tribes infesting the surrounding hills, thus binding them together in an alliance of sorts.

### ECOLOGY & SOCIETY

Unsurprisingly, the Mailed Fist has a regimented, organised society. Every adult tribe member has served or yet serves in the in a battle and many specialise in useful, martial trades as well. Consequently, the tribe numbers engineers, animal trainers and siege specialists among its strength.

Relatively peaceful contact with so many nearby kingdoms and other powerful employers has somewhat mellowed the tribe's natural proclivity toward evil. While the tribe as a whole is still lawful evil in outlook the incidence of non-evil individuals is far higher than in other goblinoid tribes. Additionally, being highly lawful in outlook, the tribe has garnered a reputation for always honouring a contract.

The tribe's society (surprisingly for evil humanoids) thrives on equality with tribal members making no distinction between the sexes. All adults serve in one of their fort's battles for a minimum of five years and thus both males and females can rise to the position of war leader.

The tribe numbers about 6,500 individuals of which 3,000 are warriors. Each hill fort maintains two battles. It is for the services of these units that employers dare the long journey to the Mailed Fist's gates. Normally, one battle garrisons each fort while the other is on campaign.

**Appearance:** Tall and muscular, hobgoblins of the Mailed Fist are hairless, pale skinned warriors. Many mark kills by adding a small tattoo to their scalp for every slain enemy.

**Nomenclature:** Tribal members do not differentiate between males and females. Thus, both sexes share the same

list of names: Aryex, Berastif, Ceral, Cerastuf, Daryex, Derarak, Keral, Felyex Gerarix, Herastuf, Leral, Lerastif, Marak, Raryex, Sarak, Saryex, Terall, Uverix, Yex.

**Arcane Magic:** Members of the Mailed Fist are the rarest of hobgoblins because they use "elf magic" to wage war. This is a new development for the tribe only beginning after the tribe settled their hill fort homes. The tribe's sorcerers (there are no wizards) theorize that some forgotten echo of whoever or whatever built the hill forts yet lingers in these desolate places and that its unseen influence sometimes unlocks the arcane potential lurking in a select few of the tribe. Such sorcerers exclusively possess either the draconic or elemental bloodline.

**Religion:** The Mailed Fist worship a war god, the details of which will vary from campaign to campaign. By default, battle clerics and battle masters have access to the Protection and War domains. A GM changing these domains should remember the Protection domain's resistance bonus to saving throws.

### LAIRS

The Mailed Fist dwells in three heavily fortified hill forts (Eir-Andra, Eir-Darrh and Eir-Othim) hidden deep within an inaccessible range of hills. The hill forts sprawl across the highest and least accessible hills and are visible from the others. All are sited well for defence and have excellent views of the surrounding area. Surprising the Mailed Fist in strength is difficult, if not impossible, without magical aid.

The tribe clear the land around each hill fort, cutting back encroaching vegetation every spring, preparing and maintaining their defensive works. Steep-sided ditches, hidden pits and fields of caltrops litter these bleak, wasted areas.

The Mailed Fist has augmented and expanded the hill forts – themselves the progeny of an unknown elder race – and have constructed their own stone redoubts as a final refugee in the face of overwhelming force. Caves and caverns pockmark the hills upon which the forts stand. Within these lightless realms, the tribe's bat masters train the great beasts for which the tribe is famed. These beasts, a surviving remnant of an elder age, have served the Mailed Fist for generations.



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## ANATOMY OF A BATTLE

Each battle is subdivided into five companies of 103 warriors each. Each company comprises nine ten-man squads led by an elite warrior. Every third company comprises archers led by an elite archer while three war chanters aid the company's commanding battle cleric. Thus, every company comprises:

- 60 Mailed Fist warriors
- 6 elite Mailed Fist warriors
- 30 Mailed Fist archers
- 3 Mailed Fist elite archers
- 3 war chanters
- 1 battle cleric

A full battle comprises:

- 300 Mailed Fist warriors
- 30 elite Mailed Fist warriors
- 150 Mailed Fist archers
- 15 Mailed Fist elite archers
- 15 war chanters
- 5 battle clerics
- 1 battle marshal

**Battle Cleric:** Standing in the front ranks with their comrades, battle clerics provide much needed healing and protection as well as commanding a company.

**Battle Marshal:** Battle marshals stand in the very centre of the front line inspiring their men and driving them on. Battle marshals rarely bother to hurl javelins and so on, instead concentrating on spellcasting and inspiring their men. A cadre of war chanters always accompanies a battle marshal so that he can easily pass orders to his troops.

**War Chanter:** Deployed behind the front line, groups of war chanters beat their drums both to inspire their companions to great heroics and to quickly transfer orders across the battlefield. Before an advance, war chanters pass through the lines to demoralise the enemy using Dazzling Display.

War chanters also serve as emergency healers for their companions using their ability to spontaneously cast spells to save those close to death.

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## BLACK WINGS

A squadron of Black Wings always accompanies deployed battles. The exact makeup and composition of this squadron depends on the nature of the battle's mission and the depth of its patron's purse. Black Wing can act as scouts, an extremely mobile strike force able to strike at the best protected targets with near-impunity or aerial artillery.

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## COMBAT & TACTICS

Trusting to their heavy armour and superior training, units of the Mailed Fist often prevail against far more numerous foes by forming nigh-impenetrable shield walls. Their training, discipline and lawful nature enables them to keep fighting long after other more disorganised rabble have spent themselves against the Mailed Fist's defences. Against cavalry, they sow the ground in front of their lines with caltrops and their sorcerers ward their fellows with *trench* and other defensive magic.

Heavily protected by their fine armour, warriors often fight defensively to limit casualties while pinning their opponents in place for their archers to annihilate. Utilising their darkvision, the tribe is equally able to fight during the day and night – an advantage they ruthlessly exploit.

Overhead the famed black wings soar. Clad in intricate barding and commanded by the tribe's most puissant warriors and potent spellcasters, they provide a valuable battle advantage to the tribe.

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## IN YOUR CAMPAIGN

*Hobgoblins of the Mailed Fist's* design enables a GM to easily insert the tribe into a home campaign; their hill fort bases standing in the kind of desolate, isolated hill range that marks the border of many civilised kingdoms.

Due to the tribe's mercenary proclivities, its warriors appear in a variety of locations and situations – even far away from their hill top fortresses if employed.

Alternatively, a player could play a tribal member cast out of his tribe for some terrible crime. Hobgoblins make excellent fighters, rangers and rogues, but (of course) often elicit negative reactions in civilised nations. The skill and reputation of the Mailed Fist can go some way to mollify these reactions, but such a character will no doubt have more than his fair share of encounters with bigots, racists and so on. In an all-hobgoblin campaign, the players could take the roles of squad members employed to eradicate an infestation of humanoids or other similar menace.

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## TRIBAL LORE

Character with ranks in Knowledge (local) can learn more about the Hobgoblins of the Mailed Fist with a successful skill check. A successful check reveals all information revealed by a lesser check.

**DC 6:** This creature is a hobgoblin.

**DC 11:** The hobgoblin belongs of the Mailed Fist tribe. The Mailed Fist are renowned as doughty, disciplined warriors, some of who fly into battle upon gigantic bats.

**DC 16:** The Mailed Fist often despatches war bands to serve nearby kingdoms and other employers as mercenaries.

## INFESTED SEWERS: AN ALTERNATE DUNGEON

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Sewers are a vital part of any large community. They help prevent disease by filtering out waste and give excess water accumulated during a rainstorm somewhere to go instead of on the roads or into a citizen's basement. But sewers also attract a certain amount of danger, be it annoying beasts like skittering rats or terrifying monsters such as otyugh dwelling mere feet from the populace. These creatures' presence is seldom deliberate; instead they crawl, squirm or barge their way into the sewers in search of food or shelter. And when they nestle in and begin to breed, that's when the infestation begins.

Infested sewers are often some of the first places local authorities send the PCs when they arrive in a new settlement. Whether to test their mettle or to simply send someone no one will miss into a life-endangering situation, infested sewers make for classic encounters, but they are often designed to be extremely short and linear affairs. Their lack of terrain options and physical features are often uninspiring for GMs, making the design of a truly memorable adventure within an infested sewer a chore. This section provides GMs with advice for transforming common tunnels and canals into a memorable adventure site.

### DEFINING THE DUNGEON

An infested sewer is a series of underground tunnels, usually no wider than 20 feet across built underneath a settlement in order to control the flow of water and waste. Because sewers tend to stretch the entire length of a settlement, the only limit to the size of an infested sewer is the size of the settlement above. Places within the sewer that aren't infested are likely boring to explore, so choose a specific area defined by the structures above or near the sewer. For example, running a dungeon in "the infested catacombs beneath the trade district" helps to define the dungeon more clearly than the more vaguely described "catacombs beneath Dulwich".

### DESIGNING THE DUNGEON

Designing an infested sewer as a dungeon is little different to designing any other dungeon. Like most classic dungeon settings, a sewer is a subterranean setting specifically designed to perform a specific task. Unlike most dungeons, which are built as strongholds, vaults or similar defensible positions, a sewer's primary function is to allow things to exit the area, typically using flowing water. Additionally, sewers are seldom spacious and are typically designed in a very predictable, almost formulaic manner and seldom possess manufactured traps. Below are some considerations a GM could use when designing infested sewers.

**Dangerous:** Infested sewers are literally crawling with life and most of it is hostile. Increase the chances of encountering wandering monsters within an infested sewer by up to 20% to represent this threat.

**Filth:** Settlers use their settlement's sewers to dispose of just about anything and everything, from rotten food and discarded goods to their own biological waste. Because of this, all sewers (not just infested ones) are disgusting places. Upon entering a sewer, a character becomes sickened for as long as she remains within the sewer unless she makes a DC 15 Fortitude save. Each hour she remains within the sewer, she must save again or become sickened.

Far worse than the stench is the sewer water itself. Creatures swimming in sewer water must make a DC 12 Fortitude save or contract filth fever:

- **Filth Fever:** *save* Fortitude DC 12; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *Cure* 2 consecutive saves.

At the GM's discretion, characters suffering hit point damage may take up to a -2 penalty on saving throws made against filth fever, as their wounds are prone to infection in such a filthy environment.

**Flowing Water:** A sewer's primary function is to transport filth away from the settlement. Typically this is done using running water. Although the water isn't as fast as, say, river rapids, it moves quickly enough that creatures must make a DC 10 Swim check to move through the water. In some locations, the water is considerably rougher, such as when water is gushing out from one part of the sewer into another. This increases the DC of Swim checks.

**Landless:** Not all sewers are designed with adventurers in mind. Most, especially those built within small settlements, are more likely to have simple passageways without any way to avoid trekking through the murk and filth. In such a sewer, the PCs are always considered to be swimming for the purpose of the filth feature (see above) and all passable terrain is considered difficult terrain.

**Unkempt:** Sewers often fall into disarray because few settlers are willing to perform the necessary maintenance work. As a result, there is a 20% chance every door, manhole, lock or similar device within the sewer is stuck and cannot be opened without a DC 15 Strength check.



## RUNNING THE DUNGEON

Running an infested sewer as an adventure site is little different to a traditional dungeon. Below are some considerations GMs should keep in mind when using an infested sewer as a dungeon.

**Concealment:** Sewers of all sorts are seldom visited by surface-dwelling folk. As a result shadows permeate the area. As most adventurers rely on torches or torch-like spell effects to see in such areas, most of the sewer's unwanted residents make use of the shadows to ambush intruders. The smartest creatures, however, often rely on hit-and-run tactics, striking fast before scurrying back into the shadows.

**Slick:** Sewers are damp and filled with running water. When this water splashes onto the few passable routes within the sewer it creates areas where it is difficult to move safely. This terrain is considered difficult terrain and requires a DC 2 Acrobatics check to safely move across if the passageway is at least 3 feet wide. If the passageway is narrower, the DC increases as noted in the Acrobatics skill description.

**Sneaking:** Although the sound of running water obscures soft sounds, it is difficult to move quietly while walking in a sewer because the vaulted spaces creates an echo, magnifying the sound of trespassers. All creatures using Stealth to move silently on land suffer a -4 penalty on Stealth checks. Creatures lurking within the sewer's filthy water do not suffer this penalty.

**Wandering Monsters:** Most creatures move into a sewer because humanoid waste provides an adequate (though not preferred) supply of food that requires little work to obtain. Most creatures living in sewers are scavengers and seldom scoff twice at attacking whoever wanders into their domain. Using the darkness to their advantage, most sewer dwellers wait until their prey is alone or preoccupied to strike. For this reason, there is a 1 in 20 chance during any encounter an additional monster joins the fray, eager to snag a bite of hero to sate its own belly. Each round a monster does not appear in a given combat increases the likelihood one appears on subsequent rounds by 1 in 20.

Additionally, remember a creature suffers a -1 penalty on opposed Perception checks for every 10 feet between the creature and a hidden foe.

