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WILDERNESS DRESSING: RUINS



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?

"All in all, we get one awesome, first class underwater module...you'll never find an underwater module as easy to run as this one while still remaining engaging, concise and just smart - even beginner's DMs should have a nice time running this..."

—Endzeitgeist (five stars and seal of approval)

"I recommend this product as highly as I can...written by clearly experienced Gms who have gone to great lengths to make your play experience as enjoyable as possible. This has my highest recommendation."

—Strangeport (five stars)

"...this adventure has everything you need to run it successfully. Very well done."

—DM Jeff (five stars)

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WILDERNESS DRESSING: RUINS

A Pathfinder Roleplaying Game GM's RESOURCE supplement by John Bennett

Tired of glossing over the details of your PCs' overland journey (except for the inevitable, violent random encounters)? Want to add in minor features of interest to their journeys? Want to make their journeys seem more "real"?

Then Wilderness Dressing is for you! Each instalment in the line focuses on a different type of wilderness or a feature therein and gives the harried GM the tools to bring such features to life with interesting and cool noteworthy features.

This instalment of Wilderness Dressing presents loads of interesting ruins to add into your campaign. Designed to be used both during preparation or actual play, Wilderness Dressing: Ruins is an invaluable addition to any GM's armoury!



CREDITS

Design: John Bennett

Additional Design: Creighton Broadhurst

Development: Creighton Broadhurst

Editing: Creighton Broadhurst

Cover Design: Creighton Broadhurst

Layout: Creighton Broadhurst

Interior Artists: William McAusland and V Shane. Some artwork copyright William McAusland, used with permission.

Thank you for purchasing *Wilderness Dressing: Ruins*; 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 *Wilderness Dressing: Ruins* 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

John 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.

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CONTENTS

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

WILDERNESS DRESSING: RUINS

Table A: Small Ruins.....	4
Table B: Large Ruins.....	6
Table C: Ruins Dressing.....	8
Haunts.....	10

FOREWORD

John has become a bit of a fixture here at Raging Swan Press. This is good because not only is John an excellent writer and designer, but he also loves exactly the same kind of novels as I do. We both love the works of R.E Howard and H.P Lovecraft and I think that's pretty self-evident in the kind of stuff we write.

Of course, give that both author's works often feature ancient ruins, John seemed the perfect person to design this instalment of *Wilderness Dressing*. Adventurers are often

wandering through the wilderness looking for their next adventure. Such areas are replete with ruins both great and small, modern and ancient. Not all ruins, are adventure sites, but canny characters can use them as campsites or as a handy place to set an ambush (or make a stand against their enemies). Using the material herein, you'll be able to design such minor points of interest quickly and easily. You may need to tweak some of

the flavour text to better suit your campaign but

Wilderness Dressing: Ruins does all the hard

work so you can concentrate on

running a great adventure!

I hope you

find this

instalment of

Wilderness

Dressing

useful. It

would be great

to hear how you've used it

in your game – drop me a line at

creighton@ragingswan.com.



TABLE A: SMALL RUINS

Many small ruins dot the countryside. Use this table to determine what the PCs stumble upon.

D%	
01-02	A neglected 10 ft. by 10 ft. shrine sits by the side of the road, its interior choked with weeds. A 3 ft. tall statue rests in an alcove in the far end, its features too weathered to identify.
03-04	A series of short, crumbling stone walls stretch east to west. They are evenly spaced as if denoting property lines. Rocks and bits of rotted wood fill a hole between the walls in what was once the cellar of a small farmhouse.
05-06	A mud hut, its mouldy thatch roof caved in, sags forlornly near a collapsed cow barn. Dense cobwebs stretch between the hut and barn.
07-08	The charred beam and pillar framework of this former inn stand like a blackened skeleton. Soot and ash cover the ground and not even weeds find purchase in the ashen soil.
09-10	Cracked stone steps ascend to a small circular platform beneath a series of worn, broken pillars. Broken mosaic tiles on the platform depict a demonic face.
11-12	An octagonal wooden fence, missing most of its planks, encloses ground empty except for a small stone plinth. A deep furrow runs from the plinth to a broken down section of fence as if something large and heavy was dragged away.
13-14	Debris surrounds a tumbled brick chimney set in the jagged remains of a stone wall. Burnt table legs and a decayed blanket rest in the chimney's open mouth.
15-16	The shattered remains of a farmhouse lie in a small hole. It appears the farmhouse was uprooted and then dropped viciously on its roof.
17-18	A dusty streambed runs past an ancient but still sturdy-looking wood and stone mill. Only cobwebs and ivy call the empty interior home.
19-20	Wind whistles through gaping holes in a wooden barn leaning haphazardly to one side. A rickety wooden ladder leads up to a rotten upper floor.
21-22	Three copper mash tuns rust in an exposed stone basement; a faint smell of malt fills the air. A family of raccoons sleeps in one of the tuns.
23-24	Pieces of stone denote the foundations of a small manor house. A well rests nearby, its interior pushed outward and distorted as if something huge slithered out.
25-26	A collection of large, rectangular moss covered stones form a 40 ft. diameter circle. Inspection reveals the stones were once caravan wagons. Brightly coloured birds nest in the petrified interiors. A <i>detect magic</i> spell reveals a strong aura of transmutation magic on the stones.

