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GM'S MISCELLANY
THE THINGONOMICON



SYSTEM
NEUTRAL



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THE THINGONOMICON

Crammed full of over two years' worth of 20 Things articles, The Thingonomicon is an essential resource for the time-crunched GM striving to add depth and verisimilitude to their game. Comprising almost 200 pages of detail-heavy, system neutral tables The Thingonomicon can be used either before or during the game session. If your campaign features goblin lairs, kobold warrens, smugglers' dens, cultists' lairs and many more iconic adventure locations, the Thingonomicon is for you!

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SYSTEM NEUTRAL EDITION

Welcome to this Raging Swan Press System Neutral Edition Village Backdrop. Herein you'll find evocative, inspiring text designed to help you—the busy GM—run better, quicker and easier games.

This book is compatible with most fantasy roleplaying games. It's impossible to create a truly system neutral book, though, and some generic game terms—wizard, fighter, human, elf and so on—lurk within. These generic terms are easily modified to the GM's system of choice.

One special note about the NPCs in this supplement. While some are wizards, fighters, clerics and so on, others are simply normal folk. Because different game systems handle normal folk differently we've made no attempt to note their "class" leaving them simply as "female human" and so on.

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You hold in your hands the culmination of almost three years work crafted by over a half-dozen talented designers (and me!)

Raging Swan Press hasn't released a hardback book for ages, and that's a shame as hardback books are awesome. For me, they elicit feelings of nostalgia as my first gaming book was a hardback book. Hence, *The Thingonomicon*. I hope this book is useful to you for years to

come. Within these pages you'll find the first 25 instalments of the 20 Things line—the best part of 200 pages of material; specifically designed to make running your game easier, less stressful and more immersive. I believe we've succeeded in those goals; I hope you agree!

Of course, I'm always looking for suggestions for upcoming entries in the line. At the time of writing, I'm slaving away over *20 Things: White Dragon Lair* and the red dragons are waiting in the wings. At some point, I really want to write something along the lines of *20 Things: Lunatic Asylum* and being a completist

I suspect I'll also be writing *20 Things: Green Dragon Lair* and *20 Things: Black Dragon Lair* in the relatively near future. But, if you've got other ideas drop me a line at the email address below.

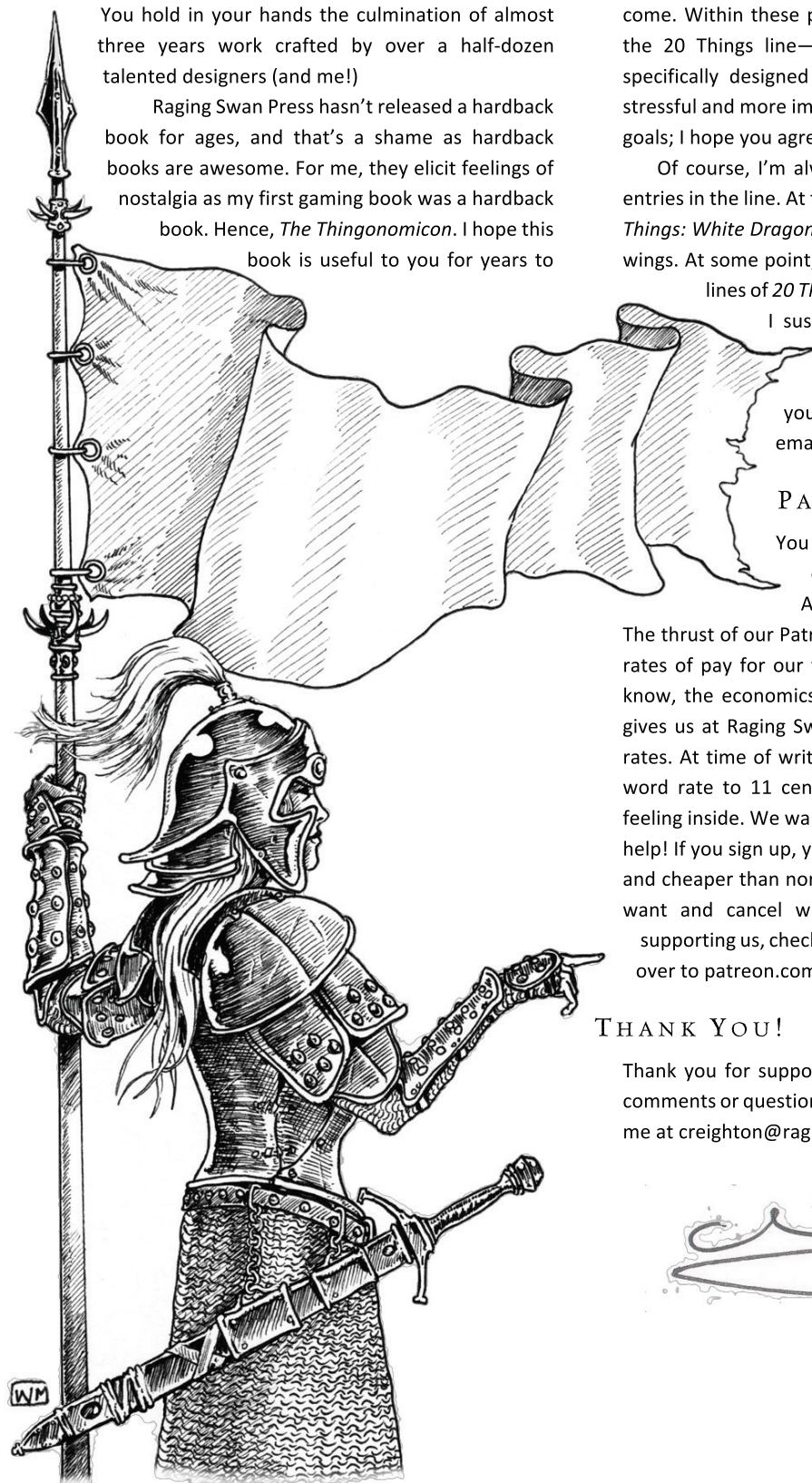
PATREON

You might be aware Raging Swan Press is now on Patreon. We signed up at the start of April 2015, and it's going rather marvellously.

The thrust of our Patreon campaign is to be able to afford better rates of pay for our freelance game designers. As I'm sure you know, the economics of 3PP are notoriously tight, but Patreon gives us at Raging Swan Press a way to increase our freelancer rates. At time of writing, we've already massively increased our word rate to 11 cents a word, which gives me a warm, fuzzy feeling inside. We want to pay more, but to do that we need your help! If you sign up, you get our supplements earlier than normal and cheaper than normal. Even better, you can pledge what you want and cancel when you want. If you are interested in supporting us, check out patreon.com/ragingswanpress or head over to patreon.com and search for Raging Swan!

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Thank you for supporting Raging Swan Press. If you've got any comments or questions, I'd love to hear from you. You can contact me at creighton@ragingswan.com.

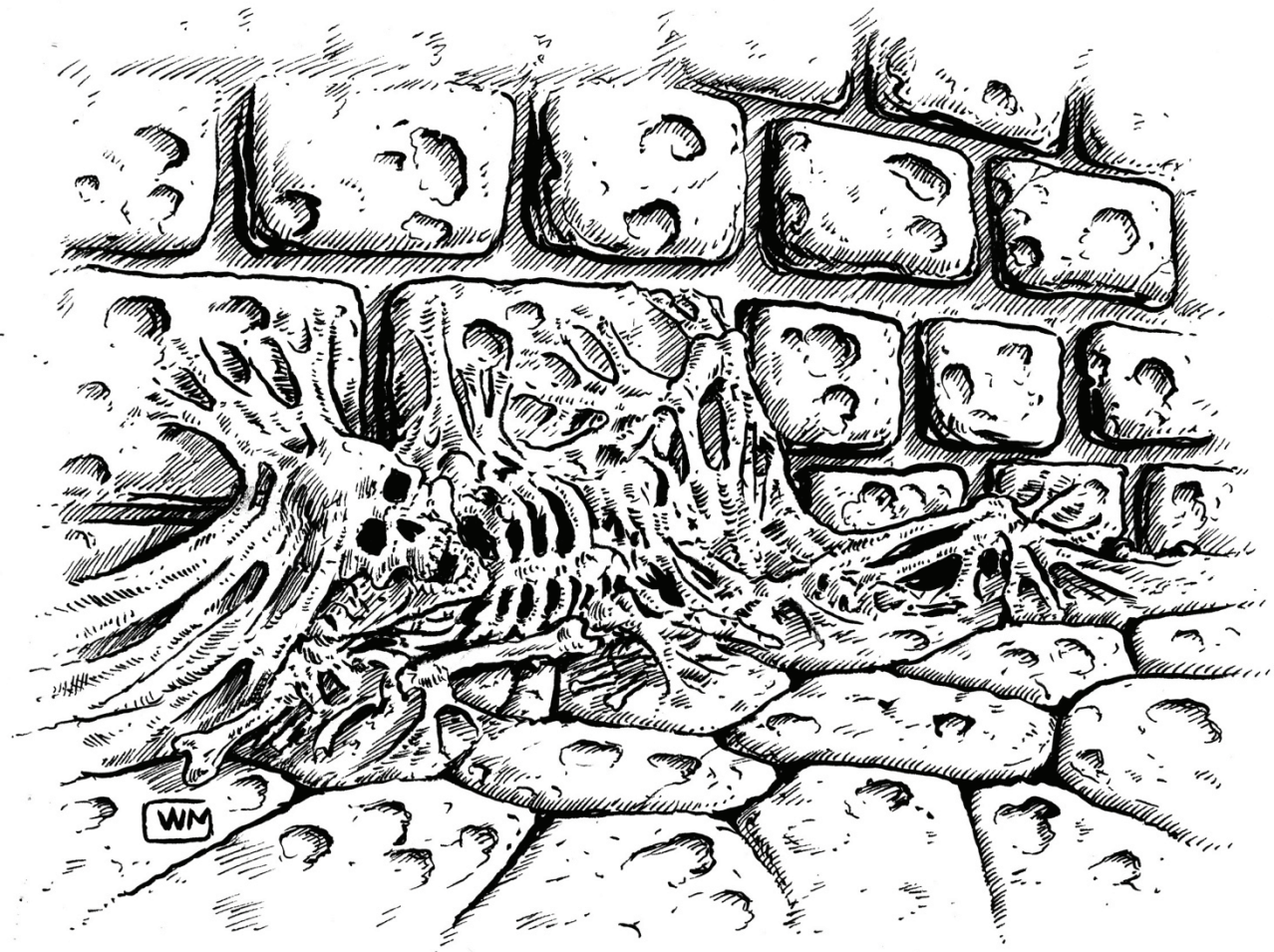


ANCIENT NECROPOLIS

10 THINGS TO LOOT FROM A TOMB RAIDER'S BODY

Tomb robbers are drawn to necropolises like moths to a flame. Some escape the necropolis with ancient treasures while others find their eternal rest among the dust and bones of an elder time. Sometimes—beyond mouldering and rusty equipment—these unfortunates possessed objects of minor interest at the time of their death.

1. A yet supple, tightly coiled silk rope fills the bottom of this robber's pack. A light-weight iron grapple hook forged to look like a grasping hand is attached to one end.
2. Clutched in one hand, this corpse still holds a partial map of the necropolis. The faded markings upon it show the robber's route from the its main entrance to where he fell.
3. The robber's belt pouch holds several golden trinkets looted from nearby tombs. Wrapped in dirty linen, the pouch holds three tarnished small silver rings and a worn bracelet worth a total of 70 gp.
4. Much of this thieves' tools are rusted or broken. However, one pouch yet holds a small, hand-held magnifying glass and several small brushes suitable for carefully brushing away dust and
5. A burnt-out torch lies near this robber's body. A search of his pack reveals no other light sources.
6. This robber carried with him a hammer and several chisels of various sizes all wrapped in a long strip of supple, worn leather.
7. Clad all in black, this robber also wore thigh-high leather boots that are in excellent repair.
8. This robber wore two whistles around his neck on a long leather thong. The first is shaped like a dog's head and emits a sound too high pitched for humans to hear. The second is shaped like a feather and produces the lovely sound of bird song when blown.
9. Bulging pouches hang from this robber's belt. Sadly, they do not contain loot; instead the dead thief filled them with every conceivable tool he might need. The kit weighs twice as much as normal, but provides a small bonus to attempts made to pick locks or disarm traps.
10. This robber was carrying a bulging sack, when he met his fate. From the fallen sack lying close to one out-stretched hand have tumbled several skulls, some still festooned with wisps of hair. What the robber wanted with such grizzly treasure is unknown.



20 CURSES TO ENCOUNTER IN A NECROPOLIS

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

1. Rows of bleached skulls form the lintel of a stone doorway. Anyone passing underneath alerts any undead within 60 ft. to its presence for 1d4 days.
2. Ancient, but valuable, silver coins (worth 30 gp) cover the eyes of a mummified humanoid. Taking the coins inflicts blindness on the thieving PC for 1d4 hours.
3. The funeral shroud of a mummy lies inscribed with deeds describing its former life. Anyone reading the script acts out the mummy's life while sleepwalking for one week.
4. A jewelled vase (worth 150 gp) lies at the foot of a sarcophagus inscribed with the visage of a beautiful woman. Disturbing the vase transforms any nonmagical liquids within the room into bitter tears. This change is not immediately obvious and only comes to light when the liquid is drunk or used.
5. A golden necklace (worth 200 gp) found amongst a pile of brittle bones causes whoever takes it to sob inconsolably for five minutes after committing violence against another living creature.
6. An inscription on the floor, if not intoned properly and placated with an offering of blood, causes anyone passing over it to feel a tangible sadness, effectively doubling their weight for 24 hours.
7. A skeleton grips a bejewelled dagger (worth 145 gp). Whoever removes the dagger begins suffering mysterious cuts, taking 1d4 points of damage every 6 hours until the weapon is discarded.
8. A small pearl (worth 100 gp) rests in the mouth of a skull. Removing the pearl causes the person to speak only in an ancient language for 1d6 days. This does not affect spell casting.
9. A silver skull (worth 250 gp) nestles within the lid of a sarcophagus. Anyone touching the skull has vivid and horrific nightmares that night and is unable to gain the benefits of a good night's rest.
10. A ring (worth 50 gp) worn on a mummy's hand causes the hand of anyone touch it to become paralyzed for 2d4 hours.
11. Bas-reliefs of underworld spirits guard a doorway. Crossing the threshold causes offenders to be attacked by a wraith the next time his hit points drop below half.
12. An ornate funerary urn (worth 65 gp) causes the skin of those who touch it to become brittle (all damage taken is doubled) for 1d4 hours.

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

8 STRANGE EFFECTS

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

20 MINOR HAUNTINGS TO ENCOUNTER IN AN ANCIENT NECROPOLIS

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

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

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

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

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

12 STRANGE SOUNDS

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

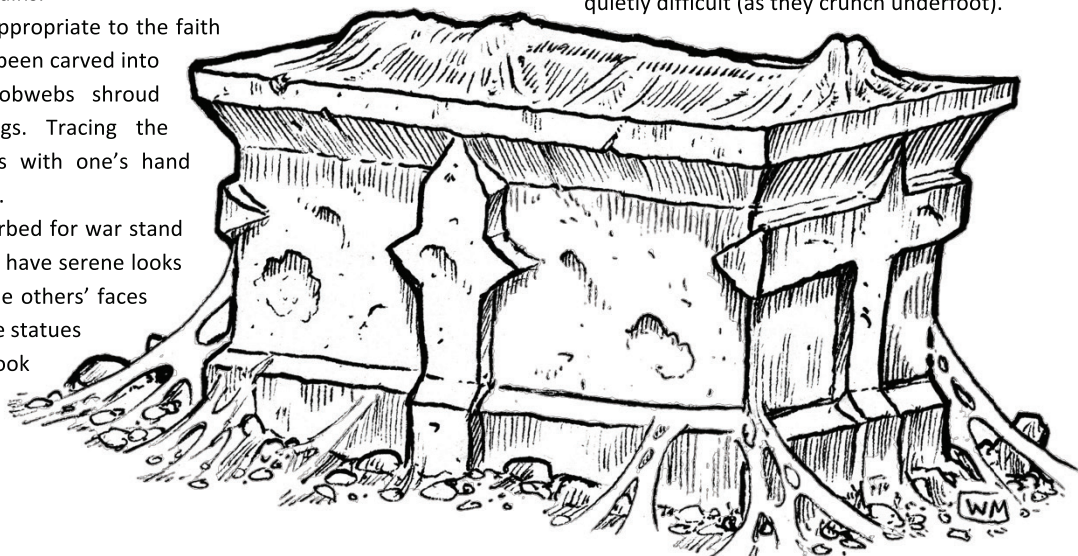
1. The skittering of tiny clawed feet on stone.
2. The gentle sigh of the wind (perhaps accompanied by tiny, swirling dust devils).
3. Rocks or stones clatter to the ground.
4. A guttural cackling slowly tails off into a gurgle.
5. A choir's faint chanting in an ancient tongue floats through the necropolis.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

20 THINGS TO FIND IN A DUSTY CRYPT

It seems adventurers are always poking about in dusty, seemingly abandoned crypts. Often, the lairs of the blasphemous undead or the repository of forgotten treasures such places draw adventurers like moths to a candle. But not all areas of a crypt are stuffed full of undead and treasure.

1. Here, water oozes down the walls from above leaving tracks on the ancient brickwork. On the ground, the water has turned the dust into thick paste-like grey ooze.
2. Dusty cobwebs fill the corners of the ceiling.
3. A small portion of brickwork from one wall has fallen away revealing the bare rock behind. A low pile of rubble lies on the floor nearby.
4. Dust sifts down from the archway over a door. The stones of the arch have shifted and consequently the door is harder than normal to force open. If the door is opened, the stones above groan ominously and dust sift down into the doorway...
5. Incongruously, a single bone—a thighbone—lies on the floor in front of a shadowy archway.
6. The walls here were once decorated with brightly painted images painted directly onto the smooth stone. The colours have long since faded, and now only a suggestion of what once was remains.
7. A section of floor is bumpy and uneven, making rapid movement difficult. The paving slabs can be easily pried up, but nothing of interest lies beneath.
8. A pillar once held up the roof here, but at some point in the distant past it collapsed. Dust shrouds the resultant pile of rubble; the ceiling over the rubble sags dangerously.
9. Several niches that once contained offerings to those buried here pierce the walls. All have succumbed to time's remorseless advance and are now nothing more than small piles of rotting, rusting or desiccated remains.
10. Huge religious symbols appropriate to the faith who built the crypt have been carved into the walls. Dust and cobwebs shroud portions of the carvings. Tracing the grandest of the carvings with one's hand deactivates a nearby trap.
11. Statues of the faithful garbed for war stand guard over this area. Half have serene looks upon their faces while the others' faces are twisted with hate. The statues are arrayed so they all look towards the entrance.

12. Niches cut into the wall each hold the shrouded skeletons of long-dead worshippers. Dust, cobwebs and other detritus cover the remains. The densely packed niches run from floor to ceiling. An ornate shroud edged with silver and gold thread covers the corpse in one of the particularly inaccessible niche near the ceiling.
13. Several small holes pierce the wall at ground level. Small dried faeces—typical of that left by rats, mice or other rodents—covers the floor.
14. Small holes in the ceiling emit a faint cold breeze into the chamber. The constant draught stirs the dust covering the floor. Paranoid explorers may think some form of invisible guardian lurks within the dust cloud.
15. Carved holy symbols decorate the walls of this area. Several have been deliberately defaced, but there seems to be no obvious reason for this deliberate vandalism.
16. A faded mosaic covers the floor. It depicts a stylised representation of the afterlife, but exact details are hard to pick out as some of the tiles are cracked and others are missing.
17. Several burial niches in this area are empty. In all cases, discarded burial shrouds lie in the niche or nearby. Have the remains been removed or are they lurking animate guardians of the complex?
18. A narrow ventilation shaft cut into the ceiling allows a thin ray of pale light into the crypt.
19. Burial niches pierce the walls of the area (see #12 above). The remains of one of the interred have fallen from its niche and lies draped on the floor nearby.
20. Cockroaches and other insects once infested this crypt. Feasting on the remains of those interred here they grew fat and numerous, but when they ran out of food they died off. Now their desiccated remains coat the floor and make moving quietly difficult (as they crunch underfoot).



20 THINGS TO FIND IN A SARCOPHAGUS

Adventurers always seem to be breaking into ancient tombs and crypts in search of undead horrors (and their loot). Of course, not all sarcophagi are filled with treasures or undead monstrosities. Some simply contain the bones of the long-dead (and their grave goods). The following table can be used to determine what the PCs find—beyond the occupant’s mouldering remains—when they search a sarcophagus, burial niche or crypt:

1. The occupant’s head rests on a dusty and faded red pillow. cursory examination made while searching the pillow reveals a small cache of old gold coins minted in a kingdom long since crumbled to dust. The fifteen oversized coins are worth 100 gp to a sage, collector or student of history. They depict the fallen kingdom’s heraldry on one side and the profile of its ruler on the other.
2. Although it only contains the remains of one body, this sarcophagus holds two skulls. One clearly suffered a violent death.
3. A fine white sheet edged in silver trim covers the occupant’s remains. The trim is worth 15 gp.
4. The sarcophagus is filled with bones from many different individuals, all jumbled together. The sarcophagus itself has a hidden niche in the bottom only accessible when the bulk of the bones have been removed. The secret niche holds the remains of an important individual still wearing two ornate golden bracers decorated with engravings of swooping birds of prey (worth 400 gp).
5. The sarcophagus’ occupant clutches a mouldering scroll in his hands. It crumbles if touched, but an investigation of the remains reveals several indistinct religious symbols.
6. The inside of the sarcophagus’ lid has scratch marks—as if the interred had tried to escape.
7. The stench of decay greets explorers opening this sarcophagus; mould and strange fungi have taken root on the decomposing body within. Characters opening the sarcophagus must have a strong stomach or retch due to the smell for 2d6 minutes.
8. The sarcophagus contains not only the skeleton of his intended occupant, but also the remains for four huge rats. A close inspection of the occupant’s skeletons reveals hundreds of teeth marks.
9. The skeleton (strangely) is lying on its front. Among its rotting clothes, perceptive adventurers spot a thin leather cord around its neck. A silver heart-shaped pendant (worth 30 gp) hangs from the cord.
10. Curled at the feet of the sarcophagus’ inhabitant lie the remains of a small dog, cat or other small pet.
11. The inside face of the sarcophagus’ lid has an illustrated prayer carved into it. The prayer speaks of peace in death and the

illustrations depict angels carrying the deceased’s soul up to the clouds.

12. The occupant has been decapitated and staked through the heart.
13. The sarcophagus has two occupants; they have been laid to rest holding hands.
14. The sarcophagus holds a child’s remains. Several small worn and faded toys lie amid the dust.
15. The sarcophagus’ bottom has many small holes bored through it. A slight breeze blows through these holes and when the sarcophagus’ lid is removed a great cloud of grave dust billows up around the PCs. The dust is essentially harmless, but the PCs won’t know that.
16. Carvings from the deceased’s life decorate the inside of the sarcophagus. A perceptive PC notices several tiny imps among the carvings depicted in the midst of some form of mischief or trickery.
17. Only a skull, resting on a faded black cushion, lies in the sarcophagus. Even casual observers note all the skull’s teeth—and its jaw—have been smashed.
18. This sarcophagus has never held a body—instead someone has used it as a secret storage place. It contains 236 gp, 478 sp and a pair of gleaming masterwork silver daggers. The daggers have a raven engraved on their pommels.
19. The lid of this sarcophagus sits slightly askew. Amid the scattered bones and mouldering clothes within lair half a dozen feral rats.
20. Lead lines the inside of this sarcophagus. The skeleton within wears faded fine robes in a style not common or popular for decades. She also wears a large golden ring set with a sharp shard of obsidian on one finger. The ring is valuable (200 gp) for its materials alone. The ring could be merely valuable or it could be the component of a special magical prison...

8 SARCOPHAGUS LID DECORATIONS

Often, a sarcophagus has carved decoration on its lid.

1. A smiling image of the deceased’s face.
2. Interlinked geometric shapes.
3. A woodland scene replete with numerous birds and animals.
4. The person’s name, age and cause of death.
5. A prayer to the deceased’s patron deity.
6. A personalised poem telling of the deceased’s life, focusing on particularly noteworthy events.
7. A blazing sun or a constellation of stars.
8. The holy (or unholy) symbol of the deceased’s deity.

20 THINGS TO FIND IN AN ANCIENT NECROPOLIS

The final resting place of perhaps hundreds or thousands of bodies, an ancient necropolis can be a strange place to explore. A necropolis is death's house. Along with the dead it likely holds many objects and decorations of religious significance of interest to explorers.

1. Strange markings in the dust suggest something was pushed or dragged through this area. What it might have been, however, is unknown.
2. Part of the doorway ahead has collapsed, dumping rubble onto the floor. The door itself lies splintered and broken under the rubble.
3. This mural depicts an idealised external view of the necropolis being approached by a long column of people. It has been defaced by several heavy blows from a blunt object.
4. A burnt out torch stub lies discarded on the floor. A smudge of charcoal on the stone flooring shows where it guttered out.
5. Thick, dusty cobwebs cloak the ceiling. Dark shapes—cocooned insects and dead spiders—hang amid the webs. The spiders may be simply dead, or the necrotic energies of the nearby buried dead could have transformed them into a swarm of tiny zombie spiders hungry for warm flesh!
6. Strange carvings of various hideous demonic heads leer down over this area from several stone half-height pillars standing against one wall. The pillars and heads are painted in various lurid colours to appear more terrifying. The paint is dulled with age and peeling.
7. Runes depicting death, damnation and doom decorate an archway leading away from this area.
8. Clad in wisps of burial shroud, the skeleton of some poor unfortunate soul lies sprawled across the floor.
9. Several bricks have fallen—or been pried away—from the wall to reveal a small dusty cavity; within, lies a rusting lever, but it is not immediately obvious what it operates. From its condition it doesn't look like it has been used in years.
10. A rusty portcullis fills an archway, blocking access to what lies beyond. The portcullis itself has been forged to look like a web of intertwined vipers. Cobwebs hang from the portcullis and dust lies thickly upon the intricately forged serpents, blurring their finer detailing.
11. A lurid collection of yellow skulls glowers down at intruders from a high niche cut into the wall. Investigation of the shelf reveals a deep, but narrow space cut into the wall behind and below the niche; it is filled with bones.
12. A mosaic of black, purple and red tiles covers the floor. The mosaic's pattern seems entirely random, but a viewer looking down on it from a decent height can see it actually comprises the death god's sigil intertwined with symbols of protection and vengeance.

13. Faded murals depicted the souls of the departed being judged in the death god's halls decorate the walls.
14. The inscription over this doorway speaks of the dire curses and agonising deaths waiting for any who would disturb the dead resting beyond. However, part of the inscription has crumbled away (or perhaps it was defaced by previous explorers); thus its full meaning may not be clear. This could also mean that any magic lurking in the inscription—perhaps some dire trap—has long since faded.
15. An ancient rust-coloured stain mars the floor. The stain is—of course—long dried blood and it looks like from its size whatever bled here probably died here.
16. A thick grey gloop slowly oozes through cracks in the ceiling and splatters onto the floor. This constant, but slow, accumulation of gunk has created a semi-solid slurry pile of thick, odourless slime covering most of the floor.
17. A sudden gust of wind blows the dust of ages past into the party's faces and creates swirling dust devils that swirl around the chamber for a few moments before subsiding.
18. A faint breeze caresses the party's faces. The breeze creates swirling eddies of dust that swirl around the party's ankles, seeming to grasp at their warm, life-filled flesh.
19. The floor ahead is cracked and pitted. Several flagstones have clearly shifted upwards creating an area of uneven flooring. The area smells of damp and mould.
20. The wind sighs through the necropolis' abandoned passages and chambers. To the paranoid, nervous or confused it almost sounds like the building itself is breathing...

10 PIECES OF BURIAL NICHE DRESSING

1. Dusty shreds of clothing cling to the bones filling this niche.
2. This skeleton clutches the desiccated stalks of a bunch of flowers.
3. A faded sheet, decorated with embroidered with mystic symbols, covers this child-sized skeleton.
4. The tiny skeletons of a half-dozen or so rats lie scattered about this niche. There is no sign of its original inhabitant.
5. The head of this skeleton rests on a dusty pillow filled with bone dry (and very flammable) straw.
6. A rusty iron grill (which swings upwards if the lock is removed) protects this niche.
7. This skeleton's skull is missing.
8. This skeleton is horribly twisted and bent as if the person was warped by horrible magic.
9. A single rune—meaning “Cursed”—is inscribed in the stone above this niche.
10. This niche is empty, except for a ripped and torn burial shift.



BUSTLING MARKETPLACE

5 DIFFERENT PLACES TO HAVE A MARKET

The traditional view of a market place is of a large open space filled with tents and stalls. Such a location is a staple of almost every fantasy town or city. And there's nothing wrong with that except, it's a little bit boring. It's standard—what's expected. Adventurers often spend a lot of times in markets replenishing their supplies, selling the proceeds of their most recent quest and so on. To breathe character into your town or city, consider placing a market in one of the following atypical places.

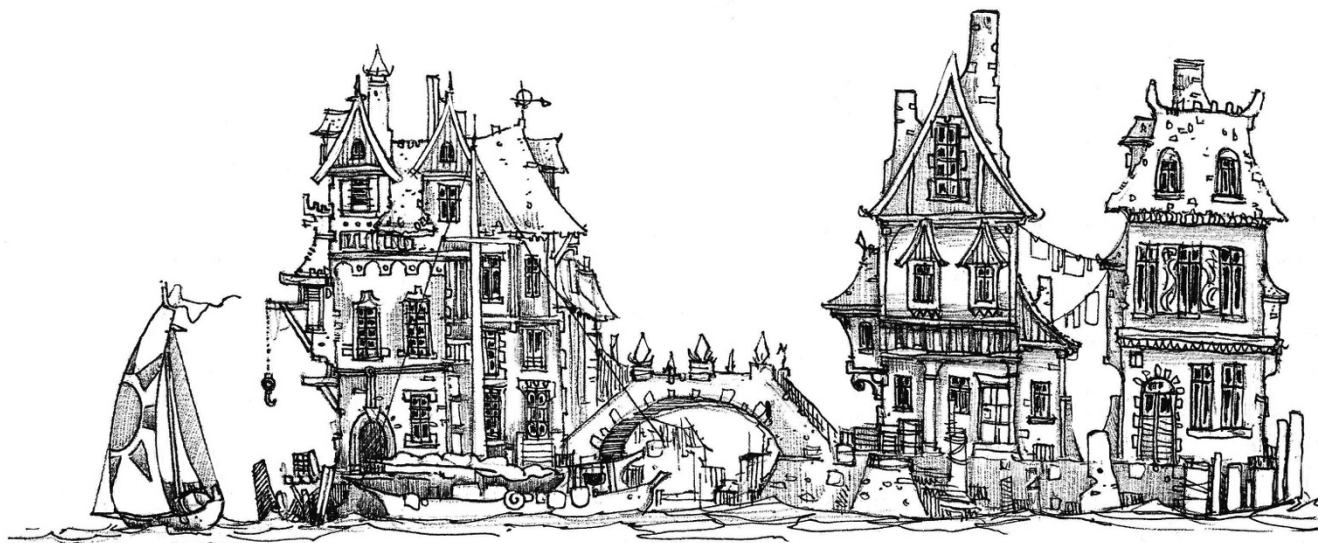
1. **On the Docks:** In this aquatic scenario, traders sail (or row) to the marketplace. They moor on the docks and display their wares on the decks of their vessels. A market of this sort enables traders to travel much further to show off their produce. Those visiting the market can do so on foot or if they wish to dodge the congested gangways they can hire (or use) their own waterborne transport.
2. **On a Bridge:** Bridges are excellent spots for small markets. Travellers must pass every stall, making it easier for the traders to hawk their wares. After all, many medieval bridges had buildings on them—built out over the water! Traders with stalls on bridges could even trade with vessels passing under the bridge, perhaps using baskets on ropes to lower goods to their customers.
3. **In a Church:** Often, churches are some of the largest buildings in a town or city. If the deity has trade or industry in its portfolio it makes perfect sense for the clergy to host a market. The market might not be daily, but it could be weekly—in fact depending on the faith's exact beliefs running a market could in itself be a form of veneration. A market in a church is unaffected by weather and—of course—the clergy of the faith would guarantee the safety of the traders and their customers. Under

the watchful eyes of the clergy, petty crime might also be much reduced making it a safe place to trade or visit.

4. **In a Ruin:** Large ruins make a perfect venue for a market. Such unused places offer more safety and shelter than that offered by the town square. Assuming such a place has an obvious entrance, it means those putting on the market can charge an entry fee for the traders and/or their customers. Such locales are often safer than a normal market square as thieves don't like a restricted number of escape route.
5. **Underground:** Some markets might be literally underground. Of course, the most likely market of this ilk is one that deals primarily in illicit or stolen goods. Other markets may be underground because the traders prefer the darkness—think a dwarven hold trading with the humans in the city above. Also, simply, there may be no space in the city above big enough to hold the market.

Remember when designing your market that some markets can be specialised while others are more generalised. For example:

- A market set underground might deal only or primary with the fruits of the Ebon Realm.
- A market set in a church may deal with items of religious interest such as holy relics, blessed water and so on.
- A market set on a dock may deal with the fruits of the sea—fresh fish, crabs and so on—as well as acting as a place for petty merchants to buy direct from the merchants importing goods to the town.



All too often, encounters with merchants and shopkeepers are little more than dry exchanges, where players whip out their rulebooks and handle the exchanges more or less on their own. While this is fine for some situations, for others merchants need a bit more personality, which isn't always easy to come up with on the spot.

1. **Hildi Borgusdotter, Blacksmith:** Hildi comes from a long, proud tradition of blacksmithing, and often exclaims her forge has been the family's business for generations. Hildi's a tad on the pricy side, and she has little patience for hagglers, quickly taking offense at any slight against her family's masterpieces.
2. **Emil Jarvi, Alchemist:** A lean young man with short hair and a severe gaze, Emil sells a variety of tonics, herbs, poultices and various alchemical concoctions. Though he begrudgingly keeps a supply of the more in-demand potions, he is quick to decry the "overdependence on magic that is currently afflicting our society," and that magic is "too fickle a force to trust with your life."
3. **Sendra Bisset, Haberdasher:** While Sendra is well into middle-age, no one who looks at her would guess it, as she takes great pains to preserve her beauty and youthful good looks. Though her stall specializes in hats of all kinds, including a variety of magical headgear, an odd assortment of gloves, scarves, purses and other accessories can also be found here. Those looking for plain and functional clothes should look elsewhere: her motto is "if it isn't beautiful, it's not worth owning."
4. **Marcis Vincelas, Jeweller:** This handsome young man has long, dark hair, and speaks with a thick accent. Although he is not the owner of the stall, he is quite knowledgeable about his craft, and his incorrigible flirting makes him an excellent salesman, though he drops the act for rich adventurers shopping for magic jewelry.
5. **Johin Nigul, Curio Merchant:** This bald, slightly rotund merchant carefully watches every customer. Irritable and suspicious, he grumbles and complains about "window shoppers," and threatens those who touch his wares with the phrase "you break it, you buy it!" Still, his selection of magic items is impressive, and for repeat customers, he can special-order things he doesn't stock.
6. **Kian Golshan, Weapon and Armour Merchant:** This merchant sports a well-oiled goatee, slick hair and bright, flamboyant clothing. Far from a blacksmith himself, he assures customers he only carries the best merchandise money can buy. He is very fond of arranging little demonstrations which supposedly show off his sharp blades or durable armours, but canny buyers can tell this is all showmanship, and the demonstrations are little more than sleight of hand.

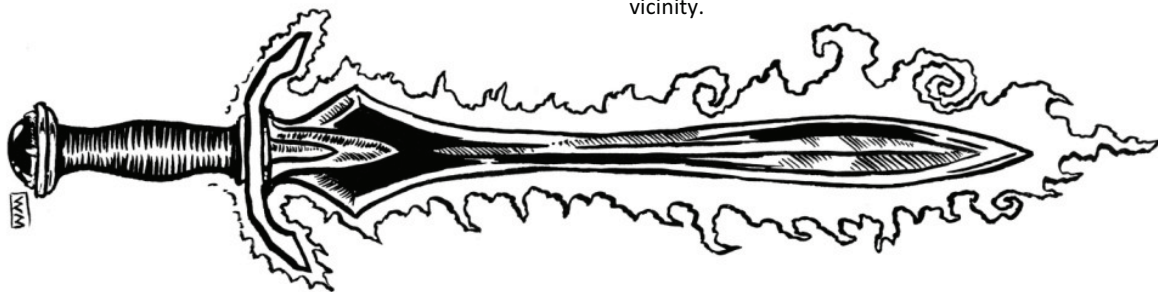
7. **Sabine Gagnier, Baker:** This plump blonde woman loves nothing more than watching a customer enjoy one of her fresh-cooked confections. Her sunny disposition seems to know no bounds, and she is quick to recommend the perfect pastry to solve any problem, or at least make one feel a bit better while they solve it. She offers a variety of potion-infused pastries, which have effects similar to potions but are, in her words, "far more delicious."
8. **Evron Teivel, Exotic Animal Merchant:** This kind-faced man personally trains and works with each animal he sells, and has been known to refuse sales to buyers he thinks can't provide a good home for the animal. If an animal takes a particular liking to a prospective buyer, Evron sometimes offers a substantial discount, especially for less popular animals.
9. **Anila Kleid, Potion and Scroll Merchant:** This elderly merchant recently retired from teaching young wizards at a local arcane university. She brews fresh potions and sells scrolls from the large collection she accumulated over the years in order to supplement her savings. Buyers beware, each purchase comes with a lecture or story of some kind, whether the customer wants it or not.
10. **Ozan Balik, Pawn Merchant:** This hawkish, gaunt man has very sparse grey hair, and peers at customers over half-moon glasses. He has a wide assortment of items for sale, but is also more than happy to buy or pawn interesting objects. A consummate haggler, he routinely overcharges for his sales and underpays for his purchases, and always has a dozen reasons why he can't give a better price.



Adventurers must be wary at all times, and this is just as true in the marketplace as a dungeon. Merchants can be just as predatory as owlbears, and as unscrupulous as kobolds, and usually, a deal that's too good to be true, is just a ploy to part you from your hard-earned gold.

1. This spellbook has an amazingly low price tag considering the numerous powerful spells contained within. Unfortunately, it was stolen, and its previous owner, a powerful wizard, is actively searching for it.
2. This deal is a gold mine—literally! The seller offers the deed to an abandoned gold mine said to still be brimming with gold. While this is true, it's also brimming with ghosts.
3. There's a reason this powerful magic weapon is so cheap: the magic affecting it is temporary, and will only last a few hours.
4. This trained animal, whether a bird, dog, horse or something more exotic, is well trained. Unfortunately, what it's trained to do is escape at the first opportunity and return to the seller.
5. No one wants to pay for spell components, and it's tempting to try to cut corners when buying them. This merchant offers them at a great price, but unfortunately, they're old and stale, reducing the efficacy of spells cast using them.
6. This suit of armour is so inexpensive because it serves as a magic beacon for the seller's friends, a group of bandits who use it to ambush and rob victims. Worse, a command word causes the armour to lock up, effectively paralyzing the wearer.
7. When visiting a new city, having to pay to exchange money for the local currency can be frustrating. Luckily, a kindly monk sitting outside the moneychangers offers to make the exchange for free. Sadly, it's a scam, and he exchanges good coins for counterfeit.
8. The reason this powerful magic weapon is so cheap is because it's haunted by the spirits of those slain by it, which haunt the dreams of whoever owns the weapon.
9. Owning a toll bridge is a great way to make money, and luckily, someone is willing to offer up a deed for one. Unfortunately, the bridge is out in the middle of nowhere, and now sees almost no traffic.

10. Need a new purse after being pick-pocketed? This vendor sells them on the cheap, but each one is enchanted to magically teleport a few coins at a time back to his own coffers.
11. Not all spellbooks are created equal, and while this one contains a great selection of rare and powerful spells, it also contains a number of minor transcription errors that make each enchantment prone to dangerous mishaps.
12. This galleon is available to buy at a very low price, but it's docked outside the harbour. The seller is happy to take prospective buyers out to it, but shortly after they set sail, the unfortunate new owners are press-ganged as galley slaves.
13. This powerful magic weapon is actually the weapon used in a very high-profile recent murder. While it is incredibly cheap to purchase, its new owner may very well be mistaken for the murderer.
14. It's not too hard to find a mage offering spellcasting services for 75% of the normal rates. Unfortunately, she's still learning her trade, and there's a 25% chance of a magical mishap, instead of the spell's intended effect.
15. For only a handful of gold, the map to a buried treasure worth thousands of gold seems like a great deal. Unfortunately, the seller has already sold about 300 copies of the map, and it's unlikely the treasure's still there, if it ever was.
16. The price for the deed to this remote manor house is very generous, and the seller even has a painting featuring it to show off. Sadly, the painting is from before it became a dilapidated, haunted wreck.
17. This potion, sold by an evil death-worshipping cultist, is half the price, but infused with a deadly plague.
18. This magic weapon may cost a little more than one might expect, but it was once wielded by a legendary hero. Or, at least, so the seller claims.
19. A kindly innkeeper, a few miles out of town, offers free room and board for the night, supposedly so you don't have to push to reach town by nightfall, but really it's so she can murder you in your sleep and eat you.
20. Who can say no to a free amulet, delivered by a secret admirer? Unfortunately, the admirer works for an enemy of the PCs, and the amulet allows them to listen to every word spoken in its vicinity.



20 INTERESTING STALLS

Anything can be found in a market, if you know where to look. From meat pies to alchemical ingredients to black market organs, market stalls are as fascinating as they are varied.

1. A greasy man with thin black hair sells live black bats for familiars, arcane components or kibble. The bats chirp and flutter energetically, straining at the leg straps tying them to their perches. Three tattooed elves purchase from the vendor, completing their transactions in total silence.
2. A fat dwarf in a dirty grey shirt runs a stall stocked with hundreds of rotten caramel apples. He absentmindedly bites a soft apple, makes a face of disgust, and then puts it back. The dwarf's white beard drips with melted sugar, apple juices and black seeds.
3. Two elven children, a boy and a girl, sell beaded talismans from a stall shoved to the back of the market. They aggressively hock their wares, but attract little more than annoyed glances from other merchants. A large dwarf swipes a talisman without paying, and walks away as if he cannot hear the children's angry protests.
4. A female gnome, either drugged or incredibly scatter-brained, sells glass baubles. She mumbles quietly to herself, blanks eyes staring up at the sky. However, her wares radiate a complex magical aura noticeable to even the most mundane passer-by.
5. A thin human in a black cloak wrings his hands and mutters to himself. He seems suspiciously eager to rid himself of his stock of rings, bracelets and other fine jewellery. The twin, interlocking scars which run down his forearm look more indicative of ritualistic injuries than battle wounds.
6. A sickly half-orc repeatedly sneezes over his merchandise: meat pies and sandwiches. He makes no effort to clean up the mucus, instead sipping a spicy-smelling tea and wiping his bleary eyes. Despite everything, the meat pies smell of pepper, salt and garlic, and the hearty aroma is delicious. A few faithful customers purchase a snack, brush off the phlegm and eat the meals wholeheartedly.
7. A handsome half-elf merchant flirts with a well-dressed noble woman. She pockets some of the merchant's jewellery when he is distracted, kisses the half-elf on the cheek then turns to leave. The blushing vendor doesn't notice a thing.
8. A tired halfling leafs through one of the many books he has for sale, and barely seems to notice his customers. He adjusts his spectacles and licks his fingers whenever he needs to turn the page, and loudly clears his throat every few moments.
9. Behind a counter lined with mosses and herbs, a mute orc attempts to haggle for her various natural medicines. When her customer leaves in frustration, the orc lobs a handful of mud at the back of his head, makes a rude gesture and sits back down. Evidently, no deal was reached.
10. A strange-looking human with pale flesh and massive eyes sells rare spell components. His accent cannot be placed, and he repeatedly scratches his face. However, his smile and voice charm customers, who cannot help but purchase his wares.
11. A fast-talking human has attracted a crowd by extolling the medicinal virtues of various charms won from tribes in the undiscovered wilds. Despite the slick look of the merchant, the goods appear to be genuine—or at least, alien to those produced by local artisans.
12. A brooding teenage human with facial tattoos, and an obvious great distain for his customers, sells a small variety of wands. Though he makes no attempt to attract passers-by, he scoffs and rolls his eyes when a potential client chooses to move on.
13. A smiling gnome in a yellow dress sells bizarre, eldritch flowers from a small handbag. Many of the flowers move seemingly with a life of their own. She wanders the market, approaching and aggressively selling to anybody who makes eye contact.
14. A dwarf loudly hocks vials of silty water, which he claims are from a blessed spring. A pale, sweaty customer purchases a vial, gags on the liquid and is reassured by the dwarf that the magic is already doing its work.
15. Identical halfling twins put on a short juggling show in an attempt to drive business. The act is entertaining, but their stock of overpriced potions goes mostly ignored. They put on a brave face as the crowd dissipates, but seem stressed.
16. An old woman with black cataracts sells fresh scrolls, penned by her own unsteady hand. Despite shaky script, dozens of customers put down handfuls of coin and thank the lady profusely. She smiles and shakes each one by the hand.
17. An obese half-orc with a malformed leg loudly extolls his wares: fine-looking axes and crossbows of apparent dwarven make. Suspicious dwarves glare at the half-orc, but say nothing. Closer inspection, reveals the weapons bear the marks of orcish craftsmen.
18. A dwarf plays an intense game of cards with a street ruffian, completely ignoring potential customers who walk passed his stall. Evidently his business of potted plants is not doing well. The street ruffian, a human no older than eight, has won several consecutive hands and is coming away with a few handfuls of coppers. The dwarf is clearly getting angry.
19. A gaunt, impossibly tall human hunches in his stall, gesturing at his wares with long fingers and a thin smile. The wet "animal" organs on his table look fresh, and it is unclear exactly what type of creature produces such brains.
20. One stall is unmanned. On the counter, alongside various trinkets and baubles, a sign reads "Take what you need. Leave what you can." A small elf places down a sparking wand and walks away with a cookbook.

20 RUMOURS TO HEAR IN A BUSTLING MARKETPLACE

Wherever people come together to buy and sell, they also exchange news, rumours and gossip. Thus, marketplaces are a great place for adventurers to learn more about the town, its surrounds and recent events.

Not all the rumours they hear will be relevant to the party's needs or have anything to do with their upcoming adventure. They do, however, enable a GM to create verisimilitude and depth to the party's visit to the marketplace.

1. Old Jerad's pies are the sweetest and tastiest in the whole market. They are so good, they must have magic in them!
2. A new fortuneteller has just set up shop in the market. No one knows anything about her, but apparently her predictions are uncannily accurate.
3. The sewers running near to the market are old and prone to blockage (and flood) after heavy rains. When that happens, the marketplace is awash with dirty water and sewerage. It's very bad for business—the mayor should do something about it.
4. A recent rash of pick pocketing has annoyed customers and merchants alike. A thief was almost beaten to death yesterday, in the market.
5. The local lord is reviewing the cost of hiring plots in the marketplace. Everyone expects him to raise prices and the stall holders will inevitably pass this onto their customers.
6. Herac the merchant is boasting of a recent delivery of fine, rare silks. He's planning to personally invite the town's great and good to a showing of his wares, but he has some lesser silks suitable for "ordinary" people.
7. Erinhol Gerst sells wine and ale by the pitcher or cup from his handcart. He wanders the market selling to thirsty shoppers and is an excellent source of rumours. He hears much and charges to pass on his knowledge.
8. Normally, the market is a relatively clean place—the local lord mandates merchants remove their own rubbish. However, more and more people are reporting encounters with large and aggressive rats scavenging among the stalls. It's putting off some visitors.
9. Watch out for Eron Erkle. He is a grocer by trade, but his scales are weighted in his favour and you won't get your money's worth.
10. Berstal the Fabulous is a charlatan. He pretends to be an apothecary, but his remedies never work—in fact, they often make his patient sicker!
11. There was a murder—really a robbery gone wrong—in the market the other day. A mugger picked the wrong victim and got electrocuted to death by a magic spell!
12. Erinhol Gerst (see #7) is really a member of the thieves' guild. He uses his business to spy on potential marks—normally gullible adventuring types!
13. He denies it, of course, but Brastel Enanon's is often accused of selling stolen goods. He denies all charges, and nothing has even been proven but if you buy something from him you might be accosted by someone claiming to have once owned your newest possession.
14. Brestia Nimblefingers is a skilled tattooist much in demand in the local area. Small even for a halfling, she does exquisite work. Word is that she's been trying to imbue her tattoos with magic for years now, but never gets the process quite right.
15. If you've got a pet (or an animal companion or familiar) you'd do well to keep it close in the market; several visitors have complained their animals have gone missing while they shopped.
16. Two rival clothiers are doing their best to put each other out of business. Both send their apprentices to sabotage the other's stall and to steal their customers. Sometimes, a brawl ensues. The Watch breaks things up, but their patience is rapidly fading.
17. Someone is using false coins in the market. They appear to be silver or gold, but are really painted bronze coins. Several merchants have lost sizeable sums and—even worse—the coins have entered general circulation.
18. A hulking half-orc—a monk named Narfu—has set up a stall of sorts. Really, it's more of an entertainment as he performs amazing acrobatic tricks. He bets the audience that no-one is more skilled than he, and thus far he's been proven right.
19. The local thieves use the marketplace to stalk rich marks. Those with much coin to spend should keep their purses close and their eyes open.
20. One of the stall keepers is really a vindictive evil wizard with a vendetta against the local lord. He sells seemingly mundane items laced with subtle curses designed to make the owner more angry and irritable. Several fights have broken out recently, but the wizard's identity—if indeed he exists—remains a mystery.

The rumours above are designed to be relatively generic so they fit into almost any town or city. A GM should modify them as required to fit the flavour of his campaign.

Finally—of course—it is up to the GM if the rumours above are true or false.

20 THINGS TO SEE IN A BUSTLING MARKETPLACE

Once the PCs have crushed their enemies and returned to town to sell their ill-gotten gains, their minds often turn to shopping. Marketplaces are bustling, busy places—they are often the throbbing mercantile heart of a village, town or city. As such, the PCs will inevitably visit such places in pursuit of the things they desire.

1. A small boy quickly slips through the throng, dextrously squeezing between the shoppers and browsers. The PCs may assume the boy is a cutpurse, but in reality he is merely running an errand for his master.
2. A massively muscled man, longsword at his hip, staggers through the marketplace with a large rolled up rug over one shoulder. Unsurprisingly, everyone gets out of the man's way. If asked why he is carrying a rug, he replies it is for a bet. This may—or may not—be the truth. Perhaps the rug bulges suspiciously and an unconscious, tied-up kidnap victim lies within.
3. An obviously wealthy woman strolls among the stalls examining the goods. Two servants—carry various packages and bags—and a mail-clad bodyguard trail after her.
4. Several beggars raise their bowls to passers-by, desperate for even the smallest gift.
5. A bard—employed by a nearby stall holder who has recently taken delivery of a consignment of rare spices—strolls through the throng loudly singing the praises of Master Arman and his amazing spices. If stopped—or if the PCs show any interest in his song—he eagerly directs the PCs to Master Arman's stall.
6. A crowd of people have gathered around a small, nondescript stall. The owner is apparently trying to off-load a consignment of damaged cloth and is selling it at knock-down prices. He could be genuinely trying to get rid of his damaged stock, or he could be a distraction for several pick pockets slipping unseen through the throng.
7. A pair of women stand conspiratorially gossiping in the shade of a tent. They stop suddenly, if approached.
8. A peddler—selling vegetables from a hand cart—trundles by the party calling out his prices. He stumbles and falls, tipping over his cart. Almost instantly beggars and urchins appear and start grabbing up his produce as he desperately tries to both shovel it back into his cart and fight off the swarm of scavengers.
9. A man argues with a store holder, loudly accusing him of selling crap. He waves an axe in the air while doing so. PCs taking any interest in the argument notice the axe head wobbles on its haft as it is waved about.
10. A near-feral dog sniffs its way through the crowd searching for dropped titbits. He follows anyone feeding him.

11. A cat lounges on the awning above a stall, keeping a wary eye on all who pass.
12. Two young urchins caper through the crowd laughing and joking with each other. Their youthful exuberance annoys a trader who suspects they are clearly up to no good and he shouts at them to "be off".
13. Two guardsmen patrol the marketplace, keeping an eye out for arguments and cutpurses. They appear bored, though, and are easily distracted.
14. A dishevelled man—clearly unwell, his tunic stained with vomit—staggers through the crowd (which parts before him). Eventually, he slumps against a wall, muttering to himself. (The man is not ill; he is merely suffering an epic hangover).
15. Two traders argue—and look like they may come to blows; it seems they both paid for the same pitch and neither is inclined to give up his claim.
16. A sudden heavy squall sends everyone running for cover. Stalls with awnings or those within tents, are suddenly very popular and the merchants therein mercilessly press their temporary advantage.
17. One of the PCs—perhaps distracted by the market's sights and sounds—stands in a large pile of horse manure. Unless he fastidiously cleans his shoe, the smell follows him for the rest of the day.
18. The smell of freshly cooked meat wafts over the crowd. Nearby, a merchant selling a hog roast is doing a roaring trade.
19. A carter tries to force his way through the throng, but almost no-one seems inclined to get out of his cart's way. The man is clearly getting more and more frustrated and shouts loudly at anyone wandering in front of his cart.
20. Three finely dress old ladies browse amongst the stalls while chatting loudly. Each is attended by a servant, but perceptive PCs may spot four ruffians intently watching the group.



20 TYPES OF STALL IN A BUSTLING MARKETPLACE

Markets sell an amazing variety of products and goods. No doubt the party will spend some time browsing the various stalls while in town—which can quickly turn the GM's life into a nightmare...

No list of this nature could hope to do justice to the vast profession of items for sale in the typical market. However, some of the more common stall "themes" appear below.

A FEW NOTES

Remember, markets are normally a temporarily thing; at the end of the day's trading, the merchants and vendors pack up and go home. Thus, few truly bulky items are for sale in a normal marketplace; most such items—furniture, statues, vehicles, horses heavy made-to-measure armour and so on—are sold elsewhere.

Also keep in mind, most stalls are set up to deal with the most common denominator—the local villagers or townsfolk—and their needs. Thus, most normal stalls sell mundane items: food, clothing, household goods and so on. Those that sell weapons and armour will likely sell common, cheap—and probably second-hand—items. Exotic or expensive items will be few and far between; such things are better found—or commissioned—at an armourer or weaponsmiths.

Finally, the items for sale on any given stall will be affected by the style and flavour of the settlement. Some merchants may deal in exotic or rare products (such as silk, spices and the like) but in all but the largest towns and cities these folk should be the exception rather than the rule.

SO WHAT'S FOR SALE?

Determine the general category of products sold on a normal, mundane stall using the list below. Each entry includes examples of the things the stall may sell. These are in no way exhaustive.

1. Arms (commonly sold weapons include dagger, axe, short sword, mace, flail, spear etc.) or armour (commonly sold leather, studded, chain shirt, breastplate, chainmail etc.)
2. Cloth Goods (bolts of cloth, wool, silk, thread etc.)
3. Cloth Goods (finished clothes: common, fine etc.)
4. Cloth Goods (rugs, tapestries)
5. Cloth Goods (shoes, boots)
6. Jewellery (cheap: copper, silver, etc.; expensive: gold, platinum; both types including ornamental or semi-previous gemstones of various values)
7. Cosmetics (soap, perfume, cosmetics)
8. Foodstuffs (raw: vegetables, grains, fruits, fresh cuts of meat, eggs, milk etc.)
9. Foodstuffs (pickled fruit, pickled vegetables, dried meats, smoked fish etc.)
10. Foodstuffs (prepared: jams, butter, cream, pies, bread etc.)
11. Foodstuffs (alcohol: wine, cider, ale, hard spirits)
12. Foodstuffs (herbs and spices: salt, pepper, common herbs such as basil, fennel etc.)
13. Glass (glass goods: glasses, bottles, vials etc.) or pottery (jars, plates, bowls etc.)
14. Household Goods (candles, pots, plates, bowls, cutlery, tools, oil etc.)
15. Instruments (small: harp, lute, violin, pipe etc.)
16. Livestock (live: chickens, rabbits, dogs, birds etc.)
17. Metal Goods (nails, pots, pans, horseshoes etc.)
18. Pen & Paper (quills, ink pens, ink, parchment, paper, papyrus, books etc.)
19. Skins & Furs (common: fox, beaver, wolf, bear, otter, etc.; uncommon: winter wolf, owl bear etc.)
20. Service (apothecary, lawyer, translator, fortune-teller etc.)

The above list does not include adventurer-focused stalls such as potion sellers, wizards for hire and the like. Such stalls should be specifically designed or placed by the GM.

10 STALL CHARACTERISTICS

1. The stall is actually a handcart or small pony and trap that moves (slowly) about the market.
2. The stall is nothing but a thick blanket laid on the floor upon which the merchant's goods are displayed.
3. Two similar stalls stand next to one another. The two merchants spend much of their time shouting insults at each other and trying to steal their rival's customers.
4. Two large (and lazy) hounds lounge under this stall's table. They give each customer an exploratory sniff.
5. This stall is a grand tent with the sides rolled up to reveal the goods stacked high within. A worker stands outside, loudly extolling the virtues of its goods.
6. An obviously depressed merchant sits—with head in hands—behind this virtually ignored stall. Trade is not going well.
7. This stall is very popular; a large crowd has gathered in front of it and customers are jockeying for position. The stall's owner cannot keep up with demand.
8. The owner of this stall is sycophantic in the extreme and calls out to anyone passing by who looks like they might have money to spend.
9. Groaning with goods, this stall's trestle tables seem dangerously over filled.
10. This stall comprises a wagon piled high with goods. The owner does business from the back of the wagon while his horse looks on glumly.

CREEPY GRAVEYARD

8 HAUNTS

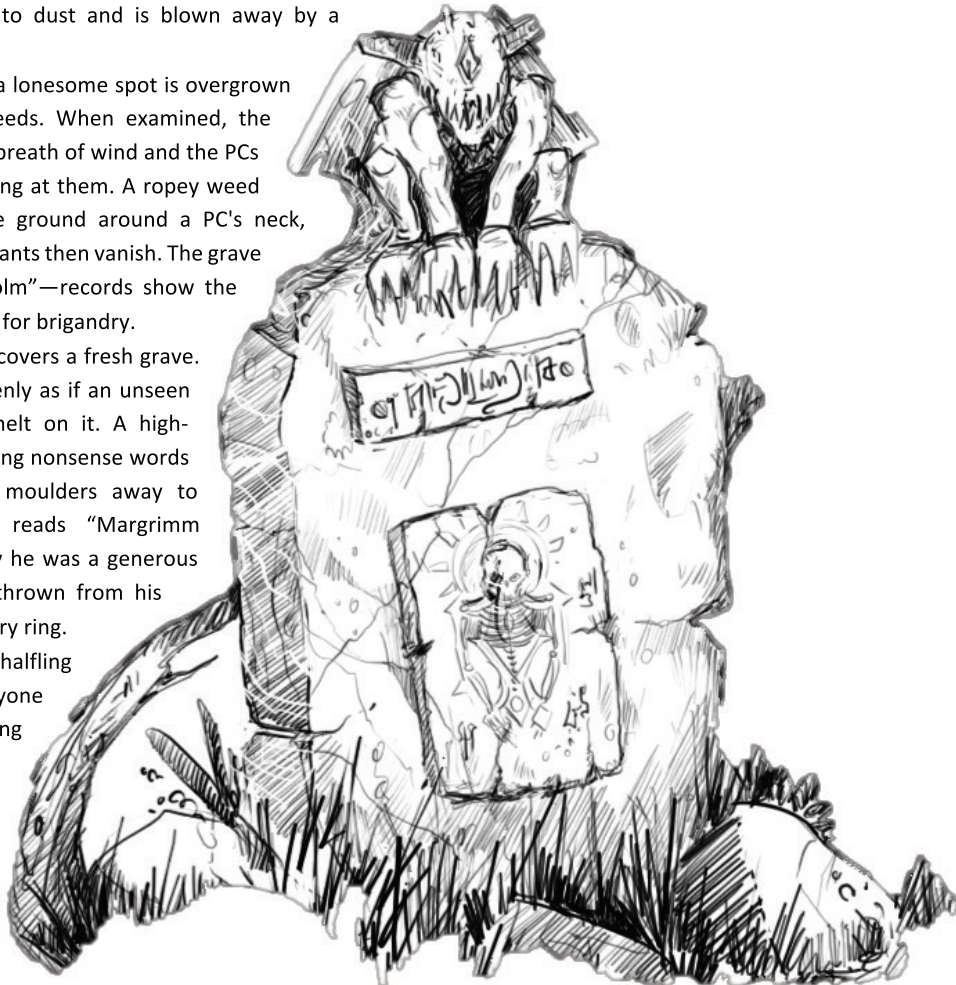
Creepy graveyards are places where the dead rest poorly, if indeed they rest at all. Sometimes minor haunts linger near the place of their burial and may even form the basis of local legends, rumours or stories. Use the table below, to determine what haunts appear to the PCs.

1. An item disappears from a PC's gear as a faint cackling echoes from far away. When looked for, the item is barely visible among another PC's gear, as if the second character had hastily stowed it.
2. The holy symbol on a gravestone cracks violently and dozens of worms pour forth when it is visible only in the corner of the eye. The grave is marked "Anilda Ravenheart". Locals recall this young half-orc woman had a crisis of faith as a result of a sudden illness that killed her.
3. A veiled woman cries out, begging to know where her family's graves are as she runs between markers and sinks to the ground at a nearby intersection. When approached, her veil blows away to reveal a faceless silhouette that asks, "Where is my grave?" before she disintegrates into dust and is blown away by a sudden gust of wind.
4. An unconsecrated grave in a lonesome spot is overgrown and surrounded by tall weeds. When examined, the plants writhe despite not a breath of wind and the PCs feel tangles of plants grasping at them. A ropey weed swiftly twines up from the ground around a PC's neck, forming a limp noose. The plants then vanish. The grave is marked "Noxanna Gorholm"—records show the woman therein was hanged for brigandry.
5. A mound of uprooted lilies covers a fresh grave. The mound crumples suddenly as if an unseen human child or halfling knelt on it. A high-pitched voice chants sing-song nonsense words while the mound rapidly moulders away to nothing. The gravestone reads "Margrimm Suresteel". Local stories say he was a generous dwarven trader who was thrown from his horse after desecrating a fairy ring.
6. A luminous armoured halfling patrols a distant path. Anyone speaking to him or looking directly at him is momentarily wrapped in supernatural silence. The figure gapes and turns as if to run. It then vanishes

while the speaker feels the air briefly grow thin.

7. An open grave with a blank marker seems to be bottomless. Upon examination, a howling wind sucks in dust and leaves from nearby plant while shrieks of anguish and pain fill the air for a moment before the vision passes. The grave is only six-foot deep and shows no sign of disturbance.
8. A small tarnished bell at the foot of an old grave rings as if yanked strongly from below, but the rope isn't connected to anything. The grave is marked "Lorantus Vornmark". Investigations reveal he was an elderly human who died quietly in his sleep. If exhumed, the skeletal remains are curled in the foot of the coffin, surrounded by scratch marks.

If the PCs choose to lay a haunt to rest, the required method should generally relate to the haunt's backstory and probably not involve mere combat. Success may grant boons from the dead unfortunate's relatives or friends. At the least, the folk watching over the graveyard will likely be grateful to the PCs for putting an unquiet spirit to rest.



Graveyards are places of sorrow and loss. Sometimes, those left behind visit the grave of the beloved departed for closure or (one-sided) conversation. Such folk often keep themselves to themselves, but may see things of interest to adventurers investigating strange goings on in a graveyard.

Use the table below, to determine which mourner the PCs encounter:

1. **Irma Varini (N old female human):** Distraught after her husband's death Irma comes to the graveyard daily to talk with her dead partner. She can often be seen sitting by his grave and sometimes she stays for hours. Her husband was obsessed with appearances and so she pays a groundskeeper to ensure the grave is well tended. It stands in marked contrast to other neglected graves nearby.
2. **Kuno Salii (NE young male human):** Bored and lost after the death of his parents, Kuno wanders the graveyard without any real goal or purpose...except mischief. This thin, pale-faced boy still wears the smart, slightly too big clothes he wore to his parents' funeral. Although he now lives with his uncle, he is not above trying to get some gold out of kind-hearted, gullible adventurers.
3. **Hogar (NG male half-orc fighter 3):** Hogar is angry. He is angry at the disease that took his beloved. He is angry at the clerics who failed to cure her. He is angry at anyone who asks him if he is okay. In short, he is angry and he is looking to take it out on someone. In a disheveled state and clutching a wine flask he sits near his lover's grave, drinking heavily and muttering to himself. He does not take kindly to distractions or interruptions.
4. **Aenor Hallin (N female human cleric 1):** Aenor is a professional mourner paid to offer daily prayers at a deceased's grave. She is skilled at fake crying and looks the part—clad in somber black robes and wearing a veil. Always on the lookout for more business, she approaches anyone who appears wealthy hanging around the graveyard, after finishing her most recent prayer. She is softly spoken and respectful, but doesn't have a lot of time for the living (unless she is being paid).
5. **Onni (dog):** With her master dead and buried in the pauper section of the graveyard, Onni has become a graveyard fixture. Her shaggy coat has become a familiar sight about the graveyard; she can often be seen sitting mournfully near her master's final resting place—a pauper mass grave. A sort of minor celebrity, Onni has become beloved by the groundkeepers who have even built her a small, ramshackle kennel under a tree growing in sight of her master's grave.
6. **Herleva Taetel (NE female middle-aged human wizard 3):** Herleva wanders among the graves and tombs searching for long-lost relatives who are said to be buried here...or at least that's what she tells anyone who asks. In reality, she is searching for the resting place of a minor mageling—Lanzo Njars— who died a century ago. Recently, she came across an old diary recounting the mage's burial that suggested he was buried with certain objects of power she craves.
7. **Ivo Ubi (LG venerable male human paladin 2):** Now old, and wizened by the years, Ivo comes to the graveyard to pray at the graves of those of the faith he once knew. He feels cursed to have lived so long—all his friends and comrades are long dead—but is conflicted. Does his long life yet have purpose? Why is his lord not yet ready to call him to his side? Half-blind and partially deaf, Ivo is well known by the graveyard's caretakers—who let him wander as he will among the tombstones.
8. **Eohric (N male human bard 2):** Eohric isn't a very good singer and wanders among the gravestones while trying to compose an elegy for his beloved pet dog, Inga, who he had buried in his family plot. Eohric isn't exactly gifted in the brains department and talks incessantly of his lost love. Only exhaustive questioning reveals Inga was a dog.
9. **Cynric Welwyn (NE male human):** Brawny and strong, Cynric is digging his own dead sister's grave. Muttering while he works, he scowls at all who come near and isn't afraid to tell anyone to mind their own business. Cynric's sister was recently taken by the plague and he nursed her through her final days. A twist of fate—or perhaps a dark, cosmic joke—has rendered him immune to the plague's effects, but still left him a carrier meaning he could potentially infect anyone who spends too much time in his presence.
10. **Liuva (CN female half-elf):** Yet young, Liuva has watched her human mother age and die. Impetuous, headstrong and now utterly shattered by her mother's death Liuva sobs by her mother's grave most days. Bitter, she rails against the unfairness of "her" situation and is looking for answers. Recently, one of the groundsmen—a member of a death cult—has started sounding her out about joining the cult. Liuva is in danger of falling under his sway...

10 THINGS TO FIND IN AN OPEN GRAVE

Adventurers exploring graveyards often discover open graves waiting to be filled. Most such graves are ordinary, but a few may have minor features of interest. Such features may be completely innocent, or they could be a clue to darker goings on in the graveyard.

Use the table below, to generate items of minor interest found in an open grave.

1. A spade stands at a crazy angle at the bottom of the graveyard. A soft cloth hat hangs from its handle, but of the gravedigger there is no sign. A close inspection of the handle reveals a small smudge of blood.
2. A bunch of wild flowers fashioned into a crude wreath lies in the mud at the bottom of the grave.
3. Muddy water has seeped into the grave, turning the bottom into a dank, cloying sludge. A trapped rat swims in the water, but try as it might it can't climb up the slippery muddy sides of the grave to escape.
4. Heaped earth stands next to the open grave. Nearby lies a headstone ready to be erected once the grave is filled.
5. An unattended coffin of stout pine lies in the grave. No one is filling in the grave—in fact no one seems to be anywhere near the grave.
6. At first glance, this grave seems normal and unremarkable. However, a perceptive PC notices the faint outline of a long bulky object obscured by earth. Investigations reveal it is another coffin. It is rotten and has obviously been buried for years.
7. At first glance, this grave seems normal and unremarkable. However, a perceptive PC notices an amulet half buried in the mud. PCs retrieving the amulet discover it bears the symbol of a particularly reviled evil deity.
8. Someone has sprinkled salt over the bottom of the grave and on the mound of earth beside it.
9. The open grave stands near an old tree. The tree's roots break through the grave's walls and floor in several places. Imaginative souls could imagine the roots look like a huge grasping hand ready to receive the coffin.
10. As #5, but the coffin lid is splintered and broken as if from several heavy blows with an axe. The coffin itself is empty.

20 GRAVESTONE INSCRIPTIONS

Adventurers frequently find themselves slipping into cemeteries. Perhaps, they are looking for clues to stop an undead uprising, hunting grave robbers or looking for a hidden or buried treasure. No matter, they are bound to examine many gravestones during their adventure.

Use the table below, to determine what the PCs find inscribed on atypical or noteworthy gravestones.

1. **Vermor Hode:** Beloved husband, father and grandfather.
2. **Raich Ironblade:** She died as she lived, a hero.
3. **Yoskel Wulf:** His bark was worse than his bite.
4. **Celindra Wintervale:** In her too-short time here, she taught us how to truly love.
5. **Luthian Cooper:** He led his brother in birth and in life.
6. **Codren Cooper:** His Brother's Keeper.
7. **Irano Stork:** O Dragonslayer! In death, you were victorious!
8. **Thorell Rockbeard:** Though far from his own people, no dwarf was better loved.
9. **Ranbel Crackfang:** He looked like a monster, but was a better man than most.
10. **Shadvar Hench:** She will never truly die while those she saved draw breath.
11. **Sir Ahelineih Wildleaf:** [Written in Elven] May you sustain the earth in death as you did in life.
12. **Ildver Bail:** Some treasures are worth more than gold.
13. **[Unreadable] Evinmoor:** [unreadable] No more will you [unreadable] the people of [unreadable].
14. **Oldol Blackfire:** He overcame his devils.
15. **Leeness Thistleright:** Death is just a dream, from which we all must wake.
16. **Lady Rilanca Highbarrow:** Your soul calls out for vengeance; may its cries not go unheeded.
17. **Gryphon [unreadable]:** Render unto the Reaper what is due her.
18. **Askal Tams:** The Goblins may have taken his body, but they cannot touch his soul.
19. **Zanvin Tanybar Fezzstersticks:** Are you truly gone from this world, or just gone from this place?
20. **Samtin Howellson:** Even alchemy has its limits.



For most, graveyards are unsettling under the best of circumstances, and it's easy for anything unusual in a graveyard to attract a lot of attention. Unsurprisingly, as places of death and sorrow, legends often cluster thickly about a graveyard.

Use the table below, to determine what rumours might be told about the graveyard, or choose the result you like best.

