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GM'S MISCELLANY:
20 THINGS VOLUME II



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GM'S MISCELLANY: 20 THINGS II

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CONTENTS

Foreword.....	3	10 Remarkable Longswords	37
		10 Remarkable Maces	37
		10 Remarkable Rings	38
		10 Remarkable Scroll Cases.....	38
		10 Remarkable Staves	39
		10 Remarkable Unholy Symbols.....	39
		10 Remarkable Wands	40
		10 Things to Find in a Giant’s Sack	40
		10 Things to Find in a Discarded Backpack.....	41
		10 Things to Find Near Skeletal Remains	42
		20 Bulky Treasures Difficult to Get Out of the Dungeon.....	43
		20 Fragile Treasures Difficult to Remove from the Dungeon.....	44
		20 Pieces of Remarkable Clothing	45
		20 Things to Loot From a Dead Adventurer	46
		20 Things to Loot From a Dead Bard	47
		20 Things to Loot From a Dead Cleric.....	48
		20 Things to Loot From a Dead Cultist	49
		20 Things to Loot From a Smuggler’s Body	50
DUNGEON DRESSING			
10 Dead Tomb Robbers	6		
10 Things to Loot from a Tomb Robber’s Body	6		
10 Goblins with Personality.....	7		
10 Side Effects of Being Dominated by an Aboleth	7		
10 Signs of Previous Exploration to Discover in the Dungeon	8		
10 Signs of Violence to Discover in the Dungeon.....	8		
10 Statues Found in a Medusa’s Lair.....	9		
10 Suspicious Smells.....	9		
12 Perils to Encounter in a Mine	10		
20 Hauntings to Encounter in a Mine.....	11		
20 Minor Magical Effects to Encounter in a Wizard’s Tower	12		
20 Poorly Hidden Secret Dungeon Doors.....	13		
20 Strange Discoveries to Make in a Mine	14		
20 Spell Component to Discover in a Wizard’s Tower	15		
10 Suspiciously Detailed Dungeon Ceilings	16		
10 Suspiciously Detailed Dungeon Corridors	16		
10 Suspiciously Detailed Dungeon Doors.....	17		
10 Suspiciously Detailed Dungeon Double Doors	17		
10 Suspiciously Detailed Dungeon Fountains.....	18		
10 Suspiciously Detailed Dungeon Light Sources	18		
10 Suspiciously Detailed Dungeon Portcullises	19		
10 Suspiciously Detailed Dungeon Staircases	19		
10 Suspiciously Detailed Dungeon Statues	20		
10 Suspiciously Detailed Dungeon Treasure Chests.....	21		
10 Suspiciously Detailed Empty Dungeon Areas	22		
10 Things to Find Dumped Outside the Dungeon’s Entrance	23		
10 Things to Find in a Rats’ Nest	24		
10 Things to Find in a Giant Spider’s Web.....	24		
20 Suspiciously Unusual Locks	25		
20 Things to Decorate a Wizard’s Tower.....	26		
20 Things to Find in a Mine	27		
20 Things to Find in an Ancient Necropolis	28		
20 Things to Find on a Wizard’s Bookshelf.....	29		
1,000 Abnormal Ghouls.....	30		
TREASURES, TRINKETS & TRASH			
10 Lich’s Phylacteries	32		
10 Lich Lair Trinkets.....	33		
10 Minor Boons for Magic Items.....	34		
10 Minor Drawbacks for Magic Items	34		
10 Quirks for Magic Weapons	35		
10 Remarkable Daggers.....	36		
10 Remarkable Keys	36		
URBAN DRESSING			
4 Unholy Books.....	52		
10 Cultists with Personality	52		
10 Merchants with Personality	53		
10 Rumours About a Haunted House.....	54		
10 Strange, but Fun, Village Festivals.....	55		
10 Strange Things to See Behind a Seedy Tavern’s Bar.....	56		
10 Things to Find in a Curio Shop	57		
10 Things to Find in a High-Class Tavern	58		
10 Things to Find in a Ship’s Cargo Hold	59		
10 Things to Find in a Wagon	59		
10 Things to See in an Abandoned Building	60		
10 Things to See in a Burned Out Building	61		
10 Things to See in an Abandoned Plague-Infested Building	61		
10 Things to Say When a PC Utterly Fails to Pick a Pocket.....	62		
20 Interesting Stalls.....	63		
20 Odd Local Laws.....	64		
20 Seedy Tavern Patrons.....	65		
20 Seedy Tavern Staff.....	66		
20 Things Left in an Inn’s Bedchamber	67		
20 Things to Eat at a Feast	68		
20 Things to Find in a Cultist’s Lair	69		
20 (Vile) Things to Find in a Cultist’s Lair.....	70		
20 Things to Find in an Abandoned Monastery	71		
20 Things to Find in a Smuggler’s Lair	72		
20 Things to See in a Marketplace	73		

WILDERNESS DRESSING

10 Bridges.....	76
10 Burial Cairns	76
10 Signs Fey May Be About	77
10 Standing Stones.....	77
10 Strange, Atypical or Noteworthy Trees	78
10 Things to Enliven a Journey Through the Hills.....	79
10 Things to Enliven a Journey Through the Mountains.....	79
10 Things to Find in a Roc's Nest.....	80
10 Things to Lurk in the Shadows About the PCs' Campsite	80

10 Travellers to Share Your PCs' Campfire	82
12 Dangerous Types of Vegetation	83
12 Things to Find in a Rowboat	84
20 Interplanetary Omens & Portents	85
20 Things to Find in an Abandoned Campsite.....	86
20 Uneventful Days in a Forest	87
20 Uneventful Day's on the Road.....	88
Support Raging Swan Press	89
OGL V1.0A	89

FOREWORD



This is the second *GM's Miscellany: 20 Things*. Over the last year or so, Raging Swan Press has posted up scores of free 20 Things articles over at our Free Resources page. The other day, I was asked a simple question: "Why?"

Luckily, the answer is simple, and has its roots in

my own Borderland of Adventure campaign. In late February 2015, we were starting a new sub-campaign and I was looking at how to tweak the opening module to better suit my style of play. The major dungeon of the first module is set in the ruined pilings of an immense bridge. The remains (in my campaign) stand about a half-mile off-shore from a small city.

In the adventure as written, the PCs simply row out to the ruin and enter the dungeon therein. The module glosses over the PCs' journey to the ruin. I thought this was a golden opportunity to both have a little bit of fun and to inject a bit more depth and verisimilitude into proceedings. (If you know me at all, you know I've got form with dungeon dressing). I further thought it would be fun to randomise these minor events and encounters and quickly wrote 20 Minor Things that can Happen in a Rowboat. Rather marvellously, I both enjoyed writing the list and using it in play. It was fun not knowing exactly what was going to happen—if anything—every time the PCs took to their boat.

My players seemed to enjoy the list—and of course didn't know it wasn't part of the module as written—and with this experience under my belt I quickly wrote 20 Things to Find in a Vermin-Infested Dungeon to detail later parts of the adventure. Similarly, I had a lot of fun using this second list in play. (Both articles are available in *GM's Miscellany: 20 Things Volume 1*.)

At this point, I realised other GMs might find the lists useful—after all two of Raging Swan Press's most popular books are *GM's Miscellany: Dungeon Dressing* and *GM's Miscellany: Wilderness Dressing*—and so I started posting up the articles on a regular basis to ragingswan.com. From there the posts just snowballed and now we've got loads of them available at our Free Resources page. If you haven't wandered over there, check them out. I hope you find them as useful in your game as I have in mine!



DUNGEON DRESSING

PCs are a suspicious and paranoid bunch. And with good reasons. In the depths of a dungeon, it's not necessarily only the monsters that can kill them. Wise adventurers pay careful attention to their surroundings. Sights, sounds and smells can all provide a hint—or warning—about what lies beyond.

10 DEAD TOMB ROBBERS

Tomb robbers are drawn to necropolis' like moths to a flame. Some escape the necropolis with ancient treasures while others find their eternal rest among the dust and bones.

1. Pinned to a wall by a huge spear, the remains of this robber are little more than bone, sinew and hair. One skeletal hand still clutches the spear's shaft, suggesting the robber survived the trap...at least for a few moments.
2. This tomb robber fell to a trap cunningly hidden in the floor. Metal jaws emerging from the stone yet hold the unfortunate's left leg, which had been severed just below the knee. The rest of the robber lies at the end of a dried smeared blood trail; a crude tourniquet on his leg clearly failed to staunch his blood loss.
3. At first glance, this tomb robber's body seems relatively fresh. However, a more than cursory look reveals a look of terror on his face and a certain, disquieting sunken, desiccated quality about the body. A close examination of the body reveals no obvious wounds.
4. The headless decomposing corpse of a tomb robber lies just in front of an archway or door. The unfortunate's head lies beyond. A spray of dried blood coats the ceiling and door (or archway). Flies and other insects buzz about the corpse.
5. This robber's remains have been hacked and slashed as if he was slain in a frenzied assault by several attackers. A pool of dried blood surrounds the remains and a competent tracker can easily make out several strangely-shaped footsteps outlined in blood leading away.
6. Pieces of this robber are splattered about as if his body was rent asunder by a whirlwind. Fragments of bone, decomposing flesh and bits and pieces of destroyed equipment lie everywhere. Clearly, the robber was the victim of catastrophically brutal violence.
7. These skeletal remains are pinned to a wall by a field of short, viciously curved spikes that must have sprung forth from some hidden trap. Cobwebs now wreath the remains, which swarm with a multitude of tiny spiders.
8. A large stone block has fallen from the ceiling, almost completely blocking the corridor. A rusty stain edges the block where it rests upon the floor, perhaps hinting at what might lie crushed beneath.
9. Three iron arrows protrude from the chest and throat of this corpse lying flat on its back on the floor.
10. This corpse lies sprawled on the floor. Amid the decomposing flesh, mouldering hair and rotting equipment a careful search reveals a tiny metal dart stuck into the unfortunate's neck.

10 THINGS TO LOOT FROM A TOMB ROBBER'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 other small pieces of debris.
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 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.

10 GOBLINS WITH PERSONALITY

There are few fantasy foes a low-level PC can face as iconic as the goblin. These lean, green killing machines can be anything from chillingly psychotic to hilariously inept. Use the table below to determine the details of particularly noteworthy 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 SIDE EFFECTS OF BEING DOMINATED BY AN ABOLETH

One of the aboleth’s most dangerous powers is the ability to dominate almost anyone they encounter. Using such powers, they set friend against friend, unleashing betrayal from among their enemies’ midst. The effects of an aboleth’s domination wear off with its death. Such domination effects, however, can also have subtle, long-term effects. Use the table below, to determine what lingering side effects the unfortunate adventurer suffers:

1. Your dreams are full of visions of sunken cyclopean cities and huge, teeming schools of strange, bloated fish that swim about the seaweed-choked ruins.
2. You abhor the smell of fish and no longer eat them (unless in dire extremis).
3. Occasionally, you feel a scratching on the surface of your mind as if something was trying to break in...or break out.
4. You crave the sea and take every possible opportunity to swim in its salty waters. You get cranky and short-tempered, if you can’t go swimming in the sea at least once a week.
5. You feel a special affinity to the sea and begin to believe the sounds of its waves conceal whispers of secret lore destined only for your ears. If given the chance, you sit for hours on a beach or dock listening to its sibilant whispers.

6. While you were dominated, the aboleth commanded you in its ancient, abhorrent tongue. Mortals were not meant to utter such blasphemous sounds, but you seem to have gained the ability to utter a few basic phrases including, “Yes, master” and “By your will”. Occasionally, you unwittingly use them in place of normal speech.
7. Doubts about the natural order of the universe begin to creep into your mind. You begin to ponder the nature of the gods and whether they are deserving of worship. (Note this could be a particularly “fun” side effect for a cleric, druid or paladin).
8. You begin to be more dismissive of other people and their petty woes. Don’t they understand the lurking terrors hidden beneath the ocean’s endlessly churning waters? You become introspective and morose.
9. You develop a taste for raw fish—the fresher the better. Why would anyone ruin such a meal with cooking?
10. Having a powerful will in charge of your every action was strangely comforting—after all, you could do no wrong while carrying out is command. Now stripped of this certainty of purpose, you become stranger hesitant and unsure of yourself.

10 SIGNS OF PREVIOUS EXPLORATION TO DISCOVER IN THE DUNGEON

In all likelihood, the PCs are not the first adventurers to explore the dungeon. Others will have come before them and they'll have left their mark on the dungeon.

The signs of their explorations can serve to highlight the dungeon's history and to add a sense of verisimilitude and depth to the complex. Use this table, to generate minor points of interest the PCs encounter during their adventures:

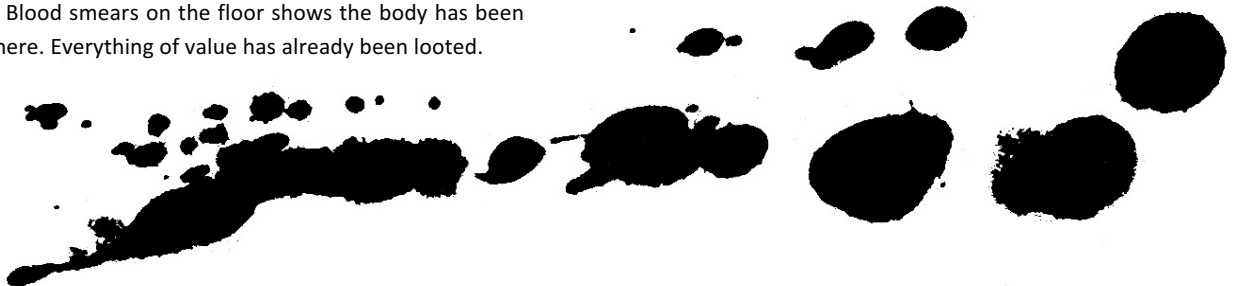
1. A smear of charcoal on the cavern wall shows where a previous explorer extinguished a torch.
2. Signs of cold camp—empty waterskins and discarded, mouldy food—give mute testimony to where previous explorers rested.
3. A large chalk cross decorates the wall next to the entrance to a passageway from which a strange odour emanates.
4. The muddy, booted tracks of a small group of humanoids lead down the passageway before eventually petering out.
5. A discarded torch lies on the floor near a scorched and burnt bright red cloak.
6. The faint smell of smoke reaches the party's nostrils.
7. Rubbish fills the natural depression in the cavern floor. Digging through the trash reveals food wrappers, dirty clothes and long splinters of polished wood.
8. Someone has dug several pits in the muddy floor of this cavern. Each hole is about 3 ft. deep, but seems to fulfil no purpose. Small mounds of mud stand next to each hole. Some have begun to fill with muddy water.
9. A shredded backpack hangs from a natural protrusion in the wall. Water drips onto the backpack, which is soaked and covered in mould.
10. A small pool of clear water fills a natural depression in one wall at about waist height. Several gold coins—perhaps left as an offering to some god or power—glint invitingly in the water.

10 SIGNS OF VIOLENCE TO DISCOVER IN THE DUNGEON

In all likelihood, the PCs are not the first adventurers to explore the dungeon. Others will have come before them and—sadly—some of them will have suffered grievous, perhaps even fatal, injuries.

Serious injuries and excessive violence leave their mark on a dungeon. Not only does this serve as dungeon dressing, but it give the party warning of lurking dangers ahead. Use this table, to generate such points of interest the PCs encounter during their adventures:

1. A (now dry) spray of arterial blood decorates the cave wall.
2. A broken arrow shaft lies discarded on the floor. Blood is smeared across the shaft near the jagged, broken end. Of the tip, there is no sign.
3. A hacked and splintered large wooden shield lies on the floor, surrounded by shards of wood. Nearby, a broken spear lies against the wall.
4. The decomposing body of a human has been shoved against one wall. Blood smears on the floor shows the body has been dragged here. Everything of value has already been looted.
5. Rusting caltrops cover the floor. Several have dried blood upon their tips.
6. A small wad of bloody bandages lies discarded in a corner.
7. Rubble from a field of broken stalagmites lies on the floor; water drips down from above onto its jagged stumps. The shredded and sodden remains of a net are draped over a stalagmite.
8. The decapitated, decomposing body of a goblin leans against the wall. Someone has placed its severed head in its lap; its dead eyes stare up at explorers.
9. A wide pool of blood coats a decent proportion of the cavern floor. It has pooled in the many small depressions in the floor and is only partially dry. There is so much blood here, it is virtually certain whatever was injured died.
10. The hilt and jagged stump of a greatsword lie on the floor surrounded by splinters of the blade. A jagged gouge from the cavern walls provides a clue as to the sword's fate.