27-28	A worn brick domed house now serves as the home of a predator. There is a 50% it is out hunting.
29-30	A faded gravestone stands in an unused sheep pen. The dirt around the grave appears to be recently disturbed.
31-32	A boulder rests in the smashed top floor of a three-storey stout, stone watchtower. A nearby rotting catapult appears to be the culprit. The remains of a thick, reinforced wooden door lie scattered on the wide, stone steps leading up to the entrance. Bits of broken weapons and armour litter the otherwise intact interior.
33-34	Hieroglyphs decorate a 12 ft. tall sandstone archway. Bits of sandstone scattered about suggest the archway was once part of a massive wall. Vultures squat on the top of the wall, eyeing travellers hungrily.
35-36	Noxious fumes still emanate from a two-storey fire-gutted tower. Bits of glass and various alchemical instruments lie among the debris.
37-38	The bell of an empty chapel has crashed through the roof leaving a large, gaping hole. Wood boards cover the chapel's large windows. Swarms of bats inhabit the lofty interior.
39-40	A rickety wooden fence meanders for 50 ft. Every 5 ft. the skull of a small animal adorns the top of a post.
41-42	Four 20 ft. tall obsidian pillars lean at impossible angles as if about to fall over. Arcane symbols crawl along their cracked lengths. Large claw and bite marks scar the tops of the pillars.
43-44	A wooden cottage sits half-sunk in the ground. A DC 20 Perception check discovers a stairway leading into a small dirt basement supported by rotting beams. A badly scrawled summoning circle is traced in the dirt floor.
45-46	One side of a former wood and stone church slumps into a small adjoining cemetery, crushing most of the gravestones. The door to a nearby mausoleum stands ominously open, its interior shrouded in darkness.
47-48	A scaffold looms over a crossroads next to an abandoned hut. A humanoid skeleton grins from a rusty cage dangling from the scaffold. Another cage lies broken on the nearby ground, its skeletal occupant scattered in pieces.
49-50	A series of fire-scorched stone archways, 10 ft. high are all that remains of a former manor house. A few recently unearthed skulls grin, half-buried in the ground.
51-52	The broken stubs of marble pillars surround a 3 ft. deep pool of a former bathhouse. Cracked mosaics on the pool bottom, covered in sludge, depict fantastical sea creatures.

53-54	A large, flat rock sits surrounded by eight polished stone pillars 10 ft. high, alternating between pale granite and obsidian, in a small circle. Nature symbols decorate the pillars.
55-56	A circular, three-storey high tower is all that remains of a former keep ringed by only a few boulders. The ivy choked tower appears to be in relatively good shape.
57-58	This small farmhouse is strangely deserted. Plates of mouldy food lie on a table and rotting clothes are strung out on a nearby laundry line. No sign of a struggle can be found. Either the former inhabitants fled in a hurry or they vanished.
59-60	Two jagged stone walls meet, rising 15 ft. in height. A gaping arched hole in each wall 5 ft. up suggests they once held windows. A few large chunks of masonry litter the nearby area.
61-62	Wooden boards cover the windows of a small cottage with a smashed front door. Closer examination reveals deep claw marks in the wooden boards. A DC Knowledge (nature) check reveals the marks belong to a dire animal (GM's choice).
63-64	A small aqueduct, slick with slime, arches over a mostly empty riverbed except for a small trickle of foul, brown water. Anyone drinking the water may contract filth fever.
65-66	The wood frame of a large barn groans ominously in the wind. Abandoned, rusted tools lie in one corner next to a pile of unused lumber.
67-68	A few low stone walls trace the outline of a former small church. A single tall humanoid statue stands on a pedestal in the middle of the ruins, its features smoothed by the rain.
69-70	Wind whistles through a small circular structure built from giant bones. A skull, with most of its teeth knocked out, serves as the entrance. Inside, thousands of burnt bones, mostly humanoid, are piled around a black stone altar.
71-72	A high, crenulated wall surrounds a small cemetery. Tombstones lie in open graves amongst the splintered remains of the coffins. Graffiti decorates the interior of its one mausoleum.
73-74	A fence built from skeletal arms zigs and zags erratically. Grinning humanoid skulls, stacked atop each other, appear every 5 ft. in the wall.
75-76	A roadside inn shows heavy damage from an attack. Scorch marks mar the walls while numerous arrow heads litter the ground. Dried blood stains nearly every surface of its interior.
77-78	Symbols, painted in blood, decorate the outside walls of a small, simple wooden chapel. The skeletal remains of the clergy lie within the desecrated interior.