## SACKING THE DUNGEON

Despite being a trash refuse, sewers are filled with the promise of wealth and treasure, though PCs often have to search harder for it than they would at other adventuring sites. Listed below are inspirational ideas for unique, thematic treasures that await PCs adventuring within an infested sewer.

**Fungi:** The dim light and the ready source of fertilization make fungi a common find within most sewers, especially types

that thrive in damp environments such as mould. Although most fungi possess insignificant value, some rare types are used to craft different types of poison or as alchemical reagents. The following types of poison (and their gp value) can be crafted using rare fungi harvested from the sewers: drow poison (25 gp), id moss (40 gp), stripped toadstool (60 gp) and violet venom (250 gp).

**Hoards:** Many of the different kinds of creatures infesting sewers also hoard shiny objects within their nests. Small, light objects such as gold and silver coins, keys and jewellery can all be hoarded in this manner, assuming the creatures are large enough to gather these treasures. A single hoard is usually worth as much as a CR-equivalent encounter for the PCs. Larger hoards kept by more powerful (or more numerous) creatures can exceed this figure.

**Immurement:** The grisly practice of entombing someone within the sewers' walls serves as a means of execution through starvation and dehydration. In most civilized societies, immurement is illegal, so most tombs PCs stumble across hold missing persons or ritualistic sacrifices. Masterwork chains and locks, masterwork daggers and missing persons bounties are trademark "treasures" the PCs can recover from a sewer. The reward for a missing person (whether immured or not) is often equal to 1 gp per 100 residents within the city, up to four times the recommended gp value for an encounter of the PCs' level.

**Labour:** Occasionally, PCs can find a way to make themselves useful within a sewer, such as by clearing blockages or replacing a damaged manhole. These tasks are menial and seldom worth more than 1 silver per task. If the task requires skilled labour, a PC may make an appropriate Profession check to complete the task. Since this check represents a full day's work, the PCs must remain within the sewer for 8 hours while the work is completed. Typically there is a chance for a random encounter with the sewer's denizens every hour. This time does not count against the amount of time the PCs need to perform their job.

**Taxidermy:** The hides of powerful creatures infesting sewers are often worth a sizable sum to collectors, conspiracy theorists or local authorities. Typically, the amount of gold offered for a creature is set when the PCs accept the job. This value is often enough gp to make up for at least half of the recommended wealth for the encounters the PCs face within the infested sewers, with discovered treasure making up the rest of their bounty. However, if a character with Profession (tanner) or a similar skill prepares the body before it is delivered to the authorities, increase the bounty the PCs receive by an amount equal to the Profession check result.

## KOBOLDS OF THE FALLEN HALLS

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Two centuries ago, the green dragons Klauthosk and Yeiarkin annihilated the dwarves of Clan Nurthen, taking the isolated hold of Vongyth as their own. Served by the kobolds of the Blackened Eye their depraved hegemony over the benighted dwarven hold ended in blood and slaughter upon The Crimson Sword's (a band of skilled and daring adventurers) blades. Not all the dragons' progeny perished in the battle, however, and when a rival appeared to challenge the lone survivor's rule over the shattered remnants of the Blackened Eye, bloody and ruinous war swept through the endless, cloying dark of Vongyth. Decades later, the survivors of two degenerate splinter-tribes seek the utter annihilation of the other through sudden ambush and deadly trap in the dusty, forgotten halls of the dwarves' crumbling fortress.

### HISTORY

Little known, the dwarves of clan Nurthen were typical of their kind; industrious miners toiling deep beneath the earth in Vongyth (their small, isolated mine-hold). Their small success, however, spelt their doom. A mated pair of green dragons, Klauthosk and Yeiarkin, intercepted several merchants carrying gold bars and other precious metals to market. After torturing (and then eating) the survivors, they learnt the location of Vongyth and exhibiting typical, draconic greed led their kobold minions in a devastating attack on the unsuspecting dwarves.

With acid and fang, they drove the dwarves from their fortress, slaughtering all they discovered. After the orgy of slaughter and looting, the pair settled in the hold and ordered their kobold servants to search out every scrap of treasure hidden therein. Sated by the slaughter and hoard-wealth of the dwarves, Yeiarkin laid several eggs, and with their new home secured, the dragons began to terrorise and loot the surrounding area. Thus did matters stand until The Crimson Swords invaded the hold 40 years ago and slaughtered Klauthosk and Yeiarkin along with scores of their servants. Exulting in their victory the surviving adventurers looted the dragon's wealth and returned to civilisation, but they failed to expunge the menace lurking in Vongyth. A few hundred kobolds survived as did one of the pair's offspring – Dereghwyr – an odious, vicious creature.

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#### IN YOUR CAMPAIGN

*Kobolds of the Fallen Hall's* design enables a GM to easily insert the kobolds of this doomed, forlorn dwarven hold into a home campaign. The tribes' home can stand in almost any hill or mountain range. Similarly, as the builders were not a particularly successful or prosperous clan that fell decades ago, their presence should not disrupt the campaign back story. A DC 15 Knowledge (local) check identifies Clan Nurthen's crossed axe and hammer device (found throughout the Vongyth).

Dereghwyr immediately set about cementing her rule over the depleted kobolds, but the arrival of Antharuthux (a very young black dragon fleeing the slaughter of his brood-mates) threw chaos atop chaos in Vongyth. Dereghwyr immediately sought to slay the newcomer, but failed. Forced into ignoble retreat, she retreated into the fortress' depths to wage a guerrilla war against Antharuthux and his newly subjugated kobold followers. On that day, the Blackened Eye was broken with those falling under Antharuthux's sway taking the mantle of the Bloodied Tail.

For the last twenty years, a silent war of sudden ambush and counter ambush has crept through the halls, passageways and chambers of Vongyth. Scores of kobolds have fallen and now but a remnant survive on either side. Driven on by their implacable draconic leaders, the kobolds continue the fight, dedicated to the utter destruction of their rivals.

### APPEARANCE

Kobolds are small, hairless scaly creatures that stand about 3 feet tall and weigh between 35 and 45 pounds. Their hides run the gamut of colours from dark rusty brown to rusty black and two small off-white horns top their small heads. Their eyes are crimson red in hue. Kobolds possess a non-prehensile tail and smell of damp dogs and stagnant water.

Kobolds speak Draconic, in a high, yapping voice akin to the barking of a small dog.

### ECOLOGY & SOCIETY

All kobolds nurture a particular hatred of gnomes and fey creatures, but the tribes of the Fallen Halls also loath one another with a deep, burning passion and reserve their most imaginative tortures for rivals falling into their hands.

In kobold society, the strongest rule and the weak serve. Chieftains are always the cleverest, most cunning warriors of the tribe. They carry the best weapons and armour and loyal bodyguards attend them.

Theoretically, kobolds can live to be 135 years old, but in practise, few survive into their fifties. The few older kobolds, who remember a time before Klauthosk's and Yeiarkin's deaths, are repositories of great knowledge.

Females lay eggs, placing them to be protected and nurtured in a communal nursery. Many females die birthing these eggs, or suffer frenzied beatings by the stronger, more numerous warrior males. Thus, there are roughly half as many females in the tribes as there are males. Young are even scarcer, numbering roughly one-tenth of the tribe's warrior strength. Both tribes are slowly dying, the blood of their warriors staining the bones of those who have fallen before them.

Neither Antharuthux or Dereghwyr care for the kobolds' fate, seeing their pathetic servants as nothing more than expendable tools. Many of the kobolds recognise their ruler's disdain, but can do nothing to overthrow their harsh, prideful draconic masters. The tribes' societies – never exactly a hotbed of culture – have stagnated under the dragons' rule. The kobolds create no new (crude) art and the only stories they now tell are battle stories designed to whip warriors into a killing frenzy. Most have even forgotten the traditional kobold gods, instead venerating their draconic masters as divine powers.

Doomed to die in the lightless passages under the mountain, the kobolds fight on; their only real goal to survive the next desperate skirmish.

## LAIR

Both tribes claim Vongyth's shadowed halls as their own, but in practice, each group controls only a small portion of the hold. The balance of the dusty hallways and passages are a battleground littered with devious traps, the grinning skeletons and mouldering corpses of the fallen and the remnants of the dwarves' fallen civilisation.

Each tribe's domain is heavily fortified; traps litter all approaches and many entrances have been blocked off with strategic rock falls to channel invaders into prepared killing zones. The depth and complexity of these defences has rendered both tribes' lairs virtually

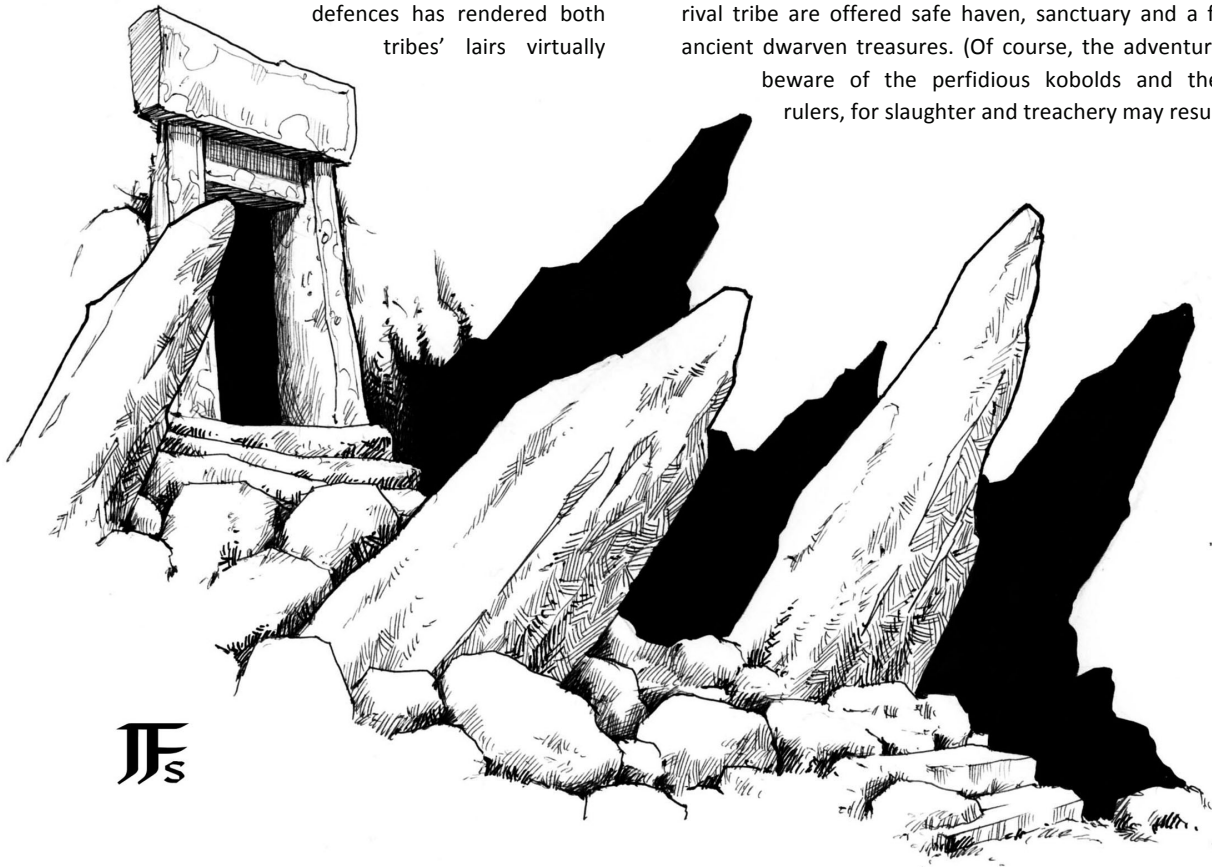
impenetrable. No serious assault on either lair has been launched for half a decade.

## COMBAT & TACTICS

Cowardly and sadistic, kobolds prefer to strike from ambush with missile weapons or to kill from a great distance by luring enemies into devious and deadly traps. When forced to fight, kobolds do so only when they vastly outnumber their foes. They eschew fair fights, instead concentrating on wounded or weakened foes. (Scouts and stragglers are also favourite targets.)

Skilled trap-makers, they enjoy luring opponents into hidden traps. They excel at making concealed spiked pit traps and mechanical traps that fire crossbow bolts and other weapons or tripwires that drop nets onto unsuspecting interlopers. Enemies falling into a kobold pit are often deluged with flaming oil, jars of poisonous insects, or worse shortly thereafter.

Kobolds encountering adventurers exploring Vongyth's dusty halls initially avoid the intruders, instead seeking to gain intelligence as to the interlopers' purpose. The adventurers represent a chance to decisively shift Vongyth's balance of power and thus a (expendable) warrior under a flag of parley approaches adventurers not obviously allied with the tribe's enemies. Adventurers willing to negotiate are granted audience with the tribe's draconic master. Those agreeing to eradicate the rival tribe are offered safe haven, sanctuary and a few choice ancient dwarven treasures. (Of course, the adventurers should beware of the perfidious kobolds and their greedy rulers, for slaughter and treachery may result.)