10 STATUES FOUND IN A MEDUSA'S LAIR

Classic monsters of mythology (and of many adventures), like basilisks medusas are much feared for their terrifying ability to turn flesh to stone.

One of the key components of a medusa's lair are the petrified statues of those who have come before the PCs. Use the table below, to generate the details of such individuals. To further tailor the results the GM should modify the races of the various statues to take into account the surrounding locales.

1. A goblin crouches on the floor. It has its hands over its eyes, but clearly it could not resist seeing its doom approach. Observant PCs note the unfortunate was petrified because it was peeking between its fingers.
2. This large, muscular human warrior has been petrified in the act of charging. His axe is held high over his head and his face is twisted into a terrible snarl. As the warrior was petrified while running forward, the statue is finely balanced; anyone moving passed it has a good chance of knocking it over and smashing it.
3. Smashed rubble surrounds this statue which is missing from the waist up. The figure seems to have been a human or elf based on his legs and waist and was wearing fine flowing robes.
4. A snarling wolf stands in the centre of the area, hackles raised and teeth barred. Slightly behind the wolf, and to one side, stands a female half-elf dressed in leather armour. The half-elf is pointing deeper into the cave.
5. This statue of an orc wielding a huge falchion is missing its head. Its legs are set wide and the falchions pulled back as if the orc were ready to strike.
6. Seemingly partially melded with a wall—but actually practically filling a small niche at floor level—lies the statue of a halfling, a stone dagger clenched between its teeth.
7. A stone warrior holds his shield up in front of his eyes and his short sword down low ready to murderously rip the weapon up into his opponent's belly.
8. This heavily overburdened human woman wears an oversized backpack and holds a lantern outstretched in front of her. A look of horror mars her otherwise attractive features.
9. This small rat was petrified in the act of looking around the stony legs of another statue.
10. Bones surround this statue of an adventurer caught as he looked back over his shoulder. From the stance of the statue—and the skull and spinal cord still draped about it—it looks like the adventurer was carrying a dead or unconscious companions when he was petrified.

10 SUSPICIOUS SMELLS

Wise adventurers use all five senses while exploring a dungeon. Paying attention to your surroundings is one of the key skills an adventurer needs to cultivate if they wish to retire old, wealthy and healthy.

Therefore, it stands to reason a skilled GM engages all of the PCs' senses during their dungeon delve. Use the following table, to add smells and scents into their next delve.

1. The rank stench of sweat mixed with a hint of ozone hangs in the air.
2. The pungent smell of burning hangs in the air, although no smoke is evident. A fine layer of ash on the floor, however, betrays the presence of a recent fire.
3. The almost imperceptible fragrance of rose blossom fills the air near a doorway or other chokepoint. The fragrance is subtle and is reminiscent of a lady's perfume.
4. A small patch of dying mushrooms clusters along one wall. The mushrooms are mottled black and grey and the smell of rot and decay is heavy in the surrounding area.
5. Part of the wall has collapsed, spilling rubble into the corridor or room. A small slide of thick, wet soil covers the rubble and the heavy smell of mud pervades the area.
6. From a thin crack in the wall issues a strange, heady scent redolent with the promise of a hot, warm clime. How it comes to be here—or where the narrow crack leads—is unknown.
7. This area smells strongly of excrement and manure. Dried mottled brown patches on the floor are the probable source of the smell. One of the largest patches features a single footprint.
8. The putrid stench of rotting vegetation fills this area. Strange root-like fronds grow from the ceiling and end in large, drooping flowers. A small pile of rotting petals lies below these strange plants.
9. The heavy scent of chemicals hangs in the air. While most are unidentifiable, all are acrid and unpleasant. The smell is worse, closer to the floor. Short characters such as halflings and gnomes are particularly effected; their eyes and noses run uncontrollably while they are in this area.
10. Pockmarks and burn marks pit the floor and the lower portions of some of the walls. The smell of acid hangs in the air; if the PCs linger here those of frail constitution start to feel giddy and weak.

12 PERILS TO ENCOUNTER IN A MINE

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

Use this table, to generate the details of the perils the PCs could encounter in a mine:

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 tunnels 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 dessicated corpse is discolored 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.

RELATED ARTICLES

- 20 Hauntings to Encounter in a Mine (page 9)
- 20 Strange Discoveries to Make in a Mine (page 14)
- 20 Things to Find in a Mine (page 27)



20 HAUNTINGS TO ENCOUNTER IN A MINE

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 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; 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, leering faces emerge from the walls, out of the corner of the PCs' eyes. They 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 ghostly visage of a 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 down a ventilation shaft 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 of the shaft.

RELATED ARTICLES

- [12 Perils to Encounter in a Mine \(page 8\)](#)
- [20 Strange Discoveries to Make in a Mine \(page 14\)](#)
- [20 Things to Find in a Mine \(page 27\)](#)

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.

RELATED ARTICLES

- 10 Remarkable Staves (page 39)
- 10 Remarkable Wands (page 40)
- 20 Spell Components to Discover in a Wizard's Tower (page 15)
- 20 Things to Decorate a Wizard's Tower (page 26)
- 20 Things to Find on a Wizard's Bookshelf (page 29)

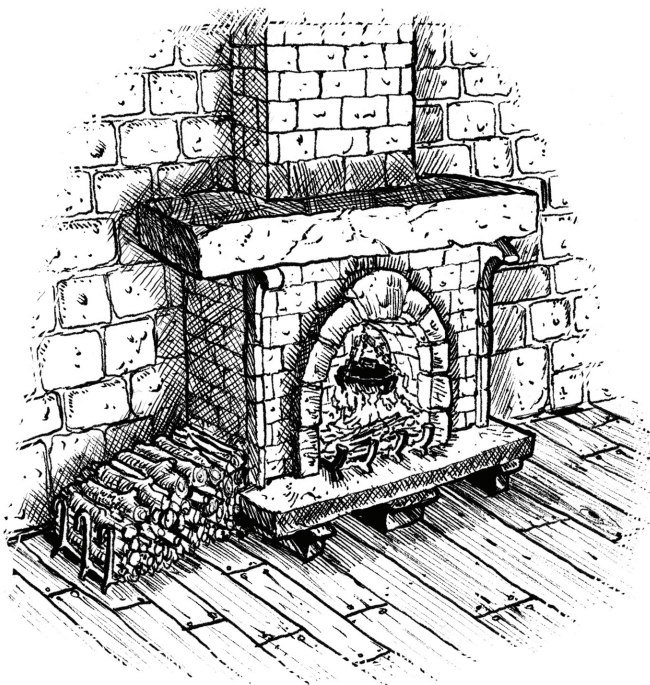


20 POORLY HIDDEN SECRET DUNGEON DOORS

Adventurers always tend to find secret nooks and crannies while they search for hidden treasure. Sometimes these rooms and passages are hard to spot; other times they are easier to find.

Use the table below to generate details of the easily found secret doors the PCs discover while searching the dungeon.

1. Caked with dust and filled with cracks, this one-way mirror is now a bit less one way, revealing the doorway behind it.
2. The end of this thirty-foot hallway appears to be a dead end. Air flows easily beneath the door.
3. If it weren't for the boot propping open this well-hidden door, it would close flush with the wall.
4. A large stone door lies in pieces on the ground. In the room beyond it, an otherwise well-hidden door is likewise riven with cracks. A faint light shines through the cracks.
5. Four goblins lie dead atop this unlocked trapdoor. Blood runs along and through the seams around the door's outline, making it easy to spot.
6. The wood of this trapdoor is extremely squeaky, when stepped on. That it's both older than the surrounding wood and beginning to mould does nothing to help hide it.
7. Books and scattered pages litter the base of this half-destroyed shelf-door. Once opened with the classic book-on-shelf method, now the door needs only a few shoves to fall completely to pieces.
8. There's a sword lodged in the face of this large sliding door. The hinges make a racket whenever something so much as touches the blade.



9. Surrounded by ruined prying implements, the message on this otherwise perfectly sealed door reads, "Hidden doesn't begin to describe this piece of..." The message ends in a fresh bloodstain.
10. The pungent scent of spilled alcohol emanates from beyond this large, decaying stone secret door.
11. This passageway "hides" behind a failing *illusory wall*. The faltering magic cycles through various stone types, many the effect easy to spot of the wall is observed for more than a minute at any one time.
12. This revolving door's tracks squeal whenever anything touches them. There's also the strong, lingering scent of rust lingering in the air.
13. Someone attempted to conceal this low hole in the wall with stones, bones and a large hunk of unworked iron ore. Air whistles through the cracks and disturbs the dirt around the rubble.
14. Still in perfect condition, this heavy iron door is on an old ghost's way through the dungeon. Unconcerned with, or unaware of, the PCs' presence, he still even uses the handle as he comes and goes.
15. This passage would be hard to see if the wall in front of it weren't riddled with rat holes. The hall beyond stinks of their leavings.
16. Fog creeps around the edges of this door's frame, seeping from somewhere beyond. If opened, the fog billows out of the door before dissipating.
17. Set behind a hearth, this door blends in perfectly with the wall until someone lights a fire. Then, the discrepancy between the wall and the door become apparent as the airflow pulls smoke through the gap around the door.
18. Covered in claw marks and pierced by splintered holes, this door leads to a rock wall. If anything touches this "rock" it disintegrates into dust on contact.
19. This old trap door sits above an underground waterway, and the sound of running water makes its way up through the cracks with ease.
20. Sitting in the centre of the ceiling, this door is unremarkable in every other way except it weighs almost five hundred pounds. Consequently, it has begun to sag—its hinges unable to cope with its immense weight.

RELATED ARTICLES

- 10 Suspicious Smells (page 9)
- 10 Suspiciously Detailed Empty Dungeon Areas (page 22)
- 20 Suspiciously Unusual Locks (page 25)

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.

RELATED ARTICLES

- 12 Perils to Encounter in a Mine (page 8)
- 20 Hauntings to Encounter in a Mine (page 9)
- 20 Things to Find in a Mine (page 27)



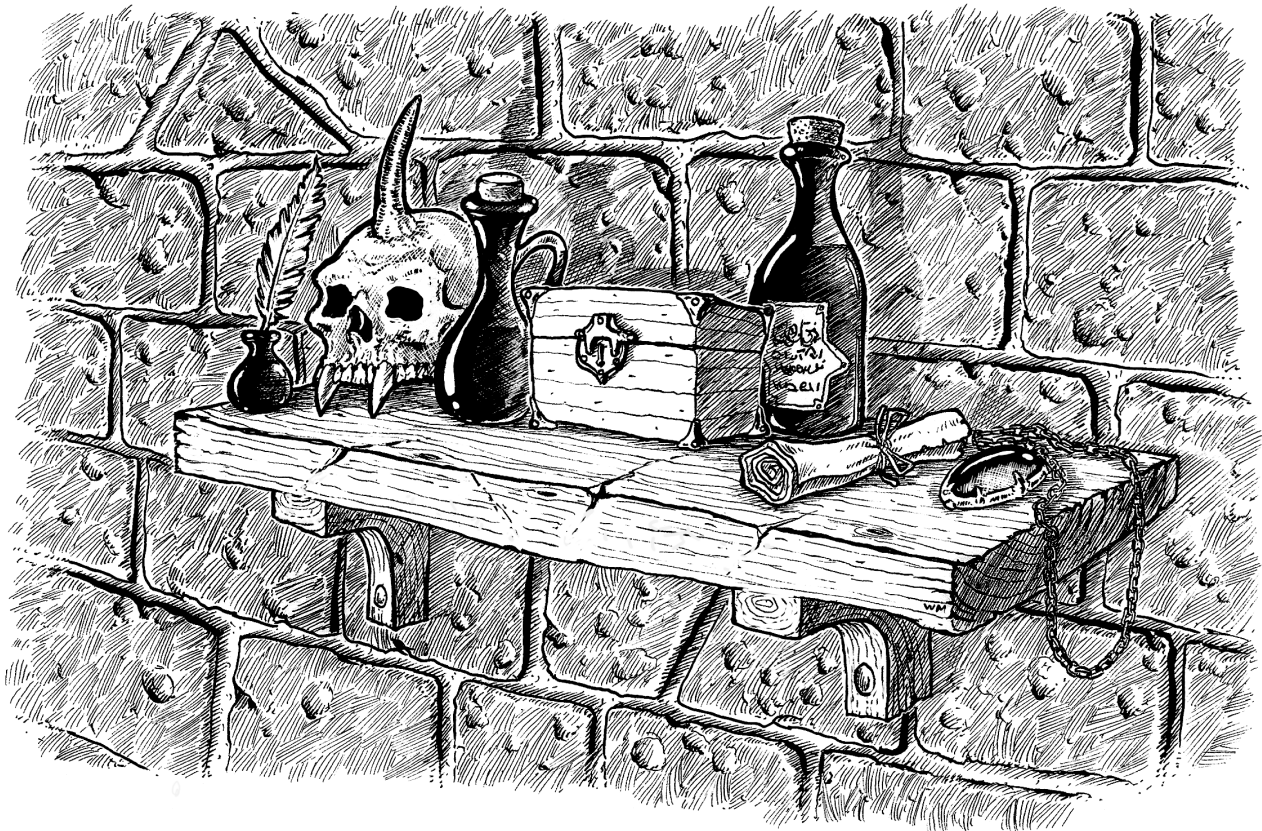
20 SPELL COMPONENT TO DISCOVER IN A WIZARD'S TOWER

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 encribed with the name of a different plane of existence.

RELATED ARTICLES

- 10 Remarkable Scroll Cases (page 38)
- 10 Remarkable Staves (page 39)
- 10 Remarkable Wands (page 40)
- 20 Things to Decorate a Wizard's Tower (page 26)
- 20 Things to Find on a Wizard's Bookshelf (page 29)

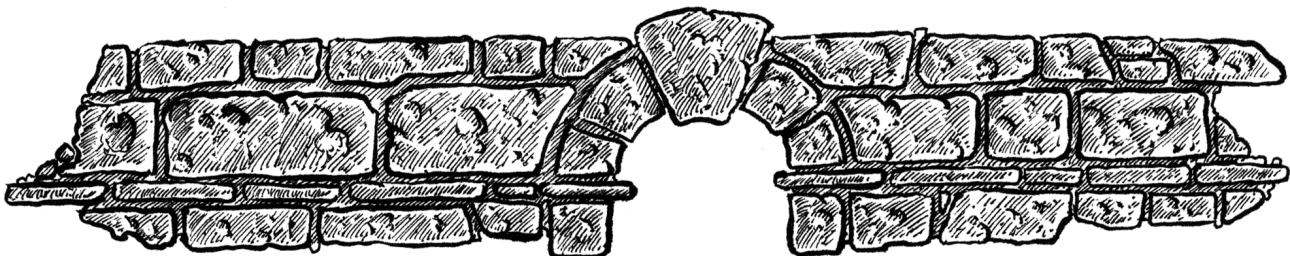


10 SUSPICIOUSLY DETAILED DUNGEON CEILINGS

1. Riven with cracks this section of ceiling looks unstable even to the untrained eye. Occasionally, dust sifts down from above. A fine covering of gravel and grit covers the floor and indistinct tracks cross through the area.
2. A dried blood stain mars the ceiling. It seems something sprayed blood across a section of ceiling before being dragged off to a nearby shadowy recess. Blood splatter on the floor mirrors the bloody drag marks on the ceiling.
3. Spider webs cover the ceiling, being particularly dense over the mouth of a natural chimney leading upwards. Dust covers the cobwebs—they've clearly been here for some time—and several darker clumps hint at creatures entombed within.
4. Strange, slender pale white stalactites festoon the ceiling. Delicate in the extreme, many of these growths glisten with moisture in the party's lights. The atmosphere in the air is damp.
5. Cracks mar the ceiling; from these a faint breeze issues, redolent with moisture and the fetid stench of rot.
6. Soot stains the ceiling. The staining is worse above one corner where the charred remnants of several unidentifiable chunks of wood lie half hidden among a large pile of ash.
7. Roots from some form of unknown plant grow down through the much-cracked ceiling. A faint breeze also issues from the cracks, making the roots sway gently. The roots grow thickly and reach almost to the floor; explorers must push through them—or crawl under them—to continue.
8. The ceiling appears normal in all regards, but as the party traverses the area, perceptive PCs hear the rock seemingly groan.
9. Someone—or something—has daubed a sigil of sinister character—a riven skull—upon the ceiling. They appear to have used blood—now dried—for their "art".
10. Mottled black and brown mould grows thickly upon the ceiling and down one wall. The air is heavy with the smell of rot and discoloured water drips down from the ceiling and through the mould. Puddles cover the floor.