1. Recent heavy rain, or perhaps a minor tremor, recently unearthed a massive, unmarked grave in an unused corner of the graveyard. No one knows exactly who is buried there, or why, and officials are scrambling to get the bodies sorted and properly buried.
2. One or more famous people are buried in the graveyard, and visitors come from miles around to view the grave; some even leave offerings on it.
3. For the last few weeks, every few nights, a new tombstone is broken, split clean in two, as though it had been cut. So far, there are no leads on who the vandals are or how they're accomplishing this feat.
4. Rumour has it, a particularly notorious thief buried his last big score in the graveyard just a few nights before he was arrested and, eventually, hung for his crimes. Supposedly, he never revealed the treasure's location, and it's still buried, somewhere.
5. An eccentric noble is hurriedly building a massive mausoleum on the grounds. It's far larger and more ostentatious than anything else in the graveyard, and very much out of character for her. Even more puzzling, she is still in relatively good health, so why is she in such a rush for it to be completed?
6. One local comes to the graveyard often, and spends hours there in the afternoon and evening, just sitting under a tree. He has no loved ones buried here, so why does he do this nearly every day?
7. The graveyard used to be a popular spot for young lovers to have midnight rendezvous, until the terrible morning when just such a pair was found gruesomely murdered. More troubling, the killer was never caught.
8. They say the groundskeeper's been here as long as anyone can remember. In fact, some say she died years ago, but has kept doing the job all the same.
9. Supposedly, a local coven of sorcerers, witches and other practitioners of black magic gather in the graveyard one night each month to perform strange and terrible rituals.
10. They say an infamous ladies' man is buried somewhere in the graveyard, and that if you visit his grave and ask just right, his blessing can make the object of your desires fall in love with you.

11. A battle was fought not far from the graveyard a long time ago, and soldiers from both sides fought over the cemetery. According to local legend, on the battle's anniversary, the soldiers' spirits rise up and fight again.
12. In the olden times, a secret tunnel was dug under the graveyard to allow supplies to be smuggled into town in the event of a siege. Supposedly, one of the graves is fake, and actually an entrance to this long abandoned tunnel.
13. The graveyard was cursed by a necromancer who was executed here long ago. Anyone buried within who goes unmourned for a year and a day rises as an undead.
14. All coffins and caskets made in town are lined with lead. The locals say it's to keep wolves from getting inside, but there aren't any wolves for miles around.
15. They say the groundskeeper secretly steals all the bodies of those buried in the graveyard, and that the coffins buried in the graveyard contain nothing but cheap sackcloth dolls. What he does with the real bodies is anyone's guess.
16. For some reason, any flowers left on a certain grave wither and decay completely overnight, until they are nothing but blackened husks by the next morning.
17. Strange lights can be seen in the graveyard at night, but only on foggy nights. Sometimes strange noises can be heard as well.
18. Children tell tales of a murderer so terrible the local lord decreed that rather than execute her, she would be transformed into a ghoul and locked away in a grave, in this very graveyard, to be imprisoned for a thousand years in solitude.
19. Stories are told of a local bandit who was buried in the graveyard, who only had one hand. They say his other hand still lives, and it stalks the night, strangling those foolish enough to enter the graveyard.
20. The groundskeeper has a talent for séances, and can channel the spirit of anyone interred in the graveyard, for a small price.

4 STRANGE SENSATIONS

1. The temperature suddenly drop to near freezing, in the area immediately around the party. After a few moments, it quickly returns to normal.
2. One of the party suffers the growing realisation that someone or something unseen is watching their progress.
3. One of the party feels strangely dizzy and almost collapses. After a five-minute rest, the feeling passes.
4. Shadows cluster particularly thickly about several old grave markers. To a fevered imagination, it looks like the shadows are rhythmically pulsating.

20 SIGHTS TO SEE IN A GRAVEYARD

Adventurers seem to spend a lot of time in graveyards. Whether they are investigating a series of hauntings, destroying a nest of ghouls or merely visiting the grave of a loved one, a graveyard can make an exciting adventure locale.

Use this table, to add minor points of interest to any graveyard the PCs visit.

1. A lone gravestone—much weather worn and overgrown by weeds—stands off alone to one side.
2. A stand of dense trees creates an area of shade. The trees' roots are so dense no graves lie beneath their boughs.
3. A large oak tree stands majestically among the graves. Coloured ribbons and streamers hang from its lower branches and move gently in the wind.
4. An open grave—freshly dug—awaits its occupant.
5. Several spades rammed into a pile of freshly dug earth stand next to an open grave.
6. Three graves lie close to one another. A low iron wrought fence pierced by a single gate surrounds the trio. Within the fence's perimeter, the grass is neat and well-tended.
7. A small shrine decorated with the carved decorations of all the local deity's sigils stands near the graveyard's entrance.
8. Obscured by a thick hawthorn hedge, a shrine dedicated to the god of death stands at the centre of the graveyard. The shrine is little used—except by those recent bereaved. Three grim-faced clerics maintain the shrine, conduct services and oversee the graveyard.
9. A long, low mound covered in wild flowers dominates one side of the graveyard. Here are buried the victims of some long ago disaster—perhaps a plague, war or large fire that ripped through the town.
10. Low hedges heavy with blooms divide the graveyard into sections.
11. Four men carry a coffin through the graveyard. A weeping man helped along by a grim-faced priest follows in their wake.
12. A large crow—its black feathers glimmering in the light—perches atop a gravestone and caws loudly when anyone approaches.
13. A cluster of people stand around a grave, arguing loudly and gesticulating wildly.
14. A lone figure stands in the gloom beneath a stand of trees. He seems to be watching the graveyard intently, but if approached disappears into the shadows.
15. The wind moans among the headstones.

16. Wind chimes hang from the branches of the trees scattered about the graveyard. When the wind blows they create a discordant clamour. The locals believe this keeps the ghosts of the dead in their graves.
17. A stonemason is on his knees in front of a grave carving something onto a headstone. He could be making a correction to a carving, finishing a decorative carving or adding graffiti to the grave of a hated rival.
18. Dark clouds hang over the graveyard, casting the whole area into gloom.
19. Several of the gravestones are topped with half-melted candles. Their wax has dripped down and dried on the face of the stone. The dried red wax looks like old blood.
20. Suddenly the birds pecking among the graves or perching in the surrounding trees all fall silent. Moments later—in the sudden quiet—they take flight.

10 STRANGE SOUNDS

1. A rustle in the bushes off to one side hints at something small scurrying about.
2. The wind plucks at the party's cloaks, as it moans through the graveyard.
3. Faint sobbing, from behind a gravestone, reaches the party's ears.
4. A tree's bare branches clack together as a faint wind gusts through the graveyard.
5. A faint, indeterminate whispering assails the party's ears.
6. A large black crow perched on a gravestone far from the path caws loudly before taking to the air. It circles the party twice before flying away.
7. Snatches of conversation reach the party's ears. The words "dead", "burial" and "rise" are discernible, but there is no one nearby.
8. Somewhere unseen behind the party, a dog starts howling. The howling continues for a minute or two before abruptly stopping.
9. The grunts of exertion and sounds of picks and shovels cutting into the earth show gravediggers are hard at work.
10. Loud wailing echoes through the graveyard. Investigation reveals a mourner kneeling before a freshly filled grave seemingly inconsolable with grief.



20 STRANGE MAUSOLEUMS TO DISCOVER IN A GRAVEYARD

The mansions and castles of the graveyard, mausoleums are almost always built to impress, and many are constructed with unusual features that reflect their owner's proclivities or personality. These houses of the dead are often grim, looming landmarks in graveyards, and are built to attract attention.

Some mausoleums stand out even amongst this remarkable crowd, and can be said to be truly strange. Use the table below, to add a little flair to a lonely mausoleum, or choose the result you like best.

1. This entire mausoleum is made of an unusual blood-red stone. The local groundskeeper swears that every time there's a storm, the lightning only ever strikes the mausoleum, although the structure bears no sign of any damage.
2. A ghostly figure can sometimes be seen pacing restlessly outside this mausoleum at night. In truth, the ghost is an illusory image of the mausoleum's occupant, which was once always present, but which has become unreliable over the centuries.
3. Belonging to an eccentric nobleman, this ornate mausoleum holds the remains of his most prized hounds. The outside is decorated with gargoyles and bas-reliefs shaped like dogs.
4. Only three feet high, but completely to scale, this mausoleum features tiny figures engraved on its sides, needle-like spires and a plaque too small to read. If the miniature door is opened, the building is hollow, containing only an urn.
5. The interior of this mausoleum features a trapdoor, which opens over a horrific pit filled with dozens of corpses heaped haphazardly atop one another.
6. This grand mausoleum takes the shape of a tower, unlike the short, squat structures beside it. A blue/green light shines from its zenith on most nights, but is dark on the last night of each month.
7. The interior of this mausoleum is a single, large room. Rather than sarcophagi or biers, the mausoleum's inhabitants sit in elegant chairs around an oak table, which is set for a tea party.
8. Made entirely of smoked glass, one can just faintly make out the biers standing within this sealed mausoleum. Occasionally, locals report seeing a hazy figure moving inside, or hearing the sound of something tapping on the glass.
9. Known locally as the Banshee's Tomb, a strange singing sometimes emanates from this mausoleum. By day, locals insist it's just wind whistling through cracks in the building, but at night, they're less confident.
10. This massive mausoleum is carved to resemble a sleeping dragon. The entrance is in the dragon's mouth, and the long, narrow corridor serving as its neck leads to the main chamber.
11. There are no rumors that this mausoleum houses the undead: the four zombies standing guard outside it night and day are

plain to see. Devoted servants of the demanding lord interred within, they serve him even in death.

12. A cleverly disguised elevator descending into catacombs below, this plain-looking mausoleum is rather sparse inside and out. Its lone sarcophagus is empty, other than a hidden lever that operates the elevator.
13. Something about this mausoleum attracts the undead. Any mindless or semi-intelligent undead creatures coming near, even those controlled by magic, suddenly stop what they are doing and head straight for it, standing outside its door patiently.
14. This grim mausoleum is constructed entirely of bones, which have been painstakingly mortared together like bricks to form a solid structure.
15. Built in a swampy hollow in the graveyard, usually only the roof of this mausoleum is visible above the muck. By speaking a magic word known only to the family owning the crypt, it can be made to rise, allowing entrance.
16. The entrance to this mausoleum is bricked up. The bricks are clearly a much later addition, and seem to have been laid with haste, more than care.
17. The door to this mausoleum appears to be locked from the inside, and the door features both a knocker, and a small viewing slit that can be opened only from within.
18. This mausoleum is only present in the light of a full moon. At all other times, the plot it occupies is simply a vacant patch of grass.
19. This mausoleum glistens in the moonlight, and close inspection reveals it is because a clear, ectoplasmic slime is seeping from its walls.
20. Barely recognizable as a mausoleum, this 12-foot-tall obsidian obelisk features a door on one side, and just enough space on the interior for its occupant to stand for all eternity.



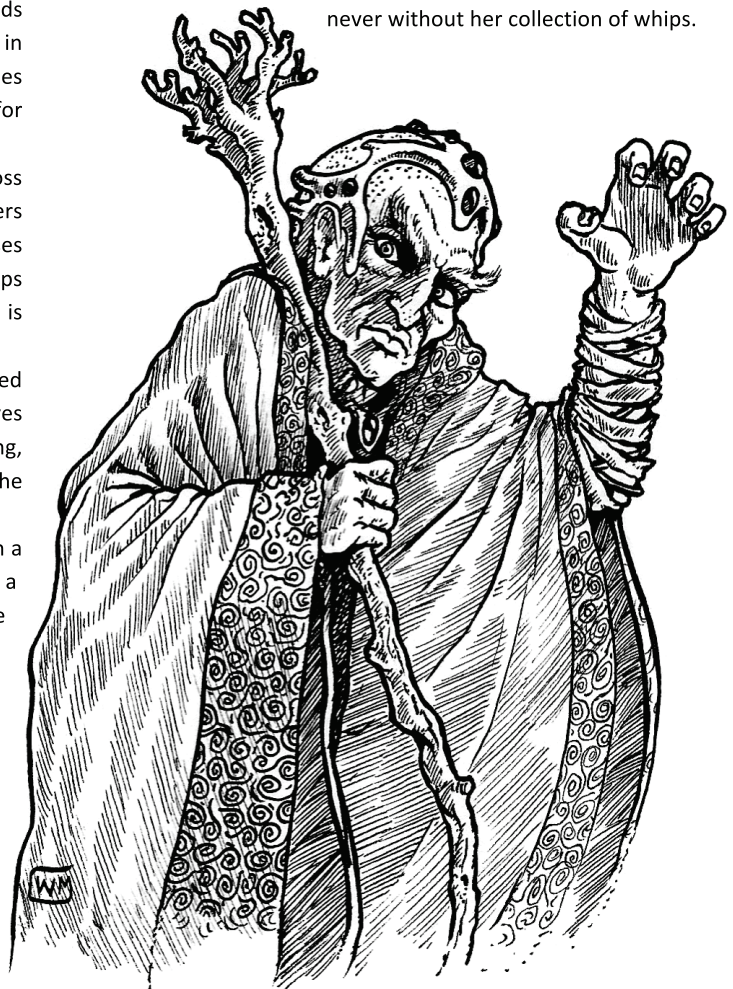
CULTIST'S LAIR

10 CULTISTS WITH PERSONALITY

Cultists come from all walks of life. Many maintain a façade of normality, allowing them to hide among an unsuspecting society; others are far too deranged or dangerous to escape notice.

1. **Tanathrax:** A tiefling with red scales, slightly glowing amber eyes and a stubby tail, Tanathrax is convinced he comes from a draconic, rather than fiendish, bloodline. She involves herself in the cult as an enforcer, but intends to subvert its goals to suit an ancient red dragon who has no idea Tanathrax exists.
2. **Pendrake Abrogast:** This rakish blond haired, blue eyed noble enjoys the benefits of his conventional good looks. He is known for his dalliances with all genders and debauched parties he throws at his estate. During days when he “nurses a hangover,” he actually participates in cult rituals, usually with the same people he partied with the night before. He believes the titled shall inherit the world and looks forward to the total subjugation or annihilation of the lesser folk (except those required to serve him).
3. **Nelva and Quentin Indra:** This affable halfling couple once adventured together, but retired to open their general goods store. The grey-haired shop owners get to know everyone in their store and have remarkably keen recollections for names and faces. They are astute observers and keep an eye out for potential victims or recruits.
4. **Valdrin Boke:** Valdrin has dirty blond hair and scars crisscross his body, but his face is injury-free. He wields a pair of daggers named after lesser beings associated with the cult, and uses them for murders committed in the cult’s name. The cult keeps him on a tight leash, but occasionally he escapes—or is released—to carry out his “sacred” duty.
5. **Felice Granger:** Felice has dark brown hair that turns bright red when she engages in her favourite activity: arson. She believes she can conjure forth actual hellfire. She has shown a surprising, yet unreliable, ability to start fires with a thought, which she believes comes from her invisible guardian devils.
6. **Pastoran Fenn:** Pastoran is a softly-spoken gnome cleric with a warm personality. He wears no holy symbol, claiming he is a servant of the people rather than some unseen deity. He enjoys spreading hope only to see it crushed afterwards and often convinces seriously ill or near-dead people to take their lives while he watches.
7. **Odette Varyan:** Odette, a human woman with dark brown skin, lived a sheltered life, overprotected by her father and older brothers and resented it. However, when she found her purpose in the cult, she realized she could use her perceived helplessness to her advantage. She pretends someone is following her or targeting her to lure unwitting protectors to their dooms.

8. **Ghena Haroth:** This female half-orc paladin serves in an organization with nobler goals than many cults, but the tyrannical regime she seeks to subvert refers to it as a cult. She is gruff and slow to make friends, partially out of distrust and partially out of knowledge that her comrades have short lifespans. She often makes difficult decisions about peoples’ lives, causing her to seek atonement for her actions on a regular basis.
9. **Mervynne the Prognosticator:** Mervynne is a human man with tight, curly hair who makes a living as a fortune teller. While many of his fortunes are part of a convincing act, the proceeds from which fill the cult’s coffers, he has some powers of divination. Specifically, he seems to be able to identify people whose paths intersect with the cult’s plans.
10. **Tessa:** This half-elf woman leads the Twilight Performers, a carnival troupe, and she is the resident “beast tamer.” She often gains the trust of settlement leaders by stopping a rampaging monster—typically one she releases herself, but she does not pass up a convenient opportunity. She is never without her collection of whips.



20 THINGS TO FIND IN A CULTIST'S LAIR

Cultists' lairs and homes contain strange items and objects related to their aberrant faiths, giving possible clues to their motivation or plans.

Some of the objects below might be displayed prominently in a cultist's home while others—particularly the more gruesome—may be hidden.

1. A large map of the nearby local populace. A number of houses of prominent townsfolk are circled though several have Xs through the circle.
2. Ten strangely feathered animal masks—each one as unique as its corresponding robe.
3. A small library of strange, forbidden, and in some cases heretical, books. To the right buyer, the collection is worth 200 gp.
4. A collection of five ornate knives (worth 50 gp in total) with strange creatures worshipped by the cult engraved in the blades and hilts.
5. A large straw effigy of a prominent local. Parts of it have been singed with fire.
6. A large, human-sized cage. Spots of dried blood stain the metal floor.
7. A long scroll displayed prominently inscribed with the cult's ideology.
8. A small alchemist's lab with the ingredients to create five doses of a sleeping poison (save against poison or fall unconscious for 1 hour). The ingredients are volatile and likely to explode (4d6 points of fire damage) if not handled properly.
9. Six sets of well-used manacles stained with old, dried blood.
10. Three fine silk robes (worth 25 gp each) emblazoned with holy symbols relevant to the cult. The robes belong to the cult's highest ranking members.
11. A collection of fine silver and golden religious objects (worth 50 gp total) stolen from a local temple.
12. A crudely sketched floorplan of a nearby garrison. Notes detail several possible scenarios to surreptitiously gain entrance.
13. An exquisite noble's outfit (worth 50 gp). In the pocket is potion allowing the imbiber to change their appearance (as *disguise self* or similar illusion spell).
14. A mummy wrapped corpse with an amulet (75 gp) displaying a deity or creature important to the cult. The mummy's funerary wrappings indicate it was once a prominent member of the cult, now revered as a holy figure.
15. Four sets of uniforms belonging to the nearby town guard or local militia replete with the appropriate weapons and armour.
16. An eight-piece silver dining set (worth 40 gp) inscribed with images and motifs important to the cult.
17. Fifteen plain holy symbols hanging from a series of pegs. The holy symbols depict symbols and images meaningful to the cult.
18. Seven sealed scrolls containing missives to seven different people. The missives are written in code and need to be deciphered.
19. A long, rambling pamphlet describing daily religious routines for the cult's members to conduct and penalties for not doing so. Studying the pamphlet gives the PC a +4 bonus if attempting to disguise himself as a cultist.
20. Eight vials containing human hearts floating in a preservative fluid. Each vial contains a label with a name written on it belong to a missing person in a nearby settlement.

4 UNHOLY BOOKS

1. **Tome of the Tentacled Masters:** Little more than a collection of deranged ramblings about "the questing tentacles in the dark" this book has been handed down from cultist to cultist. Several different hands are evident in its writings.
2. **Libram of Ineffable Damnation:** This small, exquisitely bound book, describes—in excruciating detail—various torture and sacrifice rituals designed to consign the soul of the unfortunate subject into the clutches of various devils and demons. Several of the pages have dried, bloody fingerprints on the pages suggesting they may have been consulted mid-ritual.
3. **Tome of the Sibilant Terror:** Detailing many inventive and sadistic techniques for inducting new members into a cult, this tome is part "recruitment manual" and part blackmailer's handbook. Several notations in the book indicate various techniques are perfect for several named folk dwelling in the surrounding community.
4. **Unnamed Book:** This book has a plain cover and is untitled. Readers exploring its contents discover it is a diary of sorts chronicling the rise of the local cult. It provides a detailed history of its activities, victims and members. It is a useful resource to help the adventurers track down any cultists that have thus far escaped their notice.

20 THINGS TO FIND ON A CULTIST'S ALTAR

It seems, adventurers are always invading fanes dedicated to evil powers, slaying their adherents and looting their valuables.

Cultists worshiping evil powers perpetrate unspeakable, terrible acts upon their altars. The altars are the centrepiece of their foul rituals and such places are rarely without ornamentation or implementation.:

1. A curved bronze knife encrusted with dried blood lies next to a beaten copper bowl similarly covered in blood.
2. A black velvet cloth covers the altar. Atop it, a polished skull, fashioned into a drinking cup, stands on a small beaten silver tray along with a stoppered clay flask decorated with lewd images of demons cavorting with humans.
3. A small silver tripod holding a stone bowl along with several pots containing foul-smelling herbs have been neatly arranged on the altar.
4. Dried blood has stained this stone altar a foul brown/black colour. The surrounding floor is similarly stained.
5. A three-pronged candlestick filled with red-hued candles stands in the exact centre of the altar. The candlestick is designed to look like a pair of lovers entwined in the midst of a particularly lewd act.
6. A wide oval bowl set atop the altar contains several rotting and shrivelled hearts.
7. A low pile of skulls—all bearing the signs of violence—covers the altar top. Emerging from the centre of the pile is a single thick blood-red candle.
8. A thin book—covered in some sort of aged leather—lies on the altar. It is kept shut by a ribbon woven from long, golden hair. The ribbon is frayed and speckled with dried blood.
9. The shattered shards of a mirror—laid out in a rough approximation of how the mirror would have looked when whole—lies on the altar. One large part of broken glass is conspicuously absent. The glass of the shards present seems suspiciously clouded in places as if the mirror has trapped the image of the last thing reflected on its surface.
10. A single, foul-smelling burning candle stands atop the altar in the centre of a pool of wax that almost covers the altar top. The candle's flame dances wildly, as if caught in a strong wind, but no wind is present in the chapel.
11. Channels cut in the altar top lead to a central depression with a small hole at the centre. Clumps of dried blood fill the channels and central depression. A small knife, point towards the depression, lies at the head of the altar.
12. A thick tapestry covers the altar. The tapestry depicts angels being slain by a rampaging balor wielding a huge sword wreathed in dark energy. The tapestry is obviously old, but is in good condition.
13. A battered helmet, the stump of a broken horn and a bent holy symbol crafted from blackest obsidian lie on a scarlet velvet pillow.
14. A set of five matching daggers is laid out on the altar. Each of the daggers has an oversized, two-handed handle and flecks of ruby set its pommel. Each also has a litany to some dark power etched in Abyssal runes along the blade.
15. A scythe lies on the altar. Dried blood covers its blade, and wisps of blond hair are stuck in the blood.
16. Niches—seven in total—have been carved into the altar's surface. A polished skull—its top removed—fills each niche. A different type of incense fills each skull.
17. The slashed and bloody tabard of a servant of good—decorated with the wearer's patron's symbol—lies on the altar. The tabard conceals other trophies including a partially melted silver holy symbol, a battered mace head and the bones of a severed hand.
18. A skull stands at each corner of the altar. A dagger has been rammed through the top of each skull, and tied to their hilts are red, scarlet and purple streamers.
19. The altar is riven with a multitude of cracks. Bent and hammered coins—silver, gold and platinum—have been forced into the cracks—perhaps as offerings...
20. A low "fence" of leg and rib bones surrounds the altar. The altar itself comprises a great mass of bones glued together in some unspeakable fashion. Three great horns emerge from the mass of bones; from each hang small banners depicting the symbols of various evil powers.

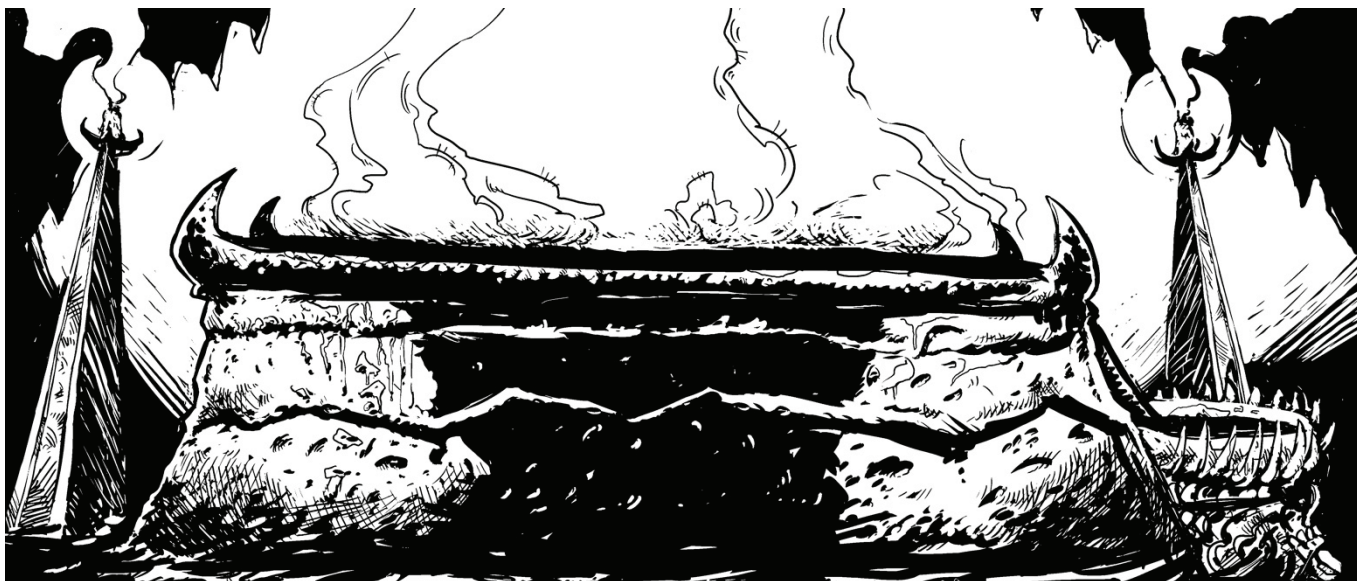
I 2 SMALL ITEMS FOUND ON ALTARS

1. A small instrument (a bell, gong, cymbal, chime, drum etc.)
2. An unholy symbol.
3. A prayer book.
4. Bones
5. A vial of unholy water.
6. A dagger or knife (probably blood-stained).
7. An offering bowl (possibly blood-stained).
8. Candles or a lamp.
9. An idol
10. Incense burner
11. A ceremonial mask
12. Offerings left by the faithful.

20 THINGS TO LOOT FROM A CULTIST'S BODY

Depraved followers of forbidden or forgotten powers of fell, sinister mien, cultists often collect items of profane significance to their unspeakable practises and services.

1. A polished knucklebone wrapped in a scrap of thin, red cloth.
2. A three-inch high gold statuette depicting the cultist's fell patron. The statuette is crudely made (or is incredibly old and has become worn and dented through the ages).
3. This scarp of crumbled parchment bears the name of a half-dozen locals. None are cult members; instead this is a list of potential members (or perhaps a list of potential sacrifices).
4. A broad belt finished with a snarling demon head buckle holds up this cultist's trousers. The belt has a small secret compartment that would sit in the small of the back of the wearer big enough to hold a small unholy symbol.
5. This cultist's dreary brown cloak is double lined has a black inner lining. Its cowl is particularly capacious.
6. This curved iron dagger has dried blood on the tip. The cross guard is slightly wobbly and cured leather is wrapped around the weapon's handle.
7. This cultist wore a circlet of beaten bronze. The circlet—plainly old—has four empty settings, which clearly once held precious gems or some other form of decoration.
8. Wrapped in cloth and hidden in a large belt pouch lies a small (unholy) prayer book. It has a battered, mildewed cover.
9. A bloody work rag—used to clean a bladed weapon recently—fills this cultist's pocket.
10. This cultist has pierced his nipples (and several other parts of his body). In total he wears six silver piercings. Each is worth 1 gp, but removing them requires them to be cut out.
11. A list of the party's names along with brief descriptions of their appearance and assumed abilities.
12. A plain copper bracelet encircles this cultist's left wrist. Several small charms—demon heads, claws and other fell things—hang from the bracelet and quietly jangle when moved. The charms are well made—but odious. A dealer in exotic art might pay 10 gp for them.
13. This cultist's shirt has a secret hidden compartment on the left side at the waist. Within, perceptive PCs find a scrap of parchment extolling the virtues of the cult's dark lord and the cultist's signature under a pledge of allegiance.
14. Hidden at the bottom of this pouch, in a small semi-hidden pocket is a small golden coin. Practically worn smooth by time, the outline of some elder personality's profile is just visible.
15. A slender chain around the cultist's neck supports a small wooden unholy symbol of the cult's lord. The cultist's name is etched on the back of the symbol.
16. Deranged ramblings—"the lord's vengeance", the "end of all things" and a "blood sacrifice"—cover this scrap of parchment.
17. A small sack full of blood-soaked earth destined for the cultist's garden; he believes it gives his crops a "certain taste".
18. A vaguely human-shaped fetish comprising pieces of string, hair and straw. (The fetish represents the cultist's hated neighbour who he has cursed).
19. A thigh bone wrapped in cloth and crudely etched with a number of deep incisions. The meaning of the plentiful marks is not immediately clear, but could be a count of the number of sacrifices the cult has made to its fell patron.
20. A diary of sorts detailing the cultist's struggle with the cult's unholy, distasteful practises. The writing reveals the cultist to be a reluctant member of the cult (at best) who dreams of fleeing the locality to begin a new life far away.



20 MAGIC EFFECTS ON AN ALTAR

During their adventures, heroes often invade fanes dedicated to evil gods and slay the degenerate worshippers lurking therein.

Such shrines always have an altar at their heart. The site of horrific sacrifices and debauched rites, many altars are protected or augmented with magical effects. Some are of relatively minor power while others could spell the doom of those investigating the fane.

1. Heatless flames writhe atop the altar providing illumination equivalent to a bonfire. The flames leap 5 ft. into the air and never go out. They obscure the altar top itself, making it hard to see the hidden secret niche hidden therein.
2. This overly tall altar is of mortared stone upon mortared stone. The mortar comprises the ground down bones of several champions of good, which binds the heroes' souls to the altar. Destroying the altar releases these spirits. Any sentient creature coming within 20 ft. of the altar hears pain-laden whisperings emanating from its stones.
3. The area around the altar is intensely cold. Frost clings to the altar itself and surrounding floor, making the floor slippery. Cold-based spell cast within 30 ft. of the altar take effect as if the caster was one level higher than normal.
4. Four balls of obviously magical light hover in the air above the altar. They give off a lurid, green glow each equivalent to a torch. Anyone touching the altar can mentally command the four globes to fly anywhere in the chamber.
5. Strange whisperings emanate from the altar. These whispers grow louder or fade away depending on how many evil aligned creatures are in the chamber. However, they never completely cease and explorers may believe the altar is possessed. If they grow loud enough to be heard, listeners can ascertain the whispers are tinged with pain and are a litany of praise for an evil god.
6. A line of skulls is mortared into the altar about three-foot above the ground. Unnatural, magical darkness lingers within the skulls' eye sockets.
7. Lurid, disturbing frescos depicting horrific acts of violence and torture decorate the sides of this altar. Further augmented by a powerful illusion, the figures in the frescos seem to shudder and writhe in pain.
8. Powerful magics pervade the altar and the area immediately surrounding it. Within this zone, all sound is greatly amplified making even the quietest whisper or groan of pain as loud as a shout.
9. The smell of ozone hangs heavily in the air around this altar adorned with thick manacles. An obsidian dagger lies on the altar. Anyone approaching the altar carrying or wearing metal armour or weapons is struck by a minor electrical discharge (2d6 electrical damage).
10. A permanent sphere of darkness is fixed to the altar; no nonmagical light sources can illuminate the surrounding area.
11. An illusion cast around the altar creates the image of mist continually rising from the floor. The mist provides concealment for objects and creatures further than 5 ft. away and cannot be dispersed by normal means (such as conjured wind and so on). Individuals who know of the illusion can see through the mist without penalty.
12. A prayer dedicated to the dark powers of the fane is etched into the stone of the altar. Anyone reading the prayer hears dread whispers, urging the affected to kneel and worship.
13. A faint, sickly purple glow illuminates the altar providing light as a candle. This glow expands to cloak anything or anyone touching, or placed on, the altar.
14. Small holes in the altar top expel a strong breeze causing the permanently flaming torches set in wrought iron sconces atop the altar to dance wildly.
15. A protective circle is carved into the floor around the altar. Picked out with silver, it acts as a *magic circle against good*. Damaging the silver ends the affect.
16. A tall banner hangs from the ceiling directly above the altar, depicting the symbol of the altar's deity. A strong burst of wind continually affects the banner making it writhe and flap. Consequently, it is slightly colder around the altar than normal.
17. The altar is constructed of nothing but dozens—perhaps hundreds—of closely packed leg and arm bones. These fell remains emanate a constant unholy power.
18. The altar is the site of many contacts with creatures from beyond. The repeated use of such powerful magic in the locality has created a bridge of sorts to certain powerful, alien beings. A character asking questions within 15 ft. of the altar is assaulted with strange visions, alien thoughts and terrible feelings that haunt his mind.
19. A variant stone-forming magic affects the altar. The effect runs continuously and the altar's form is in a constant state of flux. While it always retains the general form of an altar, small details such as carvings, channels to catch the blood of sacrifices and so on appear and disappear seemingly at random.
20. A highly polished skull sits on a black velvet cushion atop the altar. A shard of obsidian fills one of the skull's eye socket. The obsidian is the key to a magic prison of a paladin in stasis. Even dastardlier, a defensive circle surrounds the altar which stops the paladin's soul from escaping...

20 VILE THINGS TO FIND IN A CULTIST'S LAIR

Cultists often seek out terrible deities and alien entities in their quest for power and to further their nefarious ends. They often use profane and vile accoutrements in blasphemous rituals to venerate their terrible, fell masters.

1. Ten blood red candles containing teeth and fingernail clippings. When lit, the candles smell of fresh blood.
2. Three suits made from humanoid flesh and decorated with animal skulls, fur and feathers.
3. The faint outline of a summoning circle. Black, acrid smoke drifts up from it—seemingly from nowhere—and the air smells like tar.
4. Four humanoid skulls inscribed with symbols pertaining to the cult. Slips of paper with names written on them are stuffed into the skulls' mouths.
5. Three golden statues of local, good-aligned gods stained with fresh blood.
6. A gold encased skull of a demon or devil (worth 150 gp). The eyes glow dimly—and sinisterly—red.
7. A 10-foot tall sculpture of a deity, entity or creature the cult reveres made from various parts of human limbs sown together. Smoke constantly drifts from the statue's nostrils.
8. A pool filled with a strange, red fluid gives off a silver glow. It's not poisonous or magic but leaves a luminescent glow behind if smeared on anything. A horned, humanoid skull rests at the bottom of the pool.
9. The burnt remains of sacred holy texts and items smoulder on an obsidian altar.
10. This 3-foot tall idol of a squamous creature constantly oozes a thin, milky and slightly caustic ooze (and deals 1d4 acid damage if touched).
11. The tattered wings of an angelic creature are pinned to the wall with black, metal spikes.
12. A number of jars of various sizes containing the pulsating organs of a demon; all emit a stench of brimstone, if opened.
13. Six corpses lying on slabs and awaiting reanimation—their hands have been removed and replaced with cruel looking weapons grafted onto the corpses' arms.
14. The skeleton of some giant, painted black and engraved with unholy rites. It occasionally trembles slightly.
15. Two matching drinking vessels made from unicorn horns stained red with blood.
16. A gorgeously illuminated holy text except the images of the good deity and its servants have been replaced with demons, devils or other strange creatures.
17. An altar fashioned from the small skulls of numerous tiny fey. Bloody tears weep from their sockets and the air around it smells like spoiled milk.
18. A pool filled with a green, viscous slime emitting a smell of decay and cinnamon.
19. A skeleton, half-dissolved, lies within a summoning circle inscribed with pulsating runes.
20. Four necklaces made from the teeth of an angelic creature and onyx (each 150 gp each; if worn by a good-aligned creature they emit a profound aura of sadness).

There is a 25% chance that touching a profane object has disastrous consequences.

1. The PC is possessed by an alien entity until the next time he sleeps.
2. A surge of profane energy envelops the PC, dealing 2d6 damage.
3. The PC sees horrific visions for the next hour, taking a –2 penalty on all rolls.
4. The PC's alignment turns evil for 24 hours.
5. An evil outsider (demon, devil etc.) appears and is quite angry.
6. The PC can only speak in an ancient, alien language for the next 24 hours.
7. Worms and insects crawl out from the earth and woodwork wherever the PC goes for one week.
8. The PC learns the true name of an evil entity who now wants that PC dead.
9. The PC has terrible nightmares of a vile, rotting city; he cannot regain hit points through rest for one week.
10. An evil doppelganger of the PC appears in a nearby settlement and causes mayhem and chaos.





CURIO SHOP & PAWNBROKERS

INTRODUCTION

Curio shops. flea markets. Pawnbrokers. Adventurers normally find treasure deep in a dungeon guarded by some terrible monster. They wrest it from mighty dragons, marauding orcs, cowardly bandits and all manner of other foes.

Sometimes, though, the PCs find treasure where they least expect it—and sometimes it hardly costs them anything at all!

Adventurers returning from their latest heroic exploit need to sell their loot. Curio shops, flea markets and even pawnbrokers are excellent places to offload items that more mainstream merchants and traders turn down. Such places are often crammed with strange odds and ends. Much is junk, but a few pieces could be interesting, valuable or both! (Or could even be the start of the PCs' next adventure).

CREIGHTON'S ASIDE

As an aside, I got the idea for this supplement after my players spent several hours searching the stacked shelves and storage

bins of Raisa's Curios (a pawn and curio shop in the city of Languard) in my sporadic campaign—*Adventures in Shadow*.

(I love my job—I get to work on my campaign and write for Raging Swan Press at the same time!)

WHAT DO THEY FIND?

Use the tables on the following pages to determine what the PCs find while browsing a curio shop's shelves. First, determine which table to use:

D20	TABLE
1-3	10 Complications, Hooks & Opportunities
4-5	6 Customers
6-11	20 Odds and Ends, Knick-Knacks & Oddities
12-17	20 Pieces of Bric-a-Brac, Junk & Dross
18	6 Weapons
19-20	20 Trinkets, Baubles & Curios

6 CUSTOMERS

There are bound to be other customers in the shop when the PCs enter. Most are unremarkable, and mind their own business, but a few may be of interest or note to the PCs.

Use the table below, to determine who they encounter:

1. **Sakari Keto** (N middle-aged male human) is desperate; he has little money and a large family to feed. He is here to sell his final few valuable possessions. He is stressed, hungry and desperate to secure a good price. Obviously malnourished, and his face care-worn and gaunt, his scraggly grey hair and sallow skin gives him an air of desperation.
2. **Emmi Alanen** (CN female human thief 1) is a petty criminal here to sell a few trinkets she recently "found". Most are nothing more than cheap pieces of jewellery, but she is trying to pass them off as something more than they are. (If the PCs seem gullible she tries to sell them the jewellery). She wears her dark brown hair cut short and dresses in clothes of dark hue and fashionable cut.
3. **Elmo Karppanen** (NG male human wizard 2) is a minor spellcaster suffering from an affliction of cowardice. He spends a lot of time in junk shops looking for things he can use (or sell on) as spell components. He has a small supply of such items for sale at his home, but prefers to meet elsewhere such as a busy tavern. His eyes constantly dart about, which can make him

seem untrustworthy. In truth, he is looking for an escape route in case negotiations go badly!

4. **Thjoric Ovlag** (LN male dwarf fighter 3) is bored, a little drunk and in a bad mood. Thjoric is looking for a friend (who is not here) and is getting increasingly annoyed. He barges passed the group—they should get out of his way—and possibly knocks a PC against a shelf (which might then collapse). Thjoric doesn't see he did anything wrong and is belligerent if challenged.
5. **Rennesar Sehiatyn** (LE male half-elf wizard 2/thief 3) is here casing the joint—not because he is thinking of robbing it but because he is planning to set up a rival business. He does his utmost to befriend the PCs, even going so far as to find out where they live, what they plan and so on. He opens his shop a month later and tries to lure the PCs to his business. With jet black hair, a thick—but neatly trimmed—beard and glittering black eyes full of intellect Rennesar does not appear as a typical half-elf.
6. **Vilho Rintala** (CN young male human thief 1) is a child of the streets and here on a dare. He is dirty, clad in clothes little better than rags and looks hungry. His long, tangled brown hair obscures his eyes, and his skinny frame hides surprising strength. Vilto is here to steal something—anything—to prove his bravery to his friends. Unfortunately, he is an unlucky thief; one of the PCs or the shop's owner spots him slipping something into his pouch.

10 COMPLICATIONS, HOOKS & OPPORTUNITIES

Sometimes a trip to the curio shop goes as planned. Other times, fate takes a hand...

1. The owner—or one of the staff—becomes suspicious of the PCs. If they appear shifty, the owner accuses them of theft!
2. The shop owner wants to close early and asks the PCs to leave.
3. Once the PCs show keen interest in a particular item, another customer swoops in and loudly declares he was about to buy it. An argument may ensue, and it is possible the party could make an enemy here. Alternatively, the other customer could be in the store owner's pay and be trying to drive up the price of the item in question.
4. As a PC picks up an object to examine it, the shelf upon which it stands collapses, dumping its contents onto the floor with a crash. Unsurprisingly, the shop's owner is not best pleased and might even demand payment for any damaged items.
5. One of the PCs spots another customer acting suspiciously. Perceptive PCs notice the customer stealing something from the shop before trying to leave. The staff are oblivious. The customer could be nothing more than a petty thief or could be reclaiming a stolen or lost possession of her own.
6. While browsing, one of the party feels inexplicably drawn to a certain item (use one of the other tables to determine which item). This feeling could be nothing, or the object could turn out to be a hook into a minor adventure. Alternatively, the item could even be possessed!
7. While examining an item, the PC discovers something else of greater value hidden within. This discovery presents a moral quandary—does the PC tell the shopkeeper what she has found, or does she buy the item and turn a healthy profit?
8. While the PCs are browsing, a gang of thieves barges into the shop and try to rob the place. They could be merely after money, or they could have been hired to steal a particular item. If the PCs intervene, the shop owner is grateful; in the future, the PCs may learn of particularly choice items before they are put out for sale.
9. The shopkeeper recognises the PCs as adventurers. If they try to buy something, the shopkeeper refuses their coin and asks (or demands) payment in the form of a favour.
10. The shop is shut. If the PCs ask around, they discover it is rare for the shop to be shut at this time.



20 ODDS AND ENDS, KNICK-KNACKS & ODDITIES

Some of the things found in a curio shop are valuable and some are essentially worthless. Others are just interesting or downright odd.

Use the table below, to determine what oddity the PCs discover:

1. This small dusty bottle is half full with fine grey dust. Buried in the dust are three finger bones—probably from an individual roughly the size of an adult human male.
2. A worn leather backpack lies at the back of a shelf. The pack seems heavier than it should do. A careful investigation reveals a hidden compartment containing a small notebook. Much of the notebook contains doodles, random sketches and so on. At the back of the book a loose piece of ripped, aged parchment has a lavishly illustrated map that seems to depict the location of a buried treasure. Sadly, the map is incomplete.
3. A small stuffed lizard lies on its back amid other odds and ends. The lizard is missing one eye, but its scales are of a faded blue hue; hinting at (perhaps) some strange ancestry.
4. These very long bright red boot laces are tied in a confused jumble of a knot. If someone takes the time to unravel the knot, they find a perfectly smooth white pebble at its heart.
5. A single blue and yellow-feather fletched arrow rests in a narrow quiver designed to hold no more than six missiles. The quiver has a drawstring at its mouth which can be tightened to stop arrows falling out while the wearer is engaged in acrobatics, climbing and so on.
6. Only the front half of this horse has been carved from the block of wood from which it emerges. The carving is crude and it is more than possible the carver was only vaguely aware of a horse's anatomy.
7. Hanging from a fragment of a thin silver chain, this mouldy rabbit foot has a patch where the fur has been rubbed away.
8. This crudely drawn floor plan of an unnamed tavern has several arrows pointing to various windows on the first floor. Similarly, one of the rooms has been circled emphatically.
9. Used to weigh down a sheaf of papers this large chipped tusk may have come from an orc or half-orc.
10. Roughly the shape of a spearhead this shard of obsidian is incredibly sharp.
11. Two shards of flint wrapped in an old, stained cloth are bundled into a slightly charred pouch.
12. This short and squat urn contains ashes and bone fragments. The death god's sigil on the lid hints at what might lie within.
13. Six desiccated spiders—of a variety of colours and sizes—are pinned to a display board hung at a haphazard angle from one wall.
14. A bunch of eight keys hang from an iron ring. The teeth of several keys are worn as if from much use.

15. This small child's rattle is shaped like a morningstar and painted in gaudy colours.
16. Mouldering in a shadowy corner, and covered by a sheet, this pile of wolf pelts has an indent that suggests one or more of the staff use this area as a place to slumber away from the shopkeeper's gaze.
17. Half full of dried and pressed flowers this small pocket book has the look of a sage's project. Each of the various flowers is named in beautiful flowing script, and each flower's medicinal uses are also noted.
18. This tarnished, dull bronze letter opener is shaped like a greatsword. In a pinch, it could be used as a dagger by a child, halfling or gnome.
19. Hanging from a frayed strap this faded black eye patch seems unremarkable. Investigations reveal, however, a tiny map drawn into its reverse side.
20. Missing its lid, this oak coffer holds several other small items on this list.



20 PIECES OF BRIC-A-BRAC, JUNK & DROSS

Sometimes the PCs find hidden treasures among the knick-knacks, oddities and trinkets. Other times, they find what is—essentially—worthless junk.

Use this table, to determine what piece of useless junk they uncover:

1. Spilling from a cracked and suspiciously stained leather folder this sheaf of song sheets records a score or so bawdy drinking songs—or they would do if they hadn't suffered extensive water (or possibly beer) damage.
2. This pewter drinking stein has a wide crack in its base; consequently, liquid quickly leaks out rendering it useless as a drinking vessel.
3. This slightly charred 1,000 gp letter of credit lacks the crucial section setting out who undertakes to extend the aforementioned credit.
4. Bent and twisted, this iron brooch forged in the shape of a (now squashed) pinecone has lost its pin.
5. This small drum has a rip in its cover.
6. The jagged fragment of a leather armband etched with the remains of a heraldic symbol—a lion rampant clutching a battle-axe—lies at the back of a shelf.
7. Containing slightly wet and matted multi-coloured chalk dust this pouch may have once belonged to a wizard.
8. A pair of blunt oversized brass scissors—perhaps good for shearing sheep if sharpened.
9. Hanging from a frayed length of red-stained leather this cracked monocle has an iron frame.
10. This small violin—sized for a halfling or a human child—has no strings and is missing its bow.
11. Soot covers the glass of this magnifying glass, which also has a slightly charred handle. Unless the soot is cleaned away it is not immediately obvious the glass is cracked.
12. Full of dry soil this waterproof leather pouch hides five large acorns.
13. Several of the names listed on this framed ornately drawn family tree have been scored out so violently there are holes in the vellum.
14. A matched brush and comb set. The comb is missing half its teeth and the brush is matted with hair and what is—hopefully—mud.
15. These four tarnished silver spoons each has an identical hole burnt through the middle.
16. A ragged, oversized quill crafted from the bright blue feather of some kind of exotic bird (or perhaps other creature). The quill is missing its nib.
17. A worn and much-used backpack looks at first glance like a serviceable bargain (as it is only half price). However, a close look reveals one of the straps is frayed. If the pack is filled, the strap breaks during its owner's first bout of strenuous activity.
18. This wrought iron holy symbol (of a locally worshipped deity) has been poorly repaired; weld marks are obvious and the whole has a twisted—perhaps—warped aspect. (Perhaps this is intentional and an evil cult used it in a bastardisation of some holy ritual).
19. A wide crack runs around the mouth of this bright blue urn. The urn is fragile; any rough handling causes the top portion to slide off the body.
20. Draped in a stained red cloak, this life-size stone statue depicts a muscular man standing in a heroic pose. Removing the cloak reveals a certain part of the man's anatomy has been snapped off.

6 WEAPONS

Sometimes, the PCs find weapons amid the clutter.

Use the table below, to determine what the PCs find:

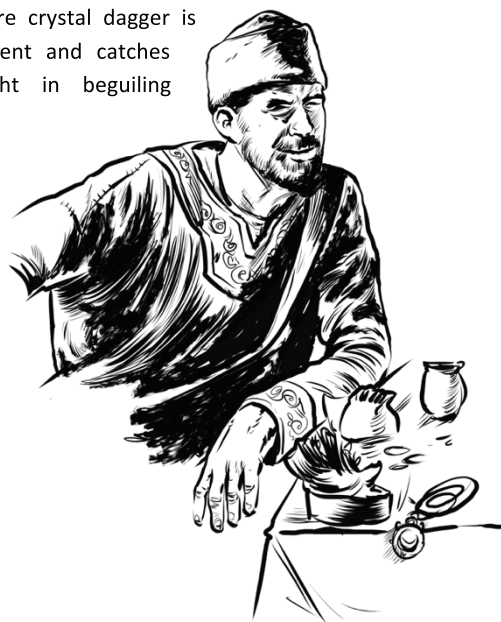
1. The haft of this mace is of dull iron worn smooth through countless hours of use. Similarly the head is dented and chipped suggesting it has seen much combat.
2. Strange patterns and shapes—perhaps reminiscent of flames or serpents—seem to writhe in this dagger's blade when exposed to direct, flickering light (such as from a torch or campfire).
3. The hilt of this longsword is engraved with several esoteric sigils denoting victory and glory. The weapon's haft is well worn implying it has seen much action; however, the blade itself is in excellent condition.
4. The tip of this dagger has snapped off and all that remains is a wickedly jagged stump. The dagger's hilt and haft are wrapped in blood-stained worn leather.
5. This sword's pommel is carved from a large shard of onyx to represent a grinning skull. Additionally, ash has been worked into the blade and haft to give it a dull, dark grey appearance that seems to drink in the surrounding light.
6. Atop this stout haft sits a grinning iron skull. The skull has been painted white to appear more "real" but the paint is faded and chipped. Thus, the skull has a mottled—almost diseased—look.

20 TRINKETS, BAUBLES & CURIOS

Hidden among the tat and rubbish, diligent shoppers may discover items of value and interest.

Use the table below, to determine what baubles the PCs find:

1. A silver hairpin (worth 150 gp) designed in the shape of a lunging dragon. Tiny emeralds form the dragon's eyes. The hairpin is in need of a good polish. Unbeknownst to the shopkeeper, the hairpin is the sigil of a minor dragon-worshipping cult. If a PC wearing the hairpin encounters cultists they initially believe her to be one of their own.
2. Four battered pewter cups along with a decanter are arrayed on a silver tray. Each is stamped with the heraldic device of a fallen noble house. The whole can be purchased for 100 gp.
3. A worn diary relates the "adventures" of Ignar the Wizard. He spends much of the diary complaining about his master's conduct and obsession with certain experiments the details of which Ignar dared not commit to paper. The diary stops abruptly in mid entry.
4. A large hooded lantern sits on a table in one corner. It is wildly oversized—the owner claimed it was taken from a giant years ago. Whatever the truth of the matter, the lantern's oil reservoir is double normal size and it illuminates an area twice as large as a standard lantern. The lantern is on sale for 20 gp and weighs 6 lbs. empty.
5. A black oversized leather quiver—of sorts—hangs from a hook on the wall. The "quiver" holds 100 ft. of black, knotted silk rope. The whole is priced at 25 gp, but the quiver's design allows the rope to be deployed quicker than normal.
6. An old tapestry map of the area surrounding the town hangs from one wall. The map is dusty and worn and somewhat out of date. However, eagle-eyed browsers spot a tower standing deep in the hills or other inaccessible location. The tower does not appear on more recent maps.
7. A collection of wine bottles fills a shelf. Many have no label. One seems different to the others—its design hints of elven provenance and the wine it contains is truly exquisite. The wine is priced liked the other bottles—1 gp (but is worth 30 gp).
8. This tarnished silver choker is sized for a slender neck. It was set with three stones, but they have fallen out leaving only the empty mounts. Close examination of the inside of the chocker reveals the inscription, "*Never Forget, You Are Mine.*"
9. A three-panel privacy screen stands folded up and leant against a wall. The screen is dusty, but when opened reveals a lavishly painted ocean scene depicting an island with a distinctive mountain peak at its centre.
10. Faded and worn, this red velvet pillow has seen better days (and much use). It's quite lumpy, which could lead a suspicious (or optimistic) PC to decide something is hidden within.
11. Comically oversized, these fine leather sandals are clearly sized for a giant of a man (or perhaps an ogre with a particularly refined taste in fashion).
12. This battered and dented silver thimble has faint faerie runes engraved all over its surface. Those who can read faerie translate the runes as a prayer to a nature goddess.
13. Tightly rolled up and shoved under a shelf, this tapestry depicts a mighty castle standing atop cliffs plunging down to a tumultuous sea. Close examination of the tapestry reveals several caves at the base of the cliffs.
14. Once a magical item akin to a scroll this shattered leg bone has faint etching recording a fragment of a powerful necromantic spell. No magic remains in the "scroll".
15. Slender and riven with minute cracks, this vase decorated with swirling wave patterns stands in splendid isolation atop a high shelf.
16. Depicting a rearing warhorse clad in chain barding this iron figurine is missing its rider.
17. Dust covers these four beaten copper dinner plates tied together with faded yellow string.
18. Perhaps sized for a child, this tiny brass ring is engraved with musical notes.
19. With a hood edged in luxurious white fur (from a polar bear) this blue cloak would be valuable were it not for the jagged rent in its back.
20. Exquisitely made, but worthless—assumable—as a weapon this miniature crystal dagger is translucent and catches the light in beguiling ways.



DARK CAVERNS

10 ATYPICAL CAVES

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

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

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

ceiling groans as the stone shifts and settles. In one part of the cavern—near another exit—part of the ceiling has already collapsed. The fallen rubble has formed a high natural breastwork of sorts and almost blocks the exit.

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



10 ATYPICAL CAVERN ENCOUNTERS

In the deep, hidden places of the world where darkness rules, lurk the depraved duergar, the insane derro and the spider-worshipping drow. Beyond these terrible threats lurk the predators of the wild lands chief amongst them the feared purple worm and the implacable roper. Characters exploring the lightless depths of the Ebon Realms will no doubt often come across the denizens of the place. While some encounters will be deliberate on the PCs' part, some will be wholly random and unexpected. Almost all will end in battle.

Running a campaign or extended adventure in the deep places of the world, requires extensive preparation and planning if it is to be more than a series of boring random encounters.

1. **Beyond Ruin:** The boundaries between the Material Plane and the decaying expanses of the Abyss are weak within this cavern. Leaching through the walls is a horrible brown sludge made up of rotting souls corrupted by a fiendish taint. Revelling in this chamber is a daemon-touched rust monster called Blight's Kiss. He is jealous of his realm and defends it to the death.
2. **Death from Below:** As the PCs move through a large cavern, a hungry purple worm senses their presence and swiftly moves to attack. Characters succeeding on a DC 25 Perception check sense something large burrowing beneath them, one round before the purple worm bursts forth.
3. **Enemy Within:** The PCs meet the svirfneblin rogue, Arumlen Stoneheart. Sadly, this benign gnome scout has recently fallen prey to Eirmurh Alymm, an advanced intellect devourer. The intellect devourer is in search of a new body and the arrival of the PCs provides it with the opportunity it has been seeking.
4. **Mercenaries of the Ram:** The PCs meet a small band of mercenary minotaurs hunting for their hated enemies—troglodytes. The minotaurs are hunting the Black Spear troglodyte tribe. The two groups have been engaged in a war of skirmish and ambush for many years. Recently, the troglodytes' superior numbers proved decisive, resulting in the slaughter of the minotaurs' women and their destruction of their home. The minotaurs are ferocious warriors happy to slaughter weak-looking parties. However, their goal is to slay troglodytes and thus they do not immediately attack numerous or obviously-strong parties. In fact, they may even temporarily ally with the PCs, if they are also fighting troglodytes.
5. **Pillar of Twisted Glass:** Nearly two hundred years ago, Safraz Akram, a djinn noble, struggled with the efreet Shani-el-Sharnassa across the planes. In a final gambit, Safraz ordered his sand mephit allies to envelop the blazing efreet, fusing them together as a massive, twisted pillar of glass. Unable to destroy the glass obelisk binding Shani-el-Sharnassa, Safraz hid his rival in a forgotten cavern deep in the earth.

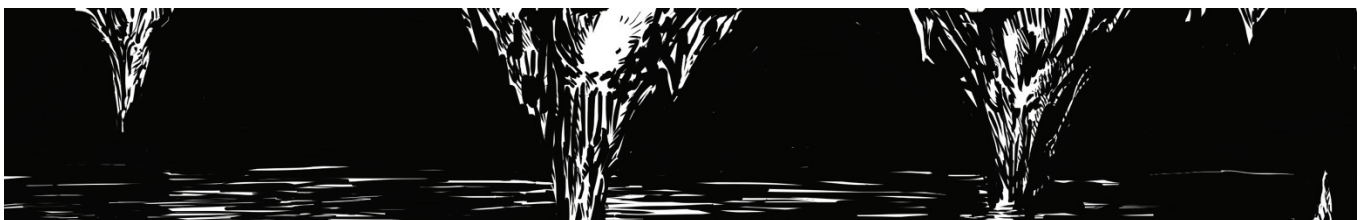
6. **Strands of Terror:** The PCs stumble into the lair of Deravnix a gigantic, elder roper. This old and canny hunter has established himself in a cavern featuring a wide, deep chasm and waits for prey to come to him. Although evil and depraved, he enjoys speaking with those that have fallen into his grip
7. **Taken for a Ride:** The PCs discover a small mining operation. Abandoned by its duergar owners forty years ago, when an insane derro animated the mining equipment on a whim and turned them against the duergar, the area still possesses a threat to explorers. As the PCs explore the tunnels, they come across a junction cavern used as a tools storage site and switching area for the mine's ore carts. The ore cart and tools are animated objects.
8. **The Bleeding Lens:** This cavern houses Kihsa, a woman cursed to bear the form of a medusa after she destroyed an ancient temple-library dedicated to the goddess of knowledge. Kihsa fled underground, chased as an abomination by her community, and lairs here, researching methods of regaining her natural form. Kihsa's monstrous visage is framed by writhing, barbed scorpion tails and her gaze transforms creatures to flawless glass.
9. **The Last Nail:** *Last Nail* is the blade made famous by Nornell the Havocide 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.
10. **Whispers in the Dark:** A small hunting band of derro lurk in this cavern. In the main, the cavern is quite ordinary, but in one corner phosphorescent mould has grown over the skeleton of a fallen minotaur warrior. The leader of the derro, Jvix, enjoys using his powers to give the skeleton a semblance of life. He hopes this will draw travellers into the cavern so that his minions can launch their ambush.

CAVES & CAVERNS

Need these encounters quickly? These summaries are based on a selection of those presented in *Caves & Caverns* published by Raging Swan Press for the Pathfinder Roleplaying Game and designed by Creighton Broadhurst and David Posener. Each comes ready to go with all relevant stat blocks, descriptions of the caves and more.

Caves occupy a strange place on the border between civilization and wilderness. Caves can offer shelter, safety and sometimes even resources, but at the same time, they are home to strange and wild creatures and raving hermits, and most of us never feel truly comfortable in their dark depths.

1. **Cavern of Scaly Death:** Named by nearby tribes of primitive humanoids, the Cavern of Scaly Death is a winding passage in the base of a volcano which leads to a prehistoric landscape of humid jungles, stalked by massive dinosaurs. Explorers' stories differ on whether the cave leads to some primordial valley, or somehow allows passage back through time, but either way, its reptilian inhabitants have been known to wander beyond the cavern.
2. **Saldonator:** Referred to by the elves as *Saldonator*, the so-called "wandering cave" is the subject of many campfire stories. Believed to be a sort of extradimensional cavern, it is said to be able to appear on practically any rocky surface. According to the stories, the sudden appearance of a cave where there was none before prompts locals to investigate its depths, but the cave vanishes not long after, taking away any still inside.
3. **Glittering Hall:** No gem mine can command as much awe and greed as the Glittering Hall, a cavern hewn from a single massive vein of emerald. All attempts to mine the cavern end in tragedy: often when others seeking the mine's wealth take it by force, but sometimes for mysterious reasons, leading some to speculate the caverns may be haunted.
4. **Twisting Caves of Armallao:** The Twisting Caves of Armallao are considered by many a marvel of spellcraft. Notoriously maze-like, they defy the laws of physics, with multiple paths and chambers seemingly occupying the same space, and paths looping around to places they could never actually connect to. Some believe the cavern is several different caves, connected by undetectable portals, meaning it may be possible to use the caves to travel vast distances quickly.
5. **Deephold:** Deephold is an unusual city, built inside a hollowed-out mountain of the same name, and accessible only by a handful of different cavernous tunnels. Built by dwarves, but now inhabited by a mix of races, it is all but impossible to assault, and this safety is well worth adjusting to a sunless existence, in the minds of its inhabitants.
6. **Kragomak:** Kragomak, the Living Cavern, is a massive cave structure rumoured to not only be alive in some fashion, but also sentient. The cave doesn't appear any different from any other cavern, but tales say the passageways move and shift on their own, including highly-localized cave-ins and collapses which are difficult to explain, and that certain chambers, although clearly inorganic in nature, seem oddly reminiscent of organs.
7. **Imperial Underway:** The Imperial Underway was an ambitious attempt to carve a massive tunnel through an imposing mountain range. Plagued by numerous setbacks, a tragic collapse in one of its support tunnels left over a hundred miners trapped and unable to escape, but because of an engineering quirk, their voices were still audible in the main tunnel. For days, miners in the main tunnel listened to the voices of the trapped and dying, who they could not reach. Afterwards, persistent rumours of ghostly voices eventually put an end to construction, leaving the tunnel half-finished.
8. **Ice Maze of Dar'lessi:** A complex and dizzying network of ice tunnels submerged in a frozen lake, the Ice Maze of Dar'lessi is a frigid death trap. As though the cold and the water weren't bad enough, the ice is nearly perfectly transparent, making it all but impossible to see where the passageways turn, branch or come to a dead end.
9. **Ylanic Puzzle Stone:** Some scholars debate whether the Ylanic Puzzle Stone can truly be called a cave or not, considering the entire twisted network of stone tunnels floats, by some unknown magic, nearly a mile above the ground. At a glance, it appears to be a flying island, but closer examination reveals the entire rock structure is completely made up of what appears to be a single stone tube, roughly 20 feet in diameter, which was somehow rolled up onto itself like a ball of string. Rumours of what might be found at the centre of the Puzzle Knot are wild and varied.
10. **The Pit:** An opening in the ground that bears an unnerving resemblance to a grinning demonic face, legends say The Pit, as the locals call it, is a literal tunnel into the Abyss. The flickering red light that is often reported from deep in the tunnel and occasional wailing sounds do little to quell these rumours.



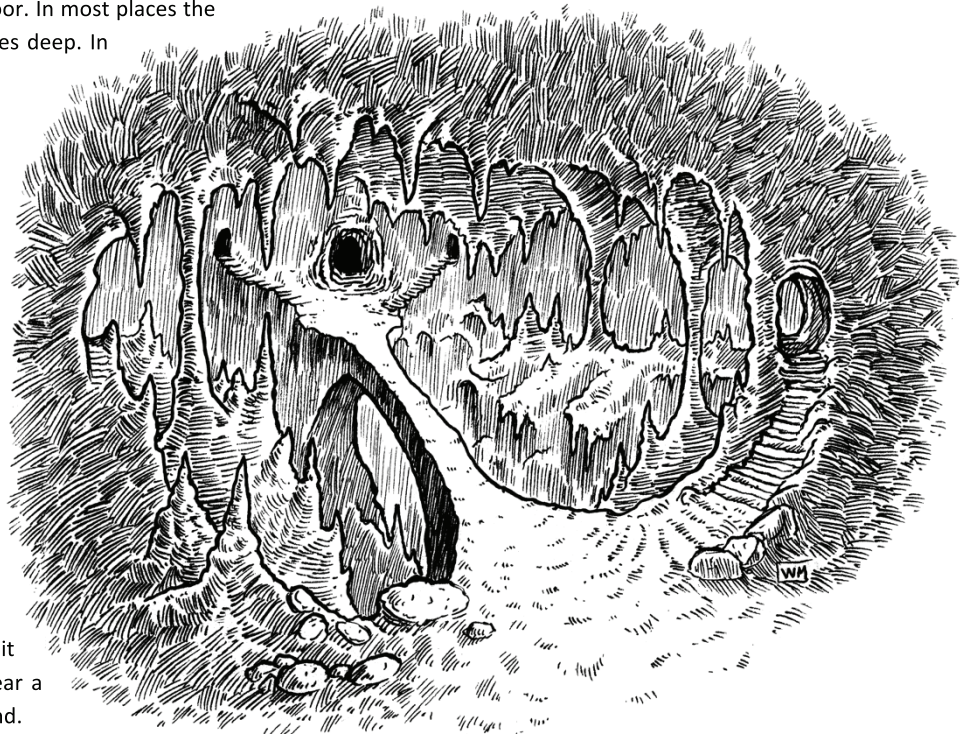
12 NATURAL CAVERN HAZARDS

Caverns can be dangerous places. As well as the ever-present threat of ambush from the various fell denizens dwelling within, the very caverns themselves can be dangerous to unwary travellers and explorers.

The features below, add obstructions and realism to the PCs' explorations. Additionally, these features can be incorporated into encounter areas to add an extra level of excitement and challenge (and to add options for clever, tactical play).

1. **Rubble:** Rubble and mud obscure the floor, making it uneven and slippery and slowing movement. In places, the rubble is precariously balanced and characters moving through the area without due caution could slip and fall.
2. **Crumbling Escarpment:** A crumbling escarpment cuts across the passageway, making further progress without climbing impossible. Loose rocks and small boulders cover the escarpment's face.
3. **Crumbling Sinkhole:** A water-filled sinkhole pierces the ground. The floor immediately adjacent is crumbling and unsafe (which a wary or perceptive character will notice). Characters entering an unsafe square may cause it to collapse. If it does, the character is dumped into the frigid and turgid 20-foot deep water.
4. **Fissure:** A fissure cuts across the floor. Between 5- and 20-foot wide, a faint, cold breeze emanates from its depths. The fissure's rugged walls plunge 50 ft. and terminate amid a field of jumbled rubble.
5. **Thick Mud:** Thick mud coats the floor. In most places the mud is little more than a few inches deep. In other places, however, it hides holes into which an unwary explorer could stumble. The holes range from a half-foot to two-foot deep.
6. **Long Stalactites:** Glistening stalactites hang down from the ceiling. In places, they are barely five-foot above the ground, forcing most humans to duck. Water drips down the stalactites, making the floor beneath slick.
7. **Geyser:** Mud covers the ground adjacent to a narrow hole piercing the floor. Every ten rounds, the geyser explodes coating everything within 20 ft. with thick, hot mud. The round before it explodes, perceptive characters hear a deep rumbling from far underground.

8. **Stalagmites:** Thick stands of stalagmites cluster about the area, creating areas of natural cover and concealment.
9. **Precarious Boulder:** A precariously placed boulder atop a steep slope looks like it could tumble downwards at any moment. Only a few smaller stones wedged under it keep it in place. Characters removing these stones cause the boulder to roll down the slope, crushing anything in its path.
10. **Subterranean Stream:** A subterranean stream cuts through the area. Its waters are cold and swift, and its bank steep. In most places, the stream is only about 10 ft. wide, but in one spot it widens into an irregularly-shaped pool before continuing its way.
11. **Unstable Ceiling:** Great cracks run through the ceiling. These cracks and the resultant rubble covering the floor are obvious to even the most unperceptive explorer. Loud noises, explosive spells or any kind of mining cause the entire ceiling to collapse, burying anyone caught underneath.
12. **Powerful Wind:** Powerful winds periodically rush through this narrow cavern. The winds are so strong they extinguish all unprotected flames and have a 50% chance of extinguishing protected flames such as lanterns. Three rounds before the wind fills the chamber, perceptive PCs hear a moaning sound coming rapidly closer. Everyone hears the wind approaching on the round.



Adventurers often find themselves investigating caves and caverns. Within lurk degenerate troglodytes, strange aberrant creatures from the Ebon Realm and even worse things.

1. The rubble from a broken stalagmite covers the floor, nearby to its stump that yet juts up from the floor.
2. A single booted footprint on the muddy floor betrays the passage of previous explorers.
3. Rubble covers the floor throughout this area, except for an obvious path, which has been cleared. Piles of rubble flank the pathway, creating areas difficult to move through.
4. Mud covers the floor and water drips from the ceiling above. The mud hides several deep hollows in the floor, which could trip unwary explorers.
5. The faint scent of burnt flesh reaches the party's nostrils.
6. A luminescent fungus grows high up one wall. Its faint glow reveals a narrow passageway slanting steeply upwards.
7. A narrow fissure little more than one-foot wide splits the floor in twain. A faint breeze emanates from below.
8. Three splintered crossbow bolts lie about the floor. None have any blood on their points.
9. A rocky outcrop on one wall looks a little like a melted giant's face emerging from the rock, in the party's flickering lights.
10. Water drips from a crack in the ceiling. Explorers passing through the area discover the water is very cold.
11. A cracked skull yet wearing a battered iron helm sits in a small hole in one wall. It seems to watch those passing by...
12. Stalagmites and stalactites fill a low grotto to one side of the passageway. Shadows cluster thickly within, providing a perfect spot for an ambush.
13. A large, almost man-sized, mushroom once dominated this area. However, someone has recently hacked the mushroom down and its remains now lie mouldering near its low stump.
14. The sound of soft laughter followed by the soft clatter of shifting rocks comes from somewhere ahead.
15. A wide stream of clear, fresh water runs through the area. Several stones placed several feet apart provide a convenient means of crossing the stream while keeping one's feet dry.
16. As 15., but one of the stones shifts underfoot. The character must take care to avoid falling in.
17. Bats nest in the ceiling. A party bringing lights into the area disturbs them. They flutter about until the light source leaves.
18. Thick webs fill this area. A faint breeze issues from cracks in the rock causing the webs to gently undulate.
19. Thick mud covers the cavern floor. A discarded spade lies near a partially dug grave. A thick brown sludge of mud and water fills the grave about one foot deep. It is otherwise empty.

20. Translucent crystals stud the cavern walls. Introducing a light source into the cavern creates a riot of colour. Crystals harvested from the walls shatter and are valueless.

10 NOTABLE CAVERN FEATURES

1. Water drips through cracks in the ceiling, creating a liquid curtain. This provides a concealing mist that makes it slightly harder to notice enemies nearby.
2. Steep, but crude stone steps have been cut into the wall. The steps lead up to a small cavern that has obviously been mined at some point in the past. Perceptive characters notice glimmering flecks of unidentified metal in the walls. Subsequent examination by someone with mining experience reveals the flecks to be platinum.
3. This section of floor is unstable. An object or person weighing more than 150 lbs. causes the floor to collapse into a water-filled sinkhole below. The 80-ft. deep (and cold) water breaks the falling character's fall, but falling rocks may prove fatal. The fragile state of the remaining portions of the ceiling means a trapped character cannot climb out without assistance.
4. A small stand of heligmites—stalagmites resembling trees with "branches" growing off from the main body in erratic and bizarre directions—fills the area.
5. Thick, cloying mud covers the cavern floor. The mud covers and fills several deep pits in the floor. In these locations, the mud acts like quicksand. Unwary travellers—or combatants—could easily drown in such places.
6. A thin sheet of dripstone reaches from the ceiling to the floor. In several places near the floor, someone—or something—has chipped holes in the dripstone. The holes are large enough to fit a hand (or thrusting weapon) through.
7. A field of gour pools—pools whose rims stand about three-foot high—dot the chamber. Within, water almost completely fills the pools. Water drips down from the ceiling into the pools; in this caverns it sounds like it is raining. (This makes it harder to hear nearby adversaries.)
8. Long ago an explorer died in this cavern. His calcified bones remain, transfixed in a slowly growing stalagmite.
9. A bubbling pool dominates this chamber. A vauculian spring rises from the rock in the centre of the pool and it is this that creates the bubbling effect.
10. Detritus and rubble obviously deposited by flooding covers the cavern floor. To the east, a trickle of water dribbles out of a cavern mouth high up on one wall. The rock below the cavern mouth is notably smoother than that on other walls and glistens in the party's lights.

20 THINGS TO FIND IN A PURPLE WORM'S STOMACH

Few predators can match the purple worm for strength, ferocity and might. Even powerful adventurers do not take on a purple worm lightly for they often consume their prey whole. (Indeed, stories of entire adventuring parties consumed by a purple worm are not uncommon...)