79-80	Fluted pillars, entangled in ivy, support the cracked and sagging roof of a small, rectangular shrine. A vacant pedestal rests in the middle. Faded, moth eaten tapestries depict a hero's rise to fame.
81-82	This farmhouse looks fine at a distance but as soon as someone gets close, he notices it appears to have been split vertically in two as if struck by a massive axe or sword. The cut is perfect, like a hot knife through butter.
83-84	The half-collapsed remains of a smithy lie next to the skeletal remains of a burned out building. A few wisps of smoke and smouldering spots in the building infer that there was a recent fire.
85-86	Debris fills the broken shell of an ancient stone watchtower. A DC 25 Perception check and 10 minutes of digging reveals a trapdoor under the rubble leading to an intact basement.
87-88	A tall, weathered bell tower stands alone above low, crumbling stone walls. A creaking, unstable staircase leads up to a large, yet serviceable metal bell. If sounded, the bell lets out a plaintive peal.
89-90	A rotting cattle barn stands half submerged in the muck. Water from a recent rainstorm lies a couple of inches deep in the interior where small slimes and oozes slither about brightly coloured mushrooms.
91-92	Weathered brick steps lead to a small domed crypt. Inside, the skeletons of humanoids lie fused in the walls. A large, ornate sarcophagus rests at the far end, its lid tilted slightly open.
93-94	The roof sags on a small hunter's cottage. Musty and mouldering animal skins and heads decorate the interior. Its wooden floor boards creak alarmingly (-5 to Stealth checks).
95-96	The water wheel of a tumbled mill dams a small stream. A door hanging on its hinges opens into the mill's interior, revealing a small room; rubble blocks the rest of the interior.
97-98	The carcass of a large beast fills the interior of a small hut. Its putrid scent attracts carrion birds and characters within the hut must make a DC 13 Fortitude save to avoid being nauseated for 1 minute.
99-100	Brick walls support a partially collapsed wooden roof of a former inn. Mould and mildew cover a large bar area. Water leaks from somewhere onto rotting straw beds. Casks of stale wine and beer fill a storage room next to maggot infested food stores.

TABLE B: LARGE RUINS

Many large ruins dot the countryside. Use this table to determine what the PCs stumble upon.

D%	
01-02	Massive stone archways lean haphazardly over weed choked stone boulevards and plazas. Only a few crumbling walls denote former houses.
03-04	A crumbling moat tower, overgrown with ivy, protects a castle, half sunk into the ground, its interior exposed to the elements. Broken towers lean against the castle's keep.
05-06	Three massive stone pyramids sit in a line, steep steeples leading to large fire pits carved into their flat tops. A single door at the base of each leads into a labyrinthine interior.
07-08	The burned out husks of wood and thatch long houses clutter around a single stone well filled with debris. The smell of death lingers in the air.
09-10	Four great towers rise 50 ft. into the air, their tops shattered. Thin, cracked stone bridges criss-cross between the towers. Broken staircases spiral the insides of the hollow towers, jutting bits of stone evidence of former rooms and floors.
11-12	Broken statues line a stone pathway up to a large marble pillared building. Water floods the interior from an exposed underground spring that has broken through the floor at the building's centre.
13-14	Ivy and moss cover nearly every surface of a stout stone keep. Mould and mildew coat the keep's interior which is home to rats, bats and very large spiders.
15-16	A collection of rotting ships, some as large as galleys, lie upturned next to large slabs of stone set in the ground, the former remains of what appears to be a wharf, now almost totally buried.
17-18	Scattered blocks of obsidian, inscribed with the iconography of an evil deity, surround the foundations of a once proud temple. A few outlying buildings remain relatively intact. At night, a mist arises bringing with it a foul presence.
19-20	Wind and rain eroded archways frame the ruins of a once grand building, most of its roof now caved in. A few rooms remain intact, crowded with fungus and a strange, silver glowing moss.
21-22	A collapsed tower guards the entrance to a stone keep. One side of the keep is open to the elements but its interior floors remain stable.
23-24	Marble and stone intertwine into slender pillars surrounding a sprawling, overgrown building. Statues of a forgotten humanoid deity sit in alcoves throughout the complex.