## MINOTAURS OF THE BLACK HILLS

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The servants of a now all but extinct, powerful race, the minotaurs of the Scarlet Axe yet dwell among the rough, craggy peaks of their ancient home. Protecting the places of their winged masters — the Yith — the Scarlet Axe tribe continues its bloody tradition of warring against the centaurs claiming the surrounding moorland.

The Yith were ancient even before the tribe's distant ancestors emerged from the passages twisting through the hill's deep roots. Belligerent warriors and confident in their ability to claim this new place as their own, the Yith's demands of fealty meant nothing to the minotaurs. Bloody war swept the hills as the Yith rose up to crush the upstart invaders. When it was over, the surviving minotaurs knelt in the blood-soaked dust before their new overlords. Now, living only to serve their winged masters, the Scarlet Axe carefully guards all approaches to the Yith's three high-impenetrable citadels.

### ECOLOGY & SOCIETY

The Scarlet Axe is a chaotic, warlike society in which perceived weakness is a virtual death sentence. Might is all within the tribe, with each minotaur's personal position in its hierarchy depending upon its ability to crush enemies and bind others to its service. Blood feuds among them are commonplace and usually only end with the death of one of the protagonists.

No chieftains or warlords dwell among the tribe's ranks for the Yith tolerate no rule but their own. Instead, powerful minotaurs become champions and gather about them a retinue of followers. A champion rules his warband through a mixture of bribery and threats and a champion's status is directly related to the number of warriors he commands. Warriors only remain loyal to a leader who provides booty and slaves and quickly abandon an unlucky or stingy leader. Successful raids enhance a champion's status and promises of battle-glory and treasure easily sway the bestial minotaurs' allegiances. Thus, such bands are in a state of constant flux as warriors abandon one champion for another. The greatest champions command warbands of forty individuals while lesser warriors sometimes only lead a

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#### IN YOUR CAMPAIGN

*Minotaurs of the Black Hills'* design enables a GM to easily insert the Scarlet Axe tribe into a home campaign. Although as written they are servants of the Yith, it is simple to change the minotaurs' ancient lords to another race more suitable to a GM's campaign. Alternatively, the GM can simply rule the Yith extinct and that the minotaurs linger in the Black Hills simply because it is their home.

In any event, adventurers successfully exploring the Black Hills gain the thanks of the Centaurs of the Cloven Horn (see *Centaurs of the Bleak Moor* for more information).

half-dozen followers. A champion's will only extends as far as he can enforce it; infighting between bands is common.

The Scarlet Axe is unusually civilised. The Yith taught them many secrets — metal work, rudimentary architecture and engineering, the science of war, and so on. The Yith even taught the minotaurs to tame the raging lust for violence and slaughter running through their veins. Thus, many tribal warriors have levels of fighter and ranger instead of barbarian.

After so many years living in their thrall, the taint of the Yith runs strongly through the tribe. Sorcerers are relatively common among them and are accorded high status. Powerful minotaur sorcerers take on many aspects of their ancient masters and the most accomplished are even summoned to dwell within the vitrified lairs of the batfolk.

**Nomenclature:** The minotaurs favour short, simple personal names but often add flavoursome epithets based on their battle exploits or physical attributes. Examples of their names include:

**Personal Names:** Culs, Drec, Hefr, Llasnn, Lult, Nilv, Rhannt, Slost, Tawld, Tyfrt, Vethk, Vywunt, Zul.

**Epithets:** Blood Axe, Curved Horn, Strong Arm.

### LAIRS

Dwelling in small groups throughout the Black Hills, the Scarlet Axe tribe normally claim convoluted, multi-level cave systems with many entrances as their homes. The minotaurs know these cavern systems intimately and use them as home and armoury.

Only the most powerful and honoured sorcerers dwell among the Yith; for the rest, the caverns of the Black Hills are their home. A few sorcerers serve champions while others dwell alone — better to explore their unique heritage.

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#### TRIBAL LORE

A character making a Knowledge (nature) check may know some information about the tribe. A successful check reveals all information gained by a lesser check.

**DC 14:** This is a minotaur of the Scarlet Axe tribe. The Scarlet Axe tribe dwell in the Black Hills and are relatively civilised by minotaur standards.

**DC 19:** The Scarlet Axe tribe are the enemies of the Cloven Horn centaur tribe that dwells on the Bleak Moor. The minotaurs guard three ancient fortresses in the Black Hills and launch regular raids from them into the Bleak Moor.

**DC 24:** The Scarlet Axe tribe were once servants of an elder race that haunted the Black Hills. The Yith were a race of bat-like humanoids that held sway over the hills and surrounding moorland.

## COMBAT & TACTICS

Incredibly disciplined and organised for minotaurs, the warriors of the Scarlet Axe remain bloodthirsty maniacs that revel in the din and gore of battle. Trained by their masters to control the raging bloodlust coursing through their veins, they yet yearn for the clamour and chaos of battle. Revelling in their enemies' suffering and pain they hunger for the honour and prestige of slaughtering their foes.

At the start of battle, the warriors quickly close with their enemies, using their powerful charge to inflict devastating wounds. Once in battle, they harry their foes mercilessly, cleaving them with their massive greataxes.

Formidable opponents on their own, warriors fight in pairs cooperating to defeat a single opponent before moving onto the next.

Sorcerers hang back from melee (at least until their bloodlust overcomes them) using their spells to target enemy leaders.

## NOTABLE INDIVIDUALS

**Heloc:** Heavily scarred, this powerful champion leads a dozen warriors. Savage even by a minotaur's standards, Heloc's (male minotaur barbarian 3/fighter 2) implacable hatred is legendary among the tribe.

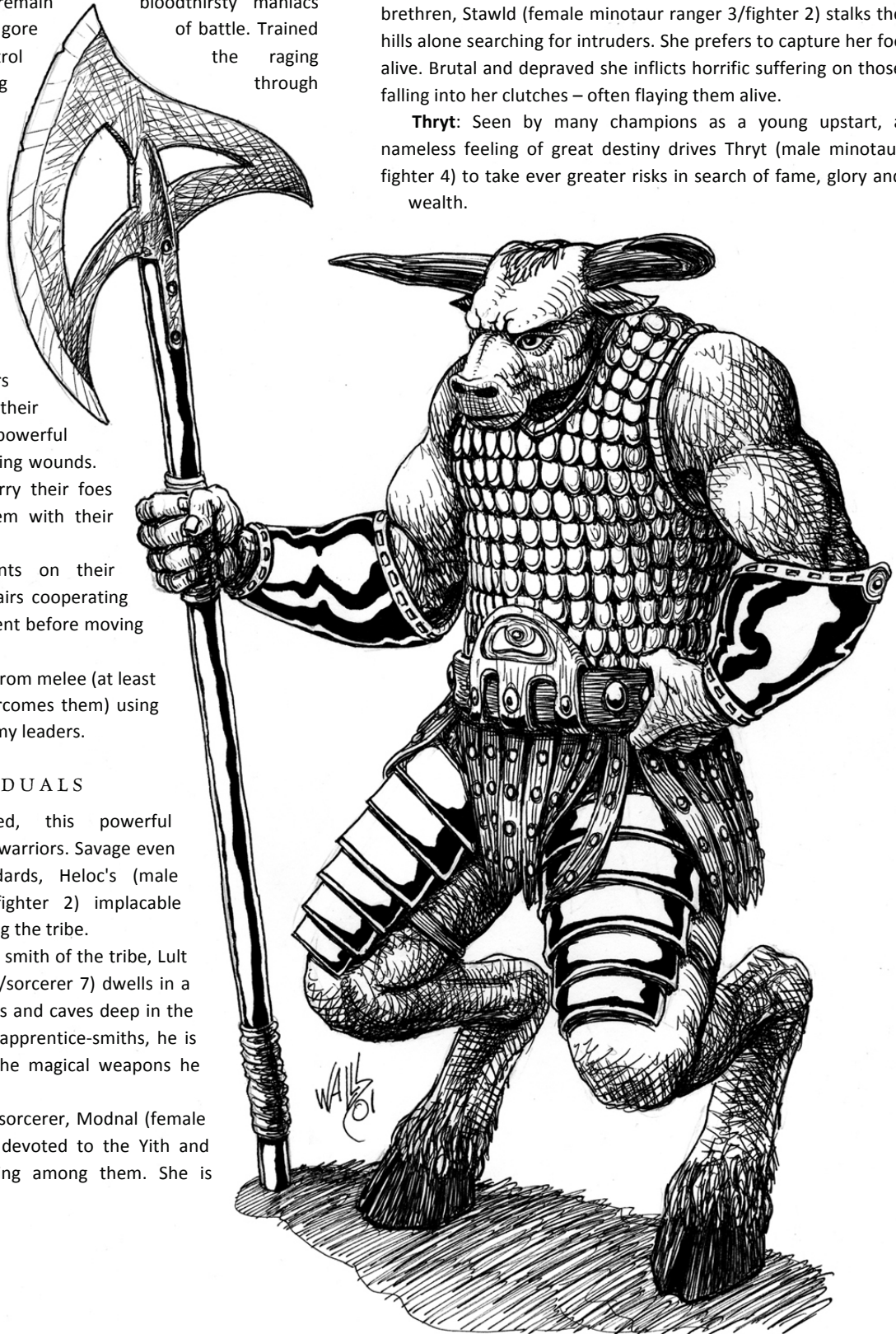
**Lult:** The most skilled smith of the tribe, Lult (male minotaur fighter 2/sorcerer 7) dwells in a rambling series of tunnels and caves deep in the hills. Attended by three apprentice-smiths, he is much sought after for the magical weapons he crafts.

**Modnal:** A powerful sorcerer, Modnal (female minotaur sorcerer 5) is devoted to the Yith and dreams of one day living among them. She is

ferociously loyal to her overlords and often accompanies raids into the Bleak Moor for centaur heads to adorn her hidden lair.

**Stawld:** Preferring solitude to the riotous caverns of her brethren, Stawld (female minotaur ranger 3/fighter 2) stalks the hills alone searching for intruders. She prefers to capture her foe alive. Brutal and depraved she inflicts horrific suffering on those falling into her clutches – often flaying them alive.

**Thryt:** Seen by many champions as a young upstart, a nameless feeling of great destiny drives Thryt (male minotaur fighter 4) to take ever greater risks in search of fame, glory and wealth.



The appearance and characteristic of a mystic grove are a vital part of highlighting the site as a unique, exciting place of adventure. Whether the mystic grove is the abandoned haven for an ancient druid or the lair of an insidious pack of gremlins, choosing appropriate dressings for your mystic grove helps to establish the tone of the adventure as well as player expectations for what horrors might lurk behind every tree.

### FUNCTION

Most mystic groves serve as homes for wildlife and lairs for powerful druids who covet them as wellsprings of natural divine magic. Because most animals and fey coexist within the grove and the druidic population of a given grove is seldom more than a single druid, few buildings mar the grove's pristine mystique. Below are some common examples of how a mystic grove's inhabitants utilize their homeland.

**Communion:** Their deep connection with fey magic makes mystic groves a preferred place for witches, druids and other divine spellcasters to commune with the natural world and the divine entities that sponsor it. These folk often erect small shrines at the mystic grove's sacred heart, offering their praise and thanks every day while praying for the blessings of the natural world. Servants of abominable gods of plague and decay also seek out mystic groves as envoys of destruction. Such folk use their twisted magic to spread unnatural blights throughout the mystic grove, corrupting its denizens into rabid monsters. If left unchecked, the sheer power radiating from a mystic grove often spreads the blight outward towards even more susceptible land in an epidemic of rot and misery.

**Courts:** Fey creatures permanently dwelling upon the Material Plane often create mystic groves as meeting grounds for fey to gather. Whether discussing frivolous events or planning defences against encroaching mortal woodsmen, mystic groves serving such a purpose are often the most fantastic of them all as the constant use of fey magic has warped the very land itself to serve its purpose as a secluded meeting place. Plants exuberate a calming aroma allowing rational thinking and the trees themselves steer encroaching mortals away from their master's location. Animals are "improved" by fey blessings to serve as guards and companions while plants are urged to grow as natural walls, barring intruders. Mystic groves visited by the most powerful of fey often distort time and space itself within their borders, allowing the fey to commune on an issue for as long as they please and ensnaring unfortunate mortals for decades before the whims of the fey allow them to escape.

