

RAGING SWAN PRESS

URBAN DRESSING: GRAVEYARDS



THE SUNKEN PYRAMID

A Pathfinder Roleplaying Game Compatible Adventure for 7th-level characters by Creighton Broadhurst and Marc Radle

Only a few miles from a small seaside village, the mysterious underwater edifice known as the Sunken Pyramid lies hidden beneath the waves. The handful of sages and scholars with any knowledge of this massive stone structure debate whether it is a completely natural rock formation, a natural site that has been intentionally modified or something built long ago by human, or inhuman, hands.

Locals and ship's crews alike report signs of increased sahuagin activity in the waters around the Sunken Pyramid. Is the recent rash of disappearances and abductions which have plagued the area connected in any way? Can these abductions be stopped before even more people are taken? Can those already abducted be found and rescued? And what of the strange and often conflicting rumours which whisper of something far more terrible lurking far beneath the Sunken Pyramid?

Available in print and PDF

www.ragingswan.com/sahuagin



URBAN DRESSING: GRAVEYARDS

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Brian Liberge

Tired of your towns and cities being boring, bland places in which your PCs show little or no interest? Want to bring your towns and cities alive with cool, interesting minor features of note?

Then Urban Dressing is for you! Each instalment in the line focuses on a different common urban fixture such as shops, stalls, thieves and so on and gives the harried GM the tools to bring such features to life with interesting and noteworthy features.

This instalment of Urban Dressing presents loads of great features to add to the graveyards in your campaign. Designed to be used both during preparation or actual play, *Urban Dressing: Graveyards* is an invaluable addition to any GM's armoury!



CREDITS

Design: Brian Liberge
Development: Creighton Broadhurst
Editing: Creighton Broadhurst
Cover Design: Creighton Broadhurst
Layout: Creighton Broadhurst
Interior Artists: Pawet Dobosz (The Forge Studios), Rick Hershey and William McAusland. Some artwork copyright William McAusland, used with permission. Standard Stock Art: Issue 1 by Small Niche Games.

Thank you for purchasing *Urban Dressing: Graveyards*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *Urban Dressing: Graveyards* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Brian Liberge is a father of one, living in Boston, MA. Introduced to AD&D at an early age, he has continued to update with the editions and dives into new systems. He loves home-brewed ideas, is honest to a fault, and thinks mechanics should absolutely be shared between systems. Check out his previous work with StufferShack.com, the RPG Circus Podcast, The Gamer Assembly and Kobold Press. Check out his latest project, Pulp! the RPG, at pulptherpg.com!

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *Urban Dressing: Graveyards* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Brian Liberge to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988. ©Raging Swan Press 2013.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

To learn more about Raging Swan Press, visit ragingswan.com. To learn more about the Open Game License, visit wizards.com/d20.

Published by Raging Swan Press
1st printing, June 2013

CONTENTS

Credits.....	2
Contact Us	2
Errata	2
About the Designer.....	2
Contents	3
Foreword	3

URBAN DRESSING: GRAVEYARDS

A: Characteristics & Appearance.....	4
B: Grave Markings.....	6
C: Hooks, Complications & Opportunities.....	10
D: Associated NPC.....	8

FOREWORD



Welcome to *Urban Dressing: Graveyards*! This subject seemed a fitting follow-up to *Urban Dressing: Temples* and *Urban Dressing: Shrines* and I'm delighted with Brian's work. He's really made the Urban Dressing line his own and I'm looking forward to future instalments.

Lots of urban adventures happen or pass through graveyards. The PCs might be hunting for grave robbers, investigating rumours of a vampiric (or ghoulish) presence or be checking the veracity of rumours of hauntings among the toppled, moss-wreathed stones of a town's graveyard. I've featured a couple of such adventures in my own campaign – my favourite is an old side trek that featured a cloaker using its powers to make the graveyard appear haunted. The PCs were so terrified by the strange goings on that several fled the place even though they had not yet been physically attacked!

Such adventures can provide a headache for the GM, though. Inquisitive PCs are bound to poke about all over the place and ask questions about graves and mausoleum that have no bearing on the adventure. The GM having no information about such features gives the PCs a pretty big hint they are irrelevant to the adventure at hand. Now using the tables herein the harried GM can quickly and easily come up with grave descriptions and so on!