10 SUSPICIOUSLY DETAILED DUNGEON CORRIDORS

1. This corridor is suspiciously clean. No dust or mud covers the floor and no cobwebs cloak the ceiling.
2. Four torch sconces jut from the walls of this corridor. Three are empty, but the fourth holds a fresh, unused torch.
3. Large, jagged claw marks mar one of the corridor's walls. The gouges are deep; in one lurks the remains of a single great claw or fingernail.
4. A small shaft pierces the corridor's ceiling. Originally a natural crack in the rock, the builders of the place used it for ventilation. The shaft is narrow and links this corridor with the level above (or the outside world).
5. A drainage gully cuts through the floor of this corridor. Shallow, moist mud fills the gully and the floor is subtly angled to direct water into the gully. The PCs—of course—may suspect a more sinister reason for the angled floor.
6. The mortar in the walls and ceiling is old and crumbling. Water oozes through the exposed cracks and mould grows on some of the brickwork.
7. Section of the floor have moved and shifted. Thus, the floor is uneven and difficult to traverse at speed. Small puddles lurk between the stones.
8. Mottled green and brown mould grows across the corridor's ceiling. In places, cold water drips though the mould to form greenish puddles on the uneven floor.
9. This length of corridor is unremarkable save for a bricked-up doorway roughly halfway along its length. The brickwork is clearly of much more recent construction than the surrounds.
10. The corridor's ceiling has been—unevenly—whitewashed. Strange, faded whorl-like patterns decorate the ceiling. They seem completely random in design and yet hint at the madness undoubtedly lurking within the artist's mind.



10 SUSPICIOUSLY DETAILED DUNGEON DOORS

1. One of the planks making up this sturdy wooden door has recently been replaced. The wood looks fresh and the heads of the nails holding it in place are still bright and shiny.
2. The door is a terrible fit for the doorway; gaps about one-inch-wide at the top and bottom provide mute testimony to the carpenter's craftsmanship—and a handy way to spy what lurks beyond.
3. While the door itself seems in relatively good condition, the hinges are old and rather rusty. Opening the door creates a loud screeching sound sure to alert anyone in the vicinity.
4. Gouges in the wood of this door show where someone has tried (and failed) to dig out one of the hinges.
5. This door isn't installed properly; it is merely propped in place. Anyone trying to open the door normally is in for a shock as it topples backwards onto them. Observant PCs notice the door's hinges are not actually attached to the wall (like normal).
6. Water drips down from the ceiling onto the floor in front of the door. Consequently, the bottom of the door has swelled somewhat, making it harder to open than normal.
7. Nails of various shapes and sizes have been driven into the surface of this door in the general shape of an esoteric sigil representing danger.
8. A crude representation of a flame has been daubed this door with red paint. The work is amateurish and faded.
9. The wood of this door is clearly rotten. Mould grows on the door's surface and the pungent smell of damp wood and rot fills the immediate vicinity.
10. This iron door perfectly fills the doorway. A small grilled view port pierces the door at male human head height. Several smaller ports—hidden from casual inspection—at waist height serve as arrow slits of sorts and allow defenders to jab spears and suchlike at those in front of the portal.

10 SUSPICIOUSLY DETAILED DUNGEON DOUBLE DOORS

1. Scorch marks mar these stout wooden doors. Some of the planking at the base of the doors seems particularly blackened.
2. These fine double doors stand snugly in the doorway. Small carvings of writhing serpents decorate the door's hinges.
3. A small shuttered viewing port—protected by an ornate iron grill—pierces the left-hand side door at roughly human head height.
4. Torch sconces flank this pair of iron-banded double doors. Each contains a fresh, unburnt torch. The beaten iron bands run horizontally across the door. A keyhole pierces one of the iron bands on the right hand door, but bizarrely it is set at shoulder height.
5. The wood of these doors is so old it is practically black and its thick hinges are red with rust. The door's lock, however, is clearly new; no rust mars its surface.
6. These double doors have an ornate over-sized iron knocker in the shape of a glowering man's face. The man's face looks out at the person in front of the door.
7. This double door's hinges are nested—hidden in the wall—allowing the door to open inwards or outwards. The door itself is of stout oaken planks bound with thick iron bands for strength.
8. These wide, but squat, double doors are of carefully carved stone. Intricate carvings of a mountain range decorate the doors themselves. The doors are incredibly heavy, but fit the gap perfectly.
9. The iron bands of these double doors are rusty and pitted. In several places, the iron nails used to secure them in place are missing.
10. A heavy iron portcullis stands immediately in front of these plain, but obviously sturdy, double doors. Scraps of metal—fragments of armour, shards from blades and so on—are tied to the portcullis (perhaps in decoration). If the portcullis is raised the clattering of metal alerts everyone and everything in the vicinity.



10 SUSPICIOUSLY DETAILED DUNGEON FOUNTAINS

1. A smattering of coins—mainly silver and copper—lie at the bottom of the pool. They glint invitingly in the party's lights.
2. A school of tiny fish dart about the fountain's pool. The fish are brightly coloured, and hard to catch; they live under the fountain itself in a series of small niches and flee therein if anything large enters the pool's waters.
3. The bottom of the pool is suspiciously pristine—as if it had been recently cleaned.
4. A single sodden leather boot lies at the bottom of the pool.
5. Dried blood mars the fountain's low, decorative wall. Perceptive characters spot several oversized teeth at the bottom of the pool.
6. The water in the pool is lower than normal, and is draining out through a crack at the bottom of the pool. A large chunk of masonry fallen from above lies over part of the crack—and hints at its origin!
7. The fountain has fallen into the pool. Water no longer flows here, and the pool is stagnant. Bright green and yellow mould clings to the damaged fountain, in thick clumps.
8. A single skull grins up at the party from the bottom of the pool.

9. Fronds of some kind of aquatic plant, swaying in the current, grows in the pool. Their thick growth obscures sight of several platinum pieces dropped here long ago as an offering to the goddess of luck.
10. The fountain is set to only spurt water when someone approaches the pool. Thus, the fountain starts jetting forth water moments after the party arrive in the area. Paranoid adventurers may suspect a trap.

THOUGHTS ON FOUNTAINS

In the minds of adventurers, fountains set in dungeons fill the same niche as pools. Their waters could have magic qualities or—at the least—treasure might lie within!

Dungeons often feature fountains—their inhabitants must drink, after all. Some pools surrounding such fountains might even have magic powers! At the least, something interesting might lie in the pool.

In my campaign, such interesting features are often the catalyst for a veritable tidal wave of skill checks and experimental drinking.

10 SUSPICIOUSLY DETAILED DUNGEON LIGHT SOURCES

Dungeons are predominantly dark places; here the sun's light does not reach and the darkness is so thick explorers cannot even see their own hands in front of their faces.

Most dungeon dwellers don't need light—their senses have developed to allow them to see in the dark. Some, however, require light—or the heat that light invariably brings—and so occasionally adventurers will come across pockets of light. Most light comes from standard sources—bonfires, lanterns and torches. Other sources of light are more esoteric in origin. Use the table below, to generate such light sources.

1. Motes of multi-coloured sparkling light hang in the air, flooding the area with a soft light reminiscent of candle light.
2. A dense fog clings to the floor (or ceiling) of the area and glows with a constant pale green radiance. The fog is thick enough to obscure vision and undulates in a fashion reminiscent to water if someone or something moves through it.
3. The whole ceiling radiates a faint pale light. When someone enters the area, the light level increases to that of broad daylight.
4. A large metal ball the size of a man's head hangs from the ceiling from a long slender chain. Heatless flames writhe over the ball's surface providing illumination as a torch.

5. Holes have been carved in the floor here and filled with burning oil. Flames dance atop the oil and the temperature in the immediate vicinity is sweltering.
6. A pillar of concentrated sunlight shines down through a circular hole cut into the ceiling. The hole is only three-foot wide and the light is directed here through a cleverly positioned series of mirrors.
7. The rock in the wall is of a special, quasi-magical type. When light is brought here, the rocks absorb and store it. After the light source has been removed, the rocks glow dimly for several hours.
8. A small pool fills a depression in the centre of the floor. Luminescent water fills the pool and glows dimly. Small multi-coloured glowing fish dart about its depths.
9. A line of candles stands upright against one wall in a veritable pool of dried and drying wax. The candles are of a variety of colours and sizes. Some are lit while others are not; there seems to be no appreciable pattern to which candles are lit (or their placement).
10. A carved niche in one wall above the entrance contains a skeleton laid out as at rest. Luminescent insects crawl about and through the skeleton providing a lurid, shifting display of light and shadow on the ceiling.

10 SUSPICIOUSLY DETAILED DUNGEON PORTCULLISES

Portcullises often appear when a dungeon builder really, really wants to keep intruders out of a certain location. To the greedy adventurer seeking gold, a portcullis is often seen as a sign of great wealth nearby. After all, a treasure vault, crypt or even the personal chambers of some august individual could all lie beyond.

1. Of black wrought iron, this portcullis is particularly heavy. Unfortunately, it has been badly installed; when raised or lowered it makes a loud screeching sound audible throughout the surrounding corridors and chambers. It also feels cold to the touch.
2. This portcullis has several shields tied to it; each is battered and splintered—several bear faded devices of little-known (and now dead) warriors. The shields clank against the portcullis' bars when it is raised or lowered.
3. Some of this portcullis' lower bars show signs of acid damage. Although not badly damaged, they show minor signs of melting.
4. A work of art, this portcullis' bars are forged to depict snakes coiled about one another. The snakes are incredibly detailed, although they don't appear to represent any species of known snake.
5. The scrollwork in the archway around this portcullis is intricately carved to look like a pile of grey bones. Here and

there in shallow niches, actual bleached skulls glare down at intruders. Many bear obvious signs of violence.

6. A few of this portcullis's bars on have been bent aside. The resultant gap provides just enough space for a halfling or similarly-sized creature to squeeze through. In other regards the portcullis seems in good repair.
7. Currently down, it appears this rusty portcullis has not been raised for some time—particularly if the condition of the mouldering corpses impaled beneath it is anything to go by.
8. Scraps of brightly coloured cloth festoon this down portcullis. Seemingly every inch of its bars are covered by the material. Close inspection reveals the tightly woven strips of cloth are tightly tied to the bars and most contain something small—mouldering foodstuffs, a lock of hair and so on. Perhaps they are offerings left for whatever dwells beyond.
9. This irregularly forged white-hued portcullis appears at first glance to have been crafted from bones. A close inspection reveals the “bones” are forged metal designed to impart a macabre aspect to the portcullis.
10. This portcullis is half down—or half-up depending on your perspective. A crude ladder leans against the nearby wall and a scattering of tool lie about. Of the workman, there is no sign.

10 SUSPICIOUSLY DETAILED DUNGEON STAIRCASES

1. A central groove—perhaps from the tread of many feet or the action of flowing water—has been worn in the riser of each of these old stone steps. The groove is slippery and makes the stair harder to traverse safely.
2. One of the steps roughly halfway down the staircase is pitted and crumbling. A crude repair involving a thick wooden plank and four pitons hammered into the walls stop it from disintegrating completely.
3. Water drips down the walls, creating small puddles on the stairs around which cluster small growths of mushrooms and fungi. It is colder than normal on the staircase.
4. The ceiling of this staircase is particularly low in several places forcing anyone over 5 ft. high to duck or smash their head on the unyielding stone.
5. The steps comprising this stair are narrow forcing most folk to walk down them practically sideways.
6. This staircase is almost precipitously steep and narrow. Crude handholds are carved into the wall in spots where the stair is

particularly steep. These handholds have been worn smooth from use. Some are surprisingly deep—anything could lurk within their shadowy depths.

7. A large white chalk arrow has been drawn on the ceiling over the stairs. The arrow points downward, but its tip has been rubbed out.
8. The steps comprising this stair are of unequal height, making a swift traverse of the stair—in either direction—all but impossible.
9. A discarded torch lies on one of the steps. On the wall nearby, a smudge of charcoal shows where it was hurriedly stubbed out.
10. Drops of dried blood mar some of the stairs. From the drop's shape—and the distance between them—it looks like whoever was bleeding was rushing up the stairs.

10 SUSPICIOUSLY DETAILED DUNGEON STATUES

Every dungeon has statues. Perhaps one of the most durable pieces of dungeon decoration, statues are also often trapped or sometimes even animate to slay intruders!

Wise adventurers do not lightly approach a statue—particularly a suspiciously detailed one. Some, however, are just decoration. Use the tables below, to breathe life into the statues in your dungeon.

STATUE CONDITION

Not all statues are in pristine condition, when discovered by adventurers. Use the following table, to determine the statue's condition:

1. The statue's plinth is corroded and pitted as if the rock were decomposing or rotting away from the inside.
2. This statue holds its left arm out pointing at the entrance through which the party entered the area. The arm ends in a jagged stump; the hand once attached lies on the floor nearby.
3. A small pile of rubble lies about the statue, but the statue itself does not seem to be damaged.
4. Someone has thrown a ripped blue cloak over the statue. The area around the rip is smeared with dried blood.
5. Drag marks on the floor adjacent to the statue betray its original position 10 ft. away.
6. Close examination reveals the statue to be suspiciously clean; no dust or cobweb mars its appearance.
7. Someone or something has tried to paint the statue; they failed spectacularly—their effort looks terrible.
8. The statue is pitted and gouged as if someone had struck it repeatedly with a large, blunt object.
9. Generally in good condition, the statue is nevertheless unstable. Even though it is solid stone, it is badly balanced and relatively easy to tip over.
10. The statue has been smashed in half; the top half lies on the floor nearby to the jagged stump comprising its legs and waist.



STATUE SUBJECT

Statues can depict a wide variety of subjects. Use the following table, to determine the statue's subject (keeping in mind the style and flavour of the dungeon in which it rests):

1. The statue depicts the artist's view of a perfect orc warrior; massively muscled the male orc stands in a fighting pose; he wears only a loincloth and a snarl mars his already ugly face.
2. This statue is wide and long; it depicts a hapless adventurer being "consumed" by a gelatinous cube. The artist has done a particularly good job capturing the terror on the unfortunate's face.
3. A large, powerfully built snarling dog stands atop a low stone plinth; the dog's hackles are raised and it wears a spiked collar about its neck.
4. This statue is a smooth-faced pyramid about as tall as a grown man. The pyramid's zenith comprises a small concave hollow. Clearly designed to hold something small such as a gemstone, it is now empty of everything except dust and a desiccated spider's corpse.
5. With the appearance of an intricately designed wizard's tower, this statue is incredibly detailed. It conceals several secret compartments that may—or may not—hide small treasures.
6. A large stone skull sits atop a slender 4 ft. high rough hewn plinth. The skull has dull black eyes that seem to glower at the party. Investigations reveal the eyes are actually small, sculpted pieces of coal.
7. A regal man stands with his legs apart and his chest stuck out. He wears fine clothes and his face is set in a disapproving stare—aimed straight over the PCs' heads.
8. With the head of a lion—complete with flowing mane—this stone warrior stands on guard, a long spear grasped in both hands. He wears fine scale mail and faces an identical statue on the other side of the room.
9. A warrior clad in full plate with his visor lowered stares impassively into the chamber. The statue holds a bastard sword up in front of its body—perhaps in salute or perhaps as a warning to come no nearer.
10. A stone oak tree seemingly grows out of the floor of this area. Investigation reveals the tree to be a statue but it is well detailed, right down to the tiny stone acorns hanging from its boughs.