Few things can withstand the corrosive acid found in a purple worm's gullet, but those that do are invariably valuable. That's why adventurers often cut open a slain purple worm to see what treasures might lurk inside. (Well that and a need to recover their companions' bodies). While a GM no doubt has generated a list of treasure found in the purple worm's stomach, other damaged or worthless items may also be recovered. Use the table below, to generate the details of such items:

1. Several large shards of seemingly tough rock. If they are dumped out of the purple worm's stomach, they disintegrate into soft shards when they hit the ground.
2. The hilt of a once fine longsword. A shard of blade is yet attached to the hilt, which was once decorated with golden runes; now only scraps of the gold inlay remain.
3. An iron potion vial without its stopper. Filled with the purple worm's digestive juices, the vial must be rigorously washed before being used for its original purpose. (And, of course, a new stopper must be procured.)
4. The remains of an iron-shod rod, now much damaged by its time in the worm's stomach. The rod's beaten iron tip remains, but much of the once potent magical item has been reduced to a mass of sodden wood.
5. Seven pitted iron spikes. If hammered into a tough surface such as stone, each as a 25% chance of bending or breaking.
6. This purple worm consumed a duergar rogue several weeks ago who was carrying a sack of coins. The duergar has long since been all completely digested. However, some of the coins have survived, but are badly damaged. They are now only good as scrap metal but if melted down are worth a total of 75 gp.
7. The remains of six skeletons and remnants of several pitted steel weapons—pick heads—fill the worm's stomach. (This was once a party of svirfneblin miners who the worm gobbled up).
8. A fine cold iron (but nonmagical) dagger pierces the back of the purple worm's throat—wedged there by the worm's last victim as he tried to climb out. The dagger is unaffected by the worm's strong digestive juices.
9. Nine small shards of iron ore. Individually, none are large enough to forge a weapon, but together there is enough to create a longsword or similar weapon. The worm's stomach acid has impregnated the ore and if such a weapon is enchanted, it continues to ooze the worm's deadly on every hit.
10. A partially dissolved iron helmet sized for an ogre or similarly large creature. However, the helmet has no eye holes. (This is the head of an iron golem destroyed by the worm months ago).
11. A six-foot long iron pole wholly unaffected by the worm's stomach acid. Once the personal weapon of a dwarven monk, the iron pole is in fact a quarterstaff.
12. The stone in the worm's stomach comprises obviously once fine stonework including intricate carvings of elves and demons. (The worm recently attacked and partially destroyed part of a drow fortification before being driven away and this could provide a clue to the PCs that such an enclave lies somewhere nearby).
13. The worm's stomach contains a great mass of pitted and decaying bones. Scraps of flesh hang here and there to the bones, but they are generally in a terrible state. They appear to have belonged to a variety of creatures.
14. A careful search of the worm's stomach reveals four arrowheads crafted from an incredibly hard metal (adamantine) that seem untouched by the worm's strong digestive juices.
15. A decaying skeletal hand yet clutching a wickedly curved dagger. The dagger is chipped and worn, and the blade is loose in the hilt. It is worthless.
16. Chunks of undigested stone fill the worm's stomach. Some pieces are as large as a halfling. If a PC cuts open the worm's stomach without taking care the stones slide out and crushes the PC's foot.
17. The torso of a dark elf wearing the remains of a finely crafted chain shirt. The chain shirt is of ordinary make, but has offered some minor protection to the elf's torso. Of the rest of the drow, only bones remain.
18. Several chunks of stone hold glittering flecks that at first glance look like gold. A close look, however, reveals them to be nothing more than pyrite.
19. The worm's stomach contains several heavily degraded pieces of metal whose original purpose is indecipherable.
20. This worm has recently consumed an adventuring party. Although most of the party is no more, one of its members was wearing a ring that can regenerate limbs when he died. The ring is heavily damaged by the worm's stomach acid, but some magic yet clings to its golden band (although its large green sapphire is missing). Due to its damaged state, its effects are diminished. To repair the ring, its large green sapphire must be replaced and powerful magic must be cast on the whole thing once a week for a month.

20 THINGS TO FIND IN A SUBTERRANEAN RIVER

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

1. A monstrous skull of some large, undoubtedly ferocious creature lies at the bottom of the river, partially covered in silt. It lies wedged near the narrowest part of the water course.
2. This river is surprisingly deep. At its deepest point, perceptive PCs spot what looks like a small cairn. Partially covered in silt it is completely submerged and looks like its been there for a long time.
3. A bedraggled, ripped brown cloak is snagged between two large boulders. The sodden cloak is half in and half out of the water. It is cut for a halfling-sized creature (or perhaps a human child).
4. The rusty hilt of a notched two-handed sword juts from the water. Any attempt to pull the sword from the water snaps the blade.
5. A large stone has been dumped in the middle of the river to act as a stepping stone. Unfortunately, it is precariously balanced—unwary explorers will likely be dumped into the frigid water as the stone shifts unexpectedly underfoot.
6. A school of tiny, albino fish live in the river. Constantly hungry, they swarm any potential source of food dumped in the river.
7. Part of the riverbank has collapsed, partially damming the water course. The collapse has narrowed the river, and thus this is an easier place to cross.
8. Several pieces of splintered wood—perhaps remnants of a spear's haft—bob in the water.
9. In this river, a stretch of water is discoloured by minerals in the rock; perceptive explorers spot a faint pink tint to the water. Paranoid explorers might suspect something—or someone—has recently bled into the river.
10. A sunken rowboat, sodden rope still wrapped around a prominent rock on the bank, lies at the bottom of the river. One of the boat's oars floats nearby, wedged among the rocks.
11. Two abandoned crudely crafted wooden buckets stand on the river bank. One has been knocked over, but the other is full.
12. Someone—or something—has cut a crude set of stone steps into the river bank where the river widens—and thus the water slows. A metal ring sunk into the wall provides evidence that once a boat was moored here.
13. Crystals embedded in the river bank glimmer invitingly below the water when the PCs' lights reach the area.
14. Here, the river flows over a roughly man-high rock shelf into a wide pool before continuing onwards. The sound of the water tumbling into the pool is audible from quite some distance.
15. Fronds growing from a great swath of lichen on the cavern roof dip down to the river's surface, creating a curtain of sorts that those navigating the river must pass through to continue.
16. The corpse of a bat twice the size of a normal specimen bobs up and down on the river as it is carried passed the party. Perceptive PCs notice the bat's head has been ripped off.
17. The cavern roof drops down almost to the surface of the water. Those in boats or on a raft must lie flat to proceed.
18. A small channel blocked by a rusted portcullis runs away from the river's main course. A profusion of branches and other rubbish bobs in the water before the portcullis.
19. A line of rusting iron spikes about three-foot a part has been hammered into the river bank. There are sixty spikes in total; the last in the line trails a ten-foot long length of sodden rope.
20. A thin crack in the ceiling lets a solitary beam of light play upon the river's surface. The shimmering glimmer is noticeable from quite some distance. Perhaps subterranean predators have learnt the light often attracts prey, and already lurk nearby ready to pounce...



FALLEN DWARVEN HOLD

10 DWARVEN WORKSHOP FEATURES

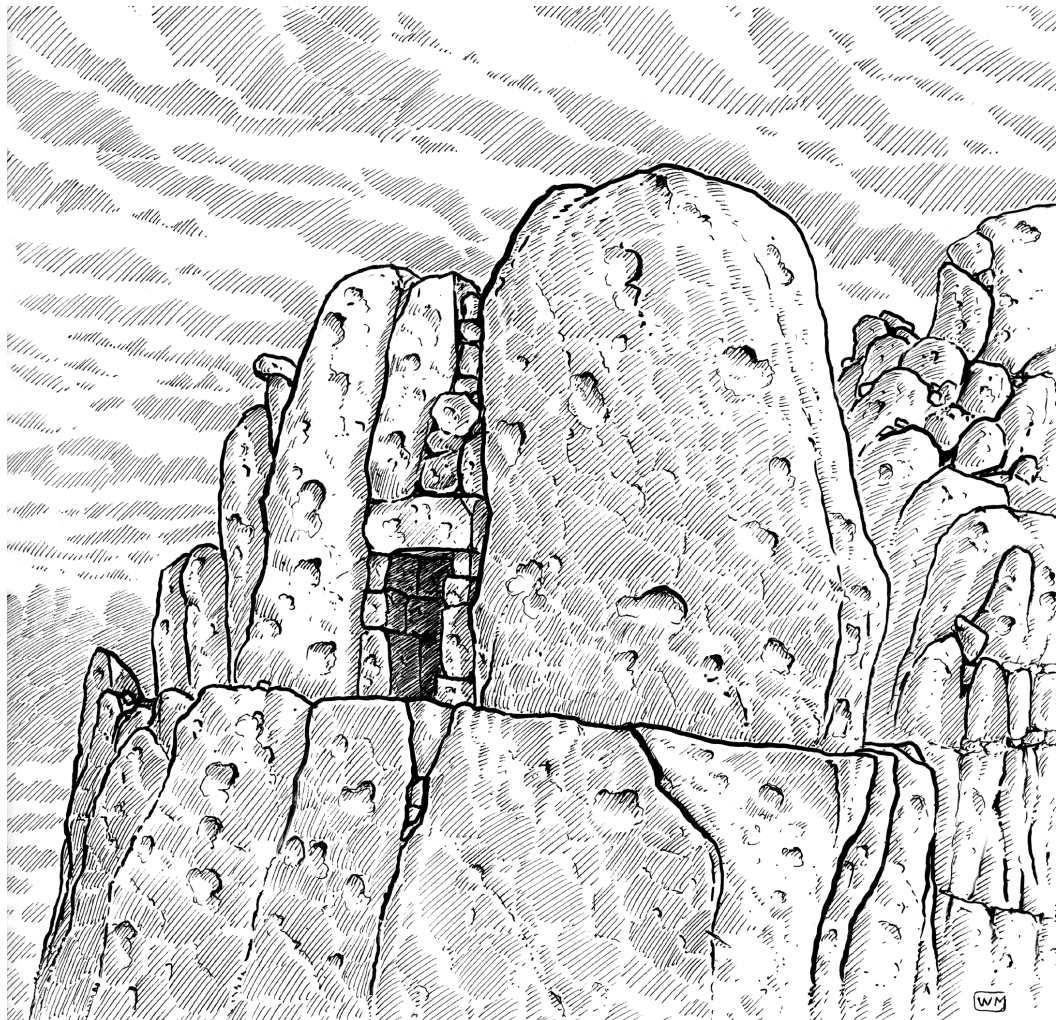
Dwarves are near-peerless crafters of metal and stone. Many dwarves make their living creating tough and beautiful objects for use or trade. A fallen dwarven hold likely contains many workshops and forges.

Use the table below, to generate details of the objects found in a workshop or forge:

1. A large anvil of blackened iron, forged in the shape of a clenched fist, stands in the middle of the floor. Bumps and dents—testimony to the service it has seen—cover the anvil’s clenched fingers.
2. Shelves cut into the living rock fill one wall. Choked and cluttered with rubbish, broken tools and mouldering, unidentifiable things they appear—at first glance—devoid of loot.
3. A broken hammer lies on the floor near the door. Nearby lies a skeletal dwarf his—or her—head caved in by one terrible blow.
4. A stone workbench juts from one wall. The bench is almost one-foot thick; cunningly fashioned drawers pierce its side. Most have been pulled out and ransacked, but one remains tightly closed. Chip marks on the drawer front show where someone tried—and failed—to prise it open.
5. A fire pit topped by a smoke-hood fills one corner of the chamber. Dusty coals fill the fire pit. Nearby, a stone bunker holds yet more coal ready to feed the long-dead flames.
6. An overlooked curled-up bloodstained parchment lying under other rubbish and detritus bears plans and sketches for the dwarf’s next creation. The plans are intricate and ambitious—almost a work of art in their own right. They might even be

worth something to someone in the same trade.

7. A small forge stands against one wall. Next to it, a once neatly stacked pile of seasoned wood is scattered across the floor. The wood is bone dry and burns fiercely. Perceptive PCs notice one piece of wood is hollow and contains a slender silver necklace (worth 50 gp) wrapped in a strip of brown cloth.
8. Scattered broken tools cover the floor.
9. A wrought iron chandelier wreathed in magic light illuminates the workshop. Forged in the shape of a skeletal dragon in flight the chandelier is bulky and difficult to remove without damaging the dragon’s outstretched wings.
10. The workshop’s stone door is heavy and cumbersome. The workshop owner was clearly paranoid as the door has slots for two heavy bars on the inside. Two iron bars lean against the wall by the door. (This feature can make the workshop a safe place to rest).



10 DWARVEN STATUES

Dwarves love working in stone, and their holds are replete with many finely crafted statues. Some depict the dwarves' gods or leaders. Other could represent local heroes or particular enemies.

Use the table below, to generate the statues appearing in your fallen dwarven hold:

1. A plate-clad dwarven warrior of stern visage stands with a warhammer grounded between his feet.
2. A plate-clad dwarf, replete with an impressive beard wearing an ornate helmet, stands with feet powerfully braced. He has a massive battle-axe raised above his head.
3. A dwarven woman stands with one hand outstretched in the universal gesture for "stop", but a slight smile plays upon her face. She wears voluminous and ornate finely carved robes.
4. A dwarven man—clad in obvious clerical garb—kneels in a penitent pose. He holds both hands outstretched cupped into a bowl.
5. This carved orc warrior falls backwards arms outstretched. Eight crossbow bolts protrude from his chest. A grimace of pain and fear twists the orc's hideously ugly face.

6. This statue once depicted a dwarven warrior in his battle finery. However, the figure has fallen from its plinth at some point and lies smashed and scattered on the floor.
7. A plate-clad dwarf warrior stands on either side of a doorway. The warriors' raised spear tips meet above the door's arch. Both warriors wear ridiculously ornate horned helmets.
8. With a large warhammer raised high above his head this dwarf warrior—his face dominated by a beaming smile—stands seemingly ready to strike down anyone passing below his plinth.
9. This ten-foot-high statue—carved out of the the same stone as the floor—depicts an impossibly large and ornately crafted two-headed dwarven axe.
10. An abnormally coloured outcropping of rocky high up on one wall is carved to depict a large dragon bursting from the rock. The dragon's maw gaps wide to reveal dozens of sharp fangs. A crossbow bolt juts from one eye.



DWARVEN NAMES

During the PCs' exploration they'll inevitably discover carvings, writings and graffiti referencing certain dwarven inhabitants of the hold. Use the table below, to generate such individual's names.

D20	MALE	FEMALE	FAMILY
1	Aldal	Aldrid	Anack
2	Arak	Ara	Belgak
3	Belgal	Balbryn	Dalnore
4	Daim	Baritia	Dargyth
5	Delthur	Delana	Dwojyr
6	Elgal	Durithar	Erdukr
7	Falgar	Elren	Farnoen
8	Garbere	Erserd	Garsten
9	Jarel	Gimhild	Glanhak
10	Kilbir	Harbo	Hargyth
11	Nalrid	Kilisi	Helmalk
12	Nurlon	Marili	Jarbek
13	Ovlon	Morion	Kilak
14	Reigen	Norren	Madann
15	Thoric	Ovdris	Nalmek
16	Thrent	Therani	Noratek
17	Valdin	Torippa	Olgyth
18	Valric	Valisi	Torevin
19	Whurel	Vonya	Urzak
20	Yurthic	Yurdis	Yurnoe

10 DWARVEN TEMPLE FEATURES

Dwarves are religious folk and often carve vast temples for their patrons deep into the rock of their home.

Use the table below, to generate features of interest for the PCs to discover in a fallen dwarven temple.

1. Ornate carvings on the walls depict a procession of dwarves climbing through seemingly endless caverns. They show many women and children among the throng—which is probably a migration or holy pilgrimage.
2. Ornate, but lurid, carvings on the walls depict a great battle between dwarves and a horde of savage orcs. Many dead orcs lie at the dwarves' feet.
3. A statue of a powerfully built, stern-faced dwarven warrior stands on a low plinth. He wears ornate plate armour and carries an immense two-bladed waraxe across his chest. His finely plaited beard reaches almost to his waist.
4. Through much of the temple, the floor is flawlessly smooth—clearly through the work of devoted stonemasons. A few sections, though, are slightly worn—no doubt by the passage of countless dwarves over the long centuries.
5. Pillars carved to depict massive bulbous-headed maces hold aloft the roof. The head of each weapon blends into the ceiling.

The columns are broad enough to obscure sight of what lies beyond, and might even conceal hidden niches.

6. A stone coffin rests atop an ornate stone bier. Upon the coffin's lid, carved in blissful slumber, lies a dwarven warrior clad in beautiful plate armour. Dust lies thickly upon the coffin and bier. However, perceptive PCs notice the warrior's hands are strangely bereft of dust.
7. Dusty tapestries hang from the walls. Dust lies so thickly upon them their designs are impossible to make out. Shaking the tapestries releases billowing clouds of dust. Once the dust clears, the PCs can see lengthy dwarven prayers decorate the tapestries. The glimmer of metal reveals some of the lettering is picked out with gold and silver wire.
8. Orderly rows of dusty stone pews jut from the floor. The skeletal remains of several dwarves and many more of their enemies lie scattered among the pews.
9. Carved into the living rock of one wall the pipes of an enormous bagpipe easily four times the height of a dwarf now stand silent. Of the bagpipes bladder and blow stick only tattered, and scorched remnants remain.
10. Three immense and ornate iron braziers stand overturned about the chamber. Magical light—that throws weird shadows across the chamber—still dances within.

10 MINOR DWARVEN TREASURES

Dwarves are supremely skilled craftsmen and many minor things of value lie forgotten and unclaimed in a fallen dwarven hold.

Use the table below, to generate the details of minor treasures the party recover. Alternatively, you can use this table to add detail and depth to the magical items the party find during their adventure.

1. A plain golden band sized for a dwarf's finger. On the ring's inner surface, carved in tiny dwarven runes, is the name Kilisi Jarbek.
2. A bundle of almost impossibly thin silver wire rolled into a bundle snugly fills a mouldering, nondescript leather pouch.
3. A set of four small perfectly smooth stone jars with tiny gemstone stoppers. The jars are sized to perhaps hold perfume or spices. A faint sweet scent lingers in one of the jars.
4. This heavy iron ring bears a crest depicting a crossed warhammer and battle-axe. Dried blood splatters the heavily scratched ring.

5. This thin sheet of stone, measures about six inches to a side, bears an intricately carved portrait of a smiling dwarven man. He wears large hooped earrings.
6. A metal cover of beaten brass yet protects the scorched and slashed pages of a thick tome. Dwarven runes—*The Passage of Days*—are stamped into the brass.
7. This mouldering pair of dark brown thigh-high leather boots have metal toecaps. The boots' leather is worn and supple and sized to fit a male dwarf.
8. A deep groove runs down this dagger's blade to divert an enemy's blood away from the wielder's hand.
9. A heavy pair of iron knuckledusters fill a dusty, moth-eaten pouch. The knuckledusters are in excellent condition.
10. This small stone bowl comes with a perfectly sized lid. Magical, heatless fire lurks within the bowl. Removing the lid allows it to shine forth with the radiance of a blazing torch.

10 SIGNS OF PREVIOUS EXPLORATION

The PCs are likely not the first to explore the fallen dwarven hold. Such locales draw adventurers to their dusty halls like iron filings to a lodestone.

Use the table below, to generate minor evidence of previous explorations:

1. A smear of charcoal on the wall shows where someone stubbed out a torch. Nearby, lies the discarded stub of said torch.
2. A shredded backpack rests on the floor. Dried blood coats the pack's back. PCs searching the pack's remains find a single dusty gold coin caught up in a fold of the fabric.
3. Footprints in the thick dust betray the presence of another explorer. A skilled tracker can interpret the tracks and realises whoever made them was sprinting at the time he or she made them.
4. Lichen and mould grow over a few scraps of mouldy food and a discarded water flask.
5. A glimmer of light from one wall catches a PC's eye. Investigating, the PC discovers a bent silver coin wedged into a tiny gap between two stone blocks.
6. A splintered javelin, its rusted head bent, lies against a wall.
7. Burnt scraps of wood arranged in a rough circle show where someone built a campfire. The detritus of a quick camp—crumbs of food and so on—are also in evidence.
8. Shards of glass from a broken wine bottle lie on the floor. Unwary explorers could stand on a large shard and suffer one point of damage.
9. An iron spike is hammered into this door's stone frame. The piton is impressively bent, but it's done its job—the heavy stone door still stands ajar.
10. A splintered pickaxe handle lies on the floor. Nearby, the pickaxe's blade juts from a narrow crack in one wall at about waist height. (Perhaps the previous adventurers discovered a secret niche but were disturbed before they could get it open).

10 TRIGGERED TRAPS

Doughty warriors, dwarves often find themselves outnumbered by their racial enemies. Thus, the dwarves craft numerous cunning traps to aid in defending their homes.

Adventurers searching a fallen dwarven hold will doubtless come across many triggered traps in the course of their explorations. Use the table below, to generate the details of such triggered traps. (Many of the entries include mention of "intruders"; modify such entries as appropriate for your campaign).

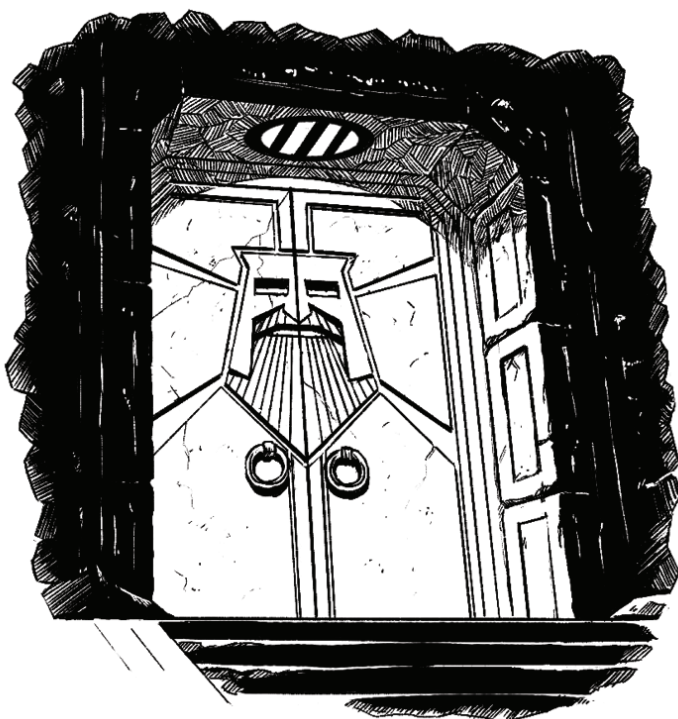
1. An open pit pierces the floor. Within, impaled on slender stone spikes carved from the pit's floor, lie the skeletal remains of three intruders. One-foot-deep brackish water fills the pit, and its sides are slick with lichen.
2. A perfectly square stone block fallen from the ceiling partially blocks the corridor. A skeletal hand emerges from under the block—the rest of the unfortunate's remains lie crushed to dust beneath the stone.
3. Fallen rocks and debris choke a side passage, from floor to ceiling. Gritty dust lies thickly on the floor in front of the cave-in. Unexplored chambers could lie beyond, or the passageway could have been nothing more than a trap for the unwary.
4. A rusting iron ballista bolt as thick as a dwarf's forearm is buried deeply in one wall. Of what shot the bolt there is no sign, but cracks radiate out from the impact point for some considerable distance.
5. An iron portcullis blocks further progress. Thousands of tiny spikes stud the portcullis's bars in all directions making climbing a painful business.
6. Rusting iron spikes jut up from the floor through clever hidden holes. A reddish stain covers several of the spikes and the surrounding stone, but there is no sign of whoever triggered the trap.
7. A cracked stone door—surrounded by a dried blood stain—lies flat on the floor in front of a false doorway. Nothing but a small niche, empty but for the trap's mechanism, lies beyond.
8. A swath of melted floor—centred on a tiny niche cut into the ceiling—bears mute testimony to some savage acid-based trap. Fragile shards of bone and other detritus lie scattered about the area.
9. A wickedly barbed spear protrudes from the floor. Transfixed by the spear, the skeletal remains of an intruder remain (mostly) standing upright. Pieces of bones and mouldering equipment lie scattered around the unfortunate. If touched, the skeletal remains collapse and clatter (loudly) to the floor.
10. A portion of the floor—reaching from wall to wall—has fallen away to reveal a steep smooth stone chute leading downwards to some unthinkable depth. A light source dropped down the chute quickly slides away out of sight. (The chute leads to an isolated level from which there is no escape for those unable to climb back up).

20 PIECES OF DWARVEN HOLD DRESSING

Dwarves do not lightly abandon their clan homes. Likely, the last days of the dwarves' hegemony were marked by savage battles and sorrow. Such terrible events leave their mark on a fallen dwarven hold.

Use the table below, to breathe life into a fallen dwarven hold:

1. Dust and the bones of the fallen thickly cover the floor. Obviously, a great battle raged here. Many of the remains show signs of violent death. Nothing of value remains.
2. Dried rust-coloured stains cover the ornate wall carvings here. The stains—dried blood—obscure much of the carvings' details, which depict a craggy mountain range of epic proportions.
3. Deep, dusty cobwebs obscure the arched ceiling, creating areas of deep shadow. Disturbing the webs creates a billowing dust cloud that lasts for several minutes before the dust settles on the ground—and anything else (including explorers) in the area.
4. The shattered remains of a stout dwarven door choke the entrance to this area. Something impressively strong knocked down the door. Pieces of its intricate stone hinges yet remain attached to the door jam.
5. A small niche low down near the floor pierces one wall. A small slab of stone crafted to look like the wall lies discarded nearby. Within the niche lies a switch which is in the down position. There is no clue as to what the switch operates.
6. Nine small niches about the size of a man's fist pierce one wall at about a dwarf's shoulder height. Stylised carvings—depicting rays of sunlight—radiate from each niche.
7. The once beautiful dwarven carvings decorating the walls are comprehensively defaced.
8. Carved into one wall, the words of a dwarven battle prayer speak of glory, duty and implacable hatred toward the clan's enemies.
9. A pile of mouldering, dusty bones lie in a heap before a doorway, suggesting someone made a stand within. Perceptive PCs note many of the bones are crushed or broken—mute testimony to the savagery of the struggle once fought here.
10. The stone floor is chipped and damaged as if someone had tried to dig it up.
11. Dust covers much of the floor. A cracked stone basin juts from one wall and water drips from within. Under the basin, the water has turned the dust into a thick, grey paste that glistens in the party's lights.
12. A cast iron brazier lies on its side among the dust and mouldering detritus of the dwarf's fallen home. Scattered coal, along with an over-sized wrought iron poker, lie about the brazier.
13. A dusty pyramid of dwarven skulls—perhaps a battle trophy or warning of what lies beyond—dominates this chamber. Of the rest of the dwarves' remains, there is no sign.
14. A shallow channel—that once guided water to a hidden cistern far below—cuts across the floor. Rubble and debris fill the water's course; consequently, the surrounding floor is slick with moisture (and floods after rain).
15. The clan's sigil is carved into the rock above the next door the PCs discover. (Investigations reveal the head-sized carving can be pushed inwards slightly; doing so operates the door's lock).
16. A small handcart lies overturned on the floor. The wood is soft; mushrooms and fungus grow over the remains. Nearby, the remnants of the cart's contents—clothes, food and so on—have mouldered away leaving nothing but a foul stain upon the stone.
17. An intruder's skeletal remains lie sprawled on the floor. No valuables remain, but a crossbow bolt is yet buried in the unfortunate's forehead.
18. A five-foot-wide hole pierces the floor. A chill breeze issues from the hole, which seems to be impossibly deep. Light sources dropped within quickly disappear.
19. Thick red-brown mould grows across the walls and floor. Observant PCs notice an indistinct lump in the middle of the decay has the same general shape as a skeleton.
20. Rusty and grimy iron chains running down one wall hang from a hole in the ceiling. They disappear into another hole in the floor. The chain is thick, although one loop at floor level is horribly twisted, which has stopped it running into the hole.

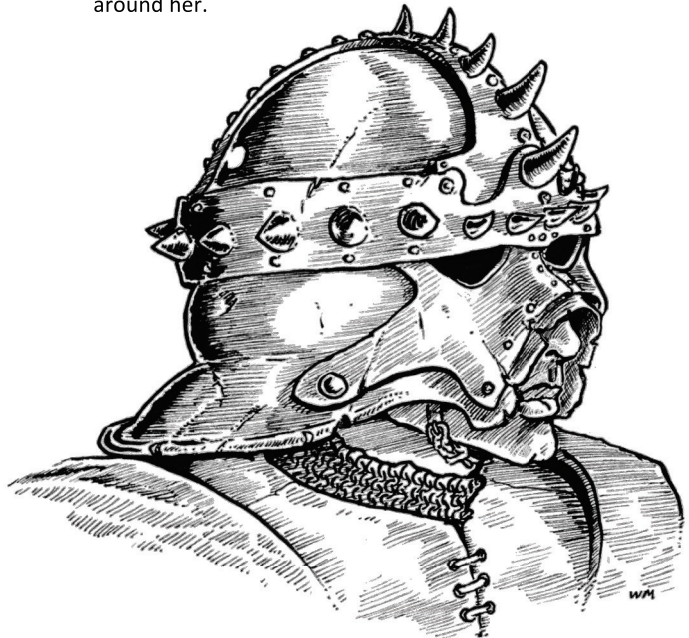


FORT ON THE BORDERLAND

Borderland forts are often dangerous places, and the wise nobleman strongly garrisons it with redoubtable men-at-arms. Such soldiers should not be merely carbon copies of one another. Among any garrison exceptional—or interesting—individuals will always emerge.

Use the table below, to generate the details of particularly interesting or exceptional men-at-arms the party encounters.

1. **Aevar** (LG male human fighter 1) Overly burly, and bald, Aevar cuts a menacing image. His dangerous mien is further enhanced by a badly done tattoo of a skull covering his entire head except for his face. For all that, Aevar is loyal to his lord, if not a little bit too enthusiastic in combat.
2. **Turkka Hirvonen** (N male human fighter 1) Turkka doesn't want to be soldier; he only become one to escape a life of crushing poverty and constant hunger. He is loyal—to an extent—to his lord, but is always on the lookout for a way to turn a profit. Turkka is always hungry, and rarely encountered without food in his hand (or hidden in his pouch).
3. **Aila Leino** (NG female human fighter 3) Aila's slender frame belies a strength far greater than most men. Friendly and gregarious, Aila is popular with her fellows, although secretly she hates their coarse, unsubtle humour. She is a skilled warrior and braver than most veterans. With dark grey eyes and short-cropped red hair, Aila stands out from her drab fellows. If she can escape this backwater fort, a great destiny lies in her future for Aila is not entirely human...
4. **Gar Blood-Eye** (CN male half-orc fighter 2) A renegade from an orcish tribe lurking in the nearby wilderland, Gar is not completely trusted by his fellows. Half of them see the tall and broad-shouldered green-skinned warrior as little more than a savage while most of the rest believe him to be a spy. Consequently, Gar has few friends and has become used to expecting the worst from those he meets.
5. **Myev Widow-maker** (NG female half-orc fighter 2) A terror on the battlefield, Myers has a way of looking at people that suggests she is plotting their brutal and swift evisceration. She uses a large double-blade axe—her "Widow-maker"—in lieu of any other weapon. For all that, she is popular with her fellows who have got over her strange ways. She—in turn—is incredibly protective of them.
6. **Arnallae Uthliavar** (CG female half-elf fighter 3) Arnallae is a restless soul who has served here for a decade or so because she wants to experience the borderland and its perils. She is erratic, but brave. While Arnallae would never put the lives of her fellows in jeopardy, she is easily distracted.
7. **Eohric Llitwin** (CN old male human fighter 2) Stocky and grey-haired, Eohric is clearly older than his fellows—who jokingly refer to him as "grandfather". Eohric is immensely experienced, but now tires easily. He dreams of retiring and living out his days in a tavern, but Eohric is an inveterate gambler. Disastrously, he is also gullible and heavily in debt to certain individuals who want access to his lord's private chambers. Thus far, Eohric has resisted their advances but as his debts mount he is becoming increasingly desperate.
8. **Valto Sianio** (N male human fighter 1) Valto suffers from chronic toothache. With a perpetual grimace on his face, he appears miserable much of the time. Valto's woes started when he was punched in the face during a training bout. The blow shattered his front teeth and infection soon set in. Now all that remain are blackened stumps.
9. **Gerold Corbie** (NE male human thief 3) Ostensibly Gerold is a new recruit to the garrison, but he has a secret. In reality, he is a spy for a rival lord (or perhaps a band of humanoid planning to attack the fort). Unfortunately for Gerold, one of the PCs fits the description of his contact (who he has never met before) and he tries to make contact one night in the tavern. Confusion ensues and if he can talk his way out of his encounter with the PCs, he abandons his mission and flees.
10. **Frida Gall** (NG female human fighter 1) Constantly on the edge of exhaustion, Frida has deep bags under her eyes. Bedevilled by nightmares, she rarely sleeps a whole night through and often wakes up screaming. She is not a popular bunk mate, consequently. Desperate for sleep, she has tried all manner of herbal remedies and the faint smell of such often hang in the air around her.



Borderland forts can be busy places. Adventurers often lurk in such places planning their forays into the wilderness. The presence of such folk—along with the needs of a garrison and its attendant folk—can bring many people to the fort. Pedlars, merchants, thieves and even other adventurers often visit such places. (Note: Characters listed above without a class or level should be viewed as a normal example of their race.)

Use the table below, to generate details of particularly interesting or noteworthy travellers the PCs meet at the fort.

1. **Ahualhar Hafeltyrr** (NG male elf fighter 4) A bowyer and fletcher in search of work, Ahualhar has come to the fort after hearing rumours the lord is a keen archer. This tall, slender elf carries a beautifully crafted longbow and leads a donkey whose saddlebags are stuffed full of arrows and the tools of his trade. Perhaps, a few arrows are magical or otherwise exceptional; they might even be for sale.
2. **Jarani Darzak** (LN female dwarf fighter 2) A skilled stonemason—and equally skilled drinker—Jarani is at the fort to bid on some repair work. While waiting to see the lord, she spends her time either in the tavern or poking about the fortifications. She's got into several blazing rows with guards who have stopped her accessing certain parts of the fortress and—as a result—is in a foul mood.
3. **Ossi Eskola** (CN male human thief 2) Fleeing extensive debts in his home town, portly Ossi has come to the fort to lose himself. Still dressed in his finest—travel-stained—robes Ossi's purse grows light and he has begun to belatedly realise he has no long-term plan. Seeing the PCs as a potential source of wealth he tries to ingratiate himself with the party—offering to act as their intermediary in trade matters and so forth.
4. **Varma Keto** (NG female human) Varma is a cook—a good one by all accounts—without an employer. She has fled to the

borderlands after her last employer and his whole family died of food poisoning (or perhaps just poisoning as the rumours suggest). She is guiltless of any foul doings, but has no way of proving her innocence. Coming to the end of her funds, she is getting desperate.

5. **Marra Sharpeye** (NG middle-aged female halfling fighter 1/thief 2) Marra is a mother on a mission. Her son—Kallon Sharpeye—was last heard of at the fort with a band of adventurers. They disappeared into the wilderness six months ago and have not been heard of since. A retired adventurer herself, she is frantic with worry and is only a few sleepless nights away from striking out alone in search of her son.
6. **Alaric** (CN young male human) This scrawny, dirty urchin came to the fort with a merchant caravan. The caravan moved on without him—Alaric was stealing food from the kitchens at the time—and is now trapped here. With no friends and no resources, he has been alternately stealing from, or relying on the kindness of, strangers.
7. **Pinafen Barrick** (NE male gnome thief 6) Pinafen might look like a kindly scribe for hire, but he isn't. Pinafen is a serial murderer whose black, twisted heart knows neither mercy or pity. He stalks the borderlands, moving from community to community and leaves a trail of hideously mutilated bodies in his wake. If the PCs are leaving—but not plunging into the wilderness—he tries to travel with them (for “protection”).
8. **Ishild Salii** (N female human) A singer of minor renown, Ishild cuts a striking figure in her costume. Off stage, she is shy, but on stage she has a captivating presence. Often besieged by male admirers she hates the attention and hates even more asking for payment for her singing. Thus, she is perpetually in need of funds. Ideally, she'd like a wealthy patron...
9. **Jarel Dellode** (N male dwarf) Jarel is headstrong, certain of his own brilliance—in all manner of professions and skills— and is also spectacularly misplaced in his confidence. Nothing is ever Jarel's fault and he often proves he is right by shouting louder than the other person. He has come to the fort because several of the businesses here owe him money (as he sees it). The aforementioned businesses see it another way—everything he has supplied them has been either substandard or has fallen apart almost immediately.
10. **Firatis Rumnaleir** (LG female elf magic-user 5) Firatis is a minor wizard and skilled teacher. She has been engaged to teach the children of the wealthy folk at the fort. She spends much of her time teaching and much of the rest of the time resting or reading in her rooms at the inn. Sometimes—when the mood takes her—she wanders the fort's surrounds. Like many of her race, she can move stealthily and has thus far avoided contact with the region's monstrous denizens.



10 BORDERLAND FORT WHISPERS & RUMOURS

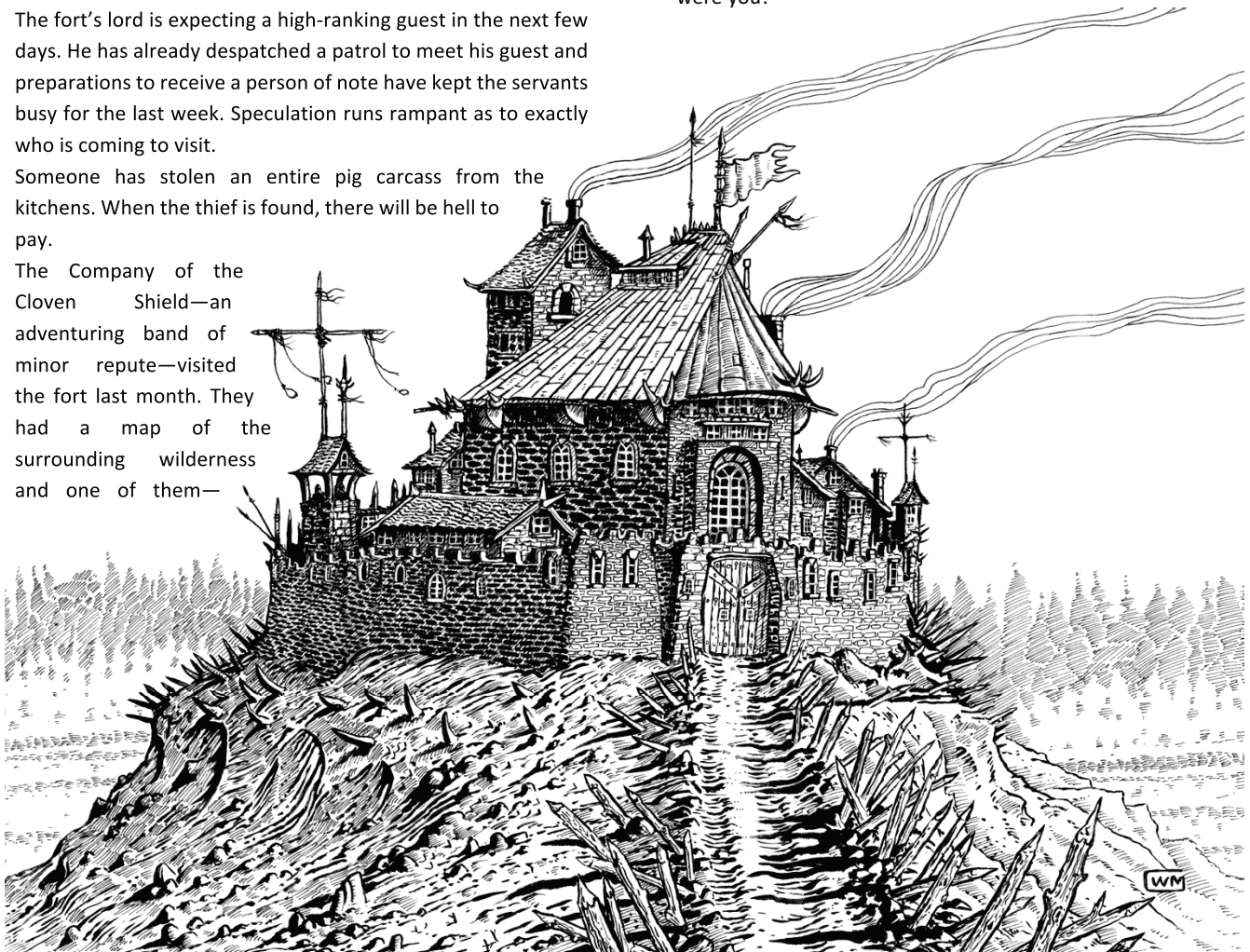
Like any small community, a borderland fort is often rife with rumours. Whether its folk swap stories about various adventurers passing through, the dalliances of prominent individuals or the depredations of nearby humanoids news—both true and false—circulates wherever people gather.

Use the table below, to determine the minor rumours the party hears while at the borderland fort. (Obviously, some of the rumours might require minor adjustment to better fit with your locale).

1. Strange things are going on at the chapel. A hooded figure has been seen entering the building late at night. (The priest is having an affair with a married women).
2. The fire at the blacksmith's last month was not accidental. Had it not been for his apprentice's quick thinking, the whole building would have gone up in flames.
3. Bandits have once again been seen in the fort's vicinity. Rumour has it the Captain of the Guard is preparing an expedition to put them to the sword.
4. The fort's lord is expecting a high-ranking guest in the next few days. He has already despatched a patrol to meet his guest and preparations to receive a person of note have kept the servants busy for the last week. Speculation runs rampant as to exactly who is coming to visit.
5. Someone has stolen an entire pig carcass from the kitchens. When the thief is found, there will be hell to pay.
6. The Company of the Cloven Shield—an adventuring band of minor repute—visited the fort last month. They had a map of the surrounding wilderness and one of them—

while deep in his cups—boasted the map showed the site of a lost treasure. The company haven't been seen since they left the fort three weeks ago. Most people think they have perished.

7. The castle is haunted. A couple of years ago, an evil necromancer was burned at the stake in the courtyard. With his dying screams, he cursed all those present to never rest easily in the grave. Since then, several graves have been disturbed and the corpses removed (or did they escape under their own power?)
8. The well providing drinking water for the fort is old—far older than the fort itself. Writings attributed to the original settlers of the area speak of caverns accessible from the well shaft. However, no such access now exists; one of the previous lords had the whole well re-bricked blocking any such entrances.
9. Strange tracks have been found by hunters in the surrounding area. Judging by the size of the tracks, whatever made them was roughly the size of a horse, and—worryingly—it has claws!
10. The tavern is infested with bedbugs—I wouldn't stay there if I were you!



A borderland fort is a living, breathing locale. Travellers, peasants, soldiers and adventurers all pass through such a place and leave their mark on its buildings and fortifications.

Thus, such places should not be a sterile, pristine environment devoid of minor points of interest. Use this table, to generate features of minor interest the PCs note while visiting the borderland fort.

1. A lewd picture daubed on a wall depicts a warrior decapitating a goblin, orc or some other kind of evil humanoid. The blood spurting from the humanoid's neck is particularly overdone.
2. Recent rain has turned the churned earth of the courtyard into a muddy morass, through which travellers and men-at-arms struggle. A single boot juts forlornly from a patch of particularly thick, cloying mud.
3. A section of scorched, soot-blackened stone wall along with a newly replaced section of roof bears mute testimony to a bad fire that—perhaps—almost got out of control.
4. An empty gallows atop a five-foot high wooden platform stands in the middle of the courtyard. Two servants are on their hands and knees scrubbing the platform clean. A bored man-at-arms stands nearby looking on.
5. A pile of barrels and crates stands against one wall. A large black and white cat lies curled atop one of the barrels, seemingly snoozing in the sun. Nearby, a mangy dog—practically on its belly—creeps toward its target.
6. One section of wall has been crudely whitewashed. Nails have been driven into the wall and from several flutter various notices. Most are weathered stained and unreadable.
7. A bedraggled man occupies a set of prominently placed stocks. Several wooden buckets stand nearby full of rotting vegetables. A few children linger near the buckets daring each other to fling the vegetables at the man. As one of the children edges closer to a bucket, the man swears and curses at her.
8. A line of sparring dummies stands in the middle of the courtyard. Nearby, a small group of trainee men-at-arms cluster around a bin holding wooden practise swords.
9. A few stones have fallen from a wall, and lie scattered on the ground. Crumbled mortar also dusts the ground and nearby a set of mason's tool stand propped against the wall.
10. A score or so starlings perch atop one of the fort's towers. If disturbed, they take to the air, circle the fort several times and then fly off singing loudly.
11. Faint, weatherworn graffiti mars one stone at the base of the wall. Scratched in humanity's Common tongue, it reads, "For his Glory." It looks like someone has subsequently tried to scratch out the words, but it appears they gave up before managing to efface the message.
12. An empty, unattended wagon pulled up outside a nearby building sits lopsidedly in the mud. One of the wagon's wheels is missing. The wheel arch's wood is also splintered and broken. Clearly, the wagon has been in an accident.
13. Smoke rises from chimneys in several of the fort's towers. The air is preternaturally still today; the smoke lingers over the fort like a shroud and does not dissipate until the wind picks up.
14. Enticing smells wafting from the kitchen fill the air. Perhaps the lord plans a feast? Several small children and a few ragged beggars cluster near the kitchen door in anticipation of the scraps.
15. A portion of the outer wall near the front gate is scorched and blackened as if it has once been deluged in flaming oil or the like. (Inquiries reveal a roving band of three trolls attacked the fort last year, but the flaming oil convinced them to go elsewhere).
16. Wooden scaffolding encases one of the fort's towers; several workers—under a master mason's direction—work to repair pitted, weather-worn mortar. At the tower's base a neat pile of dressed stone suggests the work will be extensive and last a considerable time.
17. The inn's windows are thrown wide to air out the interior. Blankets and rugs hang over several of the window cills. Periodically a servant appears at a window and vigorously beats the blankets and rugs.
18. The resounding clang of metal on metal—likely emanating from the blacksmith's forge—echoes through the air. It stops for a few moments, before starting up again even louder than before.
19. A wanted poster—depicting a head and shoulders drawing of a particularly ugly dwarf—is nailed to several doors throughout the fort. Apparently, the dwarf, one Durrin Jarbek, is wanted for crimes involving unwarranted groping and failure to pay one's debt at the local tavern. A reward of 10 gp is offered for his capture.
20. Extra guards are posted at the front gate. Visitors entering the fort are subjected to extensive searches and questioning before being granted admittance. No one seems to know the cause for the increased vigilance.

20 BORDERLAND FORT SIGHTS & SOUNDS

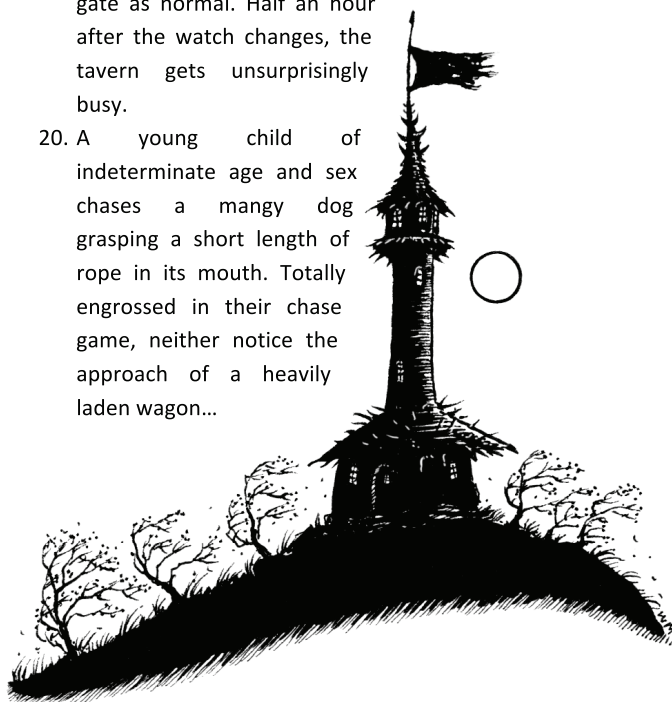
One of the quintessential locales for adventurers to rest between adventures, a fort on the borderlands is a safe haven offering many of civilisation's beguiling comforts. Here adventurers can rest and recuperate between expeditions into the wilderness.

Use the table below, to determine what minor events the PCs experience as they move about within the fort's walls.

1. The clamour of sword striking sword and the grunts of warriors fighting foreshadows the sight of two fighters practising their craft.
2. A particularly large raven squats on a tower's battlements and watches folks' coming and going with strange intensity. It flies off, if the PCs take particular note of its presence.
3. Dark clouds scud across the sky, plunging the fort into shadow.
4. Several travellers—the mud of the road fresh upon their boots—stagger passed the party in search of fresh ale, warm food and a comfortable bed for the night.
5. A small boy—dirty and thin—darts through the crowd. He clutches a scabbarded longsword to his chest. The weapon appears finely made. If stopped, the boy—Arthal—explains he is delivering it to a customer of his father.
6. A shout of alarm from one of the fort's tower has several men-at-arms rushing to investigate whatever their companion has spotted.
7. Two off-duty men-at-arms wearing naught but tunics and dirty tabards stagger along arm in arm. One waves a wineskin theatrically while singing a rather lewd song in a rich, baritone voice. The other seems to be on the verge of being sick.
8. A pair of large horses pull a huge, heavily laden, creaking wagon through the fort's gate. The wagon barely fits through the gate and its wheels scour deep groves in the muddy courtyard. A single man clad in a heavy cloak and wide-brimmed hat steers the horses with deft flicks of the reins.
9. A mailed messenger on horseback cantered passed the PCs on her way to the gate. She wears a sheathed longsword on one hip and has a haversack full of scrolls and other missives slung over her shoulder. Her saddlebags bulge with supplies, suggesting she is starting a long journey.
10. A servant emerges from a tower carrying a chamber pot at arm's length. She climbs the steps to the outer wall and then—surreptitiously—dumps the pot's contents over the wall.
11. A flag flying from one of the fort's towers breaks free and drifts down to the ground. It lands in a particularly large patch of horse manure. Is this an omen for the fort's fortunes?
12. A mailed warrior walks a huge hound. The dog amiably trots along behind its master...until it catches the scent of something interesting in the air. Nearby, a cat breaks from cover and darts

off. A few seconds later, the dog bursts into action and gives chase leaving the warrior—shouting loudly and impotently—alone.

13. A sudden gust of wind catches the fort's various flags and pennants—they stream out proudly before the wind drops again.
14. Laughter and singing float through an open window. It sounds like the people inside are in excellent spirits.
15. A patrol of muddy, tired men-at-arms returns to the keep after spending three days patrolling the local roads. Led by a mounted officer, the men make their way directly to the barracks. They desire food and ale; anyone who gets in their way—perhaps an adventurer asking irritating questions about their patrol—is likely to get short shrift.
16. A cowed figure lurks in a shadowy doorway, seemingly watching the PCs. If accosted, the man protests his innocence maintaining he was merely lost in thought.
17. A wagon stacked high with firewood harvested from the surrounds stands near the fort's kitchens. Three servants are busy unpacking the wood and stacking it in a nearby crude wood store.
18. A peasant and his daughter drive a half-dozen sheep into the courtyard; two barking dogs dart about the small flock keeping it together. If asked, the peasants explain the sheep are destined for slaughter and then the kitchens.
19. It is time for the changing of the guard. For a brief period, there are twice as many men-at-arms on the walls and at the front gate as normal. Half an hour after the watch changes, the tavern gets unsurprisingly busy.
20. A young child of indeterminate age and sex chases a mangy dog grasping a short length of rope in its mouth. Totally engrossed in their chase game, neither notice the approach of a heavily laden wagon...



GOBLIN LAIR

10 GOBLINS WITH PERSONALITY

Few fantasy foes are as iconic as goblins.

1. **Lipless Rord:** His lips are just fine; the nickname comes from the jagged scar across his throat that prevents him from speaking louder than a whisper.
2. **Ghalga Many-Whelps:** This matronly goblin is never seen without at least four of her babes in tow; she teaches her children how to fight by throwing them at enemies.
3. **Purg Pie Rat:** Wearing a black tai-corn hat, with a skull hastily drawn on in chalk, and fighting with two meat hooks he holds in his hands, this goblin fancies himself a pirate, but is only really interested in plundering pastries.
4. **Fongoa Stranglesgood:** This goblin has over-long arms which hang down to her knees, and oversized hands. She kisses her victims just as they die, attempting to steal their last breath.
5. **Lork:** Having once heard the saying “if you can’t see me, I can’t see you,” his solution to danger is to clap his hands over his eyes and try to scuttle off in a random direction.
6. **Urbla Stewmaker:** Her ability to use fire to cook food instead of burn it makes her a gourmet cook by goblin standards. She

chops up the bodies of friend and foe alike after battle to cook in her “lovely” stews.

7. **Borgo Dagger-Eye:** This goblin has a horrific injury: the hilt of a dagger protrudes from his right eye, the result of a horrific knife-throwing accident. He has never removed the dagger, as he believes doing so will kill him. His preferred weapon remains throwing knives.
8. **Zingers Mudlover:** Having loved wallowing in mud since she was a little whelp, once Zingers learned being covered head to toe in the stuff makes her blend in better to her swampy surroundings, she has almost never been without the stuff.
9. **Kibzunk the Licker:** While this goblin was named primarily for his love of licking random objects, he is also a metaphorical bootlicker, quick to provide sycophantic praise to the strongest person in sight.
10. **Grout Hobwitch:** This grizzled, ancient goblin is renowned for her knowledge of goblin magic, which mostly involves dubious curses and vague parables. She wears a belt of shrunken heads, and keeps a rat in a cage which she claims is her familiar.

10 THINGS TO FIND IN A GOBLIN CHIEFTAIN’S QUARTERS

Goblin chieftains are often the cleverest, most cunning and violent members of the tribe. As such they have their own chambers and here can be found the choicest, least tasteful decorations and features.

1. This chieftain has a throne—well an ornate wooden chair—standing at the centre of a rickety wooden platform. The “throne” looks like the kind of chair you’d find at a noble’s dining room table, but it has seen better days. A faded red cushion provides a modicum of comfort for the chief.
2. Dirty, frayed rugs cover the floor. Arrayed in a haphazard pattern, they comprehensively conceal what lies beneath. Paranoid PCs might suspect pits lurk beneath. Indeed, the rugs directly in front of the chief’s throne have several suspiciously large dried bloodstains.
3. A weapon rack—probably looted from some merchant’s wagon—stands against one wall. Most of the weapons displayed are too small for the rack and have fallen through. They lean against the wall behind or lie under the rack.
4. Dozens of small niches pierce the chamber’s walls. They contain red candle stubs and macabre bone decorations. Much wax has dripped down the walls giving the impression the haphazardly placed niches have been bleeding.

5. A curtain—comprising small bones threaded on thin metal wire—divides the chamber in two. Beyond lies the chieftain’s bed chamber. It is virtually impossible to pass beyond the curtain without making noise.
6. Crude paintings—little more than stickmen—decorate the walls in simplistic battle scenes. The red stickmen—who have large, pointy ears—seem to be beating the others.
7. A crude painting of an oversized goblin standing in a heroic stance wearing a shiny crown decorates one wall. Other goblins are shown bowing down before the crown-wearing goblin.
8. A large, battered chest, with its lid open, stands against one wall. Filled with a riot of different clothes, blankets and other odds and ends, it serves as the chief’s personal wardrobe. Many of the items were obviously made for human-sized people and have been crudely altered. All are filthy.
9. A small pen comprising four empty, battered chests with their lids propped open fills one corner of the chamber. Therein, the chieftain keeps his pets—a family of five giant rats. The rats are feral, but recognise their master and do not attack him.
10. A battered stone statue of a human warrior stands against one wall. The statue is battered and chipped up to about chest height—as if someone had used it as a target. The warrior’s nose has snapped off, but otherwise the statue’s upper portions are in pristine condition.

10 THINGS TO FIND IN A GOBLIN COMMON ROOM

Goblin common rooms are filthy, disease ridden places. Here the tribe comes together to eat, celebrate and—sometimes—live; in many tribes, the lesser goblins live together in a state bordering on anarchy. It stands to reason, the PCs are bound to search any goblin common room they discover.

1. This chamber is filthy. Rubbish overflows from niches in the wall. The place smells of sweat and rotting food.
2. This part of the chamber is divided off from the rest by a rickety fence held together with twine. Beyond lies a sleeping blanket big enough for three goblins, and other odds and ends.
3. A perceptive PC spots one of the piles of bedding heaped against the wall moving slightly. Investigation reveals a terrified goblin child buried deeply within. It offers no resistance while crying (loudly) for its mummy.
4. A blackened iron cauldron hangs over a crude fire pit. The surrounding floor is blackened and splattered with what could be dried stew and other unsavoury things. A large ladle hangs from a hook nearby. Stew of some unidentifiable sort bubbles gently in the cauldron.

5. Filthy, flea-infested woollen blankets hung from the ceiling provide a modicum of privacy in this small part of the common room. Within lies the lair of a tribal champion.
6. A crude target stuffed with rags hangs from the wall. Scores of near misses pockmark the wall nearby.
7. A jumbled skull display fills a shelf high up on one wall. Several of the skulls have rolled off the shelf and lie on the floor. Many of them bear signs of stabbing and slashing wounds.
8. The stench from one corner of the room is unbearable. A crude wooden platform with a hole in it covers a small narrow pit hacked into the floor. This is the goblins' latrine.
9. A jumbled mass of sacks, battered boxes and so-on serves as the tribe's food storage area. Many of the bags and sack contain mouldering or stale food. Perceptive PCs searching the pile discover two flasks of decent red wine lost in its depths.
10. Four barrels lined up surprisingly neatly against one wall hold the tribe's home-brewed beer and hard spirits. The drinks are uniformly horrible and not for the weak of stomach. Any PC having more than a sip is liable to wake up the next morning with terrible stomach cramps and a pounding headache.

10 THINGS TO FIND IN A GOBLIN GUARD ROOM

Although seen by other races as little more than short, mad homicidal maniacs, goblins are at least slightly organised. Normally, the entrance to the tribe's lair, or the approaches to the chieftain's chambers, are guarded.

1. A battered table stands in roughly the centre of the chamber. Its legs have been haphazardly hacked off to suit the goblins' size. The two benches have been treated in a similar fashion, but one of them stands at a distinct angle. The remains of a meal and several wineskins lie scattered across the table.
2. A hung woollen blanket hides a small alcove. The alcove within stinks. The stench is overpowering near a small crack in the floor. The goblin guards use this area as a toilet.
3. A faded, frayed rug covers the floor directly in front of the door. It once displayed a crude pattern of blue and red swirls, but time and the goblins' attentions have destroyed its details. (A cruel GM may rule the carpet covers a hollow in the ground; the goblins have used a mixture of loose soil and caltrops to create a nasty surprise for unsuspecting intruders).
4. A complicated mass of taut tripwires fills the passageway leading away from the guardroom. These tripwires are not attached to anything, but are designed to slow down cautious

intruders. (Perceptive PCs notice some have come loose and just lie on the ground.)

5. A large pile of firewood is stacked haphazardly along one wall. Nearby, a fire pit smoulders; soot blackens the stone above, but a crack in the ceiling draws away most of the smoke.
6. As #5, but the pile is rigged to collapse and is held in place by several large wooden pegs rammed into the floor. If one of the pegs is removed the pile collapses—loudly—creating an area of difficult terrain. Characters adjacent to the front of the pile may be knocked over when it collapses.
7. Battered chests, earth-filled sacks and other rubbish forms a three-foot high breastwork running across the chamber.
8. As #1 above, but the goblins were in the middle of a simple dice game when interrupted. Three sets of bone dice and a smattering of copper coins and other odds and ends lie scattered across the table.
9. Crude frescos of goblins butchering and dismembering their enemies decorate the chamber's walls.
10. The smell of sweat and something sweeter hangs heavily in the air. The goblins have got a small fire going and a pot of something bubbles over it. Investigations reveal they were boiling a pot of hallucinogenic mushrooms.

10 THINGS TO FIND OUTSIDE A GOBLIN LAIR

Goblins are not the tidiest or most subtle of creatures. The evidence of their presence litters the approaches to their lairs.

1. Yellowing bones are tied to the branches of a stunted bush growing nearby the entrance to the tribe's lair. Tied onto the bush with ribbons, bits of twine and thin strips of leather the bones clack together in the breeze.
2. A gallimaufry of tracks mars the ground. Scraps of broken equipment lie scattered about.
3. Scorch marks mar several trees in the immediate vicinity (showing where the goblins have practised with fire).
4. A deep, wide fire pit has been dug into the ground a score of paces from the entrance tunnel. Ash and fragments of burnt wood fill the hole and on windy days, the ash fills the air like a fine mist. Inquisitive PCs also find bones of several animals (probably horses or ponies and suchlike) buried amongst the ash.
5. A fallen tree lies across the obvious trail leading to the goblin lair. Perceptive PCs can spot the tell-tell signs of tracks behind the tree, suggesting the goblins sometimes keep watch here for intruders.
6. A rudimentary campsite lies amid a small stand of trees filling a nearby hollow. The slashed and bloody remains of several tents

still flap listlessly in the breeze. Nothing of value remains at the site, which appears to be at least several months old.

7. Crude paintings of humanoids with big ears carrying wicked knives and serrated swords decorate several boulders. The artwork is simplistic at best.
8. About 100-foot from the lair, the beginnings of a pit block the trail where it passes between two large boulders. Nearby are cut tree branches and a pile of leaves (or other suitable camouflage) destined to cover the pit when it is finished. The pit is only about three-foot deep when discovered.
9. A mouldering goblin corpse lies on its front, partially hidden from view. A serrated dagger juts from its back. The corpse has been comprehensively looted of all valuables—even its shoes have been stolen—but the killer could not remove the dagger as it's tightly wedged between two bones.
10. A large tree—much bigger than its companions—looms over the approaches to the lair. Perceptive PCs spot a knotted rope hanging down from its trunk and a small (currently unoccupied) observation platform built high up amid its branches. Is it the breeze making the knotted rope sway gently or has a goblin sentry recently rushed to warn the tribe of the party's approach?

20 THINGS TO FIND IN A GOBLIN'S POUCH

Peerless scavengers, goblins delight in searching through other races' leavings to uncover lost "treasures". In truth, such trinkets are normally nothing but rubbish. To the goblins, however, they have great value.

Use the table below, to determine what "treasures" the PCs discover in a goblin's pouch.

1. A half-eaten pickle on the end of a yellowed piece of string.
2. A lump of heavily boiled grey meat shows no clue as which animal it came from.
3. A damp brown bag containing three fish heads, all well past their prime.
4. A lightly toasted scorpion on the end of a stick; its tail has been bitten off.
5. Half an orange has had the majority of its juices squeezed out.
6. A small red brick, still bearing flecks of off-white mortar.
7. Teeth pulled from a shark or similar carnivorous creature.
8. A leather patch, torn from the elbow of a jacket.
9. The frame of a pair of reading glasses, its lenses long since lost.

10. A dingy grey feather roughly three inches long, stuck into a rotten plum.
11. A cheaply-made magnifying glass with a large crack.
12. A small bird statuette has had its eyes gouged out and its wings broken.
13. A battered belt buckle displays a heavily scratched bull's head.
14. The trigger mechanism from a heavy crossbow; though intact, it is seized completely.
15. 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.
16. This fragment of impressively-wrought, supple chainmail is heavily rusted and tattered at the edges.
17. A battered tin cup has been crushed out of shape. Its handle is crushed flat to the cup itself and is unusable.
18. A small bar of lead, in a small wooden box.
19. A vial filled with a bluish liquid, likely a potion that has been rendered inert.
20. A collection of well-polished animal and bird talons made into a bracelet.

1,000 ABNORMAL GOBLINS

Goblins are great! However, goblins often get short-shrift in the design department. That's a shame as their appearance and accoutrements help highlight their culture and tribal habits. Such details inject more flavour and verisimilitude into an otherwise standard combat encounter.

A standard goblin appears thus:

This small three-foot high, scrawny humanoid has a wide, ungainly head, red eyes and ludicrously over-sized pointed ears.

To this basic description, apply one of the entries below:

1. One of the goblin's ears has been chewed off; only a bloody stump remains.
2. Clad in a mish-mash of gaudily-coloured clothes, this goblin looks like a court jester or motley fool.
3. This goblin wears a bone necklace threaded with many finger and toe—bones. They clack as the creature moves about.
4. Wearing leather armour, this goblin is festooned with belts and buckles. Many small pouches—all tightly cinched shut—hang from the belts.
5. Clad in a black robe, hacked off to fit and cinched at the waist with an over-sized belt, this goblin has the air of the macabre about it. The cloak has a cowl in which holes have been cut for the creature's oversized ears.
6. Rotting teeth fill this pathetically thin goblin's mouth.
7. Oozing lesions cover this goblin's face.
8. Half of this goblin's hair has been burnt away; streaks of puckered scars cover its face.
9. This goblin wears a red patch over its left eye. Investigation reveals the eyepatch was coloured with blood; the eye beneath has been gouged out.
10. Naked save for a filthy loincloth, crude tattoos cover this goblin's scrawny body. The tattoos feature a series of basic designs—an elf's severed head, a big axe and so on.

COMBAT & TACTICS

In battle, some goblins fight differently to their brethren:

1. This goblin hurls rocks at archer-types and spellcasters. Every time she hits, she screeches "Boom!" in Goblin.
2. An utter coward, this goblin screams and runs away as soon as anyone tries to attack him.
3. Terrified of injury, this goblin immediately retreats, if injured.
4. Drunk, this goblin is practically fearless. It charges into combat screaming in a high-pitched voice.
5. This goblin suffers from delusions of grandeur. At the start of combat, it hangs back and shouts commands to its comrades (which they ignore).

6. This goblin is convinced of its battle prowess. Before battle, it challenges the toughest-looking enemy to single combat. Honourable—for a goblin—it doesn't cheat (that much) and fights to the death.
7. Obsessed with fire, this goblin loves to fight with blazing weapons. If given the chance, it coats its weapons in oil before setting them aflame and charging. Scorch marks cover the goblin's hands and forearms.
8. Charging into battle, the goblin drops its weapon and tries to tackle its opponent to the ground. If successful, it whips out a dagger and starts stabbing.
9. More cunning than its fellows, this goblin tries to sneak round the back to engage weaker targets.
10. Obsessed with shiny treasure, this goblin stops fighting to loot downed opponents.

TREASURES & TRINKETS

Sometimes, goblins carry small trinkets or treasures. Roll on the table below, if you determine the creature has a small item of personal treasure:

1. This goblin carries a small pouch crammed full of smoked meat. Beyond all expectations, the meat is smoked correctly, tasty and safe.
2. A leather necklace hangs around the goblin's neck. From it hangs an iron holy symbol of a well-known good-aligned god. A small black stone—an onyx—set in the symbol is worth 5 gp.
3. This goblin hides its greatest treasure in its left boot—a tarnished gold piece stolen long ago from the chieftain. Only exhaustive searching reveals this hidden treasure.
4. Three vials of oil, already set with small, makeshift wick of ripped cloth fill this goblin's pouch.
5. The goblin's belt has an ornate, but tarnished, iron belt buckle depicting a dragon's maw. It is worth 1 gp.
6. An impressive collection of smooth, shiny pebbles fill this heavy pouch. The pebbles are worthless, but hidden among them is a small chunk of quartz worth 4 gp.
7. Carried in its pack, this goblin owns a short, 20-foot long strip of dirty silk rope. Although dirty, the rope is in good condition.
8. This goblin has a wolf-skin hat. Sized for a small creature, it is warm but filthy. If cleaned, it is worth 5 sp.
9. The goblin's pouch holds a battered small iron box containing a small quantity of pungent, but soiled snuff.
10. Jet black fur edges this goblin's dirty scarlet cloak. The cloak once belonged to a goblin hero. It is a status symbol among the goblins. If given the chance a goblin tries to buy—or steal—the cloak.

WHAT'S THE GOBLIN DOING?

Goblins don't just sit about in their lair waiting to be slaughtered by wandering adventurers. Like any other sentient beings they have needs and interests. Thus, when the party is exploring a goblin lair, they are likely—at least until the alarm is raised—to encounter goblins going about their daily life.

GENERAL ACTIVITIES

When encountered, a wandering goblin (or goblins) could be engaged in one of the following activities:

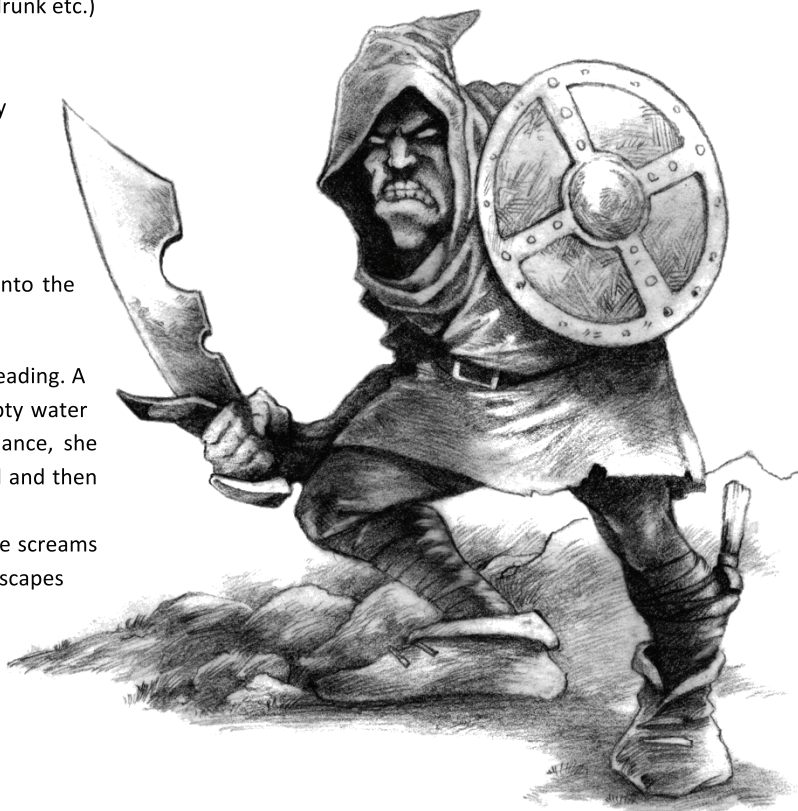
1. Patrolling their lair
2. Shirking their duties (drinking, gambling, sleeping etc.)
3. Carrying water
4. Disposing of rubbish
5. Escorting a prisoner
6. Watching for intruders
7. Chasing an escaped slave or prisoner
8. Repairing something such as a door, piece of furniture etc.
9. Moving foodstuffs or other heavy items about the lair
10. Loitering
11. Decorating something with graffiti
12. Arguing
13. Baiting a prisoner or small animal
14. Eating
15. Failing to watch for intruders (they could be asleep, drunk etc.)
16. Preparing to go on a scouting mission
17. Brawling with each other
18. Plotting against their chieftain, leader or other enemy
19. Nefariously sneaking about
20. Making a lot of noise—perhaps shouting or singing

10 MINOR ENCOUNTERS

Use these sample minor encounters, to breathe life into the PCs' explorations:

1. The PCs hear whistling from the direction they are heading. A few moments later, a goblin female carrying an empty water jug wanders around the corner. If she gets the chance, she screams, hurls the jug at the nearest intruder's head and then flees.
2. As #1, but the female has a young child with her. She screams for help and tries to hold off the PCs while her child escapes to raise the alarm.
3. The PCs discover a goblin scratching some graffiti into the wall with a sharp stone. The goblin has not noticed them. Investigations reveal, the goblin is writing derogatory comments about the tribe's chief.

4. These two young warriors have stolen a flask of wine and are enjoying it somewhere out of the way. They are drunk.
5. The PCs interrupt two goblins brawling. Totally caught up in their own fight, they have not heard the PCs' approach.
6. Suddenly the sound of many goblins chanting a battle song reaches the party's ears. After a few ragged verses, the singing fades away.
7. Two goblins each drag a sack of rubbish toward the entrance. At sight of the PCs, they drop the sacks and flee. The rubbish spills out of the sacks creating an area of difficult, slippery (and smelly) terrain.
8. Two goblin children have cornered a rat and are poking at it with sharp sticks. Their rapacious cries betray their presence before the PC stumble into view. If left to their own devices, they quickly kill the rat and begin skinning it.
9. Two goblins have sneaked off for some "quiet time" together. Lost in each other's company, they are completely oblivious to the PCs.
10. This goblin is lurking in the hopes of catching and killing his rival. The arrival of the PCs gives him an idea. He offers to give them information on the layout of the lair, where the guards are etc., if they promise to kill his enemy (a particularly large goblin who always wears a black hood and carries a wickedly notched sword).