25-26	A massive gaping hole in a stone wall leads to a courtyard cluttered with bones and the fire scorched skeleton of a castle keep.
27-28	A smashed iron portcullis rests in a giant gatehouse set in a circular wall around a leaning sandstone tower the colour of dried blood.
29-30	Crumbling stone walls form the shells of halfling-sized buildings arrayed like spokes in a wheel.
31-32	Jagged stone walls rise between the ribs of a dragon's skeleton. Hundreds of arrow heads fill deep claw gouges in the cracked marble floors.
33-34	A noisome green mist flows from the open windows of a forlorn looking cathedral. The mist originates from a desecrated altar in the interior.
35-36	A giant-sized, massive marble stair spirals 150 ft. into the air before ending in a large, broken platform that miraculously stays aloft. Arcane runes decorate the stairs and the platform.
37-38	A series of 25 ft. tall gothic archways form a cross pattern. Collapsing walls link a few of the archways but grass covers the ground now.
39-40	Wind whistling from the mouth of a 100 ft. tall pitted, copper lion roars over the surrounding landscape. Rungs set in one of its rear legs leads up to hatch set in the statue's belly that opens into the darkened interior.
41-42	Ivory, gold cupolaed buildings 20 ft. in height form orderly rows. Narrow, darkened doors and windows grace the circular buildings. Large cracks leave some of the interiors open. Bits of ancient pottery lie scattered about.
43-44	Three concentric crenulated walls, each one successively higher and with their own gatehouse, enclose the exposed basement of a former keep. A second intact basement level lies beneath the first.
45-46	Narrow, rusting metal pillars twist and turn, creating a menagerie of fantastic creatures in a 200 ft. area encircled by a high wall of magically hardened wood.
47-48	Stones denote the remains a former church surrounded by many towering mausoleums in various states of decay. Most have been looted but a few remain locked by magical means.
49-50	Twin fortresses guard a long, grand stone bridge rising over a dried riverbed. One fortress appears unharmed while its twin has suffered massive damage to its walls from an ancient assault. An unnatural darkness fills the unharmed fortress.
51-52	A cracked dome of glass encloses the crumbling remains of stone houses clustered together. The glass has been magically treated to be as strong as iron. A wide entrance at the base of the doom serves as entry to the collection of empty, abandoned buildings.

53-54	These two three-storey crooked towers are all that remains of a once grand keep. Ivy covers everything and water collects in shallow pools within the interior. Narrow, slippery stone steps lead to the top of the towers.
55-56	Two concentric rings of fluted pillars stand in various states of disrepair around a tall, lean tower missing its top half. A recent fire cleared out the tower's interior, so its floors, stairs and walls are now unstable and prone to collapse.
57-58	Overgrown shrubbery spills onto a cracked, stone courtyard in front of a burnt down manor house. A nearby slightly charred carriage house stands intact and houses a rotting carriage.
59-60	A high stone wall, sections of it collapsed in several places, encircles four tumbled wooden barracks and a pile of rubble that was once a small tower.
61-62	The low foundations of numerous former stone buildings radiate outwards for thousands of feet. Covered mostly by tall grass, bits of ancient pottery hide in the soil. An occasional ruined wall, no more than 4 ft. high peeks up out of the grass, here and there.
63-64	The top storey of a massive black edifice, almost a mile in length and width, rises out of the ground into which it has sunk. Open windows lead into a huge interior of cavernous boulevards, arcades, chambers and winding stairways and hallways.
65-66	Six domed buildings attach to a larger domed structure, forming a hexagon. Most of the domes are cracked, the interiors supporting a vibrant ecosystem of animals, fish and plants. The broken remains of an astronomer's lab lies in the central dome.
67-68	The stone remains of a colossal stone arena dominate the landscape. Collapsed sections of the walls spill onto the arena's grass covered floor. The hypogeum below the arena floor is free of debris and shows signs of habitation.
69-70	Half of a wide stone bridge spans a dried moat. Beyond its jagged remains, a rusted portcullis bars entry to a shadow haunted keep crouched behind high, ivy covered crumbling walls.
71-72	Two four-storey spiralling obsidian towers flank a single seven-storey pure white marble tower. Cracks run the length of the towers and ooze a translucent slime. The only entrance appears to be a window five stories up on the central tower.
73-74	Moss covered boulders lie under the skeletal arches of a once grand cathedral. A few rooms near the interior remain intact, their doors recently repaired and barred from within.
75-76	Mouldy thatch covers these mud brick huts crowded behind a low wooden palisade. A single one-storey stone building sits in the middle of the forlorn huts, its windows boarded over.