RELATED ARTICLE

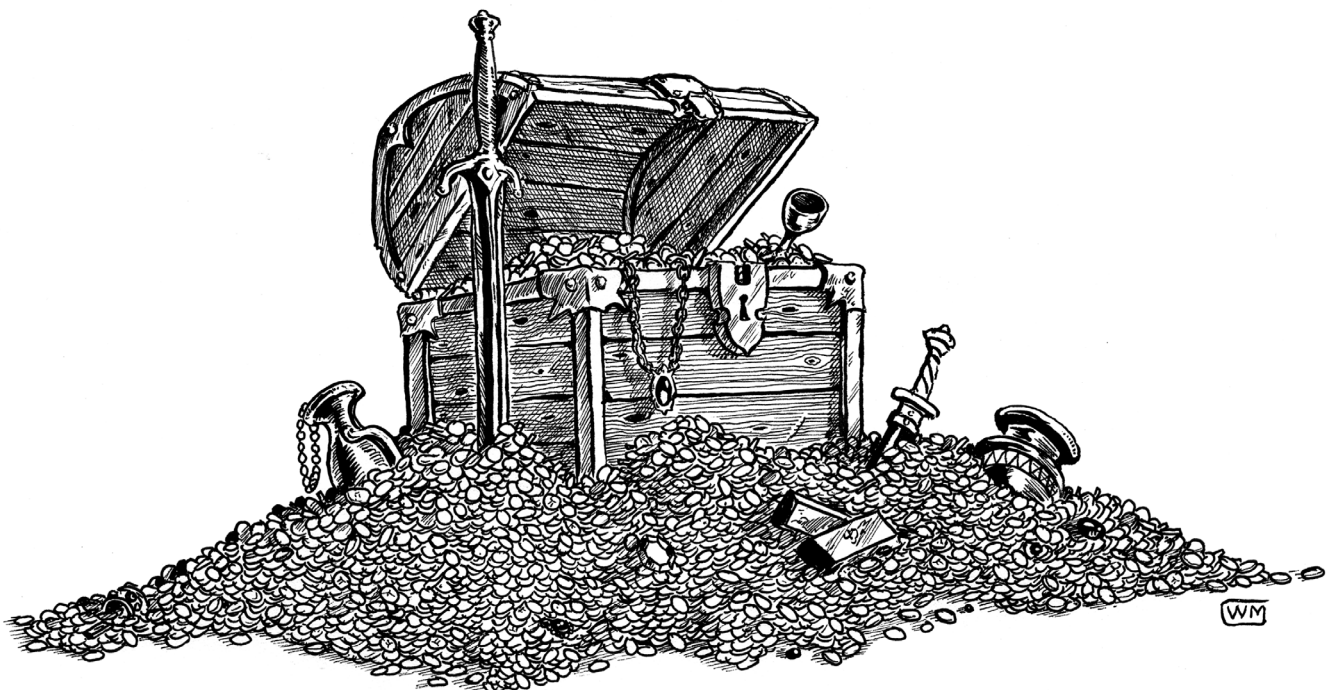
- 10 Statues Found in a Medusa's Lair (page 9)

10 SUSPICIOUSLY DETAILED DUNGEON TREASURE CHESTS

There are few things adventurers like finding more than a treasure chest. Most such chests are—of course—locked. Many are trapped. The most commonly trapped kind of treasure chest is one that has a detailed description.

Of course, not all detailed treasure chests are trapped. Sometimes, the room itself is trapped while other times the owner simply doesn't have the time, skills or resources to trap every chest in his lair. No matter, while discovering a treasure chest is a matter of intense joy for most adventurers, the wise adventurer is also cautious. Use the table below, to add flavour to the next treasure chest your PCs discover:

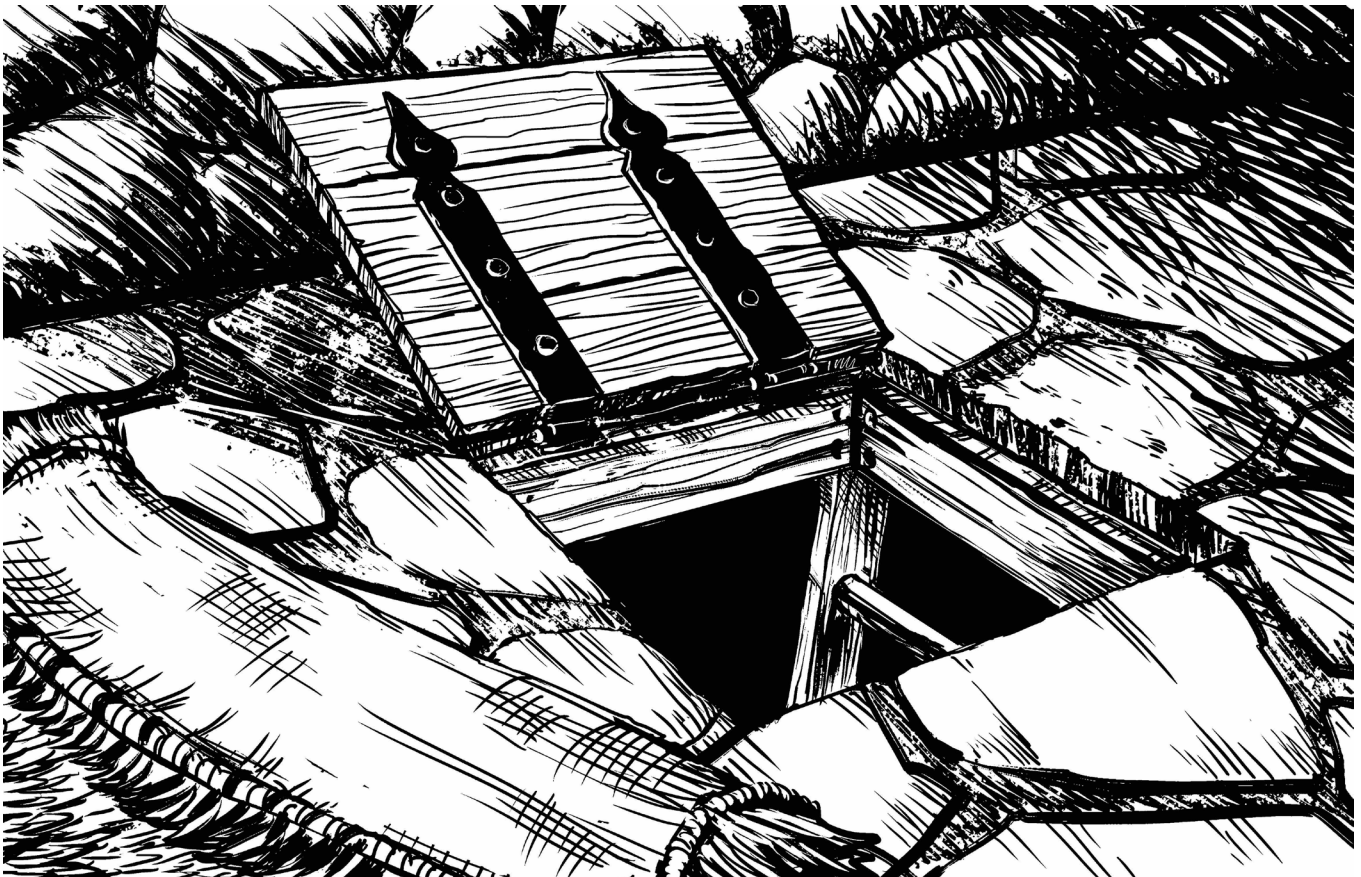
1. This iron-bound chest is secured with a large, prominent padlock hanging from an iron hasp forged to look like a jagged tooth.
2. Three heavy iron chains are wrapped around this otherwise unremarkable chest. Each is secured by a padlock hidden behind the chest. The padlocks are hard to reach, without moving the chest.
3. The faint smell of ozone hangs in the air, in the immediate vicinity of the chest.
4. This chest is clearly old. Its iron bands are worn and rusted. In places, the chest's wood is slightly splintered as if someone has tried to smash it.
5. Sitting on a slightly raised plinth, this iron chest looks particularly heavy. No lock is obvious, but a riot of engraved flowers decorates its lid.
6. The wall directly behind this chest is scorched as if it had been caught in an intense, fiery explosion. The chest itself seems in excellent condition.
7. Sitting directly opposite its twin, this chest is made of highly polished oak. The chest doesn't appear to have an external lock, but a large and unbroken waxen seal covers up something just below the chest's lid.
8. This chest's lid bears several deep gouges, as if someone had used an axe or other heavy weapon to try and break in. Behind the chest, perceptive PCs spot a smear of dried blood low down on the wall.
9. A dagger pins a piece of parchment over the chest's lock. From a distance, the parchment seems to have nothing written on it but meaningless squiggles and geometric shapes.
10. Drag marks on the floor show this chest has been moved. Curious PCs tracking the drag marks back across the room discover a small area of melted and pitted stone.



10 SUSPICIOUSLY DETAILED EMPTY DUNGEON AREAS

Not all areas of a dungeon are inhabited. Some are—or appear—empty. Such areas don't have to be boring. Clever GMs can use them to great effect for they can give hints as to what has gone before, be used to foreshadow future events, as the location of forgotten trinkets or even as somewhere for the PCs to rest. Use the table below, to generate details of the empty areas the party discover during their explorations (and don't forget to tailor the result to suit the mood and style of your dungeon).

1. In several places, water drips through the ceiling of this place; consequently, a large muddy puddle of cold water covers much of the floor. The sound of dripping water here is subdued, but relentless.
2. A mass of smashed and rotting wooden furniture fills one corner of this area. Dust covers the pile, but perceptive PCs hear small creatures scurrying about within.
3. A row of three-inch squares pierce one wall of this place at about head height. There are a dozen holes in total and several yet contain splinters of wood. Ten feet out from the wall, a similar line of a dozen holes pierce the floor.
4. The tracks in the thick dust criss crossing this area are a confused jumble. It seems many different creatures have passed through here.
5. A faint breeze issues from a network of cracks in one of the walls. Splinters of wood and a mass of sodden, rotten clothes hint at this area's purpose. Two torch sconces—one bent and nearly torn from its fixings—jut from opposite walls.
6. A wooden barrel—staved in close to its bottom—lies on one side in the middle of the floor. A small hammer and a pair of dented drinking cups lie nearby. The barely detectable smell of stale wine hangs in the air.
7. There is no airflow here; the smell of sweat and mould hangs heavily throughout. Thick black mould covers the floor and some shattered pieces of wood that were once furniture.
8. A scorched, partially burnt overturned table lies across the entrance to this area. Two sagging, rotting benches are propped up against the wall nearby.
9. Part of the wall has collapsed spilling mud and rubble onto the floor. The sections of the wall near to the collapse are similarly unstable and prone to collapse. Further into the chamber, several of the floor's flagstones have sunk several inches into the ground creating an area of tricky footing.
10. The remains of a tripwire trap stretches across the entrance to this area. Long ago disarmed, the trap was designed to act as an alarm. The mouldering string comprising the tripwire is looped around two small piles of precariously balanced rocks.



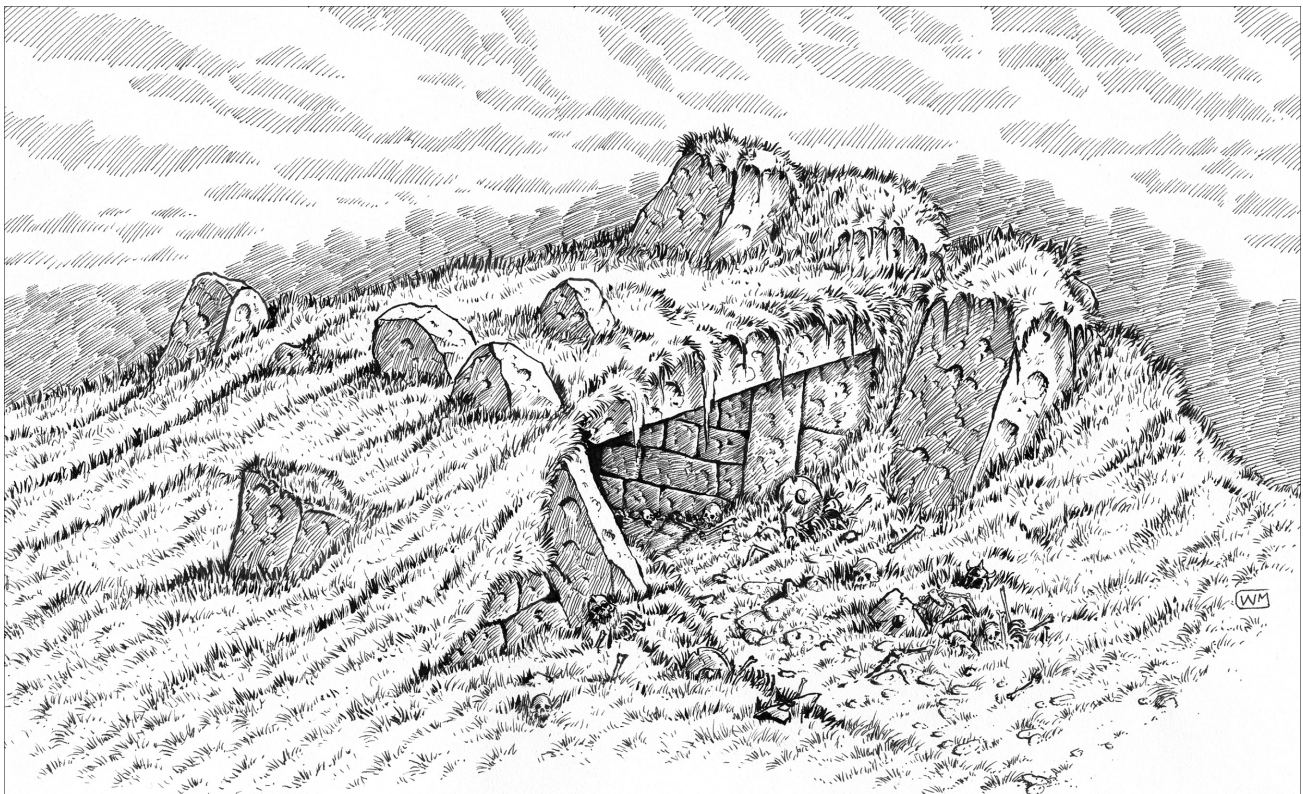
10 THINGS TO FIND DUMPED OUTSIDE THE DUNGEON'S ENTRANCE

Ahead, yawns the shadow-cloaked depths of the dungeon's entrance. Within lurks untold danger and perhaps glimmering treasures. But what of the entrance itself? What can inquisitive adventurers find there?

Dungeon entrances are often overlooked as a great place to set the scene. Obviously, this is (probably) a high-traffic area and so there is bound to be a certain amount of rubbish and discarded equipment lying about.

Use the table below, to determine what the PCs find at the dungeon's entrance.

1. A hacked and broken large wooden shield. Red and blue splinters of wood lie all about and it is impossible to make out the heraldic device on the shield's shattered remains.
2. An empty waterskin; dried blood covers the skin's mouth.
3. A haphazardly arranged pile of freshly cut wood stands near the dungeon entrance. The inhabitants (or adventurers) may have cut the wood for fuel or it may be a defensive measure by the dungeon's denizens. (In this case, the wood is soaked with oil and will be ignited by the defenders when the PCs attack).
4. A sporadic trail of copper and silver coins leads away from the dungeon. Eventually, the trail terminates in a leather sack with a hole ripped in the bottom. Sadly, the sack is empty except for a single gold coin caught in a fold.
5. Several wooden holy symbols hang from a skeletal tree growing near the dungeon's entrance. All the symbols have been slashed or scorched. Several have clearly had precious stones pried from their settings. The symbols clack against one another in the wind, creating a mournful sound.
6. Blood splatter and a confused mess of tracks bear witness to a recent skirmish.
7. Two broken arrows stand proudly from the ground. Nearby, a wisp of red fabric flutters from a branch on which it is snagged. Investigation reveals the fabric is velvet and probably came from an expensive robe or cloak.
8. The hacked and bloody decomposing corpse of a humanoid lies in a jumble against a boulder. The creature (of a type appropriate for the dungeon) had clearly been tortured, but it is unclear by whom.
9. A shredded backpack with a huge rent in the back. One of the pack's straps has been ripped off. The pack's contents—a blanket, three days of rations and a coil of hemp rope—are all mouldy; they've clearly been here some time.
10. A single leather boot stands—incongruously—in the very shadow of the dungeon's entrance. It seems of high quality and in good condition. The boot is part of a trap set to alert those guarding the entrance; it is attached by a length of twine hidden in the dirt to a precariously balanced metal shield. If the boot is disturbed, the shield falls over with a crash.



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.

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

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!

10 THINGS TO FIND IN A GIANT SPIDER'S WEB

A staple of low-level dungeons, giant spiders are fearsome predators well able to take on and slay neophyte adventurers.

As hunters, giant spiders often ensnare prey in their webs. 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.

Use this table, to add objects of interest—but little value—to proceedings.

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. A myriad 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.

20 SUSPICIOUSLY UNUSUAL LOCKS

Sometimes a door is just a door and sometimes a lock is just a lock. But sometimes, it isn't.

Every now and then, the brave PCs come across an otherwise atypical door or lock. Some are particularly hard to unlock while others have a unique method of opening such as a special object that must be inserted into the lock or a puzzle than needs solving.

Use the table below, to generate the details of such strange locks.

1. This lock has no keyhole but has a series of internal magnets. The proper alignment and placement of magnets on the surface of the door unlocks it.
2. This lock has a shackle shaped like an octopus's tentacle and a body with a vaguely octopus-like head.
3. This massive lock's keyhole is big enough to fit an arm inside. A PC must place his arms into the hole to manipulate the pins embedded in the doorframe.
4. This lock has three keyholes, one of which is the correct keyhole. The others could be nothing more than decoys or they could contain sinister traps or even tiny guardians.
5. This lock has a three by three set of holes in its face. Placing pegs in the correct four holes unlocks the mechanism. The pegs are hidden elsewhere (but nearby).
6. The lock's faceplate has three revolving dials in it; each dial has the letters of the Dwarven alphabet etched into them.
7. An obviously wrong key is jammed into the lock and broken off. It must be removed before the lock can be picked.
8. This lock's faceplate is red and shaped like a heart and its keyhole is heart-shaped. Pushing a certain arrow through the keyhole unlocks the mechanism. The arrow—which has red fletching—is held by a statue of an archer standing in a nearby room.
9. This trefoil-shaped lock has several sliding pieces, allowing the pieces to shift into various configurations. Sliding the pieces into the correct position unlocks the mechanism.
10. This door's locking mechanism is inside a steel mouth filled with sharp teeth. If the lock is manipulated incorrectly, the jaws snap shut.