HAUNTED HOUSE

10 THINGS TO SEE IN A BURNED OUT HOUSE

Fire is a potent enemy for any settlement. Wooden buildings are particularly susceptible to flames and often marauders use it to devastating effect on the borderland settlements they raid.

1. The building's blackened chimney rises from the surrounding piles of scorched and burnt wood. Debris chokes the fireplace.
2. Bizarrely one section of soot-stained wall survived the fire relatively undamaged. Someone has written graffiti—the names of the people who died here—in the soot.
3. Part of a bed's wooden headboard sticks out of a pile of burnt and scorched debris.
4. The fire that destroyed this building was clearly powerful. The building's stone foundation stones are scorched, and several cracked in the intense heat. Similarly, the branches of a tree nearest to the building are blackened and burnt.
5. Pieces of partially melted iron lie amid the ruins. One is reminiscent of a cauldron or pot, while others nearby might have once been utensils of some sort.
6. Birds now nest amid the scorched rafters of this once fine home. The rafters rang over the ruin like blackened bones reaching up into the sky. If disturbed, the birds fly up out of the building into

the air; perhaps their sudden appearance could alert nearby raiders to the PCs' presence.

7. Three crude grave markers of blackened wooden planks stick out of the muddy earth behind the house. Bunches of dying flowers lie upon each grave suggesting at least one person cares about the people who once lived here.
8. Rubble and the scorched remains of two wooden beams partially cover a hole in the ground. Investigation reveals, the hole leads down to a root cellar. The wooden stairs leading downward were badly damaged in the fire and collapse if any meaningful weight is put on them.
9. Attempts have been made to salvage useable materials from this ruin. Near what was once the front door, someone has dumped a pile of wood that survived the fire in relatively good condition; another pile of scorched and burnt offcuts lies nearby.
10. The soot-wreathed bones of one of the building's unfortunate residents lies pinned beneath an unstable pile of debris. Trying to reach the skeleton is dangerous; the pile could shift or collapse if disturbed.

10 THINGS TO SEE IN A PLAGUE-INFESTED HOUSE

When plague comes to a settlement, death and suffering travel in its wake. Inevitably, houses touched by plague are horrible places; here evidence of the its savagery is writ large. Sane individuals do not willingly enter such places, but sometimes adventurers—or looters—have little or no choice in the matter.

1. A bloody blanket lies twisted on the floor. The bloody is dried and from the pattern of the stain looks like it was coughed up.
2. The remains of a meal—a plate holding some mouldy bread and hard cheese—stands next to a fallen pewter cup.
3. The door to this room has been crudely nailed shut from the outside.
4. A terrible smell of rot pervades the house; clearly someone died here. The stench gets stronger as the PCs get closer to the body.
5. Much of the furniture lies scattered about out of place. Either someone was enraged and took out his frustrations on the furniture or someone has searched everywhere for loot.

6. Dust and grime covers most surfaces in the house. Faint footsteps lead toward a back room. A PC skilled in tracking can tell the person making the tracks was shuffling.
7. The rotting corpses of three rats lie on the ground near the body of one of the house's occupant. The body lies with one arm stretched; many small bite marks on the arm are evident.
8. The building's windows are all boarded over...from the outside. Inside, gloom fills the house and dust sifts down through the thin cracks of sunlight piercing the interior.
9. A body—wrapped in sack cloth—lies in state on a long table. Burnt down candles surround the suppurating corpse and its bloody, grimy wrappings.
10. A man hangs from a makeshift noose thrown over a rafter. Clearly dead, his neck is broken and insects swarm over his decomposing corpse. In a nearby room, the party find his family's rotting bodies laid out in state together, under a blanket.

20 THINGS TO FIND IN AN ABANDONED HOUSE

Adventurers often seem to explore abandoned buildings. Whether it be a (reputedly) haunted manor house, a peasant's home in a ruined village or even the demesne of a mysteriously disappeared wizard such places make excellent adventure sites.

1. Cobwebs—heavy with cocooned insects—fill the corners of this dank, gloomy chamber; a veil of cobwebs fills a doorway leading further into the building.
2. Rotting, mould shrouded furniture stands against the walls of this chamber. A heavy, formal chair is particularly far-gone and one leg collapses if the chair is disturbed.
3. The shattered remains of several pewter mugs lie scattered across the floor. A dented and bent pewter plate lies against one wall. Dust covers everything.
4. The sound of faint scrabbling comes from deeper in the building. If a PC investigates, a squirrel clutching a nut, darts out of the darkness.
5. A mouldering brown blanket lies where it fell.
6. A strange dark stain mars the floor of this chamber. Investigation reveals the stain is likely old, dried blood.
7. Someone has pried up the floorboards to reveal a small space below. Nothing but cobwebs fills the niche. A faint outline in the dust hints a small box or coffer was once stored here.
8. Black mould has grown over one wall of this room and the air is redolent with the stench of decay.
9. Part of the wooden wall has been pried loose and the boards tossed casually aside.
10. The roof of this chamber is partially missing and the rain has got inside. The floor is damp and several small puddles have gathered.
11. The hinges of this door have failed and only the door jam holds it in place. If the door is opened, it collapses into the room with a loud thud.
12. The floorboards in this chamber are rotten. They collapse if subjected to a weight of 100 lbs. or more.
13. Someone has covered one wall in graffiti daubed in charcoal. To the untrained eye, the graffiti looks like nothing but deranged scribbling. Scholars of the occult may realise, however, the scribbles look a little like the sigil of a certain elder, blasphemous power...
14. A forgotten sack stands in one corner. It contains blankets and old clothes sized for a child. All are now mouldy.
15. A pile of mouldering planks—pulled from the walls and floors—are stacked in the centre of the room.
16. The fireplace in this room has obviously been used relatively recently. The ash within is still faintly warm and marks in the dust show where someone slept.

17. Thick dust coats the floor of this room. Nothing—except the tracks of small insects—is visible in the dust.
18. Small droppings—probably from rats or mice—cover the floor by one wall. Several small holes gnawed at the bottom of the wall show where the rodents probably live.
19. Mottled green slime coats the ceiling. The slime is harmless, but paranoid adventurers may suspect otherwise.
20. The door to the room is wedged shut. Either debris has fallen against the other side or it has swollen in place due to water damage.

10 ABANDONED HOUSE PERILS

Perils lurk in abandoned buildings.

1. The floorboards are weak—riddled with woodworm and rot. When a character steps on such boards they break, possibly dropping the explorer into a lower part of the building.
2. Mould grows voraciously over a wall. Invisible spores fill the surrounding air. Characters breathing in the spores could develop a nasty disease.
3. A wooden door is swollen shut. Characters pulling it open may be surprised (and injured) when they wrench it from its hinges and it topples over...on top of them.
4. Dripping water has severely damaged the ceiling. As the party passes underneath, pieces of it collapse.
5. A ratty, mouldy rug covers the floor. Perceptive characters notice the middle of the rug moving slightly—as if it is breathing. Removing the rug reveals a hole in the floor through which issues an intermittent breeze.
6. The floorboards are weak—riddled with woodworm and rot. When a character steps on the board they break and trap the unfortunate's foot in place.
7. Shards of pottery (or glass) and chunks of wall and ceiling litter the floor. The pottery shards lie hidden among the other debris and act as caltrops.
8. A wooden door is swollen shut and tremendously rotten. Characters trying to yank the door open with its handle instead pull it off in their hand—making it much harder to open the door with subsequent attempts.
9. A veritable field of small mushrooms and mould cover the floor—thriving in the damp, gloomy environment. Water drips down from above making the whole rather slippery (particularly for those moving rapidly).
10. A large pile of rotting furniture, joists from the ceiling and so on blocks access to a door or corridor. The pile is unstable; if taken apart without care and caution, it collapses onto those trying to clear it.

20 THINGS TO SEE IN A HAUNTED HOUSE

Haunted houses are classic venues for adventures. Such places are ripe with possibilities (and dangers). When designing a haunted house, though, it's easy to focus on the physical challenges of the place. Atmosphere in such a locale is easily as important as the things the PCs will actually fight.

1. From the area the PCs just left comes the distinct creak of floorboards—as if someone heavy is walking across the floor.
2. The temperature suddenly plummets to freezing point in the area surrounding the party. Their breath mists the air and frost forms on the ground. Within a few minutes, the chill passes.
3. Somewhere up ahead a door rattles in its jamb. The rattling is loud and sustained. If the PCs come upon the door, the sound suddenly ceases.
4. The indistinct sound of whispering or muttering comes from a random direction. No matter how hard they listen, the party can make out only one word...death.
5. A faint glow of light—as given off by a candle—comes from behind a door or around a corner. When the party moves to investigate, the light is suddenly extinguished.
6. As #5 above, but the light dances wildly as if caught in a strong wind. As the party moves to investigate, the light is extinguished and a strong wind momentarily batters the party.
7. With a crash, a small object such as a tankard on a nearby table smashes to the floor.
8. The sound of scrabbling comes from within the nearby wall. It sounds like dozens—if not scores—of some small animal such as a rat—are trapped within. The sound reaches a crescendo—loud enough to drown out normal conversation—before abruptly ceasing.
9. A deeper shadow seems to move in the dark just beyond the party's lights.

10. One of the party suddenly feels dizzy—as if he had been spun round and round—and sick. If the PC engages in strenuous activity within the next five minutes, he is violently sick.
11. One of the PCs suddenly feels a stinging pain on the back of his neck. Investigations reveal three deep slash marks—perhaps made by ghostly fingernails. The PC takes minor damage, though it requires magic aid to heal.
12. With a low creaking sound, a door in sight of the party slowly opens. When they approach, it slams shut in their faces!
13. One of the party discovers a minor weapon—perhaps a dagger—is missing. If they retrace their steps to look for the weapon, they find it stabbed into the floor. The weapon's hilt is strangely cold to the touch.
14. The cloying scent of rotting food hangs in the air. If the party spends any time in the room searching, the smell gets stronger and stronger.
15. The PC at the back of the party hears the sound of quiet sobbing from the room they just exited.
16. One of the party suddenly experiences an overwhelmingly powerful hot flush. Sweat breaks out on his face and he must rest for a moment.
17. Wet footprints suddenly appear on the floor in front of the party.
18. Strange stains running down the walls from the ceiling make it seem like the house itself were bleeding. The stains are a dried rusty brown colour and give off a faint, indistinct odour.
19. The atmosphere in this part of the house seems stale and stagnant no matter what steps are taken to let in fresh air.
20. A loud voice—with no obvious source—suddenly shouts the name of one of the party.



20 (MORE) THINGS TO SEE IN A HAUNTED HOUSE

There is no shortage of frightening or strange sights to see in a haunted house.

1. Living creatures hunger and thirst twice as fast as normal within the haunted house.
2. Disturbing an object in the haunted house causes it to ooze sticky, green slime.
3. Mirrors reflect their subjects' images, but endowed with fiendish qualities.
4. Cobwebs as thick as curtains fill several rooms within the haunted house.
5. Dusty skeletons sit in every chair and upon every couch within the haunted house.
6. Dirty, white sheets cover every piece of furniture.
7. 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.
8. All food discovered within the house appears edible, but is actually rotten and sickens for one minute anyone who eats it.
9. Threats towards intruders are carved into the walls of 1d4 rooms within the haunted house.
10. The gaze of every portrait in the haunted house seems to follow explorers' progress.
11. One room is filled with illusory people (as silent 31 image); the illusions dance in a ballroom, eat in a dining room etc.
12. Each time a PC exits a room, the furniture and decorations rearrange themselves.
13. Thunderstorms and a strong wind (21 mph) constantly batter the haunted house.
14. A graveyard with freshly dug graves sits behind the haunted house. One empty grave per intruder pierces the ground.
15. Choking vines cover the outside of the haunted house and seem to grow rapidly if cut down.
16. The haunted house includes a moat, river, or pond filled with spectral (or skeletal) fish.
17. Every tree within 100 feet of the haunted house is twisted into the shape of an agonized human.
18. Musical objects within the haunted house randomly play themselves for any living audience that can hear them perform.
19. Objects within the house harmlessly break or explode when a living creature passes nearby.
20. Heavy footsteps echo throughout the haunted house's rooms at random intervals. This never occurs in the room explorers occupy.

10 RUMOURS ABOUT THE HOUSE

1. The house has a deep cellar. Whenever anyone explores the cellar, the shadows cluster thickly about them and they always find an area of turned earth—as if something had recently been buried.
2. One of the family's children was locked in the attic for some—now forgotten but minor—transgression. The child was headstrong and tried to escape; he fell from the roof and was killed. His spirit still lingers in the attic, yet searching for a means of escape.
3. Several servants in the house reported the feeling of being watched whenever they went up to the second floor. Some doors refused to open for them, no matter how hard they tried to open them. Most of the servants left the family's employ shortly after taking up service but more than one completely disappeared never to be seen again.
4. A secret cellar under the house hides a deep well of ancient artifice in its shadowy recesses. Surrounded by a crumbling wall or curious design, the well plumbs some unknown water source. Those drinking from the well invariably fall ill and are never the same again.
5. Rats infest the house. Before it was abandoned tales told of a servant slain by a horde of the foul creatures when he was sent to retrieve a bottle from the wine cellar.
6. Faint, flickering lights of unwholesome hue are sometimes seen bobbing about the house after dark. These are the souls of all those bound to that accursed place.
7. One of the maids working in the house was an adherent of a demon! She lay with her master in the master's bed and when her child was born the clueless family allowed her to stay in their employ. Soon her child grew big, strong and malevolent. Soon thereafter, a series of tragic accidents claimed the lives of the family's children.
8. A malevolent sentience lurks within the house. Some say the very essence of the Abyss imbues the house with a terrible purpose—to carry away all those who linger within to an eternity of torment at the hands of a terrible demon lord!
9. More than one resident of the house has been driven stark raving mad by something lingering under that accursed roof. Two have jumped from the roof and one died under the wheels of his own carriage.
10. Ancient tunnels link the house with a rambling set of natural caverns that emerge far from town. Smugglers, kidnappers and worse used the tunnels, until the house was abandoned.

20 TREASURES TO FIND IN A HAUNTED HOUSE

Abandoned and decrepit, no city is complete without an abandoned, reportedly haunted building. Truly haunted buildings have an air of grim mystique about them, their supernatural residents setting the natural world on edge.

1. Such sinister locales often have forgotten or lost treasures within their walls. Use this table to generate details of minor treasures the PCs find in the haunted house. Reroll inappropriate results.
2. A grand harp carved with images of cavorting satyrs stands near the wall. Its strings emit an ear-piercing scream when first plucked.
3. Two heavy silver candlesticks lie on the floor. One of them is stained with old blood.
4. A seven-headed serpent is carved into the walls of the room. Its scales are covered with gold leaf.
5. A crystal chandelier fell to the floor and shattered here. Many of the crystal pieces are still large enough to salvage.
6. Hanging on the wall is an oil painting depicting a demonic doe devouring her young. The frame of the painting is studded with small flecks of ruby.
7. Hidden amidst a tangle of rotten flowers is a single crystal rose.
8. This beautiful wooden box is engraved with the image of a rampant unicorn. Inside, the box is filled with expensive cigars.
9. A painting of an old woman is hidden beneath a white sheet. Careful inspection reveals the lines and wrinkles on her face spell out fiendish runes.
10. A dinner table is neatly set with four places—each having a silver fork, knife and drinking cup. All four cups are filled with wriggling maggots.
11. Piles of holy symbols are heaped in this room. They are covered in teeth marks.
12. Discarded chisels and stone dust cover the floor. In the middle of the room stands a statue of one of the PCs. The statue holds a diamond-studded key in its left hand.
13. A large golden serving platter perches atop a pile of refuse. Hundreds of flies cling to its polished surface.
14. An intricately engraved locket hangs from a peg on the wall. One half of the locket holds a painting of a child. The other half holds a painting of a hairy spider.
15. This oil painting depicts a horde of demons pushing humans into a fiery pit. It is signed by the famous painter Trornio.
16. An ornate set of carving knives rests near a tray of spoiled meat. The blades are freshly sharpened.
17. A wardrobe contains five beautiful ball gowns. Each is covered in thick layers of spider webs.

18. Every piece of this golden chess set shows the piece dying in a different, painful way.
19. Each of the coins behind the glass of this collector's display is engraved with the face of a different PC.
20. At first glance, the subject of this painting is a clothed skeleton, but when examined again it is merely an old man.

10 THINGS TO FIND IN A RATS' NEST

Giant rats infest the upper levels of many dungeons and the recesses of countless abandoned buildings. Often their nests hold nothing but gnawed bones, chewed wood and other leavings of their voracious hunger. Other times, adventurers may find objects of greater interest or value.

1. A mass of faeces intermingled with ripped pieces of cloth and shards of bone.
2. A seven-foot long length of frayed hemp rope. One end is tied around a rusty piton.
3. A mouldy leather boot lying on its side. A small rat skeleton fills the boot.
4. These ripped and shredded wool trousers are missing one leg below the knee. A hidden pocket at the waist holds a single shiny platinum piece; only perceptive PCs find the coin.
5. A great mass of sawdust and gnawed pieces of wood hide the remains of a now ruined, but once beautiful, carved wooden deer.
6. The bones of a small dog (or possibly a large fox) are scattered about the nest. All the bones show signs of extensive gnawing.
7. A half-eaten, now rotting rat corpse. A small arrow protrudes from the remains of its back.
8. Strips of red silk are intermingled with scraps of leather and wool. A strand of fine silver thread (worth 5 gp) runs through the silk. A hasty searcher misses the thread.
9. What was once a fine oaken wand lies amid the detritus of the nest. Chewed arcane sigils once held the power to conjure forth mystical fire but the rats' attentions have destroyed their power.
10. A bizarrely twisted and warped rat skeleton. Strongly—perhaps even worryingly—the rat seemed to have had six legs and two heads!



20 UNFORTUNATE DISCOVERIES TO MAKE IN A HAUNTED HOUSE

At the best of times, haunted houses are sinister, shunned places. However, those poking about inside such locales are bound to make unfortunate—even shocking—discoveries.

1. A bloody message is scrawled across the mirror here. It reads, “One of you has been taken.”
2. As the PCs walk passed a closed door, something on the other side knocks on it.
3. A horrific squealing fills the air and a large rat crawls into view. Although it has no discernible wounds, the rat contorts in agony for a few seconds and then abruptly dies.
4. A thick layer of dust that has been undisturbed in ages covers the entire room. Mysteriously, a smoldering cigar rests in an ashtray near the wall.
5. No one can remember the names of any deities while they are in this house.
6. Coffins are stacked from the floor to the ceiling. A loud thumping and groaning noise comes from somewhere within the room.
7. After a lengthy discussion, the PCs suddenly realize none of them are speaking in a language they recognize.
8. A flock of dead ravens forms the lines of a summoning circle on the floor. Judging by the smashed windows in this room, it appears the birds flew into this position on their own.
9. The sound of laughing children echoes through the house. Thick rivulets of rancid chocolate begin dripping through cracks in the walls and ceiling.
10. Footsteps echo behind the PCs for a few seconds each time they stop moving.
11. When retracing their path through a dusty area, the PCs discover an extra pair of footprints mixed in with their own.
12. Three missing people sleep in this room. Although slumbering, they are standing completely upright and swaying in unison.
13. No one who steps inside this house can stop smiling.
14. A severed head constantly whispers and looks around with wide eyes. If the PCs listen to it, the head seems to be warning them about things they cannot see.
15. Hellish screams suddenly fill the air as the room spontaneously bursts into flames.
16. Floorboards creak and moan under the weight of a great beast no one can see. The stench of its hot breath is overpowering.
17. Two bloodshot eyes watch the PCs through cracks and holes in the ceiling.
18. Thousands of crows live in this house. At random intervals they grow quiet and stare at the PCs intently.
19. Whenever a PC falls asleep in this house, he wakes with his arms crossed and a single coin over each eyelid.
20. PCs leaving this house have paler skin, as if they haven’t seen the sun for months.

10 THINGS TO FIND IN A SPIDER’S WEB

A staple of low-level dungeons, giant spiders are fearsome predators well able to take on and slay neophyte adventurers. In turn, once brave adventurers slay the giant spider they inevitably search its web for treasures—normally plucked from the decomposing bodies of previous victims.

1. A thick bundle of webs holds the dried and desiccated remains of a gigantic rat. The size of dog, the rat’s corpse bears several jagged puncture wounds.
2. Dust covers part of the web. When it is shaken—perhaps in battle or while being searched—the dust cascades to the floor temporarily obscuring vision and causing anyone in the area to cough as it fills their lungs.
3. A pile of bones—obviously from a human-sized humanoid—lie scattered below the spider’s web. Investigation reveals the skull and spinal column are missing; PCs searching the web find them suspended in a ripped cocoon.
4. Scores of small spiders scuttle about the web, busily spinning their own tiny webs. The tiny spiders are the spawn of the giant spider, but there are not enough of them to swarm. Individually, they are no threat to explorers although perceptive individuals note that some of them have a jagged red pattern on their body.
5. One part of the spider’s web has been cut down. Wisps of webbing hang from the surviving portions of the web and several desiccated, partially eaten rat corpses lie scattered about the floor.
6. Water drips through the ceiling over one portion of the web. Consequently, that part of the web glistens in the party’s lights—perhaps enticingly or suspiciously so.
7. Incongruously, a finely wrought dagger with a discoloured blade hangs in the webs just above the party’s heads. Retrieving the dagger is easy, but may alert whatever lives in the web to the presence of intruders.
8. Thick webs fill the area. In one particular area, the webs are wrapped tightly around a yet moving humanoid form. The humanoid is completely enmeshed but still struggles to free itself. If the party free the trapped individual, they discover an adventurer recently succumbed to ghoulish fever...
9. Part of this web has a strange red hue to it. Investigations reveal a spray of dried arterial blood covers much of the webbing. Clearly, from the amount of blood splattered about the place, whatever lives in the web has recently dined well.
10. The skeletal remains of a half-dozen individuals lie scattered about the floor beneath this thick web. Casual examination reveals all the skulls are missing. A search of the web reveals all the missing skulls still embedded in the webs.



HILL GIANT STEADING

10 MINOR HILL GIANT STEADING EVENTS

A hill giant steading is a living, breathing dynamic dungeon. Its inhabitants—orc slaves, hill giants and their pets—all move about the place going about their business.

PCs exploring a steading are bound to experience minor events during their adventure. Roll on the table below, to determine what minor event occurs. (Wily PCs can use many of these to their advantage).

1. The sound of deep voices and laughter, coming from some unexplored part of the steading, fills the air. It seems a celebration is in progress.
2. The party encounter an orc slave carrying several large bloody wolf pelts. The orc is distracted and does not notice the PCs, unless they are making a tremendous amount of noise. If given the chance, he drops the pelts and flees shouting.
3. A deep rumbling snore emanates from around the corner. Investigations reveal a hill giant slumped against the wall asleep clutching an empty wine flask in one massive hand. He is almost impossible to wake.
4. The smell of burning meat and smoke wafts through the air.
5. Cold water drips down from the poorly constructed ceiling, onto a PC's head.

6. Several smoky, burning torches provide flickering light here. As the PCs enter the area, one of the torches gutters out; long shadows fill one corner.
7. The howling of wolves, quickly followed by deep, guttural shouts break the relative silence. The wolves howl, and the giants shout, for a minute before the hubbub subsides.
8. An orc slave, Rel, staggers into the party. Recently beaten by his master, he is disorientated and taken completely by surprise. Rel hates his master and burns for revenge. If the PCs treat him kindly, and offer to help him escape, Rel tells them much about the steading (although he does not know about any hidden chambers and the like).
9. A loud banging, followed by the sounds of fighting reach the PCs' ears. Shouts and roars continue for a short while before subsiding. (Several giants were playing a crude gambling game and one was caught cheating). Later, the PCs may discover the site of the impromptu game in a hallway. (See #13 in 20 Pieces of Hill Giant Steading Dressing).
10. A sudden blast of cold wind buffets the steading. the wind whines through the many cracks in the steading's walls creating an eerie whistling sound.

10 THINGS TO FIND NEAR A HILL GIANT STEADING

The land around a hill giant steading is littered with the signs of giantish habitation. Hill giants are not subtle—or intelligent—and make no attempt to hide their presence.

Use the table below, to generate minor points of interest in a steading's vicinity:

1. A vaguely triangular pile of rocks looms over the trail, casting a long, deep shadow across the ground. The huge skull of some kind of fantastical beast—perhaps a wyvern—leers down from atop the pile.
2. Deep, booted footprints mar the ground, in a confused jumble. Most, however, lead in the direction of the steading.
3. A tall, slender column of stones stands atop a small rise overlooking the surrounding terrain. A small pile of skulls is heaped atop it.
4. A half-dozen burial cairns of tumbled, moss-covered stones dot the hill side. All are large; it is likely a giant is interred within each. Ragged, weatherworn banners flutter in the breeze over several of the cairns.
5. A thick tree trunk has been driven deep into the ground. The mouldering corpse of a muscular, black-haired humanoid hangs crucified from the trunk. Investigation reveals the crucified individual was an orc; he has been here for at least a month.

6. The smashed, broken and rotting remains of a mountain goat lie partially crushed beneath a large boulder. Scavengers have worried the bits of the corpse not crushed beneath the boulder.
7. A hill giant has snuck away from his fellows to enjoy three flasks of wine. Drunk, he staggers over a nearby rise singing lustily. Unless the PCs are particularly obvious, he doesn't notice them and goes on his way.
8. A heap of throwing boulders is stacked on a low ridge overlooking the trail. Investigation reveals many giant footprints and a few discarded wine flasks, animal bones and the like. This is clearly a sentry post, but no giant is currently in attendance.
9. Bones, rubbish and detritus fill a narrow, deep chasm piercing the very bedrock of the hills. The narrow chasm is entirely natural; the hill giants are using it as a rubbish dump. The smell wafting from its depths betrays its presence from some distance away—particularly if the PCs are downwind.
10. Claw marks mar the stone here. Nearby lurk several large piles of excrement. A PC wise in the ways of the wild can identify the piles as wolf excrement.

20 THINGS TO FIND IN A HILL GIANT'S BAG

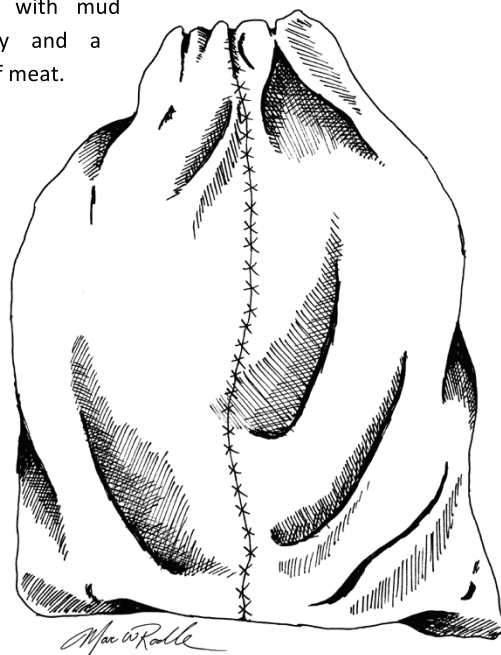
Fearsome foe of epic strength and prodigious frame, giants carry their loot and possessions in great bags across their backs.

Sadly, most giants are dim witted, lumbering brutes prone to collecting that which piques their fancy. While they likely have gathered some objects of true worth from their victims, they will also have picked up other odds and ends.

Use this table, to determine what odds and ends the PCs find in the giant's bag.

1. A freshly killed sheep, its wool coat covered in drying blood. Its skull has been shattered.
2. The giant has been busy carving a new club. Slightly more artistic than his fellows he is carving the head of the club to resemble a gigantic fist. Along with the club, the bag contains wood shavings, off cuts, a battered battle-axe and a dulled handaxe.
3. Three throwing stones along with a small wrought iron coffer fill the sack. The coffer is locked and dented. It contains 27 sp, 135 gp along with a broken potion vial. The inside of the coffer smells slightly of cinnamon.
4. Several branches ripped from a bush or tree—destined to be kindling for the giant's next fire. One of the largest could be used as a club, in a pinch.
5. The giant has been hunting wolves. Its bag contains four bloody wolf pelts and a rusty longsword that once belonged to a human warrior. The giant uses it to skin his kills.
6. The bag contains a half empty, battered barrel of thin, vinegary red wine. The cask leaks slightly and the bottom of the sack is damp. In extremis, the giant uses the barrel as a missile weapon.
7. The giant recently discovered some shards of rock studded with a glittering ore. Entranced, he collected the shards and they are now his treasured possessions. Sadly, the glittering ore is fool's gold and worth nothing.
8. This giant delights in harvesting the heads of those he has slain. He keeps his trophies in a bloodstained bag that reeks of dried blood and decomposing flesh.
9. A tremendously varied mix of ripped and torn clothes fills this bag. The clothes are of a variety of styles and sizes. A smaller sack also contains a roasted haunch of some unidentifiable meat.
10. The remains of a large canvas tent and a long length of rope fills this bag. A crude hole has been cut in the tent. (The giant uses the stained tent as a poncho of sorts).
11. A large battered brass bowl—actually a small cauldron—and a bent ladle which the giant uses as a spoon half-fill the bag. The cauldron was once of fine quality; the remains of carvings and etching run along the cauldron's rim, but what they once represented is impossible to determine.

12. A dozen crudely forged caltrops; several of them comprise daggers and knives wrapped together with string—they are less than effective.
13. A dirty iron cooking pot; the grime and leavings of countless meals coats the pot's inside. A half-dozen bones of indeterminate origin and some unidentifiable sludge—perhaps old stew—fill the bottom of the pot.
14. Four small boulders; two are riven with deep cracks. When thrown they burst apart on impact and shower anyone in the immediate vicinity with stone shards. The restaurant rubble creates a small area of difficult terrain. (The giant has no idea of these boulders' special quality).
15. A drinking horn smelling vaguely of stale, vinegary wine and a half-wheel of old, mouldy cheese. Perceptive PCs notice several worn gold coins wedged into the cheese. (This is the giant's "genius" hiding place for his treasured loot).
16. A small bag of salt, a bundle of nondescript bones wrapped in an old, threadbare human-sized cloak and freshly skinned brown bear's pelt. The bear pelt is missing the bear's head.
17. A 40-foot long coil of thick rope crafted from three normal ropes braided together. The whole is bulky and heavy, but incredibly strong along with a drinking horn and a blunt battleaxe of dwarf-craft.
18. A hunch of charred meat—perhaps bear or mountain lion wrapped in a bloodstain cloth along with a half empty wine flask. The red wine is surprisingly good. and full-bodied.
19. One blood-smeared boulder along with a drinking horn, a smaller bag full of animal teeth and a broken comb.
20. A full waterskin, a soiled winter blanket once dyed blue but now ingrained with mud and dirty and a haunch of meat.



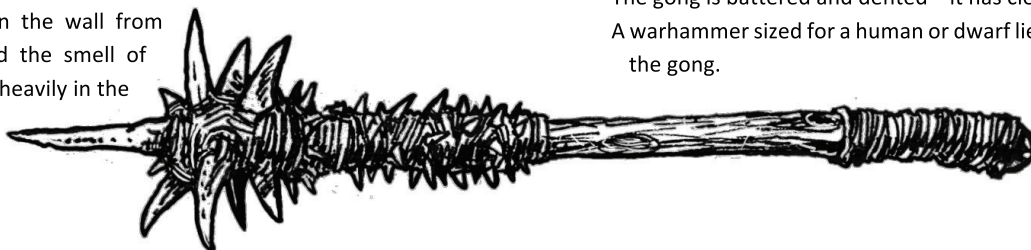
20 PIECES OF HILL GIANT STEADING DRESSING

Hill giants dwell in huge, rough-hewn timber strongholds hidden deep within rugged hill and mountain ranges. Selfish, violent raiders they constantly hunt and forage through the surrounding territory.

A hill giant steading is unlike any other dungeon. Consequently, the steading's minor features of note or interest should be different to normal dungeon dressing. The giants, their pets and slaves leave a mark on the steading and the clever GM uses such signs to breathe life and verisimilitude into the PCs' explorations.

Use the table below, to generate minor points of interest the PCs discover during their exploration of a hill giant steading.

1. The ceiling is particularly poorly constructed; water drips down from above to form a puddle on the floor.
2. A large brown bear skin is nailed to the wall. Its open jaws are easily ten-foot above the ground (and make a good place for a giant to hide some small trinket).
3. A discarded, frayed giant's bag lies in one corner. It holds a wheel of hard, mouldy cheese and a mangy (worthless) wolf pelt.
4. A haphazardly stacked pile of firewood stands against one wall. The large logs are the thickness of a human's torso and could be used as missiles by nearby giants. Rats infest the pile.
5. A faded and filthy tapestry covers one wall. Clearly not of giant artifice it depicts a range of majestic, jagged hills rising into the distance. The tapestry is roughly ten-foot square and now worthless.
6. Three torches—nothing more than hacked tree branches wrapped with cloth—burn here. The atmosphere is foul and overly warm; smoke coils about the ceiling.
7. Trophies—mainly comprising skulls and rotting heads of humans, dwarves and bears—hang from pegs driven deeply into the walls. Perceptive PCs notice one of the rotting heads still wears a small silver stud earring (worth 5 gp).
8. Splotches along with a thick smear of dried blood decorate the ground. They lead toward the giants' kitchen.
9. A large crudely-crafted bench sized for giants stands against one wall. Its surface is pockmarked with many gouge marks likely made by bored giants.
10. Here, the wood of one wall is dripping wet and rotten. Water runs down the wall from above and the smell of rot hangs heavily in the air.



11. A gigantic longspear—perhaps 20-foot long—leans in one corner. Examination reveals the haft is particularly thick and the spear's point comprises a short sword whose handle has been wedged into a notch cut at the top of the spear's haft.
12. Wolf, bear and other hides of more exotic nature as well as a half-dozen blue wyvern scales decorate the walls. One of the larger hides obscures a small (currently unoccupied) cubby hole or guard post.
13. A set of knucklebones, three dice and four empty flagons lie abandoned on the floor. Nearby a large (empty) wineskin hangs from a badly dressed branch protruding from the wall. It seems the gamblers have now departed—perhaps in search of more booze!
14. The smell of wet wolf fur and excrement fills this area. An impressively large pile of relatively fresh wolf droppings decorate the floor near one wall.
15. Shadows and cobwebs heavy with dust cluster thickly about the rafters high above the PCs' heads. The walls of undressed logs make accessing this area relatively easy. PCs exploring the rafters discover a carefully concealed route through the cobwebs which leads to a small niche cut into the wall. Two empty wine flasks lie in the niche.
16. Pegs driven into the walls hold a variety of bags, cloaks and other soiled pieces of giant-sized clothing. Several cloaks hang all the way to the floor and could make excellent impromptu hiding places. Most of the bags are empty, but one holds a 100-foot-long coil of very strong, thick hemp rope.
17. A rough map of the surrounding area hangs on one wall. The crude map is etched into the back of a gigantic mouldering bear skin. The map shows the steading, several nearby human settlements and a cave mouth over which the words, "Cavern of Whispered Death" is written.
18. The smell of cooking meat wafts through the air.
19. An orc slave slumps unconscious in a shadowy corner. Beaten near to death by its hill giant master for some transgression, the orc will die unless healed. If healed, the orc—Bargesh—is wary, but if offered his freedom happily tells the PCs anything they want to know about the hated giants. Bargesh isn't suicidal, however, and has no interest in fighting giants.
20. A large brass gong hangs from its stand in the centre of this area. The gong is battered and dented—it has clearly seen much use. A warhammer sized for a human or dwarf lies on the floor under the gong.

Ferocious raiders and fighters, hill giants prefer pets that mirror their own proclivities. Not for them is the humble wolf. Rather, hill giants keep monstrously huge dire wolves as pets like humans keep dogs.

Use the table below, to generate the details of an atypical dire wolf.

A normal dire wolf appears thusly:

This immense, black-furred wolf is the size of a horse. Its long fangs are as sharp as knives and its red eye blaze ferociously.

APPEARANCE

To the basic description above, apply one of the entries below:

1. This huge wolf's fur is mottled grey and black. Bizarrely, white fur covers its muzzle.
2. This wolf has clearly survived a horrific injury; it has only one ear and its left eye is nothing but an ugly mass of swollen scar tissue.
3. A wrought iron spiked collar hangs around this wolf's neck; dried blood coats the spikes.
4. Covered in shaggy fur, this wolf looks even bulkier than its brethren.
5. Clumps of this wolf's fur have fallen out, giving the creature a forlorn, diseased appearance...until it bares its teeth.
6. Clad in a patchwork of studded leather armour, at first glance this wolf looks a little like a warhorse!
7. This wolf wears a thick collar of woven rope. The rope is blood- and dirt-stained.
8. A crude bandage is wrapped around one of the wolf's legs. The dirty bandage is yellowed with puss, and the filthy wound smells infected.
9. With particularly red-rimmed eyes and a snout drawn back in a snarl this hoary old wolf appears almost demonic.
10. This wolf's glossy fur is so black it seems to drink in the surrounding light.
4. A scavenger, this wolf darts behind opponents to take down a vulnerable target.
5. Starving hungry, this wolf charges into battle with only one thing on its mind: food.
6. At heart a bully and coward, if reduced to half hit points this wolf flees battle yelping with its tail between its legs.
7. This wolf darts in and out of combat and tries to draw its target away from the safety of its allies.
8. Once the companion of a hill giant priest, this wolf makes straight for the first enemy to cast a spell.
9. This wolf hangs back from battle until one of its enemies is on the ground (either because it is unconscious, dead or has been tripped by another wolf). It then charges in to savage the downed foe.
10. A bully and opportunist, this wolf chases down any enemy fleeing battle; until a foe flees it stays on the periphery of the battle.

BATTLE TACTICS

In battle, some dire wolves fight differently to their brethren:

1. Before darting into battle, the wolf throws its head back and spends an entire round howling.
2. Fixated on the smallest visible foe, this wolf slinks toward its target. If the wolf downs its target, it carries away the body for a feast.
3. Fire terrifies this wolf. It avoids anyone carrying or wielding flame and immediately flees if it suffers fire damage.



1,000 ABNORMAL HILL GIANTS

Brutish and nomadic, hill giants wander their upland homes in search of food and treasure. They are selfish, rapacious raiders and only seek battle against the little people when they believe they'll win. The hill giant's roving nature make them relatively common foes for adventurers travelling through hilly borderland regions. A single giant can be a real threat for even a mid-level party and an entire tribe on the move is a terrifying sight.

A standard hill giant appears thusly:

This hunched but muscular brutish giant wears filthy furs and torn clothes.

APPEARANCE

To the basic description above, apply one of the entries below:

1. Balding with a single, bushy eyebrow, this giant's face is fixed in a perpetual snarl.
2. A simplistic tattoo—perhaps of an eagle—decorates the giant's forehead. The tattoo is so bad, though, in truth it is hard to determine exactly what it really depicts.
3. The smell of sweat and other noxious stench precedes this giant by a good ten feet.
4. This giant wears a crudely made wolfskin cloak that isn't really long enough. If the party includes any wolf or dog companions, the giant goes for the animal in preference to other targets.
5. Although bald, this giant has a full beard and thick sideburns.
6. This giant's clothes smell of smoke, and other foul things.
7. Missing an eye, this giant wears a furry eyepatch. She has an impressive head of elaborately braided hair.
8. A berserk, this giant prefers to battle in the nude, to better terrify his enemies. He spends the first round of combat screaming insults at his enemies...and stripping.
9. Massively fat, and swathed in layers of animal fur, this giant waddles into combat.
10. Something of a tribal champion, this giant wears the bleached skull of a large draconic creature (a wyvern) as a helmet.

BATTLE TACTICS

In battle, some hill giants fight differently to their brethren:

1. Particularly stupid—even for a giant—this giant gets so excited he throws his club at an enemy, disarming himself. If he can't retrieve his club, he wrestles the weakest-looking enemy.
2. This giant shouts and screams terrible, but colourful, threats before charging into battle to intimidate his foes.
3. A bully, this giant goes for the smallest available target.
4. This giant is scared of dwarves, and avoids fighting them if at all possible.

5. A keen "slinger" this giant prefers to hang back from battle and throw stuff—anything—at his enemies. He targets spellcasters and archers.
6. Shortsighted, this giant gets very close to her enemies before rolling stones at her target as if she was playing marbles.
7. Terrified by fire, this giant flees battle if an enemy demonstrates command over magical fire.
8. This giant has just captured a live goat he plans to eat later. With his hands full, and without any stones, he uses it as a missile weapon.
9. This giant has a comically high-pitched voice, and uses it—badly—to inspire his comrades in battle.
10. Violent even for a giant, this warrior loves to bite his enemies. He savages any unconscious or helpless opponent.

TRINKETS & TREASURES

Sometimes, hill giants carry small trinkets or treasures in their bags. Roll on the table below, if you determine the creature has an item of treasure or interest:

1. A mangled sheep's corpse fills this giant's bag.
2. This giant wears a wyvern's skull as a helmet (see #10 in Appearance). He has wedged a pair of large onyxes into its eye sockets. Each is worth 150 gp.
3. This giant's cloak, is cut from the fur of a single gigantic mountain lion. Its head comprises the cloak's hood. Such a large and impressive example—if cleaned—is worth 50 gp.
4. A haunch of burnt meat fills this giant's pouch along with some small (for the giant) shiny stones he thought were pretty.
5. A necklace of fangs—from wolves, bears and so on—hangs around the giant's neck on a leather thong. Many of the teeth are worn and yellowed with age.
6. The giant keeps a bent longsword in its bag to use as a knife. The blade is ruined, but tentacle etchings on its pommel are picked out with wound silver wire. The pommel is worth 50 gp.
7. Something of a thinker among her fellows, this giant keeps a bloodstained, faded and weather-worn book in her bag. It seems to be an ancient treatise on the surrounding hills and depicts several (now ruined) fortresses unknown to the PCs.
8. This giant uses a backpack sized for a human as a pouch. It contains 50 ft. of rope, a flask of brandy (which the giant hasn't found) and a thick winter blanket.
9. This giant is unlucky. His bag has a hole in it, and his treasures have been falling out for weeks. All that remains are 3 gp caught in a fold, a small boulder and a battered and empty bone scroll case.
10. This giant's (oversized) bag is actually a mimic that had recently attached itself to the giant...

KOBOLD WARREN

10 EVENTS TO OCCUR IN A KOBOLD WARREN

Kobolds are cunning little devils; adventurers brave enough to invade their lair will be shocked to discover the kobolds won't just sit around waiting to be slaughtered.

Rather, they'll attack and retreat, luring intruders into the many tricks and traps protecting their lair. Use the following events, to add to the sense of a dynamic defence.

1. From around a corner, out of sight of the party, comes the quiet, furtive scrabbling sound of claw on stone.
2. A crossbow bolt whizzes out of the darkness toward the party. The bolt misses and skids down the corridor before splintering against the far wall.
3. The faint murmur of conversation suddenly cut short reaches the most perceptive—or perhaps most paranoid—PC's ears. It seemed the conversation came from behind the party.
4. A sudden gust of wind fills the area, threatening to extinguish any nonmagical unprotected flames such as candles and torches.
5. The distinctive rattling of a chain breaks the relative quiet. Moments later, the party hear a distinctive thud of something heavy hitting the ground.
6. The faint smell of wet fur reaches the party's scout's nostrils. It grows stronger as the party proceed toward the next lurking defenders—perhaps providing a hint of imminent, impending danger.
7. A faint piping sound reaches the party's ears. It might be just the wind or it could be the kobolds communicating with each other. This latter theory seems much more likely as after a few moments, the piping begins from another, unexplored direction.
8. A clatter—like someone dropping a shield or weapon—echoes through the air.
9. A nearby, but hidden, kobold begins to taunt the PCs. He starts in the language of the kobolds, but if no-one understands him he switches to broken, high-pitched Common. He questions the PCs' skills and bravery, and dares them to "come and get me".
10. A sudden breeze carries the scent of smoke and fire over the party. Perceptive PCs hear the crackle of flames from somewhere up ahead.

10 EXTRA THINGS TO SAY WHEN THE PCs FAIL TO FIND A TRAP

Sometimes, a PC will search for traps and find nothing. Use the table below, to add depth, flavour (and paranoia) to an unsuccessful search.

1. You see nothing out of the ordinary, and hear nothing but the laboured breathing of your companions and the creak of their equipment.
2. A slight breeze plays across your face, but you can't make out where it comes from.
3. Some of the nearby shadows seem slightly deeper than they should be.
4. For just a moment, you thought you heard a faint whispered conversation, but it is gone now.
5. As you search the area, a shiver runs down your spine. Is someone watching you?
6. You suddenly feel warm, as if you had exerted yourself for sometime. Perhaps it's just the stress of the adventure?
7. Dust—illuminated by the light—swirls and shimmers in the air creating intricate patterns that form and reform.
8. A faint odour—perhaps sweat or damp—hangs in the air, but you cannot identify its source.
9. Your heart pounds loudly in your chest and the roar of blood fills your ears. However, in the area you detect nothing seemingly of interest.

10. You detect nothing of interest, but something just feels "wrong." Perhaps its paranoia or perhaps its your sixth sense warning of a lurking danger...



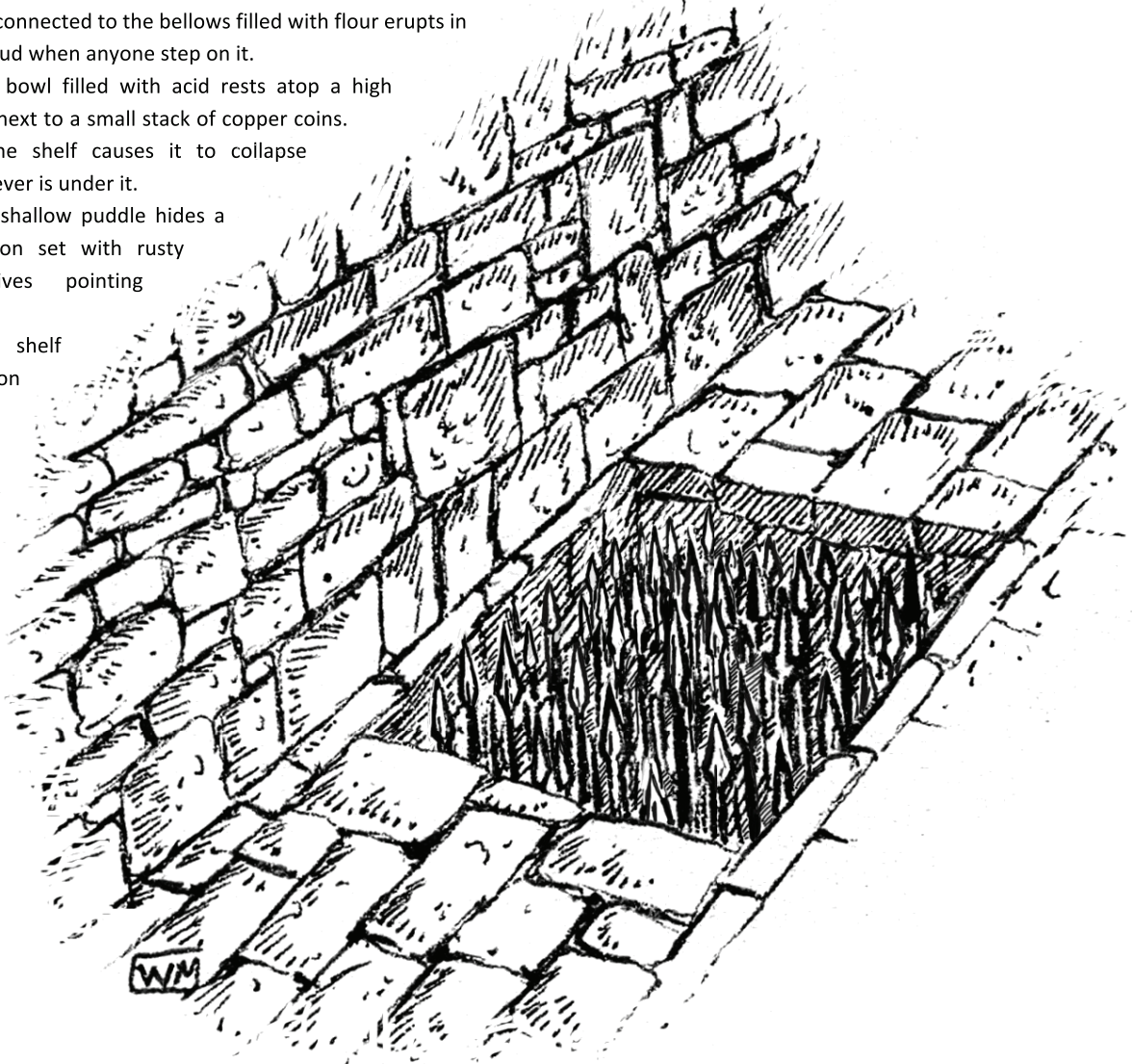
10 KOBOLD TRAPS

Kobolds have a reputation to maintain when it comes to traps! But limited access to magic and a...less than stellar engineering acumen means these little guys need to be cunning indeed to get the drop on wily adventurers.

Let's face it: there can only be so many pits before the ten-foot poles are out all the time. Use the table below, to mix things up a bit and keep the PCs guessing:

1. A jar filled with green slime is embedded into the ceiling. A metal rod fixed with wax in the jar's mouth keeps the slime in place (until an unsuspecting adventurer fiddles with the strange rod hanging down from the ceiling).
2. A tin box filled with spiders is hidden away where floor meets wall. Tripping over a simple wire strung through eyelets pulls back the box's lid releasing a tiny swarm of hungry spiders.
3. The top of a bellows is set in the floor and disguised as stone. A hidden tube connected to the bellows filled with flour erupts in a blinding cloud when anyone step on it.
4. A small clay bowl filled with acid rests atop a high rotting shelf next to a small stack of copper coins. Disturbing the shelf causes it to collapse soaking whoever is under it.
5. A seemingly shallow puddle hides a deeper section set with rusty broken knives pointing upwards.
6. A narrow shelf mounted on the opposite side of a door holds a jar of angry bees. When the door is opened, the jar falls and shatters.

7. This door is barred from this side as if to contain something within. Hidden in a hollowed-out portion of the bar is a venomous snake. Removing the bar releases the snake.
8. A small, rickety ladder leans on the wall just below an obvious trapdoor in the ceiling. The trapdoor opens to a small compartment holding an angry, hungry skunk.
9. Set in a small alcove just around a bend in the hall (or tunnel) is a chalkboard. Rigged to a tripwire is a pliable slat of wood with nails in it set to drag a screeching track across the chalkboard when triggered.
10. A large, hollow brass knob is set into a door. Pushed into the hollow of the knob from an opening on the other side is a hot coal. The knob is searingly hot.



10 MORE KOBOLD TRAPS

Kobolds have a reputation to maintain when it comes to traps! But limited access to magic and a...less than stellar engineering acumen means they need to be cunning indeed to get the drop on wily adventurers.

Let's face it: there can only be so many pits before the ten-foot poles are out all the time. Here are another 10 devious traps to bedevil adventurers. Use the table below, to mix things up a bit and keep the PCs guessing:

1. In the bottom of a covered pit are rows of sharpened stakes coated with snake poison. Someone falling into the pit is impaled on the stakes.
2. Among rubble and several wooden posts ostensibly holding up the ceiling lies a rucksack. Pulling the rucksack snaps two rigged posts. Large boulders fall where the rucksack lay crushing whoever disturbed that pack (and everyone else within a five-foot radius).
3. A net of Cavern Orb Spider silk is set beneath tripwires connected to counterweights. When triggered, the net pulls victims upwards. A swarm of spiders living in the net then attack the ensnared intruders.
4. Earthenware jugs containing fermented troll excrement, pitch and honey are stacked up against the wall. The kobolds light a twine fuse as the party approach which shortly thereafter causes the jars to explode.
5. Mouldering meat fills a sack. If the sack is opened everything within five-foot is covered in virulent spores of the Cursed Miner's Cap fungus. The spores cause confusion among those infected.
6. The kobolds have put two starved snakes in upturned baskets and buried them in dust and light rubble before tying a tripwire between both baskets. When the tripwire is pulled, the upturned baskets release the snakes. They slither forth to assuage their hunger.
7. Ropes dangle down from a cliff or escarpment. Climbing them dislodges the boulders anchoring them, which tumble down to crush the falling climbers.
8. Crossing a narrow causeway causes an uneven boulder beneath to shift which releases a rope connected to a stone pillar. This pendulum swings down along the causeway sweeping aside all in its way.
9. A rickety bridge with phosphorous stones fastened beneath the walkway crosses low over a pit of water and pitch. The party's weight causes the stones to touch the water. The water reacts with the sulphur in the stones igniting the pitch and setting all it touches alight.
10. A rope bridge traversing a chasm ends at a gate. Once opened, the gate releases the bridge's tension ropes. This causes the bridge to collapse into the chasm below.

10 PIECES OF KOBOLD WARREN DRESSING

A kobold warren should be a flavoursome dungeon locale rife with unique details that speaks to the kobolds' presence and their activities.

Use the table below, to add some minor points of interest to your kobolds' warren.

1. A few scraps of mottled blue and brown scales lie on the floor below a rocky protrusion in the wall.
2. Strange runes scrawled on the wall in the language of dragons speak of the kobolds' destiny to rule the world and their inevitable triumph over the "big folk".
3. Crude drawings of a gigantic dragon surrounded by bowing and scrapping kobolds decorate the whole wall. The dragon is depicted as munching on something. Careful observation because reveals a tiny pair of legs sticking out of its mouth.
4. A coil of thin string lies neatly against one wall. One end is tied to a small iron peg hammered into the ground. The peg has been painted to blend in with its surrounds. A discarded hammer and another peg lie against the opposite wall.
5. A small pile of rubble—more the start of a breastwork—about three-foot high partially blocks access to the area beyond. A broken spear sized for a kobold lies discarded on the floor. The spear is missing its tip, and dried blood coats the shaft's upper portion.
6. A small carved niche in the wall holds a large horned skull that glowers down at all who pass. Investigation reveal the skull to be that of a minotaur.
7. A pile of rotting wood lies against one wall. It is riddled with centipedes and seems to almost writhe like some kind of sentient worm creature.
8. A ragged, filthy half-curtain hangs from the ceiling to about four-foot above the floor. the kobolds can easily move and see under the curtain but it obscures taller creatures' vision.
9. The heavy stench of wet dog and the faint smell of smoke hang in the air. The smell is stronger closer to the floor.
10. Water oozes down one wall into a small pool of scummy water. A ring of mould surrounds the pool, which is really nothing more than a large puddle.

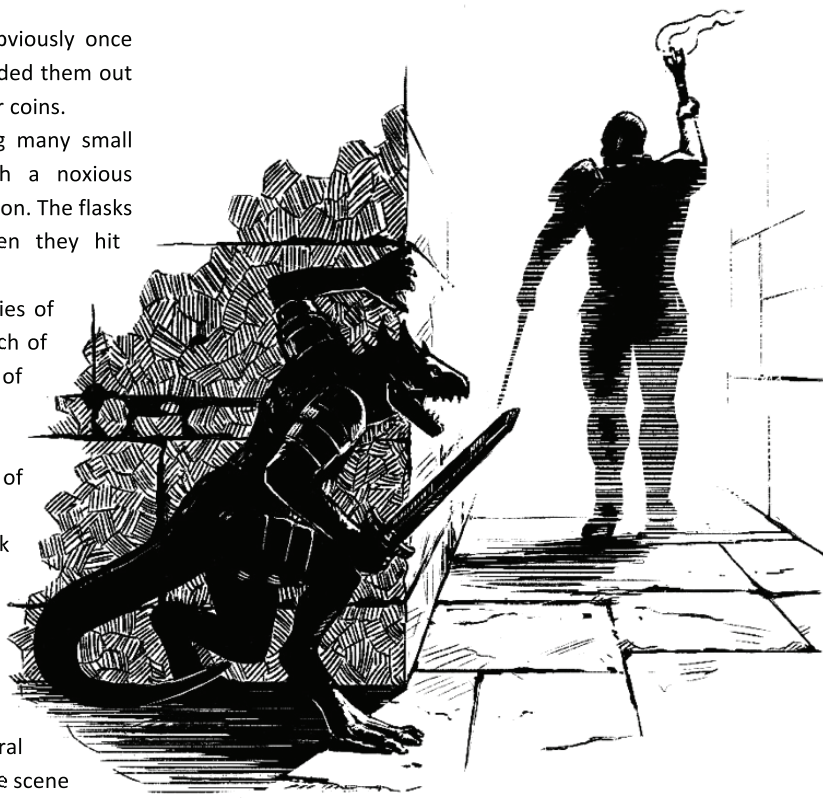
20 THINGS TO LOOT FROM A DEAD KOBOLD

Kobolds. Getting killed by kobolds is tremendously embarrassing. The best way to avoid this embarrassment is to kill the kobolds first (and then of course loot their bodies)!

Use the table below, to determine what the PCs find when they loot a kobold's corpse. Of course, kobolds are not particularly powerful creatures and so they rarely carry much of worth.

1. A half-eaten rat wrapped in a scrap of dirty gore stained cloth.
2. A tangle of strings—of varying colours and lengths—fill this small pouch. Hidden deep within the ball lurks a shiny black pebble.
3. This kobold has hoarded much wealth; in his pouch the PCs find four silver coins—tarnished and bent—a dozen coppers and a single gold piece bent almost in half.
4. This kobold carries a rudimentary tripwire—a length of thin string wrapped around two small wooden pegs—in his pouch along with a length of tiny copper bells that can be wrapped around the tripwire.
5. Four half-burnt candles along with a much-used flint and steel wrapped carefully in a strip of sack cloth.
6. A broken dagger—sized for a human—whose blade ends in a jagged stump. The shard of the blade—covered in dried blood—is also in the pouch.
7. The kobold wore a crude necklace crafted from finger bones; some still have fingernails attached.
8. The kobold wore comically oversized boots—obviously once worn by a human. To make them fit, he has padded them out with rags. Hidden in the rags are three worn silver coins.
9. The kobold wore a bandolier from which hang many small securely stoppered flasks. Each is filled with a noxious substance—excrement, rank water, vomit and so on. The flasks are flimsy and designed to break apart when they hit something solid.
10. An almost empty wine flask along with the bodies of several large spiders fills the kobold's pouch. Each of the spiders has had their legs removed and one of the bodies is half eaten.
11. A small pouch worn around the kobold's neck contains four teeth—one broken—a selection of smooth pebbles and a dirty grey feather.
12. The kobold wore the remnants of a white silk undershirt. The undershirt has been cut off at the waist and arms to fit the kobold and is filthy (and odorous). It is valueless to the PCs, but several other members of the tribe have had their eye on the garment for some time. The PCs could use it as a bribe or may even see several warriors fighting over the shirt if they return to the scene of this battle without looting the shirt.

13. Hidden in a bulging pouch, the PC finds many rags wrapped around a broken mirror. Half of the glass is missing and if the PC searches without being careful he could cut himself on the remaining glass shards.
14. The kobold carried the remains of a tattooing kit in a well-made leather pouch. Clearly over-sized for the kobold, the pouch contains two (bloody) needles, three small vials of ink—black, blue and red—and several crude doodles of the kobolds' tribal sigil.
15. A ripped section of damp fishing net woven about three short lengths of rope, fills a sack hanging from the kobold's belt.
16. The kobold wore a tarnished silver-plated signal whistle (worth 2 gp) on a short length of leather twine around its neck.
17. An empty flask smelling of strong spirits and several sheets of stained parchment fill the kobold's pouch.
18. A mummified, but rank, rat paw stuck transfixd on a piton. Dried blood covers the rat's claws, which has stained the pouch holding the gruesome trophy.
19. A ragged belt pouch holds the ornate silvered hilt of a dagger. The blade is missing, but the hilt is worth 15 gp.
20. This kobold has amassed a small collection of smooth shells. Each has been pierced through its centre and a threaded silver wire holds them all together. The wire is worth 2 gp, and the whole thing can be worn as a necklace (if one is Small sized).



1,000 ABNORMAL KOBOLDS

Creatures of the dark and the underworld, while physically unassuming kobolds proclaim themselves scions of the mighty dragons and as such destined to rule the earth.

Tribal creatures, they hate gnomes and bright light. While they attack the former on sight, they shy away from the latter whenever possible. Kobolds are often derided by players as no threat and given little or no design time by GMs. However, they can be so much more!

Use the tables below, to add depth and flavour to the kobolds encountered by the PCs. A standard kobold appears thusly:

Short and scaly, this long-tailed humanoid has a teeth-filled snout.

APPEARANCE

To the basic description above, apply one of the entries below:

1. This kobold's scales are a deep rusty black, making it hard to spot when it lurks among the shadows.
2. While this kobold's scales are mainly a dark, rusty brown a swath of scales on its back have a deep, crimson hue.
3. A crude, dirty bandage encrusted with dried blood is wrapped around this kobold's right upper arm.
4. Both this kobold's ears have multiple piercings, with tiny bones—perhaps kobold finger bones—threaded through them.
5. Scars criss-cross this kobold's chest. Around each scar, its scales are discoloured and sickly-looking.
6. This kobold wears an over-sized patchwork poncho made up of small pieces of many different garments. Red, orange and yellow colours predominate.
7. With baleful, pale yellow eyes this kobold has the faint whiff of the demonic about it.
8. While its fellow all have long tails, this kobold's has been hacked off. Only a ragged stump remains.
9. This warrior has previously suffered a head wound. A dirty, bloody bandage is wrapped around its head. Blood oozes down its forehead and onto its left cheek.
10. Carrying a comically oversized axe, this kobold grunts and strains under the weight of its weapon. The battle axe is of dwarven manufacture, and the kobold struggles to wield it effectively in battle.

BATTLE TACTICS

In battle, some kobolds fight differently to their brethren (although none of them fight fair):

1. Even more cowardly than normal, this kobold is terrified of the sight of blood. As soon as one of its fellows is injured, it flees.
2. This kobold knows how dangerous spellcasters can be; he targets them with missile weapons.

3. A bloodthirsty maniac, and a wanna-be hero, this kobold seeks out the largest enemy...and tries to stab him in the back.
4. Striking from hiding, this kobold is silent while he fights. Even when injured, he doesn't utter a sound—he has learnt that noise often brings death.
5. Initially, this warrior hangs back from battle. He waits for an enemy to fall before rushing in to administer a coup de grace.
6. A thief at heart, this kobold stops fighting to loot the bodies of the fallen, as soon as it is safe to do so.
7. Wearing a bandolier festooned with throwing daggers, this warrior hangs back from combat and hurls his weapons at isolated targets.
8. Confident of his own skills, this warrior attempts to goad enemies into making foolish attacks by yipping insults at them in his high-pitched voice.
9. Partly mad, this kobold can't stop laughing in battle—even when injured. He is fearless and fights to the death, even if the situation is hopeless.
10. This kobold bears a grudge against one of this fellows. If he gets the chance, he surreptitiously stabs his enemy in the back.

TRINKETS & TREASURES

Sometimes, kobolds carry small trinkets or treasures. Sadly, for the PCs, such "special treasures" are often nothing more than junk. Roll on the table below:

1. A few rat bones, pieces of fluff and three short lengths of frayed rope.
2. A small blunt knife, a set of partially carved bone dice and 3 cp.
3. A partially eaten, mouldering rat corpse and a thin, broken gold ring (worth 5 gp if repaired).
4. This bloodstained pouch contains a bent iron spike and a dirty steel mirror.
5. Several small mushrooms wrapped in fungus along with 6 cp.
6. Four sling bullets of dwarven craft, flint and steel and a shredded water flask.
7. The rusted hilt of a dagger, three sharp rock shards and the mouldering remains of a rat corpse.
8. A necklace of rat skulls decorated with flakes of rock.
9. A heavy iron key, the stub of a small candle and 1 sp.
10. Four pieces of chalk, three fishhooks and a length of twine

LOOTING THE BODY

20 THINGS TO LOOT FROM A DEAD ADVENTURER

Adventuring is a dangerous business, and not every adventurer lives to return to the local tavern and spend their hard-earned coin. While these fallen adventurers aren't to be emulated, sometimes treasures—or at least items of interest—are found among their remains. Hopefully the PCs can put these items to better use than their former owners, avoid whatever faults might be hidden within them and maybe even finish what their predecessors started.

1. A map of the local area and/or dungeon, apparently drawn by the adventurer. Much of it is stained in blood, but some portions show areas the party has not yet found.
2. A once-fine cloak, maroon coloured with a gold trim, now somewhat torn and worn from age. Careful examination reveals a hidden pocket containing 3 pp and a signet ring with a gold wyvern crest worth 45 gp.
3. Clutched in the slain adventurer's hand is an unopened *potion of cure light wounds* which has a light blue colour and smells faintly of mint when opened. Two empty vials lie in a fine leather satchel at his waist, one of which instead smells of sulphur. Also in the satchel are some dried herbs and other ingredients that, although musty, may produce more potions.
4. A small collection of letters carefully folded and tucked away. The letters are from the adventurer's loved ones, and have clearly all been read multiple times. The last page is actually a note meant for whoever finds the fallen adventurer, begging that her loved ones are informed of her fate.
5. A pack containing thieves' tools, along with a grappling hook and fifty feet of rope. At the bottom of the pack in a supple leather pouch are 10 gp and 7 sp.
6. A map leading to local caches of treasure that also shows where the traps protecting them are located. In reality the opposite is true: the locations marked with traps contain treasure, and the locations marked with treasure contain horrible death-traps.
7. A string necklace made up of various bits of bone and teeth, presumably trophies from the adventurer's travels. Most are from kobolds, goblins and the like, but the centrepiece tooth appears to be from a young dragon.
8. A compass that appears to be in remarkably good condition. However, it seems someone played a cruel joke on the fallen adventurer; the compass spins wildly at random, for random periods of time, hampering any attempt at navigation.
9. A metal flask, decorated with engravings of a paladin fighting a dragon, worth 10 gp. Although it is still sealed whatever liquid was inside has gone sour and tastes foul.
10. A tattered journal, written in Dwarven and recording the former owner's travels and experiences. The most recent entries include information about the local area including known traps, monsters and the fallen adventurer's suspicion about a nearby hidden chamber.
11. The fallen adventurer is at the bottom of a 10 ft. wooden ladder, which can be folded up for easier transportation. It appears the adventurer's neck was broken in a fall.
12. A pickaxe, shovel and crowbar of surprisingly fine craftsmanship but obvious heavy use. The pickaxe is lodged in a nearby wall, marred by several other gouges (made by the pickaxe).
13. A small leather pouch full of various items, most of which are shiny to some degree. Most are bits of odd rock or metal, but mixed in among them are 3 sp, 7 cp and a small pearl worth 50 gp.
14. A large sack full of various sets of clothing, including common peasant clothing, a military uniform from the region, a jester's outfit and fine clothing fit for a minor noble.
15. A holy symbol of a good-aligned deity still hangs around the fallen adventurer's neck. The unfortunate yet clutches the symbol with one hand. While not magical, it is of fine enough make to be worth 5 gp.
16. A wooden scroll case full of maps of various dungeons. Notes added to the maps suggest the fallen adventurer was visiting the dungeons in some sort of order. Several maps are unmarked; presumably ones yet to have been visited, but the map for the current dungeon is missing.
17. A small mirror on the end of a rod, the kind used to peer around corners. It appears the fallen adventurer was using it for this purpose when he was attacked from behind. It lies near her outstretched hand.
18. A letter from a local ruler, which appears to detail the job the fallen adventurer was pursuing when he died. It includes a detailed description of a jewelled dagger believed lost in the dungeon, along with details of the 100 gp reward the adventurer would have received for its recovery. The letter concludes with directions to a representative of the ruler in a nearby town who will provide the reward upon receipt of the dagger.
19. A trapmaker's kit, including caltrops and the materials needed to make a series of tripwires, snares and jaw-traps.
20. A pack containing everything needed to care for weaponry, including whetstones, oil and assorted tools. They seem virtually new; a shattered sword lies near the fallen adventurer's body.

20 THINGS TO LOOT FROM A DEAD BARD

Some bards meet violent ends either because they travel where they shouldn't or someone objects (violently) to their music. In their extraordinary lives, bards amass a variety of trinkets, souvenirs and keepsakes in their travels. Rummaging through a bard's pockets and pack, one could discover the bard's entire life story or just a handful of trash.

1. A care-worn love letter the bearer has read and refolded so many times it is starting to fall apart. The signature at the bottom is smeared and impossible to read. The letter explains the parting of a human—most likely the bard—and their elven lover. The elf believed the relationship was doomed because of the tragically short life span of humans and refused to commit to such a short relationship.
2. Ten hexagonal gold coins of unknown origin. They have a hole cut through the centre and are strung together on a thin leather cord. A collector of ancient or exotic coins may offer up to 10 gp per coin.
3. A small vial labelled "Bottled Love" with the instructions "One drop per draught of ale" written in looping script on the side. The smell of the liquid inside is sweet and tempting but quickly overpowering. When administered to someone's drink as per the instructions, the liquid acts as an aphrodisiac.
4. Several pages of sheet music for a haunting melody that sticks in the listener's head if played.
5. A pair of chapbooks, *The Wizard's Luck* and *The Game of Pawns*, which feature the love affair and adventures of Shara and Jaxak, a pair of wizards who meet at an arcane academy, fall in love and save the world from the forces of evil.
6. A blue rose that never wilts but is cold to the touch.
7. A travelogue detailing the bard's journey. The badly written stories must be exaggerated, especially the story about the elven queen falling in love with the bard.
8. An ornamental rapier with a silver pommel and silver filigree on the guard. With gold filigree and jewels set in the hilt, the weapon was built for show, not use. Because of the exquisite craftsmanship, the weapon would likely fetch triple the value of a typical rapier.
9. An old rapier that has been used in many battles, but the previous owner took very good care of it. Twisting the pommel reveals a small compartment where one might hide a short document or other small item.
10. A small, slightly worn, silver brooch in the shape of a dove with an inscription on the back that reads, "To my dearest, Loraël, on the 400th anniversary of your birth."
11. A flamboyant, wide-brimmed blue hat with a giant golden eagle's feather stuck in the band.

12. A tiny mimic shaped like an ornate wooden box. The bard had befriended it, and it now plots revenge on those who murdered its friend.
13. A repair kit for the bard's lute including replacement strings and a cloth to clean the instrument.
14. Scraps of paper that when ordered properly become the outline for an epic poem. Based on the outline and the few incomplete verses, this would have been the bard's masterpiece.
15. An annotated copy of *The Tragedy of T'Kor*, a play about a gnome wizard who summons and falls in love with an incubus. From the notes in the play, the bard was portraying the incubus.
16. A novelty magic trick comprising a simple wooden box with a velvet lining that makes coins disappear when the top is shut and a button depressed.
17. A tiny longsword—no longer than a little finger—made from a magnetic metal.
18. A map of the region with notes beside each town that details the reception the bard received as well as which taverns have the best ale and wine.
19. A quiver of 17 poorly crafted arrows with wicked barbed arrowheads most likely made by goblins or orcs.
20. A golden signet ring bearing the emblem of an ancient elven noble house. The party might be rewarded if they return it (or they might be accused of murder!)

8 OUTLANDISH COSTUMES

1. A tattered shoulder cape, faded crimson in colour, with frayed edges. Remnants of an unidentifiable, deeper crimson coloured fur runs along the hem.
2. A pair of light brown, suede evening gloves with a braided cord stitched along their entire length in black thread.
3. Moderately worn hip boots made of overlapping light grey scales. The outer edges of each boot have dagger-sized sheaths sewn into both the calf and thigh sections.
4. A yellow tabard, heavily stained and soiled, depicting a large white skeleton key aligned vertically.
5. A black, gothic tail coat with silver buttons and embroidered with necromantic imagery along the sleeves.
6. A deep blue, high collared formal shirt. Embroidered nautical imagery in silver thread decorates the collar and cuffs.
7. An off-white, dire wolf fur shoulder wrap in excellent condition. The fringe is decorated with the wolf's teeth hanging from short leather strips.
8. A thick, charcoal-coloured infinity scarf smelling of wood smoke large enough to envelop the upper body of a human-sized creature.

20 THINGS TO LOOT FROM A DEAD CLERIC

Brave, noble and just adventurers often do battle with evil cults and their sinister masters—servants of dark, forbidden powers. Such clerics can call upon the powers of their patrons and are often equipped with items of foul origin or uncertain purpose.