**Survival:** The vast majority of a mystic grove's inhabitants dwell there for no other reason than to find the sustenance needed for survival. Animals intrinsically sense the primeval energies permeating a mystic grove and thrive within it, often growing to impossible sizes or becoming supernaturally strong from exposure to the fey magic bathing every animal and plant in the area. Over time, virtually any creature experiencing prolonged exposure to this energy gains fey attributes, though the effects are strongest when the creature was conceived and born within the mystic glade itself.

### DRESSINGS

Use the table on the following page to generate interesting characteristics for your mystic grove. Some of the features listed below may be inappropriate for your mystic grove based upon its setup – ignore or modify such entries as appropriate.

**Expensive Materials:** Some of the mystic grove dressings described below include descriptions of expensive art objects or valuable plants or animals. Typically the dressings below have a maximum gp value equal to the gp reward for an encounter with a CR equal to the party's APL –2, although the exact value for such valuable items is subject to GM approval.

**Harvesting Dressings:** While most of the dressings are part of the mystic grove's terrain or creatures most can be harvested by canny PCs. In order to harvest a dressing from the mystic grove, a PC must make a skill check with a DC equal to 15 + the average CR of an encounter set within the mystic grove. The skill check used should be appropriate for the object being harvested and failing by 5 or more ruins the item.

**Modifying Statistics:** Many of the dressings describe below provide bonuses to creatures encountered there. Generally speaking a creature must spend a minimum of one uninterrupted month living within a mystic grove, eating food grown or hunted within the grove, bathing within its water and so on. Even then, it is far more common for these bonuses to be imparted to creatures conceived, born and raised within the grove. At the GM's decision, some of these bonuses may fade away if a creature spends too much time outside a mystic grove, does not regularly return to a mystic grove or is not exposed to an adequate amount of fey energy.

**Multiple Dressings:** Although most mystic groves only possess one of the characteristics noted on the table below, at the GM's decision each result on the table might correspond to a single area within the mystic grove (such as one encounter location). Instead of rolling on the table, a GM may choose to simply pick appropriate dressings to implement.



D%	MYSTIC GROVE DRESSINGS
01	The grove's denizens are hardier than most, granting creatures encountered within it a +2 enhancement bonus to Strength, Dexterity and Constitution.
02	The grove's denizens are smarter than most, granting creatures encountered within it a +2 enhancement bonus to Intelligence, Wisdom and Intelligence.
03–05	All animals encountered within the glade have vibrant colourations and unusual markings.
06–08	Common birds encountered in the grove caw insults in Common at trespassers.
09–10	All animals encountered within the glade have vestigial body parts belonging to other animals (such as butterfly wings or bird feathers).
11–13	Colonial organisms encountered within the grove build their homes in a style eerily similar to humanoid villages.
14–16	The sap of the plant within the mystic grove is blood red.
17–20	Random plants growing in the grove grumble and bark like animals when touched.
21–23	Dozens of skeletons are tangled amidst the roots of trees and undergrowth.
24–26	The leaves of every plant encountered within the mystic grove grow in the shape of a young, natural creature.
27–28	The undergrowth within the mystic grove is oddly coloured compared to that growing outside its borders.
29–30	Instead of mating, animals encountered within the grove are born from womb-sized fruits.
31	Each day, all creatures sleeping overnight in the glade gain the benefits of a random <i>animal aspect</i> for 24 hours.
34–36	Humanoids venturing into the grove find its flowers smell like their favourite food.
37–38	At night, the grove's underbrush glows with a calming, cool light as <i>faerie fire</i> .
39–40	Crystalline growths of varying shapes and sizes protrude from every plant in the grove. If harvested, the crystals are worth 1 gp x the crystal's weight.
41–45	Prayers painted in herbal dyes are written in Sylvan across random trees in the grove.
46–50	A relaxing aroma wafts through the air. This imposes a –4 penalty on Perception skill checks, but heals 1 extra hit point per hit die when a creature rests for 8 hours within the grove.
51–54	Animals and magical beasts born within the glade have hide as strong as steel, granting them DR 5/cold iron.
55–59	Trespassers encounter figments of random childhood memories within the glade, functioning as <i>project image</i> .

60	Creatures dwelling in the grove gain a +4 morale bonus on attack rolls against creatures wearing armour made from hide or leather.
61–63	Phosphorous fungi sprawled across the soil twinkle in harmony with any words spoken within 10 feet.
64–66	All creatures born within the mystic glade possess a faint aura of transmutation magic.
67–60	The terrain within the mystic grove bears signs of flame scarring.
61–63	All fruit growing in the mystic grove is inedible by visiting explorers and animals.
64–65	Creatures with an Intelligence of 3 or higher gain a constant <i>speak with plants</i> and <i>speak with animals</i> effect while within the mystic grove.
66–70	The bark on every tree within the mystic grove is set with dozens of impressions of humanoid faces writhing or screaming in pain.
71–73	All of the animals born within the mystic glade are <i>awakened</i> .
74–76	Living creatures conceived within the mystic grove that remain there throughout their youth grow at an accelerated pace, typically reaching adulthood in half the usual amount of time.
77–70	The sap of all trees within the grove hardens into perfect beads of amber, when exposed to the air.
71	The trees within the grove are as hard as iron. They possess hardness 10 and 10 hit points per inch of thickness.
72–75	The leaves of every plant in the mystic grove grow in the shape of a random Sylvan symbol.
76–80	Plant seeds sown within the mystic grove grow at rapid paces; for example, an apple seed sprouts into a full seedling overnight.
81–83	The bark of all plants growing in the grove are coloured and patterned like poisonous snakes.
84–86	Animals encountered within the grove have bark for hide and ivy for fur or feathers.
87–89	Living creatures encountered within the grove have the giant simple template and ordinary plants are ten times their usual size.
90	A spring at the mystic grove's heart causes creatures drinking its water to stop aging for 100 years, after which they continue to age normally.
91–93	Dozens of trees within the grove are sized and shaped like various humanoid races and some trees are wearing weathered clothing.
94–95	A tree at the centre of the grove is scrawled with the answer to every question that has ever been asked by mortal minds within earshot.
96–97	Any footprints a humanoid leaves within the grove appear identical to those of its spirit animal instead of its usual tracks.
98–99	Roll twice and apply all results.
100	Roll three times and apply all results.

## PAZUZU'S FURY

The harpies of Pazuzu's Fury are a monstrous combination of bird and woman that prey upon the weak and solitary. They believe the demon lord they revere has both cursed and blessed them with their current form. Blind and unfocused rage fills them and only the strongest among the tribe can resist the siren call of their boiling blood. Their hunger for eyes and organs is equally unrelenting, and they quickly depopulate available prey near their lair.

### ECOLOGY & SOCIETY

Strife fills harpy society. The harpies rage at each other at the slightest provocation. Might makes right in the harpy roost, and the creatures fight constantly to determine the pecking order. These internal clashes can turn bloody and vicious, and few harpies do not show the raking scars of another harpy's talons.

For reasons discussed under Religion below, the leader of Pazuzu's Fury assumes the title of abbess. The abbess is almost always a sorcerer with the Abyssal bloodline, having manifested arcane powers due to long service to Pazuzu. The best singer (usually a bard) among Pazuzu's Fury takes the title of cantor. The greatest warrior of the tribe claims the title of sacristan. If there are multiple sorcerers or bards in the tribe, the competition to become abbess or cantor is intense and often lethal. Because warriors are far more common, the sacristan must constantly defend her title from rivals.

The harpies of Pazuzu's Fury are uniformly female who fertilize their eggs by ingesting the seed of their male victims, usually sucked right out of the body of the "father" as the harpy kills him. The race of the father does not seem to matter as long as it is fey, humanoid or outsider.

Harpies lay one to three eggs at a time, as often as every 40 days. These eggs must be incubated (a task shared in rotation by all harpies of the tribe) for 11 to 20 days before they hatch. Only 30% of the eggs are fertile, and the tribe devours the eggs that do not hatch after a month.

The young are defended with savage ferocity by their parent and are seldom molested by the rest of the tribe, but the time in

the nest is difficult for the chicks and about half of them die before they become fledglings at two years of age. Fledglings are able to fly very poorly and cannot produce a captivating song.

Harpies become adults and develop the ability to produce a captivating song and to lay their own eggs after five years. They can live up to 60 years, but few harpies survive the dangers of the hunt and constant internal strife for more than 20 years.

**Appearance:** The harpies of Pazuzu's Fury are taller and more slender than common harpies. They have plumage of the hawks common to the Lonely Coast, giving them an almost noble appearance. In addition, the profane rite (or perhaps choicest bits of their victims) that infuses the harpies of Pazuzu's Fury with fiendish power gives them a feral and malevolent beauty.

The harpies garb themselves in shredded habits that echo what may have once been worn in a cloister. They wear jewelry in great abundance and find pieces with iconography especially pleasing. Almost every harpy in Pazuzu's Fury has a rosary featuring an abstract bird-winged man with a hawk's head.

**Nomenclature:** Tribal members have names that are antiquated on the Lonely Coast, as if they were named hundred years ago. Some sages believe that all the names are saints mentioned in the holy books of Darlen.

**Names:** Batilda, Cwenhild, Estrid, Guthen, Hulda, Ingrith, Maerwynn, Rimilde, Saethryd, Turgyth, Wengeua, Wychtleth.

### LAIRS

Pazuzu's Fury migrates across the Lonely Coast every few months. They do not have a set pattern. Instead, they move when they depopulate available prey or need to stay ahead of coordinated efforts to eradicate them. It is rare for the harpies to remain in a single lair for more than three months.

When selecting a new lair, Pazuzu's fury migrate en mass to seek a large, sheltered location that is difficult to reach by foot and reasonably close to numerous food sources, such as small villages or a well-travelled road. The lair should also be large enough to allow harpies to fly about inside or have access to open air. They have a strong affinity for ruins and hard-to-climb cliffs.

When occupying a new lair, Pazuzu's Fury position thick branches throughout to use as roosts. Like birds, the harpies prefer to sleep tucked down inside their wings while gripping these branches. The harpies weave nests at the most inaccessible or most central portion of the lair. Here, the harpies lay eggs, care for their young chicks and perform the blasphemous rites in service to Pazuzu.

Since Pazuzu's Fury prefer their food raw and they all have darkvision, there are no fires in the roost. The floor of a harpy lair is quickly covered with the discarded bones of prey and guano, which becomes rife with disease. Since they roost above

### TRIBAL LORE

Character with ranks in Knowledge (nature) can learn more about Pazuzu's Fury with a successful skill check. A successful check reveals all information revealed by a lesser check.

**DC 14:** This is a harpy. They can charm with their song.

**DC 19:** From the plumage, you note that this harpy is a member of Pazuzu's Fury. Their song is particularly dangerous.

**DC 24:** Demonic strength, giving them fiendish characteristics, infuses many members of Pazuzu's Fury

**DC 29:** The harpies of Pazuzu's Fury can call upon their demonic patron who sends a powerful servant to aid them.

the foulness, the harpies do not seem to care, and the gagging stench does not bother them.

In the past, Pazuzu's Fury have laired in the Twisted Gorge and in the cliffs overlooking the sea to the west of the Priory of Cymer. They once attempted to lair on the Orestone, but the fierce winds and lack of sizeable caves on the rock made the location unsuitable. Now the harpies occasionally set an ambush (page 13) there to cause shipwrecks and collect an easy meal of drowning sailors.

Pages 18-19 present an example of a harpy lair, as well as a description of the disease prevalent therein.

## RELIGION

Pazuzu's Fury believe they descended from a cloister of Darlen's nuns that fell to the whispering of Pazuzu. When the church sent holy warriors to wipe them out, the demon prince saved the fallen nuns by transforming them into harpies. The harpies then flew away but were forever shunned from human society.

Whether or not this legend is true is up to the GM. If the GM decides it is false, the clergy of Darlen scoff at the tale and attempt to refute it at every opportunity. If the GM decides that it is true, the clergy of Darlen act in much the same manner, but

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### THE CREATION OF PAZUZU'S FURY

With a DC 25 Knowledge (history) or Knowledge (religion) check, the PCs know the creation legend of Pazuzu's Fury. Alternately, a sage could provide the PCs with the legend.

Perhaps a generation ago, there was a cloister of nuns who worshipped Darlen, a good and noble god. One among their number was bored and restless. She explored the cloister's darker records and secrets and stumbled across the name Pazuzu. A demon lord who claims to be the Prince of the Lower Aerial Kingdoms, Pazuzu desires to be summoned and enjoys corrupting the innocent and pure. Exerting his malign influence on the bored nun he soon had her bound to his service. He then used her to corrupt the rest of the cloister.