11. This lock is intelligent and vain. Picking the lock has no effect; instead, one must use diplomacy and flattery to convince it to open.
12. Each time the lock is opened, the pins change position, effectively creating a brand new lock.
13. This lock has a clockwork mechanism mounted on it. Manipulating the lock's pins starts the clockwork mechanism counting down, but counting down to what?
14. This lock is a simple lever on a very strong spring. The lock's keyhole leads to a reservoir. When the proper amount of liquid fills the reservoir, the lock unlocks. Adding too much liquid makes the door harder to open until the excess drains away (a process which takes hours).
15. This lock is a strange tangle of wires, rods and circles. Manipulating the puzzle so it comes apart unlocks the mechanism.
16. This lock is a simple chain and ball where the ball fits in a slide to the side of the door. However, the slide is a complex maze. To unlock the door the ball must be manipulated through the maze.
17. This lock is a complex clockwork mechanism. Unless the mechanism is taken apart and reset, the lock only unlocks once per day.
18. The lock has an immovable iron rod sticking out of it. Heating the rod to the correct temperature unlocks the mechanism. Heating it to too high a temperature, makes the door harder to open.
19. This lock has a large prism set into its face but no keyhole. Shining a light through the prism at the correct angle unlocks the mechanism.
20. Attached to the mechanism of the lock is a harmonica. Playing the correct tune on the harmonica unlocks the mechanism.

RELATED ARTICLES

- 10 Suspiciously Detailed Dungeon Doors (page 17)
- 10 Suspiciously Detailed Dungeon Double Doors (page 17)
- 10 Suspiciously Detailed Dungeon Treasure Chests (page 21)



20 THINGS TO DECORATE A WIZARD'S TOWER

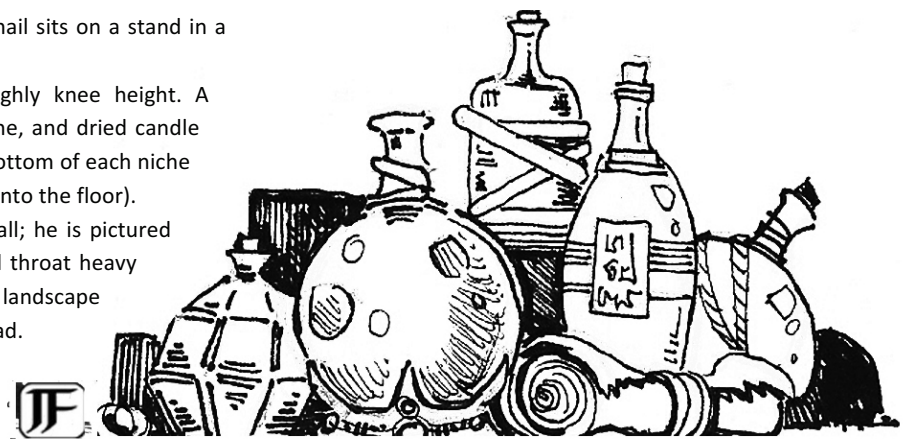
Wizard's towers are strange places full of esoteric items of unknowable purpose and artifice. It makes sense that such folk—steeped in arcane arts—would decorate their homes with objects and items that one would be unlikely to find in more normal dwellings.

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.

RELATED ARTICLES

- 10 Remarkable Scroll Cases (page 38)
- 10 Remarkable Staves (page 39)
- 10 Remarkable Wands (page 40)
- 20 Spell Components to Discover in a Wizard's Tower (page 15)
- 20 Things to Find on a Wizard's Bookshelf (page 29)



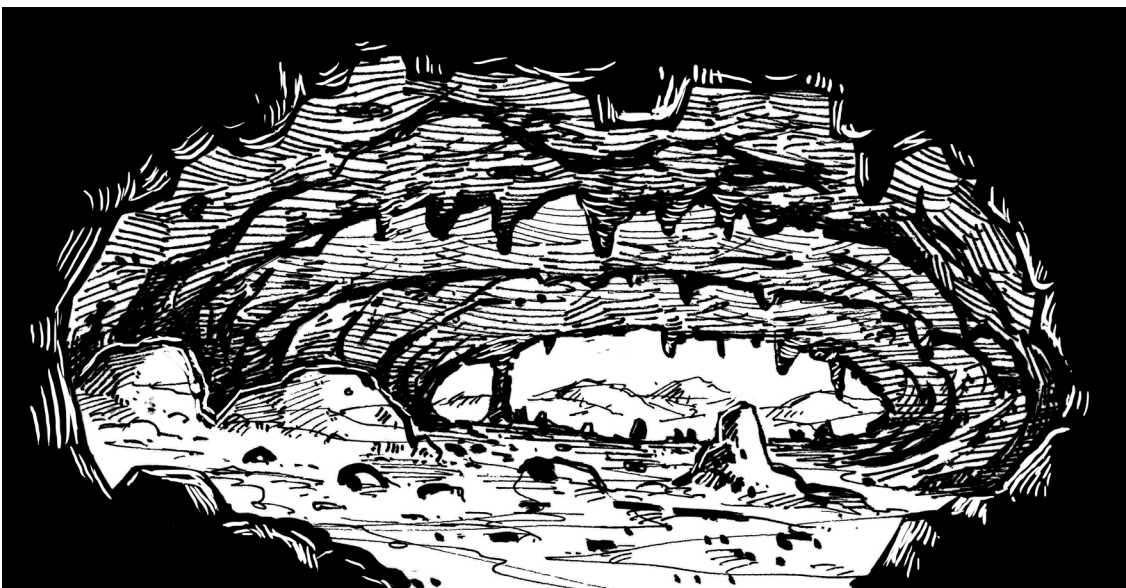
20 THINGS TO FIND IN A MINE

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 day's 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.

RELATED ARTICLES

- 12 Perils to Encounter in a Mine (page 8)
- 20 Hauntings to Encounter in a Mine (page 9)
- 20 Strange Discoveries to Make in a Mine (page 14)



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. While undoubtedly a necropolis holds a great number of dead bodies along with many objects and decorations of religious significance it will also hold other features of interest to explorers.

Use the table below, to add points of minor interest to the party's explorations.

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...

RELATED ARTICLES

- [10 Lich's Phylacteries \(page 32\)](#)
- [10 Lich Lair Trinkets \(page 33\)](#)
- [10 Things to Loot from a Tomb Raider's Body \(page 6\)](#)
- [10 Things to Find in a Rats' Nest \(page 24\)](#)
- [10 Things to Find in a Giant Spider's Web \(page 24\)](#)
- [1,000 Abnormal Ghouls \(page 30\)](#)

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.

Use the table below, to determine which books catch a PC's eye:

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 gray 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 which a DC 20 Knowledge (planes) reveals is 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 DC 15 Knowledge (arcana) check reveals it as 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 a DC 20 Appraise check reveals it as a collector's item 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.

RELATED ARTICLES

- 10 Remarkable Scroll Cases (page 38)
- 10 Remarkable Staves (page 39)
- 10 Remarkable Wands (page 40)
- 20 Minor Magical Effects to Encounter in a Wizard's Tower (page 10)
- 20 Spell Components to Discover in a Wizard's Tower (page 15)
- 20 Things to Decorate a Wizard's Tower (page 26)

1,000 ABNORMAL GHOULS

One of the most commonly encountered forms of undead, ghouls—and their more powerful brethren, ghosts—are rightly feared by adventurers for their paralysing touch and disease-ridden fangs. However, it often seems ghouls end up as nothing more than generic, bland enemies. That’s a shame as their appearance and accoutrements could provide clues to their fate and inject flavour and detail into an otherwise standard combat encounter. Use the tables below, to add some depth, flavour and—dare I say—life into the ghouls encountered by the PCs.

A standard ghoul appears thusly:

This hairless, gaunt humanoid has pallid skin and long, sharp claw-like nails. Its long tongue lolls from a mouth crammed with horribly elongated, pointed teeth and its red eyes burn with an unholy lust for flesh.

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

1. This foul beast yet wears blood-spattered scraps of once-fine clothing.
2. One of the creature’s ears is missing—all that remains is a livid red scar.
3. More emaciated than its fellows, the claws on the creature’s left hand are broken.
4. With but one eye, this ghoul looks almost comical; however, its remaining eye blazes with hate and hunger.
5. Tufts of blond hair cling to the creature’s scalp.
6. Dried blood coats the creature’s chin and chest.
7. Still wearing the—now torn and bloody—clothes in which it died, this creature is only wearing one boot; its other foot is little more than a stump—its toes seemingly gnawed away.
8. The creature clutches the shard of a sword in its right hand and licks the weapon’s shattered blade as it stalks forward.
9. This creature’s neck has been laid open—the white glimmer of its spine is clearly visible behind its writhing muscles and dead, pallid skin.
10. Bizarrely elongated ears—perhaps reminiscent of an elf’s—grow from this horrid creature’s head.

In battle, some ghouls fighting differently to their brethren:

1. The ghoul is particularly hungry; it immediately feasts on any downed combatant—even one of its own—and only resumes fighting if attacked.
2. The ghoul stays low and tries to trip its target.
3. This ghoul screeches as it rushes into combat and loudly howls every time it injures its prey.
4. Clutching two skulls, which it uses as improved missile weapons, this ghoul skirts combat to get at the party’s (soft-skinned and vulnerable) spellcasters.
5. This ghoul unhesitatingly attacks the nearest opponent.

6. As it stalks toward its prey, this ghoul licks dried blood from its chin with its elongated, blackened tongue.
7. This ghoul is ravenous. If it downs an opponent, it immediately begins to drag it away to feast in private.
8. Stronger than its fellow, this ghoul attempts to grapple and pin its opponent so that others may feast on it while it struggles.
9. This ghoul has a dim recollection of its previous life. If it finds a discarded weapon on the battlefield, it picks it up and uses it.
10. This ghoul is a rarity of its kind. It is a coward and flees if the battle seems lost. If captured, it is very talkative, if it seems cooperation may save its “life”.

Sometimes, such creatures 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 ghoul wears a single silver earring (worth 5 gp); its twin is missing—long since torn from the creature’s ear.
2. Three small bronze rings set with coloured glass—nothing more than costume jewellery—adorn the ghoul’s left hand. Each ring is worth 1 sp.
3. The creature still wears a belt from which hangs a bloodstained pouch; within perceptive PCs find 3 gp.
4. The creature was once a thief. Its worn boots contain a hidden compartment in each heel; each contains a single platinum coin (but only perceptive PCs find this hidden treasure).
5. In life, this poor unfortunate had a penchant for piercings and wore four small silver bars (each worth 1 gp) in each ear.
6. The ghoul wears the remnants of a once fine shirt; the collar and cuffs are threaded with silver thread (worth 5 gp) which can be easily removed.
7. Incongruously, in life this poor fellow had three false gold teeth. If they are extracted—a foul, dangerous task during which the PC could potentially contract ghoul fever—they are worth 3 gp (assuming the PCs don’t confess to where they got the tainted precious metal).
8. The ghoul wears thick, torn trousers. It has a fine silver dagger (worth 90 gp) strapped to its left shin.
9. The creature wears a single gold ring set with a tiny black stone (an onyx). Sadly, the creature’s hands swelled in death and the ring (worth 50 gp) can only be removed by cutting off its finger.
10. This creature has a stud piercing its over-long, blackened tongue. Only a perceptive PC searching the body spots the stud (worth 20 gp) which can only be salvaged by removing the tongue.

TREASURES, TRINKETS & TRASH

One-dimensional, unremarkable treasure is boring. Adding interesting descriptions to treasure adds depth, detail and verisimilitude to the GM's campaign. Of course, a GM doesn't have time to slavishly detail every piece of treasure in his campaign. That's where the list below comes in handy. The GM can use these descriptions to bring to life the weapon wrenched from the corpse of a defeated foe, as the basis for a magic weapon or even to depict a PC's treasured heirloom possession. However, they are used, the descriptions below are inherently more interesting than, "It's a longsword."

10 LICH'S PHYLACTERIES

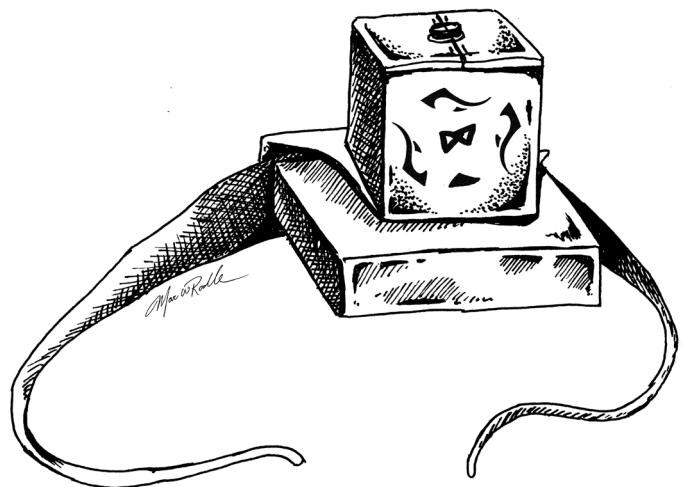
Liches are among the most powerful undead and are dangerous foes for virtually any adventurer. As well as being puissant spellcasters, liches are virtually immortal; they cannot be destroyed until their phylactery is also destroyed.

Thus, a lich's phylactery is a tremendously important object both for the lich itself and the adventurers seeking to defeat it. However, a lich's phylactery is rarely described. The default phylactery is a small metal box filled with rune-covered scraps of parchment, although—obviously—other examples exist. No matter, in whatever form it takes, the phylactery is tremendously difficult to destroy. (And obviously such important items would be heavily guarded or well hidden—they might even be enchanted so they don't radiate as magic).

Use the table below, to generate the details of a lich's phylactery.

1. This hinged plain iron amulet opens to reveal a small, seemingly empty recess, perhaps once used to hold a small picture of a loved one. The recess is actually a very small inter-dimensional space which can only be accessed by speaking the lich's name. This space contains the lich's research it used for its transformation.
2. This seemingly rusted iron comb was once apparently inlaid with several small gems, but these have long since fallen from their fixings. The comb itself lies—hidden in plain sight—amid a pile of mouldering and rusty equipment taken from corpses of the lich's enemies.
3. A seemingly innocuous platinum coin lies among a hoard of similar coins hidden away in a dusty vault. The coin is one of a handful of very old coins intermixed among more recently designs. Most of its features have been worn away seemingly through use and age.
4. A lump of magical hardened platinum lies at the centre of a large stone boulder created by *stone shape*. The boulder is so thick, *detect magic* and the like do not detect the phylactery's magic, although a perceptive PC may notice the boulder was formed by magic (and wonder why).
5. This lich painstakingly etched the secrets of lichdom onto the teeth of a great golden wyrm it slew centuries ago as part of its transformation. It keeps the wyrm's skeletal remains behind a cunning hidden secret door. The skull is hidden amid a great bone pile comprising the remains of all those who have attacked the lich in its lair.
6. This phylactery takes the form of an over-sized amulet. It hangs from the mouldering collar worn by a huge skeletal dog lying in state in its own sarcophagus hidden in a secret recess in the floor.

7. This lich used the very first dagger it ever owned as the vehicle for its transformation. It etched the secrets of lichdom onto very thin sheets of gold which were then wrapped around the weapon's blade. The phylactery was then buried deep at the bottom of a pool somewhere in the lich's lair.
8. An animal lover in life, this lich decided to use the animate bones of its first animal companion—or perhaps a beloved pet—as its phylactery. The bones were drenched in molten adamantite before being animated (rendering them virtually indestructible).
9. Diamond—one of the hardest substances known to man—makes an excellent phylactery. This lich spent years hunting down a diamond as big as a man's fist. Magically enchanted and inscribed with various special command words the value of the thing is virtually incalculable...unless it is destroyed in which case the magic lurking within its form causes the various pieces to evaporate like ice in the midday sun.
10. Vastly powerful, this spellcaster defeated a powerful paladin during its quest for immortality. The paladin bore a holy sword that was shattered during the confrontation. The lich used the hilt of the once powerful weapon as its phylactery, revelling in the irony of transforming such a powerful good-aligned weapon into an object powering its unholy life. To make matters worse, the hilt is very distinctive—carved from the bone of a balor and inscribed with the symbols of various good-aligned deities and the PCs may recognise it as the shards of a legendary, lost weapon. The lich has kept the shattered piece of the blade and in extremis may offer up the various shard in exchange for its "life" (gambling the PCs will either hesitate to destroy such a weapon or—more likely—not notice the lich's sinister modifications to the hilt).