1. A necklace of human ears.
2. A veil of purple designed to be placed over the head of a sacrifice.
3. Hemlock, mistletoe and nightshade bound together with a red ribbon.
4. An amulet of the unholy star. In rituals it is heated until glowing and then placed around a sacrifice's neck.
5. A bag of charcoal made from a church's burnt rafters.
6. A glass vial containing the severed finger of a fallen saint.
7. Blessed chalk in a variety of lurid colours including red, purple, yellow and red.
8. An incense burner made from a skull covered in silver.
9. White clay prayer beads stained with blood.
10. A bottle of blessed alcohol, spiked with a mild poison.
11. A symbol drawing kit with string, chalk, compasses and a notebook with detailed notes and diagrams.
12. A dozen vials of snake venom.
13. A collection of silver needles designed to prevent the resurrection of a corpse.
14. A preserved dead raven.
15. A broken spyglass with a personalized inscription engraved on the case.
16. A full yellow cloak with large silver clasps and a holy symbol boldly presented in dark green.
17. A brass and copper chainmail shirt with a ring pattern too open and loose to provide actual protection. The mail is worn over a white linen shirt.
18. A bright pink vest covered in tentacle designs.
19. A pair of light green dancing shoes made of silk completed with black laces.
20. A pauldron worn on the right shoulder made of white stained leather. A symbol on it denotes the priest's position in the church's hierarchy.

10 UNHOLY SYMBOLS

The exact appearance of an unholy symbol depends on the cleric's faith. However, some unholy symbols are more than they first appear.

1. This unholy symbol has a secret compartment; it contains a single platinum piece wrapped in scraps of cloth so that it does not rattle.

2. This unholy symbol has a secret compartment; it contains scraps of bone and hair—remnants of a great hero of the faith. The owner believed they imbue the symbol with extra power.
3. This steel unholy symbol has one particularly sharp edge; close examination reveals dried blood smeared over the metal edge.
4. This holy symbol has several spikes. Close examination reveals a hidden compartment inside designed to hold poison which affects anyone stabbed or cut with the spikes. The compartment can hold two doses of poison.
5. This unholy symbol at first appears to be made of silver; however, it is obviously too light to be solid silver; it is actually a wooden covered in silver paint and is essentially worthless.
6. This unholy symbol is very old; the finer details have been worn smooth by time and the symbol is in poor repair.
7. This large, heavy symbol is made of some kind of dense, dark grey metal; it resists damage but has a long crack down one edge. The symbol was once the phylactery of a power lich in the service of the same dark power; if it was to be repaired, it is possible the lich could return to unlife.
8. This metal unholy symbol comprises the melted down remains of several holy symbols; some of their details yet remain. Observant PCs can make out different good-aligned defaced symbols on its surface.
9. Large and unwieldy, this unholy symbol is sized for a giant. Clips allow the symbol to be "opened" and the whole to be worn as a necklace (or collar).
10. This unholy symbol hangs from a particularly long chain that allows it to be worn at navel height. Some of the chain's links are particularly worn.

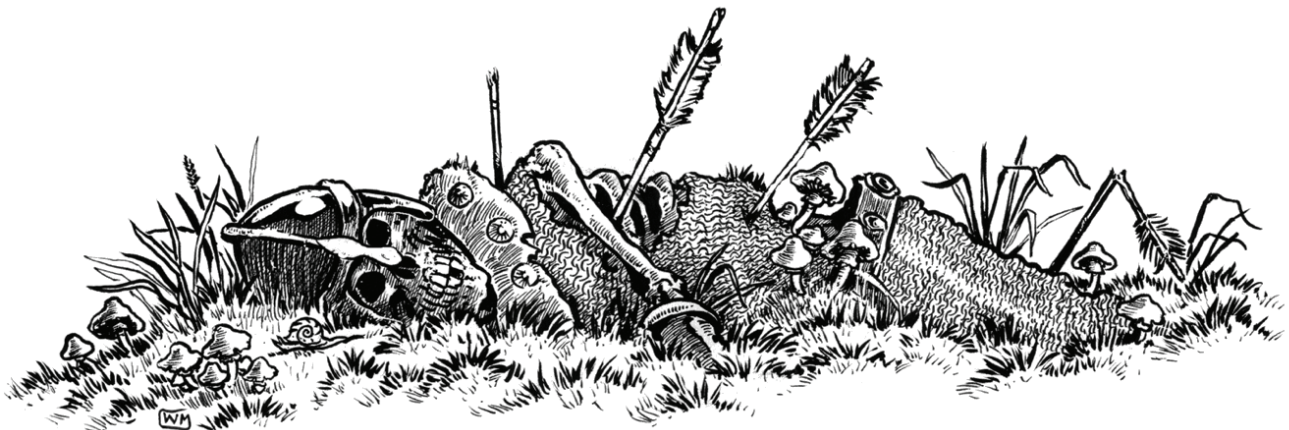
6 UNHOLY WATER FLASKS

1. Crafted from human skin, this flask is soft and pliable to the touch—perhaps disturbingly so.
2. Forged of iron, and decorated with an unholy symbol of evil, this flask always seems slightly warm to the touch. When it is full, the unholy water with roils as if it is about to come to the boil.
3. This leather flask is rigid and has been decorated with faded tattoos depicting acts of great evil and perversity.
4. Painted jet black, this flask is unsettling to look at. To the casual observer, some parts of the flask are darker than others and lazy or paranoid observers may fancy the darker patches are slightly mobile.
5. This simple fired clay pot has a bone stopper carved from the finger bone of some human-sized unfortunate.
6. This long and slender flask has a wickedly pointed stopper, which could be used as an improvised weapon in extremis.

20 THINGS TO LOOT FROM A DEAD ROGUE

Heroic adventurers always seem to be battling thieves, rogues, bandits, footpads and other near-do-wells. Such folk often have lots of interesting odds and ends in their pockets and pouches. While these objects might not be valuable they may be of interest to the party. Perhaps, the PCs decide to return the items to their rightful owner or—later—get accused of being the thieves themselves when they use or sell the items in question.

1. A small, soft black pouch containing a half-dozen lock picks. One is horribly bent and all but useless.
2. A heavy, well-worn leather sap. Some of its stitching is frayed. Perceptive PCs notice the sap is heavier than it should be. Further investigations uncover 5 pp hidden within.
3. The rogue's belt has a hidden compartment sewn into the lining. It holds three lock picks, one gold coin, one platinum coin and a small knife made for a creature two sizes smaller than the rogue.
4. Hidden in each of the rogue's boots lurks a slender dagger. The two are a pair and if sold together fetch triple the normal amount.
5. The rogue wore an oversized earring in his left ear. At first glance it is a piece of cheap, brass costume jewellery. However, cunningly hidden within is a secret compartment that holds a potion that turns the imbibor to gas.
6. The rogue wears a black cloak with a voluminous hood. Strangely, the cloak has a belt so it can be pulled tight around the wearer's waist. Each of the arm's cuffs have small pouches sized perfectly for a potion (or poison) vial.
7. A disorganised jumble of jewellery fills one pouch. Sadly, most of it is costume jewellery and virtually worthless. However, a perceptive searcher finds one plain gold ring sized for a fat finger worth 50 gp.
8. A small half-sized flask of oil wrapped in an oil-stained rag. Also present is a very small brush sized for fitting into locks and other hard-to-reach places.
9. A crude red hood with holes for two eyeholes and a mouth.
10. The rogue's boots each have a hidden compartment in their heel. The compartments are large enough to hold several coins or similar sized objects. One holds three platinum coins while the other has a coiled up lock pick.
11. One of the rogue's pouches holds nothing but a neatly folded hemp sack. The sack, however, has several different internal compartments making it much easier to organise one's loot.
12. The rogue has a well-equipped thieves' kit. He also owned a small pry bar sized perfectly for coffers, desk draws and so on. The pry bar makes opening such compartments slightly easier.
13. A small bag of finely ground flour tied shut with a length of yellow twine. If thrown or scattered, the flour can cover a 5 ft. square area.
14. The rogue's dagger has a hollow hilt accessed by unscrewing its bulbous pommel. Hidden inside are two tindertwigs and a ragged cloth for kindling.
15. A tarnished copper signal whistle hangs around the rogue's neck on a leather thong. The whistle's mouthpiece is shaped liked a pair of pouting lips.
16. The rogue's cloak is double lined. The outside is black while the inside is a gaudy gold colour. The cloak can be worn either way round.
17. The rogue's pouches are seemingly normal, but they have small loops sown inside them making it easier to store gear (and to get at that gear in a hurry). Two such pouches carry a very well organised thieves' tool kit.
18. A wineskin filled with cheap wine (used by the thief as a distraction or bribe). The wine has also been doctored with a sleep poison.
19. This reinforced pouch contains nothing but sharp shards of pottery. If scattered, they act as caltrops and fill a 10 ft. by 10 ft. square.
20. A well-made wig with long, black hair and several pieces of fake jewellery fill this pouch.



20 THINGS TO LOOT FROM A DEAD WARRIOR

Adventurers are always looting fallen enemy warriors. Often they seem to have nothing but weapons, armour, a few magic items and a smattering of coinage.

1. A partially carved piece of wood that might represent a small dog...or it might not; the carving is so bad, it's hard to tell.
2. Three worn and bent silver coins of obviously ancient origin. The details on the coins' faces cannot be made out, but one has a small chip missing.
3. Two keys tied together with a short length of fraying twine.
4. A blood-stained cloth along with a tightly wound bandage and a half-empty flask of oil.
5. A small wooden box containing a fine white powder—snuff—that smells strongly of cinnamon.
6. A list of names on a scrap of parchment. Only the last two have not had a line drawn through them.
7. A well-worn flint and steel along with some scraps of dried and frayed cloth all bundled together in a small, waterproof pouch.
8. A handful of dried meat and an all but empty tiny jar of honey.
9. An empty bone scroll tube missing both its stoppers. The bone is yellowed and obviously old.
10. A tarnished and broken golden chain missing several links. Several of the links are very worn and the whole thing is worth no more than 10 gp—as scrap metal.
11. A small, mud-stained book. Its pages are in better condition, although not particularly well written or illustrated. The work is an overview of a nearby kingdom and details major settlements and geographical features.
12. Several long pieces of string all hopelessly tangled together.
13. A dozen gold coins (seemingly). In reality, these heavy coins are of lead and have been covered with a golden wash. The job is good enough to stand a cursory glance.
14. A whetstone, an oily rag and a small flask of oil all contained within a stained, slightly smelly belt pouch.
15. A scrap of parchment with the message, "Midnight on the Street of Smoke."
16. A scrap of parchment depicting a crude treasure map. Named features include, "Big Tree", "Pond", and "Bone Pile". However, there are no other features to enable anyone to actually follow the map (or details of the actual treasure).
17. Several sheaves of parchment depicting scantily clad elven men in odd poses—the pictures are surprisingly detailed.
18. A golden ring—perhaps a wedding band. The engraving inside spells out "Beloved" in Dwarven runes. The ring is worth 50 gp.
19. A pouch containing several bunches of dried herbs. Each bunch is tied with a different colour twine.
20. Several small chunks of local rock. Each chunk has fleck of gold embedded within that glimmers in the light—a tantalising clue (perhaps) to a nearby as yet undiscovered deposit of gold.



20 THINGS TO LOOT FROM A DEAD WIZARD

During the course of their adventures, our heroes are likely to slay many evil wizards (and loot their bodies). Sadly, most such individuals seem to never carry anything beyond a spell component pouch, a few magic items and some loose coinage.

1. An amulet comprising a single, yellowed dragon's tooth suspended from a leather thong. A rune for protection is carved into the tooth.
2. A small flask of powered silver (worth 50 gp). The leather flask itself has a small strap allowing it to be carried over the shoulder.
3. A silver dagger concealed is concealed in one of the wizard's boots. The dagger is clearly unused—its blade is sharp and polished to a high sheen.
4. A silver bracelet from which hang several charms. Each is decorated with a single rune—fire, water, air, earth, dragon, devil, demon—among them. The whole thing is worth 75 gp.
5. A leather scroll tube crudely painted bright blue. It is stoppered with a leather bung that clips into the place. The bung has been painted red.
6. These fine leather boots have four small, unobtrusive pockets hidden inside. Most of the pockets hold commonly available spell components, but two hold a single platinum coin.
7. This plain scroll tube contains several pieces of parchment the wizard used to make observations of the stars. These comprise several complicated diagrams of various constellations and cryptic notes regarding "the wanderer."
8. The torn and scorched cover of *Agananzar's Workbook* is wrapped in cloth and hidden in the wizard's pack. Sadly, nothing else of the book's contents remains.
9. A pouch contains a variety of small bones—probably finger bones—clearly "harvested" from a variety of different creatures. Each is in pristine condition—all the skin having been boiled away.
10. Three empty potion vials; one is marked "invisibility" while the other two smell slightly of cinnamon.
11. A locket holding a lock of coarse black hair. It is evident from the hair's texture—and the slight smell of rotten eggs—the hair is not from a natural source.
12. A dozen small semi-circular stones worn perfectly smooth. An esoteric rune—depicting various types of magic—adorns each stone.
13. A slender belt pouch specially treated to be waterproof. Inside the pouch, the wizard stored a variety of dried herbs. Each bunch is tied together with twine.
14. The shattered stub of a wooden stake. Black blood covers the stake's tip. Barely visible under the blood is some kind of rune, but its meaning is impossible to determine as part of it is missing.
15. Three quills wrapped in an ink-stained cloth and two small vials of ink—red and black—all carried in a small pouch along with several scraps of crumpled parchment.
16. A bent iron spike, the head of a hammer and a shard of incredibly tough stone.
17. A black velvet cloth inlaid with golden thread wrapped around a dried and perfectly preserved red rose. The rose's thorns are yet sharp and its flower emits a particular heady scent.
18. A small treatise depicting the various protective circles—against good, evil and so on—along with notes on how to quickly create such protective barriers. A perceptive reader skilled in the arcane arts may note that several of the diagrams are fatally flawed.
19. A flask of holy water and a flask of unholy water—both clearly labelled in Elven—along with a fine painter's brush, two owlbear feathers and one gigantic feather (perhaps from a roc or other huge bird).
20. A small red velvet pouch. The pouch is all but empty—however a determined examination reveals a few flecks of diamond dust stuck to the pouch's lining.

6 REMARKABLE SPELLBOOKS

1. **The Abominable Encyclopaedia:** This book's title is embossed on the wyvern hide cover, which is also marred by several small burn marks. The book's parchment pages have gold-gilded edges.
2. **Codex Eternal:** Double the length of a normal book, the codex is in terrible condition. Its purple-worm hide cover is worn and tattered and many of its pages—vellum seemingly crafted from stirge wings—are loose. The cover is scratched as if some huge creature had drawn its claw across the book.
3. **Rascorim's Workbook:** A plain, unassuming book, *Rascorim's Workbook's* cover is unadorned. Its thin pages smell faintly of chemicals and other unknowable odours. As well as his spells, Rascorim used the book to record his various alchemical experiments. Such notes begin on the last page and work backwards through the book.
4. **Cosmic Musings:** As well as serving as a spellbook, this weighty tome deals with the planes and their denizens. Intricate geometric patterns adorn the cover and clasp of silver hold the whole thing closed.
5. **Compendium Arcane:** Decorated with a single silver-embossed pentagram on its cover, each page of this book is embossed with the ancient elven symbol denoting magic.
6. **Unnamed:** This book is missing its front cover and half of its pages have been partially ripped from its spine. The pages—ink faded and water damaged—are barely legible.



NECROMANCER'S LAIR

8 BLASPHEMOUS TOMES OF FORBIDDEN LORE

Hidden in the rotten corners of the world are grimoires potent enough to drive a reader mad. Great power seeps from the pages, and even the most stalwart monk, sagacious wizard or noble knight risks his very sanity with the turn of every page.

Here are eight of the foulest tomes every transcribed, ready to be found in the necromancer's library:

1. **Libermorbus:** This seemingly innocuous book acts as a virus, piercing other tomes with tendrils of ink and replacing their stories with its own disturbed utterings. A creature who reads the text gains a knowledge of infectious madness, but also becomes a vector for its linguistic plague.
2. **The Putrid Tome:** *The Putrid Tome* reeks of human waste and rotting flesh. Its curdled green pages rot flesh and putrefy the eyes, so it must be handled with the greatest care. A creature able to withstand its fetid words gains power over decay and disease.
3. **The Rat's Nest:** *The Rat's Nest* was written into the very fabric of the world, and cannot be unwritten. No matter how many copies are burned, the text continues to appear through arcane symbols in the filth of the world. A passing mage may notice patterns in grey mould spores or rat nests, and, fascinated by the strange runes, translate the scripture into legible text before succumbing to insanity. A creature who reads *The Rat's Nest* learns the secret of eternal life through the sacrifice of humanity.
4. **The Sable Flame:** *The Sable Flame* is at all times consumed by a black fire that burns all but its own pages. Souls devoured by the flame scream for release. A reader gains mastery over the creation of burning skeletons and other fiery undead.
5. **Sacralexicon:** The secrets within this book are enough to shatter the piety of even the most devout holy man. Each god listed in its infinite index is implicated on a single page of undeniable truths. A creature able to withstand its secrets and see past the rotten falsehoods at the core of every deity gains divine power beyond that of mere mortals.
6. **The Sanguine Resurrection:** The text in this apparently blank book only appears with a healthy dose of blood. Each of the thirteen chapters requires an entire human's worth of blood and gore. It lists the process and ingredients needed for the resurrection of vampires and their ilk.
7. **The Skin Tome:** The words of this tome can only be tattooed on a living human's flesh—they disappear if written on any other surface. As a result, the "book" is often chained down and gagged for study. While reading the text itself does not necessarily induce insanity, the steps necessary to acquire and study the human subject might. A reader gains insight into arcane suffering.

8. **Vivomoira:** Once read, *Vivomoira* is never silent. It whispers of betrayal, filling the reader with such paranoia that he eventually suspects his own skin and flesh. Suicide in self-defence is the most common cause of death. A reader gains knowledge into the raising of ghosts and incorporeal undead.

6 BLASPHEMOUS BOOKMARKS

Terrible tome of forbidden lore often contain blasphemous, terrible bookmarks. Use the table below, to determine what bookmarks the PCs find in the book.

1. This dried and cured tongue smells slightly of rot and decay. A rune of death is inscribed into the tongue.
2. A slender wafer-thin sliver of bone—perhaps harvested from some unfortunate's leg—has intricate images of torture and death carved into both sides.
3. A mouldering finger complete with chipped, blackened nail.
4. A thick strip of woven hair comprising contributions from a mixture of redheads and blondes.
5. A single softly glowing white feather of almost unearthly beauty splattered with dried blood. Perceptive PCs may suspect this feather was plucked from some kind of celestial being—perhaps even an angel!
6. A thin silver chain affixed to a tarnished iron locket. The locket holds a minute portion of fine grey dust.



10 HORRIBLE SENSATIONS

A necromancer's lair is a fell place full of horrific, blasphemous sights and sounds.

Use the table below, to generate details of the horrible sensations the PCs experience while exploring the necromancer's lair.

1. The air suddenly becomes preternaturally cold. The PCs can see their breath and frost begins to form on any exposed pieces of metal.
2. One of the PCs begins to shiver uncontrollably, although the surrounding air temperature has not changed. The shakes continue for a few minutes before subsiding.
3. Suddenly, one of the PCs suffers an out-of-body experience. Up by the ceiling the PC has the strange sensation of looking down at the party. After a few minutes, the feeling ends and the PCs is "sucked" back into his own body.
4. A thin opaque mist blankets the floor. As the PCs move through it, cold and clammy tendrils rise up from the mist to clutch at the explorers' legs.

5. A deep throbbing passes through the nearby floor and walls. Several of the party feel somewhat dizzy. The feeling subsides, after a few moments.
6. The least perceptive hero gets the strong feeling they are being watched by some nearby, hidden observer.
7. Something invisible bumps into the rear-most PC causing her to stumble. Nothing is obviously present and the event does not repeat itself.
8. One of the party feels the hot breath of some unseen creature on the back of his neck.
9. The sensation of a thick miasma of hopelessness and death hangs heavily in the air. In this area, things seem glummer and the situation more hopeless.
10. The air moves more vigorously than in surrounding areas. Faint, but sporadic gusts of wind stir the PCs' hair. From the corner of their eyes several PCs glimpse snatches of translucent faces—their expressions fixed with hopelessness and despair—drifting through the air.

10 HORRIBLE SOUNDS

A necromancer's lair is a fell place full of horrific, blasphemous sights and sounds.

Use the table below, to generate details of the horrible sounds the PCs hear while exploring the necromancer's lair.

1. Uncontrollable screaming suddenly rends the air. It continues for several seconds before abruptly ceasing.
2. A soft sobbing, from an undeterminable source, reaches the PCs' ears.
3. The clanking of chains and the thud of something falling sunders the quiet.



4. A soft cackling comes from the room the party just left.
5. Moaning—perhaps the wind or the damned spirits of those the necromancer has transformed into the undead—echoes through the area. The moaning rises and falls in intensity for several minutes, before dying away.
6. A loud clatter—perhaps that of falling stones or a collapsing skeleton—reaches the party's ears. Moments later, a skull rolls into view around the corner. Investigation reveals a pile of mouldering bones.
7. Everyone in the party hears several loud thuds emanating from an unexplored direction. Only perceptive PCs hear the ensuing cackling and low whining sounds coming from the same direction.
8. The distant clacking on bone on stone suggests that somewhere out of sight, an animate skeleton—or two—patrols the halls.
9. Loud maniacal laughter sounds from somewhere deeper into the complex.
10. A loud thunderclap rends the stillness of the air. As it echoes through the complex, the hair on the back of the PCs' neck suddenly rises as if some electrical charge—or other fell energy—fills the air.

20 BLASPHEMOUS SPELL COMPONENTS

Necromancers use many unwholesome, even blasphemous, objects to conjure forth their dark powers. Such objects—repugnant to right-minded folk—serve as a connection to Death's black realm.

Like all other wizards, necromancers are rarely found without pouches full of spell components and arcane foci. Use the table below, to determine what horrific spell component the PCs discover:

1. A small pouch contains the jumbled finger bones of a mass murderer. Each bone has a different sigil carved into it; the necromancer uses these bones to divine the future.
2. A shrivelled, desiccated heart fills this small silken drawstring sack. If someone touches the heart with their bare skin, it seems to shiver slightly. If burnt, it gives off a noxious, cloying stench.
3. The necromancer places this pair of thin bone counters over the eyes of corpses during his gruesome experiments and rituals. One side of each counter is etched with symbols of death and decay.
4. This parchment of flayed skin displays an anatomical diagram of a human, with all the major organs prominently depicted. Notations around the diagram explain the best methods of removing the various organs while keeping the subject alive as long as possible.
5. This waterskin holds a black, turgid liquid. Investigation reveals the liquid to be water mixed with ash.
6. Dried blood coats the blade of this small ceremonial wrought iron knife.
7. Carved from a single piece of bone, this sacrificial dagger has a crude, uncomfortable handle. Clearly not designed for combat, it has a more sinister purpose.
8. A small sealed earthen pot holds a dully glimmering crimson paste. Investigation reveals it to be blood mixed with powdered gemstones.
9. A fine mix of powdered silver and bone fills several small packets nestled in a tightly-wrapped waterproof pouch.
10. This horribly misshapen rat or mouse skull is wrapped in a square of red silk. The skull has the base of a single horn growing from its forehead. Shadows cluster thickly—perhaps even disturbingly—inside the skull's eye sockets.
11. Carved from some kind of hard black rock, this rough figurine depicts a skeletal man sitting cross-legged. The top of the figurine's skull is shiny and smooth—as if it has been caressed by countless hands.
12. This partially burnt crimson candle stands about six-inches high. Its wick comprises tightly bound strands of blonde hair

treated with some kind of slow-burning oil. The candle gives off a pungent smell reminiscent of burning flesh, when burnt.

13. A wired four-foot long snake skeleton lies coiled in this pouch. The snake's skull still has its fangs. Close inspection reveals dried blood on the fangs and splatters of blood inside the skeleton.
14. Crumbling clumps of dried, noisome lifeless earth fill this small pouch.
15. This over-sized glass vial holds a turgid, cloudy liquid. The liquid holds three eye balls in suspension. Anyone shaking the vial may be in for a shock.
16. Six small onyx gems individually wrapped in bloody sackcloth. Each gem has the arcane symbol of death carved into its surface. (A PC skilled in spellcasting may determine these are components designed to increase the efficacy of *animate dead* and similar spells).
17. A single long fang attached to a shard of bone. This is a vampire's fang—it might be the only surviving fragment of the legendary vampire Gallowburn, and could even imprison a fragment of his soul.
18. A fine grey dust fills this small silver box to the brim. The box has a tiny lock; the necromancer has hidden the key in a secret compartment in his belt suggesting the dust is valuable in some way. Only perceptive PCs find the key.
19. A strip of dirty, tightly woven bandages faintly inscribed with various ancient runes dealing with death, the afterlife and guardianship. PCs wise in the ways of the undead identify these as a fragment of a mummy's wrapping.
20. A badly repaired plain cast iron amulet, sundered by a single sword blow or the like hangs around the necromancer's neck on a silver chain. The amulet had a (now empty) small hidden niche within. This was a lich's phylactery the necromancer has recovered to aid his own diabolical research into the afterlife.



20 THINGS TO FIND IN A NECROMANCER'S SANCTUM

In their forbidden corpse-filled laboratories necromancers pursue their unspeakable, blasphemous experiments. Such horrible labours require terrible components and depraved research materials of the very worst kinds. Often, though, such details are overlooked as the party merely loots the chamber for items of obvious value. Use this table to generate such items of interest. It is up to the GM to determine the value of any particular piece on the table below, however most good-aligned PCs will be uncomfortable (at best) owning such items.

1. A wooden box contains a dozen thin, long black candles. When burnt, they give off an indescribable smell akin to burning flesh.
2. Seven skulls fill a shelf above the desk. A strange rune decorates each skull's forehead.
3. A coffer near one wall holds a jumble of horribly misshapen bones. Most are of humanoid origin, but surely no creature could have survived long with such deformities.
4. An ornate display of bones decorates the ceiling. Leg and arm bones form the perimeter of the "sculpture" while a circle of skulls fills the centre. The bones are yellowing and old and have been stuck in place with strong glue. One of the skulls contains a bead from a necklace of fireballs. If the skull is disturbed, the bead falls out and explodes when it hits the floor.
5. A fireplace pierces one wall. Deep soot and ash lie within. Even a cursory examination of the pile turns up fragments of bone.
6. A small red velvet pouch contains a single braid of long impossibly red hair. The braid is carefully curled up and has been dusted with some kind of fine black dust.
7. A skull—with its top removed—serves as a mixing bowl of sorts. A nearby worn leg bone hints at its use as a pestle.
8. A small sack of salt lies on one corner. It is half empty and the remaining discoloured salt looks contaminated.
9. A large earthen jar of honey contains the preserved head of an old man. His face is contorted as if in indescribable agony.
10. Three small glass jars hold an array of different coloured dust. Each is the ash of a different cremated creature, used for some ineffable purpose. A different esoteric sigil has been carefully written on each jar.
11. A chandelier crafted of bones hangs down from the ceiling in the centre of the room. The bones are blackened with soot and covered in dried wax.
12. A small cauldron blackened with use and pitted with age stands near the necromancer's worktable. Dark, unnaturally cold water fills the cauldron almost to the lip. Within lies the sludge and detritus of many experiments—shattered bones, decaying flesh and the like.

13. A sagging bookshelf holds the remains of ancient tomes long since succumbed to the ravages of extreme age.
14. A small box contains four long quills carved from bone. Their tips are exquisitely sharp and blackened with red "ink".
15. A partially dissected body lies on the table. The body is that of a long dead human. The unfortunate's chest cavity has been opened and the organs removed.
16. An ornate pentagram carving on the floor provides a zone of protection around the necromancer's workbench. The carvings have been picked out with blood.
17. Several beakers stand on a shelf above the table. Each is full of a different kind of dark, sticky and noxious fluid.
18. An oversized leather wallet holds a dissection kit. Incongruously, the leather wallet is of the finest quality and is even monogrammed with the necromancer's initials.
19. A small cage hanging from the ceiling holds the skeletal remains of several songbirds amid a small heap of discoloured feathers. Hideously, the birds' remains yet stir and judder. A close examination reveals they appear to still be trying to sing.
20. The room seems unnaturally cold and the party's nonmagical lights do not dispel the darkness lingering in the room's nooks and crannies. Anyone spending much time here gets the feeling that unseen presences lurk in the chamber.

6 PICKLED & PRESERVED THINGS

1. A large jar of cloudy vinegar is full of severed ears cut from a variety of races.
2. An orc's disembodied head steeped in crystallised honey fills an earthen jar. Its face is frozen in a snarl.
3. A faerie or sprite's tiny body is pinned to a large slab of wood cut from the heartwood of a dryad's tree. The body yet occasionally quivers.
4. A box crafted from carefully joined finger and toe bones holds a suspiciously well preserved heart along with several glistening strands of platinum blond hair (which are carefully draped over the heart).
5. A large box holds a dry paste of powder bones mixed with blood and other bodily fluids.
6. A wooden frame holds a stretched and drying ragged patch of skin roughly a foot square. (The necromancer is turning the skin into a scroll). Part of a faded tattoo is visible on one edge of the "scroll".

1,000 ABNORMAL SKELETONS

It often seems skeletons end up as nothing more than generic, bland enemies. That's a shame as their appearance and accoutrements could provide clues as to their fate and inject more flavour and detail into an otherwise standard combat encounter. A standard skeleton appears thusly:

This animate skeleton staggers toward you, its bony, claw-like fingers reaching for your throat.

To this basic description, apply one of the entries below:

1. Scraps of hair grow from patches of decomposing flesh yet clinging to the skeleton's skull.
2. Several bones are missing from the creature's rib cage.
3. The entire left side of the skeleton's skull is crushed and broken—no doubt the result of a massively heavy blow.
4. Dirty, torn rags cling to the skeleton's frame. Covered in matted dirt and dried blood they reek of death and the grave.
5. Ending in a jagged stump, the skeleton's right arm is missing below the elbow.
6. Incongruously, this skeleton's skull—minus its jaw—is wedged inside the creature's ribcage.
7. Clad in faded but serviceable clothes this skeleton seems more recent animated than its brethren. Its bones are clean—perhaps even polished—and lumps of ebon coal fill its eye sockets.
8. One of the skeleton's legs is horribly smashed; the lower leg hangs from the undead's kneecap.
9. This skeleton's bones are stained a mottled black. (The skeleton was immersed in oil long ago, which impregnated the bones; it burns easily—and brightly!)
10. This tall skeleton's body is tightly wrapped in strips of mouldering cloth; however, its skull has not been so wrapped. To the uninitiated, the skeleton could appear to be a mummy of some sort.

BATTLE TACTICS

In battle, some skeletons fight differently to their brethren:

1. This skeleton is slower than its companions; reduce its speed by half.
2. This undead is faster than its companions; increase its speed by half.
3. Every time, the skeleton lands a successful hit, a few small bones fall away from its body.
4. This skeleton walks particularly loudly and the click click of its bony feet on the floor are audible from a goodly distance.
5. After the first time it misses in melee, the skeleton drops its weapon and reaches toward its foes with claw-like fingers.

6. Every time it strikes a foe in battle, the skeleton throws back its head in silent exultation.
7. With one leg badly damaged this skeleton literally hops into battle.
8. With no legs, this badly damaged skeleton crawls into battle. It doesn't use a weapon, instead trying to rip its target's feet and lower legs to shreds.
9. This skeleton has no proper weapon. Instead, it beats its enemies to death with a mouldy arm ripped from a previous victim.
10. A glimmer of sentience remains to this skeleton. A thief in life, it dimly remembers the worth of striking from behind and manoeuvres accordingly.

TREASURE

Sometimes, skeletons yet have some small trinket or treasure about their person. Roll on the table below, if you determine the creature has a small item of personal treasure:

1. The skeleton wears a worn and stained broad leather belt which holds up the remains of a ragged pair of trousers. The belt has a secret compartment, which holds 3 platinum coins. (Only perceptive PCs find the secret compartment).
2. In life, this skeleton was a rich person; several of its teeth have gold fillings. Extracting the gold yields 1 gp worth of scrap metal.
3. The hilt of the skeleton's weapon has a small black gem (an onyx) in its handle. The gem is worth 15 gp.
4. The skeleton yet wears a leather necklace around its neck. The beaten copper and bronze locket hanging from the necklace is hopelessly wrapped around the skeleton's rib bones.
5. Worn gold coins are wedged into the skeleton's eye sockets.
6. Eldritch symbols are etched into one of the skeleton's leg bones. The fell writings are a curse on the living, and are worth 2 gp to a collector of such macabre things.
7. An arrow is wedged in the skeleton's ribcage; it has a silver tip.
8. The skeleton wears a small silver ring on its left-hand little finger. The ring has the stylised image of a spread fisherman's net. The ring is worth 2 gp, but might belong to a well-to-do local family (and therefore be worth more to them).
9. Bizarrely, this skeleton wears a ludicrously over-sized fur hat sporting a wide brim. The hat is worn, blood-splattered and essentially worthless; however, a secret pocket in the hat holds a tightly folded *scroll of cure light wounds*.
10. This skeleton's skull contains a largish iron key wedged into its brain cavity. The key unlocks a nearby door.

1,000 ABNORMAL ZOMBIES

Zombies are classic monsters. They appear in practically every role-playing game in every genre. However, zombies often end up as nothing more than generic, bland enemies. That's a shame as their appearance and accoutrements could provide clues as to their fate and inject more flavour and detail into an otherwise standard combat encounter. A standard zombie appears thusly:

This rotting, walking corpse wears only a few soiled rags. It stumbles forward, arms outstretched.

To this basic description, apply one of the entries below:

1. One side of the creature's face is nothing more than a suppurating, bloody mess; one of its eyes is missing.
2. The zombie's left arm is unnaturally bent at the elbow. As the zombie shuffles forward, shards of white bone break through its rotten flesh.
3. Clad in blood-soaked peasant's clothes, this person clearly suffered horrendous wounds before death.
4. A huge chunk of this zombie's stomach is missing; a few strands of entrails droop from the gaping wound, creating a skirt of sorts hanging down toward the zombie's knees.
5. This zombie's head lolls from side to side in a disturbing, unnatural fashion; its neck is clearly broken.
6. This zombie has no legs below the knee. Consequently, it crawls forward reaching its prey much slower than its companions.
7. This zombie's neck is partially severed; muscles and bone are clearly visible through the gore.
8. This corpulent zombie is completely naked, and filled with a build up of noxious gases. If struck with a sharp melee weapon, it explodes coating adjacent creatures with blood, bone and viscera.
9. This zombie's jaw is missing. Blood and gore cover its chest.
10. A gaping wound pierces this creature's rib cage, exposing the badly damaged and desiccated organs within.

BATTLE TACTICS

In battle, some zombies fight differently to their brethren:

1. This zombie is much slower than its companions due to a broken leg. It moves at half speed.
2. As it advances, this zombie stumbles and falls. The next round, it struggles back to its feet before continuing its advance.
3. This zombie carries a one-handed melee weapon—perhaps a longsword or axe—but has forgotten how to use it. Every round, there is a 50% chance it accidentally uses the weapon.
4. This zombie has a shield strapped to its arm. Thus, its armour class is slightly better than its brethren.

5. This zombie fixes its dead, baleful gaze on one target and focuses on that individual above all others.
6. This zombie moans and groans as it approaches its prey.
7. Freshly dead, this zombie leaves a wide trail of slippery blood and viscera behind it; incautious combatants could slip and fall in the gore.
8. This zombie tries to grapple opponents instead of simply beating them to death. If successful, it begins biting.
9. This fast zombie outpaces its brethren in its bloodlust.
10. This zombie has a smashed voice box. It yips and cackles in a similar way to a hunting jackal, as it approaches.

TREASURE

Sometimes, zombies have some small trinket or treasure about their person. Roll on the table below, if you determine the creature has a small item of personal treasure:

1. This zombie yet wears a wide leather belt. Stained with blood and other unwholesome liquids, at first glance it seems worthless. If cleaned, however, a complex pattern of stitches emerges depicting what seems to be a section of sewer complete with a secret room!
2. One golden hoop earring hangs from one of the zombie's decomposing ears. The plain band is worth 2 gp.
3. This zombie wears fine, knee-high leather boots (worth 3 gp) that create an audible clacking sound on stone flooring.
4. A woven leather necklace hangs around the zombie's neck. Perceptive PCs spot, hidden within its strands, four thin golden threads. Each is worth 5 gp.
5. This zombie's previous victim was rich. It has a slender finger wedged in its mouth which wears a thin golden band decorated with beautifully etched leaves and vines. The ring is worth 25 gp, but covered in foul-smelling saliva.
6. A slender silver chain encircles one of the zombie's ankles. Four small charms—each representing one of the four elements—hangs from the anklet. It is worth 10 gp.
7. A gore-coated dagger juts from the zombie's chest. Its wickedly sharp silver blade is wedged between two rib bones. It is worth 90 gp.
8. This zombie wears the slashed and stained remnants of a silk doublet. Unless magically repaired, it is essentially worthless as an item of clothing, but a skilled seamstress could harvest enough silk for several hankies and the like.
9. Slipped within its knee-high leather boots, this zombie carries a small, sharp dagger. Its pommel has a clenched fist design.
10. This zombie wears a voluminous cloak sporting a deep cowl. The previous owner hid two platinum coins sown into the cloak's hem. Only perceptive characters discover the coins.



NOISOME SEWER

10 FOLK TO ENCOUNTER IN A SEWER

Sewers are rarely devoid of intelligent denizens. The homeless often congregate amid the gloom and filth, while thieves, rogues and assassins use the tunnel network to move around undetected.

While exploring the sewers, the PCs are likely to come across individuals going about their own business. Use the table below, to generate the details of such folk.

1. Scrawny and clad in rags, Sakari is homeless and lives in the sewers. He scavenges amid the muck and the murk for things to sell to the scrap collectors and more desperate traders. A decent man, Sakari was once a man of note, but disastrous business decisions and a malevolent wife have consigned him to this horrible place. Pathetically grateful for any kindness the PCs offer him, Sakari is a useful ally—he has contacts among many of the beggars and sewer men.
2. Recently beaten by two off-duty soldiers, Ergoth has retreated to the sewers to nurse his wounds and plot his revenge. A half-orc, he is at home in the dark and knows the surrounding tunnels well. Now an old man, hate consumes Ergoth. He takes what he can get and gives little—if anything—in return.
3. A skilled cat burglar, Elena has taken to hiding her ill-gotten gains in the sewer until the heat does down. Blessed with no sense of smell, she doesn't notice the stench. She wears dirty leather armour and keeps her hair tightly wound under a soft leather cap. She prefers to avoid combat and watches the PCs from afar. If they get close to one of her caches she emerges from the gloom to distract them.
4. Morcaer hates his new job; however, trouble with a local merchant has meant this is the only position he could find. Clad in thick leather trousers and wearing a scarf drenched in cheap perfume wound around his face, to keep the stench at bay, he suddenly emerges from the gloom. Muttering to himself, he doesn't notice the PCs until he literally bumps into them.
5. An old-hand at working in the sewer, Ordgar knows the surrounding tunnels well and even knows where thieves and other undesirables congregate. Unshaven and grimy, Ordgar cuts an uncouth figure. A borderline alcoholic, drink features heavily in any conversation he has with the PCs.
6. Saewyn doesn't yet know she is a wererat. Last night she remembers staggering home from the tavern, but has no idea how she ended up in the sewers. She's lost her favourite cloak and reeks of the sewer (clearly she fell in something while drunk). She has a dried cut on her forehead, and blood matts her short black hair. She has a pounding headache. Saewyn would love help getting out of the sewer and could become a reoccurring, but perhaps problematic, ally.

7. Viljo suffers from leprosy and has retreated to the sewers to escape the abuse of the citizens. The disease has ravaged his body, and his face has particularly suffered; much of his nose has wasted away. Viljo is in tremendous pain and hasn't eaten for two days. He is miserable and accepts any help offered. He knows the sewers well and will exchange his knowledge for food or healing.
8. When the PCs encounter, Heimo—a weasel-faced, balding man—he is on the way to a secret rendezvous to discuss his next burglary. He is cagey about his reasons for being in the sewer and can't wait to take his leave. If the PCs persist in questioning him, his persistent stutter manifests itself, making him look even more guilty of some nefarious doing.
9. Saull has survived on—and under—the streets for five years, after his parents died in a horrible carting accident. Surviving on the charity of others and his wits, he has grown up cold and hard. Immediately sizing up the PCs, his goal is to get as much out of them as possible while giving as little as possible in return. He hams up his horrible circumstances and plays on the emotions of anyone who seems even vaguely sympathetic.
10. In Kaari Ojanen the PCs have encountered one of the most dangerous sewer denizens. A vampire newly arrived in town, Kaari is scouting the sewers as both a hunting ground and means of escape should the sun's accursed rays trap her away from home. She is not interested in fighting the PCs and instead masquerades as a servant sent into the sewer to search for her lady's lost trinket. She spins a fanciful tale of her evil mistress, but flees if the PCs become suspicious. Unless given no choice, she does not use her vampiric powers in front of the PCs; she has only just arrived in town after fleeing her last home—she has no desire to move on again just yet.

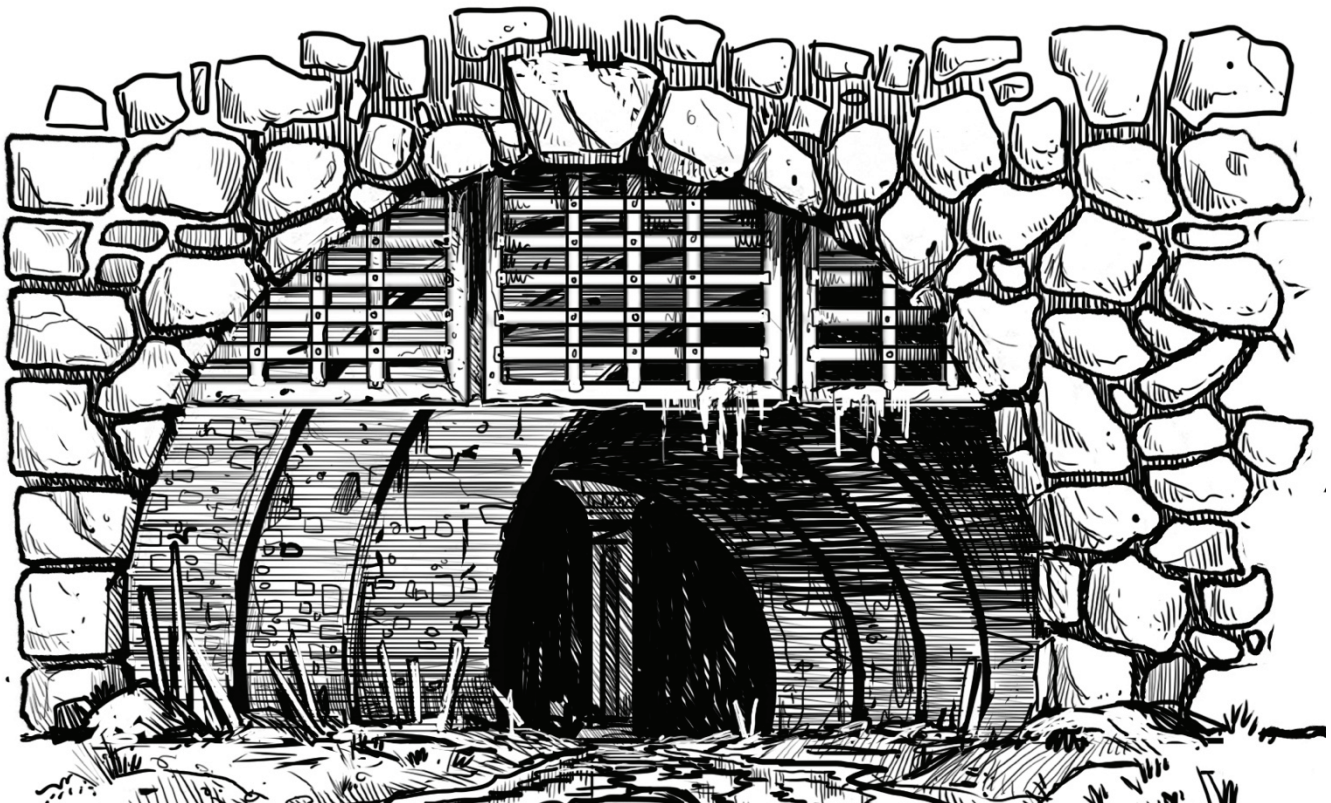


10 MINOR LOCALES OF INTEREST IN A SEWER

Sewers are dank, dismal places rife with muck, slime and disease. Like a traditional dungeon, they have passageways and chambers, but such locations are markedly different to those in a normal dungeon.

Of course, not all locations in a sewer host monsters and their treasure. Some are empty, but interesting nonetheless by dint of their features. Such locales give the GM the opportunity to set the scene and to build the sewer's flavour. Use the table below, to describe such locations:

1. Here, several sewer passageways come together in a rough cross. The flow of so much turgid water has eroded the bottom of the intersection, and now a lazy but powerful whirlpool draws the waters into yet deeper caverns.
2. An iron-bound door pierces one wall. The door is old, swollen and hard to open. It is also barred from the inside—clearly someone values their privacy.
3. This sewer passageway is old and decayed. Part of one wall has fallen away creating a rubble field. Characters exploring the collapsed wall discover a small, dry natural space beyond. The foundations of a large building intersect the area.
4. A great mass of rubbish and detritus has formed a veritable island almost completely blocking the flow of water through this sewer channel. Tracks of small creatures—probably rats—are easily visible in the island's "mud".
5. The PCs hear tumbling water from quite some distance, before they reach this area. Here, the sewer channel drops five-foot over a weir. Crude steps cut into both walkways drop the, down a similar height.
6. In several places, the walkway in this section of sewer has crumbled away. Long, slippery—and possibly rotten—boards bridge the resulting gaps.
7. The sewer channel flows through the middle of a natural cave discovered when the sewer was dug. Most of the cave is unworked and in its natural state; however, some effort has been made to smooth the floor adjacent to the channel.
8. For a 30 ft. stretch of channel, the ceiling is twice the normal height (50% chance) or so low the PCs—except gnomes and halflings—must crouch or bash their heads on the brickwork (50% chance).
9. The water flow noticeably increases as it approached this area. Here, the sewer was dug over a natural cavern network. The remorseless flow of water has finally broken through into the caverns below, flooding them. A waterfall drops into the cavern below; only a trickle of water makes it passed the waterfall into the sewer beyond.
10. A shallow ramp—wide enough for a cart—leads up from this section of sewer. It leads to a grimy, iron-bound double door. Beyond lies the redolent basement of a tanner. Tracks in the sludge show a cart has traversed the slope relatively recently.



20 DISCARDED OR LOST THINGS TO FIND IN A SEWER

Sewers are designed to carrying away civilisation's detritus and leavings. Thus, explorers are likely to find many things—most utterly without value—in the sewer. Sometimes, though, explorers come across items of value (or interest) unintentionally lost amid the muck. Use the table below, to determine what items the PCs find amid the sewer's filth:

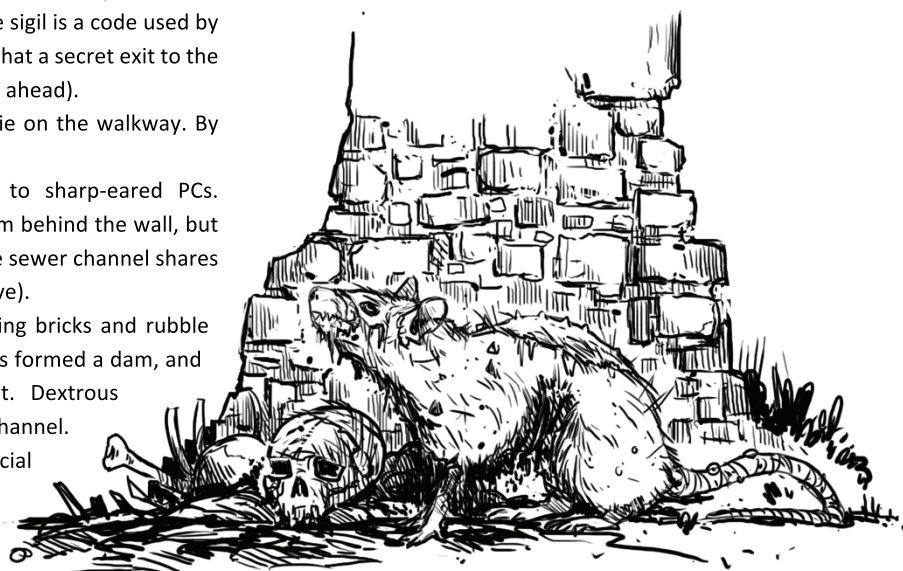
1. Incongruously, a fine red cloak with a fox fur collar is carefully folded and wedged into a small niche in the wall. Its hem is dirty, but otherwise it is in good repair (and worth 3 gp).
2. A small niche in the wall holds a small parcel wrapped in sailcloth. The parcel contains three torches, flint and steel and a dagger. The sailcloth has protected the objects from the environment; they are all dry and in good condition.
3. The tip of a rusting, bent dagger is wedged between two bricks comprising the sewer wall. The dagger has clearly been here for some considerable time.
4. A partially sunken sack floats amongst the effluent, in the centre of the channel. The sack still holds 3 sp and 1 gp wrapped in its sodden, noisome folds.
5. A shuttered lantern, with about one hour's fuel left inside, stands wedged against the wall on the opposite walkway. Its shutter is closed; only a faint glow radiates from the lantern.
6. A long wooden rake is lent against one wall. Its well-worn handle is wrapped with leather strips.
7. A pile of fresh bricks stands neatly stacked next to a section of crumbled wall. A trowel, chisels and other mason's equipment sits nearby ready for use.
8. An empty wine flask hangs by a leather strap from a protruding brick in the wall. When the PCs arrive, a rat has climbed the wall and is sniffing at the pouch. When it sees the PCs, it leaps down and flees.
9. A slimy short sword—its tip stained with dried blood—lies on the floor.
10. A bloody, sodden bandage hangs off the edge of the walkway.
11. A haphazard pile of items pulled from the sewer—including sodden, ragged clothes, bits of wood and other things—blocks the walkway. A rake leans against the wall, nearby.
12. The mouldering skeleton of a long reptile—a constrictor snake—lies stretched out on the walkway. A spear has been driven through its skull, pinning it to the ground.
13. A tiny burial cairn comprising bricks pulled from the wall partially blocks the walkway. Explorers taking the cairn apart discover the corpse of a monstrous rat buried within.
14. Incongruously, a pile of neatly folded clothing perches next to the noisome sewerage channel. It looks for all the world like someone has gone swimming! The clothes comprise fine black trousers, a silk shirt and a short cape along with a pair of knee-high gentleman's boots.
15. A 10-foot-long pole with a curved hook on one end lies discarded on the floor. The inner surface of the hook is worn, suggesting it has seen much use.
16. A small, leafless tree branch lies entangled amid the effluent. Perceptive PCs notice the glimmer of silver from around the wood—a small silver necklace (worth 50 gp) is entwined around the branch. While retrieving the necklace, a careless PC could tumble into the sewer.
17. A small sodden pouch lies on the floor in the shadows. The pouch contains 5 gp and a crude map of the surrounding tunnels showing two exits to the streets above.
18. A small bundle of possessions lies on the floor. Splatters of blood decorate the surrounding brickwork. The possessions comprise a small sack, a change of (dirty) clothes and a bedroll along with some scraps of mouldering food.
19. A rope dangles down from a spike hammered into the ceiling over the sewer channel. The spike pierces the ceiling near the underside of a steel trap door. The rope reaches down to just above the current "water" level.
20. A 12-foot-long, three-foot wide raft—comprising two doors nailed together is tied to a shard of stone protruding from the side of the walkway. The raft is sturdy enough—unless more than 200 lbs. is piled on top. However, there are no paddles.



20 PIECES OF DUNGEON DRESSING TO FIND IN A SEWER

Sewers are noisome, dank places full of civilisation's leavings. Such places are wholly different to a normal dungeon. Thus, it stands to reason, the dungeon dressing should also be markedly different. Use the table below, to determine what minor piece of dungeon dressing the PCs discover:

1. Ahead, the bricks lining the sewer wall have fallen, creating a tumbled pile of slippery rubble blocking the walkway. (The rubble is unstable; unwary PCs will likely slip and fall into the sewer channel).
2. Here the sewer channel narrows, and the walkway correspondingly widens. Someone has bridged the channel with a thick, but rotten, wooden plank. A rusting iron spike is driven into each end, nailing it in place.
3. The stench of excrement, urine and rot is particularly strong in this area.
4. A wooden lantern lies on its side amid the filth coating the walkway. Its oil has leaked out, creating a particularly slippery area. The lantern is still vaguely warm to the touch, suggesting someone passed this way recently.
5. This section of walkway has crumbled away leaving a five-foot wide gap explorers must traverse to continue. The rubble from the walkway fills the sewer channel creating a dam of sorts. After excessively heavy rain, the water level rises here inundating this section of walkway.
6. A single, mouldy knee-high leather boot stands incongruously amid the muck. The white glint of bone and the smell of moulding flesh emerges from within. Investigations reveal the unfortunate boot wearer's leg was severed just below the knee. Of the rest of the body, there is no sign.
7. A crudely scratched sigil decorates one wall. It comprises three pips with an arrow over the last pip. (The sigil is a code used by the local thieves' guild; it tells members that a secret exit to the streets is hidden in the third passageway ahead).
8. The mouldering remains of a dead cat lie on the walkway. By the looks of things, its back is broken.
9. The murmur of voices is discernible to sharp-eared PCs. Investigation reveal the voices come from behind the wall, but here is no obvious secret door here. (The sewer channel shares a wall with the cellar of the building above).
10. Part of the ceiling has collapsed, dumping bricks and rubble into the sewer channel. The blockage has formed a dam, and the "water" level is higher behind it. Dextrous explorers can use the dam to cross the channel. Those slipping and falling dislodge a crucial stone in the dam, causing the entire thing to collapse.
11. Greenish/brown slime coats the walkway. Footsteps are clearly visible in the muck heading in the opposite direction to the party's direction of travel.
12. A niche carved into the sewer wall holds a broken, rusting lantern.
13. A rusting metal grill protects a narrow chute joining the main channel at a steep downward angle. The dry passage beyond the chute is barely three-foot wide.
14. Water oozes through the crumbling bricks in the ceiling before dripping into the sewer. From a distance, the water's soft pitter patter sounds like rain. The walkways here are particularly slick.
15. A broken grate hangs from one wall, attached by only a few thick rusting pins driven deep into the wall. The gate is wide enough to block the walkway, but is not strong enough to stop any vaguely determined explorer. Its twin on the opposite walkway is in much better condition.
16. A strange, wide track in the muck suggests something large, like a snake, slithered through here recently.
17. A mouldering, slime-covered rat corpse lies on a ledge. Its eyes are missing and its tail has been partially chewed off.
18. A slimy island of excrement and mud partially blocks the sewer channel. Anyone standing on the island discovers—rapidly—its consistency is that of quicksand.
19. Faded and smeared chalk sigils decorate this wall; they are now illegible.
20. A glimmer of light comes from up ahead. When the party reaches the light, they discover a narrow hole in the ceiling enables a thin beam of sunlight to reach into the sewers. The air here is a little clearer and sounds of the street clearly filter down into the gloom.



20 MINOR EVENTS TO EXPERIENCE IN A SEWER

Sewers are noisome, dank places full of civilisation's leavings. Such places are different to a normal dungeon. Thus, it stands to reason, the minor events the PCs experience while exploring should also be markedly different. Use the table below, to determine which minor event the PCs experience:

1. A loud rumbling from above the ceiling breaks the quiet. It seems to head along the sewer before fading away. (A heavily laden cart has just passed along the street above).
2. A muted splash of something—or perhaps someone—falling into the water sounds from a random direction.
3. A loud splash caused by something falling into the sewer from a random direction breaks the quiet. A minute later, ripples reach the party's position.
4. The air grows rank with the stench of decay and excrement. Weak-stomached explorers may become violently sick as a result.
5. Splinters of wood—perhaps the remains of a makeshift raft—float passed the party, spinning gently in the current.
6. The mouldering remains of a decomposing dog float passed the party, before gently coming to rest against the walkway slightly further down the passageway.
7. A thick glob of slime—dislodged by the party's passage—falls from the ceiling onto one of the PCs' heads. The slime is nothing more than slime, but its greenish colour could cause minor panic...
8. The indistinct sound of singing reaches the PCs' ears. The faint sound echoes through the sewer making determining where it came from impossible.
9. A foaming wave of excrement flows down the sewer. Powerful ripples precede the wave, giving explorers almost a minute's warning.
10. A thick miasma hangs in the air. Tendrils of a fog-like vapour rise from the fetid waters and provide concealment to anything more than 20 ft. away. The smell here is terrible.
11. If the party possesses any mundane light sources, their flames suddenly turn blue as they encounter a pocket of flammable gas. If the PCs do not quickly retreat or extinguish their naked flames, there is a loud explosion.
12. Bats nest on the ceiling. Bright lights disturb them and they flap about screeching until the intruders leave. In the confusion, the bats might extinguish one or more of the party's lights or knock an explorer into the filth of the sewer's channel.
13. The squeaking of many rats emerges from the darkness ahead. Rats infest this stretch of the sewers and the party are about to invade their home. The rats—normal rats, not their more dangerous giant brethren—are scared of the PCs and avoid them if given the chance. Signs of their presence: gnawed bones, piles of droppings and so on—are everywhere.
14. A distant scream echoes through the sewer. It is suddenly cut off and is not repeated.
15. The party catches the faint flicker of torchlight from a side tunnel. Investigations reveal a pair of filthy sewer men cleaning a blockage. They haven't seen anyone else since starting work.
16. A congealed floating island of muck and debris floats passed the PCs. A large rat, its glimmering eyes glaring at the party, perches atop the island. If attacked, the rat dives into the water.
17. A fragment of the walkway suddenly gives way under a PC's feet. Only quick reactions save the PC from tumbling into the sewer's fetid water.
18. The pungent stench of rotting vegetables foreshadows the PCs' discovery of a heaped pile of rotting vegetables.
19. A sudden wind issues through the sewer, blowing the stench of excrement and urine into the PCs' faces.
20. If the PCs have a mundane light source it suddenly—and inexplicably—goes out.



OCEAN VOYAGE

6 STOWAWAYS WITH PERSONALITY

Sometimes not everyone aboard ship should actually be on it. Folk stowaway for any number of reasons and such illicit travellers always have a good story.

Use the table below, to determine who is stowing away on the PCs' ship:

1. **Baelulam Koehelvar** (CN female half-elf fighter 1): Hiding deep in the cargo hold, Baelulam only emerges at night to scavenge for food. Several people have seen her, but in the dim light below decks, none have realised she is not meant to be on-board. Cleverly, she has cut her hair short to ape the appearance of a typical crewman and wears rough leathers of a sort sailors wear. Her success thus far has bolstered her confidence; soon she plans to raid the galley for a feast! If caught, she refuses to divulge why she has stowed away.
2. **Erfael Neblor** (N male gnome illusionist 2): Erfael is on a Grand Adventure. While he has a decent amount of coin, he thought it would be more fun to hide in the hold and see if he can remain hidden for the entire voyage. Of course, he has got bored of late and is using his illusions to break the monotony. Thus, while he is around things literally go bump in the night and strange shadows linger in certain parts of the ship. Cloaked in invisibility, he emerges at night to take the evening air and to scavenge food and drink. The crew have noticed several things have gone missing, and the strange sounds have given rise among the sailors to muttering of spectral beings haunting the ship.
3. **Konal** (N young male human): Konal is on-board because of one of the PCs. He's hero-worshipped the PC from afar since he heard of the group's exploits and dreams of becoming a powerful and famous adventurer. Before stowing aboard, he equipped himself for "adventure" with a backpack containing spare clothes along with other odds and ends, a buckler and two daggers. He's decided to pledge his allegiance to his hero once the ship is far enough away from land. Unfortunately, although he is thin and wiry Konal has a prodigious appetite and has run out of food. Consequently, hunger will force him from hiding sooner than he would like.
4. **Anhuri Buto** (CN young female human): Wild and capricious, this 16-year-old ran away from home after a blazing row with her parents. Anhuri hasn't thought things through and while furious with her parents has just realised she has no idea where this ship is going. Although well-dressed she has very little money.
5. **Giso** (NG female human thief 1): A petty thief, Giso is fleeing a powerful enemy. She recently picked the pocket of an important individual and has in her possession a scroll which its owner would kill to retrieve. (Before she stowed aboard she survived one "accident" and one mugging that turned into attempted murder). Giso has short dark hair and a lively smile. She tries to hide her troubles behind laughs and jokes, but perceptive PCs may notice she isn't telling them the whole truth.
6. **Jamir Keenear** (NE male halfling fighter 1/thief 1): Jamir was a pirate until recently. The only survivor of a vicious sea battle, he had been in the water for several days clinging to wreckage when he spotted the PCs' ship. He climbed aboard during the night and has been hiding ever since. His friendly dark brown eyes and guileless face hide a malevolence that would shock an orc. If caught, he plays on his race's reputation for hospitality while plotting theft and murder. When the ship reaches port, he steals whatever he can before fleeing.



Most ship's masters are keen to make as much money as possible from their voyage. Thus, most ships carry a few extra passengers, and the PCs might not be the only such folk on-board. Other passengers could be nothing more than "window dressing" for the voyage or could spark memorable role-playing moments. They could also serve as hooks for minor adventures or side treks or even become reoccurring characters in the campaign.

Use the table below, to generate the details of notable passengers:

1. **Hild Eddols** (N female human): Loud and large, Hild speaks precisely and at great length if given a chance. That, combined with a large head of curly brown hair, makes her easily identifiable even at a decent distance. She habitually wears black clothing. Deep down she is lonely and grabs any opportunity to make a friend.
2. **Praen Osmer** (NE middle-aged male human): Slender and well dressed, Praen cares only for himself. Always seemingly with his head buried in a book, he is a voracious reader. During the voyage, he'll approach the PCs to see if he can borrow a book (or two). Unless the PCs remind him, he'll "forget" to return it before he disembarks.
3. **Panu Ahokas** (CN old male human): Old, scruffily dressed and seemingly perpetually slightly confused, Panu creates chaos and confusion wherever he goes. He is also hard of hearing which adds to the frustration many people feel when dealing with him. Panu has a habit of wandering the deck muttering to himself. Sometimes he tries to coax seabirds to land on his outstretched arm.
4. **Kadal** (NE middle-aged male human thief 2) Kadal looks older than he should; worries lines crease his face, and his red nose seems almost comically oversized. Rarely seen without a drink in his hand, Kadal is an alcoholic thief whose luck has finally changed. He's just pulled off the heist of his life and is fleeing to a distant land with 200 gp in his baggage to live out his retirement. During the voyage, he celebrates his good fortune. A lot.
5. **Aelliah Cyelrae** (LG female half-elf): This middle-aged woman wears her long black hair tied back in a bun. Although she seems cheerful, the lines on her face radiate fatigue. The reason for her exhaustion is evident; she carries a baby in a sling across her chest. The baby is restless and spends a lot of time crying, which causes mounting tension as the voyage drags on—particularly during the night when other passengers are trying to sleep.
6. **Haefoc Isgar** (N male human fighter 5): This young man sports an impressively rakish moustache which is his pride and joy. Never seen without it waxed and styled, Haefoc is wildly vain. Well-to-do and slightly full of himself, he deems almost everyone to be his social inferior. He is not a popular man and can take offence at the smallest thing. Unfortunately, Haefoc is a skilled duellist, and if he feels his honour is besmirched, he'll challenge the offending character to a duel (to first blood). Most of the sailors avoid him.
7. **Fardulf Chellas** (CG male human fighter 2): Although otherwise fit and healthy, Fardulf needs the use of a walking stick to hobble about on account of his deformed left leg. He maintains he was born with the deformity, but perceptive PCs may suspect he is lying. In reality, he is suffering the debilitating effects of a pernicious curse put upon him by a spurned lover. Fardulf believes if he gets far enough away from her the curse will fade.
8. **Otgar Nihiel** (N male human cleric 3): With a beard as wild and unruly as an untended rhododendron bush, at first glance, Otgar looks to be a freakishly tall dwarf. A devotee of the sea god, Otgar is always voyaging on one ship or another. Captains offer him free passage in exchange for his prayers for calm seas and a good wind. He leads a service every morning to his lord; all are welcome to attend.
9. **Duluali Aldarrae** (CG female elf magic-user 3): Swathed in a thick cloak and with a hat pulled down low over her face, Duluali is deeply uncomfortable at sea. The constant motion of the waves and the utter lack of any vegetation deeply disturbs her, and she is miserable. However, this voyage is necessary for her research; a sage in a distant land has a copy of a particularly rare book she wishes to study. Of the book's identity, she will not speak.
10. **Semni Edfu** (LE male human fighter 3): A mercenary bodyguard, Semni is once again searching for a new employer after a series of misunderstandings over the exact wording of his most recent contract. He tells anyone listening, at great length, it is not his fault his employer didn't understand the agreement and goes on and on about his personal honour and how his word is his bond. Ruggedly handsome with short black hair and brooding eyes he is a bit of a lady's man. He prides himself on never lying, but sometimes what he does not say is as eloquent as what he does say.

During a voyage, the vast majority of a ship's crew fade into the background—nothing more than faceless NPCs or window dressing. Usually, an adventure details the ship's captain, but few other crew members.

That's a shame as a ship's complement can be a handy source of role-playing opportunities. Of course, not all the crew will be notable—most are just sailors with nothing to differentiate them from their fellows. A few, though, are remarkable for one reason or another.

Use the table below, to determine the details of notable crew on the PCs' vessel:

1. **Azthur Kildann** (NG male dwarf fighter 2): Azthur never seems to feel the cold; he rarely wears any more than a ragged pair of cut-off trousers. His chest is impressively furry—secretly he is proud of this as it showcases his “boundless virility”—and sometimes it seems his beard and chest hair are one and the same. An oddity for a dwarf, Azthur loves the sea. He is a skilled carpenter.
2. **Agler** (LN male human fighter 1): Agler has a pet mongrel dog, “hilariously” called Dogon. They are devoted to one another and the dog goes everywhere (except into the rigging) with his master. The rest of the crew also love Dogon, who has grown fat on their titbits. Agler himself is a cheery, happy-go-lucky fellow. He does not realise that Dogon's name is blasphemy to the mad cultists of Dagon, Shadow in the Sea. Even more worryingly, one of the newly recruited crew, Sangasu, worships that fell power and is plotting to hurl the dog overboard as a sacrifice once he can get the accursed beast alone.
3. **Sangasu Girsu** (CE male human fighter 1/thief 2): A devotee of Dagon, Sangasu has come aboard specifically to sacrifice Dogon to his insane master. A competent sailor, he has yet to fit in with the crew—who find his humour off-putting. Perceptive PCs might notice Sangasu's appearance is a little strange—essentially hairless he is extremely sensitive to bright light. He is happiest in the bilges, pumping out the water. In a shadowy corner of the bilge, he has set up a small shrine to his demonic master. If confronted with proof of his vile practises he jumps into the sea, confident his master will save him.
4. **Meania Apisala** (NG female human fighter 1): Meania loves the sea. Enraptured by its beauty she composes long poems and songs about life on the ocean waves. She has a beautiful singing voice, but her compositions are not as polished as she would like. If the party includes a bard, she badgers him or her for songwriting tips.
5. **Egino Chali** (NG middle-aged male human fighter 1): Beset with a seemingly permanent squint, Egino looks to be in constant pain. Almost blind, he tries to hide his impairment from the rest of the crew, although they all well-know his inability to see anything beyond arm's length. A friendly chap, Egino believes he is too old to be scampering about the rigging anymore and wants to become first mate.
6. **Heva Dol** (N female human fighter 1): Strong, but slightly plump, Heva is a skilled sailor and navigator. Fascinated by the stars she often volunteers for the night watch (which makes her popular with the rest of the crew). Diligent in her duties, at night she both keeps watch and draws detailed sketches of the night sky. She is a skilled artist and has a book filled with her drawings. Recently, a slight change in one of the constellations has intrigued (and worried) her.
7. **Hardrad Omer** (LN old male human): Hardrad is far too old to be a sailor. He's been at sea man and boy and doesn't know any other life. He clings to his position on-board due to his prodigious skill in splicing ropes, mending sails and tying all manner of knots. He's found on deck puttering through his day's tasks and never ventures into the rigging. Hardrad is virtually bald and his skin is weatherworn and wrinkled.
8. **Ima Ubi** (CN female human thief 1): Obsessed with tales of the sea and the many creatures lurking in its depth, Ima is superstitious and often on edge. She permanently worries some vast underwater creature will emerge to drag the ship down to a watery grave. Recently, she's been dreaming dark dreams of glistening, coiled tentacles stirring in the depths. Ima is incredibly impressionable and has been subliminally affected by Sangasu's (see #3) prayers to Dagon.
9. **Gislin Taetel** (CN male human thief 2): Rail thin, Gislin has a prodigious appetite and can often be found trying to wrangle extra food from the galley. While not lurking below decks, he does as little work as possible and has a reputation among the crew as a work-shy skiver. When the ship reaches port, the captain plans to dismiss him.
10. **Myvainir Shakirae** (CG male elf fighter 2/magic-user 1): A rarity among the crew, Myvainir fell in love with the sea when he saw it for the first time a decade ago. Since then, he's worked on a variety of ships. His goal is to sail every sea and ocean and to explore as much of the world as possible. Like many of his kind, he has almost unending patience and plans to spend the next 50-100 years doing just that. If the party are planning future voyages to far-off places he might well join them!

Typically, when the PCs take an ocean voyage, the GM hand waves most of the details. Even if something occurs during the journey, the focus is on the encounter, not the actual vessel the PCs are on.

A ship is an excellent place to build verisimilitude into a campaign world. Essentially, the PCs are a captive audience, and the ship can become a detailed backdrop to roleplaying encounters and more.

Use the table below, to add minor points of interest and detail to the vessel; some can be nothing more than a trivial feature while others could spark an encounter or even side quest.

1. A sailor has left a tangled mass of wet rope dangerously uncoiled on the deck. Unwary passengers could trip and fall.
2. Wet footprints mar the deck. They lead from the rail toward the ship's stern and to one of the hatches leading below decks. A close look at the footprints suggests that whoever made them was probably not human.
3. A bucket, half full of seawater, stands on the deck against the rail. A wet rag lies nearby. There is no sign, of the sailor meant to be washing the deck.
4. A perceptive PC spots strange scratches in the deck partially hidden by a barrel. Investigations reveal what looks like a treasure map carved into the wood. Maddeningly, the map bears no names, but a skilled sailor might recognise a certain cluster of oddly-shaped islands.
5. The ship's deck is in excellent condition. Spotlessly clean, it is washed down every morning by the crew.
6. The ship's sails have seen better days; they are patched in several places and show signs of many repairs.
7. During the night, the hull springs a minor leak. The next morning, several crew members are hung over the side to aid in effecting repairs. The work takes much of the day, and while it is completed the captain orders the ship's sails furled to lessen stress on the hull.
8. Several pennants fly from the ship's mast. Perceptive PCs notice the flags change design most days. It transpires the captain is superstitious and commands the pennants adjusted based on the weather, the ship's location, direction of travel and which oceanic power he is trying to appease. He has a complicated system that not even the first mate understands.
9. During the voyage, the captain has the crew start on a program of maintenance. The first thing they do is paint the ship's rail a bright, jaunty yellow colour.
10. The crew has a strange tradition; every new member must carve his name into the ship's mast. Deceased or lost hands have their

named effaced to avoid bad luck falling on the vessel. A surprising number of names have been scratched out, and the remaining names ascend the mast for a quite some distance.