The now-wicked nuns used their reputation as a sanctuary to lure in unsuspecting travelers, whom they slew in profane and gruesome rites to enhance their power. This went unnoticed for a time because of the remote location of the cloister, but eventually a band of paladins was dispatched to root out the corruption. The nuns did not have the strength to oppose this cleansing force so they called upon Pazuzu to save them. The demon prince agreed to do so but only if they promised to live in his image. The nuns agreed, and Pazuzu transformed them into monstrous bird-women who then flew away from the paladins, escaping retribution. But the nuns were no longer human. Their corruption and devotion to the demon lord was plain for all to see. They lusted for human flesh, especially the soft inner organs and thus were cursed and damned for eternity.

they are now seeking to bury the corruption in the past and prevent it from spreading further. However, the ruined cloister thick with demonic taint still exists and could provide a source of adventure. (See Adventure Seeds [page 21] for more details.)

Regardless of the tale's veracity, the harpies revere Pazuzu and consider him their patron. Pazuzu gives his blessing to the harpies and infuses them with demonic power. When a harpy of the tribe makes her first kill, she brings the heart of the victim to the harpy lair. There, the tribe enacts a foul rite to the demon prince and summon a Corrupting Aspect of Pazuzu (page 17). The aspect fills the harpy with demonic strength as she consumes the heart, giving her the fiendish template.

## COMBAT & TACTICS

Harpies are instinctive cowards. To overcome this cowardice, the harpies hunt in packs called screams. A scream numbers six to twelve harpies, with nine being the most common. Pazuzu's Fury rarely forms larger screams and then only for a specific purpose.

The preferred targets of a scream are single travelers, shepherds and woodcutters working alone. The harpies attack larger groups if the harpies have a numeric advantage. Should the group seem well armed or numerous, the harpies stalk their prey, taking those that venture off alone.

The harpies begin almost every encounter with their captivating song. If some targets resist and some don't, the harpies who successfully captivated maintain their song while the others engage those who resisted. The harpies of Pazuzu's Fury have a number of feats to make their songs more powerful, but none is as feared as Collective Song, which can make a scream's singing nearly impossible to resist.

When engaging in combat, the harpies take to the air and fight while in flight, limiting the ability of targets to fight back. Pazuzu's Fury prefer reach weapons to further limit retaliation.

The harpies flee if they encounter serious resistance. Many potential victims have driven off a harpy assault by scaring the creatures with displays of magic or shows of superior force.

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### THE LONELY COAST

*Pazuzu's Fury* is designed to be compatible with *The Lonely Coast* (a free 30-page download from [ragingswan.com](http://ragingswan.com)). Specific deities (such as Darlen) and locations referenced in this text are described in more depth in that document. The Lonely Coast is a borderland territory designed to be easily inserted into almost any GM's personal campaign.



## PLAGUE TOWN: SIGHTS & SOUNDS

Use this table to generate the sights and sounds the PCs experience as they move about the plague town. Some details listed here may not be appropriate for the particular adventure or campaign you are running. Ignore such results and simply re-roll.

D%	
1	A cart trundles by, driven by a man in black robes. The cart is laden with at least twenty bloated and stiff corpses.
2	A group of purple-and-red robed priests stride through the town, calling upon all to worship an obscure goddess of disease.
3	A wooden pyre has numerous bodies stacked upon it. Oil is being poured over the mound while a man stands nearby with a torch.
4	Bodies lie in the street, arms and legs skewed, joints swollen, eyes eaten by the crows.
5	A pack of mangy dogs races by, snapping and snarling at anyone who gets too close.
6	A wailing child sits at a windowsill, apparently abandoned.
7	A woman stumbles down the street, ragged clothing revealing countless open, weeping sores on her skin.
8	Several columns of thick, black smoke writhe above the town, showing where bodies are being burnt.
9	Every hour on the hour, day and night, the temple bells clang, tolling for the dead.
10	Guards hack at an infected citizen trying to scramble over the barricades around the quarantined quarter.
11	Beggars shuffle around you, forming a circle that blocks your path as they reach for food.
12	Soldier use longswords to drive infected people to one of the quarantine warehouses.
13	A pair of dead lovers lie in the street, stiff limbs locked in a final embrace.
14	Through a window, a family are visible slumped around a table, dead to the last.
15	One of the guards on the street corner starts hacking and coughing uncontrollably.
16	A normal-looking person suddenly keels over and begins vomiting copious amounts of blood.
17	Several women wrapped in filthy rags hobble by, making disturbingly squishing noises.
18	All doors and windows here are boarded up; a few are chained shut as well.
19	Screams of the dying soar over the town at all hours, and nothing can drown them out.
20	A surgeon has a patient on a stone slab and is sawing off an infected limb as the subject shrieks in agony.

21	A cart delivering fresh food and water is mobbed by people who fight over the smallest scraps.
22	The water in the well is foul and greasy. A nearby bucketful appears to be full of wriggling worms.
23	Hundreds of crows and ravens perch on the rooftops, eerily silent as they survey the town.
24	Dozens of feral cats roam the streets, gnawing on corpses of people and other animals alike.
25	Every other step splashes into puddles of reeking filth, making the ground slick and treacherous.
26	Patches of bloody mud dot the street.
27	Someone has drawn crude graffiti on numerous walls, proclaiming the end of the world.
28	A priest in a gaudy robe meanders through town, laying pudgy hands on anyone showing signs of illness.
29	Guards huddle around the main gates, inspecting anyone and anything passing by.
30	A young man leans out of a window, froth flecking his lips.
31	A crowd gathers in the town square as a supposed witch is tied to stake to be burned for cursing the land.
32	The criminal chained to the stocks in the centre of town looks like he died several days ago.
33	The death rattle of infected folk sounds through the town.
34	Evil eye wards are painted in bright colours on all available surfaces, and even on some people's skin.
35	Mummified bodies are laid out on stretchers, like strips of leather left to dry in the sun.
36	Dead beggars have been left to rot on the very mats they once huddled on to cry for a few alms.
37	A few prostitutes loiter about, their faces heavily caked with makeup to hide their sores.
38	Dark clouds hang heavy over the town, swirling with odd, almost arcane, patterns no matter which way the wind blows.
39	The stink of rot hangs over the town.
40	Bony cows low from the stockyard pens, their eyes glistening with mucus.
41	The fields of crops surrounding the town are wilting and rotting away.
42	Every torch and lantern lit around town blazes with unnatural green flames.
43	Mad laughter rattles through the air.
44	From a nearby house, cries tear through the air, begging for the release of death.
45	A man kneels in the street, weeping and wailing prayers for mercy and healing.
46	The town temple is packed from wall to wall with the sick and dying.
47	Amidst the muck and mess of the dying, a single clean, smiling person skips along without a care.

48	A mob has gathered in front of the town hall, shouting for the mayor to come and face them.
49	Wardens stride by, going door-to-door as they take a town census.
50	A pair of foreign-looking folk wanders around town, taking cryptic notes on all they observe.
51	As night falls, a shadowy person tips a vial of unknown contents into a well.
52	The evening shadows appear to writhe in a way that has nothing to do with the setting sun.
53	A handful of humanoid figures shamble around the graveyard.
54	A tent camp stands without the gates; ill people are transported there on a daily basis.
55	A painted wagon sits in the middle of a square, fully ablaze as its owner looks on mournfully.
56	A woman sits on a stoop, rocking back and forth as she tries to nurse her dead child.
57	Beggars clamber over pile of rotting food, grabbing fistfuls of mouldy onions, black potatoes and crumbling gourds.
58	The temple priest staggers by, his robes torn to shreds and his gaze distant, unfocused.
59	The body slumped in the street looks like the flesh has literally melted from its bones.
60	A child runs by, looking perfectly healthy except for one blackened, withered hand.
61	Bloody footprints chart a clear path from one side of the town to the other before vanishing.
62	A stream of giant squirming maggots roils across the path, devouring all dead flesh in their path.
63	A body swollen beyond recognition and covered in red pustules lies in the street.
64	A group of drunks stagger down the street, calling for others to join them in a last revel.
65	A band of men in yellow masks skulk around town, silently watching everything.
66	A row of bodies has been dipped in tar to stop the disease that claimed them from spreading.
67	Every other person is weeping bloody tears, which track crimson down their cheeks.
68	The houses here have been broken into and looted, leaving not a scrap behind.
69	Enormous clouds of black, buzzing flies swarm the area, trying to crawl into any open orifice.
70	The town mayor pauses in his speech and begins retching and clutching his stomach.
71	Bloated bodies hang from the gallows, guts spilling to the ground beneath.
72	Those showing plague symptoms have their foreheads branded with a hot iron.
73	A group of chained slaves rush by, chased by their master who has boils all over his body.
74	A slick merchant has set up a cart where he sells bottles of supposed cures and preventatives.
75	White-robed nuns move quietly through the town, saying prayers and comforting the sick.

76	Several people sit together, singing, their voices growing weaker.
77	A line for food and water distribution winds down the block and around the corner.
78	Those residents who've fallen too ill to move are dragged into a series of large tents on the edge of town and never seen again.
79	Soldiers march down the street, calling out a decree that condemns the town to destruction.
80	An army sits outside the town, killing anyone who attempts to escape the plague boundaries.
81	Vividly coloured serpents slither throughout the town, emerging from every crack and cranny.
82	Strange. It seems when a person contracts the disease their shadow suddenly starts pointing in the wrong direction.
83	Green-and-blue blobs of animate slime glop their way through town and onto random people.
84	A row of skulls sits in a window, teeth chattering as if they're talking to each other.
85	Rows of charred bodies are laid out and stacked like corded wood.
86	A woman thrashes in the middle of the street, writhing in the grip of a ferocious fever.
87	Despite the crowded streets and homes, a haunting silence lies over the town.
88	A beggar raises a hand, and countless tiny insects skitter across his skin like black grains of rice.
89	Starving citizens have gathered up mounds of dead rats, which they now roast.
90	Piles of dead birds lie clumped along the ground, frail bodies smashed and rotting.
91	A pack of rabid wolves lope along, howling as they attack anyone who reacts in fear.
92	People scamper away as a sickly herd of sheep moseys through the town, bleating pathetically.
93	A healthy citizen races by, pursued by several diseased people wielding swords and axes.
94	A person lifts their head, revealing they've chewed their lips off.
95	A dozen sickly folks have cast off their clothes and now dance naked in the street.
96	Practically every wall and post has a set of royal orders nailed to it, commanding everyone to remain indoors until further notice.
97	Everywhere, painful moans and whimpers assault the PCs' ears.
98	Echoes of rattling chains come from the barred windows of the nearby prison
99	The baker opens his door and flings rolls of mouldy bread into the street.
100	A particularly tall, thin figure makes its way down the street, clothed in a thick black robe and carrying a massive scythe.

## SO WHAT'S THE ZOMBIE LIKE ANYWAY?: ZOMBIE TEMPLATES

For almost any party of adventurers, a single zombie is no challenge. However, zombies can gather into hordes or swarms of scores or even hundreds of individuals. Sleepless, indefatigable zombies in these numbers prove fatal to all but the most powerful, or fleet of foot, adventurers. However, a pack of identical zombies is boring; consider adding one of these templates to several members of the horde to create more interesting battles. To aid this, and for your convenience, stat blocks for a human zombie and fast human zombie appear below.

### FROZEN ZOMBIE (CR +0)

Whether animated in cold climes, trapped in an ice house or slain by magic with a cold descriptor, with no body heat of their own and their slow moving speed, zombies are particularly prone to freezing. This makes them even more resistant to damage and slows them even further.

If the zombie is not magically frozen, but simply frozen due to the weather conditions, it becomes a normal zombie if warmed to normal room temperature.

**Quick & Rebuild Rules:** **DR** —/5; **Resist** cold 5; **Vulnerability** fire; **Speed** 20 ft.

### GRINNING ZOMBIE (CR +1)

A frozen grin is the terrifying hallmark of the hungry dead, and the grinning zombie takes that smile to new levels with an overly large fanged mouth and atrophied arms that exist only to drag food into its gaping maw. Such zombies can often be heard rapidly clicking their teeth together when standing still.

**Quick Rules:** Replace the zombie's slam with a bite attack that does 1d8+6; -1 Stealth; +2 bonus to rolls related to Str.

**Rebuild Rules:** **Melee** Replace the zombie's slam with a bite attack; **Feats** Improved Natural Attack (bite); **Skills** -1 racial penalty to Stealth; **Ability Scores** +4 Str.

### LEGLESS ZOMBIE (CR -1)

Zombies are relentless, even when horribly maimed. The legless zombie has nothing below the waist and its innards drag on the ground behind it as it uses its hands to drag itself forward.

**Quick Rules:** -20 ft. speed (minimum 5 ft.); the zombie is always prone.

**Rebuild Rules:** **Speed** -20 ft. (minimum 5 ft.); **Special Qualities** Prone: the zombie is always prone and cannot stand.