10 LICH LAIR TRINKETS

Few types of undead strike as much fear into adventurers' hearts as liches. Powerful spellcasters, evil and immortal they number among the most powerful of evil's servants.

As befits their power, their lairs are often full of fabulous treasures. Among such treasures, however, are often found more mundane, but nevertheless interesting, trinkets and odds and ends.

1. This worn and ancient skull has had the top cut off and its eye sockets, mouth and nose blocked up with melted iron. A golden skull cap now tops the skull, which contains a flask worth of unholy water.
2. A faded portrait, covered in grime, dust and cobwebs depicts the lich as it was in life. A blanket has been thrown over the portrait and its heavy, ornate frame.
3. A great mass of jumbled bones completely fills a large niche cut into the floor. Several grinning skulls stare up from the macabre spectacle. The remains of literally dozens of individuals lie therein.
4. The ceiling of this chamber has been painted jet black. Onto this has been daubed a star map of sorts. With extensive study, a knowledgeable PC can discover the map depicts a rare alignment of constellations that will not occur for another 300 years.
5. Several potion vials sit on a dusty shelf. Over the years, their stoppers have rusted or shrunk and the potions within have slowly evaporated leaving behind a dried scum coating the bottom of the vial.
6. Brightly polished steel shields cover one wall. All identifying marks have been scoured from their surfaces, which are almost as polished as a mirror.
7. A strange, musty odour redolent of rotting flesh and moist earth hangs in the air. In certain deep or remote parts of the lich's lair, the smell is almost overpowering.
8. A pile of dusty manuscripts, portfolios and other books stand near the lich's workspace. Obviously untouched for years—perhaps decades—the pile sags precariously to one side.
9. An ornately carved stone sarcophagus holds the mouldering remains of the lich's first love. The lich is reluctant to simply animate the remains; rather it has been researching a means to create an intelligent skeleton with a range of powers befitting the person's life. Its research notes along with love poems and rambling tracts about how much the lich misses his love fill a nearby large leather bound book.
10. A small ornately carved iron box filled with rune-covered scraps of parchment lies behind a poorly hidden secret door. This is the lich's decoy phylactery; its real phylactery is hidden elsewhere.



10 MINOR BOONS FOR MAGIC ITEMS

Magic items are great. Adventurers crave them and learned spellcasters charge exorbitant fees to craft them for their wealthy clients. If the owner is lucky, sometimes the magic item has one or more additional minor powers. Such abilities could be nothing more than a curiosity. Alternatively, they could serve as a subtle clue to otherwise hidden, unguessable powers.

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

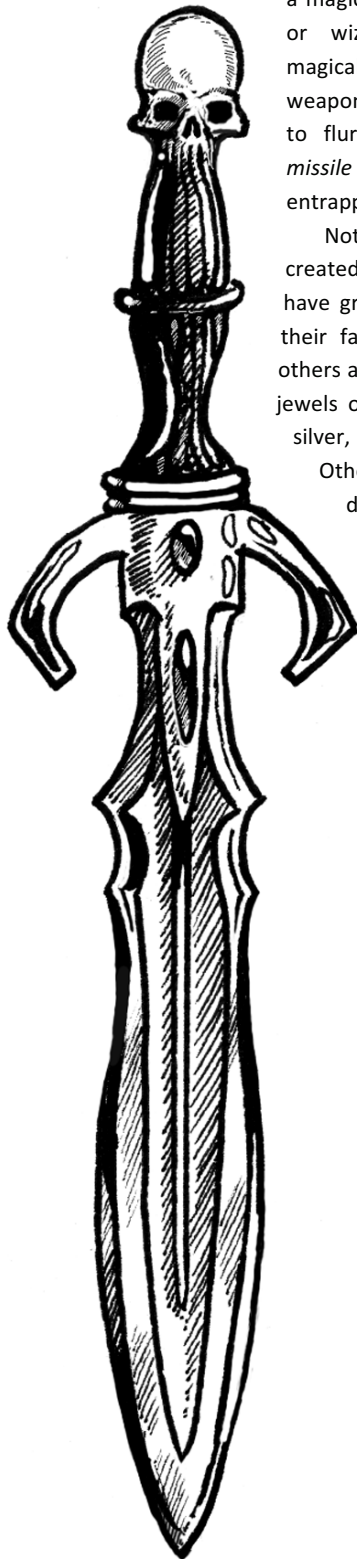
1. The item never gets dirty; mud, blood and dirt slide off almost immediately.
2. On command, the item can create a tiny flame for one minute a day. The resultant illumination is less than that of a candle, but it can be used to light fires, ignite dropped oil and so on.
3. The item subtly throbs when bad weather is imminent. The intensity of the throbbing matches the intensity of the weather. So, for example, just before a light drizzle starts the throbbing may be imperceptible. Conversely, before a storm strikes the item loudly vibrates.
4. By holding (or wearing) the item, the owner can cause it to change colour.
5. Infused with the magic of the elves, the item increases the owner's ability to see in the dark. In shadowy light, the owner can see an additional 5 ft. without penalty.
6. Every day, at sunrise and sunset, the item pings gently for one minute. (This may be particularly useful for clerics who must pray for spells at sunrise, if they cannot see the sun).
7. The item has minor powers of divination. If the owner sleeps on a particularly worrisome problem, while wearing or holding the item, he is affected with an augury spell of the same caster level as the item's main power. In the morning, he awakes with the answer foremost in his mind.
8. The item exudes an aura of calm within 10 ft. that affects all domesticated animals. Pets in particular are drawn to the owner, and vigorously demand attention.
9. The item has a secret extra-dimensional space within it big enough to hold a potion vial. The owner can access the compartment by simply touching a certain part of the item.
10. The item smells strong of roses. The owner can increase or decrease the intensity of the smell at will—which might give some protection against noxious odours such as the stench created by troglodytes.

10 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 subtle clues 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.



Almost every adventurer wants a magic weapon—even a monk or wizard often covets a magical dagger as a backup weapon (after all, it's very hard to flurry of blows or *magic missile* your way out of an entrapping net!)

Not all magic weapons are created equal, however. Some have greater magic woven into their fabric than others, while others are studded with gems or jewels or are even forged from silver, mithral or adamantine.

Other weapons are different due to a quirk of fate perhaps owing to their history or fabrication. Such weapons are atypical; they often have an odd appearance or strange, but minor, additional powers.

Use the table below, to determine a magic weapon's quirk. Remember, though, some of the quirks might not make sense applied to every kind of weapon. Re-roll, or modify, inappropriate results.

1.

1. When whirled vigorously above the wielder's head for one round, the weapon emits a high-pitched keening sound not dissimilar to a scream.
2. When used to slay a sentient creature, the weapon emits a red glow equal to that of a candle for 1 hour per hit dice possessed by the slain enemy. If multiple enemies are slain, this time stacks.
3. The weapon is quasi-sentient and has a semblance of feelings. Occasionally, in situations of high stress, these feelings "leak" from the weapon and spill over everyone within 10 ft. Only a detailed magical examination reveals the source of these feelings.
4. The weapon once belonged to a feared assassin or slaver. His evil—and the darkness in which he lurked—has imbued the weapon with an unsettling ability. When cloaked in shadowy (or darker) illumination, wisps of darkness appear on its blade or haft. These wisps begin to swim to the weapon's head, tip or point. If the weapon remains in shadow long enough, the weapon goes completely black. This effect fades over the next few days.
5. The weapon is soundless in battle; when used to parry blows or strike enemies, it makes no sound.
6. The weapon creates a great clamour in battle; sounds created when blows are parried or enemies struck are amplified two-fold. This makes it virtually impossible to use the weapon stealthily.
7. Blood sticks to this weapon and is hard to clean off. If blood is left on the weapon for longer than an hour or so, it starts to be absorbed into the weapon itself.
8. This weapon weighs only half what a normal weapon of its type should weigh. It is no less durable, as a result.
9. By grasping the weapon and concentrating, the wielder can change some facets of its appearance including its colour, general condition and ornamentation. Such a change remains until the owner wills a change.
10. When the weapon was forged, magic was used to infuse it with diamond dust. Consequently, it glimmers in the light and appears far more valuable than a normal weapon of its type. Extracting the diamond dust without powerful magic is—sadly—impossible.

10 REMARKABLE DAGGERS

1. The dagger's pommel is remarkably smooth and highly polished. The blade itself is wickedly sharp—sharp enough to be used for shaving.
2. This long-bladed, serrated dagger has a similarly long haft—it could be wielded two-handed if desired!
3. 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).
4. This dagger is clearly very old. Its blade is slender and shows signs of much sharpening over its lifetime. The haft is also worn, although its leather grip has obviously been replaced recently.
5. 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.
6. A long, serrated and slightly curved blade gives this dagger a fell, foreign look. A black stone—that seems to almost suck in the surrounding light—decorates the weapon's pommel and makes the whole slightly heavier than normal.
7. This dagger comes complete with a sheath made of tremendously rigid hide flayed from some unknown beast. The dagger itself is heavy and wide-bladed. Grooves in the blade channel any blood spilt away from the haft.
8. Originally commissioned for an assassin, the steel of this dagger was mixed with ash when forged; thus it is duller and less reflective than a normal blade. A cunning catch in the pommel opens a small compartment just the right size for a vial of poison.
9. A leather loop runs through a small hole bored through this dagger's pommel. Designed to be slipped over the wielder's hand, the loop makes it harder to disarm anyone wielding the dagger.
10. Stamped with esoteric runes all along the blade, this highly polished and razor sharp dagger looks particularly lethal. The runes speak of death and otherworldly pain. Chips of translucent blue stones decorate the weapon's hilt, although by the looks of things several of the chips are missing.

10 REMARKABLE KEYS

Dungeons often have loads of locked things--doors, trapdoors and even the much hoped for treasure chests! And—or course—every lock needs a key!

However, few dungeons seem to have enough keys and even fewer dungeons have interesting or detailed keys. Normally they are listed as "a bunch of keys" or "key to the treasure chest in area 6." That's a shame as keys can be both interesting and can even serve as treasure themselves!

Use the table below, to generate the details of atypical or noteworthy keys found in the dungeon.

1. This tiny key is made of worn brass. It hangs upon a similarly worn neck chain. Several faint runes decorate the key's bow but they are now (sadly) unreadable.
2. This two-inch long iron key slips into a hidden compartment in the pommel of an otherwise innocuous dagger. The dagger's pommel must be unscrewed to extract the key. Only perceptive PCs will likely notice the hidden key.
3. This key's barrel is pitted and scarred as if it had been splattered with acid. It is exceedingly delicate because of this damage; if used roughly, it will likely snap off in the lock.
4. Large and ornate, this black, cast iron key is almost a foot long and weighs 4 lbs.
5. This large iron key holds a clever secret--a smaller key hidden in its stem. It is accessed by unscrewing the larger key's bow. Typically, the larger key does not fit any lock in the dungeon.
6. The bit of this barrel's key is worn as if by much use. The lock it fits is similarly ancient.
7. The bow of this cast iron six-inch long key has been forged to look like a skull complete with eyes sockets and teeth. The stem of the key looks disturbingly like a spinal column...
8. Of brass, this key is still shiny and new; it has practically no signs of use upon its teeth, but someone has scratched "TC 1" into its bow.
9. This key is so large—almost two-foot long—surely it is only ceremonial in nature; the lock required to fit this monstrous key would be huge in the extreme. It weighs almost 10 lbs. and could be used as a bludgeoning weapon in a pinch.
10. Crafted of multi-faceted, magically hardened glass, this key reflects light in strange many-hued patterns. Crafted to bypass a magical ward of fiendish resilience and complexity it opens the warded area by casting its shadow on the door in a certain location.

10 REMARKABLE LONGSWORDS

1. Plain, unadorned and of solid, functional design this longsword holds a wickedly sharp edge. A maker's mark—a hammer set under a soaring raven—adorns the hilt.
2. Polished to a mirror-like sheen, this is a noble's weapon. Its hilt is of smoothed ivory and the crossguard is wrapped with silver and gold wire.
3. Chipped and battered, this longsword's blade seems old and dangerously weak. The pommel and hilt are of much newer and solid design; they are clearly not original.
4. The hilt of this longsword is engraved with several esoteric sigils denoting victory and glory. The weapon's haft is well worn imply it has seen much action; however the blade itself is in excellent condition.
5. This longsword has an ornate basket hilt, which is chipped and dented. The blade itself is highly polished and glimmers in the light.
6. The pommel of this serviceable weapon is shaped like a clenched, gauntleted fist.
7. The hilt of this longsword is of horn wrapped with worn leather for better grip. It has a simple crossguard inscribed with the sword's name, "Gutripper."
8. The pommel and crossguard of this crude, heavy longsword are stamped with Goblin runes. They speak of glory, death and battle. It is sized for a hobgoblin, not a goblin.
9. 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.
10. This silvered steel sword glitters and glimmers in the light like ice. Runes speaking of goodness, light and glory are engraved into the blade itself while the pommel is decorated with the holy sigil of a good-aligned martial deity.

10 REMARKABLE MACES

1. Set upon a haft of stout oak, this mace's oval shaped head is worn smooth on one wide.
2. The iron pear-shaped head of this mace glistens as if it were wet. A leather loop is threaded through the weapon's haft to make it harder to drop.
3. Small holes are bored through the mace's spherical head. When the mace is swung vigourously, the holes create a high-pitched whistling sound.
4. This mace has a haft of iron and a small square pommel.
5. 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.
6. The head of this mace was forged to depict a snarling demon's head. Dried blood covers the demon's face and one of the demon's horns has snapped off.
7. The haft of this mace is engraved with lurid scenes of battle and death. Some of the carvings have been damaged—probably in combat.
8. 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.
9. When caught in bright light this mace's circular head gleams like the sun.
10. Mystical symbols—worn smooth by use and age—adorn the head and haft of this ornate flanged mace. The mace has four flanges—on each the mystical symbol for one of the elements appears prominently.



10 REMARKABLE RINGS

1. This band of burnished silver has patches of obvious wear and a few nicks and scrapes mar its surface.
2. Intricate etchings of wind-blown leaves cover this golden band. Worn runes—possibly of Elvish origin—decorate the ring's inner surface, but what they say is impossible to determine.
3. This gold band has three small glimmering stones set within; two glow with a faint reddish light while the third glows with a pale white luminosity.
4. This golden band has been forged in the shape of a serpent eating its own tail. The serpent is so finely detailed its eyes and fangs are visible as are the tiny scales covering its body.
5. A small rent in the side of this iron ring almost split the band in twain. The repair—while not crude—is clearly visible.
6. A single setting holding an overly large crystal dominates this otherwise plain, but exquisitely forged ring. The crystal glows with faint red, blue and yellow hues.
7. This thick, smooth platinum ring would be heavy but for the score or so of holes punched through its band. These holes—of many different sizes—are of various geometric shapes. There doesn't seem to be a recognisable pattern to the holes' placement.
8. This ring seems to have been carved from a lump of white-flecked granite. The outer edge is jagged and uneven while the inner band is worn smooth through use. It always feels cool to the touch.
9. This silvery ring is in perfect condition. Its highly polished band glimmers in the light and astute PCs may realise it is crafted from pure mithral! Tiny esoteric symbols etched into the inner band speak of the union of magic and the natural world.
10. This signet ring is emblazoned with the image of a shooting star hurtling downwards. The ring itself is of beaten gold, and the shooting star etching is picked out with silver.