77-78	Giant, gray stone slabs 30 ft. in height thrust out of the ground 10 ft. apart over a 200 ft. wide area, forming a giant eight-pointed star. A weathered altar still bears faint traces of dried blood.
79-80	The fire blackened remains of siege engines litter the area around the debris of a once formidable stone wall guarding a keep that is no more than a scattered pile of rubble.
81-82	Broken marble statues litter a broad stone causeway leading to four crumbling arcades surrounding a large, low stone building whose roof through which has burst a massive tree.
83-84	Abandoned tents and digging equipment cluster near a group of grassy hillocks. The earth has been cleared away from one, revealing a stone archway leading into a buried structure running under the hillocks.
85-86	Partial stone walls of several homes stretch out before the broken remains of a three-storey manor house, its western wing in complete ruin. Its eastern wing still stands, but its western wall has collapsed.
87-88	A steep-sided, sandstone pyramid sits half buried in the ground. Bas reliefs of fantastical creatures slither and fly along its surface. Rubble lies at its base near a small hole leading into the interior.
89-90	A smooth granite wall reaches 50 ft. in height and stretches thousands of feet in either direction. Partial remains of attached watch towers are spaced every 500 ft.
91-92	The top half of a gigantic statue of an armoured warrior lies face down next to its 75 ft. tall lower half. A DC 15 Perception check finds an entrance into the statue's body hidden behind overhanging vines.
93-94	Wide, arched bridges, mostly broken now, feebly attempt to connect a series of five towers of differing heights seemingly laid out at random. Each tower's entrance is at a different height; the shortest tower is the only one to have a ground-level entrance.
95-96	This four-storey stone keep sports a gaping hole through its front, as if punched by an impossibly large fist. Otherwise, it appears undamaged.
97-98	Geysers of steam erupt from the ground through the blackened remains of a former temple. Statues of a good aligned deity still stand in alcoves in the few remaining walls, but they bear horrifying claw marks across their countenances.
99-100	The yellowed bones of a colossal dragon form a bridge leading into its skull which once served as an entrance into a fortress that is now nothing but a tumbled pile of boulders. A few rocks have been recently cleared away to reveal a staircase leading into a sprawling basement complex.

TABLE C: RUINS DRESSING

Ruins have many minor features of interest. Use this table to generate such features, as appropriate.

D%	
1	The walls glow with a strange luminescence, shedding light in a 5 ft. radius.
2	Thick cobwebs clog the ruins, making each square of movement count as difficult terrain.
3	In a sheltered part of the ruins, the embers still burn from a recent campfire.
4	An unnatural keening moan fills the ruins, imparting a -2 penalty to Perception checks to listen.
5	A thick layer of soot covers everything, which counts as soft ground for tracking.
6	The air is charged with arcane energy, granting a +2 bonus to bypass spell resistance.
7	An ivy with a sick, yellow appearance covers the ruins.
8	A large number of small animal bones litter the ruins.
9	Some of the ruin's features (walls, floor, etc.) warp and bend at unnatural angles.
10	Local humanoids from an indigenous tribe have daubed graffiti crude drawings on the walls.
11	A message, written in day's old blood, warns people to stay away or befall a dire fate.
12	A rotted wooden spear impales a skeleton in rusted ceremonial armour at the centre of the ruins.
13	Loose bits of debris occasionally come loose, tumbling down with a clatter.
14	At night, when the stars are out, a DC 10 Survival check reveals they are in the wrong positions.
15	Twilight seems to last an extra hour in the ruins.
16	Bits of ancient, broken armour and weapons lie scattered about.
17	A DC 25 Knowledge (arcana) check determines that large cracks in the ruin's walls form words of magical power. Arcane spells cast within the ruins function at one level higher than normal.
18	An unusual number of fireflies flit about the ruins, providing a dim source of light.
19	A DC 15 Perception check finds a crumpled piece of parchment under a rock that contains a rough sketch of the ruins.
20	Thick fog fills the ruins, obscuring anything further than 5 ft. away.
21	The ruins have a half melted appearance as if bathed in acid.
22	The smashed, yellowed skeleton of some gargantuan beast lies on the floor.
23	An unnatural darkness clings to the ruins, reducing nonmagical flames to a dim light.
24	The ruins sway and creak alarmingly.