I hope you find this instalment of *Urban Dressing* useful. It would be great to hear how you've used it in your game – drop me a line at creighton@ragingswan.com. Also, if you've got any subject suggestions for upcoming instalments I'd love to hear from you.

A: CHARACTERISTICS & APPEARANCE

A graveyard is any location set aside for long-term burial of the dead. For our purposes, it is land set aside for burial within, or directly above the earth. For most people, it conjures a mental image of a graveyard: a plot of land with green grass and rows of headstones. Many urban adventures take place in and around graveyards.

BURIAL MOUND

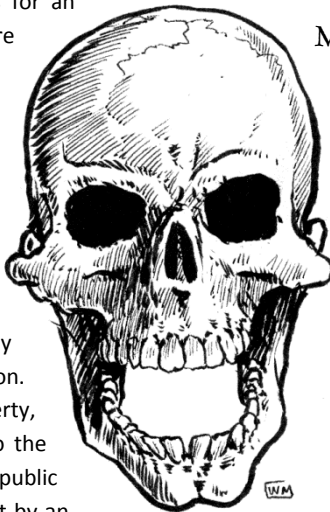
Also known as a tumulus, these large mounds of earth cover the remains of the deceased. These are generally found outside urban areas though small ones may stand within a cemetery, especially if the local culture has a stigma for against placing the deceased below the earth.

CATACOMB/CRYPT

Crypts and catacombs are interchangeable terms for an underground structure in which the dead are interred. Crypts are often associated with being beneath a church, though mausoleums may also have crypts. Catacombs are generally more expansive structures comprising several passages.

CEMETERY

A cemetery is a public place for burial of the masses. They may be un-owned and community operated, or property of the ruler or state religion. Even if a cemetery is considered community property, that doesn't mean there are no rules. Woe be to the adventurer who decides to go poking around a public cemetery in the middle of the night only to be met by an angry mob intent on punishing the would-be grave robber.



COLUMBARIUM

Similar to a mausoleum, a columbarium houses urns. It may be part of a mausoleum or a temple. Unlike mausoleums they generally hold far more of the deceased and may be public structures that hold those whose only common link is death.

GRAVEYARD

The titular burial ground, graveyards are normally owned and operated by a religious temple (see *Urban Design: Temples*). They're often adjacent to the attendant temple.

If there are multiple temples in the city there may be multiple graveyards, or the temple most associated with the dead may handle all burials. Temples may have crypts in addition to graveyards. When this is the case, space in the crypt is often reserved for clergy and wealthy patrons.

MAUSOLEUM

A mausoleum is a free-standing structure that holds the dead above ground. They vary in size but often comprise but one room. Most are one-storey affairs.

Mausoleums most often hold multiple bodies and may be owned by families or prosperous organizations. Many are ostentatiously decorated

HALLOWED GROUND

Many graveyards have been blessed with the *hallow* spell. Hallowed ground has the following effects:

- Warded by a *magic circle against evil* effect.
- The DC to resist positive channelled energy within this area gains a +4 sacred bonus and the DC to resist negative energy is reduced by 4. Spell resistance does not apply to this effect. This provision does not apply to the druid version of the spell.
- Any dead body interred in a hallowed site cannot be turned into an undead creature.
- A single other spell can be affixed to the site. The most common spells are *bless*, *detect evil*, *invisibility purge* and *remove fear*.

UNHALLOWED GROUND

Graveyards may become unhallowed ground when under the influence of an evil church, necromancers, vampires or any group who use undead as a resource or needs sanctuary from the truly good. Unhallowed ground has the following effects:

- Warded by a *magic circle against good* effect.
- The DC to resist negative channelled energy within this area gains a +4 sacred bonus and the DC to resist negative energy is reduced by 4. Spell resistance does not apply to this effect. This provision does not apply to the druid version of the spell.
- A single other spell can be affixed to the site. The most common spells are *bleed*, *cause fear*, *darkness* and *detect good*.

AREA FEATURES

Graveyards have the following features:

Location: Whether a graveyard is within or outside an urban area is often a factor of population size. There's a limited amount of space within city walls and sooner or later you run out of place to bury new corpses. Graveyards within city walls are often associated with the rapid spread of disease, which tends to correlate with dense, rising populations.