10 REMARKABLE SCROLL CASES

1. Of bleached bone, this long scroll case was once the leg bone of some tall creature. Stoppered at one end with a bone plug a leather cap fits over the other.
2. Of stretched and hardened leather, this scroll case is surprisingly rigid. Investigation reveals, the leather is stretched over a framework of thin, but strong, copper wire.
3. Decorated with various sigils of esoteric power, this leather scroll case is soft and malleable. The sigils look freshly painted and a faint, undefinable smells hangs over the case.
4. This seemingly unremarkable leather scroll case comprises a cleverly constructed wooden framework. It conceals a hidden compartment at one end big enough for a few gems or coins (or perhaps even a potion vial).
5. Rather oddly, this wooden scroll case opens by pulling the two ends apart, rather than unscrewing one end. The wood is highly polished and stained a deep brown, but is dented at one end—as if dropped.
6. Tiny panes of multi-coloured stained glass decorate the exterior of this over-sized scroll case. Within, the case holds several distinct sections making the storage and sorting of several scrolls easy. The case's glass decorations glimmer enticingly in direct light.
7. Painted white, this scroll case bears a single sigil—a cloud from which several lightning bolts rain downwards—upon its surface (the personal rune of its owner).
8. This cast iron scroll tube is four times as heavy as a normal scroll case. Etched with pictures of intertwined dragons, it is an object of beauty and could be used as an improvised bludgeoning weapon in extremis.
9. Plated in silver, this ornate scroll case decorated with etchings of interwoven geometric shapes is a work of art. At first glance, it appears to be worth 5 gp, but a careful examination reveals it to actually be worth 50 gp.
10. The two ends of this scroll case are connected by a three-foot long length of rope. The two ends are pulled away from each other to reach the scroll within. One end of the case is painted blue, while the other is painted red.



10 REMARKABLE STAVES

1. Almost six-foot in length, this thick oak staff seems strangely twisted, as if rung out like a wet blanket. The grain of the wood twists round the staff in a spiral pattern.
2. Mystic symbols picked out in blue woad decorate the length of this four-foot long staff. Several of the symbols speak of home, hearth and health while others hint at the magical powers lurking within. From the staff's size it looks like it was crafted for a gnome or halfling.
3. This slender staff is of smooth, white polished wood; it seems to shimmer in the light and the air always seems fresh and airy in its immediate vicinity.
4. Knobbly and gnarled, bark still clings to various bits of this brownish-red staff. String of various colours and a couple of white swan feathers are tied to one end.
5. Five holes pierce the last few feet of this oaken staff. Each is tightly plugged with a different opaque stone that seems to glow with a sullen, perhaps threatening, glow.
6. As straight as a mast and highly polished, this staff is otherwise featureless except for four runes—one for each of the elements—beautifully etched into the wood. Perceptive PCs also notice another rune—that for magic—carved into both ends of the staff.
7. At first glance this staff appears to be wooden, but a close examination reveals it to be of dull iron painted and etched to appear like wood. The staff is three times heavier than normal.
8. This staff comprises scorched and blackened wood. A fine layer of charcoal coats the burnt wood, and covers the hands of anyone carrying or touching the staff. The wood is vaguely warm to the touch.
9. This seemingly fragile staff is comprised of different thick bands of coloured glass mimicking the colours found in the various prismatic spells: red, orange, yellow, green, blue, indigo and violet.
10. This short four-foot long staff is crafted from a long, slightly curved bone. Perhaps the rib bone of some gigantic beast, the staff has symbols relating to death, destruction and unlife carved into its length.

10 REMARKABLE 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 holy symbol has a secret compartment; it contains scraps of bone and hair—remnants of a great hero of the faith. The owner believed they imbued 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 several 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.



10 REMARKABLE WANDS

1. Of plain, unadorned iron this short but heavy wand has a large violet crystal set at its tip. Strange shadows move sluggishly within the crystal.
2. Intricate carvings of geometric shapes and esoteric glyphs decorate this long, slender wand of willow. Picked out with pigments of many hues the glyphs and shapes stand in stark relief to the plain white wood.
3. Holes of various sizes pierce this oaken wand. (The wand weighs only half as much as normal). Several red strings and a single length of faded yellow twine are woven through the holes.
4. Although it appears to be rotten almost to the point of collapse this wand is as tough as iron. The faint smell of mould hangs in the surrounding air. When the wand's powers are called forth, the wand's already dark hue deepens noticeably and small pieces of wood flake away.
5. Made of cast iron, this long wand has been polished to a high sheen. Tapered to a wicked point at one end, it could easily be used as a weapon in extremis.
6. This iron wand comprises four strands of metal braided together in a style reminiscent to rope. At one end, the four strands come together to create a basket of sorts, which contains a lump of mottled grey granite.
7. Carved from the leg bone of some undoubtedly vicious (and certainly large) beast this wand is obviously old. Yellowed by age and use, the bone is brittle.
8. Wrapped with strips of multi-coloured silk this wand is of obvious exotic artifice. Crafted from some sort of tremendously light wood it is easy to wield.
9. Crafted from a magically preserved icicle about the length of a man's forearm, this wand does not melt no matter how hot the surroundings become. Cold radiates from the wand and it shimmers and gleams in the light.
10. This two-foot long length of scorched oak is burnt almost to charcoal at its tip. It yet feels warm to the touch.

10 THINGS TO FIND IN A GIANT'S SACK

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

1. A freshly killed sheep, its wool coat covered in drying blood fills the sack. 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 sack. 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 fill this sack. A crude hole has been cut in the tent. (The giant uses the stained tent as a poncho of sorts).

10 THINGS TO FIND IN A DISCARDED BACKPACK

Every adventurer carries a backpack. Sometimes adventurers lose their packs—either they dump them to increase their mobility—during battle or retreat—or the packs are torn from their limp, bloody corpses.

The PCs might come across such discarded equipment in the course of their adventures—particularly if they are exploring a well-known or oft-visited dungeon.

Use the tables below, to generate details of discarded or lost backpacks found by the party:

BACKPACK CONDITION (D6)

Use this table, to determine the backpack's condition:

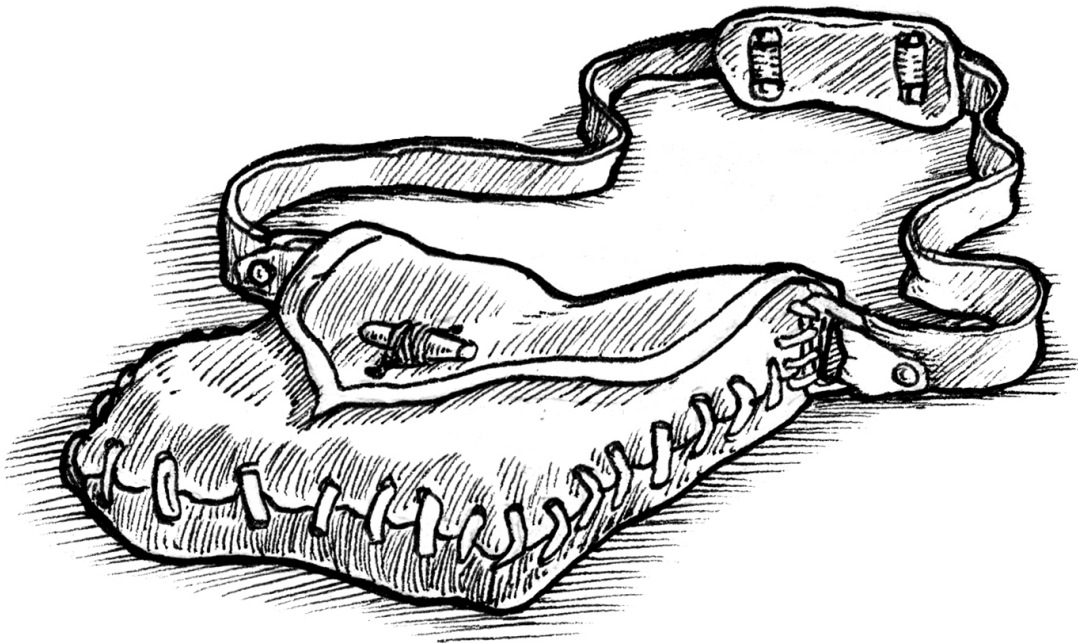
1. The backpack is in good condition.
2. A bloodstain mars the back of the pack.
3. One of the straps is frayed and torn.
4. The bottom of the pack is ripped open; its contents lie nearby in a pile.
5. The backpack is in good condition but it has clearly already been looted—unwanted equipment lies scattered all about.
6. The backpack is old and well-worn but in good condition.

BACKPACK CONTENTS (D4 AND D20)

Use this table, to determine the backpack's contents. Roll 1d4 to determine how many times to roll on the table below before rolling d20 to discover what equipment is present:

1. 1d4 days' worth of trail rations. This food may—at the GM's discretion—be spoiled.

2. One waterskin.
3. A 50-ft. long hemp rope attached to a grappling hook.
4. A crowbar.
5. A set of thieves' tools contained in a well-worn leather pouch.
6. 1d4 flasks of lamp oil.
7. A hooded lantern with broken shutters.
8. Three keys, a half-burnt candle and a pouch holding a broken ink pen and a vial of black ink.
9. A half-full wineskin containing a fairly decent red.
10. Three pitons tied together with a short length of rope and a small hammer.
11. A vial of holy water tucked away in a small compartment in the backpack. A hurried search will likely miss the vial.
12. A bunch of four torches.
13. A tightly rolled bedroll along with a spare hooded fur-lined cloak.
14. A spare set of well-worn boots along with a pair of socks. Five gold coins are hidden in one of the socks. A hurried search will likely miss this hidden treasure.
15. A half-burnt torch, a tinderbox and some old shredded clothes.
16. Neatly coiled knotted hemp rope about 40 ft. long.
17. Three wooden holy symbols for well-known local faiths along with the silver unholy symbol of an evil religion.
18. Three empty potion vials wrapped in a strip of clean cloth and a small steel mirror.
19. A complete change of sturdy traveller's clothes.
20. An empty sack and a set of steel manacles (and their key).

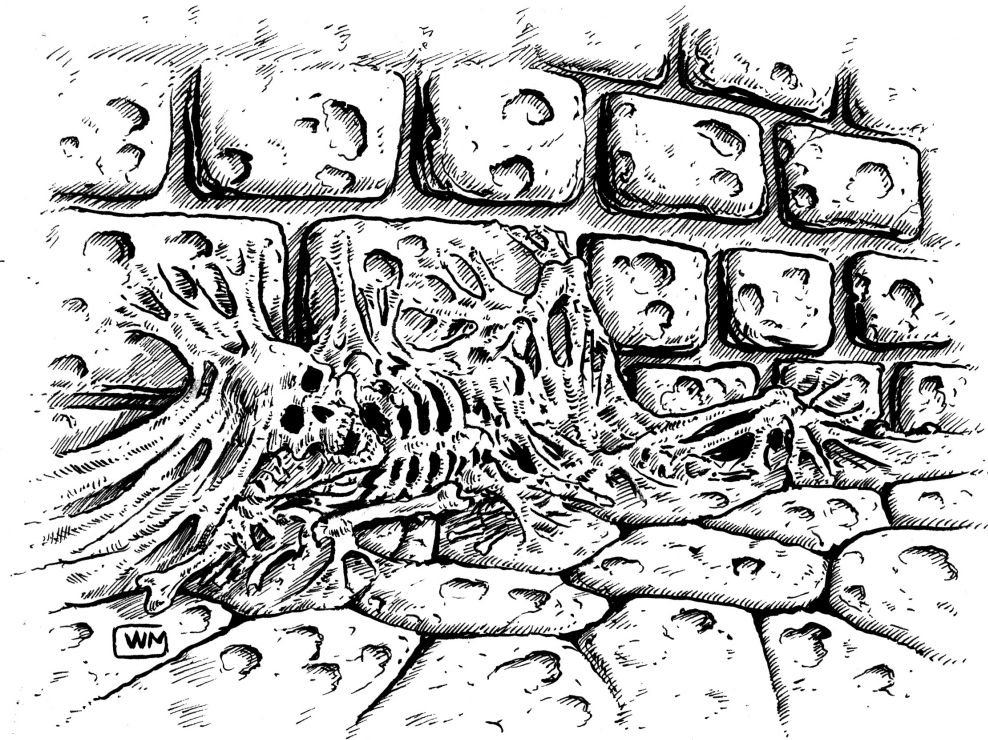


10 THINGS TO FIND NEAR SKELETAL REMAINS

When combing the depths of a dungeon, adventurers invariably encounter skeletal remains, and sometimes there are any number of strange trinkets and oddities nearby.

Use the table below, to give your skeletons some new and interesting flavour.

1. The bones of an orc sit next to a small sack filled with glass marbles. Shards of glass can be found in its teeth.
2. A pile of human bones lie atop an ancient fire pit. One of the skulls still contains a few burning embers.
3. A headless skeleton lies against the wall, still clutching a partially burned book. The pages contain inane scribbling.
4. Several potion vials lie near an yellowing skeleton. Each of them contains a finger bone, but the skeleton itself is missing no fingers.
5. Near this skeleton is a cookbook open to a recipe for beef porridge.
6. Each of the three broken daggers near this aging skeleton have a piece of painted quartz set in the cross guard.
7. Next to this skeleton's open palm is an excellently crafted false eye. The eye's iris changes colour every ten minutes.
8. This skeleton still wears a faded leather coat. In one of the pockets is a petrified salamander corpse, curled in a ball.
9. Several pieces of a healer's kit lie strewn about near this skeleton; a scalpel is still clutched in one of its hands.
10. Several shards of amethyst and silver lie inside this fallen skeleton's ribcage. Perceptive characters make out feathery designs on the metal.
11. More than a dozen needles and a spool of black thread sit nestled in a pouch next to this small skeleton. The string is soft to the touch and smells faintly of grass.
12. A half finished staff rests against this skeleton, the whittling knife stuck near the staff's bottom.
13. There's a sword stuck in the ground near this skeleton. The blade is rusted and cracked, but the runes engraved in it still give off a faint glow every few hours.
14. Lying undamaged near this dainty skeleton is a painted, ceramic butterfly, its wings a mix of greens and blues.
15. Two pieces of a golden ring lie several feet from this hulking skeleton; the words once written inside the band have been scratched away.
16. What appear to be this skeleton's index and middle finger bones are in fact well-made wooden prosthetics, still curled up with the rest of its fist.
17. This skeleton rests next to an unstrung violin bow. Several bars of music are etched into the bow's back.
18. An empty inkwell, feather pen and bits of rotting paper sit near this skeleton. The feather comes from a common crow.
19. A leather mask with a particularly wide smile that almost reaches the subject's ears sits discarded several feet away from this skeleton, which is missing its lower jaw.
20. A pack near this skeleton is filled with mouldy rubber balls.



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

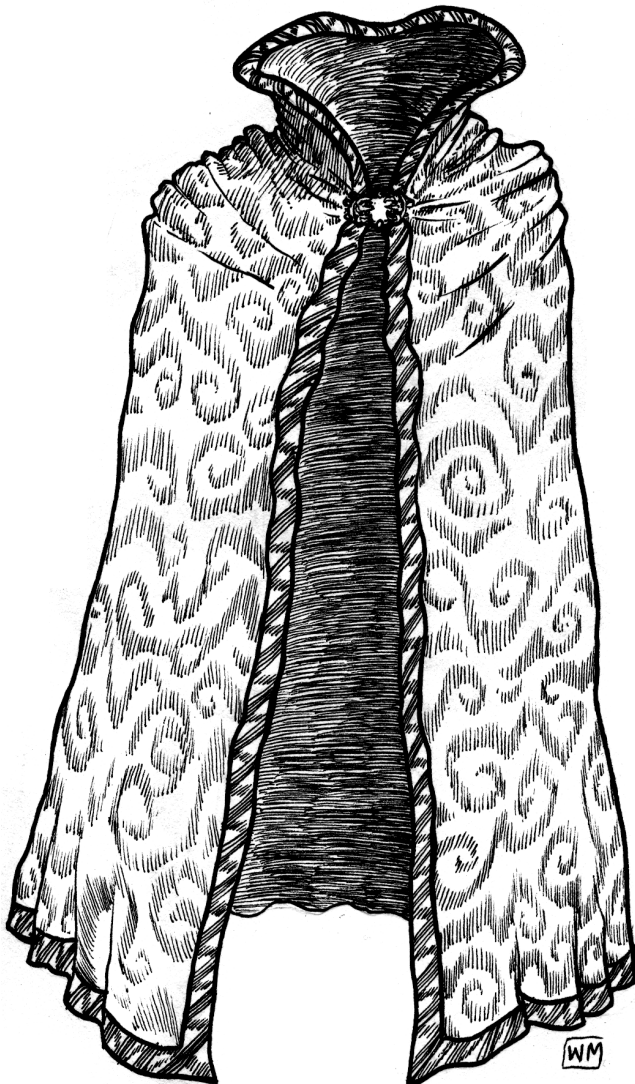
Adventurers often find gold, silver and gems during their deep delves into the dark, unwholesome places of the world. Other times, they find items fragile enough that accidental damage or rough handling could render them worthless. Use the table below, to determine what fragile treasures the party discovers:

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 PIECES OF REMARKABLE CLOTHING

How many times have you found yourself struggling to come up with something different as your players are rifling through an NPC's belongings? Articles of clothing often indicate an individual's social status, personal tastes, profession or hobbies, and can even add an element of mystery to someone's background. Below are 20 unusual articles of clothing. Use them as magic item descriptions, the contents of chests or even what the NPC was wearing when encountered.