#### FAST HUMAN ZOMBIE

CR 1/2 (XP 200)

*The putrid stench of death emanates from this shambling corpse. The creature's pale flesh is rotting from its body and it regards you with dull, hate-filled eyes.*

NE Medium undead

**Init** +2 **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0  
**Speed** 40 ft.; **ACP** 0; **Acrobatics** +2 (+6 jumping)

**AC** 14, touch 12, flat-footed 12; **CMD** 16  
(+2 Dex, +2 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)

**Fort** +0, **Ref** +2, **Will** +3

**hp** 12 (2 HD)

**Space** 5 ft.; **Base Atk** +1; **CMB** +4

**Melee** slam +4 (1d6+4)

**Atk Options** quick strike

**Quick Strike (Ex)** Whenever a fast zombie makes a full-attack, it can make one additional slam attack.

**Abilities** Str 17, Dex 14, Con —, Int —, Wis 10, Cha 10

**Feats** Toughness

**Gear** rotting clothes

#### HUMAN ZOMBIE

CR 1/2 (XP 200)

*A partly decomposed corpse shambles toward you. Grave dirt clings to its body and tattered burial shift. Its cold, dead eyes regard you with merciless indifference.*

NE Medium undead

**Init** +0; **Senses** darkvision 60 ft.; Perception +0

**Speed** 30 ft.; staggered; **ACP** 0

**Staggered (Ex)** Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

**AC** 12, touch 10, flat-footed 12; **CMD** 14  
(+2 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)

**Fort** +0, **Ref** +0, **Will** +3

**hp** 12 (2 HD); **DR** slashing/5

**Space** 5 ft.; **Base Atk** +1; **CMB** +4

**Melee** slam +4 (1d6+4)

**Abilities** Str 17, Dex 10, Con —, Int —, Wis 10, Cha 10

**SQ** undead traits

**Feats** Toughness<sup>B</sup>

**Gear** rotting clothes



## SCREAMING ZOMBIE (CR +1)

The screaming zombie sits or moves quietly until it sees potential prey, at which point it lets out a ear-splitting scream that can deafen and even damage foes. Of course, this screaming tends to attract other zombies.

**Rebuild Rules:** **Special Attacks** *Death's Scream (Su)*: As a standard action, the zombie lets out a scream of brutal sound in a 30-ft. radius that does 1d8 damage +1 point per 2 HD (maximum of +10) and deafens all creatures in the radius for 1d4 rounds. A creature can attempt a Fortitude saving throw to halve the damage and avoid being deafened. Creatures that cannot hear are not deafened but are still damaged. This saving throw is equal to 10 + 1/2 the zombie's Hit Dice + the zombie's Charisma modifier.

## ZOMBIE LIMB SWARM (CR +2)

More horrifying than the walking dead themselves, a zombie limb swarm is an animate pile of grasping arms, kicking legs and rolling heads eager to chew on the flesh of the living. Creatures falling into the swarming grasp of these vicious limbs rarely escape.

**Quick Rules:** gain swarm traits; replace slam with swarm (2d6 damage); +2 on rolls based on Str; -1 on all rolls based on Dex, size becomes tiny; increase space to 10 ft. and reduce reach to 0 ft.

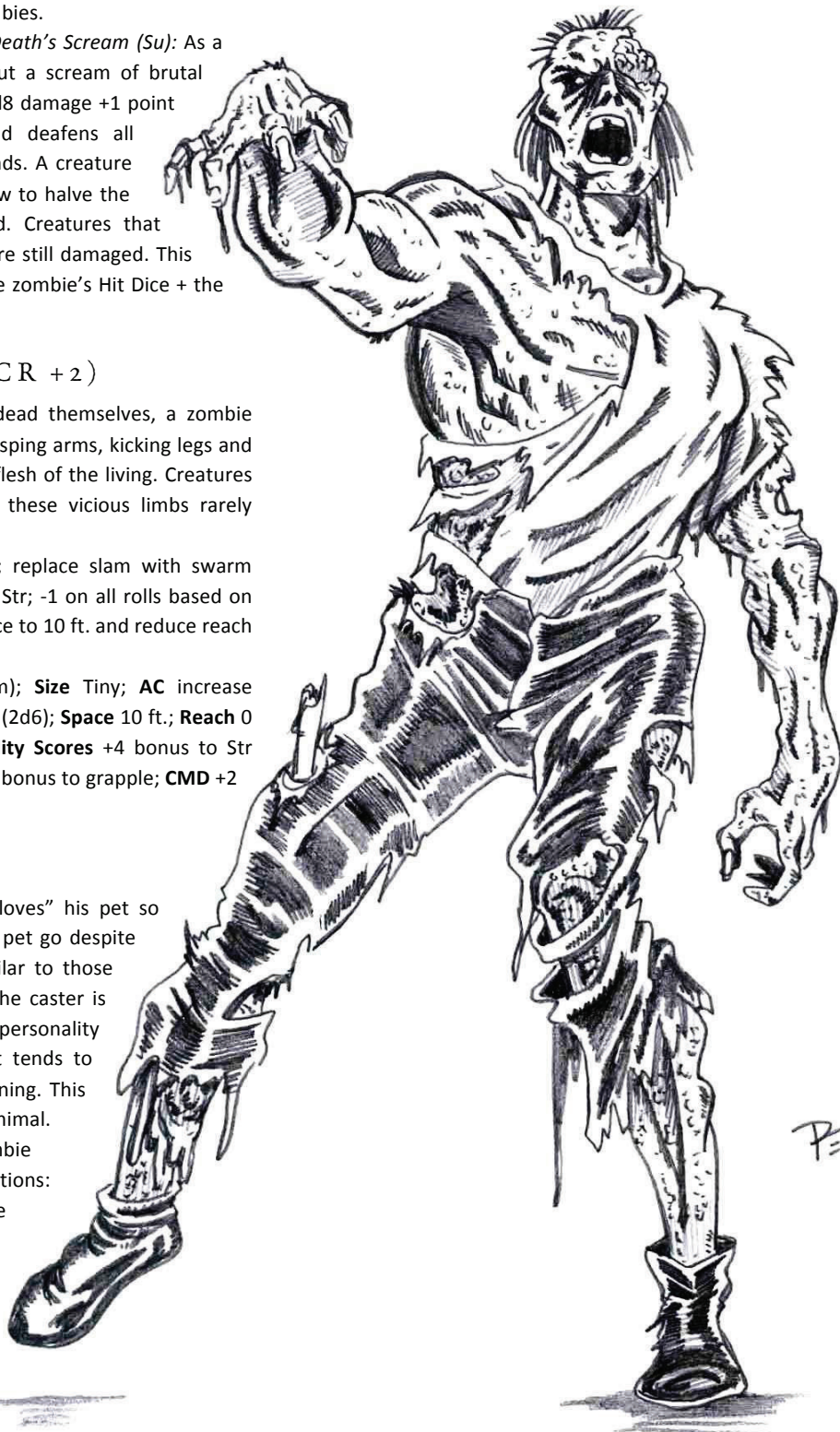
**Rebuild Rules:** **Subtype** (swarm); **Size** Tiny; **AC** increase natural armour by +3; **Melee** swarm (2d6); **Space** 10 ft.; **Reach** 0 ft.; **Special Attacks** distraction; **Ability Scores** +4 bonus to Str and -2 penalty to Dex; **CMB** +2 racial bonus to grapple; **CMD** +2 racial bonus against grapple.

## ZOMBIE PET (CR +1)

Sometimes a talented spellcaster "loves" his pet so much that he is unwilling to let the pet go despite death's icy grasp. Using rituals similar to those for animating a humanoid corpse, the caster is able to bind some of the animal's personality and traits to the corpse, though it tends to become even more vicious and cunning. This template can only be applied to an animal.

**Rebuild Rules:** Use the zombie template with the following modifications:

**Ability Scores** Int 2; **Feats** The zombie gains Improved Natural Attack and Toughness as bonus feats; **Special Qualities** The zombie pet retains all special qualities it had in life and does not gain the staggered special quality.



## SLUM TOWN: SIGHTS & SOUNDS

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

D%	
1	A warren of ramshackle shanties stretch as far as the eye can see.
2	The once-flowing river winding through the slum is now little more than a channel of sludge.
3	Mountains of garbage and filth form miniature ranges across the slums.
4	Thick, stinking smoke coils up from the dung fires people are cooking over.
5	Colourful rags hang from crisscrossed lines of frayed rope, strung between shanty roofs.
6	Gaggles of dirt-crustied urchins stream through the streets and play throughout the refuse piles.
7	Crows swarm so thick over a mound it is impossible to tell if it's garbage or a body.
8	The skeleton of a horse lies half-buried in the muck, buckteeth grinning at passers-by.
9	Plump, hairy rats sizzle on skewers over nearby fires, sold at half a copper apiece.
10	A group of beggars have slathered themselves in mud to avoid baking as they sit in the sun all day.
11	These huts look to be built from nothing more than dried mud, packed hay and sticks.
12	The path ends in a wide cesspool; rodent corpses, faeces and scraps of food float within.
13	The people here are starving: bellies protruding, cheeks cavernous and eyes empty of hope.
14	Children play around a pigpen, occasionally running in to gulp handfuls of the slop.
15	A haphazard line of twitching bodies leads back to the dark entrances of several drug dens.
16	Slavers roam the street, scanning for specimens healthy enough to chain up and cart off.
17	A cleric shuffles by, murmuring prayers for the downtrodden and lost.
18	A single home stands packed with dozens of people, leaving barely any room to sit or stand.
19	The stinking breeze is briefly replaced by the wafting scent of strange spices being cooked over a distant fire.
20	A squad of guards stalks past, their armour mismatched, their weapons dull and rusting.
21	Warped boards have been laid down across the street, letting people walk without getting stuck in the deep mud.
22	A merchant calls out the dubious promise that everything he sells goes for a copper or less.
23	A few young folks stalk through the area, holding nets and buckets in hopes of catching a rat or two for dinner.

24	The slabs of meat this vendor sells are tinged green and covered by maggots.
25	A yeasty smell hints at flatbread being baked nearby.
26	The workers in this packed sweatshop keep their heads bent, backs bowed.
27	These tunnels look to lead into the sewers; grime and rust cover the grates.
28	This rare open area forms a community space where people gather to gossip and share meals.
29	A rundown bakery sells week-old bread that tastes of grit and dung.
30	A group of women sit in a circle, talking, knitting and pounding cornmeal.
31	A row of painted clay pots sits outside a tiny shop; several are cracked or crumbling.
32	A woman offers you a handful of mouldy herbs, asking for a copper for the whole bunch.
33	Painters splash whitewash across the huts here, trying to create a false sense of cleanliness.
34	Obscure graffiti spots and speckles the walls along this stretch.
35	A gang strolls by, eyeing everyone as a potential victim, searching for trouble.
36	Women chatter as they kneel around brass pots, washing clothes and linens in scummy water.
37	Prostitutes lounge in the shade, tattered veils covering little of their emaciated figures.
38	Insects buzz about pools of stagnant water, which people kneel to drink from.
39	A tiny garden sits ruined in the corner, sickly vines and herbs trampled down.
40	A wagon blocks the middle of the road, one axle broken, wheel spokes snapped.
41	Shattered glass, a few shards stained with blood, litters the street, glinting in the harsh sun.
42	Two men exchange vicious punches as they scabble over a loaf of burnt bread.
43	A meat vendor plucks handfuls of feathers from pigeons waiting to be roasted.
44	Lepers totter by, clothed in bloody rags, shouting warnings against anyone getting too close to them.
45	A madman sits off to the side, pouring handfuls of dust over his head as he mutters nonsense.
46	After the rain, water drips constantly off shanty roofs, slicking every surface.
47	A moneylender sorts through stacks of coins, eyeing the crowds for a next client.
48	A drunkard bobs and weaves his way along, stumbling against walls and over ruts in the road.
49	Several upper class citizens stroll by, protected by personal guards as they gawk at the sights.
50	Hundreds of people line up outside a day hire office, desperate to claim one of the limited jobs.

51	A military recruiter calls to passing youths, promising meals, clothes and steady pay.
52	A woman uses a simple stick to draw sweeping vistas in the dirt as people tread over her temporary masterpieces.
53	People get down on hands and knees to slurp ale spilling into the road from a broken cask.
54	A person dashes by, snagging a fistful of clothes off a wash line before sprinting away.
55	A crowd has gathered around a community soup pot, tossing scraps of ingredients into the steaming water.
56	A row of shaded pallets is lined up to the side, where drunks can sleep off their hangovers without being trampled.
57	Children sit gnawing on bones, their lips and cheeks stained with meat juices.
58	A series of charcoal-sketched "Wanted" posters adorn the slumping walls, detailing all manner of brutes and ruffians.
59	A missionary's shouted message goes unheeded as slum denizens shuffle by his corner post.
60	In the middle of the street, stairs appear to lead down into nothing but an earthen pit.
61	Hot clay bricks are shovelled out of their kilns laid aside to cool before sale.
62	Grubby couriers dash about on bare feet, slipping down tight streets with lifelong ease.
63	Men and women use stones to pound old scrolls and tomes into wet pulp to plaster their walls.
64	Rows of burnt hovels line this street, a few families still lingering in the ashen shells.
65	A pile of cracked and shattered furniture has been tossed into the road.
66	A massive wall surrounds the entirety of the slum, a stony divide between it and the proper city beyond.
67	A walled estate is a singular landmark in the middle of the slum, gates guarded by fierce-looking soldiers.
68	A lone black tower rears over the slum, absent of any windows or doors.
69	A woman walks along the filthy streets in a perfectly clean robe, face serene.
70	A rowdy wedding ceremony bustles along, people dancing, singing and drinking with abandon.
71	A funeral ceremony slouches by, filling the air with weeping and the occasional agonized wail.
72	A crowd has gathered for a communal feast, families mingling as they share a rare bounty.
73	Every street and home in the area stands flooded with a couple feet of water.
74	A woman in a luxurious robe passes out handfuls of sweets to a gang of children.
75	A child dips a hand into a woman's purse and ducks away with a few coppers.