11. Sawdust and wood shavings litter one part of the deck. Scattered among them lie the ship's carpenter's tools.
12. A perceptive PC discovers an empty wineskin stuffed behind a badly coiled rope on deck. If the PC uncorks the wineskin, he detects the scent of wine; clearly, it has been drunk recently—perhaps during last night's watch!
13. Beautiful carvings of dense underwater forests teeming with fish decorate the doors leading to the captain's and passengers' cabins. Perceptive observers detect the hint of long, sinuous tentacles in several of the carvings.
14. The vessel's portholes feature double shutters akin to storm shutters. If questioned about this, the crew relate the captain had them installed after the ship nearly sunk in a particularly heavy sea which saw some of the cabins flooded.
15. Pirate attack is a particular nightmare of the ship's captain. Thus, he has installed weapon lockers in several places on deck containing heavy crossbows plentifully supplied with bolts. Similarly, he requires every member of the crew be armed at all times.
16. The vessel has two rowboats securely lashed down on deck protected with storm covers. Each is supplied with a small barrel of water and a week's hard tack biscuits for six passengers. Sometimes amorous crew members or passengers sneak into the rowboats for some privacy.
17. Three empty barrels are lined up on deck ready for cleaning. The crewman overseeing the work has forgotten to secure the barrels; they might fall over, roll about the deck and injure an unsuspecting passenger.
18. The ship's mascot—a ragged parrot—has got a taste for wine. Often grumpy and hungover in the mornings—the crew think it is funny to get him drunk—he perches on a rat line looking glum and tired.
19. Barnacles coat the hull, below the waterline. The growths are visible from time to time, as the ship breaks through the waves. When the ship encounters calm weather, the captain sends crew members down on nets to scrape them off.
20. The ladders linking the ship's various decks are particularly steep. Unwary passengers or those using the ladders in high seas have a greater than normal chance of slipping and falling.

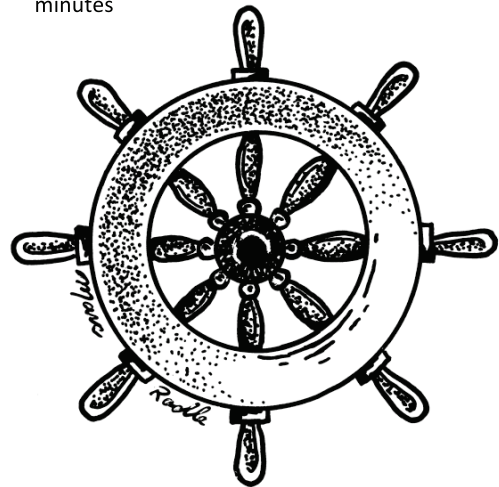
20 SHIPBOARD SIGHTS & SOUNDS

Long voyages can be deathly boring, and sometimes the GM just glosses over the journey. Occasionally, pirates, sea monsters or worse intercept the ship, which relieves the boredom!

Other times, minor events of interest may punctuate the day, providing some light relief for the PCs and the GM with a way to add detail and verisimilitude to the session.

Use the table below, to generate details of minor events of interest to enliven a day at sea:

1. The insistent cawing of the seabirds wheeling and diving overhead fills the air. Anyone eating on deck is constantly dive-bombed by hungry birds.
2. A huge bird—perhaps an albatross or something more “exotic”—soars high overhead. It takes no note of the vessel as it continues on its lonely course.
3. A smudge of dark clouds hangs over the horizon for much of the day. When he descends, the lookout from the crow’s-nest speaks of gloomy shadows on the surface of the ocean. The next day, the clouds have disappeared.
4. A sudden loud thud speaks of something large and heavy hitting the ship’s hull below the waterline. Of what struck the vessel there is no sign, but the event puts some of the sailors—a superstitious lot—on edge for the rest of the day.
5. Rats infest the ship’s bilges. Driven forth by hunger, several of the creatures scamper about the deck in search of food. If chased, they flee seeking hiding places in one of the ship’s uncountable nooks and crannies.
6. A ship under full sail appears on the horizon late in the afternoon. In the morning, it is no longer visible.
7. Sailors clamber about the rigging. One starts singing a sea shanty telling of the epic tale of Vilimzair Aralivar’s legendary voyages. (Vilimzair was a bard of puissant skill who fell into the clutches of pirates. He endured many hardships before he wrested control of the vessel from the pirate captain).
8. Some of the other passengers get into a loud argument about sleeping arrangements—some want to swap berths, but the others decline. Investigation reveals they all believe the berths of the first group to be haunted!
9. Loud voices from below decks speak of a sudden, angry argument. PCs eavesdropping discover one of the sailors has just surprised and captured a stowaway! (See 6 Stowaways with Personality).
10. A sudden wind picks up, filling the ship’s sails. The ship runs before the wind, making good time, but several of the passengers fall seasick, much to the crew’s amusement.
11. Several passengers stroll about the deck around midday to both take the air and to gossip. One blunders into the way of the sailors going about their business, causing a minor accident.
12. A few off-duty members of the crew sit by the rail idly fishing and chatting. They are doing quite well—they have already half filled their bucket with fish destined for the galley.
13. Off-duty crewmen sit about playing a simple dice game, to pass the time. They are gambling for a combination of small stakes and choice jobs in the upcoming days. They welcome the chance to take money from a passenger, but cannot afford to lose the kind of money an adventurer could throw around.
14. The ship sails through a heavy swell. Waves break over the bow; quickly the spray soaks everyone on deck. The wind picks up, and for the rest of the day the weather is best described as inclement.
15. A scream from above presages a sailor falling from the rigging. The unfortunate man misses the hard deck, but falls into the water. The rest of the crew rushes to help him before he is lost to a watery grave.
16. The ship sails through a small patch of debris: broken spars, pieces of decking and a sodden mass of sail floats seemingly serenely on the gentle swell. What caused the ship to sink is a mystery.
17. A shout from the rigging and a sailor pointing insistently off to starboard warns the ship’s company of something in the water. Perceptive PCs spot a huge black shadow gliding beneath the waves. It passes below the ship without incident.
18. Three sailors sit about the deck repairing a torn sail. As they do so, they talk among themselves and occasionally break into a sea shanty. They are bored, and welcome any diversion.
19. A sailor comes up from the galley with a bucket of rubbish. She unceremoniously hurls the contents over the side, before returning below decks.
20. The sound of someone playing a jaunty tune on a flute wafts up from below decks. The tune continues for several minutes before tailing off.

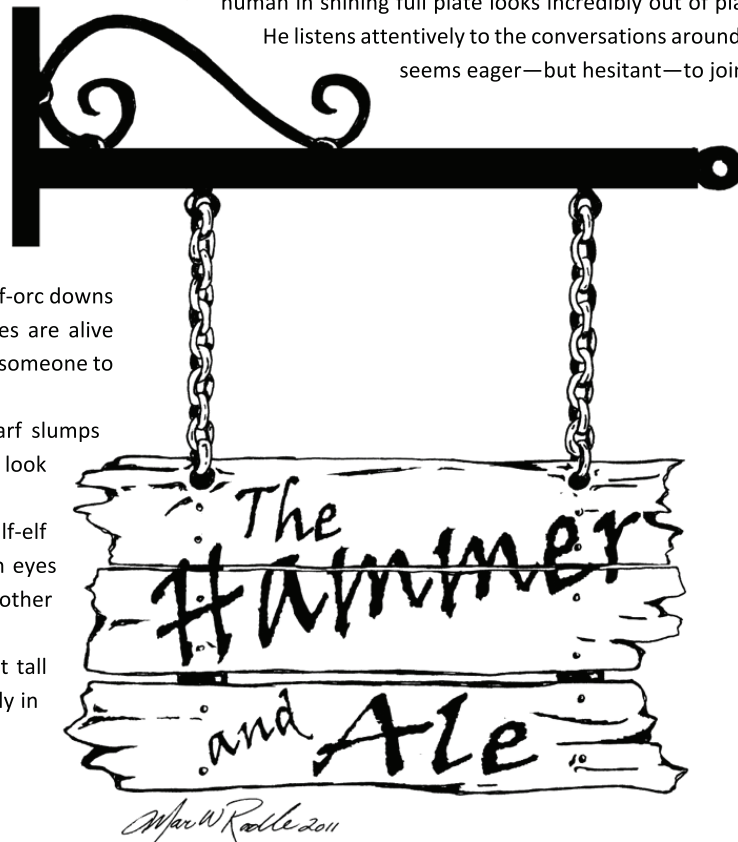


SEEDY TAVERN

There are many reasons to visit a seedy tavern: detective work, rumormongering, looking for work or simply to soothe a parched throat. But a tavern without denizens is hardly a bar at all.

1. **Quobbis Quibble (LN male gnome):** A fat gnome with buck teeth fidgets in supreme discomfort as he looks around the room. Judging by his fine clothes, he shouldn't be within a hundred yards of this establishment.
2. **Sibolen Itali (N male elf):** A drunk elf with long black hair crawls on the floor, searching for something he has lost (his wedding band).
3. **Ginger Greybeard (CN male dwarf):** A deeply tanned and extremely boisterous dwarf mocks his opponent, then swigs another mug of beer in a drinking contest. The amber liquid bubbles in his beard.
4. **Urul (NE female orc):** Two sharp tusks protrude from the hood of a figure in a shadowy corner; investigations reveal the individual to be an orc!
5. **Cham (CE female halfling rogue 3):** A young halfling relieves a very drunk patron of his coin purse before retreating under a table to inspect his prize.
6. **Petrera Malice (LE female human):** A tall woman in black leather armour sits at attention. She refuses a drink from the server, and keeps a hand on her longsword.
7. **Gullun (CN male halfling):** A halfling at the counter produces acrid smoke from a yellow pipe. His eyes are haunted and distant, his body paralyzed in remembrance.
8. **Kayvan Lorrack (CG male half-elf wizard 2):** A drunk half-elf summons and dispels light morosely at his table. Every few moments, his hand goes to a bruise on his face.
9. **Gerard Burnheap (CE male half-orc fighter 3):** A half-orc downs mug after mug in angry determination. His muscles are alive with malcontent, and he looks around the room for someone to fight.
10. **Yorik Greygal (CN male dwarf):** A very short dwarf slumps passed out on his table amongst a dozen mugs. The look of serene content upon his face is enviable.
11. **Bayran Lorrack (CN male half-elf):** An animated half-elf flirts with the female patrons of the bar. His green eyes sparkle with every laugh he procures, though the other customers look annoyed.
12. **Grom (NG male human):** A man at least eight feet tall hunches over a table, beer stein clutched awkwardly in massive hands.

13. **Davian Derrows (N male human cleric 2):** A cleric of the predominate local faith reviews paperwork by candlelight. He smiles graciously at the server and accepts another drink before returning to work.
14. **Sacha Devree (NE female gnome):** A thin gnome with heterochromia has lost her left hand to a skin disease. She winces in pain through every mouthful of mead.
15. **Horne (LN male elf):** A white haired young elf speaks quietly to a shrouded confidant. The barkeep brings out expensive liquor for the pair and refuses payment.
16. **Velia Omrick (CN female human):** The barkeep brings out a whole roasted chicken to a child of eight or nine, who pays with a strange gold coin. The girl devours the chicken within minutes.
17. **Hodrin Bleakfire (CN male dwarf):** A bald dwarf regales an inattentive crowd with his dragon slaying exploits. Judging by his seared armour, there may actually be truth to this story.
18. **Hurdle Belch (NE female halfling):** A morbidly obese halfling slips in and out of consciousness as she totters in her chair, mumbling nonsense to herself.
19. **Filth (CN male gnome):** An ancient gnome begs coppers from other customers. His pleas are answered with laughs, grunts or swats.
20. **Petrar Mane (LG male human paladin 1):** A bright eyed young human in shining full plate looks incredibly out of place here. He listens attentively to the conversations around him and seems eager—but hesitant—to join in.



The employees of a seedy tavern are often as bad as the customers. While they are at least sane enough to keep a job, many take advantage of their drunk patrons or indulge in their own vices while working.

1. **Eelred Vine (CE male elf)**: The green-eyed, yellow haired elf behind the counter is handsome, smiling and totally self-absorbed. He steals glances at his own reflection whenever possible.
2. **Gerey Tere (N male human)**: The man who serves drinks is mute. His tongue has been cut out and cruel scarring mars his cheeks.
3. **Rida (N female half-elf)**: The dexterity of this one-handed server is impressive, though why someone so skilled would work in a dump like this is a mystery.
4. **Thori Ghoststone (CG female dwarf)**: This dwarf bartender is totally bald, with large stone earrings and heavy makeup. She speaks in a thick difficult-to-place accent.
5. **Gyles and Gunder Keson (CN male gnome)**: The two gnome servers are identical twins, though one suffers from a severe limp in his left leg.
6. **Berter Crimson (NG female half-orc)**: Intricate tattoos run up the arms of this half-orc server, spilling into black fractals on her stern face.
7. **Willom (CE male half-orc)**: This half-orc bartender surreptitiously spits into the drinks of those he doesn't like. Regulars know this and are not taken in by his innocent smile, full of sharpened teeth.
8. **Aldwulf (LE male human)**: Some rough blade removed the bartender's nose many years ago. The nasal cavity drips grey mucus.
9. **Renda Hurn (NE female human)**: An eyepatch hangs loosely across the bartender's gaunt face. Peeling skin and exposed bone indicate some sort of burn wound.
10. **Charder Whancey (CN male halfling)**: The halfling bartender is a jovial fellow who stands out from the crowd in his dirty pink suit. He stands on a stool to speak to his customers, then descends to the floor to retrieve drinks.
11. **Gery Blank (LN male human)**: The portly man behind the counter looks more like a monk than a bartender. He extols the virtues of beer and brewing to a customer who is quite obviously asleep.
12. **Jin (LG male half-elf)**: A half-elf child of no more than 10 serves behind the bar. He cleans and distributes mugs expertly, and the patrons treat him with great respect.

13. **Maco Mills (CG male gnome)**: The gnome behind the counter does the work of two men, expertly using magic to clean dishes and grab dirty mugs from afar.
14. **Hamse Gamen (CE male halfling)**: The halfling bartender is more inebriated than the patrons. Instead of the house swill, he takes long swigs from a silver flask at his breast pocket.
15. **Gnome (CN female human)**: The scars across the face of this gnome server seem intentional, almost ritualistic in nature.
16. **Roguy Mulk (CN male halfling)**: The halfling server runs around the room, struggling to refill glasses and take orders. Even during lulls, he is always behind.
17. **Gileon Hoptt (CG male human)**: The serving boy, a handsome teenage boy with a ponytail, constantly eavesdrops on patrons and offers his own advice on private affairs.
18. **Bari Brokenrock (CN male dwarf)**: The overweight dwarf bartender won't stop talking. Since nobody is listening he talks to himself, gesticulating wildly as he cleans a mug.
19. **Anzi (CE female human)**: The server has one false eye, a black marble which twitches with a life of its own.
20. **Reyna Evergreen (CG female human)**: The serving girl tosses and order on the table carelessly, then returns to cleaning her nails with a knife.



10 STRANGE THINGS TO SEE BEHIND THE BAR

Most adventuring parties spend a lot of time in bars, pubs, inns and taverns. Often such places are a party's home away from home. Occasionally, the party will spot one or more strange items behind the bar. Often, such items have a history and reason for being there. They could have great significance to the tavern's owner or to one or more of its regular patrons. Alternatively, they could serve no purpose but decoration.

1. An oversized dagger—more the size of a short sword—with a wickedly serrated blade hangs behind the bar. The tip of the weapon is missing. The weapon once belonged to a hill giant and is poorly made; a local claimed to have slain the giant and swapped the dagger for a month of free drinking.
2. A dusty glass bottle stands on a pedestal in a niche high up behind the bar. Cobwebs cover the bottle and the label is faded and unreadable. Local lore has it that as long as the bottle remains full, good fortune will befall the tavern and its owner.
3. A battered hat of strange design and appearance rests on one of the ale barrels behind the bar. The hat has a red brim and a covering of yellow felt. A ragged hole—where the wearer's forehead would be—pierces the fabric.
4. A cage stands on the counter behind the bar. A single, obviously malnourished and agitated, stirge lurks in the cage. Anyone who tries to leave without paying, or who molests one of the servers, is forced to thrust a hand through the bars to feed the creature. Shockingly, there is little violence and few disturbances in this tavern.
5. An array of battered and hacked shields decorate the back wall of the bar. They hang from wooden pegs and sometimes the staff rearrange them (for no apparent reason). A few of the shields are plain wooden affairs, but most bear heraldic devices. Present are the symbols of several nearby humanoid tribes along with the devices of five adventuring bands (two of which were wiped out during their adventures).
6. A collection of fine and delicate goblets and wine glasses cluster thickly upon a narrow shelf lined with faded yellow cloth. The innkeeper never lets anyone use the glasses—saying they are for “quality” customers only. What he means by this is anyone's guess. When the inn is quiet he often takes the various glasses down and polishes them carefully.
7. Copper coins fill a metal bucket behind the bar. Customers are encouraged to throw their spare coppers into the bucket. At the end of the month, the owner distributes the coins to his staff (or perhaps local needy children). He may—or may not—be skimming some off the top for himself.
8. A yellowing giant's skull hangs from the ceiling over the bar. Burning candles set in the eye sockets give the whole thing an eerie appearance.

9. A portrait of the current king or other local ruler stares down haughtily over the bar. The barkeep is particularly patriotic and does brook any unkind words about the portrait's subject. People uttering such are refused service.
10. A tapestry hangs down behind the bar completely obscuring the wall. The tapestry is one of several the tavern possesses and every now and then the barkeep replaces it with another. Some of the tapestries are worn and faded while others are almost brand new. The owner will pay good gold for new additions to his collection. (Unbeknownst to the customers—and most of the staff—the tapestry covers several secret viewports in the wall the owner uses to spy on his customers; each new tapestry has small holes cut in it over these holes).

20 DRINKS TO ORDER

D20	POOR DRINKS (2 CP EACH)
1	Water (cold)
2	Buttermilk
3	Whey
4	Mint tea
5	Nettle tea
6	Dandelion coffee
7	Small ale
8	Small beer
9	Sour wine
10	Sage tea
11	Chamomile tea
12	Plain barley water
13	Lavender verbena tea
14	Water (hot)
15	Rosemary tea
16	Watered cider
17	Watered perry
18	Fennel tea
19	Raspberry leaf tea
20	Birch sap tea

PRICES

Ale (gallon)	2 sp
Ale (mug)	4 cp
Wine (common; pitcher)	2 sp
Wine (fine; bottle)	10 gp

20 THINGS LEFT IN A TAVERN'S BEDCHAMBER

Inveterate wanderers, adventurers spend much of their downtime patronising inns and taverns. Staying in such an establishment overnight is almost always preferable to a night under the stars.

After all, a tavern's probably got a roof, four walls, hot food and alcohol. Those resting may suffer rain, wind, insects and the ever-present threat of a wondering predator disturbing the party's sleep.

Inns are an excellent place to seed adventure hooks and suchlike. Almost every GM on the planet this in the tavern's taproom, but what about its bedrooms? Use the table below, to generate things of minor interest left in an inn's bedroom. These things could be nothing more than a minor distraction; they could also serve as a plot hook for the next adventure.

1. A small, half full vial of woman's perfume is wedged between the bed and the wall. The glass vial is intricately made and worth 10 gp. The perfume is worth an additional 5 gp and smells of lilac and roses.
2. Several pieces of rubbish have been pushed under the bed. A tray holding a plate of mouldering food covers a piece of smudged parchment. It looks like the parchment once depicted a map, but a great smear has rendered it unreadable.
3. A muted red cloak hangs on a hook on the back of the door. Dried mud clings to the cloak's hem and a large rip pierces its back.
4. The previous occupant of this room was paranoid and slept with a (normal) dagger under his pillow. Sadly, he forgot it when he left. The dagger is small, light and wickedly sharp.
5. The initials CB and CRB are deeply carved into the bed's headboard.
6. A large bloodstain mars the bed sheets. A blanket covers the stain from casual view, but a character getting into bed without checking first could be in for a shock.
7. An empty wine flask lies on the floor by the bed. A perceptive PC smelling the flask might detect a subtle, but definitely out of place, odour.
8. A wooden shield leans against one wall; it's in poor condition, with several gouges hacked out of its surface. The shield's strap is worn and frayed. If used in combat, the strap snaps after three rounds.
9. A rat—its back broken—lies on the floor, squeaking pitifully. The rat's injuries look like someone has intentionally stamped on it before leaving it to suffer and die. If a PC heals the rat, it becomes a loyal pet (or it could be so much more—perhaps a wizard's familiar, a polymorphed adventurer and so on).
10. A wine-stained, frayed tunic rolled up in a ball lies in one corner where it was tossed. The garment stinks and is sized for an obviously overweight human (or perhaps a half-orc).
11. A single frayed sock lies under the bed.
12. A pile of folded blankets stands on a sideboard against one wall. A letter—a love letter speaking of forbidden love—has fallen behind the pile. One of the lovers—a prominent member of the community—is mentioned in the letter; apparently she must never find out about this relationship...
13. A small soft leather pouch containing three small black stones (onyx worth 10 gp each) has been stuffed into a pillow. The pouch is embroidered with initials, "J.P.L" and is of fine quality.
14. A blood-stained scrap of fabric lies in the shadows under a sideboard. It looks like it was used to clean off a dagger or similar weapon.
15. A note pinned to the back of the door reminds the occupant to lock the door when retiring for the night because of "the regrettable incident last month."
16. Small flakes of metal lie under the room's door. Careful investigation of the lock reveals it's been tampered with. Even if the key is turned in the lock, the lock doesn't actually engage; thus the door is not locked (even though the occupant believes it to be secured properly).
17. A dreary watercolour hanging from the wall depicts a local landmark on a particularly bleak day. A waterproof pouch tacked to the back of the painting holds a map of a cellar. Although the location of the cellar is not shown, a link to a nearby sewer is clearly visible.
18. A small wardrobe in one corner of the room holds a hooded cloak forgotten by the previous occupant. The cloak is voluminous and fur-lined and worth 20 gp. Unfortunately, it is a distinctive light blue in colour and its owner is actively looking for it.
19. While in bed, a perceptive character may notice strange etchings on the ceiling directly overhead. When a light source is placed at the end of the bed on a small occasional table, the flickering shadows create a map on the ceiling.
20. Graffiti scratched into the wall by the door holds the following, unsettling message, "Curse the unending scrabbling. Beware the rats in the walls."

8 HOUSE SPECIALTIES TO ORDER

D8	POOR MEALS (2 SP EACH)
1	Fishcakes with cabbage
2	Black pudding with turnip and bread
3	Marrow stuffed with barley and herbs
4	Spiced beets with onion and potato
5	Roast chickpeas with laver bread
6	Mushroom porridge
7	Turnip and pea pie
8	Onion flan

20 THINGS TO SEE IN A SEEDY TAVERN

Adventurers often seem to be found in seedy dives and other disreputable drinking establishments.

Whether they are hunting a thief or looking for their next job, an adventurer's visit to such an establishment is almost certain to be eventful. Use the table below, to generate minor events of interest to flesh out such a visit.

1. Two men sit at a table drinking. As the evening progresses their conversation gets more and more heated. Eventually, one of the men slams his empty flagon down on the table and storms out of the tavern.
2. A drunk half-orc totters through the crowd in search of the privy. He suddenly stops and throws up on the floor. Cheers and laughter greet this event.
3. A scantily clad woman leaps to her feet and throws a drink into the face of the man with which she was sitting. With a splutter and roar he staggers to his feet, but the woman is faster—and darts off through the common room.
4. A half-dozen drinkers sit around a table playing a complicated dice-based gambling game. Many empty flagon stand upon the table; as the evening progresses the drinkers gets more and more raucous.
5. A single near destitute man (if his garb is anything to go by) sits morosely at a table nursing his drink. At his feet lies a miserable-looking, scrawny dog of indeterminate breed.
6. A small gang of rough and ready men and women enter the common room and all surge toward the bar at the same time. All of them are armed, and all seem slightly worse for wear.
7. An old man dressed in rags moves from table to table offering to tell fortunes for only one silver coin. The man has a modicum of power and offers a surprisingly prescient—if garbled—description of an important event or encounter in the party's near future.
8. A drunk man sitting alone at a table roars for another flagon of wine. When one appears, he tries to fondle the serving wench bring it to him. She slaps him across the face before flouncing away.
9. A wide and impressively muscled dwarf sits alone at a table by the wall. He seems to be drinking, but a perceptive watcher realises he is actually stone cold sober...and watching the other patrons intensely.
10. A small group of patrons suddenly break into a rowdy (and obscene) drinking song. The song ends with roars and drunken cheering.
11. A well-dressed man is in deep, intense conversation with two heavily armed women. They, however, seem bored and keen to leave. The man is oblivious and continues talking, becoming more and more animated as they get more and more bored.
12. A small child wanders into the tavern and slowly looks around the common room before leaving.
13. After a short conversation, an attractive, scantily clad woman leads a drunken merchant from the tavern. Neither returns. (In fact, the woman is a thief and is leading the besotted merchant outside to be mugged).
14. Shouting from the bar draws everyone's attention to a heavily scarred warrior—hand on sword hilt—demanding credit. The landlord stands behind the bar shaking his head from side to side.
15. Two men arm wrestle at a table surrounded by a crowd of onlookers. Eventually, one man loses and much silver changes hands among the watching crowd.
16. As the PCs sit drinking a man totters up to their table and asks—surprisingly politely—if they would lend him some money. His clothes proclaim him a manual worker of sorts, and he seems rather desperate for the money.
17. Raised voices at the bar, herald an argument quickly spirally out of control. Before it can come to (proper) blows several regulars step in and bundle the two arguers outside.
18. A man sits alone—his head on the table surrounded by several empty wine flagons. Perceptive watchers notice one of the serving wenches relieve the man of his coin pouch.
19. A tall, muscular man enters the bar, and suddenly everyone stops talking. He surveys the crowd before picking an empty table and calling for wine. Gradually, the mood in the common room returns to normal.
20. A hooded figure sits alone in a shadowy corner. If approached, he spins a clever tale of needing adventurers to carry a certain parcel to an associate who waits just outside town. This is—of course—a trap; the man only talks to the PCs once they've been drinking for several hours and his associates wait outside for the marks to stumble into their ambush.

12 MEALS TO ORDER

D12	POOR MEALS (1 SP EACH)
1	Carrot and acorn soup with bread
2	Vegetable stew
3	Pease pudding
4	Chickpea stew with kale
5	Beans and greens soup with rye bread
6	Pea and carrot soup with oatcakes
7	Vegetable soup with laver bread
8	Pea soup on baked potato
9	Potato soup with mixed greens
10	Pea and beet stew
11	Acorn cakes with beet soup
12	Oat gruel with turnips

20 THINGS TO SEE IN A TAVERN BRAWL

Barroom brawls are chaotic affairs and during them the most bizarre events can occur. 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 deadliest brawls, fires can accidentally start that if left unchecked can destroy the tavern.

1. 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.
2. 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.
3. 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.
4. A random brawler hurls a flagon or chair at a PC.
5. A small contingent of the Watch arrives 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.
6. 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.
7. 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.
8. One brawler throws another 1d2 x 5 ft. onto a chair or table. The piece of furniture collapses and the thrown brawler lands prone.
9. 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.
10. 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.
11. 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.
12. 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.

13. 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.
14. 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.
15. 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.
16. A table collapses dumping the patron on it onto the floor. The patron falls prone.
17. 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.
18. The fight spills out into the street as several brawlers fall through the tavern's door.
19. A brawler is thrown through a window or door into the street. Three rounds later, the Watch arrives.
20. 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.

6 BRAWL TRIGGERS

1. A drunk staggers against a table sending drinks flying. Those around the table attack the drunk, furious at his clumsiness. The drunk's friends leap to his aid...
2. 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.
3. 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, spilling the drinks on it.
4. 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...
5. A prostitute is 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.
6. 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.



BKM-2012

SLAVERS' COMPOUND

8 MINOR EVENTS TO HAPPEN IN A SLAVERS' COMPOUND

As the PCs explore the slavers' compound, they will likely encounter and slay many of the foul traders in sentient flesh. They will also—likely—have many minor encounters and experiences along the way.

1. Guttural laughter precedes the arrival of two bored, drunk guards who have decided to visit the slave pens for some fun. They are distracted and the PCs can easily surprise them (if they are at least moderately stealthy).
2. Screams echo throughout the compound. A slave is being beaten for some transgression (real or imagined). The beating goes on for some time; by the end the slave is badly injured (and unconscious).
3. An unwholesome mixture of sweat, fear, urine and excrement greet the party's nostrils. The smell becomes stronger the closer the party get to the slave pens.
4. Screams, punctuated by the crack of a whip, shatters the air. The screaming goes on for a few minutes before gradually fading away.
5. A faint sobbing reaches the PCs' ears. The sobbing slowly draws closer until an elderly slave shuffles around the corner carrying two full slop buckets. Tears mist his eyes when he realises the PCs are not slavers and he begs to be rescued. He introduces himself as Milano and can give the PCs a good idea of the compound's layout.
6. A mixture of faint sobs and guttural laughter reaches the PCs' ears. If the PCs follow the sounds, they discover a slaver tormenting a sobbing, cowering woman. The slaver has his back to the PCs and a whip in his raised hand. If rescued, the woman—Feridia—is grateful and desperate to escape. She sticks closely to any female PC in the party.
7. A loud clanging—perhaps an alarm bell—shatters the relative quiet. In response, a general hubbub of shouting comes from some distant area. The ringing goes on for about 30 seconds before fading away.
8. The sound of someone rattling the bars of their cell dimly reaches the party's ears. The rattling goes on for some time, until a high-pitch screech ends it.



When the PCs invade a slavers' compound they'll inevitably encounter slaves. However, in most adventures—except for the titular merchant and his wife who reward the PCs for their release—the slaves are generally unremarkable and undetailed.

That's a shame. Most encounters with slaves end up as role-playing encounters with the potential for moral dilemmas and deep exploration of a PC's character. However, few adventures provide details of those held in the slavers' pens beyond those directly involved in the adventure's plot (and what rewards they offer for their release).

Use the NPCs below, to portray notable slaves encountered by the PCs:

1. Varinius is old and weak. He is a sage of some renown captured during a recent raid. His once fine robes are ripped and travel stained. Now unable to stand without aid, he is perhaps only a few days from death. If rescued and nursed back to health, he is grateful and offers to serve the PCs. He would, of course, require a place to work but his knowledge is prodigious.
2. Protected by the other slaves, Albina is only nine-years-old. Her brother escaped from the raid that saw her taken and she doesn't know what happened to him. Sadly, her mother and father both died protecting her and she is quite alone in the world.
3. While he might be a slave, Avel—in his mind—is quite free. Charismatic and mad as a bag of cats, Avel has decided he is the Emperor of the World and that his fellow slaves are his courtiers and servants. Occasionally, he utters decrees and becomes hysterically angry when his demands are not carried out. He also fears assassination. His fellow slaves ignore him as much as they are able—which in this confined space is difficult in the extreme.
4. Harek is a thief sold into slavery to pay for his crimes. Thus far, he has managed to conceal his crimes from his fellows. If rescued his larcenous nature soon reasserts itself. At first, he contents himself with looting the bodies of any slain slavers he comes across. When this source of loot dries up, he targets the least perceptive rescuer. If confronted, he flees.
5. Once a soldier, Ibba has languished in the slavers' cells for months. A large, powerful man, Ibba possesses a deep streak of individualism, which makes him a terrible slave. Beaten repeatedly, his sullen insolence has led to many failed viewing by potential buyers drawn to his powerful, muscular frame. If freed, he may serve a similarly-minded PC for a while, but will eventually follow his own destiny.
6. Once a fisherman, Unila was captured by pirates and his incarceration here is the last in a long line of indignations. Grey-

eyed and balding, Unila is in his mid-thirties and yet strong. His clothes are old and frayed. He just wants to go home, but fears what has happened to his wife and children since he was taken over a year ago. If freed and given funds, he is pathological grateful, but quickly leaves.

7. This heavily tattooed woman—Giso—has an exotic caste to her mien. However, she is blind—having had her eyes put out at the culmination of a religious ceremony decades ago. Widely believed to be a seeress, she is thought to be valuable by the slavers and, consequently, has enjoyed slightly better conditions than her fellow cell mates. Far from home, she has no real friends. Without help, she will likely die on the streets.
8. This dark-haired, scrawny man lies at the back of the cell and seems all but catatonic. He doesn't react to, or answer, questions, but can be gently led about. He does nothing of his own accord except the most basic of actions—eating, drinking and so on. No-one else in the cell knows anything about him.
9. Somehow, this skinny young woman, Avila, has managed to stay with her toddler. She dotes on the child—Irma—and is fiercely protective. Nothing is more important to her and she begs for food and assistance from any kindly-looking rescuer. Avila has a mean streak, however, and happily takes her revenge on any helpless slavers falling into her grasp.
10. Wrapped in chains and covered in bruises, Ekur, a minotaur warrior, thirsts for revenge. He demands the PCs allow him to slake his thirst with his captors' blood. Ekur agrees to any reasonable conditions to his freedom. If he subsequently encounters any slavers his barbarity and savagery in the ensuing combat are breath-taking. Ekur's continuing freedom is, of course, a tricky matter for the PCs. Evil, and in many people's eyes a monster, Ekur cannot easily roam the land, but slaying him out of hand might give some PCs pause.



10 SLAVERS WITH PERSONALITY

Slavers are foul, odious folk dealing in the basest form of trade. Encounters with slavers—particularly role-playing encounters—should be memorable, if only for the slavers’ ineffable evil. A few slavers, however, differ from the norm.

Use the NPC bios below, to portray notable slavers encountered by the PCs:

1. Preternaturally tall and rake-thin Agis was abused mercilessly as a child by his peers. This torment twisted his soul and he now unleashes his childhood frustrations on his charges. A sadist, he is hated by those he guards. Even his fellow slavers give him a wide berth; Agis is unpredictable and his humour is very much an acquired taste.
2. Harek doesn’t want to be here and is miserable and terrified. Several years ago, he was faced with a stark choice: live on the street or sign up with the slavers. Ever since, he has regretted his choice and desperately wants to leave. Wracked with guilt, he tries to make his charges’ lives as easy as possible. He sneaks them extra food and only beats them when he absolutely must. Consequently, he is almost liked by the slaves he watches. If he survives the PCs’ assault any freed slaves lobby for his release.
3. A petty thief—and not a good one—Joried views her membership of the slavers as a good opportunity for virtually risk-free, minor thievery. She always tries to be the one to process new arrivals and steals whatever she can find concealed about their persons. She has hidden her spoils in an out-of-the-way storeroom and uses them as a bargaining tool to secure her freedom, if captured by the PCs.
4. Ceol is a coward and terrified the slaves will rise up and slay their masters. Unless he can help it, he is never alone with any slaves (unless they are securely restrained). If he encounters the PC he immediately flees—even abandoning fellow slavers—to “get help”. A weaselly man, Ceol sports a scraggly beard and an abundance of knives—which he thinks makes him look tough.
5. With a heavily scarred face and balding Praen fits the clichéd image of a ferocious, vicious man. With Praen what you see is what you get. He cares only for himself; others are merely tools. Praen is also unable to back down from an argument and believes shouting is normally a winning tactic. If that fails, he resorts to extreme violence.
6. Immensely fat, and with questionable hygiene, Inga is middle-aged and much inured to the suffering around her. To her, the world is a hard place and you are either hunter or hunted. Dark rumours accusing her of witchcraft and cannibalism circulate among the slaves, but these are untrue. In truth, she is just a very unpleasant person.
7. Teuvo is masquerading as a slaver while he attempts to track down and free his aged mother, taken in a slaving raid a year ago. His mother—Irja—is a skilled jeweller and he believes she

has been sold to a buyer in need of her particular skills. He immediately surrenders to the PCs, if given the chance, and attempts to recruit them to his cause.

8. Elir Nuralegg is a dwarf, and he stinks. Personal hygiene does not trouble Elir and he takes perverse pleasure in standing as close as possible to his comrades. Elir neither hates nor cares for the slaves under his control. To him, they are short-lived humans worth only what someone will pay for them. With long hair, an impossibly tangled beard and dirty, sweaty studded leather Elir makes an impression on all he meets.
9. Varma is a slaver because she is worried that if she isn’t she’ll instead be a slave herself. To prove her worth, she is outwardly even more uncaring and vicious than her fellows. She is, however, cracked by guilt, but terrified of trying to leave or of helping the slaves. If captured, she breaks down in tears and begs for mercy and forgiveness. If she is spared, she turns herself around and founds an orphanage to atone for her sins. If the PCs ever come this way again, she remembers them and does her best to assist them in any way she can.
10. Even more vicious, depraved and merciless than the average demon, Filimer was once a slave himself. He bettered his lot by informing on, and beating to death, troublemakers and malcontents. When he stymied a prison break he was rewarded with his freedom. Now, he delights in tormenting those who once shared his station. His personal quarters are a place of nightmare, and he delights in torture. If he falls into the slaves’ hands his fate will be drawn-out and painful in the extreme.



20 PIECES OF DUNGEON DRESSING FOR A SLAVERS' COMPOUND

Slaver compounds are horrible places; to those imprisoned within, they are literally hell on earth. Here sentient beings are bought and sold like any other good. Thus, the dungeon dressing the PCs encounter in a slaver compound should be different in such places, compared to a normal dungeon.

Use the table below, to generate minor points of interest for the PCs to discover during their adventure.

1. Four long leather whips hang from pegs driven into the wall. All have dried blood on their tips and well worn handles.
2. Two hoods without eye or mouth holes lie crumpled and discarded on the floor. Both are sweaty and obviously much used.
3. A chalkboard on the wall displays a complicated tally system. Clever PCs can divine the system relates to the various types of slaves the slavers keep in their pens.
4. A single smeared bloody handprint mars one wall.
5. A set of stocks stands in the center of this chamber, on a raised dais. Several baskets of small rocks stand against one wall. PCs examining the baskets discover dried blood on many of the stones.
6. The stench of sweat and excrement hangs heavily in the air. The smell grows stronger the closer one gets to the slave pens.
7. One whitewashed wall has a price list of sorts daubed upon. The various kind of slaves—male, female, child, skilled and so on are all listed—along with their price. On closer inspection, the PCs discover smudge marks suggesting the slavers change the price of their captives.
8. The faint smell of urine reaches the PCs' nostrils. A suspiciously dark patch of wall slightly further on indicates where someone has relieved themselves.
9. A large pile of rusting chains lies in a haphazard heap in one corner. Every set has either manacles or a neck collar attached. Twenty sets comprise the pile; perceptive PCs searching it find a small hidden coffer containing a small coin trove. In total the hoard comprises 123 cp and 49 sp.
10. The initials GH and FR are faintly chipped into a wall low down near the floor. The carving is small and probably done hurriedly.
11. A discarded pile of clothes lies in the corner. Investigations reveal the clothes belonged to several different people—they are of varying sizes and cuts. The clothes are filthy, ragged and infested with lice and flees. Anyone searching through the clothes could become similarly infested.
12. Four thick books—the slavers' ledgers—fill a small shelf. Each book is chained shut and fitted with a padlock. The slaver leader carries the books' keys on his person at all times. The ledgers contain details of not only the slavers' everyday activities but also details of their far-flung agents and contacts.
13. Scattered drops of dried blood decorate the floor. The drops grow smaller and more indistinct the further away they are from the slave pens.
14. A brazier full of smouldering coals sits in one corner of the room. Several branding irons are thrust deep into the coals, their handles wrapped tightly with worn leather. If pulled forth they are red hot, and clearly ready for immediate use. Each has a differently designed head: one has a stylised V design, another features an H design and the final brand has an ornate Y design. A close examination of the brands reveals flesh burnt onto their heads.
15. A frayed tapestry depicting a high-sided ship with black sails wallowing in a heavy sea hangs from one wall. The tapestry is old and frayed. A dagger is concealed behind the tapestry.
16. Daubed on the whitewashed wall in large faded black letters is the single word, "Obey." Bloody handprints cover the surrounding wall.
17. The floor in this area is awash with dirty water. Four empty buckets lie nearby as do a pile of dirty cloths. From the sodden, dirt-streaked cloths it seems the slaves are washed here—perhaps forcibly.
18. Four iron rings large enough to run a chain through have been driven into the wall at about shoulder height for a human male. The inside of each ring is worn smooth, but the outsides are rusty and scratched.
19. Dried blood on the wall and floor show where at least one person was savagely beaten. The stains—smeared and now dry—are large and bear mute testimony to the violence employed by the slavers to keep their charges under control.
20. Straw covers the floor of this small area. Rings sunk into the wall with short chains hanging limply decorate one wall. The smell of faeces and wet dog fill the air. Graffiti—mainly scratched into the wall with stones hidden within the straw—covers the walls. Mainly the graffiti comprises dates and names. If the PCs are searching for a particular slave, this is a good place for them to find a clue.

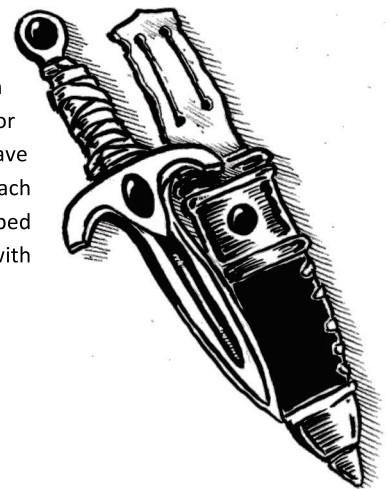


20 THINGS TO LOOT FROM A SLAVER'S BODY

Foul individuals trafficking in the blackest trade, slavers accumulate many minor trinkets, treasures and keepsakes from their victims. When the victorious heroes rifle the bodies of their fallen enemies, they likely come across such minor items of interest. A wise GM can use these items to build verisimilitude and depth to the encounter. After all, finding a couple of gold coins is boring; finding a cracked and damaged locket obviously ripped from around a young girl's neck brings home the depths of evil too which slavers stoop to carrying out their heinous trade.

Use the items below, to add minor points of interest to the looting of slain slavers:

1. Four links of bloodstained chain ending in a single bloody manacle fill this slaver's pouch. (Close examination reveals hairs stuck in the dried blood on the manacle.) A snapped off key fills the manacle's lock.
2. A long braid of blond hair wrapped around a slender, whittled stick of white wood protected by a scrap of red-hued silk fills this pouch. The hair looks clean and recently washed and is the slaver's trophy harvested from a beautiful woman who fell into his clutches.
3. A handful of tarnished and clipped silver and copper coins from a variety of different cultures and kingdoms. All are obviously old.
4. This small silver locket opens to reveal a tiny painting of a severe-looking woman wearing a ball gown. The clasp for the locket's chain is broken—perhaps it was ripped from its owner's neck.
5. This slaver collected jewellery from his victims. His pouch holds three earrings—one bronze pair and a single golden stud—along with a half-dozen rings. All are cheap “costume style” pieces except for the single golden ear stud (which is worth 5 gp).
6. A battered leather scroll tube contains sketches of several individuals in suggestive poses. Every subject has a profoundly sad or scared look on their face. The sketches, however, were obviously rendered by a skilled artist.
7. Three teeth wrapped in a scrap of bloody cloth. Each has a gold filling (worth in total 1 gp). The teeth are badly cracked and scoured—it looks like someone used pliers to extract them.
8. A ripped yellow silk shirt, with a bloody cuff, rolled into a tight ball. The shirt is worth 5 gp if cleaned and repaired; otherwise, because of its condition, it is essentially worthless.
9. Three six-sided bone dice with crudely inked pips. One of the dice is loaded and always comes up on the number one. The three dice sit inside a snug, custom made leather pouch with the initials JF burnt into the lid.
10. A small set of rusting iron pliers with worn handles. Dried blood mars the plier's jaws and its crude spring squeaks loudly if the pliers are used.
11. This coil of seven-foot long bloody rope has been used as a crude (and heavy) whip. One end of the rope is matted with blood and hair; the other ends in a thick, tight knot.
12. A small pouch with a fold-over top holds a half dozen slender knives. All are razor sharp and spotlessly clean. Some have very strangely shaped tips. To a collector of torture equipment—or perhaps an apothecary or necromancer—the set is worth 50 gp.
13. A bunch of nondescript keys hanging from a small, overloaded ring. Some of the keys are worn and several are broken. One, however, unlocks the manacles used by the slavers, and is part of a sick, twisted game played by this individual.
14. Two creased, crumpled and sweat-stained black hoods. Neither has mouth or eye holes. Worryingly, both have draw strings enabling them to be tightly secured around the wearers' heads.
15. A small black branding iron; a stylised S forms the iron's head. The tips of the S end in crude snake heads. The iron is wrapped in bloody, scorched cloth.
16. A small half-full wineskin containing a powerful, but harsh, brandy smelling strongly of blackberries.
17. A large brass key with worn teeth. A strip of red-coloured string hangs from one end. The key is too large to fit any of the locks in the compound.
18. A dirty, bloodstained strip of cloth wrapped around a two-foot long wooden cudgel. The cudgel's handle is worn, suggesting it has seen prolonged use.
19. A nondescript brown hemp hood with crudely cut eye and mouth holes. The hood looks like it has been fashioned from a small sack. A splatter of dried blood covers the front.
20. Two score individually cloth wrapped silver coins fill this small pouch which is secured with rope wrapped around and around it. All are from different nations or kingdoms and have different designs. Each individually wrapped parcel is tied shut with string.



SMUGGLERS' LAIR

20 MINOR TREASURES TO FIND IN A SMUGGLER'S STOREROOM

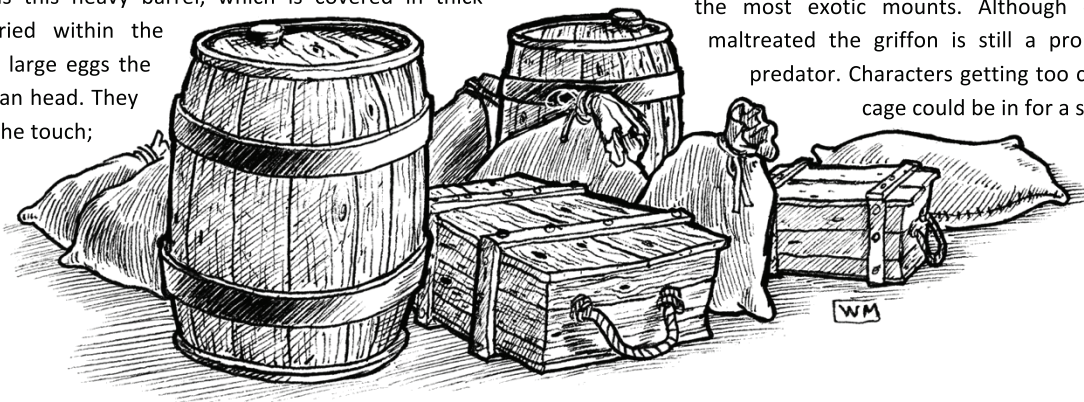
Smugglers are naughty chaps; intent on dodging the lawful taxes of the realm they work at night to bring in valuable or illegal items destined for the black market.

Thus, smugglers' lairs can offer up a great store of treasure for adventurers intent on stamping out their nefarious doings. Note, many of the items listed below are not ordinary or typical examples of a smuggler's normal inventory and should be used to round out the gang's inventory.

1. Two small kegs of brandy stamped with the seal of a famed distiller. Each keg weighs 10 lbs. and is worth 50 gp.
2. The lid of this small coffer is sealed with white wax. The coffer feels light if picked up as if it were empty. In reality, it contains ten sealed packets of exotic spices each sealed with wax and stamped with a seal depicting a stylised sailboat. The whole is worth 150 gp.
3. One bolt of blue silk and one bolt of red silk wrapped tightly in an oversized sack. Each bolt contains enough material for five cloaks and is worth 75 gp.
4. A lidless chest holds six large clay jars packed with straw. Each of the jars holds peaches steeped in whisky. A current favourite among the local nobility, each jar is worth 20 gp.
5. This large chest contains a mass of junk silver and gold including damaged coins, broken jewellery and blobs of already melted down precious metal. Destined for a jeweller of dubious moral character, the chest weighs 150 lbs. The contents are worth 250 gp.
6. An exquisitely made silk and lace ball gown is wrapped in a wide and soft roll of cotton.
7. This small finely crafted coffer contains an exquisite glass decanter along with four matching glasses. Nestled in a cushion of blue velvet the set is worth 80 gp.
8. This large barrel of middling to fair quality red wine contains a secret. Hidden within—in a waterproof sack—are three *scrolls of animate dead*. The wine itself is worth 10 gp to a tavern or similar establishment.
9. Wet sand fills this heavy barrel, which is covered in thick blankets. Buried within the sand are two large eggs the size of a human head. They are warm to the touch;

what they contain is anyone's guess.

10. This rough wooden box is roughly four-foot long and holds the crumbling bones of a halfling or gnome. In life, the deceased was a prominent citizen of a nearby town who was rumoured to know certain secrets of the local nobility. A necromancer desires these secrets and so has secured the individual's bones so he can use them to *speak with dead*.
11. A wooden case contains six bottles of exquisite elven wine; each is worth 20 gp—even the bottles are delicate works of art.
12. This stiff and dry sheepskin glimmers in the light; silver flecks impregnate the heavy fleece. It is worth 20 gp.
13. A large cask of cracked salt worth 15 gp.
14. A single silk shirt wrapped voluminously in faded red cloth. The shirt is impregnated with bubonic plague and is destined to play centre stage in an upcoming assassination.
15. A pile of fur pelts stuffed into several sacks. Among the more common wolf, fox and rabbit pelts is a full owlbear pelt (complete with clawed hands and beaked head) and a thick, gorgeous winter wolf pelt. Each of these atypical pelts is worth 100 gp, while the others are worth a total of 25 gp.
16. A robust chest contains several trade bars of precious metals of the type used by mints or jewellers. There are five silver bars (each worth 5 gp), four gold bars (each worth 50 gp) and a platinum bar (worth 500 gp). Each of the bars bears the crest of a nearby kingdom.
17. Six small flasks hold a rare red dye much in demand due to recent fashion changes. Each flask is worth 5 gp.
18. A small dark wood coffer contains 12 small packets of exotic incense. The coffer is worth 20 gp and each packet is worth 15 gp.
19. Six tightly sealed earthen jars hold preserved exotic fruits. Two jars contain pineapples (worth 7 gp each) and three contain pomegranate segments (worth 7 gp each). The final jar is cracked and contains nothing but rotting coconut.
20. A large cage contains a beaten and starved baby griffon destined to be the plaything of a noble obsessed with owning the most exotic mounts. Although caged and maltreated the griffon is still a proud, violent predator. Characters getting too close to the cage could be in for a shock.



20 THINGS THAT CAN HAPPEN IN A ROWBOAT

Adventurers often find themselves in rowboats. Perhaps they are rowing out to attacks smuggler lurking off the coast or fleeing the burning wreck of their own larger vessel.

In such situations, it's fun to have minor incidents of interest occur to add depth, flavour and verisimilitude to their journey.

1. A seagull flies overhead and splatters one of the boat's occupants with excrement.
2. A largish wave hits the boat and the people on that side of the boat get soaked.
3. The boat bumps into a floating object like a piece of spar.
4. A sudden swell threatens to pull an oar from a rower's hands. If dropped, the oar floats nearby, but tantalisingly out of reach.
5. A seabird alights on the bow of the boat and caws loudly at the occupants.
6. Something large bumps against the bottom of the boat.
7. A school of fish swims about the boat for a while before suddenly dispersing.
8. A large seagull swoops down and tries to grab some food from the hand of one of the boat's occupants.
9. The rowboat has a small leak and begins to slowly fill with water. Ten minutes bailing every hour is sufficient to keep ahead of the leak.
10. A larger swell rocks the boat. Anyone standing up must make brace themselves or fall into the water.
11. The black shadow of some large aquatic beast glides below the boat.
12. A sudden squall passes over the rowboat, soaking everyone within. The rain only lasts 2d10 minutes.
13. One of the rowboat's oars suddenly cracks and 1d6 minutes later it snaps in half. Unless the PCs have a spare or use magic to fix the broken oar, their movement rate is halved.
14. While rowing, one of the PCs snags a shredding fishing net. Clearly, something large and powerful destroyed it.
15. The rowboat passes through a small patch of floating debris. Sadly, there is nothing of value to recover from among the splinters of wood, waterlogged (empty) sack and scraps of sail.
16. The boat attracts the attention of a small flock of seagulls. They swoop and soar in the air above the boat. Throwing food into the water distracts them.
17. One of the boat's occupants thinks he saw a swimmer about 50 ft. away. A wave obscures him momentarily from view, and no one else spots anything of note. The swimmer does not reappear.

18. Angry, black rain clouds darken the horizon. After a few minutes, it is obvious they are moving toward the PCs' boat.
19. A fierce wind picks up, and the waves grow bigger. Controlling the boat becomes difficult, and the spray drenches everyone.
20. Something thuds against the rowboat's hull below the waterline, and the boat spring a leak. Unless rapid repairs are made, the boat sinks after about 30 minutes. Energetic bailing can extend this time. A strong character bailing extends the boat's "life" by 10 minutes if he bails for 10 minutes. After every hour of bailing, a character must rest or become fatigued. As many characters as are in the boat can bail, assuming they have something to scoop out the water.

12 THINGS TO FIND IN A ROWBOAT

1. Three black hooded cloaks are stuffed under one of the rowboat's benches. They are all slightly wet, and smell of salt.
2. A thick sack shoved into the rowboat's stern holds a small leather bag filled with hard tack, three water flasks and a small half full flask of brandy.
3. The two shards of a broken oar lie at the bottom of the boat.
4. A wooden bucket with a rope handle lies on its side at the bottom of the boat. Nearby lies a couple of simple fishing rods and a pouch containing a half-dozen colourful lures.
5. A large piece of canvas is draped over the boat's stern to create a sheltered, but cramped, cabin of sorts. Within, lies a single damp bedroll along with a change of plain, but sturdy peasant's clothes.
6. A small cupboard at the stern holds a battered lantern, three flasks of oil and a tinderbox wrapped in oilskin. A mildewed blanket fills the bottom shelf.
7. A 20 ft. length of damp rope is coiled around one of the rowboat's benches. The rope smells of tar.
8. This rowboat must have a small leak somewhere. An inch or so of seawater fills the bottom of the boat and a wooden bucket—perhaps used for bailing—lies nearby.
9. Four empty wine flasks lie scattered about the boat. A fifth flask yet holds the dregs of some truly terrible wine.
10. A fishing net lies neatly piled at one end of the boat and is tied to the bow with a long length of line. Next to the net stands a cut-down barrel half filled with seawater.
11. This rowboat has a short mast that can be raised or lowered. A large emblem of a soaring seagull decorates the sail's yellowing canvas.
12. A dozen or so heavy planks fill the bottom of this rowboat, making it ride low in the water.

20 THINGS TO DISCOVER ON A BEACH

Whether the adventurers are escaping the wreck of their sinking ship or lying in wait for smugglers to bring ashore their illicit goods, they often end up on wave-lashed beaches. And often, the restless sea has deposited other things on the beach.

1. Thick clumps of seaweed cover a tangle of driftwood deposited at the high tide mark.
2. The broken body of a large crab the size of a rat bobs in the shallows. Its shell has been ripped off.
3. The rotten corpse of a dolphin bobs in the water just off shore. Several seagulls perch on the corpse and tear at its flesh.
4. A ship's battered and broken figurehead lies just above the high tide line. The burnt—now rotten wood—depicts a mailed female warrior. Part of her outstretched arm is missing.
5. A leather flask floats in a rock pool. The flask has been sealed with wax, and inside inquisitive PCs discover the map for a small island depicting a raised headland, a stylised hut and a wrecked ship. The island has a distinctive shape and a skilled sailor or knowledgeable local knows its name and rough location. Alternatively, a sage or other learned individual versed in geography can identify the island for a small fee.
6. A broken oar, missing half its paddle is wedged into a crack between two large rocks. Something possessing considerably strength obviously shattered the oar.
7. One leg bone from a human-sized creature lies tangled up among a mass of seaweed and driftwood.
8. A rotting seagull carcass—one wing missing—lies broken in a cleft between two rocks. Insects swarm over the corpse.
9. The remains of a wooden crate float in the water a score of feet offshore. If any character retrieves it, they discover the crate is empty. Perceptive characters spot partial tooth marks in the wood below the water line. Judging by the tooth mark whatever attacked the crate was obviously quite large.
10. Someone has dug a deep hole—perhaps as deep as a man is tall—in the beach above the high tide line. Water has seeped into the hole, obscuring the bottom.
11. Several holes have been dug in the beach seemingly at random spots. At the bottom of one, a spade—its handle snapped in half—lies discarded by its owner.
12. The prow of a rowboat sticks out of the sand halfway down the beach. Digging for 20 minutes in the wet sand reveals the rest of the remains. A small sack containing some spoiled food, and a still good flask of brandy is wedged under one of the boat's partially collapsed seats.
13. Pieces of flotsam and jetsam fill the rock pools on this beach.
14. A swarm of crabs crawl amongst a swath of seaweed covering much of the beach.
15. A barrel bobs in the water just off shore. It holds a couple of pints of wine, but is otherwise empty.
16. The rotting corpse of a long snake-like creature lies sprawled at the high tide mark. A rotten stench hangs about the corpse; scavengers have dined extensively upon its flesh.
17. A rowboat has been pulled far up on the beach. It contains a set of oars and a backpack holding a day's rations, a flask of vinegarish wine and some fishing equipment. Of the owner, there is no sign.
18. A cairn overlooks the beach. Moss grows over the stones and a smattering of wild flowers cover the surrounding area.
19. Several large boulders dominate one part of the beach. On the largest—which is fully 20 ft. high—someone has built a small bonfire. It is not yet lit.
20. A body bobs in the surf. Investigations reveal it to be of a human male who has been in the water for some time. Although the body is decomposing and has been worried by scavengers a large knife wound is evident in his back.

10 PIECES OF FLOTSAM & JETSAM

1. The shattered, sodden remain of a wooden crate. One side of the crate is smashed and splintered. A merchant's sigil—a balanced set of scales—is still visible burned into the wood.
2. A splintered deck plank has been worn smooth by the tread of many feet.
3. A ripped piece of brown hemp sackcloth. The sack is still tied with a gaudy red string, but its bottom has been ripped out.
4. A large branch stripped of all lesser growths and leaves. It shows signs of being gnawed at one end.
5. The rotten, half-eaten carcass of a large fish. Its head yet remains vaguely intact, but something has removed its eyes.
6. A small wooden cask. The cask is watertight and miraculously not much water has found its way inside. If the lid is pried off, the PCs discover a mass of straw. Packed within the straw are a dozen packets of exotic spices (worth 75 gp in total).
7. The ripped shreds of a large fishing net; the decomposing body of a large fish caught in the net either anchors it to the beach or keeps it just below the water's surface.
8. A small, beautifully carved wooden fish. The fish is exquisitely detailed and obviously took a long time to craft. The sigil of the sea god is carved into the fish's back. (This is an offering to the sea god made by a merchant before an important voyage).
9. A ragged pair of bright green trousers. The seat of the trousers is missing—all that remains is a jagged hole clearly made by something large...with teeth.
10. A large chunk of black porous, buoyant rock. The rock could have been floating in the sea for decades—it slowly made its way here from some distant volcanic island—or it could be the result of some pirate wizard's bizarre experiment.

20 THINGS TO FIND IN A SEA CAVE

Adventurers are always investigating remote and isolated sea caves in search of smugglers. Although not all such places serve as a smuggler's lair such places are rarely devoid of interesting features.

1. A thick line of seaweed—rife with hundreds of tiny crabs—marks the high tide mark. The tangy smell of salt hangs thickly in the air.
2. Flotsam and jetsam bobs in the water, bumping against the slick cave walls.
3. Deep rock pools dot the cave's foreshore. Surprisingly large crabs lurk within.
4. The cold remains of a campfire stand on a stony promontory.
5. A battered rowboat—its mooring line floating nearby—bobs in the water near the cave mouth. Of its occupants, there is no sign, but congealed blood covers the only oar still in the boat.
6. A ledge high up on one wall holds a multitude of burnt, melted candles. The rock above is blackened with soot.
7. A precarious tower of single stones piled one on top of another stands upon a prominent rock overlooking the water. The slightest touch causes it to collapse.
8. A small cairn toward the back of the caverns protects the body of a fallen adventurer. Explorers digging through the cairn discover scraps of bone and rotting or rusted equipment.
9. Oval, black barnacles grow in profusion below the waterline of the cave. Most seem normal, but a few have odd purple flecks upon their surface.
10. The cave is bereft of seaweed, except for one corner where someone or something has created a great mound of the stuff. Within, swarms of tiny crabs lair.
11. A small passageway leads away from the cave mouth. Perceptive PCs notice signs the ceiling has been at least partially worked. The passageway comes to an abrupt halt after about 30 ft.
12. Bizarrely, the shattered curve of part of a stone archway is visible in the water at low tide.
13. Small fish swarm in the water. The fishing here is particularly easy.
14. The cave's mouth is wide, but low. Within, the cavern roof is much higher, but its low mouth makes entering the cave several hours either side of high tide impossible without a short underwater swim.
15. At the rear of the cave, a small stream of freshwater trickles out of a narrow fissure in the rock.
16. A rock fall fills one corner of the cave. It looks unstable, even to the untrained eye. The next storm will carry away several boulders at its base, causing the rest to collapse. Beyond, lies a previously unknown and unexplored passageway.
17. Remnants of carved stone steps rise out of the water. Several of the lower steps have been all but worn away by the remorseless tides and slick green slime covers much of the remaining stonework.
18. Incongruously, a large sodden branch still bedecked with many leaves bobs in the water.
19. This cave is, or was, something of a lover's grotto. Graffiti scratched into the walls proclaims many couple's undying love for one another.
20. The rock around this sea cave's mouth is covered by lush vegetation that hangs down and obscures the entrance. Within, a pile of large stones serves as a small altar. Crude holy symbols daub the walls and various esoteric sigils (drawn with various different coloured chalk) complete the decorations. The air here is noticeably colder.



20 THINGS TO FIND IN A SMUGGLER'S LAIR

Smugglers often lurk in hidden, isolated caves. Such locales provide the perfect base from which to pursue their nefarious profession. However, such places are rare pristinely tidy and without points of minor interest to exploring adventurers. More

1. A discarded sack lies against one wall; grain—now rotten—spills from a rip near its base and covers the floor. Footprints are evident in the grain and could give the PCs a clue about who has recently passed this way.
2. A crude map depicting the coastline and showing several little known isolated coves and sea caves covers one wall. Drawn in chalk, the smugglers try to rub it out if they know they are being attacked as it shows the locations of several of their secret caches.
3. This area smells of sweat and faeces. Several sets of manacles are affixed to the wall with iron chains running through loops driven deep into the stone.
4. Several sets of wet, homespun clothes lie draped over several natural folds in the cavern wall. Damp from immersion in the sea, the clothes are encrusted with salt.
5. A pile of fishing nets fill one corner of the cavern. Bits of seaweed cling to the sodden nets and a small puddle of saltwater has gathered below them.
6. A carving of a sailing ship running under full sail before a raging storm covers one cave wall. The carving has obviously taken hours—if not days—of skilled work and cleverly uses the rock's natural folds to depict the storm clouds.
7. The tang of salt and the smell of smoke hang heavily in the air.
8. A half-full barrel of fresh(ish) water stands against one wall. A small bucket—really nothing more than an oversized tankard—perches atop the barrel's lid.
9. Three barrels holding salt water, but without their lids, line one wall. Two of the barrels hold nothing but water while at the bottom of the third lurk several crabs destined for the smugglers' stew.
10. An old, rusted harpoon leans against one wall; faint carvings of cresting waves decorate half of the weapon's shaft.
11. Several niches pierce the walls; the entrance to each is obscured by a tarpaulin nailed to the wall with several pitons. Investigations reveal the niches serve as cramped, uncomfortable places for the smugglers to rest.
12. A large, haphazard pile of driftwood—destined for the smugglers' fires—fills part of this area. The wood is sodden and difficult to light.
13. A small shrine dedicated to the goddess of the sea and storms fills a small wall niche; half-burnt candles and a few coins serve as votive offerings to placate the goddess and her capricious moods.
14. The smugglers use this hole in the floor as a dump of sorts. The hole is linked to the sea and tidal; thus rubbish does not build up too much. However, fish bones, bits of shredded cloth and other rubbish cover the surrounding floor. A small cat—pet to one of the smugglers—lurks here playing with a mouldering fish corpse. It hisses at intruders.
15. Here the floor level changes dramatically. The smugglers have built a rickety wood stair out of planks salvaged from a wreck. Although basically sound, the stairs creak if any great weight is placed upon them; this sound could warn any smugglers lurking nearby.
16. An empty wineskin lies discarded on the floor; the faint smell of acidic red wine emanates from the skin.
17. The furniture here—a table, two benches and a high-backed chair—are all expertly crafted from driftwood. Although they have no real value, a gullible eccentric could pay perhaps 20 gp for the set.
18. A ship's lantern hangs from the ceiling at the end of a short chain. In turn, the chain is wrapped around a jagged rocky outcrop which causes the lantern to sway gently. Three flasks of lamp oil lie against the wall.
19. Some acoustic fluke fills this section of caves with the sound of crashing surf, making conversation difficult. However, the pounding of the waves against the cliffs also makes it much easier to sneak about quietly.
20. Several strange, almost sinuous outcroppings of rock protrude from one wall. From one angle, they look a little bit like tentacles—as if some terrible aquatic beast of the deep had been petrified in some way and melded into the cavern wall.

12 PORTABLE GOODS

1. 12 small packets of pepper (each weighs 1 lb. and is worth 2 gp).
2. Four bottles of fine red wine (each worth 5 gp).
3. Four packets of tea (each weighs 1 lb. and is worth 5 gp).
4. A bag of ermine fur (weighs 5 lbs., worth 25 gp).
5. A gigantic wolf pelt (weighs 10 lbs., worth 20 gp).
6. A small wooden box full of grey powder mixed with small bone fragments (weighs 10 lbs., worth—to a necromancer—50 gp).
7. A pouch of diamond dust (weighs 1.2 lb., worth 250 gp).
8. A bundle of exquisite lace (weighs 3 lb., worth 15 gp).
9. Three bolts of silk (red, yellow and blue; each weighs 1/2 lb. and is worth 4 gp).
10. A roll of red velvet (weighs 6 lb., worth 16 gp) in a sack.
11. A small wooden box packed with straw within which is carefully placed 10 perfume vials (weighs 10 lbs., worth 30 gp).
12. Six packets of coffee (weighs 12 lb., worth 90 gp).

20 THINGS TO LOOT FROM A SMUGGLER'S BODY

Smugglers pick up many things on their day-to-day travels. Perhaps they've purloin a little bit of merchandise from a shipment or engaged in other nefarious activity.

No matter how they came into his possession, a smuggler is bound to have some small knickknack about his person when encountered by the PCs.

1. This small, dented steel hip flask is full of cheap brandy. A terribly engraved crest of a sailing ship decorates one side.
2. This pouch contains a black scarf large enough to be wrapped around the lower part of its owner's head. It smells of salt and sweat.
3. These fine, much-worn, but well maintained, thigh-high leather boots conceal a thin dagger in a specially made sheath sown into the left boot.
4. This voluminous scarlet cloak has a similarly all-concealing hood. Several hidden pouches sown into the cloak's lining are large enough to contain a full coin pouch or several pieces of jewellery and the like.
5. A small bag holds several clumps of dried seaweed cut into small strips. The pouch smells strongly of salt and the sea.
6. This smuggler wears a golden earring crafted to resemble a leaping dolphin, in his left ear. The earring is tarnished and worn and the tiny gems that once filled its eye sockets have long since fallen out and been lost.
7. Clad in faded and ripped clothes, this smuggler had clearly fallen on hard times. Observant PCs searching the body discover a worn gold ring on one of the man's toes. The ring is worth 10 gp.
8. A necklace of long, sharp teeth—perhaps from a small shark or other marine predator—hangs around this smuggler's neck. The teeth, hanging from a thin leather thong—clack to together in an annoying way when the wearer moves (which reduces the chance he has of moving silently).
9. This wide leather belt has a secret compartment big enough to hold five coins. Only observant PCs examining the belt are likely to find the (empty) compartment.
10. This smuggler owned an old map of the surrounding coastline. The map is old, faded and torn in two. It is, however, carefully rolled up around a short length of smooth, polished wood and stored in a small leather belt pouch.
11. A pouch at this smuggler's waist holds a lump of driftwood, partly whittled into the shape of a great whale.
12. A small pouch holds strips of dried fish wrapped in thin cloth. The fish is chewy and tastes of salt and smoke.
13. This smuggler wore a jaunty, wide-brimmed hat decorated with a thin crimson sash.

14. A stone figurine of the capricious sea god is draped with seaweed and jammed into a pouch barely big enough to take the statuette.
15. This ragged yellow velvet cloak is ripped at the hem and bears several obvious, but unidentifiable, stains. In its current state, the cloak looks worthless. However, if cleaned and cannibalised to make a short cape, the garment could be sold for 2 gp.
16. Carvings of crashing waves decorate this small wooden box holding several small keepsakes: a lock of blond hair, a small painting of a plain-looking woman with similar coloured hair and several wisps of silken fabric.
17. A small flask of linseed wood, a grimy cloth and several small knives all stored in the smuggler's backpack identifies him as a woodcarver.
18. A strip of woollen blanket is wrapped round the battered remains of a spyglass, which is missing most of its lease; only glass shards remain.
19. A thick pair of sealskin gloves is wrapped round this smuggler's broad leather belt. The gloves are in excellent condition.
20. This smuggler wore a clever crafted pouch wrapped around his left ankle. Lying almost flush to the skin, only a careful search reveals its presence. Inside, the smuggler hid four small black stones (onyx, each worth 20 gp).

6 THINGS TO FIND IN A CARGO HOLD

1. A common lamp hangs from the hold's ceiling. The lamp is clearly faulty—oil drips from its base and pools on the floor. Not only could someone slip and fall here, an open flame might prove disastrous.
2. Boxes and barrels fill the hold from floor to ceiling. One particular pile seems precariously balanced...
3. The carcass of a dead rat lies on the floor; its back is broken. Of what killed the rat, there is no sign.
4. A sailor lies behind several crates clearly maneuvered to shield a small, shadowy recess. He is dead drunk; a flask lies near his outstretched hand.
5. The chattering and scuttling of rats comes to the PCs' ears. From the volume, it seems the hold is literally infested with the things.
6. The lid of a long, low box set carefully against the far wall is loose. The box smells of damp earth. Within, earth fills the box. PCs searching through the soil find it riddled with plant seeds. The seeds are from a rare and expensive species of rose; the whole is bulky—it weighs 400 lbs.—but worth 125 gp. (Of course, paranoid PCs may at first suspect a vampire lairs within.)



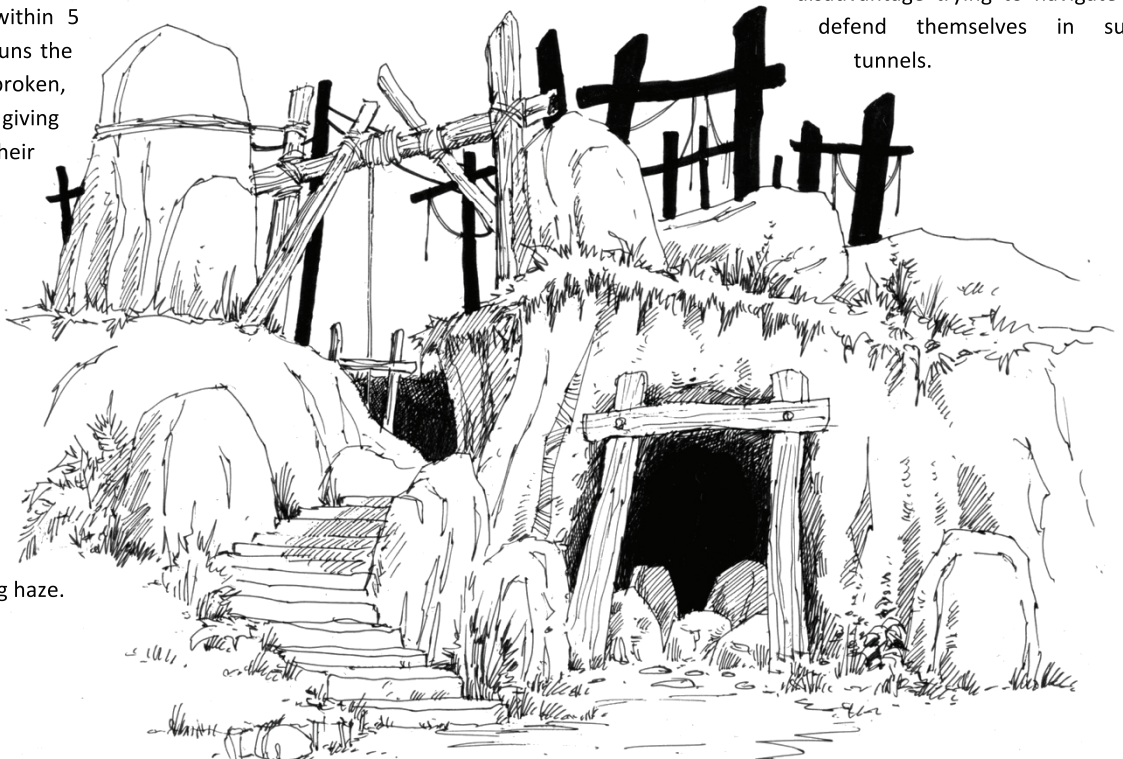
SUBTERRANEAN MINE

12 PERILS TO ENCOUNTER IN A MINE

Mining is a dangerous endeavour even under the best of circumstances. Introduce elements of fantasy into them and only the bravest or foolhardiest would dare venture into a mine. What creatures have taken up residence and now use the perils listed below to their advantage?