Walls (Low): Graveyards near a village or town are often surrounded by a small stone wall to mark its boundaries. A DC 8 Acrobatics check is required to leap the wall or DC 16 if the character does not have at least ten feet of space to get a running start. Low walls provide partial cover (+2 AC, +1 Reflex).

Walls (Tall): Taller walls of iron bars or stone blocks are popular in population centres for aesthetic reasons, to restrict access hours and sometimes to keep creatures in (and grave robbers out). Taller walls require a DC 12 Climb check to scale. They provide partial cover (+2 AC, +1 Reflex) to total cover.

Headstone: The most common grave marking. Headstones are generally made of stone, stand two to four feet tall and are engraved to denote who is buried beneath. A DC 10 Acrobatics check is required to leap a headstone or DC 20 if the character does not have at least ten feet of space to get a running start. They generally only provide partial cover (+2 AC, +1 Reflex).

Sarcophagus: A box-like container for a corpse. They can be buried like a coffin, but also set above ground in place of a grave. A DC 16 Acrobatics check is required to leap a sarcophagus or DC 32 if the character does not have at least ten feet of space to get a running start. They provide partial (+2 AC, +1 Reflex) to total cover.

MINOR EVENTS

Graveyards are often surprisingly busy places during the day.

D6	MINOR EVENTS
1	Two labourers are digging a new grave. A pile of moist earth stands to one side.
2	A mourner kneels in front of a grave, sobbing.
3	An interment ceremony is taking place. Mourners stand about a grave as a priest reads from a holy book.
4	A furtive, pale-skinned man skulks among the graves studying their markings.
5	A gardener tends the graveyard's grass, flowers or trees. He has encyclopaedic knowledge of the surrounding graves.
6	A couple – or couple with children – stroll through the graveyard, flowers in hand.

GRAVEYARD DESCRIPTIONS

Use the below chart to add a trait to a graveyard as a whole.

D20	GRAVEYARD CHARACTERISTICS
1	A small cemetery with markers placed at random.
2	A small graveyard surrounded by a low iron fence wreathed in ivy.
3	A small, dusty cemetery where no grass grows.
4	A small graveyard surrounded by a fieldstone wall.
5	A small cemetery founded among large fir trees.
6	A small graveyard, completely flat with perfectly even rows of grave markers. The oldest – least visited graves – are in the centre of the graveyard.
7	A small cemetery where white posies grow over each grave. A small team of gardeners tends the perfectly maintained grounds.
8	A moderately-sized graveyard with paths lined with small smooth stones. The paths meander through the graves, which are haphazardly placed.
9	A moderately-sized cemetery lit all night by oil lanterns hung from high iron poles.
10	A moderately-sized graveyard where a cold wind blows from the east.
11	A moderately-sized cemetery features rust coloured grass in the oldest section, as if stained with dried blood.
12	A moderately-sized graveyard. Two statues of armoured knights flank the entrance.
13	A moderately-sized cemetery with a small stream running through the east corner.
14	A moderately-sized graveyard featuring a stone shack in the corner for the caretaker. A special furnace rests outside for cremation services.
15	A moderately-sized cemetery where all the carving depict skeletal visages.
16	A moderately sized graveyard with rows of well-tended tulips.
17	A large cemetery dotted with ruins of an ancient settlement or building.
18	A large graveyard with graves sprawled across several small hills.
19	A large cemetery set about a white marble fountain at its centre. Wooden benches surround the fountain.
20	A large graveyard studded with apple trees throughout the grounds. Visitors are free to pick the apples.

B: GRAVE MARKINGS

The grave markers of a cemetery are as unique as the people buried within. At a minimum, most such markers name the person buried within, but they have many other characteristics. Use the tables below to generate interesting grave markers.

D20	GRAVE MARKINGS
1	Unmarked
2	Small raised mound
3	A wooden cross
4	A metal cross
5	A stacked pile of stones
6-7	A flat, stone name plate
8-11	A small headstone
12-16	A large headstone
17-18	Sarcophagus
19	Mausoleum
20	Columbarium