76	Tiny bird skulls dangle from a chain across an open window; black feathers cover the sill.
77	A midwife rushes by, hands still stained with blood from a recent birth.
78	A drink vendor appears to be selling mugs of dirty water as a cure-all for diseases and curses.
79	A band of ragtag musicians play clattering music on bent and broken instruments.
80	A man's bare arms display dozens of jagged tattoos and scars.
81	The gutters along this narrow road are clogged with sticks, mud and hair.
82	A mound of shattered wooden tankards sits outside the door to a crammed tavern.
83	This merchant appears to sell nothing but tiny pins of copper and tin.
84	These gallows look so rickety it's doubtful they'd actually hold a person's weight.
85	The cracked stones and cobbles along this street are streaked with blood.
86	These slum buildings have been built up around an ancient crypt, hovels interspersed with the tombs.
87	Dozens of children peer down at passers-by from the rooftops.
88	Rows of buckets have been lined up under the eaves to catch water from the recent rains.
89	The rotting wood walls and roofs creak and sag toward their inevitable collapse.
90	Each shack here is built on a massive boulder, though the stone foundations are crumbling and cracked with age.
91	Birds flap frantically overhead, wings caught in a series of strung-up nets.
92	People scramble to pick through piles of mouldy fruit and vegetables dumped at random.
93	Hand-scrawled signs have been tacked to the occasional corner, noting street names and neighbourhoods.
94	A band of scrawny thugs squat over a game of knucklebones while watching passers-by.
95	A maze of dark paths leads off into the distance with no discernible pattern or signs.
96	Filthy curtains have been hung around, forming torn and temporary "walls" to separate living spaces.
97	Overgrown vegetation crams into the spaces between lopsided bricks while thorny vines writhe across every surface.
98	A broken door hangs halfway off its hinges, latch snapped beyond repair.
99	The shacks here stand on tall stilts, letting channels of sewage run underneath.
100	Every building in this part of the slum has been constructed from columns and slabs of bone.



## THE SUNKEN PYRAMID: SHARKJAW SKELETONS

Unholy creations of sahuagin priests toiling deep in their undersea lairs, sharkjaw skeletons are almost exclusively encountered in places holy to the sahuagin. Dominated by their master's will they are implacable, fearless foes.

### SHARKJAW SKELETON

CR 3 (XP 800)

*Composed of dozens of interlocking shark jaws filled with scores of sharp teeth, this large, bone creature skitters forward*

NE Large undead

**Init** +5; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

**Speed** 30 ft., swim 30 ft.; **ACP** 0; Swim +12

**AC** 15, touch 10, flat-footed 14; **CMD** 19

(+1 Dex, +5 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), cold

**Fort** +2, **Ref** +2, **Will** +6

**hp** 26 (4 HD); **DR** bludgeoning/5

**Space** 10 ft.; **Base Atk** +3; **CMB** +8

**Melee** bite (reach 10 ft.) +6 (1d8+6 plus grab)

**Atk Options** grab

**Grab (Ex [free])** If it bites a Medium or smaller target, the sharkjaw skeleton can try to start a grapple without provoking attacks of opportunity.

**Abilities** Str 18, Dex 12, Con —, Int —, Wis 10, Cha 14

**Feats** Improved Initiative, Iron Will

**Environment** aquatic

**Organisation** any

**Treasure** none

### COMBAT & TACTICS

Sharkjaw skeletons close to attack their enemies as quickly as possible. After a successful bite attack, they use grab to grapple their opponents before savaging them to death. Sharkjaw skeletons are mindless and do not make use of sophisticated tactics such as flanking.

### ECOLOGY & SOCIETY

Sharkjaw skeletons have no society of their own. They are only normally encountered in places holy to the sahuagin. Sahuagin priests create them from fusing together the jaws of their tribe's slain shark servants.

Sharkjaw skeleton often lie among the bones of the tribe's fallen or deep in patches of kelp or seaweed. They follow their

creator's commands to the letter. They never have their own treasure (or carry objects of value), but are often found near to sahuagin treasure caches.

### VARIANT SHARKJAW SKELETONS

The stat block herein presents the most commonly encountered type of sharkjaw. Huge versions of the sharkjaw exists and are created using the jaws of dire sharks.

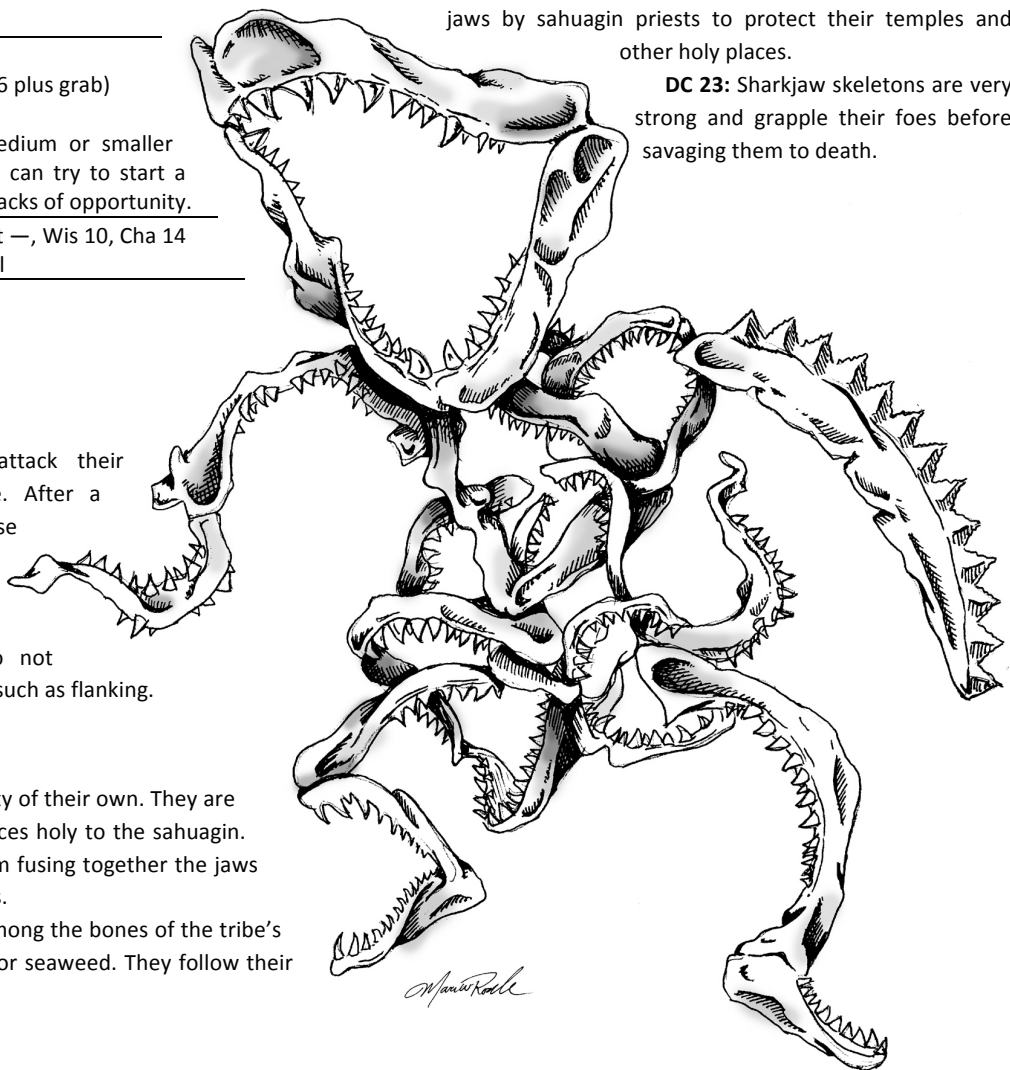
### SHARKJAW LORE

A character with ranks in Knowledge (religion) can learn more about a sharkjaw skeleton with a successful skill check. A successful skill check also reveals all information revealed by a lesser check.

**DC 13:** This is a sharkjaw skeleton, an undead creature. This result also reveals all undead traits.

**DC 18:** Sharkjaw skeletons are created from dozens of shark jaws by sahuagin priests to protect their temples and other holy places.

**DC 23:** Sharkjaw skeletons are very strong and grapple their foes before savaging them to death.



## THE SUNKEN PYRAMID: NEW MAGIC ITEMS

*The Sunken Pyramid* features several new magic items. Two of the items are of sahuagin artifice while the third is an ancient merfolk weapon thought lost forever in the ocean's impenetrable depths.

Full descriptions of the relevant items appears below. However, keep in mind that these are powerful items – particularly *The Obsidian Trident* – and that their presence in the campaign could unbalance the party in the long term.

### CRYSTAL SAHUAGIN SKULL

These incredibly rare objects were crafted centuries ago by sahuagin seers and mystics. Imbued with a sliver of profane power, the skulls have a faint, mystical connection to all sahuagin and the priests possessing them use them to spy out plots and dissent.

Crystal sahuagin skulls are holy items; any sahuagin seeing one in the possession of a non-sahuagin will do its utmost to retrieve the object.

*This crystal skull features an open, toothy maw and large, penetrating eye sockets topped by thick ridges.*

**Aura** Moderate (divination; DC 19 Knowledge [arcana]) **Identify** DC 22 Spellcraft

**Lore** (DC 12 Knowledge [nature]) The skull has been carved to depict a sahuagin skull. However, its eye sockets are slightly wider and deeper than normal.

**Lore** (DC 25 Appraise) The skull is exquisitely carved and seems to be formed from a single piece of crystal. The surface is worn smooth and it is extremely old.

**Abilities** To command the skull's powers, its owner must grasp it firmly and utter the command word (aquatal). When he does so, the *crystal sahuagin skull* casts *scrying* (DC 16 Will negates). It can cast *scrying* once per day. Possession of the skull increases by one step the level of knowledge the possessor has about any sahuagin and the hardness of the saving throw made to resist the spell's affect. Additionally, the skull counts as having a likeness or picture of any sahuagin sought (increasing the DC to resist the skull's powers by 2).

**Slot** —; **Activation** Command word (aquatal); **CL** 7th

**Requirements** Craft Wondrous Item, *scrying*; **Cost** 10,080 gp; **Price** 5,404 gp

### SHARK'S TOOTH AMULET

Crafted by the sahuagin to allow them to take air breathing captives, *shark tooth amulets* are often hung around the necks of such captives on a woven cord of shark gut. Use of a shark tooth amulet enables captives to reach the sahuagins' sunken lair and to be deposited in an airy chamber or other prison there to await their grizzly fate.

*The tooth of a huge shark is suspended from thin cording woven from the gut of some sea creature. The tooth has numerous tiny runes and magic symbols engraved into its surface.*

**Aura** Faint (transmutation; DC 18 Knowledge [arcana]) **Identify** DC 20 Spellcraft

**Lore** (DC 12 Knowledge [nature]) This tooth came from a shark.

**Lore** (DC 15 Knowledge [arcana]) The runes carved into the tooth deal with water, magic and air.

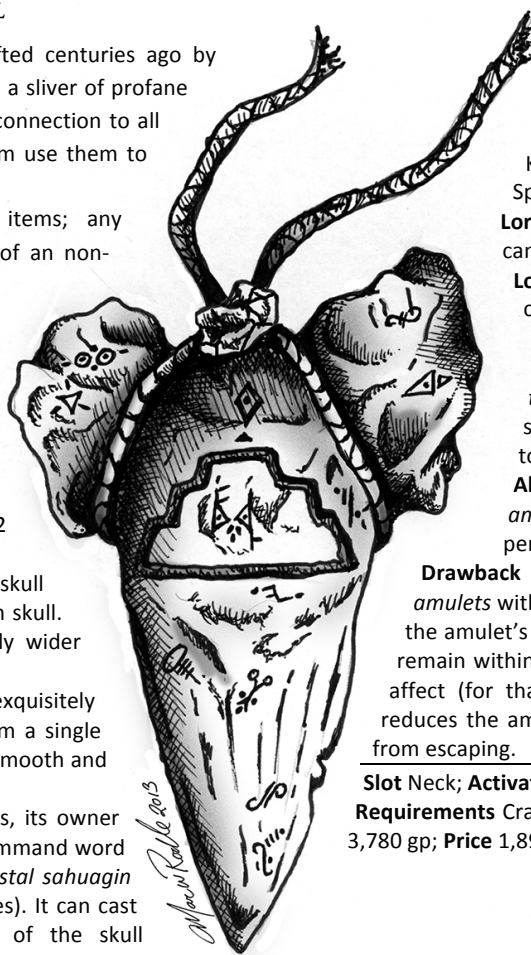
**Lore** (DC 20 Spellcraft) This is a *shark's tooth* amulet. Crafted by powerful sahuagin spellcasters it grants the ability to breath underwater to those nearby.