25	Moulds and fungi grow in abundance everywhere.
26	Small red eyes glare from the dark corners but disappear when anyone approaches.
27	Ghostly balls of light, like will-o'-wisps, follow explorers around.
28	The wind echoing through the ruins creates a constant cacophonous din.
29	Rotting scaffolding surrounds the ruins as if someone attempted to rebuild but gave up.
30	Abandoned makeshift shelters crowd parts of the ruins.
31	The sound of roaring flames can still be heard, granting +1 caster level to all spells with the fire descriptor cast while in the ruins.
32	Humanoid faces stare forlornly from within the walls of the ruins.
33	Every now and then, a mad cackle drifts through the air, always from a different spot.
34	Rats crawl from seemingly everywhere, creating nonaggressive swarms (<i>Bestiary</i>).
35	Biting insects swarm the ruins, requiring a concentration check to cast any spells as if casting defensively.
36	The sound of running water can be heard.
37	Dark brown spots stain the ruins floors and walls.
38	The holy symbol of an evil deity is carved into a floor or wall of the ruins.
39	Broken statues, appearing as people going about their day to day business, decorate the ruins.
40	A broken lamp lies next to the bloody, limbless torso of a recently dead humanoid.
41	A sudden cry of pain echoes through the ruins, abruptly cut short. Laughter follows the cry.
42	The interior of the ruins is entirely swept free of dust, debris and cobwebs.
43	A blanket lies stretched on the floor with enough water and food laid out for the party.
44	Features of the ruins crumble at the touch.
45	A viscous, but harmless, black slime covers everything and exudes a foul stench.
46	Flowering clumps of gorse fill the ruins, rendering each square of movement difficult terrain.
47	Hundreds of small, non-poisonous snakes slither about the ruins.
48	The walls feature perfectly small holes bored into them seemingly at random.
49	The burnt remains of many forbidden books lie piled in the centre of the ruins. One hour spent scavenging through the books finds 1d4 arcane necromantic spells (GM's choice)
50	Peeling blue paint covers the interior walls of the ruins. A DC 20 Perception check reveals the paint covers many ancient, evil symbols.

51	Cultists conducted foul rites here. An evil outsider of a CR equal to the party's level inhabits the ruins.
52	A layer of ice, resistant to nonmagical fire, coats the ruins.
53	Anyone exploring the ruins sees ghostly figures out of the corner of his eyes.
54	A natural spring creates a pool of water six inches deep throughout the ruins.
55	Every hour, the ruins violently shake as if by an earthquake. Characters must make a DC 15 Reflex save or fall prone.
56	Veins of a strange red substance flow and pulsate within the walls of the ruins.
57	A small armoury lies within the ruins, containing mostly brittle weapons and rotted armour. However, a suit of masterwork armour and a masterwork weapon (GM's choice) still remain.
58	Swathes of fungus cover the floor of the ruins.
59	The half-eaten remains of various animals lie scattered about the ruins.
60	Thousands of tiny insects buzz around the ruins, imparting a -4 penalty to Perception checks.
61	Parts of the ruins are prone to sudden collapse. A DC 15 Reflex save is required to avoid the debris or affected creatures suffer 2d6 bludgeoning damage.
62	Night in the ruins lasts twice as long as normal.
63	The ghostly sound of raging fire is heard. Anyone casting a spell with the fire descriptor must make a concentration check as if casting defensively; failure indicates the spell targets the caster.
64	Faded tapestries depicting a long ago important but forgotten event hang on the walls.
65	Small pools of hissing acid dot the floors of the ruins, dealing 1d6 acid damage to anyone entering them.
66	A DC 20 Perception check hears ghostly voices crying out in fear and pain.
67	Hundreds of brightly coloured butterflies flit about the ruins but do not leave its confines.
68	Bent and chipped copper coins surround the obsidian statue of a truly alien looking creature.
69	A skeleton of a former explorer lies crushed underneath rubble.
70	A DC 20 Perception check finds an old diary in the ruins detailing its last days.
71	A trophy collection of the skeletal heads of magical beasts adorns one section of the ruins.
72	An unnatural chill fills the ruins, increasing the DC to resist necromantic spells by 2.
73	Five giant misshapen humanoid skeletons lie throughout the interior of the ruins.
74	Vines sprouting an unknown vivid red flower cover the walls.
75	Claw marks score the features of the ruins, leaving deep gouges in the walls and floors.