HEADSTONES

D20	HEADSTONES
1	A marble headstone with a rounded top.
2	A limestone headstone with squared off corners.
3	A marble headstone covered in cobwebs.
4	A sandstone headstone with a large crack down the left side.
5	A granite headstone with a slanted top.
6	A marble headstone splattered with bird droppings.
7	A limestone headstone overgrown with ivy.
8	A sandstone headstone of a strange purple hue.
9	A white marble headstone that seems to glow in the moonlight.
10	A limestone headstone that's fallen onto its side.
11	A granite headstone with the image of a praying child engraved at the top.
12	A granite headstone with a small door carved into the base.
13	A marble headstone topped with an angel, arms outstretched.
14	A sandstone headstone topped with a stooped gargoyle.
15	A marble headstone leaning far to the right.
16	A granite headstone whose lettering has been inlaid with gold leaf.
17	A marble headstone engraved with the image of a whale.
18	A limestone headstone flanked by small rose bushes.
19	A granite headstone half sunk into the ground.
20	A marble headstone topped with an ornate stone sun.

SARCOPHAGI

D20	SARCOPHAGI
1	The weather-worn image of a man with his hands crossed adorns the lid.
2	Engraved all along the sides of the box is a battle between man and minotaur.
3	Carvings of cavorting imps cover each of the sarcophagi's corners.
4	The lid is smooth and painted with an iconographic lineage.
5	The lid depicts two lovers in bed entwined around one another.
6	Several gods are carved into the sides of the box with small kings kneeling at their feet.
7	A montage of the important rites of a local temple, from birth to burial, is engraved along the sides of the box.
8	A serpent-like dragon wraps across three sides of the box. The dragon is very life-like. Pressing both of its eyes opens the sarcophagi (DC 25 Perception reveals).
9	The lid is carved with the image of a hundred, crawling beetles.
10	An elderly bald man is carved into each side of the box. He has a different facial expression in each carving.
11	The sarcophagus is plain except a single eye carved into the lid.
12	The runes along one side of this sarcophagus are the instructions for how to construct a catapult.
13	Blue-green moss grows all over the sarcophagi, obscuring any engraving. The moss is dry, almost desiccated and if disturbed fills the air with dust.
14	There is no lid yet the insides are bathed in shadow.
15	The sides are all carved with flame and a single clawed hand adorns the lid.
16	The statue of an angel with sword outstretched, towers over this sarcophagus.
17	The ballad of Rose Peak is engraved across the lid in beautiful flowing carven handwriting.
18	The lid is slightly ajar and has been crudely sealed with plaster.
19	The statuette of an elderly man, sitting with a book, rests atop the lid. The statuette is hollow and holds the key to the sarcophagi.
20	An engraved lantern burns at each of the sarcophagus' corners. Enchanted by <i>continual flame</i> spells, they fill the surrounds with light.

MAUSOLEUMS

D20	MAUSOLEUMS
1	A one-room square building of stone, with four columns at the entrance.
2	A rounded granite structure with a red dome. The dome's paint has started to fade.
3	A two-storey marble building. The second floor is lined with columns.
4	A simple stone structure with a heavy iron door. The door has four separate locks.
5	A limestone building; statues of tiefling mages stand in place of columns. Each mage holds a different set of spell components.
6	A brick structure that was once a small temple. One of the stain glass windows is broken.
7	A crumbling stone building with a heavy stone door. The door's lintel has shifted, making it very hard (DC 25 Strength) to open.
8	A square structure with a slanted red slate roof. An old oak shades the structure.
9	A large marble building. Statues of angels stand on the roof above the entrance, their axes crossed. Several have been vandalised.
10	A small structure set back away from the other graves amongst a copse of trees.
11	A simple building of wood with a slanted roof and a sliding steel door. The wood is as hard as stone and has been carved with images of clouds and flying dragons.
12	A stone wall set into a hill, with a locked gate for a door. A narrow stone-lined passageways slopes downwards into the hill.
13	An ivy covered building of white stone. Three small windows are set about eight feet above the ground.
14	A small, one-room stone building with a green slanted roof. Weeds grow in profusion around the structure.
15	A building of moderate size with soldiers carved across the exterior walls.
16	Three rows of demonic statues flank the path leading up to this small round structure.
17	A long one-storey building with several doors along the main wall.
18	A three-storey, round structure with several small parapets. The whole gives the impression of a watchtower or keep.
19	A small, square building, set atop a small hill, with stone steps leading to its doors.
20	A set of bronze doors, set into a frame of stone in the earth. Stone stairs lead to the one-room mausoleum below.

EPITAPHS

Many grave markers are inscribed with personal messages about the person or persons interred within.