**Abilities** On command, a *shark tooth amulet* can cast *water breathing* (CL 5) once per day.

**Drawback** The sahuagin craft their *shark tooth amulets* with a deliberate drawback. Once affected by the amulet's *water breathing* power, a character must remain within 30 ft. of the amulet. If he does not, the affect (for that character only) ends. This restriction reduces the amulet's price by 30% and keeps prisoners from escaping.

**Slot** Neck; **Activation** Command word (t'zecal); **CL** 5th

**Requirements** Craft Wondrous Item, *water breathing*; **Cost** 3,780 gp; **Price** 1,890 gp



### SWIM-BY ATTACK

The creature can move before and after it makes an attack while swimming.

**Prerequisite:** Swim speed.

**Benefit:** When swimming, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round it makes a swim-by attack.

**Normal:** Without this feat, the creature takes a standard action either before or after its move.

## TRIBES MOST FOUL: GOBLINS OF THE BLACK FUR

The Goblins of the Black Fur are a vicious band of depraved scavengers and killers. Led by the cunning, ruthless and perpetually hungry greater barghest, Amare Kutha, they are a threat to all who explore their woodland domain.

### SOCIETY & ORGANISATION

The Black Fur tribe is warlike and merciless in pursuit of food and treasure. Driven onwards by the depraved lusts of their mistress, Amare Kutha (page 5), the tribe is locked in a vicious war with a nearby clan of gnomes, the Glittergems. They also prey upon the nearest human settlements and few that come within a score of miles of their lair escape their notice.

Amare Kutha holds absolute power in the tribe but is served by three lieutenants (Jerix, Grort and Verixal [page 5]) all of whom hunger for her favour, but are terrified of her power.

**Wolf Fur Cloaks:** To emulate their fell mistress, goblin warriors lust after the wolf fur cloaks that mark a goblin as an elite warrior of the tribe. These cloaks must be crafted of fur cut from the body of a wolf slain in single combat by the warrior. Wearing them bestows much prestige upon its owner and comes with many privileges including the right to have many wives, the right to a voice in tribal conclaves and so on.

**Appearance:** Black Fur goblins are scrawny creatures who possess wide, ungainly heads. Many file their teeth to sharp points and decorate their bodies with swirls of black paint. Their skin is dull orange in hue and their eyes reddish to yellow in colour. They wear dirty leather and fur clothes of dark colours.

Much of their weapons and armour are of gnomish craft – looted from the bodies of their fallen enemies.

### ECOLOGY & LAIR

The Black Fur tribe dwells in the cliffs of a gigantic sinkhole hidden deep in an all but impenetrable tangle of deep woodland many miles from the nearest human settlement. The sinkhole is over 200 feet deep in places and its walls are of almost sheer rock. Thick vines and creepers grow upon its walls and the goblins have carved deep warrens into the cliffs. Bats and birds dwell in the nooks and crannies of the sinkhole's cliffs; the goblins hunt them sporadically for food or to alleviate boredom.

A shallow lake fills the bottom of the sinkhole, but here and there small islands of rubble wreathed in vegetation – deposited when the sinkhole collapsed – emerge from its chill waters. Several of these islands are used to incarcerate the goblins' prisoners – trapped by chill water and high cliffs, the unfortunates are tormented by the sight of unattainable freedom so close at hand.

### COMBAT & TACTICS

Black Fur warriors are ferocious, in battle. They prefer striking from three-sided sudden ambush, leaving one direction free for their prey to flee. This is a ruse as more hidden warriors lurk in that direction to pick off exhausted, isolated enemies.

In battle, the younger, unproven warriors attack first – partly in a bid to prove themselves and partly because they are cajoled into it by the wiser, more experienced warriors.

Goblins love fire, and the Black Fur tribe is no exception. They often use fire in their ambushes to channel and terrify their prey and their lair is riddled with traps featuring precariously balanced flasks of alchemist's fire brewed by Verixal.



### TRIBAL ROSTER

The tribe comprises the following members:

- 78 warriors (NE goblin warrior 1)
- 206 non-combatants (including 113 young)
- 33 goblin dogs
- 8 sergeants (NE goblin fighter [mobile fighter] 3)
- Verixal (NE female goblin cave druid 5)
- Grort (NE male goblin fighter [mobile fighter] 5)
- Jerix (NE male half-fiend goblin ranger [shapeshifter] 4)
- Amare Kutha (LE female greater barghest rogue [thug] 2/fighter 1)

### IN YOUR CAMPAIGN

In your campaign, the Black Fur Goblins can dwell in any remote, wooded area. Bitter enemies of the gnomish Glittergem clan, they can come to the PCs' attention when the gnomes beg for aid in fending off their repeated attacks. Alternatively, the PCs may have to mount a rescue mission when a friend falls into the tribe's clutches.

Finally the GM could determine the tribe's lair has connections to the Ebon Realm. As such, the PCs may have to win past the goblins to reach the deep tunnels or the goblins themselves may be displaced into the surrounding woodland by nameless terrors emerging from below.



## NOTABLE PERSONALITIES

The majority of the tribe are normal goblins. A few members are, however, exceptional:

- **Amare Kutha (LE female greater barghest rogue [thug] 2/fighter 1):** Amare has ruled the Black Fur for decades. When she happened upon the goblins they were the Gory Eye tribe (named for their practise of consuming their fallen foes' eyeballs). Amare slew the previous chieftain and set her new minions to gather the souls she needed to grow.
- **Verixal (NE female goblin cave druid 5):** Often gravid and heavy with child, Verixal rarely leaves the tribe's lair preferring instead to explore the deeper passageways and caverns. Six of her children have survived to maturity and live with her in a dank, isolated cave. There she teaches them of the Ebon

### AMARE KUTHA

CR 9 (XP 6,400)

*This snarling, bipedal canine beast grasps a longspear and advances rapidly toward you.*

Female greater barghest rogue (thug) 2/fighter 1  
LE Large outsider (evil, extraplanar, lawful, shapechanger)  
**Init** +9; **Senses** darkvision 60 ft., scent; Perception +18, Sense Motive +15  
**Speed** 40 ft.; **ACP** 0; Acrobatics +20 (+24 jumping), Climb +22, Stealth +21 (fast stealth), Swim +19

**AC** 29, touch 14, flat-footed 24; **CMD** 34  
(+6 armour [+2 mithral shirt], +5 Dex, +9 natural, -1 size)

**Fort** +13, **Ref** +15 (evasion), **Will** +11

**hp** 140 (12 HD); **DR** magic/10

**Space** 5 ft.; **Base Atk** +11; **CMB** +19 (+23 vs. trip)  
**Melee** +2 *longspear* (reach 10 ft.) +20/+15/+10 (1d8+12/x3) or  
**Melee** bite +17 (1d8+10) and  
2 claws +17 (1d6+7)

**Atk Options** Combat Reflexes, sneak attack (+1d6)

**Special Actions** change shape (goblin or wolf, *polymorph*)

**Spell-Like Abilities** (CL 9th; concentration +13 [+17 casting defensively or grappling])

At will—*blink*, *invisibility sphere*, *levitate*, *misdirection*  
1/day—*charm monster* (DC 18), *crushing despair* (DC 18),  
*dimension door*, *mass bull's strength*, *mass enlarge person*

**Abilities** Str 25, Dex 20, Con 23, Int 20, Wis 16, Cha 18

**SQ** rogue talent (fast stealth)

**Feats** Combat Casting, Combat Reflexes, Improved Initiative, Iron Will, Great Fortitude, Lightning Reflexes, Weapon Focus (longspear)<sup>B</sup>

**Skills** as above plus Appraise +20, Bluff +19, Diplomacy +16, Intimidate +19 (frightening), Knowledge (dungeoneering) +12, Knowledge (local) +11, Knowledge (planes) +8, Linguistics +10, Survival +14

**Frightening (Ex)** When Amare uses Intimidate to demoralise a creature, the duration of the shaken condition increases by 1 round. If the target is shaken for 4 or more rounds, she can instead make the target frightened for 1 round.

**Languages** Common, Infernal, Gnome, Goblin, Worg

**Gear** as above plus *cloak of elvenkind*, *silver raven figurine of wondrous power*

Realm's beauty and nurtures dreams of slaying Amare and taking her place as chieftain.

- **Grort (NE male goblin fighter [mobile fighter] 5):** The tribe's most skilled warrior and informal war leader, Grort leads the tribe's major forays. He is coarse (even for a goblin) and enjoys eating his victim's warm flesh.
- **Jerix (NE male half-fiend goblin ranger [shapeshifter] 4):** Amare's bastard progeny, Jerix has inherited some of his mother's abilities. He views himself as Amare's natural successor, but his arrogance has won him few friends among the tribe and his fiendish abilities make him an object of fear.

## TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the Goblins of the Black Fur. A successful check reveals all information gained by a lesser result:

**DC 11:** The Goblins of the Black Fur dwell in the cliff walls of a gigantic sinkhole hidden deep in the woods.

**DC 16:** Skilled warriors of the Black Fur wear black fur cloaks made from the fur of wolves slain in single combat.

**DC 21:** The tribe is led by a powerful chieftain rumoured to have a wide range of magical powers.

### GRORT

CR 4 (XP 1,200)

*This three-foot tall, scrawny humanoid moves with dextrous ease. It has a widely, ungainly head.*

Male goblin fighter (mobile fighter) 5

NE Small humanoid (goblinoid)

**Init** +4; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1

**Speed** 30 ft.; **ACP** 0; Climb +6, Ride +13, Stealth +14, Swim +6

**AC** 22, touch 16, flat-footed 17; **CMD** 20; Mobility  
(+5 armour [+1 chain shirt], +4 Dex, +1 dodge [Dodge], +1 shield [mwk light wooden], +1 size)

**Fort** +6, **Ref** +5, **Will** +2; +1 vs. paralysation, slow and entangle effects

**hp** 47 (5 HD)

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

**Melee** mwk short sword +12 (1d4+3/19-20)

**Ranged** spear (range 20 ft.) +10 (1d6+1/x3)

**Atk Options** Spring Attack, leaping attack (+1)

**Leaping Attack (Ex)** When Grort moves at least 5 ft. before attacking, he gains a +1 bonus to attack and damage rolls.

**Combat Gear** *elixir of fire breath*, *potion of cure moderate wounds*

**Abilities** Str 13, Dex 18, Con 14, Int 10, Wis 12, Cha 6

**SQ** agility (+1), armour training (1)

**Feats** Dodge, Mobility, Spring Attack, Weapon Finesse<sup>B</sup>, Weapon Focus (short sword)<sup>B</sup>, Weapon Specialisation (short sword)<sup>B</sup>

**Skills** as above

**Languages** Goblin

**Gear** as above plus wolf fur cloak, belt pouch, 5 gp, 12 sp

## READING STAT BLOCKS

These notes explain how to read the stat blocks in this supplement. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

### BASIC

**Name, CR and XP:** The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

**Appearance:** The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

**Sex, Race, Class and Level:** If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

**Alignment and Type:** The creature's abbreviated alignment and its type (including applicable subtypes).

**Init and Senses:** This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

**Speed:** The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

**ACP and Movement Skills:** ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

### DEFENSIVE

**AC:** The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

**Immune, Resist and Weaknesses:** If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

**Fort, Ref and Will:** The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

**HP:** The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates

that the creature is injured. If the creature has damage reduction or hardness it appears here.

### OFFENSIVE

**Space, Base Atk and CMB:** The creature's space, base attack bonus and CMB.

**Melee:** This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

**Ranged:** This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

**Atk Options:** This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

**Special Actions:** This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

**Spells and Spell-Like Abilities:** The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted <sup>D</sup> are domain spells. If applicable, a spell's DC is also provided.

**Combat Gear:** This section lists any combat-related equipment the creature possesses.

### SUPPLEMENTAL

**Abilities and Special Qualities:** These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

**Feats:** An alphabetical listing of all the creature's feats.

**Skills and Languages:** These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

**Gear:** This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

**Spellbook:** The contents of the creature's spellbook and its opposition schools.

## SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

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