76	In the corners of the ruins rests roughly carved stone statuettes of an evil deity.
77	Magical lights within the ruins flare up when creatures enter certain sections.
78	Four empty, torn and blood-covered bedrolls lie in the centre of the ruins.
79	An aura of electricity thrums in the air. Spells cast with the electrical descriptor deal 1d6 points of additional damage to all creatures within a 30 ft. radius of the caster.
80	The sound of large footsteps follows anyone exploring the ruins.
81	A damaged painting or tapestry of a great hero hangs askew on a wall.
82	Dried skin of many humanoids hangs from the walls and carpets the floor.
83	The walls of the ruins continuously weep water.
84	Nonmagical light sources brought into the ruins suddenly wink out and refuse to be relit.
85	A Survival DC 17 check finds the recent tracks of a particularly large creature (GM's choice).
86	A steady wind blows, causing the ruins to groan alarmingly.
87	A severed head sits atop a wooden sign advising against trespassing in crudely written Common.
88	A broken marble statue lies on its side. Its eye sockets, once containing gemstones, are empty.
89	The interior dimensions of the ruins appear twice as large as from the outside.
90	Hundreds of sickly looking rats scurry about, avoiding any light source.
91	Unusual humanlike shadows crawl across the walls and floors but are harmless.
92	A large circle with arcane runes has been engraved into one of the floors. While in the ruins, a caster of a spell with the summoning descriptor must make a concentration check each round as if casting defensively, otherwise he loses control of his summoned monsters. (The creatures act as if under a <i>confusion</i> effect).
93	Broken bits of pottery and smashed furniture crowd the interior of the ruins.
94	A ghostly voice randomly calls out the name of one of the creatures exploring the ruins.
95	An altar hidden in the ruins serves as a font of evil, casting a <i>desecrate</i> and <i>unhallow</i> spell over a section of the ruins.
96	Humanoid skulls rest in niches on the walls.
97	Small, harmless oozes slither about on the walls, floors and ceilings.
98	In one section of the ruins, a pair of close sarcophagi rest.
99	Fresh blood smears the entrance into the ruins.
100	The stench of blood and decay lingers strongly on the air.

HAUNTS

Many ruins are haunted by those who died within. Add one of the haunts below to the ruin the PCs have discovered.

BURNING SKULL CR 2 (XP 600)

The eye sockets of this charred skull suddenly blaze to life with a gout of flame.

NE haunt (5 ft. by 5 ft. area)

Caster Level 2nd

Notice Perception DC 18 (to hear someone moan in pain)

hp 4; **Trigger** touch; **Reset** 1 week

Effect When this haunt manifests, ghostly fire forms in the skull's eye sockets and the target feels himself burning as per the *burning gaze* spell (DC 13 Fortitude).

Destruction A single *bless* spell drives the angry spirit of a person burned alive in the ruins from the skull.

FALLING ROCKS CR 3 (XP 800)

Screams of fear and pain rend the air as the ceiling suddenly falls away in a cascade of large rocks.

CN haunt (10 ft. radius)

Caster Level 3rd

Notice Perception DC 17 (to hear a sudden rumble above)

hp 6; **Trigger** proximity; **Reset** 1 day

Effect The haunt manifests as a cascade of boulders raining down from a collapsing ceiling on all affected creatures as the *stone call* spell.

Destruction Formed by the psychic trauma of those crushed when the ruin collapsed, a *consecrate* spell must be cast on the area followed immediately by a *make whole* spell.

SHRIEKING WOMAN (CR 4 XP 1,200)

The ghostly spectre of a woman rises up, her face contorted with pain as she lets out an unearthly scream.

CE persistent haunt (15 ft. radius)

Notice Perception DC 20 (to hear a woman moaning in pain)

hp 18; **Trigger** proximity; **Weakness** tricked by *invisibility*; **Reset** 1 day

Effect When triggered, a ghostly woman rises up from the ground and lets out an ear-piercing scream, affecting all creatures in its area with a *sound burst* spell (DC 13 Fortitude).

Destruction The psychic residue of a former inhabitant of the ruins who died violently, only channelling at least 5d6 points of positive energy in the area puts it to rest.

KILLER IN THE FLAMES CR 6 (XP 2,400)

A black shadowed figure rises up, its ponderous boots heavy on the ground as flame swirls around it.

CE haunt (20 ft. radius)

Caster Level 6th

Notice Perception DC 20 (to hear the plodding of footsteps amid the roar of flame)

hp 12; **Trigger** proximity; **Weakness** slow; **Reset** 1 day

Effect When the haunt manifests, all creatures in the area are targeted by a *fireball* spell (DC 13 Reflex halves).

Additionally, the shadowy figure of the haunt raises its axe, targeting one random creature with a *phantasmal killer* spell (DC 15 Will and Fortitude negates).

Destruction The burnt body of the madman that set the ruins ablaze while he murdered its inhabitants must be dug up, bathed in holy water and properly buried with funeral rites.

THE PIT (CR 7 XP 3,200)

The ground suddenly opens into a yawning bone strewn pit, hundreds of skeletal arms thrusting from its walls.