D20	EPITAPHS
1	A man for all the ages.
2	The great eye sees but never touches.
3	He died as he lived. Drunk
4	Grave robber.
5	The day will come when dragons walk and halflings fly.
6	Obedient to the law, we lie.
7	Heroes have the whole earth for their tomb.
8	To die is to defy immortality.
9	Defender of Whiteforge, until he took an arrow to the knee.
10	I told you I was sick.
11	The whites of their eyes were not enough.
12	As you are now, so once was I. Prepare, therefore, to follow me.
13	Echoes of A minor.
14	A lady is only as great as her horse and her man, in that order.
15	Through demons, through devils, through horrors of afar, the swords and the axes and daggers will mar.
16	In the eyes of the gods we are but moments.
17	Trust me, if I had no money in life, I have less in death.
18	The itch of wisdom is a dangerous scratch.
19	Sing the songs of your ancestors so their spirits will know the words.
20	By his father's blade he knows his mother's presence.



C: ASSOCIATED NPC

Use the NPC bios below to portray individuals the heroes may encounter within a graveyard.

D10	NPC
1	Delphineas Deltrey
2	Lanina Ingles
3	Elry the Elder
4	Fungus and Rotgrub
5	Refen Hammertoe
6	Elvirs Nonnen
7	Old Ilario Grandstone
8	Thunder Katzner
9	Aulus Took
10	Haf Palmerre

DELPHINEAS DELTREY

CN male half-elf rogue 3/sorcerer (rakshasa) 5

Appearance: Gaudily dressed with strips of silk, tied about his leather armour. His long, silver hair sports a purple streak.

Personality: Outlandishly social, when he sees no threat at hand he makes a point to introduce himself to all he comes across, especially young, handsome lords and ladies.

Mannerisms: Clicks his tongue when he grows impatient.

Hooks: Delphineas' family, on his father's side, are local to the area. He uses the family mausoleum as a makeshift equipment locker between adventures.

LANINA INLGES

NG female human oracle (life) 2

Appearance: A gaunt, young face with thinning blonde hair.

Personality: Distant and easily distracted.

Mannerisms: Lanina walks with her fingers outstretched, letting them brush along random objects.

Hooks: Lanina suffers from a curse of malevolent hauntings, following her wherever she goes. Her strolls through graveyards are her way of calming the spirits and giving them the chance to let go.

ELRY THE ELDER

N male human adept 1/expert 2

Appearance: Bald on top with a crescent of short gray hair. He wears simple clothes and a wooden holy symbol.

Personality: Quiet and reserved at first, but bring up religion and he becomes loud and opinionated.

Mannerisms: Stoops forward with his shoulder eschew, due to an old battle injury.

Hooks: Elry is discontented with how stagnant his life has become in his old age. He patrols the graveyard looking for signs of trouble. He is immediately suspicious of the PCs.

FUNGUS AND ROTGRUB

(both) CE male halfling witch 4

Appearance: Slightly stout with a bald head, wearing filthy black robes. Their skin has sores from disease (DC 21 Perception check to notice the sores differ in size and shape between brothers).

Personality: Very curious to the point of being rude. The brothers consider the graveyard their territory, and unless funeral rites are being attended makes every presence their business to investigate.

Mannerisms: Fungus has a hacking cough and he never covers his mouth. Rotgrub picks his teeth and sores.

Hooks: Born in the graveyard, their parents were also witches. They've never travelled far from home or each other but are now in the middle of a spat. Only one appears at a time, as they're actively avoiding each other. Each blames the other for anything bad that happens to the PCs.

REFEN HAMMERTOE

NG female dwarf expert 2

Appearance: Wild red hair with high-cut, brown leather boots. Her nose tilts to the left from when it was flattened in a brawl.

Personality: A bit gruff but much friendlier after a pint.

Mannerisms: Snorts loudly when taken aback, upset or laughing, due to her nasal injury.

Hooks: Refen is a gravedigger. She maintains the grounds with some pride as her grandparents are both buried here. Her father left many years ago to fight in a war. She suspects his death, but he never returned in any state. She would be in debt to any who could recover the body.

ELVIARS NONMEN

NG female elf druid 2

Appearance: Curvy for an elf with braided brown hair. Her clothes appear to be tightly woven vines.

Personality: Flighty with little patience for off colour humour.