1. A boarded over hole in the tunnel floor is all but hidden by a thick layer of dust and rubble. The boards collapse under any significant weight and drop the hapless explorer into a smooth, steep chute that deposits them into a chamber on a lower level.
2. A rough hole in the tunnel wall is blocked by the skeletal remains of some poor unfortunate miner; his arms are outstretched into the tunnel and may snag an unwary explorer. A large chamber lies beyond the hole; the air within becomes increasingly noxious the further inside one ventures.
3. A large pool of water covers the tunnel floor. The tunnel has flooded from below; a deep shaft at the bottom of the pool links the tunnel with a large flooded chamber with numerous exits.
4. The recently deceased corpse of a prospector or explorer leans against an abandoned mine cart filled with bones. The strangely desiccated corpse is discoloured and disfigured, clear signs of the virulent disease that awaits anyone foolish enough to investigate too closely.
5. A large hole with smooth sides in the tunnel floor hinders further progress. Likely made by some large burrowing creature, it drops straight down before curving out of sight. Anyone getting within 5 feet of the hole runs the risk of the broken, crumbling edge giving way beneath their feet.
6. Thick, sticky webbing fills a long section of tunnel. The webs can be burned away easily over the course of several minutes, but this fills the tunnel with a thick, foul-smelling haze.

7. A rickety rope bridge spans a seemingly bottomless 20-foot wide chasm. Anyone attempting to cross the bridge without first making some necessary repairs to it are in danger of it giving way beneath their feet.
8. A tunnel with moist walls overgrown with a pale blue fungus induces a soporific effect on creatures breathing the damp air. Any creature spending more than a few minutes in the tunnel fall into a deep slumber, as evidenced by a nearby skeleton partially hidden by the fungus.
9. A wide underground stream cuts across the tunnel ahead, exiting through a large hole near the tunnel wall and dropping away into the unknown. Crossing the stream means contending with fast-flowing cold water and a slippery streambed that could sweep the unwary into the depths. After rain, the stream becomes a raging torrent.
10. An explosive pocket of gas fills this area. It instantly ignites when any sort of flame or strong heat source is introduced. Cautious explorers might note the area's fire-blackened walls, floor and ceiling.
11. A set of old, rusted mining cart tracks leads into a completely black tunnel that doesn't seem to permit natural light of any sort. The darkness is impenetrable to all but magical light.
12. The tunnel walls are veined with a peculiar type of crystal that refracts and reflects light in myriad directions, making it difficult to see. Creatures relying on sight may find themselves at a disadvantage trying to navigate or defend themselves in such tunnels.



Tales of haunted mines abound and are a traditional venue for exploration and treasure seeking. Mines are also renowned for unexplained sounds and events that can leave even the bravest souls trembling. The hauntings below can add a sense of tragedy to any mine adventure. (The GM should remember to tweak the various hauntings to suit the mine's owners, its history and so on):

1. A billowing cloud of smoke hurtles down the tunnel, leaving those caught within it gasping for air and unable to see. It dissipates just as quickly as it appears, leaving behind the lingering smell of charred flesh.
2. A tunnel floor of dried mud entombs the partial remains of several skeletons. The sound of rushing water with no apparent source fills the air.
3. The distant clanging of a bell comes from behind, as whispering voices seem to pass by headed in its direction.
4. A wooden cross piece with a hangman's noose suspended from it spans the bottom of a ventilation shaft. It sways gently in a non-existent breeze and faint choking sounds can be heard.
5. A small bird noiselessly flies into sight out of the darkness and crashes to the tunnel floor. It weakly flutters about before lying still and disappearing.
6. The sound of heavy footsteps accompanies the party as they traverse a certain tunnel. It sounds as if someone wearing heavy boots is walking alongside the PCs. Moist footprints appear on the stone floor before quickly fading away.
7. An overturned wheelbarrow, surrounded by a low cloud of dust, comes into view. The upturned wheel is still spinning, as if the upset had just occurred.
8. The ghostly visage of a sobbing miner kneels against the tunnel wall, staring deeper into the mine. When approached, he suddenly stands and runs into the darkness.
9. Shadows cast by the party's lights take on the form of hunched miners wielding various mining implements. They become locked in battle with one another before fading away to nothingness. Dried blood covers the tunnel walls, here.
10. Light from several torches crosses a distant intersection accompanied by the echoing sound of conversing voices.
11. A rumbling sound begins to crescendo and culminates in what sounds like a cave-in, followed by muffled and fading screams.
12. Twisted and leering faces seem to take shape in the walls, out of the corner of the PCs' eyes. The faces disappear, if anyone looks at them.
13. A light mist forms and follows the explorers. It eventually coalesces into a roughly humanoid form that motions them to silence by bringing a finger to its mouth, before fading away.
14. The faint smell of noxious gas reaches the PCs' nostrils, followed by the hazy outlines of choking faces that fade in and out of view and the very limit of the party's lights.
15. Two rows of chains are suspended from the tunnel roof, dropping down to just short of the floor. They begin swaying and clanking as if something just ran between them.
16. A skeletal figure lies sprawled at an intersection, one arm pointing towards a side tunnel. Anyone approaching feels a dramatic drop in temperature and the unmistakable feeling of being watched.
17. A voice cries out as the ghastly visage of a large rat swarm comes into view. The swarm disperses and fades away, revealing the mauled remains of a miner lying sprawled on the floor.
18. Glints of gold seem evident now and then in a small stream trickling passed. When investigated, the water swirls with blood and becomes littered with bones.
19. A pillar of sunlight streams in from a ventilation shaft piercing the ceiling above an intersection. Spectral miners are occasionally outlined as they pass through the patchy of faint light.
20. Small blue flames lead explorers to an isolated alcove with a narrow vertical shaft in the floor. The mouldering offerings of the miners cast into the depths fill the bottom half of the shaft.

10 STRANGE SOUNDS

1. The faint rhythmic clinking of metal on stone reaches the party's ears. The mine's acoustics make it hard to determine from which direction the sound is coming.
2. The clatter of rocks from up ahead heralds several rocks falling from the ceiling in an unstable part of the mine.
3. The sound of running water comes from behind a wall.
4. The pitter-patter of dripping water hints at a wet section of tunnel ahead.
5. A rumbling roar marks a major rock fall somewhere in the mine.
6. Barely audible distant singing, in an indistinct language, echoes through the mine.
7. A faint moan grows louder and louder until the area the PCs are in is filled with a great gust of wind. As quickly as it arrives, the wind subsides.
8. A cackling sound—akin to that of a madman—sounds from somewhere in the darkness.
9. The clip clop of hooves on stone betrays the presence of a beast of burden somewhere in the vicinity.
10. A dull roar echoes through the mine; the sounds is so intense rock dust sifts down from the ceiling.

20 STRANGE DISCOVERIES TO MAKE IN A MINE

The underground is a realm of tunnels and pits, replete with ancient relics and long-forgotten mysteries. Sometimes the burrowing of creatures intent on looting the earth of its riches uncovers such strange occurrences and wandering PCs discover them in the course of their adventures.

1. Massive yellowed bones line the walls ahead; this passage weaves through the ribcage and emerges through the jaws of a gigantic ancient dragon skeleton.
2. Thousands of rat skulls comprise the walls of the tunnel for nearly a hundred feet. Millennia have turned them to stone, and some have grown stalactites.
3. Waves of heat and choking gases pour from a tunnel offshoot. A dull red glow suggests magma flows somewhere beyond.
4. A giant mirrored piece of metal blocks the passage. It is impossible to say with any certainty if the object is natural or crafted.
5. A thousand holy symbols of forgotten religions fill a shallow pit in a small off-shoot tunnel.
6. Mild acid drips from the ceiling and pools on the floor before continuing its journey through the rock. The acid irritates the skin, but is otherwise harmless.
7. The sound of rushing water suggests an underground stream up ahead, but the liquid dripping from the walls is blood red and smells of copper.
8. Two desiccated corpses lie frozen in fatal conflict. Between them sits a fist-sized lump of pyrite, or “fool’s gold.”
9. For several hundred feet, the tunnel is carved through a deposit of sparkling white quartz. The quartz is worthless—it crumbles if chipped from the walls—but dazzling in such concentration.
10. Every few minutes, a deep, sonic pulse echoes through the mine. The pulse is barely audible but causes dust and grit to sift down from the ceiling. It is irregular and ceases before the PCs can confirm its point of origin.
11. A dense blue mist sublimates from the walls, filling the tunnel and obscuring vision beyond 5 ft. The mist smells oddly sweet and leaves a sticky residue on everything it touches.
12. The PCs’ metal equipment pulls them towards the walls where lumps of magnetic lodestone jut from the rock.
13. A deep pit drops 30 feet onto the massive upturned three-eyed head of a hideous stone idol of alien aspect. The remainder of the statue remains buried—deliberately.
14. The walls are covered in soot except for the morbid silhouettes of several humanoid figures.
15. The tunnel passes through a house-sized cavern, wherein a giant lies interred. His bony hands still clutch a stone club and he is adorned with an obsidian crown untouched by time.

16. A dozen pottery shards are partially embedded in the walls. The markings are obviously ancient, but belong to no culture the PCs recognize.
17. A rusted mass of springs and spikes pins an ancient desiccated corpse to a wall. Perhaps this is a trap—or some terrible punishment—from a forgotten age.
18. Thin veins of iron spiral around the length of the tunnel for a hundred feet. They spark with electricity, but are harmless.
19. The air hangs thick with humidity, and one wall is boiling hot. The sound of rushing water from beyond the wall drowns out all but shouted conversation.
20. Off the main path, well-worn green steps lead down to a solid wall of onyx. Judging by their steep angle and massive size, this passage was not made for human feet.

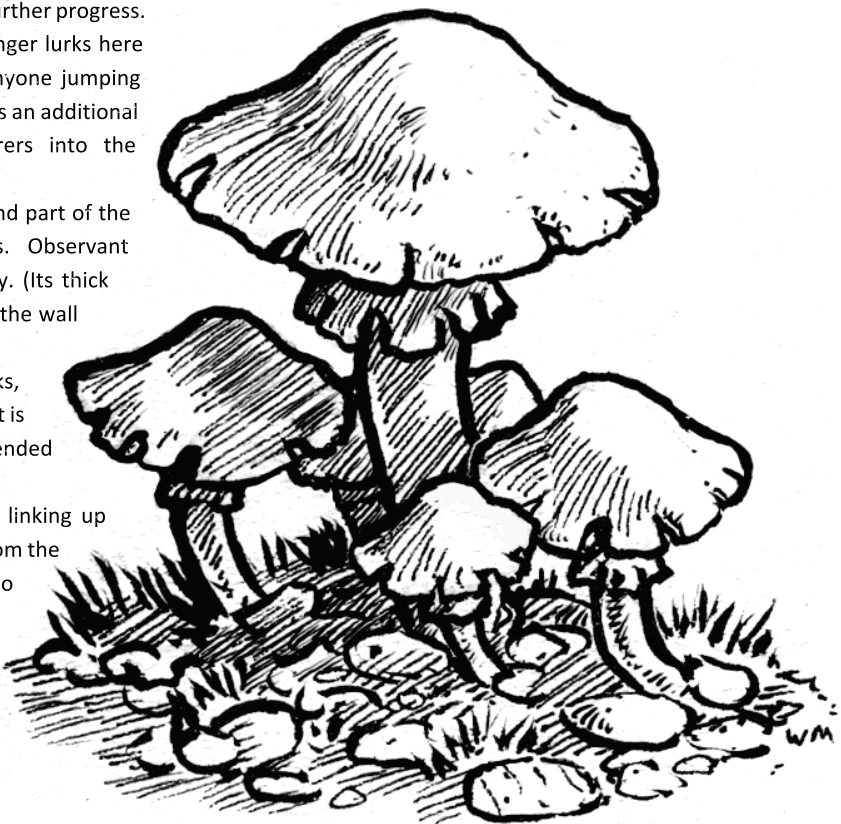
10 STRANGE SMELLS

1. A dank, mouldy smell fills this area. Investigation reveals several of the pit props are rotten.
2. This whole area smells strongly of urine. A large, suspicious stain on the wall suggests some kind of large creature recently relieved itself here.
3. The stale, fetid smell of sweat hangs in the air. The smell is strongest in a small alcove low down to the floor.
4. A sudden gust of air brings smells wholly out of place in a mine: the smell of smoke and cooking meat.
5. An indistinct haze, along with the faint smell of ozone, hangs in the air. The haze isn’t thick enough to obscure vision.
6. The overpowering, heavy stench of some noxious chemical—perhaps a poisonous gas—fills this area. Those breathing in the smell get a cloying nauseous feeling in their throats and could become violently sick.
7. A strange off-white mould with long, fibrous tendrils clings to this wet patch of tunnel wall; the stench of rot fills the air.
8. The water dripping down into the tunnel reacts with the metals in the rock to create a mild metallic smell.
9. The pit props in this section of mine are charred and the stench of smoke hangs heavily in the air. Perceptive characters may also detect the faint smell of burnt flesh.
10. The surprisingly out of place cloying scent of expensive lady’s perfume fills the passageway.

20 THINGS TO FIND IN AN ABANDONED MINE

Many races delve deep below the earth in search for precious metals and gems, and adventurers often explore such places in search of treasure and to stamp out monstrous infestations commonly found therein.

1. The haft of a pickaxe lies in the floor. Nearby, the rest of it is embedded in a wall.
2. A bucket filled with rubble stands against one wall. Stuffed between it and the wall is a shard of seemingly unremarkable rock wrapped in a dirty sack.
3. An (inanimate) skeletal arm clad in rags emerges from a caved in section of tunnel.
4. At this point in the tunnel, a mine cart lies on its side. It partially blocks the tunnel and rubble lies all about.
5. Water drips down from the ceiling forming a small pool on the floor.
6. One of the wooden roof supports has collapsed and fallen to the ground. Ominously, a small pile of rubble lies around the fallen support perhaps hints the roof is unstable.
7. An iron bar gate blocks off access to a side tunnel. The gate is old and its lock is rusted into immobility. Beyond the passageway extends 10 ft., before turning away to the east.
8. Minerals in the tunnel's walls glimmer in the party's lights. They are worthless, but pretty nonetheless.
9. A sinkhole pierces the passage's floor blocking further progress. The sinkhole is 5 ft. wide and 120 ft. deep. Danger lurks here for the far side of the sinkhole is unstable; anyone jumping across and landing within 5 ft. of the edge causes an additional collapse, which drops unfortunate adventurers into the lightless depths below.
10. Phosphorescent mould grows along one wall and part of the ceiling. The mould is green and harmless. Observant adventurers notice it seems to undulate gently. (Its thick growth obscures several small worked holes in the wall that lead to an air shaft).
11. A barrel full of rusting mining equipment—picks, spades etc.—stands in an alcove. The equipment is worthless, and rapidly falls apart if put to its intended use.
12. A shaft pierces the ceiling. It extends upward linking up with an upper level. A faint cold breeze issues from the shaft and—occasionally—strange sounds are also discernible.
13. From somewhere far away comes the sounds of miners at work. Later, the party come across an area of tunnel in which the air is full of rock dust. Of the miners, there is no sign.
14. A rotting chest stands in an alcove. Within linger the remains of rations and several desiccated water flasks.
15. The skeletal remains of a pony lie in front of an overturned mine cart. The cart partially blocks the passageway and examination of the skeleton reveals the animal likely broke a leg and was left here to die.
16. Deep cracks pierce the ceiling of a large section of tunnel. As the PCs approach the area, the rocks groan alarmingly and dust sifts down from above.
17. Thick spider webs cover the entrance to a side tunnel. A faint, but unpleasant, smell emerges from the tunnel. The spider is long dead, but the desiccated remains of its victims yet remain.
18. A ripped and torn backpack lies in the deep dust covering the floor. Dried blood covers the back portion of the pack (which is empty).
19. Here, the miners carved several niches in the tunnel wall and filled them with candles and votive offerings to the various gods of the underworld. All are covered in dust but, along with many partially burnt candles, looters can recover 15 gp in old mixed coinage.
20. Up ahead, the tunnel splits in two and goes around a large column of tremendously dense rock. A whitewashed arrow points down one tunnel.



20 THINGS TO FIND IN A MINE

Mining is an ancient effort shared by many races. Even active mines may come across problems which require the help of skilled adventurers, whether it be to roust a pesky beast or explore a newly-discovered underground cavern.

1. The tunnel floor is marred with deep ruts worn by steel-clad wooden cart wheels. Slippery moss grows in patches between the ruts.
2. A pulley hangs from the ceiling. The rope dangling from it has an empty wooden bucket tied to one end. The other disappears into a deep shaft in the floor.
3. A donkey cart sits to one side with its harness still attached. It contains three days' worth of dry rations for four people.
4. Small recesses at head height, one every ten-foot or so, line the walls. One of them contains a metal lantern which emits a cool, pale light that can't be extinguished.
5. The floor ahead is littered with diamond shards that glitter like stars. There is about 50 gp worth of diamond bits, but collecting them all takes about 30 minutes.
6. A small metal cage dangles from a metal hook driven into the tunnel's ceiling. A brightly coloured, but miserable-looking, bird sits on a perch inside.
7. A six-foot stick lies along the wall. It has a half-used candle lashed to one end.
8. This passage boasts a few large wooden support beams. One lies unfinished across the floor in a pool of oddly coloured water.
9. Warm, dry air flows through this part of the mine. A shaft in the ceiling cuts straight up to daylight above.
10. Short-hafted hammers, pickaxes and shovels lean against the walls in this half-finished tunnel, waiting for the workers' return.
11. A group of hand baskets sit here, full of ore ready to be carried from the mine.
12. A low shaft slants off to the right. A drum with two crank handles sits four-foot back from its opening wrapped in a rope that disappears into the darkness below.
13. Atop a pile of rubble sits an old, battered warrior's helm which has been modified to hold a candle just over the brow.
14. Knocking sounds seem to come from behind the walls and ceiling. All non-magical lights gutter out in this area.
15. The floor drops away suddenly. A wooden ladder enables access to the lower level.
16. A pile of charcoal lies on the floor of an alcove. The wall and ceiling are black with soot.

17. Off to the side sits a wheelbarrow with a single metal wheel. The barrow is full of fist-sized chunks of rock.
18. The walls are worked with such delicacy that they are smooth as glass to the touch; this must have required a significant amount of time, but there seems to be no reason why anyone would expend that much effort.
19. The floor slopes down into a lower area full of a strong, sour gas smell. One minute spent in the area probably causes any creature to become sickened; after ten minutes they could lose consciousness.
20. A crude sign nailed to a support beam says "For the Knockers". Beneath lies a pile of half-eaten food in various states of decay.

12 THINGS TO LOOT FROM A MINER

1. The stubs of a dozen candles fills the miner's pouch.
2. A scrap of cloth is wrapped around a small nub of jerky (of an unidentifiable meat).
3. Small pieces of rock—some containing tiny amount of a glittering metal—fills the miner's pouch.
4. An empty oil flask hangs from the miner's belt along with a belt pouch holding a tinder box and a ragged, sweat-stained cloth.
5. This miner wore a pack containing a carefully wrapped set of spare clothes that are surprisingly clean.
6. This miner carried a pickaxe strapped to his back; the pick is surprisingly light and its haft is made of some incredibly tough, but light, wood.
7. Several nubs of chalk along with a half-empty water flask fill the miner's pouch.
8. The miner wears small silver earrings (worth 10 gp) shaped like tear drops.
9. This miner's boots are particularly well made; the leather is rigid and tough and provides good protection against small falling rocks.
10. This miner carried a rolled up bundle of chisels along with a light hammer in his pouch. All are in good condition and well maintained.
11. A plain iron chain hangs around this miner's neck. The miniature symbols of various gods—those dealing with darkness, mining, the underground and so on—hang from the chain.
12. This miner had a decent pair of leather gloves stuffed through his wide belt. Obviously much-used, the gloves are thick and provide good protection.

20 THINGS TO FIND IN A MINING CART

Many things can be found stored or abandoned in a mine cart.

1. Rocks fill this cart.
2. Half full of rocks, water dripping down from the ceiling has filled the balance of the cart.
3. This cart is empty, but for a pair of pickaxes.
4. The white bones of a dead miner clad in dusty, torn clothes lies in the bottom of this mine cart.
5. A half-dozen sturdy piece of lumber—pit props—stick out of this cart, nearly touching the ceiling.
6. Filled with a mix of mining equipment, this cart contains two small lanterns, four flasks of oil and a broken pick.
7. A huge slab of rock fills this cart; the miners discovered a small silver deposit in the rock, but this lies in the rock's underside and isn't visible unless it is tipped out of the cart.
8. The traces for a pit pony are still attached to this cart, but of the pony there is no sign.
9. Gravel fills this cart, to the brim.
10. A fine lair of cobwebs cling to the wheels of this cart, indicating it has not moved for quite some time.
11. A smear of dried blood coats the front of this cart.
12. The white rock filling this cart is of a different type to that found in most of the mine; the deposit from whence it came lies far away.
13. A tarpaulin covers this cart. Within, lie mouldering food stuffs as well as a supply of torches and candles.
14. As #13, but water dripping from above has rendered the torches and candles useless until dried.
15. A large bag of nails, along with various lengths of thick wood fill this cart. Atop the wood, lie several large hammers.
16. Used as a bin, this cart holds a dozen or so broken picks, shovels and so on.
17. A precarious pile of rocks fills this cart; if the cart is moved some tumble out with a loud clatter.
18. This rusty cart lies on its side; the bottom falls out if any appreciable weight is placed inside.
19. This upside down cart is missing one of its wheels.
20. A bizarre mishmash of bones fills this cart; they don't seem to have come from a humanoid.





SUN-SCORCHED DESERT

6 SUN-SCORCHED LANDMARKS

Much of the desert comprises nothing more than unending sand dunes. However, few deserts are completely featureless. In some places, certain features struggle above the cloying, ever-shifting sands. These landmarks provide vital "signposts" to travellers.

Use the table below, to generate the details of such landmarks discovered by the PCs:

1. A deep, 40-ft.-wide chasm cuts through sand like a gigantic, jagged wound. Its precipitous sides drop over fifty feet into cool shadow. Below, the remains of a river course are visible amid the sand and boulders.
2. Visible from a great distance, a high hill rears upwards toward the sky. Deep drifts of sand on its windward side provide a ramp of sorts against its steep, pitted flank. Its flat summit is clear of vegetation and sand but is dominated by deep carvings of complex geometric shapes. Cut by unknown hands, anyone viewing them from the air realises the shapes form an enormous pentagram. PCs with arcane knowledge can confirm the pentagram's shape is designed to trap something within.
3. An immense star-shaped dune—formed by the complex interplay of wind in this region—rears from its surrounds like some gigantic, otherworldly beast. Almost 200-foot high, it is an

excellent vantage point, and its long ridges provide shelter from the savage winds ravaging the surrounding sands.

4. The wind- and sand-blasted stone head of a gnoll yet struggles above the shifting sands. The head—the size of an elder wrym's—hints at a vast buried statue beneath the sand. Whatever the truth, the statue is obviously ancient—much of the face's fine detail is no more-eroded by the remorseless wind and sand.
5. An oasis of blessedly-clear water nestles in a wide chasm emerging from a small range of low, nameless hills. Dates and palms cluster thickly about the long, narrow pool. Caves—clearly cut into the rock with hand tools—pierce the chasm's walls and provide resting places for travellers. A hermit dwells in one of the caves.
6. The bleached bones of a gigantic dragon lie sprawled along a long, low hill. Slain centuries ago by the great battle-mage Kardath Uvo, the remains are those of Atar-Unar. Knowledgeable PCs recall Atar-Unar's lair (and treasure) remain lost. Rumours speak of strange sounds emanating from the hilltop and of lightning arcing down from the cloudless sky to strike the bones. Consequently, few travellers tarry here long.

6 SUN-SCORCHED RUINS

The desert's shifting sands periodically bury and then reveal the leavings of previous civilisations. What is today a featureless dune field could tomorrow shift to uncover a sand-choked temple, buried tomb or some forgotten ancient edifice.

Use the table below, to determine the basic details of a forgotten ruin uncovered by the desert's shifting sands:

1. The broken remains of a long, low stone wall disappear into the base of a dune. Scoured by sand and wind, the wall is fragile; only the inertia of ages holds it together.
2. A set of carved stone steps set into a low hill disappear downwards into a steep-sided, sand-choked depression. Attempts to dig out the depression result in more sand tumbling into the hole from above. Perceptive PCs investigating the steps discover faint carvings depicting a grand procession of people carrying a sarcophagus down a long set of steps into a deep, hidden crypt.
3. The desert's shifting sands have revealed a ceremonial corpse way flanked by evenly placed stone obelisks. Once elaborately carved to represent the deads' journey to the afterlife, they are all but rubbed smooth by the sand's remorseless action. Still, sharp-eyed PCs may be able to make out some of the lurid carvings depicting skeletons, demons and other unidentifiable winged creatures.

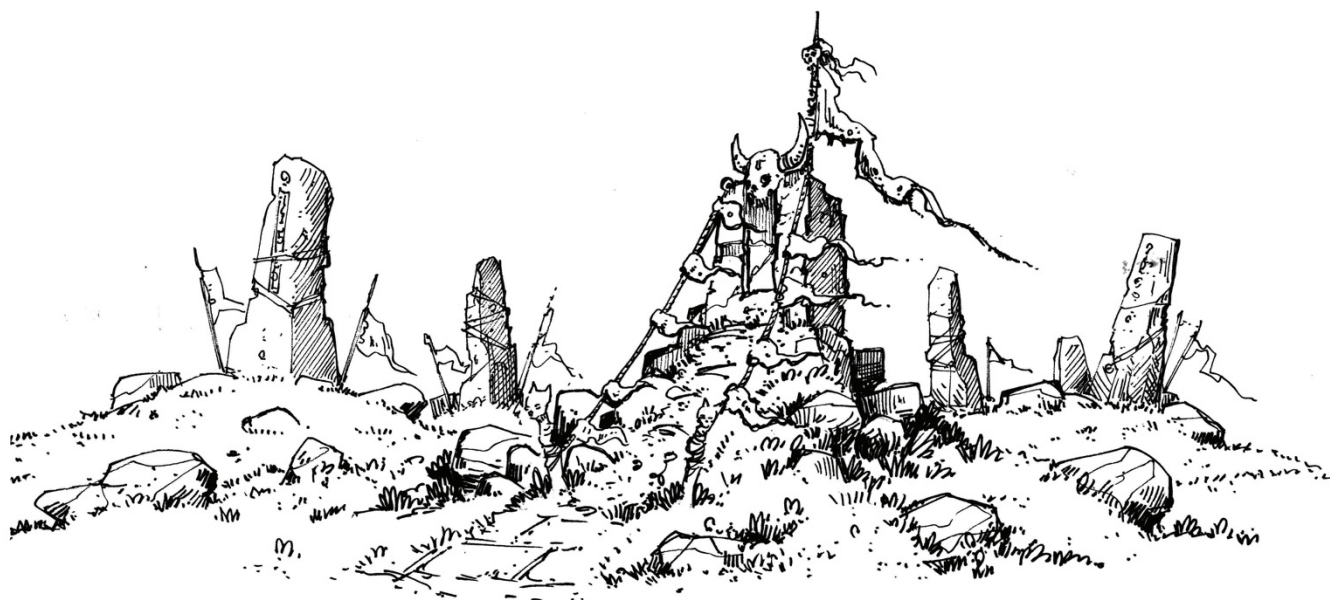
4. The broken crenulations of a tower peaks through the sand. Thanks to its stone shutters, the tower's upper chambers—accessibly through a trapdoor in the roof—are largely free of sand. Inside, it is dark and comparatively cool.
5. The shell-like remains of a small village are arrayed along a dried-up riverbed, which emerges from a sand-choked cave. Nothing now lives in the village except for scorpions and a few snakes. Digging in, or searching the, ruins inevitably draws their attention. Even a cursory search throws up a surprisingly amount of bones among the ruins.
6. Amid a belt of arid wasteland, a ring of forlorn stone obelisks stand stark atop a lonely, steep-sided hill. Visible for miles in every direction, the obelisks could have once been a temple, celestial observatory or other sacred place. Investigations reveal the "ring" to actually be a strangely squashed oval and that each obelisk to be vaguely triangular shaped. A steep-sided shaft pierces the hill's rocky summit, at the centre of the "ring". Invisible from above—due to the shaft's immense depth—a pool of clean and fresh drinking water fills a cavern deep below the hill.

10 THINGS TO HAPPEN IN A SANDSTORM

The desert has many hazards; perhaps the most terrifying is the sandstorm—a frenzied, scouring rush of burning hot sand that covers everything in its path.

Use the table below, to add depth and flavour to a sandstorm battering the PCs:

1. The howling wind increases in tempo hurling yet more sand into your faces with breath-taking savagery and force. Sand cakes your eyes, fills your nose and even forces its way into your mouth.
2. The wind screeches about you like the dying screams of some vast, mythical beast of gargantuan proportions. The howling comes from all about you, as if you were trapped in the dying beast's belly.
3. Visibility is essentially zero—all you can see are driving curtains of sand and the shadowy, indistinct forms of a few of your companions.
4. The howling wind and storm-tossed sand fill your ears, nostrils and eyes deadening your senses. Above it all, however, the shrieking wind sings its devil song—nothing of this world could block out its abominable screech so loud is the storm's fury.
5. The wind buffets the party, driving sand into you in seemingly inexhaustible waves. Travel—slow at the best of times in a sandstorm—slows to a crawl in the face of nature's primal savagery.
6. For a moment, through the seemingly unending sheets of wind-flung sand, the vague hulking outline of a humanoid comes into view. A sudden deluge of sand erases the figure from your sight. When the wind slightly abates a few minutes later there is no sign of the figure (and—obviously—tracking is impossible).
7. The wind is like a living thing, plucking, pulling and tearing at the party. As the storm progresses, it reaches new maddening heights. Dust devils—greater and more vicious than anyone has experienced before—dance about the party in a macabre, twisting dance. It is almost enough to ask if the devils are creatures dwelling amid the storm's fury or if the storm possesses some modicum of sentience...
8. The party are not the only travellers caught amid the storm's fury. As they stagger onwards, they come across the partially buried figure of another traveller curled up tightly in the shelter of a small dune. Unfortunately, the storm is so savage the dune is shifting and slowly burying the unconscious unfortunate.
9. Suddenly, a torrent of sand engulfs the party—the crest of a nearby dune has collapsed under the wind's savage assault. An avalanche of sand cascades down over the party, burying those who lose their footing.
10. The wind's howl slowly abates, and over the course of a few minutes the driving sand settles to the ground in deep drifts of fine, unpacked sand. Unfortunately, this fine sand fills several nearby deep depressions which now lurk ready to catch the unwary traveller. Those blundering into such "sand traps" rapidly sink from sight.



Adventurers are intrepid types and often disappear into the wilderness in search of gold and glory. Many such adventures seem to happen in sun-scorched deserts.

Use the table below, to breathe life into an adventure set in a desert. None of the happenings listed below is intended to spawn a full encounter; think of them as wilderness dressing designed to add realism and depth to proceedings.

1. The sun stands high in the air, and heat shimmers rise from the sun-baked sand. Far off in the distance, black specks circle high up in the air.
2. A gust of wind plucks at the crest of a nearby dune, sending a shimmering cloud of fine sand dancing through the air.
3. Far off on the horizon a line of tiny black figures trudging along a dune are silhouetted against the deep blue sky. Shortly, they disappear behind the dunes.
4. Ahead, two towering dunes form the flanks of a deep valley wreathed in cool shade.
5. A short line of footprints mars the desert sand. Rendered indistinct by drifting sand, they peter out after a hundred yards or so.
6. A dried-out, sand-choked oasis lies at the base of a small dune. Two dead palm trees lie on their sides partially buried in drifting sand.
7. A metal pot helmet—scorchingly hot to the touch—lies on the ground, partially filled with sand.
8. The corpse of a horribly desiccated camel lies in the sand. Two hungry vultures peck and tear at its hard, sandy flesh. If disturbed, the vultures fly off a short distance. They wait for the party to pass before returning to their grizzly feast.
9. Dark clouds—pushed by fiercely strong winds high up in the sky—rush over the party. Far off in the distance they lose their precious water over a range of steep-sided, parched hills whose narrow valleys are soon scoured by flash flooding.
10. Here lies the wind-blasted remains of some ancient battle. The desiccated corpses of two hyena-headed humanoids (gnolls) lie locked in an eternal embrace with a swarthy, now partially mummified, human warrior.
11. Set in a dune's **lea**, and partially covered in drifting sand, lie the collapsed remains of a large white tent. Its poles have collapsed, but lumps in the canvas betray the presence of objects within. Sadly, nothing valuable lies remains, but the PCs can recover a usable saddle, four empty waterskins and various other odds and ends.

12. The raucous cawing of several birds alerts the PCs to the presence of several buzzards perched atop a nearby dune. They watch the party hungrily. If not driven off, they follow the PCs for the balance of the day, but lose interest in the cool of the evening.
13. The lonely and forlorn, sun-basted skeleton of some vast tusked creature—perhaps an elephant—lies partially buried in the side of a dune.
14. The party pass through a small field of stunted sickly thorn bushes punctuated by the occasional cactus. Unwary PCs might disturb several snakes resting in the bushes' shadows. The snakes slither away, unless cornered.
15. Incongruously, the stark, leafless trunk and far-flung branches of a mighty tree yet struggle above the shifting sands. The tree is vast—and must have deep-reaching roots to have survived. Several desiccated, part-mummified corpses dangle from nooses hanging from the tree's branches. They sway gently in the faint wind.
16. From far off to the party's right, the glint of sunlight reflecting off something catches one of the PC's attention. Investigations reveal a man-sized shard of wind-smoothed flint thrusting up through the sand.
17. This section of desert is barren, dry and lifeless. Here, the wind has blown the sand away from a swath of rippled stone that extends for several miles. Tracking across the stone—seemingly frozen like waves on a beach—is virtually impossible.
18. Far off in the distance, through the shimmering heat, a PC spots the hazy image of a stand of palm trees clustered around a pool of blue, welcoming water.
19. A train of hazy and indistinct figures seem to glide across the horizon in front of the party.
20. Far off on the horizon rise the purple-fringed towers and battlemented walls of a city! Even knowledgeable PCs know of no such city or civilisation, but there it stands none-the-less.

SPECIAL NOTE: MIRAGES

Entries 18 - 20 could be mirages, or they could be an actual location or encounter. You can use these as nothing more than a distraction or as a means to draw the PCs to a particular locale. Of course, you could also use them as the basis for an adventure site or location at which the PCs can gain succour.

20 UNEVENTFUL DAYS TRAVEL IN THE DESERT

Not every day in an adventurer's life is packed with excitement, battle and glory. Sometimes, nothing of note happens, but a GM wants to give some detail and substance to the nothing.

Use the table below, to describe an uneventful day's travel through a sun-scorched desert:

1. Around midday, a few wispy clouds scud by high up in the sky but provide no shade from the merciless sun.
2. The day's travel is unremarkable except for a broad swath of soft sand. With every step the PCs sink almost ankle deep into its cloying embrace; progress through the area is tortuously slow.
3. A fierce wind blows up from the south. For a few minutes, it seems a sandstorm might be in the offing, but the winds abate as quickly as they came.
4. As the party crest a dune, its peak gives way; unwary PCs find themselves tumbling and sliding down its steep flank.
5. Stirred up by sporadic wisps of wind, dust devils dance about the party for much of the morning. The wind drops to nothing after midday, and the dust devils do not return.
6. High up in the sky some vast winged beast flies over the party, its shadow gliding over the hot sands. The creature does not notice the party—or if it does it ignores them.



7. Unrelenting heat is the order of the day. The air is still—almost preternaturally still—all day; around midday the temperature reaches a new high. Travel, without magical protections, is virtually impossible.
8. The party travel through a particularly desolate, empty stretch of desert. For the entire day, they see nothing but sand, sky and each other. It is crushingly quiet and stiflingly hot.
9. Today, the desert is a furnace. Heat shimmers—and nothing but stark, barren sand—surround the party.
10. This day is uneventful except for a few dark clouds slowly sliding majestically across the sky.
11. A small pack of vultures shadow the party for much of the day. Perceptive PCs spot them circling several hundred feet away. They follow the group for much of the day—unless driven off—but lose interest as dusk falls over the burning sands.
12. In the early afternoon, the party crosses over the tracks of another group of travellers. Skilled trackers can tell the other party were about 20 strong and most of them were mounted on camels.
13. In this section of the desert, the dunes are particularly densely packed with steep valleys between them. Travel, consequently, is slow.
14. In the mid-morning, the party passes a single gigantic cactus standing in the lee of a shallow, wind-swept dune.
15. Today, the PCs discover a small oasis sheltering in the shadow of a low range of sun-blasted, unnamed hills. A few stunted trees and bushes survive about the pool's fringes. (This is a good place to replenish the party's water supplies.)
16. During the early evening, the party spy a small herd of wild camels grazing on a few stubborn clumps of grass growing in the valley between two dunes. The camels are only a few hundred yards away from the party—perhaps close enough to hunt or catch!
17. During their day's travel, the party come across the distinctive undulating tracks of a snake in the sand. By the look of the track, it was a gigantic specimen.
18. About midday, the party discover the steep banks of a long ago dried up river. The crumbling banks are almost 20 feet high. Unless the party can cross this barrier, they must spend several hours diverting around the deep gully.
19. Clumps of grass struggle above the shifting sands of the relatively flat section of desert through which the party pass. Toward the end of the day, they discover the tottering ruin of a small building of baked brick built into a small stony cliff.
20. During the early morning, the party crosses the cracked, dried up bed of a small lake. Several times during the morning they pass by small hills—once probably islands—as stark and barren as the lake bed.



TOWNSFOLK & VILLAGERS

Beggars, petty thieves and vagabonds are a feature of most settlements bigger than a borderland hamlet. Most such folk give powerful—and probably violent—adventurers a wide berth. A few, though, may approach the PCs for some—probably nefarious—reason.

Use the table below, to generate the details of notable beggars and vagabonds the PCs encounter during their travels:

1. **Kaarlo Hirvonen** (N male human): Emaciated and wearing oversized ragged clothes Kaarlo is a pathetic sight. With unkempt curly brown hair and a mouth full of rotting teeth and bleeding gums he seems on the edge of physical collapse. Desperate to get off the streets, Kaalo will do anything short of murder to improve his lot.
2. **Uljas Aalto** (CN old male human): Painfully thin, and with a perpetual look of bemused confusion on his face, Uljas often seems in a world of his own. Scraggly dirty blond hair barely covers his scalp and “interesting” skin lesions cover his right forearm. With a lifetime of living on the streets behind him Uljas is wary of authority figures, strangers and those that seem too friendly.
3. **Helmi Laitnen** (N female human): New in town, Helmi is still looking for somewhere to call home. Driven forth from a nearby settlement after her arrival heralded an outbreak of plague, Helmi is bitter and angry. (Helmi is a carrier for a virulent form of plague, but is immune to the disease herself). Clad in voluminous, travel-stained robes, her sex is not immediately apparent, but the signs of ill-health—a grey parlour to her skin and lank, greasy hair are obvious.
4. **Jorma Ukkola** (NE male human): Once servant to an affluent family, Jorma was cast out onto the streets after being accused of thievery. He is desperate for two things—revenge on the family who destroyed his reputation and livelihood and for a return to gainful employment. He latches onto one of the PCs and does all he can to ingratiate himself. Fastidious in his appearance, Jorma is as clean and tidy as his circumstances allow. Almost six and a half feet tall, he walks with a stoop.
5. **Jani Hujanen** (LN old male human fighter 2): An ex-soldier, Jani was crippled in a borderland skirmish long ago. Now aged, this one-legged soldier cuts a dejected figure as he slowly hops through the streets with his makeshift crutch. Fiercely proud, but all too aware of his failing health, Jani is a leader of sorts among the street brethren. His grey eyes still sparkle with determination and his voice remains firm. Strength yet lurks within his frame, but he knows his time draws near.
6. **Ossi Auviainen** (CN male human): Short and cursed with a speech impediment, Ossi is a lonely figure. He thus speaks little, but hears much. Never without his “backpack of holding” Ossi is often seen scavenging for food scraps and things to sell to the town’s various pawnbrokers and curio shops. He rarely gets a reasonable price. Ossi has known little but misery and struggle through his life and is resigned to his fate.
7. **Outi Eerola** (CN middle-aged female human): Mad—and a little dangerous as a result—Outi wears the ragged remnants of many skirts and dresses patched together into her pride and joy—a voluminous dress of many layers. With terrible breath and few social graces, Outi is not a popular figure except among those who hear wisdom in her deranged ramblings. In middle-age, Outi is old beyond her years and already her hands suffer from terrible arthritis that has turned them into virtual claws.
8. **Veli** (NE male human): Horribly disfigured by a childhood illness Veli was cast out into the streets by his family, when they realised they could no longer afford his care. Bitter and resentful, he is in near constant pain. With a shock of matted red hair and a disfigured, almost melted, face, Veli is hard to miss. He wears a cowed cloak and keeps to the settlement’s shadows and alleyways. Anyone using powerful magic to heal him gains a life-long, devoted servant. (A servant who none-the-less plots revenge against his family for their betrayal).
9. **Ulpa Rekunen** (N female human): Thrown out by her husband when he discovered she had fallen pregnant by another man, guilt and grief dominate Ulpa’s life. Homeless, and alone, she could not care for her new-born baby who died a few weeks after its birth. Now despondent and without hope, Ulpa drifts through life waiting to die. Once attractive, grief and living on the streets have aged her beyond her years.
10. **Taneli Itkonen** (N young male human magic-user 1): Not even ten-years-old, Taneli does not remember a time when he didn’t live on the street. He has no memory of his parents and was brought up by Jani Hujanen (see #5 above). Good with animals, a pack of small dogs, trained to do certain rudimentary tricks, often accompany him as he begs for food or coin. He does not know it, but a spark of greatness lurks within him; his mother was a powerful sorceress who fell in battle against a terrible demon and he has inherited some of her powers—powers which are starting to manifest themselves...

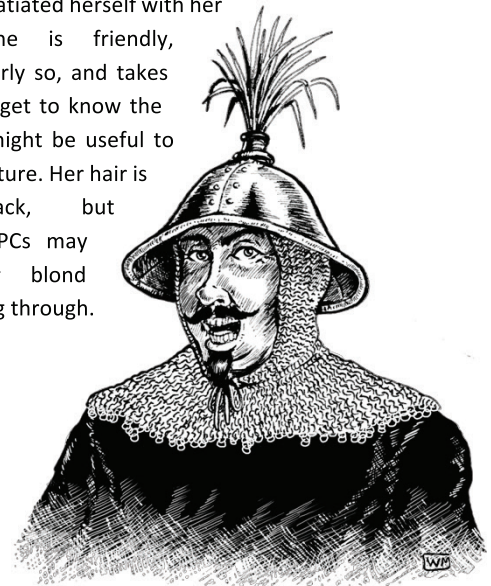
Every settlement needs guards and soldiers to keep its people safe. Most such folk are nothing special, but a few may be notable for one reason or another.

Use the table below, to generate the details of guards, members of the watch and other soldiers the PCs encounter during their travels:

1. **Onni Keto** (NE male human fighter 1): Corrupt and despicable, Onni uses his position to exact bribes and fines from vulnerable people crossing his path. Often unshaven and generally unkempt he looks more like a local tough than a soldier. Disliked by many of his fellows, he is suspected of having links with certain unsavoury locals. Such rumours are false—Onni is only out for himself.
2. **Panu Korpela** (LN male human fighter 1): Burly and a little dim, Panu is a dependable but unimaginative warrior. When confused by a situation he follows local laws to the letter. He takes great solace in the rule of law. For all that, he is friendly man and does not hold grudges.
3. **Elina Alanen** (LN female human fighter 3): A highly competent warrior, Elina sometimes despairs of her companions. A veteran of many border skirmishes and the like, she has seen real action—not like those she now trains. Her superiors have marked her for promotion.
4. **Hannu Purho** (N middle-aged male human fighter 2): Injured in the line of duty, Hannu walks with a distinctive limp and sometimes falls behind his fellows when out on patrol. He hates being a liability and is an excellent warrior in every other way. For all that, he now dreams of retirement—perhaps to a training post where he can pass on his skills. Hannu is particularly skilled with the shield and is developing his own unique fighting style in his leisure time. He is as bald as an egg.
5. **Mira Rekunen** (NG female human fighter 1): Mira has only just become a soldier; her family has fallen on hard times, and she needed the steady wage to keep her aged parents off the streets. She doesn't particularly enjoy the life and is making the best of a bad job. She appears ill at ease in her armour and has not actually yet seen action—if a fight breaks out she joins in only hesitantly. A jagged scar on her cheek is the result of a training accident (and makes her look harder than she actually is).
6. **Vuokko Ukkola** (NG female human fighter 2): Tall for a woman, Vuokka towers over most of her male comrades. As muscular as she is remarkably tall, Vuokka is an imposing sight. Once a

blacksmith by trade, the lust for action burned deep within her and she became a soldier. Faded and healed scars—results of her blacksmithing—mar her forearms. She has a deep, strident voice and is a terror in battle.

7. **Urmes Ojanen** (LN middle-aged male human fighter 1): Short and stocky, Urmes is a career soldier. He has known virtually no other life and would be utterly lost without the order and discipline of military life. Urmes is also a borderline alcoholic—his face is blotchy and his eyes ringed by deep bags—which is beginning to interfere with his duties. He is always licking his lips—as if thirsty—and is never without a small flask about his person.
8. **Jarmo Sianio** (CG male human fighter 3): Big, burly and fearless Jarmo is a soldier's soldier. Scion of a distant land, he escaped a slaver's coffle and after a series of adventures found himself a soldier. He is biding his time until he has amassed enough pay to attempt to get home and will desert when the time is right. His pale blue eyes, fair hair and parchment-white skin mark him out as an outsider. He also speaks with a comically thick foreign accent.
9. **Mikko Leino** (N male human fighter 1): Mikko has a very strange sense of humour (he believes he is too intelligent for his companions) and often makes inappropriate jokes (which can lead to brawls and suchlike). Still—for all that—he is a decent person; he genuinely doesn't understand why people don't find him funny. Mikko has a strange growth—an abnormally large mole—on his neck about which he is self-conscious. He keeps his black hair long to hide his mole and is fastidious about his appearance.
10. **Terttu Paananen** (LE female human fighter 1/thief 1): Terttu is a spy for a rival lord or organisation. She is a consummate actor and has ingratiated herself with her fellows. She is friendly, perhaps overly so, and takes the time to get to know the PCs—they might be useful to her in the future. Her hair is dyed black, but perceptive PCs may notice her blond roots coming through.



Normally, when the PCs go shopping the “action” is handled “off stage”. The players simply note down their purchases and move on to more exciting things. Sometimes, though, they may seek a particularly rare or difficult-to-find item or encounter a notable merchant.

Use the table below, to generate the details of notable merchants and traders the PCs encounter during their travels. The entries below do not list an actual occupation for each NPC—the GM should use them in whatever shop, trade or circumstance required.

1. **Elena Itkonen** (NE old female human): This old woman has a full head of carefully styled silvery hair and carries herself with dignity. A snob, she believes she is above many of the people she encounters on a daily basis and is—consequently—distant, but polite. Her husband has recently died and she is desperately lonely.
2. **Kaari Rantanen** (NG female human): Clad in a loose black dress, this slender, brown-hair woman attracts much male attention. She is friendly, and loves dogs—but hates cats and the like.
3. **Usko Karppanen** (LN old male human): This old, but fit, man with a splotchy purple birthmark on his face harbours dreams of youth and battles against old age’s insidious advance. He wears tight-fitting clothes and is evidently prosperous given their cut and quality. He harbours dreams of the adventuring life—but that is all they are; if given the opportunity to engage in an actual adventure he demurs (politely).
4. **Onni Keto** (CN middle-aged male human): Middle-aged and podgy, Onni, has two young daughters and several failed marriages. Despite this, he is cheerful, if a little over-friendly. It



doesn’t take long for him to try selling the PCs something. He has tightly cropped dirty brown hair and a beard. His good-humour is a cover for the aching loneliness filling his heart. He is also a frustrated painter and dreams of someday securing a wealthy patron.

5. **Jaska Outila** (LN male human): Believing himself to be accomplished trader with an extensive network of suppliers and customers in the locality Jaska prides himself on his ability to get on with anyone. In truth, Jaska is popular because he is easy to haggle down—something he is beginning to realise. Slender with dark hair and green eyes he is always impeccably dressed.
6. **Pia Purho** (N female human): Just starting out on her own, Pia aggressively courts as a customer anyone who seems to have coin. Although she is skilled at selling, her accounting and bookkeeping skills are weak, and she is losing money as a result. Wildly—perhaps irritatingly cheerful—she does not take no for an answer.
7. **Ulpa Tuomi** (CE female human): Utterly without morals or scruples, Ulpa is a psychopath. She cares for no-one but herself and happily sells any old crap to her customers (assuming she won’t get caught). She pretends to work for a patron who lives in a distant city and directs any complaints to him. Ulpa is often on the move—to keep ahead of irate customers. She has luscious black hair and black piercing eyes and dresses in fine, if a little risqué, clothes.
8. **Valto Rintala** (LN middle-aged male human): Short and dumpy, Valto enjoys the good life. A prosperous merchant, he now leads a small staff who do much of the actual work. Valto has grown lazy—and a little fat—and has forgotten what a proper day’s work feels like. Often found meeting clients for drinks or a meal, he is frequently encountered wearing slightly soiled clothes.
9. **Virpi Markku** (LN female human): Inflexible and obsessed with perfection, Virpi, is not easy to get on with. For Virpi, the price is the price—haggling with her is pointless, and her wares’ quality is beyond reproach. She is tall but developing a middle-age spread which she artfully conceals with fine, loose-fitting robes.
10. **Usko Laitnen** (LG old male human): Usko has a big heart and spends most of his profits on feeding the poor, helping orphans find new homes and so on. He would be quite wealthy if he did not spend his wealth so, something several of his own grown-up children resent immensely. He is popular in the locality and is not short of friends. He is suspicious of newcomers, though, for he has been swindled several times in the last few years. He walks with a cane and never without a hat—he went bald twenty years ago and is extremely self-conscious about his lack of hair.

Every campaign has peasants. Most peasants, though, are virtually invisible—they are window dressing and nothing more.

Use the table below, to generate the details of notable peasants the PCs encounter during their travels. Remember, to tailor the peasant's descriptions to the circumstances.

1. **Pekka Leino** (LN male human): New in town, Pekka needs work as his funds will only keep him off the streets for a few more weeks. Pekka's home village was recently devastated by plague, and he fled here after his family fell into its ebon embrace. Skilled in general labouring, Pekka owns little but the clothes on his back and the few items in his pack. He is brawny and hardworking but unimaginative.
2. **Ilari Korpela** (NG middle-aged human male): Fat, unfit and a little bit arthritic Ilari has short red hair and fair skin. He wears well-maintained, but old clothes. He hobbles about town in search of odd-jobs. He is better educated than many of his fellows and craves a job which enables him to sit down and stay inside as much as possible. He has dreams of becoming a famous bard, but his singing voice is average at best.
3. **Vesa Laitnen** (N old human male): With a decent head of white hair, Vesa is the quintessential old man. He has nowhere to go and all day to get there. Consequently, he is chatty and friendly. He has a vast store of local knowledge and knows much of what goes on in the locality. Sadly, most of his knowledge is limited to the usual, banal goings-on of life and is of little interest to adventurers.
4. **Aune Eronen** (LN female human): This burly woman has short-cropped brown hair and wears a look of studied boredom on her face. A beautiful wolfhound lopes alongside her. The dog is fiercely protective of its mistress and can go from a placid hound to snarling war dog in the blink of an eye.
5. **Asta Auvienen** (CN old female human): This stick-thin old woman wears a droopy red and blue hat that almost obscures her face completely. She is inquisitive and chatty and carrying a basket that is obviously too heavy for her to manage easily.
6. **Arvo Eskola** (CN young male human): Still clinging to his teenage years, Arvo is cheerful, gregarious and chronically unorganised. He wears his shoulder-length brown hair—his pride and joy—pulled back in a ponytail. He is always in a rush and often breathless and a little confused. Perpetually surrounded by an aura of chaos he is rarely in one place long. His parents despair of him.
7. **Onni Ojanen** (CN old male human): Growing old, but still vigorous, Onni has a finely maintained silvering goatee and is a popular, friendly man. His hair is similarly greying and deep bags under his eyes hint at many late nights. Knowledgeable about many things, he believes he is knowledgeable about a great

many other things as well. He is not shy about sharing his knowledge.

8. **Raimo Leino** (CE male human): The victim of a horrible accident, when a cart crushed his right arm, Raimo has struggled with depression ever since. His skin is sallow and deep bags hang under his eyes. He nightly relives the accident that took his arm and often wakes up screaming. With but one arm and scraggly dark brown hair Raimo cuts a distinctive figure. Not above lying to gain an advantage, he tells newcomers of his heroic service in the local lord's soldiery in the hopes of snagging a payout—or at least a meal—from a gullible adventurer.
9. **Mira Outila** (LG female human): Mira is popular and well-liked. She has a reputation for caring and has some small skill as an apothecary which she shares with her neighbours without thought of payment. Slender, with short brown hair, pale skin and deep blue eyes she stands out from her neighbours and friends. Tortured by thoughts of those she was not able to save with her skills, she sometimes disappears for days at a time on herb-collecting expeditions.
10. **Kaari Keto** (CG female human): Friendly, but often surrounded by drama and stress, Kaari is never happier than when in the company of friends. A frustrated social climber she greatly desires to better her family's lot through her connections with the well-to-do. She has had some small success in this and—consequently—dress slightly more ostentatiously than a typical peasant. She is overly friendly and has many male friends—who sometimes misinterpret her friendliness—and an increasingly frustrated husband.



Once you have determined which NPC the PCs encounter, use the table below, to discover what the NPC is doing when encountered. Some of the hooks below might not be appropriate for the NPC you have already selected. Discard inappropriate results and re-roll.

1. The NPC is in a rush for an “important meeting” and tries to get away from the PCs as quickly as possible.
2. The NPC is having a bad day and is in a bad mood.
3. The NPC has just been mugged or otherwise attacked. Bruised and bloodied, he/she is a little disorientated.
4. The NPC is engaged in an argument with someone else. For some reasons, he/she decides the PCs are the perfect people to decide who is right and who is wrong.
5. The NPC has a child (or perhaps a friend) who is obsessed with the adventuring lifestyle and thinking of giving up their normal and safe—boring—life to go adventuring. The NPC wants the PCs to talk him/her out of it.



6. The NPC staggers along carrying a heavy bundle, box or other burden. He/she is grateful for the PCs' assistance and in return shares a current rumour. If the PCs are particularly helpful, the NPC invites them into his/her place of business or home for refreshments.
7. The NPC thinks he/she is being chased or hunted by someone. He/she stumbles into the PCs and asks for their protection. No pursuer is immediately apparent.
8. The NPC is wandering along with nothing to do for the rest of the day. He/she idly engages the PCs in conversation, if an opportunity presents itself.
9. The NPC has just been pickpocketed (or perhaps merely has lost their money pouch) and is causing a commotion.
10. Is going to or returning from a nearby shop or market.
11. Is going to meet a friend for a drink and is in a good mood.
12. Is recovering from a recent leg injury and limping along (perhaps using a cane stick).
13. Is a little worse for wear. They could be merely tired after working late into the night or recovering from a drinking session. Whatever the cause, they look weary and could be a bit snappy.
14. Is distracted by something—perhaps he/she is in love or has suffered a “direct hit” from a bird flying overhead—and bumps into the PCs. He/she apologises.
15. Is wearing inappropriate clothing for the weather and climate. If it is hot he/she is bundled up in a heavy cloak and if it is cold he/she is wearing light, loose-fitting clothes.
16. Is engaged in animated conversation with a friend or acquaintance. They both give the PCs a double take before continuing their conversation about “strange goings-on”. (These could be nothing more than local events of no importance or the hook into the PCs' next adventure).
17. Is suddenly hit on the back of the head by a mud ball thrown by one of a small group of urchins. The children scatter immediately, and the NPC is left standing in the street angry and muddy.
18. Is new in town and still getting his or her bearings. Lost, the NPC stops to ask the PCs for directions to a local inn.
19. Is giving chase to a dog (his/her pet). The dog rushes passed the party holding a small haunch of meat in its mouth. Behind the NPC, shouts of, “Thief! Stop!” ring out.
20. Is fascinated by adventurers. Spotting the PCs, the NPC decides to follow them to see what “high jinks” they get up to. The NPC is not particularly subtle, and it is not long before the PCs realise they have a tail...

TROUBLESOME TREASURES

10 DIFFICULT TO SELL TREASURES

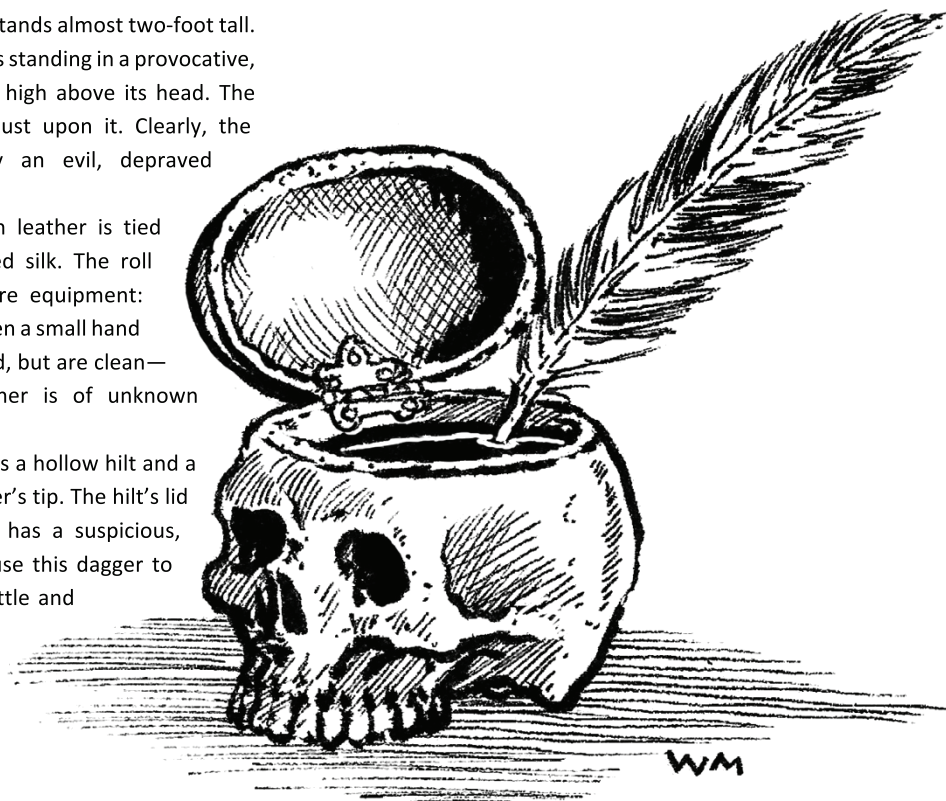
Sometimes the PCs emerge from the dungeon laden down with bags of coins, pouches stuffed with gems and jewels and even magic items! Other times, they emerge with items somewhat trickier to sell on...

Perhaps the items are apparently worthless, stolen or just only of interest to a subset of people. Others might have a moral dimension. For example, would a paladin be fine with selling unholy symbols wrenched from around the necks of slain evil cultists?

Use the table below, to generate details of treasure that might be hard to sell after the adventure:

1. This skull-shaped medallion is crafted from beaten brass. Covered in verdigris, it has a fell aspect. Symbols of death, suffering and damnation are etched into the skull's forehead
2. At first glance, this small clay statuette depicts nothing more than a dumpy woman sitting cross-legged on the floor. The figure is poorly sculpted and obviously very old. Although it appears to be nothing more than junk, a collector or sage can identify it as an ancient depiction of the nature goddess.
3. In lurid detail this disturbing tapestry depicts a slender, bald vampire suckling on the neck of an elven woman. The attack takes place amid the shadows clustering beneath a stand of stunted, gnarled trees. The tapestry is 20-foot square, is rather bulky and weighs 20 pounds.
4. This ornate ivory candlestick holder stands almost two-foot tall. It depicts a naked, lascivious succubus standing in a provocative, seductive pose with its arms raised high above its head. The demon's face has a look of pure lust upon it. Clearly, the candlestick was commissioned by an evil, depraved individual.
5. Bulky, but supple, this roll of worn leather is tied together with a length of faded red silk. The roll contains a small selection of torture equipment: different shaped knives, saws and even a small hand drill. The tools look old and well-used, but are clean—perhaps suspiciously so. The leather is of unknown origin...
6. This two-foot long slender dagger has a hollow hilt and a tiny pipe leading from it to the dagger's tip. The hilt's lid can be unscrewed and the hollow has a suspicious, cloying smell about it. Evil cultists use this dagger to poison their foes—sometimes in battle and sometimes on the torture table.

7. The top of this dwarven skull has been sliced off and its eyes sockets, mouth and other orifices crudely filled with silver. A cast iron handle has been fused to the skull where the vertebra should be. This macabre drinking cup was once used by a hill giant chieftain to toast his victories.
8. An intricate carving of a beatific man lying at rest with his hands clasped over his chest decorates the lid of this small, ornate iron box. The box is sealed--welded shut. It feels surprisingly lightweight and contains nothing but a fine grey dust and several bone fragments.
9. With a plain, battered leather cover this small book at first glance doesn't seem particularly noteworthy. A PC perusing the text discovers it comprises several short plays. Written by an unknown hand, all the plays lampoon and deride the current ruler of the kingdom. It is a seditious, banned work and is one of a dozen or so copies still in circulation. Those caught with the work are guilty of treason.
10. This ornate scroll is the deeds to a prominent local landmark such as a bridge, shrine or small fort. Ornately decorated and quite detailed in its description of the property it certainly looks genuine. While it may--or may not--be genuine the landmark detailed belongs to a powerful local noble family. Few would willingly tangle with their retainers and servants.



10 MINOR CURSES LURKING IN A MAGIC ITEM

Some items merely have a drawback to their ownership. Other items are tainted by a minor curse, which can cause much suffering and sorrow to its owner.

1. While he possesses this item, the owner begins to believe his comrades and friends covert it. While this feeling does not grow into homicidal maniac, the owner carefully safeguards the item and refuses to lend it to anyone.
2. The owner grows increasingly obsessed with the item. First, she merely keeps it safe, but her obsession slowly grows. After a while, she buys a nice pouch (or similar suitable container) to keep it in. Then, she buys a newer more expensive pouch (perhaps made of a particularly fine material or decorated with small gemstones and so on). This expenditure slowly increases while she possesses the item.
3. The cursed item radiates a subtle field that attracts undead. Unintelligent undead prefer to attack the wielder above all other targets and intelligent undead feel drawn to the item. They do all they can to possess it.
4. The item interferes with the magic of healing spells, magic items and effects, reducing their effectiveness. Such effects heal one less point of damage per die rolled.
5. The item is highly magnetised and attracts electrical attacks and effects. The owner suffers a -1 penalty to saving throws made to resist or avoid such attacks. Every day, these effects are cumulative; for every such effect damaging the owner, the saving throw penalty increases by 1 point. The stored magnetism dissipates overnight.
6. The item draws power from its possessor, draining him. The owner must eat and drink twice as much to maintain his weight and health. (Overtime, owning this item could be very expensive indeed...)
7. The owner experiences delusions of grandeur and becomes convinced she should be leading the party. She is convinced she knows the best way forward and, as time progresses, becomes more and more unwilling to accept other's council.
8. This item was once owned by a werewolf. During the days immediately preceding the full moon, the owner's body hair begins to grow dramatically. This could lead the paranoid or superstitious observer to conclude the owner is a lycanthrope.
9. This wielder becomes susceptible to bright light. In such areas, she is dazzled in a similar fashion to a drow.
10. The item renders the owner partially deaf. This makes casting spells with verbal components difficult and means the owner often shouts instead of speaking.



20 BULKY TREASURES DIFFICULT TO GET OUT OF THE DUNGEON

Adventurers often find gold, silver and gems during their deep delves into the dark, unwholesome places of the world. Sometimes they find bulky treasures, difficult to transport back to civilisations. Use the table below, to determine what bulky treasures the party discovers:

1. A 10-foot square tapestry hangs on one wall. The tapestry depicts a bucolic woodland hunting scene, is worth 50 gp and weighs 120 lbs.
2. A cast iron chandelier easily 5 ft. across hangs from the ceiling. It has five arms forged to depict writhing dragon heads. Within each dragon's open mouth writhe magical, heatless flames. A long metal rod leaning against the wall enables the user to open or close each mouth, to increase or decrease the amount of light. The whole is worth 200 gp, but weighs 75 lbs.
3. A huge giant's breastplate has been pressed into service as a brazier. Full of hot coals, the breastplate is heavy (45 lbs.) but finely decorated with intricate lightning bolt engravings picked out with silver. Worth 400 gp, the item is nevertheless worthless as armour because the entire back of the breastplate is missing.
4. A map of the local area showing all major landmarks and settlements decorates this 15 ft. long and 10 ft. wide rug. Of great interest and value to local nobility and suchlike the rug is worth 75 gp (but weighs 100 lbs.)
5. This 10-foot tall stone statue depicts a medusa—its snake-hair waving about its face—staring down at those in front of it. The statue is (ironically) tremendously detailed and life-like. As a piece of art, it is worth 200 gp (but weighs 2,000 lbs).
6. This long, narrow ornate oak box has a hinged lid decorated with beautiful geometric shapes picked out with wood stain. Displayed within, amid velvet compartments, is a full set of silver cutlery with enough place settings for a dozen diners. The whole is worth 100 gp, but weighs 20 lbs. Dumping the box and keeping the cutlery reduces the value by 20 gp.
7. Of beaten silver, this shallow 2 ft. wide display bowl could be used for hand washing, to hold fruit or as the centrepiece of a formal dining table layout. It is worth 10 gp.
8. A mass of glass bottles and retorts along with a small cauldron and dozens of small tools and other pieces of equipment sit upon a side table. Obviously, the equipment of a wizard or alchemist the whole is worth 200 gp, but weighs 40 lbs. If packed carefully, the rest of the equipment is designed to fit into the cauldron (but if packed poorly without padding much of the glass items won't survive rough handling).
9. This long blood-red ball gown complete with short train is a stunning mix of lace and chiffon and worth 30 gp. However, although light—only weighing 6 lbs.—it is bulky and must be careful folded to avoid damage.
10. This thick coil of rope is 400 ft. long and designed to hold twice as much weight as a normal rope but is heavy (160 lbs.) and only worth 16 gp.
11. This portable battering ram is crafted from some kind of super heavy and dense wood and is tipped with a great wedge of iron shaped like a clenched fist. It is twice as heavy as a normal ram (40 lbs.) and requires two people to swing properly. It provides a +6 Strength bonus to opening doors.
12. This huge bullseye lantern was clearly crafted for a giant (or perhaps a ship or lighthouse). It burns a pint of oil in three hours but provides double the illumination produced by a normal bullseye lantern. The lantern weighs 6 lbs., is five-foot high and worth 25 gp.
13. These ornate metal scales are large enough to weigh a human being or similarly-sized object. Along with the matching set of weights the whole is worth 150 gp to a merchant or similar person. However, the scales along with the weights weighs 400 lbs.
14. Four tightly rolled bolts of silk—blue, red, yellow and black in colour—fill a large sack. Each roll is worth 25 gp. While light, the sack is bulky.
15. A four-foot square steel cage holds a great mass of dried and then oil-soaked wood logs. The oil used to impregnate the wood is particularly fragrant and pleasant. Used to heat noble's houses, the taproom of upmarket taverns and the like the wood is valuable. The whole mass of wood—weighting 100 lbs.—is worth 20 gp.
16. This iron door bar is intricately engraved with a depiction of two muscular arms grasping each other about the wrists. The bar is worth 20 gp, is seven-foot long and weighs 50 lbs.
17. This high-backed wooden chair is intricately carved. The armrests look like a mass of writhing serpents and a red velvet cushion provides a modicum of comfort to the user. The chair weighs 100 lbs. and is worth 50 gp to a nobleman or similar person.
18. With a set of draws on either side, this ornate oak desk and been stained a deep brown. Each of the drawers is lockable and one has a well-hidden secret compartment. The desk weighs 150 lbs. but with its matching chair (and set of draw keys) is worth 200 gp.
19. These four matching tapestries are only five-foot wide and reach from floor to ceiling. Designed to conceal doors, alcoves or perhaps windows they deep red in hue. Each weighs 20 lb. and is worth 10 gp. As a set, however, their value doubles.
20. This chainmail barding—designed for a truly monstrous horse—weighs 80 lbs. and is worth 750 gp. It is so finely made, it could be magically enchanted.

20 FRAGILE TREASURES DIFFICULT TO REMOVE FROM THE DUNGEON

Adventurers often find gold, silver and gems during their deep delves into the dark, unwholesome places of the world. Other times, they find items fragile enough that accidental damage or rough handling could render them worthless. Use the table below, to determine what fragile treasures the party discovers:

1. This small silver framed piece of artwork hasn't been done with brush and paint; rather, small shards of multi-coloured glass have been expertly arranged to depict a shimmering sea and a stark, cliff-fringed island. The whole piece is roughly two-foot square and worth 200 gp (intact).
2. This tall, impossibly thin glass decanter has an elegant handle near its spout. It has been blown to depict an elegant swan's head and has a solid silver stopper. Intact it is worth 50 gp.
3. These four slender wine glasses have gold leaf around their rims. Clearly old, in places the gold leaf is worn by the touch of many lips. As a set, the glasses are worth 100 gp.
4. This diaphanous red silk dress has a 15-foot long train. Practically transparent, this robe weighs virtually nothing and is extremely prone to snags and tears. Even wrapping up the dress for transport without due care and attention could damage it. In perfect condition, the dress is worth 250 gp.
5. This fired earthen pot looks like nothing particularly special. A close examination reveals faded runes etched into its base venerating an ancient nature goddess. The pot is old beyond imagining and is extremely brittle. It is worth 100 gp to members of the goddess' faith.
6. The cover of this much-thumbed book is coming away from its spine, and several of the pages are ripped and torn. The book is a travelogue of far-off lands and worth 20 gp.
7. This tiny ivory statuette of a rearing unicorn has a slender, sharp horn. The horn is easily snapped off if the statuette is not carefully wrapped. Intact, it is worth 50 gp.
8. A glass chandelier almost three-foot across hangs from the ceiling and supports dozens of small candles. The chandelier is bulky, but light and each of the glass pieces has been individually blown. Unfortunately, it was not built to be taken apart easily. Intact, the entire thing is worth 400 gp but removing and packing it up could take at least an hour.
9. One panel of this door features a beautiful mosaic-like decoration depicting—in black onyx—the four elemental sigils. The beadwork holding the piece in place is old and thin. If the panel is removed hastily, the entire thing falls apart. Intact, it is worth 50 gp; broken, the onyx flecks are worth 20 gp.
10. This old, scorched parchment is carefully affixed in a frame. The parchment is so thin it is almost transparent. The faded ink yet depicts a map of some unknown place which, accordingly to its scrawled legend, shows the famed lost cyclops city of Anuk-Ra.
11. This worn set of wooden pipes is perfectly tuned to create haunting melodies when played by a master. The pipes are old and chipped and the mouthpiece has a hairline crack almost invisible to the naked eye. The pipes are worth 200 gp to a skilled musician, but if not handled carefully, the mouthpieces snap off rendering the instrument worthless.
12. These ancient, worn platinum coins were minted long ago, far underground by the ancient drow. On one side, they depict a gigantic spider while on the other in flowing elven writing they say "Glory to the Mother." The coins are so thin, they can be easily bent, and even snapped. Their worth as antiques is triple that of a normal platinum coin.
13. This slender silver necklace comprises a chain of impossibly thin links. Rough handling sunders the chain and could scatter its links over a wide area. The necklace is worth 55 gp.
14. These shaved diamond flecks are as thin as paper and about the size of a fingernail. Used as coins by an ancient, now destroyed culture, they are much worn by usage and the passage of time. A dozen are present; each is worth 25 gp.
15. This ceremonial walking cane is carved from a single piece of ivory. Decorated with a spiral pattern, it has a fatal crack about one foot up from its tip. Anyone putting any weight on the cane snaps it in half. Intact, it is worth 75 gp.
16. This small iron bound coffer holds a beautifully crafted glass rose resting on a white cloth. The rose's glass petals are a deep, luscious red colour. The rose is worth 200 gp and the coffer another 10 gp. However, unless the rose is carefully wrapped it likely breaks during transport.
17. Gold leaf covers this ceremonial mace. The mace's head is oversized—deliberately forged to look impressive—and is too heavy for its shaft. If used in actual combat, the head snaps off after the first successful hit. Intact, the mace is worth 180 gp.
18. This bronze statuette depicts a squatting, hideous be-tentacled monster. Its tentacles are depicting flailing about the beast's head and easily snap off. About a foot high the statuette is bottom-heavy and topples over if not stored securely (which snaps off several tentacles). The statuette is worth 50 gp.
19. Crafted from a roc's feather this laughable oversized quill has a solid silver tip. Used to ceremonially sign contracts, land grants and so on the feather is almost two-foot long. Dusty and brittle, it is particularly challenging to safely pack. The silver tip is worth 25 gp and intact the thing is worth 100 gp.
20. This small glass potion vial once held holy water and the silver in the water impregnated the vial so that it glimmers in the light. The vial is worth 25 gp, but unfortunately its stopper does not fit well. Losing the stopper halves the vial's value.