NE persistent haunt (15 ft. by 15 ft. area)

Notice Perception DC 25 (to hear and see the floor suddenly give way)

hp 31; **Trigger** proximity; **Weakness** tricked by *hide from undead*; **Reset** 1 day

Effect An open, bone-filled pit (as a *hungry pit* spell [DC 17 Reflex] appears in the floor when this haunt triggers).

Destruction Created by a sudden, traumatic collapse of a floor in the ruins, these restless spirits can only be laid to rest by seven potions of *feather fall* sprinkled into the area while a cleric recites holy mantras.

BLOODY BATTLE (CR 8 XP 6,400)

Chaos reigns as two armies fiercely battle in a bloody frenzy.

CN haunt (40 ft. radius)

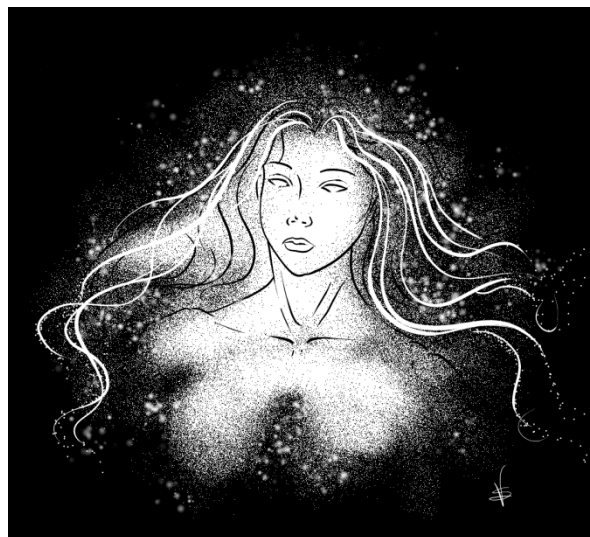
Caster Level 8

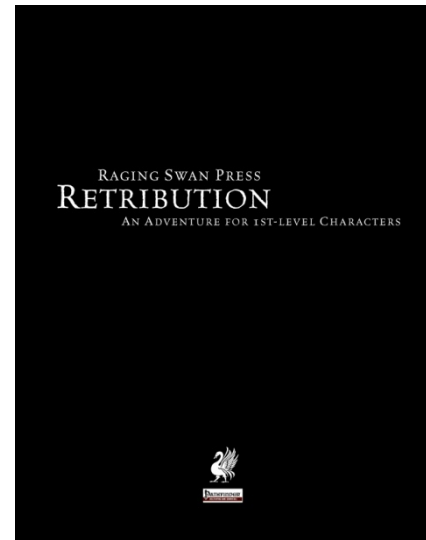
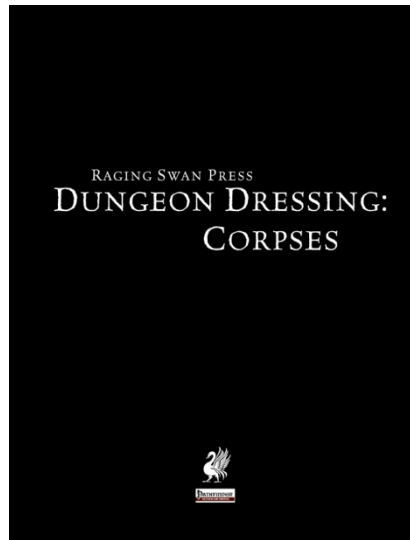
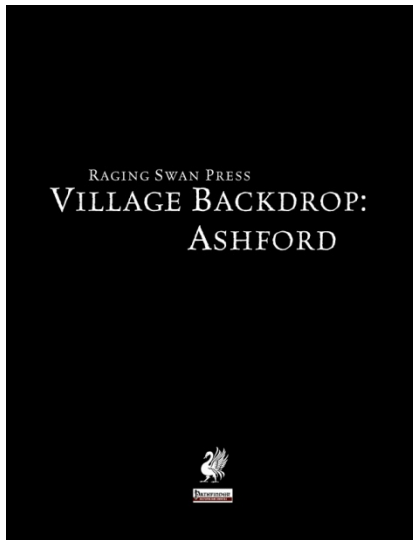
Notice DC 15 Perception (to hear the sound of battle)

hp 16; **Trigger** proximity; **Reset** 1 hour

Effect The haunt manifests as an army of shadowy figures indiscriminately fighting one another with spear and sword. It affects all creatures in its area of affect with a *circle of death* spell (DC 19 Fortitude negates) as imaginary blades strike at the party.

Destruction The ruin fell during a vicious battle. To heal its wounds a masterwork weapon with *magic weapon* cast upon it must be buried in the ground followed by the casting of a *sanctuary* spell.





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