Mannerisms: Prone to sudden silences as if listening to distant noises.

Hooks: Elviars travels through graveyards looking for rare reagents that only grow among death.

OLD ILARIO GRANDSTONE

LG male human commoner 1

Appearance: Shortly trimmed gray hair with a strong build and simple dark coloured clothing.

Personality: Stoic, using as few words as needed.

Mannerisms: He crosses his arms when at rest, and presses the bridge of his nose.

Hooks: Ilario always wanted to be a paladin but couldn't break away from his family. He is suspicious of adventurers but grows helpful if he learns of their heroics.

THUNDER KATZNER

NG female half-orc ranger 3

Appearance: Long dark hair tied back in a pony tail. She wears hide armour and bears dual axes.

Personality: Generally in a good mood, made joyous when on the hunt.

Mannerisms: Smiles with a toothy grin; clears her throat and spits when thinking.

Hooks: Thunder is currently tracking a trio of trolls (or other foul beasts) and their trail leads through the graveyard. She welcomes companions on the hunt.

AULUS TOOK

NE male halfling fighter 2/rogue 4

Appearance: Dressed in leather patchwork armour and black cloak. His short curly hair has been dyed crimson.

Personality: Secretive and quick to violence.

Mannerisms: He hums old folk songs when he thinks he is alone.

Hooks: Aulus is a professional assassin. He takes great pride in his work and always disposes of the body. His new favourite dumping ground is burying them in freshly dug graves.

HAFL PALMERRE

LN male human aristocrat 2

Appearance: Beginning to show his age with salt and pepper hair, he wears fine clothes of coloured cotton.

Personality: Grieving but known for his honesty.

Mannerisms: Breaks into sobs whenever anyone mentions children or the weather.

Hooks: Hafl suspects his wife was murdered but has no proof. He's torn between paying for a *resurrection* or letting her rest in peace.



D: HOOKS, COMPLICATIONS & OPPORTUNITIES

Graveyards are a place for the dead, and as such should only be minimally occupied by the living. Exceptions tend to create very interesting circumstances.

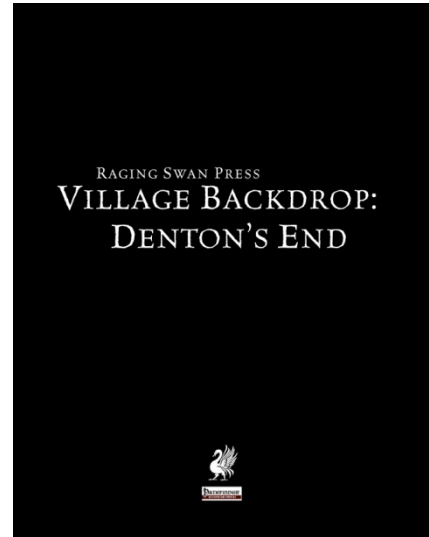
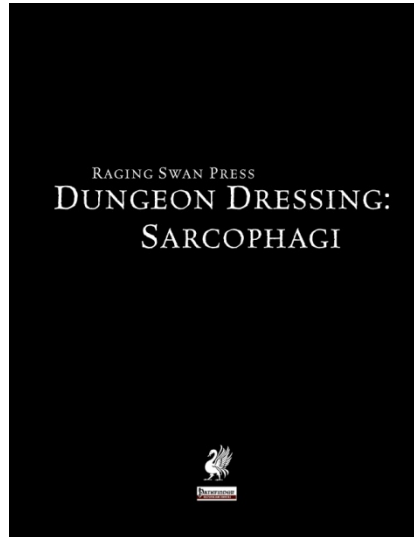
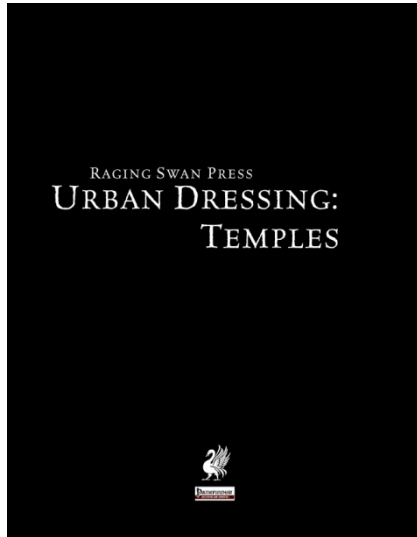
D20