20 MINOR DRAWBACKS FOR MAGIC ITEMS

Magic items are great. Adventurers crave them and learned spellcasters charge exorbitant fees to craft them for their wealthy clients. Sometimes, though—for some reason or another—the magic item has some minor drawback or another.

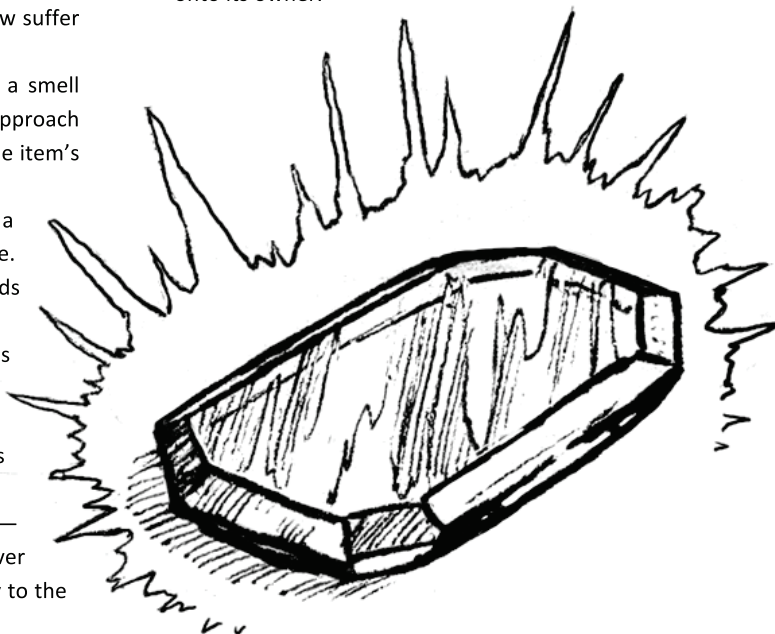
Such drawbacks are not normally life-threatening; rather they add a sense of uniqueness to the item in question. Alternatively, these drawbacks could serve as a subtle clue to otherwise hidden, unguessable powers.

Use the table below, to determine the item's minor drawback:

1. The item occasionally—and seemingly randomly—radiates light equal to that of a candle. The owner cannot control when this light appears or disappears.
2. This item's crafter was a glutton. During the crafting process, he transferred some of his cravings to the item. Thus, the owner almost always feels hungry. His appetite would put a starving halfling's to shame.
3. Shadows cluster thickly about the item, creating an aura of gloom and a faint feeling of foreboding for the owner, whenever it is used.
4. The item is 50% heavier than normal, but otherwise appears normal.
5. When in use, the item often glows with a random bright light. Roll 1d8: 1—red, 2—orange, 3—yellow, 4—green, 5—blue, 6—indigo, 7—violet, 8—no colour. This makes hiding or using the item surreptitiously difficult at best.
6. The owner's finger and toe nails grow at a prodigious rate; necessitating their trimming on almost a daily basis.
7. When the item is held or worn, bright light dazzles the owner and makes her eyes water in a similar way to how drow suffer in bright light.
8. At some point in the past, the item was exposed to a smell anathema to dogs. Dogs and wolves will not willingly approach the owner. Indeed, they bark and bare their teeth if the item's owner approaches them.
9. Whenever the item's owner uses its power, he hears a faint whispering coming from some indefinable source. The whispering is too quiet to make out any actual words and no one else can hear it.
10. Owning the item proves disastrous for the possessor's hair. Over the first few weeks of ownership, the owner's hair turns progressively greyer. After a month, it begins to fall out. Getting rid of the item reverses this process over a similar amount of time.
11. Animals hate the item's smell. Domesticated animals—horses, cows and so on—avoid the owner whenever possible; other animals such as dogs react aggressively to the item's presence.

12. Something strange happened during the item's creation. The crafter used some kind of esoteric grey-coloured oil in its creation. Occasionally, the item oozes this oil which makes it slippery and stains nearby items.
13. When the item's power is called forth, the temperature plunges in the immediate surrounds. Frost forms on the object itself and the owner can see his breath in the air. The temperature returns to normal after a few minutes.
14. When used, the item becomes tremendously hot. It scorches unprotected skin and takes ten minutes to cool down.
15. The item draws some of its power from its possessor's life force. Whenever its power is called forth, the owner suffers a terrible headache and takes 1 point of damage.
16. The smell of burning wood hangs in the air around the item. Creatures with a good sense of smell can detect the owner from twice the normal distance (unless other stronger smells fill the air).
17. While possessing the item, the owner sleeps badly and often has bags under her eyes.
18. Calling forth the item's powers causes the owner's ears to ring as if she had been exposed to repeated loud noise.
19. The item is crafted from strange or repellent material. A scroll could be scribed on flayed skin, a wand could comprise a carved bone wand and so on.

The item's previous owner was beset by misery and depression. In his last few minutes of life (before his violent death) his feelings of negativity imprinted themselves on the item. Now in times of high stress, the item psychically radiates the feelings onto its owner.



WAR-RAVAGED LAND

10 PIECES OF BATTLEFIELD DRESSING

After the butchery and death has abated, a battlefield is an environment like no other. Hacked and broken bodies lie scattered about among severed body parts, broken equipment and the general leavings of the slaughter. Exploring or travelling through such a terrible, unique environment should be a memorable experience for the PCs.

Use the table below, to determine what the PCs find on the battlefield. Such discoveries could be nothing more than “dungeon dressing” or could be a hook for an encounter or entire adventure.

1. A corpse—festooned with arrows—lies sprawled on the ground. Almost a score of arrows pierce the unfortunate’s body, although strangely his face is completely unblemished. Nearby, lies the warrior’s small, much dented, iron shield.
2. Here lies a great tangled heap of bodies surrounding the hacked and mutilated body of an enemy champion. Blood soaks the ground and body parts lies scattered about. The enemy champion has been comprehensively looted—of his no doubt fine weapons and armour there is no sign.
3. Crows feast upon the bodies of the fallen in this part of the battlefield. The birds peck and tear at the dead; blood stains their feathers and beaks giving them a somewhat infernal appearance. Unconcerned by folk moving among the dead, they only take flight if attacked or assailed by a loud noise.
4. A ragged, blood-splattered standard yet stands (at a somewhat drunken angle) among the carnage. The fighting was

particularly savage here; piles of bodies lie scattered about. Macabrely, a severed hand yet clings to the banner.

5. Blood from the dead and the dying has flowed and oozed into this small hollow, which is now filled with a veritable pool of congealing blood. A stray dog laps at the blood, seemingly unaware of the surrounding butchery and slaughter.
6. Freshly turned earth—a crude grave—stands amid the slaughter atop a small rise. A broken sword is thrust into the ground at the head of the grave to serve as a grave marker; a helmet hangs from the sword’s pommel.
7. A low moaning emanates from beneath a pile of bodies. Investigation reveals a critically injured warrior mere moments from death. The warrior, who bleeds profusely, has suffered several deep scalp wounds and one of his eyes has been destroyed.
8. A heap of broken equipment shows where the victors have begun gathering up the leavings of the slaughter. Hacked suits of armour, splintered shields, broken weapons and so on all lie here in a pile.
9. A horse—several deep slashes along one of its flanks—wanders among the carnage. Wearing slashed and torn leather barding, the beast is a warhorse—bred to fight. It is skittish and exhausted; the PCs must earn its trust before it allows them to approach.
10. A small heap of bodies is the beginnings of what is destined to be a large funeral pyre. Nearby, lies a salvaged pile of useable equipment, weapons and armour. Slightly further away lies a pile of broken equipment.

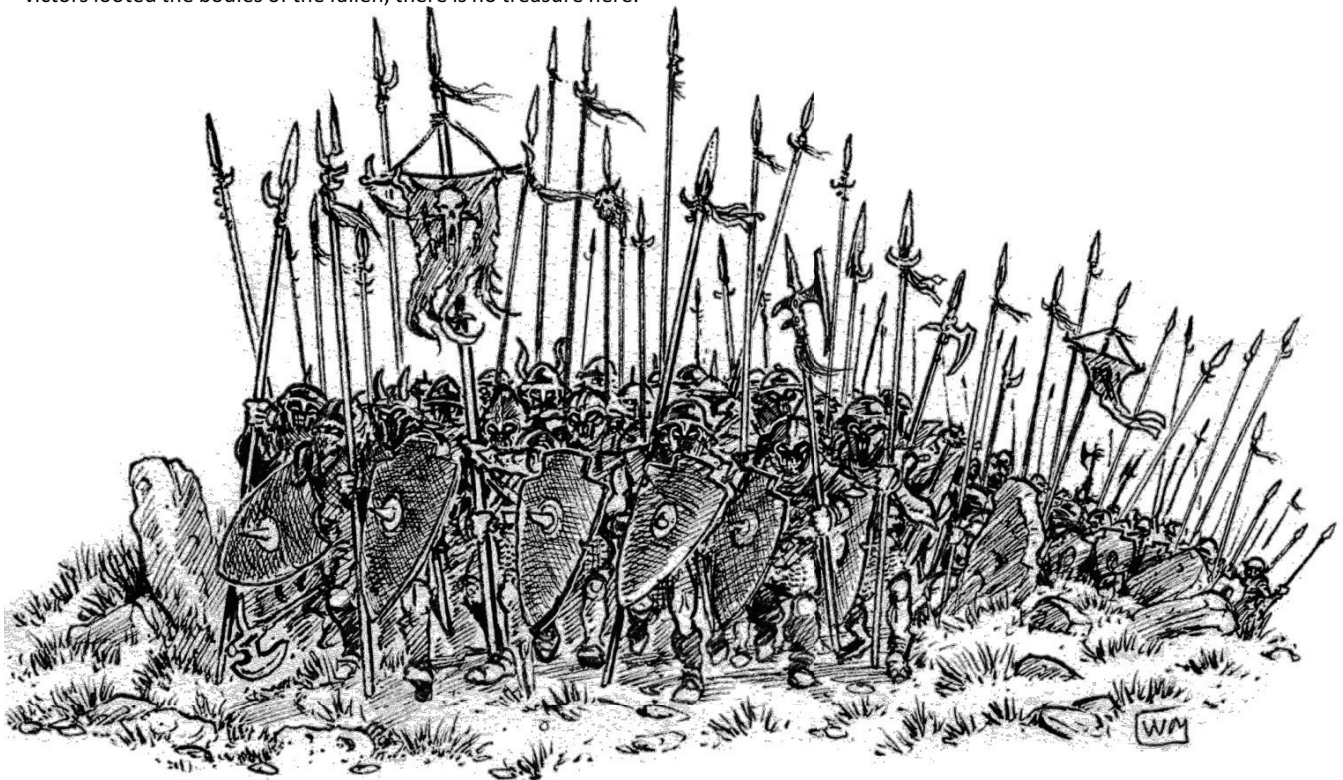


10 SIGNS OF WAR

War leaves its mark on the countryside. Burnt and sacked villages, mass graves, battlefields and more all appear in war's bloody wake.

PCs traveling through a ravaged countryside will no doubt encounter many disturbing and horrific sights. Use the table below, to determine what the PCs discover, witness or encounter:

1. A smudge of smoke mars the horizon. PCs with sharp eyes notice the smudge comprises a half-dozen or so intertwined pillars of smoke. Perhaps, a hamlet burns.
2. A towering pillar of black, churning smoke rises high into the sky. From the amount of smoke, an entire village must be on fire.
3. A great swath of churned mud cuts across the PCs' path. Even those without any tracking skills can see a large band of warriors—many heavily laden—passed this way recently.
4. A recently raised stone cairn stands atop a low hill. A ragged, bloody banner hanging from a pole thrust deep into the cairn stirs listlessly in the faint breeze. The cairn is large—15-foot wide, 30-foot long and 15-foot high; many folk probably lie within.
5. The remains of a funeral pyre smoulders amid a wide circle of burnt and scorched vegetation. Wisps of smoke rise from the chunks of charred wood, smouldering ash and scorched bones comprising the pyre's remains. Before setting the pyre, the victors looted the bodies of the fallen; there is no treasure here.
6. The bloody leavings of a minor skirmish cover the ground. Here, the hacked and broken bodies of the fallen lie amid a welter of blood, body parts and broken equipment. The party's arrival scatters a dozen or so birds and an emaciated dog that were feeding on the dead. The victors looted the dead, and little—if anything—of value remains.
7. A red tinge to its waters gives this narrow river a macabre appearance. Moments after the PCs arrive on its banks, the bodies of a half-dozen or so individuals bob passed in the current. One, becomes stuck in the reeds growing thickly along this stretch of river.
8. Two warriors hang from nooses of crude hemp rope thrown over the branch of a large, old oak tree. Each bears a hasty scrawled sign on their chest that reads, "Deserter".
9. An overturned cart lies in a ditch by the side of the road. Pinned below it lies a dead, mouldering horse. The cart has been comprehensively looted. Of the owner, there is no sign. Tracks in the surrounds suggest an ambush took place here.
10. The PCs discover the leavings of an impromptu campsite. Obvious signs including a half-dozen cold campfires, a noisome latrine pit and general rubbish point to many individuals resting here overnight. Three shallow graves lie nearby in the lee of a small hill.



20 THINGS TO SEE IN A WAR-RAVAGED VILLAGE

Raids, skirmishes and full-on invasion often beset borderland villages. Sometimes such raids are repulsed, but often the raiders sack the village, slay its inhabitants and carry off everything of value.

As adventurers often wander the borderlands, they are certain at some point to come upon a ravaged village. Sometimes, they are too late to help, and the surviving villagers have fled. Use the table below, to determine what the PCs find in a war-ravaged village. (The attackers' identity is left vague, to enable the GM to customise discoveries as desired.)

1. Fallen from a nearby building, a pile of tumbled, burnt timbers partly blocks the street. The slashed and burnt corpse of a horse lies nearby. The smell of smoke and burnt flesh is heavy in the air.
2. A body lies in the street, several arrows protruding from its chest. A crow perches atop the body, pecking at the unfortunate's face. If disturbed, it caws indignantly and flies away.
3. Smoke rises from a chimney. Investigation reveals a still smouldering fire and a pot of burnt vegetable stew. A cursory search of the house reveals signs of a hasty departure.
4. Several corpses lie entwined in the street. A skirmish was fought here—a skirmish the villagers clearly lost as none of the intruders' bodies lie among the fallen.
5. An overturned cart, festooned with arrows, partially blocks the street. The bodies of three villagers lie behind the cart. Their weapons—two spears and a shortbow along with an empty quiver—lie nearby.
6. A gaunt dog darts across the street ahead of the party. (Perceptive PCs notice a wound on his left hind leg). At sight of the adventurers, it flees into a nearby building and hides. A ranger, druid or similarly skilled PC may be able to coax the dog forth. Anyone being particularly kind to the dog, gains a friend for life.
7. This house has collapsed in on itself; a few charred timbers and the chimney remain upright. Parts of the ruin still smoulder. PCs sifting through the house's remains find nothing of interest, except a partially squashed cooking pot and a child's scorched skeleton.
8. Three crows perch on a fence and stare hungrily at the bodies lying scattered about. Unless the PCs shoo them away, they soon fly down to feed.
9. A loud crash from deeper into the village heralds the collapse of a damaged building. Startled, birds perching about the ruins take wing and fly away.
10. A cauldron, several pewter goblets and some other odds and ends are scattered on the ground outside a ransacked house. The house's door gaps wide; no sound emanates from within.

11. A black cat slinks across the road, clutching something bloody in its jaws. At sight of the PCs, it darts away with its prize.
12. A pool of congealing blood decorates the ground. Enough blood has been shed here that whatever was injured probably died of its wounds. However, there is no body.
13. Driven by faint gusts of wind, ash swirls across the street. It seems to dance about the party, before settling to the ground.
14. Several bodies lie scattered on the ground. Perceptive PCs hear a faint mewling coming from the body of a young woman. A baby, wrapped tight in a bloodstained blanket lies under its mother's body. The baby is dehydrated and hungry, but uninjured.
15. The slashed and stabbed corpses of three villagers hang upside down from the boughs of a large tree. Crows feed on their brutally mutilated bodies. It seems the doomed souls were hung before being used as practise targets.
16. This house seems to have been the site of greater than normal resistance. Two raiders lie dead at the front door, and a half-dozen or so arrows yet jut from its window and door frames. Inside, chaos and destruction greet explorers. Two more raiders lie dead within, but of the defenders there is no sign.
17. The mournful tinkle of wind chimes reaches the party's ears. PCs following the sound discover the chimes hanging from the eaves of the village tavern. Opened, empty barrels and casks lie about; clearly the raiders slaked their thirst here.
18. A red cloak lies discarded in the street. As the PCs approach, the wind plucks at its hem but does not blow it away. A dozen gold coins are sewn into the cloak's lining, but only perceptive PCs searching the cloak find them.
19. Smoke yet rises from this building; its old thatch was sodden and has only just caught fire. The thatch will smoulder for another hour, before the roof collapses.
20. A lone horse—a long slash across its face—plods through the village. It wears saddle and bridle. Blood splatters the saddle and the horse's back suggesting the rider's fate was not a pleasant one.



20 THINGS TO SEE DURING A SIEGE

Walled towns, cities and castles are often besieged, during wars or border incursions. Such engagements are characterised by brief bouts of fighting punctuating long periods of boredom. That doesn't mean, however, that nothing's happening...

Use the table below, to generate minor events of interest to the defenders during a siege. Remember to modify each event to better fit the general flow of events.

1. A servant rushes passed. He bears a wooden pole over his shoulders from which hang two buckets filled with water. Several pewter drinking cups also hang from the pole. As he hurries off, he slops water onto the floor.
2. A guard atop the wall leans against the parapet looking out over the battlements. (A perceptive PC notices the guard does not move; he could be asleep or dead—the victim of a spy or assassin creeping over the wall).
3. Two guards huddle atop the wall, deep in conversation. They seem to be paying almost no attention to the enemy.
4. Two children sit huddled against a wall. Wrapped in cut-down thick cloaks, they sob quietly. Nearby squats a worried-looking man clad in ragged leather armour. He clutches a spear and has a grim look of determination on his face.
5. The jingle of armour and the tread of heavy feet heralds the approach of a four-man patrol of men-at-arms. (A perceptive PC notices the men-at-arms have worried looks on their faces). They search any obvious hiding places in the immediate vicinity, before continuing their patrol.
6. The sudden harsh clamour of blade on blade nearby shatters the relative peace. (Investigations reveal, two men-at-arms practising their swordplay—enemies are not within the walls).
7. A sudden wind picks up, blowing the stench of the enemies' camp over the fortress' walls. Snatches of sound also reaches the defender's ears.
8. Suddenly an arrow arcs over the wall. It narrowly misses a man-at-arms, who instinctively ducks as it shatters against a nearby wall.



9. A small group of peasants stand in a loose circle. An angry murmur rises above the group as one of the burlier men expounds upon some point. A single alert, man-at-arms stands nearby observing the group with a concerned look upon his face. Several of the women in the group cast dark looks in his direction.
10. With a scream, one of the guards atop the wall suddenly throws his hands into the air before falling backwards off the walkway, an arrow in his throat. (PCs rushing to his aid discover he is already dead).
11. A young teenage boy wearing a rusting suit of chainmail and a comically over-sized helmet staggers passed. He nervously clutches a spear and looks terrified.
12. Suddenly, a wildly struck alarm bell shatters the relative calm. Immediately, defenders grab their weapons and rush to man the walls. (This could be a false alarm or the start of a proper attack).
13. Deep drumming sounds from somewhere in the enemy camp. It begins suddenly and goes on for hours.
14. Heavy rain lashes both attackers and defenders. Visibility is reduced and the ground outside the wall quickly turns to mud. Whoever can do so, seeks shelter. The rain lasts for several hours before slowly petering out.
15. A particularly large bird circles high above the walls. Several of the defenders mutter among themselves and several shoot at the bird, but to no avail. (Perceptive PCs even note one of the shots seems to hit the bird, but bounces off!)
16. Tears running down his face, a small child wanders about. He has lost his mother and cannot find her. If he—Aldorn—is returned to his mother—Shel—she is tremendously grateful as he has been missing for hours. (Later, if the enemy breach the walls, Shel seeks the party out for protection; Aldorn—at an impressionable age—begins to hero worship one of the PCs).
17. Hysterical screaming alerts everyone nearby to a terrible event. Investigations reveal a man-at-arms dead with a dagger in his back. Was the death the result of an argument, or has a spy snuck into the fortress?
18. A commotion without the walls reveals the arrival of reinforcements to bolster the attacker's force. Several covered wagons hint at the arrival of extra supplies—or perhaps even a dismantled siege engine (and its ammunition).
19. A man-at-arms, clearly drunk almost beyond words—lies slumped against a wall. The man is insensible; he is found by an officer and hauled away. The next day, he is hung from the walls as an example to others.
20. The enemy camp is suspiciously quiet all day. Suspicious rise, they are planning a major attack.

20 THINGS TO SEE DURING A VILLAGE RAID

On the frontier, life is tough. Raids and war are commonplace and most villages are lightly defended at best—easy pickings for well-armed raiders or an invading army.

Use the table below, to add minor points of interest to a raid on a frontier settlement. Of course, many of the entries below can be used for raiders of any ilk; simply change any mention of raiders to orcs, hobgoblins or whatever suits your campaign.

1. A small, snivelling child huddles behind a barrel, trying to hide from the rampaging orcs.
2. Fire suddenly takes hold of a nearby building and smoke from its burning thatch fills the air. Indistinct screaming comes from within...
3. Shouts, screams and the sound of battle fill the air. One particularly loud, piercing scream ends suddenly.
4. A mother dashes across the street dragging one child behind her. In her other hand, she carries an old spear.
5. The sprawled and bloody corpse of a militia member lies in the street. He has been hacked to death and lies in a pool of his own blood.
6. A jumbled collection of scattered household goods—clothes, a cooking pot and so on—lies scattered on the ground outside a home.
7. A raider—covered in blood and gore—sits slumped against a wall. An arrow protrudes from his throat and his face is frozen in a grimace of hate and pain.
8. Smoke blows across the street, obscuring the PCs' view of events. Humanoid shapes move within the smoke—and they seem to be running directly toward the party!
9. A broken barrel lies on its side amid a puddle of wine. A crude, bloody handaxe is embedded in the barrel.
10. A villager—an axe embedded in his back—crawls down the street. In great pain, he spots the party and loudly begs for aid.
11. Two raiders drag a woman from a smouldering house. Their backs are to the PCs and they do not appear to have noticed the adventurers.
12. A javelin flashes passed the lead PC's face and embeds itself in a nearby wall.
13. With a crash, a blazing outbuilding collapses in on itself, throwing up a cloud of sparks and smoke.
14. Two children—one clutching a baby to its chest—dash from a side street and run straight at the party. Their soot-stained faces are streaked with tears. Behind them lumber two drunk warriors—intent on easy pickings. At sight of the PCs they turn away.
15. The frenzied squealing of a horse in tremendous pain breaks through the clamour of battle.
16. An arrow falls from the sky and lands—quivering—at a PC's feet. There's no indication who shot the arrow in question.
17. A hand cart lies on its side in the street—vegetables, along with a few hand tools, lie scattered on the ground.
18. A villager—clearly very dead—stands transfixed against a wall by a large spear driven through his chest.
19. A raider lies dead in the street, his skull caved in. Near his outstretched hand lies a yet burning torch.
20. The thatch of a nearby building is beginning to smoulder—a raider threw a torch onto its roof moments ago. A villager dashes out of the building clutching a load of possessions to his chest. He dumps them onto the street and then dashes back into the building.



WILDERNESS CAMPING

8 TRAVELLERS TO SHARE THE CAMPFIRE

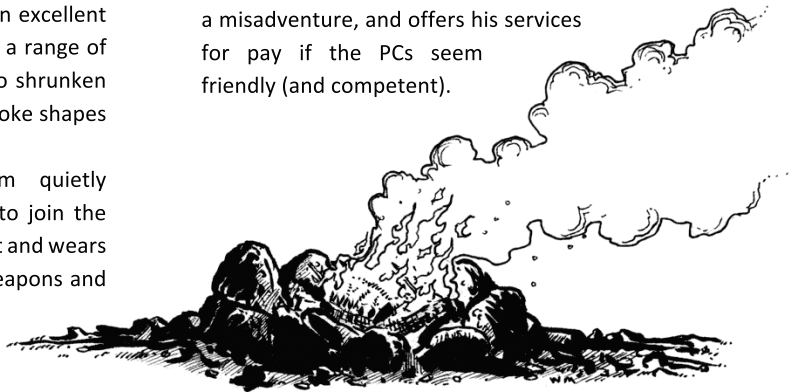
The roads are dangerous for travellers, and a roaring campfire is always a welcome sight. However, heroes should be wary of those who approach their tents at night. Flame may ward off wolves, but it attracts the most unusual company.

Use the table below, to bring to life travellers who want to share the PC's campfire.

1. **Burlop the Brave** (CG male human fighter 8) and **Jinnid** (LG male human paladin 4): Burlop can be heard from at least a mile off. His bravado, rowdy guffaws and joyous proclamations carry through the air like the trumpet of an elephant. Six-foot tall and built like a bear, Burlop is clad in muddy hide armor and a feathered helmet. His giant smile and vivacious charm are visible beneath a thick layer of dirt and scruff. Beside him trails Jinnid, his mute and faithful squire. Burlop immediately identifies the PCs as fellow adventurers (accurately or not). As Jinnid cooks a rabbit, Burlop helps himself to the party's drink and food. He brags loudly of his own (admittedly impressive) accomplishments, asks of the PCs' quests, before quickly segueing back into his own deeds. If confronted, Burlop is cowed and embarrassed, and flounders into a glum silence. If praised, however, he shares valuable contacts in the nearest city, or informs the PCs of a treasure he is too busy to collect.
2. **Gryzob** (LN female orc fighter 5): Gryzob swaggers into the firelight, all snarl and scowl and tusk. She stands menacingly for a few moments, then warms herself by the flame without so much as a "hello." Gryzob was hired muscle for a travelling elven merchant until racial tensions proved too much for the pairing. The orc lost the fight, and fled fuming into the darkness to happen across the PCs. She is injured, holding pressure to a small but deep rapier wound to the stomach. If untreated, the wound festers and kills her in days. Gryzob is surly and does not desire conversation. If angered (an easy feat), she challenges her perceived aggressor to a duel. After all, she must regain some pride after losing to an elf.
3. **Zopher Zyznana** (NG male half-elf): Zopher can be heard by the clacking of pots and the ringing of bells which hang from his overlarge pack. A tinker and trader, the half-elf is an excellent conversationalist and lively camp-mate. He peddles a range of mundane but unusual goods, from witching bells to shrunken heads to glass dolls, all while blowing marvelous smoke shapes from his pipe.
4. **Potlam Geldstone** (CN male human): Potlam quietly approaches the fire, and politely asks permission to join the party. A child of nine, he speaks with a nobleman's lilt and wears dusty but expensive clothes. He has no pack, no weapons and no travelling equipment. A slightly spoiled but otherwise rambunctious and likeable boy, Potlam ran away from home three days ago to see the

world. Annoyed at his parent's overprotection, he is eager to take part in adventure. He begs to join the PCs, but fetches a hefty reward if returned to his family.

5. **Yezcha Silverhair** (CE female halfling thief 3): Yezcha is an unassuming older hobbit, her long black hair streaked with grey. She carries a small pack, and claims to be making a short journey to visit her son, a wealthy merchant in a nearby town. She reads a book and keeps mostly to herself, but asks to sleep in camp for the night. However, there is no son. Yezcha is a thief, and takes the first opportunity to steal a valuable item and disappear into the darkness.
6. **Tuppuss Smmenddyn** (LG female gnome magic-user 6): A crack of thunder and lightning in the near distance precede Tuppuss' arrival by minutes. She is comically misdressed for the weather, and her robes and beard are singed. Apparently dazed, she asks odd questions as to her location and nearby ley-lines, and mumbles arcane nonsense with every response. After some confused deliberation, she determines her experimental teleportation spell went somewhat amiss. Tuppuss requests escort to the nearest town or city, and promises the PCs some arcane favour in return.
7. **Milnan** (NE male human): Milnan steps into the firelight, dagger drawn. He is gaunt and sweating, with black veins webbing his pale flesh. Stuttering, he demands gold from the party between involuntary face spasms. Milnan is a skez head, completely addicted to the drug. Desperate and willing to do whatever it takes for his next hit, he is none-the-less unlikely to pose a real threat to the PCs.
8. **Unlucky Petar** (NG male half-orc thief 4): Unlucky Petar politely hails the group from a distance. He is dressed as an adventurer, complete with leather armour, a short sword and an unpainted hide buckler. He makes pleasant conversation as he eats his trail rations, and inquires into recent news. His own story is a comedy of disasters. Employed by no fewer than six adventuring companies, he watched as each one fell prey to some unlucky mishap. From each, Petar emerged the sole survivor. Petar is making his way back to civilization from such a misadventure, and offers his services for pay if the PCs seem friendly (and competent).



10 NOTABLE CAMPSITE CHARACTERISTICS

Not all campsites are created equal. While some are unremarkable, others have one or more characteristics that set them apart from their brethren.

Use the table below, to determine a campsite's notable characteristic:

1. The campsite is prone to flooding; if it rains heavily while the party camp here, they are in for an unpleasant surprise after a few hours. Alternatively, the ground could already be waterlogged.
2. The campsite straddles a game trail. During the night, numerous foxes, badgers and other nocturnal creatures scuttle through, or around, the camp.
3. The PCs have found a sheltered dell complete with a small spring bubbling out of the ground that fills a shallow pool of fresh water.
4. One of the trees standing at the campsite's fringe is "dead standing". If a high wind hits the campsite, the tree could topple to the ground.
5. The campsite follows the contours of the land and is long, thin and undulating. Although mainly flat, it stands between two precipitous slopes. It is invisible from the nearest trail.
6. Several trees have fallen across the area. They form natural windbreaks and even provide concealment from casual observers.
7. A fire recently raged through the area. Nothing remains but scorched earth, blackened stumps and so on. A single forlorn oak—bark blackened and leaf-stripped—survived the conflagration.
8. Boulders and rubble lie strewn across the area. There is barely anywhere large enough to comfortably lie down. It takes hours of effort to clear a space to pitch the party's tents.
9. A crumbling wall of ancient origin bounds one side of the site. Overgrown with weeds and brambles, the moss-covered stones look as old as the world.
10. The campsite is a small hollow atop a high, steep-sided hill. The summit commands sweeping views of the surrounds. It is a highly defensible position, virtually impossible to approach unobserved.

10 SIGNS SOMEONE HAS CAMPED HERE BEFORE

Heroic adventurers often find themselves on the edge of civilisation in the wild lands. But they are not the first to explore such places, and previous explorers often leave signs of their passing.

When the PCs find a campsite, use the table below—at your discretion—to dress the site with the leavings of previous explorers.

1. An old, mouldy boot stands on a flat bit of ground between two saplings sprouting from a low, mossy bank.
2. A slender rope has been strung at roughly shoulder height between two trees. It is slightly mouldy. A Perceptive PC noticed a balled up weather-beaten tarpaulin caught in the roots of a nearby gnarly oak tree.
3. A fire pit, ringed by scorched stones, stands in the middle of patch of cleared ground. Here, the shrubs have been cut back and some attempt has been made to clear away fallen leaves and brush. The burnt remains of several branches lie amid the campfire cold ashes.
4. A small, bugling hemp sack stands propped up against a tree. Investigations reveal it is full of empty wine skins.
5. This campsite appears pristine and unused. However, an unlucky PC leaving the camp—perhaps to relieve himself—discovers an unburied shallow latrine by standing in it. Unfortunately, recent rain has reduced the contents to a kind of viscous slop.
6. The ground slopes upwards in the PCs' direction of travel. Someone has previously taken the time to scrape out a flat section just large enough for a couple of bedrolls.
7. A ripped and weather-worn, wind-blown cloak hangs from the branches of a thorn bush. It flutters in a faint breeze, making a rustling sound.
8. A shallow fire pit stands in the lee of a small rise. Nearby, several small piles of gathered firewood stand ready to use.
9. Some attempt has been made to screen this spot from a nearby path. Fallen branches have been arranged in a haphazard screen of sorts and the camp's fire pit is positioned behind a mossy pile of stones.
10. Trash—the leavings of an extended camp—cover the ground. The rubbish includes frayed rope, a mouldy tent and several wine flasks. Perceptive PCs can make out the "footprints" of four tents.

10 THINGS ALREADY LIVING AT THE CAMPSITE

Many creatures live in the wilderness. Beyond the threats posed by wandering owlbears, wolves and other dangerous predators sometimes the PCs find something else already living in the area.

Use the table below, to determine what already lives in the campsite:

1. Wasps have built a nest high up in a nearby tree. Depending on the time of year, they could be dopy or aggressive.
2. A badger set pierces the sheltered slope of a small rise. The badgers emerge at night to feed. They are only aggressive if attacked or cornered.
3. An owl lurks in a nearby tree. It emerges at dusk to hunt. When it returns, clutching a dead mouse it sits in the tree devouring its prey and watching the PCs. It is so silent the PCs might not even be aware of its presence.
4. A fox den lies nearby. If the PCs are relatively quiet, the mated pair and their young emerge to hunt and play. The young are fearless and scavenge through the camp for food scraps.
5. A vast ant nest honeycombs the ground under the campsite. PCs sleeping on the ground find themselves (and their kit) infested with ants the next morning.
6. Two rival male squirrels claim the area. When the PCs arrive, the two are chattering at each other.
7. Nests festoon the upper branches of the surrounding trees, but all are empty. What could have forced so many birds to leave? Did they migrate or did they fall prey to a predator?
8. A dense patch of wild berry bushes grows throughout the area. The berries are ripe, ready for picking and delicious.
9. A shaded, reed-fringed pool is home to several dozen carp, and one old and grumpy pike. Here, the fishing is good!
10. A small stream winds its way through the campsite. Among the reeds clustering thickly along its steep banks live a female duck and her four young. Initially unseen, the young's high-pitched quacking quickly betrays their presence.

10 THINGS LURKING IN THE SHADOWS

Adventurers often spend the night in dangerous locales. Although things move in the shadows outside the adventurers' camp and sounds travel strange in the dark, not all night-time distractions or encounters lead to combat.

Use this table, to generate such minor events and happenings:

1. Rustling in the bushes near the camp grows steadily louder and louder. After a few minutes, a family of badgers—two adults and three young—emerge from the bushes and sniff about the camp in search of food.
2. A large owl glides silently over the camp. When it is directly overhead it lets out a loud, deep hoot.
3. With a loud crash and rustling of undergrowth something falls to the ground not too far from camp. (A rotten branch has fallen from a tree, but the PCs are unlikely to know that—paranoid adventurers may believe a dragon or has dropped something or that some winged beast has just landed).
4. Something large passes in front of the stars, blotting it out for several seconds.
5. A small swarm of bats is hunting. If the party has set a fire the light and the smell of burning wood keeps them away from the camp's immediate environs but the sound of them moving through the trees—unseen—may unnerve the PC on watch.
6. The howling of a wolf obviously some distance off is answered by a much louder howl...coming from much closer.
7. **Jennan Royce** (LN female human): Jennan approaches the fire silently and shell shocked. Her clothes are torn, and her face is dirty except where tears have cleaned it away. To her breast she clutches a baby wrapped in brown cloth. Jennan is on the run from some threat appropriate to the PCs' level (bandits, a rampaging troll, a vindictive dragon or the like). She escaped with her child, but the rest of her village was massacred. Jennan accepts food and care distractedly and without thanks. However, if any PC moves to touch her child, she swats them away. Sadly, their help comes too late. The child died in the attacks, and Jennan is deep in denial.
8. A pair of small red eyes regards the camp from a nearby stand of bushes. The eyes are unblinking and watch the camp for several minutes before abruptly disappearing. They cat could be feral or could be a wizard's familiar sent to spy on the party.
9. A swarm of fireflies passes over the camp. Their luminescent bodies provide a spectacular display as thousands of insects twist and weave through the night.
10. **Basson Clayhanger** (CN male halfling ghost): A shivering halfling approaches the fire, and moves to warm his blue hands by the flame. He is oblivious to the PCs, consumed by a fruitless effort to absorb some of the campfire's heat. Basson is icy cold, and his breath mists in the air. If confronted, he dissolves into an icy vapour which floats from the campground. Should the PCs follow the freezing ectoplasm, they come across an old campsite and a frozen halfling corpse (regardless of the current temperature). Unless the PCs burn the body to give the poor soul rest, the ghost returns to their campfire every night they remain in the area.

20 NIGHT-TIME CAMPSITE EVENTS

Adventurers often spend days or even weeks in the wilderness. Whether they are searching for a lost burial crypt from an elder civilisation or exploring the land at the behest of their noble employer it is inevitable they'll camp out in the wilds at some point.

Wise adventurers post a watch during the night. Dangerous, hungry things often lurk in the wilderlands and like nothing more than snacking on a sleeping adventurer. However, most nights either pass peacefully—the GM failed to roll a random encounter—or something attacks the camp. There is very rarely any middle ground—a minor encounter that is interesting but doesn't end in combat.

Use the table below, to add minor points of interest or excitement to an overnight camp. Some can be nothing but a random minor distraction; others could presage an encounter or foreshadow some future event.

1. A light sprinkling of rain falls on the camp. Little more than a drizzle, it falls for an hour or so.
2. One of the larger sticks in the party's campfire burns through the middle, and its bits fall into the fire throwing up a sudden cloud of sparks.
3. A faint rustling in the bushes reaches the guard's ear. It stops and starts several times over a period of about ten minutes. Investigations reveal a badger and her young.
4. A sudden wind blows up through the camp plucking at the guard's cloak and fanning the campfire. If the guard is unlucky, the wind might even blow a few embers from the fire onto a tent or sleeping adventurer. If the unfortunate guard is also inattentive, a small fire could result.
5. Clouds pass over the moon, plunging the campsite into even deeper darkness. As deep shadows gather about the camp, the temperature drops several degrees.
6. An owl perches on a tree near the camp and starts to hoot. Unless driven off, the owl continues to hoot on and off for hours potential disrupting slumbering characters' sleep.



7. A small, non-venomous snake slithers through the camp in search of prey. It is timid and flees if attacked. Inattentive guards may not see it until it gets quite close to them. Alternatively, those not wise in the ways of nature may assume the snake is poisonous and rouse their comrades for nothing.
8. A faint drumming sound drifts through the night air. It comes from some unknown distant point and continues for several hours before eventually stopping.
9. The guard develops the distinct impression someone or something is watching the camp. Investigations reveal no apparent signs of such a watcher, but the feeling refuses to fade.
10. One of the slumbering adventurers—or attendant NPC—has a nightmare. He tosses, turns and murmurs in his sleep. Eventually, he wakes up screaming.
11. The warmth of the campfire and the sonorous snoring of his companions begin to lull the guard to sleep. He jolts himself awake a few moments later; no-one notices his infraction, and no ill-harm seems to have come to the camp.
12. Somewhere off in the distance, an animal shrieks in pain.
13. The wind whistles through the campsite. The branches of nearby trees creak, groan and loudly clack against one another.
14. A fox scurries through the campsite, clutching a small, limp mouse in its mouth.
15. A crashing sound in the distant heralds a rotten branch falling from a nearby tree. It's a thick branch and makes a hell of a crash.
16. One of the party begins to talk in his sleep. The speech seems to be complete gibberish. Disturbingly, he occasionally pauses—as if listening to a response from some unknown source.
17. Suddenly—and for seemingly no reason—a rope on one of the party's tents snaps. It immediately begins to sag, which wakes up at least one of its occupants.
18. Clouds scud across the sky, the moon's light eerily shining through them. Deep shadows dance amongst the party's tents. A paranoid or over-anxious guard might believe the shadows cluster about one particular spot in the camp.
19. It gets unusually cold for the season in the depths of the night. Ill-equipped adventurers wake up shivering in the night.
20. The guard falls asleep and slumbers through the entire night. Consequently, he does not wake any of the PCs to take their shift. Nothing fell befalls the party as a consequence of the guard's error, but the guard does remember feeling suddenly and inexplicably sleepy just before the end of his vigil.

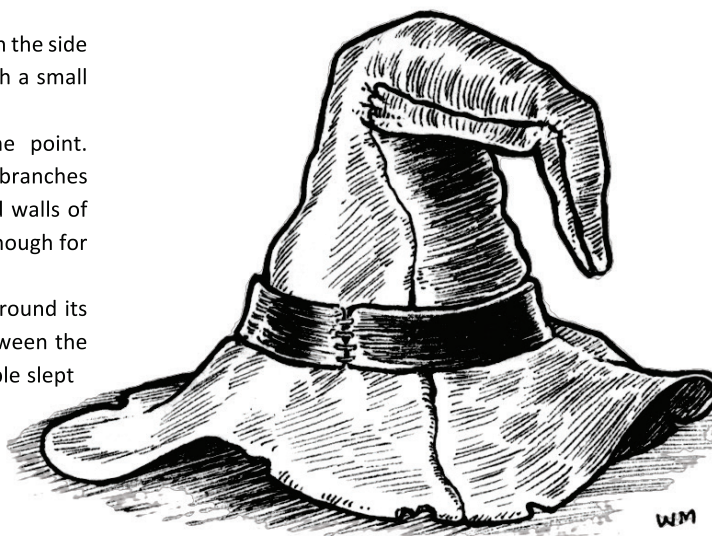
20 THINGS TO FIND AT AN ABANDONED CAMPSITE

Adventurers spend a lot of time in the wilderness hunting for lost tombs, hidden monster lairs and more. As such, they often come across things they weren't looking for in their travels.

One such thing they might discover is an abandoned campsite. Some may be just that—an abandoned camp—while others could be the site of violent slaughter.

Use the below table, to determine what they find in an abandoned campsite.

1. The charred remains of several bloody rags lie among the ashes of the campfire. There is, however, no sign of violence.
2. An abandoned two-man tent lies crumbled on the ground. One end is still attached to its guide ropes while the other flaps despondently in the breeze.
3. A jumbled pile of firewood stands under the boughs of a tree off to one side of the campfire. A small stash of full waterskins has been hidden under the pile.
4. Food wrappers lie scattered about the camp, rustling in the breeze. The party's noses lead them to a shallow latrine hole which the campers did not bother to cover over before leaving.
5. A single much-patched tent stands in the shadow of a tall tree. Within, the party find a bedroll, backpack and several days' worth of food along with other miscellaneous camping gear. Of the owner, there is no sign.
6. A rudimentary attempt has been made to hide this old campsite. The low hanging branches of a tree have been pulled down and secured with rope to several iron spikes driven deep into the earth. The spikes are rusting and the rope is festooned with mould.
7. The ground around this central fire pit is churned up and splattered with dried blood. Trackers among the party can make out the signs of a terrible struggle as well as the "footprints" of three tents.
8. A rusting hatchet stands where it was left, embedded in the side of a tree clearly too large to be brought down by such a small weapon.
9. This was clearly a semi-permanent camp at some point. Someone spent considerable time cutting down tree branches and dragging them back to camp to create interlaced walls of tumbled wood. The space inside the "walls" is large enough for a half-dozen tents.
10. This campsite has four small fire pits spread evenly around its perimeter; the grass and vegetation in the space between the fires has been squashed flat—suggesting several people slept therein.
11. A ragged mottled green and brown cloak hangs from a tree's low branches.
12. The skinned, gutted and now decomposing remains of a deer have been dumped about 30 ft. away from camp.
13. A crude map of the surrounding terrain has been drawn into a patch of mud with a sharp stick. Several portions of the map have been effaced by animals or inclement weather.
14. By the looks of things, the campfire at this camp got a little out of hand. A nearby tree's branches have been scorched and the burn patterns on the ground extend well beyond the fire's stone ring.
15. Wind-blown leaves cover much of this site. A small leaf drift covers a shredded sack containing seemingly nothing more than rotting clothes. A perceptive character, however, searching the clothes finds a small leather pouch contains 3 gp and 7 sp.
16. A waterlogged book lies discarded on a low, flat stone. Once a religious tract of a local religion the book is now nothing more than a sodden mass of parchment; only the cover remains legible.
17. The remains of several crude animal snares surround this campsite; all are empty.
18. A shallow grave—topped with a smattering of stones surrounded by wild flowers—stands near a gurgling stream. A ring of smooth stones—no doubt pulled from the nearby stream—surround the grave like a fence.
19. A broken lantern lies on its side partially covered by leaves and other wind-blown detritus. Any oil within has long since drained away.
20. A large tarpaulin hangs between two trees suspended by stout hemp rope and anchored by several iron spikes.



WIZARD'S TOWER

20 MINOR MAGICAL EFFECTS TO ENCOUNTER IN A WIZARD'S TOWER

Wizard's towers are strange places, full of strange sights, sounds and smells.

1. Small motes of multi-coloured light float near the ceiling. They gently bob in the air currents and swirl about wildly when someone passes beneath them.
2. The temperature in certain areas of the tower is either much hotter or colder than the others, for no apparent reason.
3. A faintly glowing translucent mist hugs the floor. Those staring into the mist for too long are suddenly overwhelmed by a sensation of falling which only ends when they shut their eyes.
4. Doors open silently when a sentient being gets within 5 ft. and close when it moves away. The tower's resident can override this effect and command the doors to remain closed or open.
5. Gravity is subtly different in the tower. Light weight objects—weighing less than one pound—if left unattended sometimes begin to float of their own accord. (Small micro-pockets of zero gravity float through the tower as a result of the erosion between the various planes of existence existing in and about the structure).
6. The tower has no mundane decorations such as paintings, tapestries or other decorative wall hangings. Instead, beautifully created illusions of otherworldly places—alien vistas, strange cities and so forth—decorate the walls. Careful observation of the decorations reveals several have tiny moving features such as clouds, people, wandering monsters and so on.
7. Key pieces of furniture—the wizard's favourites such as his desk, chair and so on—are animate and can move around at his command.
8. Residual magic covers some sections of the floor. Characters stepping on such locations leave behind faintly glowing footprints that fade after an hour.
9. Faint music fills the tower; the type and style of music is dependant on the wizard's mood.
10. Glowing, intangible runes float through the air. They pop out of existence when they come into contact with anything solid.
11. Insubstantial, ghostly figures float through the tower on occasion; they pay no attention to the tower's inhabitants. The figures seem to be of a haughty, cruel-meined race of humans who wear clothes of strange cut.
12. Every now and then, a blast of hot air—like a desert gale—rushes through the tower.
13. Gently glowing green mist fills this part of the tower. The mist reduces visibility to about 5 ft., and resists mundane attempts to dissipate it.
14. Heatless flames writhe about metal balls hung from the ceiling in each room, providing light. A command word causes the flames to extinguish (or ignite).

15. The sound of gently falling rain echoes throughout the tower, no matter the weather outside.
16. Doors within the tower are crafted from some kind of super-hard transparent crystal. Inside each room the doors are flanked by curtains which can be pulled across for privacy.
17. Every room in the tower has a black ceiling. Chaotic swirls of multi-hued light writhe across their surfaces in a never-ending cascade of colour.
18. Invisible servants formed of magic move about the tower tidying up and cleaning. The resident wizard abhors mess and so has created these semi-sentient invisible servants to indulge his lust for cleanliness and order.
19. The fur of any animal entering the tower becomes charged with static electricity and stands up on end. This does not hurt the animal, but can give it a somewhat comical appearance.
20. Characters in the tower can become affected by the thinness of the boundaries between planes at this point of the multiverse. Occasionally, such characters are assailed by glimpses of these other planes and their inhabitants. The visions happen suddenly and without warning and can be disconcerting. With practise, the visions can be controlled and the viewer can use this strange effect as a limited form of scrying magic.

8 INTERESTING TOWER FEATURES

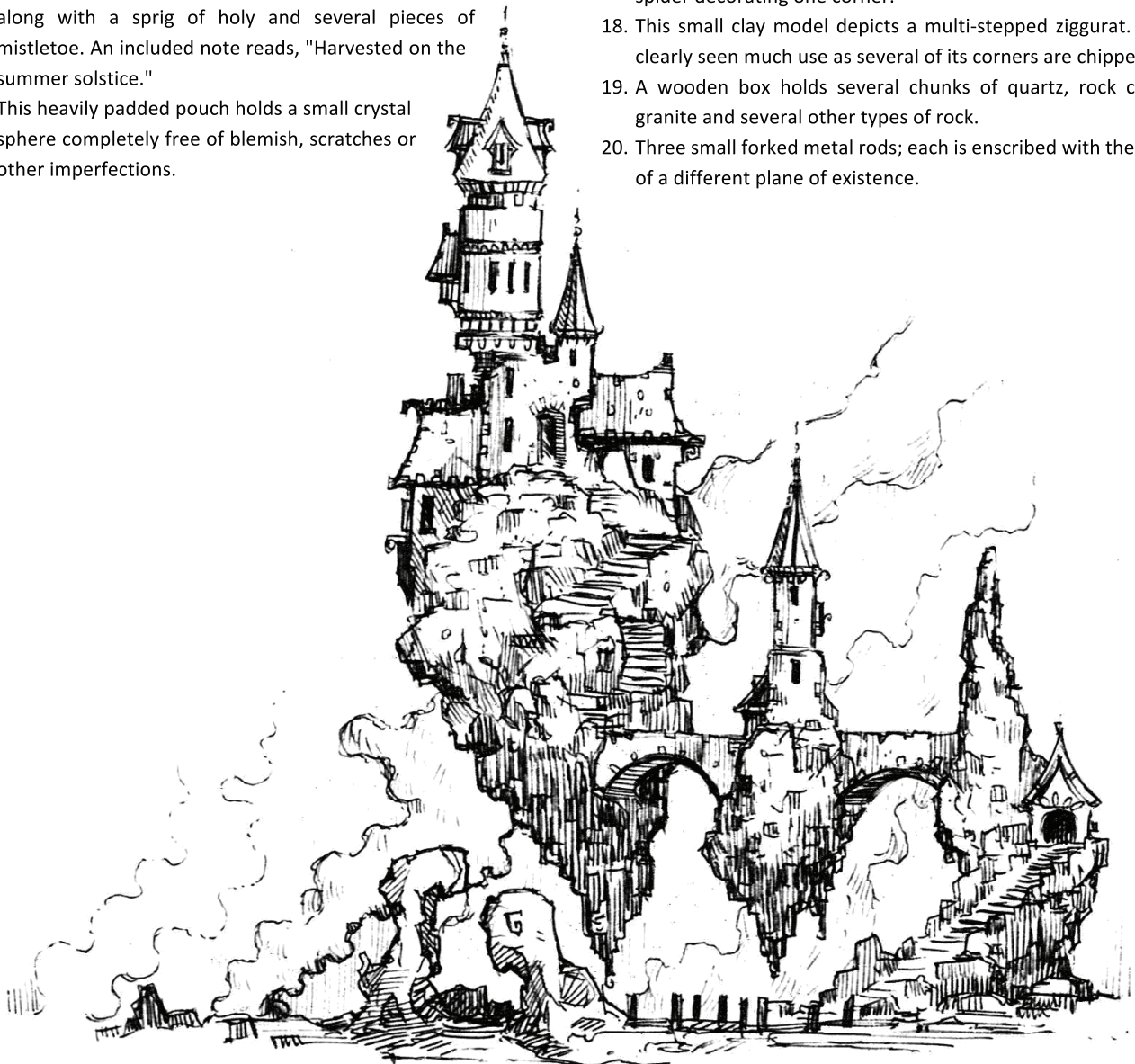
1. A sundial in the tower always casts a shadow to indicate the correct time although it is not in sunlight.
2. A small depression in the floor serves as a well of sorts. Although it is only a foot deep and has no obvious source of water, the "well" never runs dry.
3. The tower's windows are opaque from the outside, denying anyone a view of what goes on within.
4. This whitewashed tower gleams brightly in sunlight. During daylight hours, strange shadows and shapes writhe across its white walls.
5. The mortar used to build the tower is laced with lead; thus *detect magic* from outside reveals nothing of what lies within.
6. Dozens of carved gargoyles decorate the tower; sometimes they seem to move or shift location.
7. Intricate mosaic windows depicting ancient, famous wizards admit a riot of colour into the tower's interior.
8. An impossibly slender and long flagpole atop the tower flies a flag emblazoned with the wizard's personal sigil; no matter the weather, the flag flutters majestically.

20 SPELL COMPONENTS TO DISCOVER IN A WIZARD'S TOWER

Wizards use any number of strange items and objects to power their spellcasting and research.

1. This small pouch contains four packets of coloured sand; red, yellow and blue sand is mixed up in each packet.
2. A cloying smell hangs about this small, circular tin of beaten bronze. Guano fills the tin.
3. This small cracked prism gives the user a headache if it is looked through for too long.
4. Four white and black feathers tied together with twine.
5. This small packet created from a sheet of heavy parchment and closed with a plain waxen seal holds a small amount of gold dust.
6. A small drawstring pouch holds a half dozen acorns along with a sprig of holy and several pieces of mistletoe. An included note reads, "Harvested on the summer solstice."
7. This heavily padded pouch holds a small crystal sphere completely free of blemish, scratches or other imperfections.

8. A piece of cloth covered in dried mud.
9. A small clump of wool impregnated with dried wax.
10. This tightly-stoppered tiny potion vial holds an ounce or so of blood.
11. A dozen small jars hold a variety of dried herbs.
12. A small strip of leather tied in a loop.
13. This small iron potion vial is labelled, "Dragon Blood." The vial feels slightly warm to the touch.
14. This old and worn brass key is tarnished with great age.
15. Two small clay statuettes depict sitting bloodhounds.
16. A small silver mirror of fine make lies wrapped in a strip of black velvet.
17. This neatly folded square of red fabric has a small embroiled spider decorating one corner.
18. This small clay model depicts a multi-stepped ziggurat. It has clearly seen much use as several of its corners are chipped.
19. A wooden box holds several chunks of quartz, rock crystal, granite and several other types of rock.
20. Three small forked metal rods; each is enscribed with the name of a different plane of existence.



20 THINGS TO DECORATE A WIZARD'S TOWER

Wizard's towers are strange places full of esoteric items of unknowable purpose and artifice. It makes sense that such folk—steeped in arcane arts—would decorate their homes with objects and items that one would be unlikely to find in more normal dwellings.

1. This large black tapestry covers one entire wall; small interwoven silver beads depict the best known constellations. Perceptive PCs note another constellation they don't recognise; this one is picked out with small red beads.
2. Wrought iron torch sconces protrude from the walls; the sconces look like the blackened claws of some kind of terrible, mythical beast.
3. A pentagram covers much of the floor. The design is cut into the floor and its tiny channels are full of glistening mercury.
4. Thick red curtains hang down from the ceiling around the walls and obscure any doors or other openings. Behind the curtains, several cunningly-cut holes channel the wind from outside; when the wind is strong enough, this causes the curtains to oscillate.
5. This chamber's walls are whitewashed. However, perceptive PCs can just make out the shadow of an image below the whitewash.
6. This door frame is decorated with intricate carvings of a swarm of tiny hands grasping at the door; paranoid PCs may suspect this is a trap.
7. The floor is of one-foot square alternating yellow and black flagstones. The yellow flagstones look older and more worn than the black.
8. Soot mars the ceiling, although there doesn't seem to be any obvious source of fire.
9. A fan of daggers—all of different craftsmanship and make—decorates one wall. The daggers come from a variety of races and cultures; some are crafted by orcs or goblins while others are of human manufacture. One impossibly slender blade is clearly of elven origin.
10. A scorched and battered suit of chainmail sits on a stand in a small niche in one wall.
11. Small niches pierce the walls at roughly knee height. A sconce sized for a candle fills each niche, and dried candle wax of a variety of colours covers the bottom of each niche (and in some cases has dripped down onto the floor).
12. A portrait of the wizard adorns one wall; he is pictured clad in the finest robes, his fingers and throat heavy with jewellery. Behind him, lies an alien landscape and motes of light cluster about this head.
13. A cracked and blackened skull of probably human origin lurks in a deep niche in the wall; small black curtains flank the niche.

14. Esoteric runes—in the ancient magical language—snake around the room at waist height. PCs able to read the runes realise they are a form of ritualistic protection against scrying.
15. A picture set into an ornate, gaudy frame depicts a great granite throne standing alone in a deep cavern. The dust of ages is upon the throne and its surroundings. Small letters hidden in the bottom left corner of the picture identify the scene as, "The God-Throne." The picture is unsigned.
16. A fabulously detailed blown-glass figurine standing on a side table depicts a rearing unicorn.
17. Surprisingly life-like carvings of a multitude of stone bats hang from the ceiling.
18. A crudely painted picture of the wizard dead in his coffin hangs on one wall. The picture is signed by the wizard himself (in a trembling hand).
19. Protective sigils are etched into the wall above every door and window. The sigils themselves are filled with a mix of lead and silver and are designed to ward against scrying and teleportation magic.
20. A beautiful rug of exquisite craftsmanship covers a large portion of the floor. The map depicts the surrounding area and shows the location of several hidden tombs, derelict wizard's towers and other adventure sites.

8 STRANGE SOUNDS

1. Perceptive PCs hear the sound of barely audible muttering in a harsh, otherworldly language. The sound is so faint, though, they cannot make out more than a few words.
2. Many small holes pierce the tower's outer walls; when the wind is stronger than a mere breeze this creates a whining sound that rises and falls as gusts batter the structure.
3. Footsteps sound in a random direction, but investigations reveal the relevant area to be empty.
4. A perceptive PC detects the faint sound of scrabbling claws on stone.
5. Barely audible crying or sobbing comes to the party's ears; it comes from an unknown source.
6. A high pitch buzzing sounds suddenly begins. No matter the PCs' actions, it increases in pitch for 30 seconds before abruptly ceasing.
7. A low humming—seemingly coming from the tower's very stones—slowly becomes apparent to the PCs' ears. It continues for 20 minutes before slowly fading away.
8. A single, loud chime suddenly rings out. The sound echoes through the tower.

20 THINGS TO FIND IN A NECROMANCER'S SANCTUM

In their forbidden corpse-filled laboratories necromancers pursue their unspeakable, blasphemous experiments. Such horrible labours require terrible components and depraved research materials of the very worst kinds. Often, though, such details are overlooked as the party merely loots the chamber for items of obvious value. Use this table to generate such items of interest. It is up to the GM to determine the value of any particular piece on the table below, however most good-aligned PCs will be uncomfortable (at best) owning such items.

1. A wooden box contains a dozen thin, long black candles. When burnt, they give off an indescribable smell akin to burning flesh.
2. Seven skulls fill a shelf above the desk. A strange rune decorates each skull's forehead.
3. A coffer near one wall holds a jumble of horribly misshapen bones. Most are of humanoid origin, but surely no creature could have survived long with such deformities.
4. An ornate display of bones decorates the ceiling. Leg and arm bones form the perimeter of the "sculpture" while a circle of skulls fills the centre. The bones are yellowing and old and have been stuck in place with strong glue. One of the skulls contains a bead from a necklace of fireballs. If the skull is disturbed, the bead falls out and explodes when it hits the floor.
5. A fireplace pierces one wall. Deep soot and ash lie within. Even a cursory examination of the pile turns up fragments of bone.
6. A small red velvet pouch contains a single braid of long impossibly red hair. The braid is carefully curled up and has been dusted with some kind of fine black dust.
7. A skull—with its top removed—serves as a mixing bowl of sorts. A nearby worn leg bone hints at its use as a pestle.
8. A small sack of salt lies on one corner. It is half empty and the remaining discoloured salt looks contaminated.
9. A large earthen jar of honey contains the preserved head of an old man. His face is contorted as if in indescribable agony.
10. Three small glass jars hold an array of different coloured dust. Each is the ash of a different cremated creature, used for some ineffable purpose. A different esoteric sigil has been carefully written on each jar.
11. A chandelier crafted of bones hangs down from the ceiling in the centre of the room. The bones are blackened with soot and covered in dried wax.
12. A small cauldron blackened with use and pitted with age stands near the necromancer's worktable. Dark, unnaturally cold water fills the cauldron almost to the lip. Within lies the

sludge and detritus of many experiments—shattered bones, decaying flesh and the like.

13. A sagging bookshelf holds the remains of ancient tomes long since succumbed to the ravages of extreme age.
14. A small box contains four long quills carved from bone. Their tips are exquisitely sharp and blackened with red "ink".
15. A partially dissected body lies on the table. The body is that of a long dead human. The unfortunate's chest cavity has been opened and the organs removed.
16. An ornate pentagram carving on the floor provides a zone of protection around the necromancer's workbench. The carvings have been picked out with blood.
17. Several beakers stand on a shelf above the table. Each is full of a different kind of dark, sticky and noxious fluid.
18. An oversized leather wallet holds a dissection kit. Incongruously, the leather wallet is of the finest quality and is even monogrammed with the necromancer's initials.
19. A small cage hanging from the ceiling holds the skeletal remains of several songbirds amid a small heap of discoloured feathers. Hideously, the birds' remains yet stir and judder. A close examination reveals they appear to still be trying to sing.
20. The room seems unnaturally cold and the party's nonmagical lights do not dispel the darkness lingering in the room's nooks and crannies. Anyone spending much time here gets the feeling that unseen presences lurk in the chamber.

6 PICKLED & PRESERVED THINGS

1. A large jar of cloudy vinegar is full of severed ears cut from a variety of races.
2. An orc's disembodied head steeped in crystallised honey fills an earthen jar. Its face is frozen in a snarl.
3. A faerie or sprite's tiny body is pinned to a large slab of wood cut from the heartwood of a dryad's tree. The body yet occasionally quivers.
4. A box crafted from carefully joined finger and toe bones holds a suspiciously well preserved heart along with several glistening strands of platinum blond hair (which are carefully draped over the heart).
5. A large box holds a dry paste of powder bones mixed with blood and other bodily fluids.
6. A wooden frame holds a stretched and drying ragged patch of skin roughly a foot square. (The necromancer is turning the skin into a scroll). Part of a faded tattoo is visible on one edge of the "scroll".

20 THINGS TO FIND ON A WIZARD'S BOOKSHELF

Books are reliable companions to magical scholars, and wizards often maintain extensive libraries. Many of the writings they collect are works of magic, such as arcane scrolls or carefully scribed spellbooks; however, tomes filled with esoteric lore, philosophical treatises, and historical accounts have their place in a wizard's collection as well. When looking through a wizard's bookshelf, one never quite knows what they'll find.

1. This hardback tome entitled *Kriptografi* details common ciphers and methods of decryption and is written in a rather archaic form of Dwarven.
2. A work bound in soft leather is titled *Lorebook of Pigments* and discusses the ingredients of magical inks, how best to obtain and prepare them and acceptable substitutes.
3. This thin and unmarked book is a spellbook no more than twenty pages long. The only spells scribed inside are common cantrips, but the spellbook is still worth 75 gp to a neophyte wizard.
4. Written in flourishing script and titled *The Complete Draconic Lexicon*, this sizable dictionary is for the Draconic language and includes detailed etymology.
5. A tablet of grey stone sits at the end of a bookshelf. One side of it is carved with ancient practices and instructions for binding outsiders.
6. The words *Genealogy Infernal: The Intermingling of the Great Lords and Mortals*, are stamped across the cover of this book. Inside are family trees of the half-mortal children of devils and their descendants.
7. Titled *Mage Illeswyte's History Arcanum*, this sizeable tome is cased in heavy leather and records the known facts of wizardry's origins and development.
8. More a tightly bound stack of papers than a book, this work bears the heading *The Ancient Mysteries of the Alabaster Tower*. A quick perusal reveals it is a cheap work of fiction.
9. A burlap cover protects a collection of iron sheets strung together with chains. Each sheet is embossed with a unique diagram used for planar travel.
10. This neatly handwritten journal details a wizard's attempts to create new spells. Her methods are methodical and well documented it's a useful guide for any spellcaster looking to devise new magic.
11. *The Lost Divinities* is a book on the topic of deceased or vanished deities. It records the historical facts of their fall as well as further speculation and theory.
12. This battered, untitled treatise discusses spell-enhancing diagrams that work on the principle of "arcane resonance." A skilled wizard quickly realises this book's claims are completely fraudulent.

13. Once an atlas of a remote location, this book has a hole hollowed out inside. An ornate, but functional, cold iron dagger is concealed within.
14. *The Roll of Spells* has countless pages covered completely with tiny, precise text. It lists the names and effects of thousands of spells.
15. Inside of a scroll case is a series of papers on theoretical aspects of arcane magic, speculating on its underlying principles.
16. An old but well maintained history book is kept inside a wooden box. It appears unremarkable, but to a collector it's worth 250 gp.
17. Titled *The Arcane Consequence*, this moderately-sized book discusses the direct and indirect effects of spells and the morality of magic, emphasizing caution and forethought.
18. An untitled bestiary with thick parchment pages has a focus on a wizard's interests, listing harvestable components and magical uses of numerous creatures.
19. This slim, white leather book bears the title *A Plea for Necromancy*. It addresses prejudice against necromancy and necromancy's useful applications.
20. *The Origin of Magic* contains a wide variety of myths that explain how magic came into the world.

8 THINGS TO FIND INSIDE A BOOK

1. A scrap of weathered, aged parchment decorated with beautiful doodles of writhing arcane fire.
2. A single brilliant white feather that clearly hailed from a very large bird (or perhaps a more exotic creature).
3. A thrice-folded slip of parchment upon which has been written a shopping list of sorts. It appears whoever wrote the list was looking to restock a laboratory.
4. A large but fragile oak tree leaf. It is brittle to the touch and disintegrates if handled roughly.
5. A quill with a red ink-stained tip. The pages between which it lay are smeared with the same red ink.
6. A small pouch fashioned from a heavy piece of parchment is glued to the book's inside back cover; a few shiny grains of diamond dust yet linger within.
7. One of the book's pages is heavily smeared with dried blood; much of the page's contents are obscured and the page is partially stuck to its neighbour.
8. A lock of long, jet black hair serves as a bookmark of sorts; tied at both ends with delicate strands of black silk the whole gives off a faint odour of unidentifiable origin.

20 THINGS TO FIND IN A WIZARD'S LABORATORY

It seems, PCs are always defeating evil wizards and looting their libraries and laboratories. Such locales are filled with strange, esoteric (and often distasteful) things of unknowable and unguessable purpose linked to the wizard's unfathomable research. Such things, though, are often glossed over in the mad stampede toward the wizard's spare potions, scrolls and (of course) their spellbooks. Use the table below to "populate" a wizard's laboratory with minor objects of interest. It is up to the GM to determine whether any of these objects has much value.

1. A disembodied, grey hand ending in sharp claws hangs suspended in a jar of dirty water. It might be a trick of the light, but every now and then, the hand seems to flex.
2. One long wooden box of polished wood holds carefully arranged and straightened lengths of hair. Each set is tied together with bright blue string.
3. A small box holds an ancient coin minted thousands of years ago by a nation or race famed for its evil and brutality. The coin's features are nearly worn smooth such is its age. Perceptive PCs may be able to make out a few faint details—the suggestion of a face on one side and what looks like some kind of fantastical creature on the other. The coin rests on a black velvet cushion.
4. A small earthen vial contains a thick dark red viscous fluid. This is the semi-coagulated blood of a basilisk.
5. A small stone beaker holds a small amount of carefully harvested green slime. There is not enough slime to fully consume a creature; the wizard studied the slime and occasionally used it as a means of getting rid of otherwise dangerous leavings from his experimentations.
6. This silver dagger's tip is broken off and the remaining blade is dull with age. A gem once decorated the pommel, but it fell off long ago.
7. The surface of the wizard's workbench is scorched and burnt. Perceptive PCs can just make out the remains of carvings in the wood, but their meaning is impossible to fathom.
8. One small earthen jar is full of the carcasses of dried insects.
9. A velvet pouch lies discarded on a shelf. It is empty, but flecks of glimmering dust inside the pouch hint at what it once held.
10. A skull stands atop a high shelf. Flickering, magical light emerges from its eye sockets equivalent to a pair of candles. A small velvet cloth lies nearby. Perceptive PCs notice the top of the skull is detachable. If it is removed, heatless flames burst forth from the interior and provide light equivalent to that of a torch.
11. A wooden bin contains a small quantity of burnt or otherwise damaged laboratory equipment. All is worthless until repaired.
12. A rack holds a half-dozen potion vials. Each has been scrupulously cleaned and bares a label: healing, flight or invisibility. Sadly, all are empty (or invisible?).

13. A workbook lies on the desk. It details—in broad strokes—the beginnings of research into lichdom. The wizard has not got very far; to date he has only listed a lich's various abilities and characteristics.
14. A big sack stuffed in a corner holds a large quantity of damaged, scorched or dirty clothes. The stench of chemicals and strange reagents hangs over all.
15. A small bucket of wet earth sits under the bench. The earth contains nothing of interest; rather it is kept here to extinguish any unwanted (or sudden) fires.
16. This long, low wooden box has many compartments within; each compartment contains a commonly available spell component—bat guano, coloured sand and so on. There is enough here to replenish five spell component pouches.
17. A cracked crystal ball stands on a bronze tripod. The tripod is obviously very old and the crystal ball falls apart if removed from the stand. If the ball breaks, it emits a small puff of smoke redolent with the smell of incense.
18. A high-backed wooden chair stands in a corner. Its intricately carved back is highly polished and depicts the entwined heads of two noble dragons.
19. A sheaf of parchments spilling from a leather folder depict the various types of summoning circles and lists the kinds of creatures they are designed to contain.
20. Hidden in a concealed niche carved into the underside of the wizard's workbench lurks a small transparent gem. Golden sparkles glimmer within.

6 STRANGE SMELLS

1. The faint odour of smoke mixed with strange, otherworldly incense hangs in the air.
2. Although its faint smell fills the area, the stench of ozone seems particularly concentrated in one locale.
3. An overpowering, cloying smell of roses mixed with cinnamon hangs heavy in the area. Nearby, great vases of flowers hold dead or dying flowers.
4. Sulphur mixed with other unidentifiable chemicals fills the air with an acrid smell.
5. Sweat mixed with the pungent odour of manure hangs this area.
6. The cloying, musty stench of death and decomposition hangs close to the floor. Smaller PCs—halflings, gnomes and so on—detect the smell while taller PCs do not (unless they stoop to their shorter companions' height).

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