- 1 A wizard seeks an ebon flower for an important ritual. It only grows in ground seeped with the flesh and blood of orcs. A small flower-cloaked burial mound in an isolated corner of the graveyard holds the bodies of a score of such raiders killed long ago.
- 2 The mayor of the town died in his sleep at an old age. At the funeral, which is happening as the PCs enter the area, his grieving daughter throws open the coffin to find it empty.
- 3 Someone has been knocking over headstones at night. The local constable sees the issue beneath him but has a few coins in his coffers to anyone who can catch the culprit.
- 4 A tribe of centaurs have made camp in the middle of the graveyard, claiming the land is part of an ancestral pact agreed upon by the town's founder generations ago.
- 5 Legend says a local wizard took the secret of destroying gods to his grave. The PCs have been tipped off that it's not just a turn of phrase and that a tome of knowledge lies in his tomb.
- 6 The manager of the local orphanage got drunk and buried the rent money for its own safety in the graveyard. He can't remember which headstone he buried it under.
- 7 A group of clerics of the god of death have gathered from all over the area to celebrate a prophet buried here. They've taken all the rooms in the inn and set up a tent city outside the graveyard gates. At night, loud chanting emanates from the graveyard.



- 8 A young boy claims to see the image of his dead uncle walking the graveyard at night. Superstitious peasants want to exile the boy to lay the ghost to rest.
- 9 Two young lovers, whose parents refuse to let them marry, have sealed themselves inside a mausoleum. When the PCs arrive, screams of terror erupt from within.
- 10 Large holes, signs of a bullet or ankheg, have been spotted at the centre of the cemetery. Several graves have disappeared into the creature's tunnels.
- 11 A necromancer has set up shop, selling his services to provide mourners a day with an undead loved one. Many of the populace disapprove of his actions, but a few recently bereaved townsfolk have hired his services.
- 12 A small group of vampires has the populace of a village trapped in its graveyard. The vampires seem to be repulsed by the hallowed ground.
- 13 A black dragon has made a mausoleum his lair, converted the entire property to unhallowed ground. Skeletons have been spotted at night by villagers who dare to go close.
- 14 A gravedigger has discovered an underground tunnel that bears signs of dwarven construction.
- 15 The sword of a knight carved into a sarcophagus lid has begun glowing blue. If a paladin of pure heart approaches the sword, the light grows more intense and the sword transforms into an actual weapon.
- 16 A young girl was found wandering among the headstones with no memory of how she came to be there. She is otherwise healthy.
- 17 All the cats in town vanished a week ago. This morning their corpses were found stacked upon the grave of the town's founder; all their eyes were gouged out.
- 18 A strange grey speckled mist hovers over the graveyard, whispering the words of departed loved ones. The mist is thickest in the newest part of the graveyard and seems to emanate from an as yet unfilled grave.
- 19 The local militia has posted a reward for the capture of grave robbers plundering the graveyard. For the last three nights, strange sounds have been heard in the cemetery at night and every morning graves were found disturbed and defaced.
- 20 Assassin vines have spread from the forest across the oldest parts of the graveyard. Luckily, no one has yet been taken, although several cats and dogs have disappeared.

YOU MIGHT ALSO ENJOY



OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this

License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE: Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

System Reference Document: ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game. ©2008, 2009, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder RPG Bestiary. ©2009 Paizo Publishing LC; Author Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook and Sip Williams.

The Book of Experimental Might. ©2008, Malhavoc Press; Author: Monte Cook.

Tomb of Horrors. ©2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content by TSR.

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

Urban Dressing: Graveyards. ©Raging Swan Press 2013; Author: Brian Liberee.

Tired of your towns and cities being boring, bland places in which your PCs show little or no interest? Want to bring them alive with cool, interesting minor features of note?

Then Urban Dressing is for you! Each instalment in the line focuses on a different common urban fixture such as shops, stalls, thieves and so on and gives the harried GM the tools to bring such features to life with interesting and noteworthy features.

This instalment of Urban Dressing presents loads of great features to add to the graveyards in your campaign. Designed to be used both during preparation or actual play, *Urban Dressing: Graveyards* is an invaluable addition to any GM's armoury!

Visit us at ragingswan.com to learn more.