1. A black, gothic tail coat with silver buttons and embroidered with necromantic imagery along the sleeves.
2. A deep blue, high collared formal shirt. Embroidered nautical imagery in silver thread decorates the collar and cuffs.
3. A spellcaster's or alchemist's rugged leather vest with dozens of pockets, loops and hooks for holding various items.



4. 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.
5. A thick, charcoal-coloured infinity scarf smelling of wood smoke large enough to envelop the upper body of a human-sized creature.
6. Soft leather suspenders that fasten to buttons on the front and back of trousers. They have two adjustable iron clips, triangular in shape and heavily rusted, each bearing an etched diamond shape.
7. A white barrister's wig sized for a smaller than man-sized creature. Part of the left side is missing along a diagonal cut, edged with dark brown stains, that runs from the top back to the bottom front.
8. An emerald green, silk turban with a black border. One end is intended to hang loosely over the shoulder and has five long tassels alternately coloured green and white.
9. A white toga, neatly folded and immaculately clean, which smells strongly of damp musty earth and is reminiscent of a grave.
10. This white leather sporran edged with black horsehair bears a rearing stallion on the front.
11. A pair of worn and faded black and red diamond jester's tights.
12. A one-inch thick cord belt with delicate silver filigree end clamps. It is big enough for either an obese human or a creature larger than man-sized.
13. A tattered shoulder cape, faded crimson in colour, with frayed edges. Remnants of an unidentifiable, deeper crimson coloured fur runs along the hem.
14. A pair of light brown, suede evening gloves with a braided cord stitched along their entire length in black thread.
15. Moderately worn hip boots that appear to be made of overlapping light grey scales. The outer edges of each boot have dagger-sized sheaths sewn into both the calf and thigh sections.
16. A yellow tabard, heavily stained and soiled, depicting a large white skeleton key aligned vertically.
17. A pair of cloth epaulettes, pale green in colour, each depicting symbols of the elements embroidered in black thread and arranged in a circular pattern.
18. A gorgerine of alternating bone and metal discs aligned in columns that ascend in size from top to bottom.
19. A heavily worn and stained soft leather butcher's apron. The front bears a pyrographic skull within a runed circle.
20. A hooded, deep purple mantle that is doubled, fashioned of exotic material, and has gold embroidery along the hem.

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.

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

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 out-stretched 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.

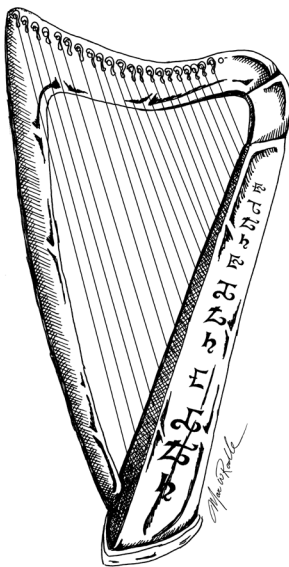
20 THINGS TO LOOT FROM A DEAD BARD

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.

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

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 center 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 labeled "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, Lorael, 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 pinky 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!)

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. However, when adventurers slay an evil cleric normally all they find is a weapon, a suit of armour—perhaps an unholy symbol if the designer has gone all out—and some other minor treasures.

That's a shame as such individuals are bound to carry about their person certain odds and ends that might be of interest to the adventurers. Use the table below, to generate details of things the party find on the evil cleric's body:

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 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 purple, yellow and red chalk.
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.



20 THINGS TO LOOT FROM A DEAD CULTIST

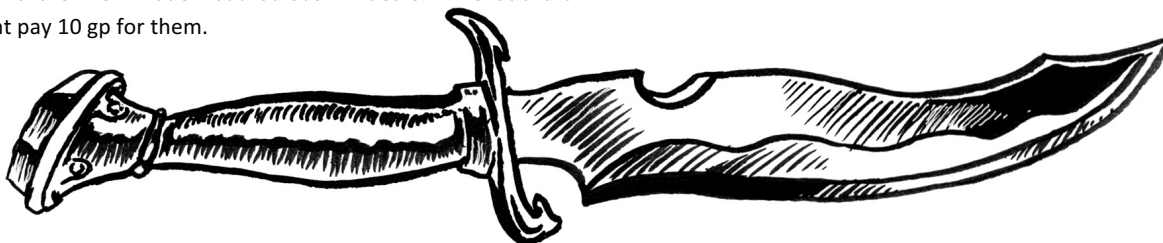
Depraved followers of forbidden or forgotten powers of fell, sinister mien, cultists often collect items of profane significance to their unspeakable practises and services.

Use the table below, to generate the details of such minor items of interest the party find on the body of slain cultists:

1. A single 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 members of the cult; 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 cowed cloak is double lined. On one side it is a dull, dreary brown; the inner lining is black. The 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 book. It has a battered, mildewed cover and faded writing. Close examination reveals, it is an unholy prayer book.
9. A bloody work rag fills this cultist's pocket. Examination reveals it looks like the rag was recently used to clean a bladed weapon.
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 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.
12. 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.
13. 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 on one side.
14. 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.
15. A scrap of parchment filled with deranged ramblings about "the lord's vengeance", the "end of all things" and a "blood sacrifice".
16. A small sack full of blood-soaked earth destined for the cultist's garden; he believes using blood-soaked earth gives his crops a "certain taste".
17. A vaguely human-shaped fetish comprising pieces of string, hair and straw. (The fetish represents the cultist's hated neighbour who he has cursed).
18. A list of the party's names along with brief descriptions of their appearance and assumed abilities.
19. A thigh bone wrapped in cloth and crudely etched with several 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.

RELATED ARTICLES

- 4 Unholy Books (page 52)
- 10 Cultists with Personality (page 52)
- 10 Remarkable Unholy Symbols (page 39)
- 20 Things to Find in a Cultist's Lair (page 69)
- 20 Things to Loot from a Dead Cleric (page 48)
- 20 (Vile) Things to Find in a Cultist's Lair (page 70)



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.

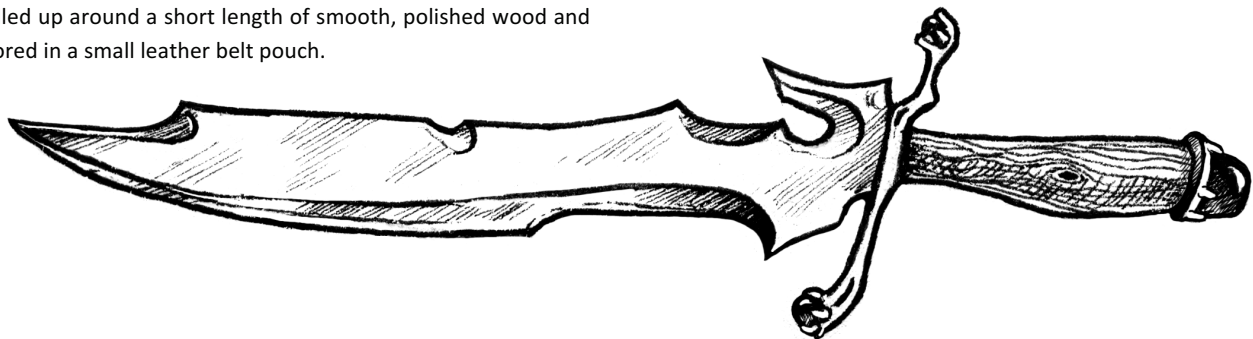
No matter how they came into his possession, a smuggler is bound to have some small knickknack about his person when encountered by the PCs.

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 around 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 around 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).

RELATED ARTICLES

- 10 Thing to Find in a Ship's Cargo Hold (page 59)
- 12 Things to Find in a Rowboat (page 84)
- 20 Things to Find in a Smuggler's Lair (page 72)



URBAN DRESSING

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 Sibillant 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.

10 CULTISTS WITH PERSONALITY

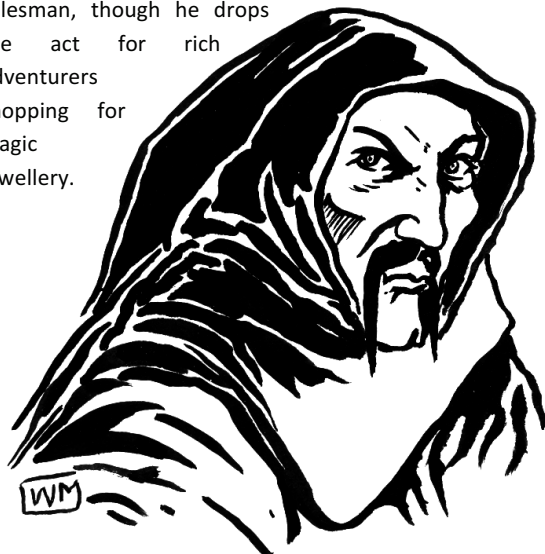
Cultists come from all walks of life. Many maintain a façade of normality, allowing them to hide among an unsuspecting society; others are too deranged or dangerous to escape notice.

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. During days when he “nurses a hangover,” he 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 serving 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. 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. 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.

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.

Use the table below, to characterise a merchants:

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 jewellery.



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 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 liking to a prospective buyer, Evron sometimes offers a substantial discount.
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 her large collection 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.

RELATED ARTICLES

- 10 Things to Find in a Wagon (page 59)
- 10 Things to See in a Curio Shop (page 57)
- 20 Interesting Stalls (page 63)
- 20 Things to See in a Marketplace (page 73)

10 RUMOURS ABOUT A HAUNTED HOUSE

Haunted houses are classic venues for adventures. Such places are ripe with possibilities (and dangers).

Abandoned and decrepit, no city is complete without an abandoned, reportedly haunted house. Truly haunted buildings have an air of grim mystique about them, their supernatural residents setting the natural world on edge. All such places are cloaked with rumours of unspeakable, unknowable and implacable evil. Some of the rumours might even be true.

Use the table below, to determine the rumours associated with the haunted 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. 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.
6. 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.
7. 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.
8. 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.
9. 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.
10. 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!



Every settlement is unique and has its own traditions and customs. Whether a festival is relatively normal, or downright odd, they are a tremendous way to breathe character and verisimilitude into a settlement.

Village celebrations are community events—an excuse to come together and celebrate (or commiserate) previous events of import. Often they draw in folk from the surrounding area. The odder the festival, the more powerful the draw.

Use the table below, to generate the details of strange local festivals the PCs can watch (or even join in):

1. **Cheese Racing:** The village is well known for its cheese industry. To celebrate, the villagers practise cheese chasing in an annual race. Every year, they gather atop the nearest steepest hill where the most prominent cheese producers unleash large, circular cheeses down the hill. The goal of the race is to get your cheese as far as possible down the hill without carrying it. Competing teams of farmers work together to protect their cheese from the attentions on their rivals. Fistfights invariably ensue as scores of villagers charge after each cheese.
2. **Witch Hunting:** In the past, the village was beset by a coven of witches. After a reign of terror, the witch was caught and burnt at the stake. To celebrate their liberation, the villagers have a witch hunt every year. Four local women dress up as witches and hide in the village or its locality. The other villagers must find them. Afterwards, the villagers celebrate late into the night around a huge bonfire on which are burnt the effigies of the original four witches.
3. **Dead Raising:** Once a year, the villages exhume the decaying bodies of the recently dead and carry them through the streets in celebration of their lives. Afterwards, the dead preside over a great feast eaten by the flickering flames of giant bonfires set about the village.
4. **River Dunking:** A river runs through or near the village. Every year, when the winter snows have melted and the river is at its most swollen, the villagers gather at the river for a day-long tug of war competition. Rivalry among teams is fierce and—of course—there’s lots of eating and drinking. By the end of the day, almost everyone is tired, cold, wet, drunk and happy.
5. **Pig Racing:** Every year, the villagers gather as part of the harvest festival to race their prize pigs. Farmers ride their favourite pigs through the streets in a mad race to the finish. The ensuing race is pure chaos and little more than a rough and muddy free for all. Although participants cannot carry weapons injuries are common as good-natured fistfights erupt along the course between riders (and sometimes spectators). There is no set prize for winning the race, except for the prestige of being the best rider.
6. **Barrel Burning:** For this celebration, participants fill old barrels with tar and set them aflame. The competitors then carry the barrels as far as possible through the village while being cheered on by spectators. The winner is the person who carries the barrel furthest. Injuries are common in this bizarre practise and the use of magic is frowned on (at least until the race is over). This race normally takes place at night and is a spectacular sight. Afterwards, there is much drinking and merriment.
7. **Barrel Boating:** The villagers take to their barrels and attempt to “sail” them down the river that runs through the settlement. In the same manner as the pig racing described above, the race is wild and has few rules. Competitors work at capsizing or holing their rivals and just actually finishing the race is considered an achievement. The first person to finish gets his barrel filled with ale by the local lord. Folk come from the surrounding villages to watch (and/or participate).
8. **Wife Stealing:** This festival’s roots go back hundreds of years to when the villagers raided other nearby settlements for womenfolk. In it, participants—or raiders—must carry a neighbour’s wife over a set course comprising several obstacles. The “stolen” wives’ husbands lurk on the course and try to recapture their wives. Of course, the competition is good-natured. If a raider gets to the end of the course with a stolen wife he can claim a prize from the wife’s husband—usually a flagon of ale, handy tool or suchlike. Shocking, afterwards much drinking ensues.
9. **Gods Awakening:** In this once-yearly festival held at the winter solstice, the villagers light a huge bonfire on the highest hill near the village. Building the bonfire can take weeks. Once it is lit, the villagers stand about and sing songs of praise to their gods and pray for a year free of raiders and pestilence. During bad years, the villagers build particularly large fires in the hopes this will please the gods and return favour to the village. Persistent rumours whisper that sometimes the villagers secretly practise human sacrifice; unfortunates are said to be tied to a stake in the midst of the bonfire and burnt alive as an offering.
10. **Dance of the Dead:** In this macabre celebration, held every year to mark the village’s deliverance from an evil necromancer’s undead army, the villagers dress as skeletons and zombies and dance through the streets in wild abandon. Some of the villagers’ costumes are disturbingly realistic—comprised as they are of actual bones. The festival is held at night and adventurers witnessing it without knowledge of the celebration’s significance could be forgiven for thinking an evil cult is at work in the village.

10 STRANGE THINGS TO SEE BEHIND A SEEDY TAVERN'S 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.

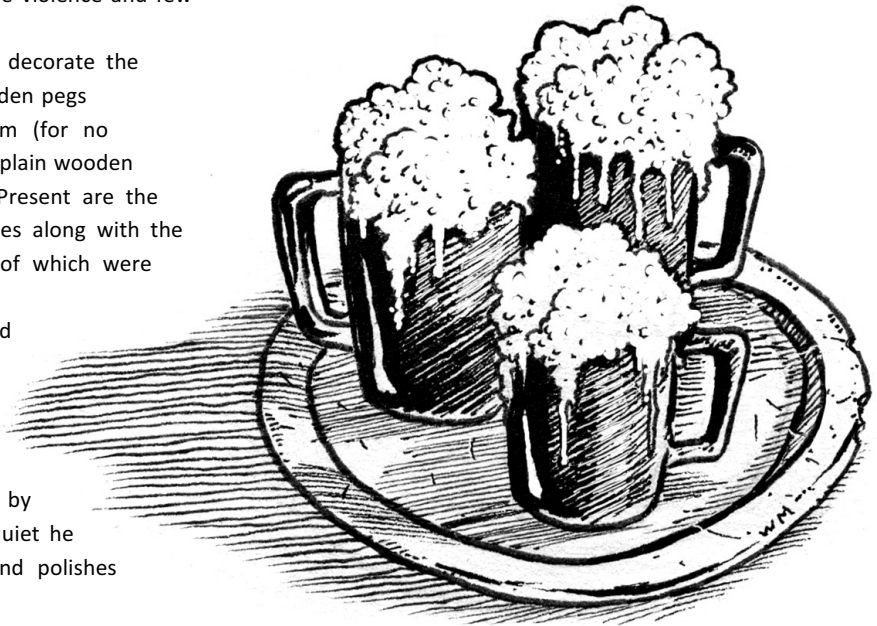
Use the table below, to determine what strange items the party spots behind the bar:

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. 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.
8. 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.
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).

RELATED ARTICLES

- 20 Seedy Tavern Patrons (page 65)
- 20 Seedy Staff (page 66)
- 20 Things Left in an Inn's Bedchamber (page 67)



10 THINGS TO FIND IN A CURIO SHOP

When the PCs return to the city after their latest adventure they often have only one thing on their mind—shopping!

With their loot sold and their purchases plotted the party set out into the city. Sometimes, they find exactly what they seek, but other times they find more than they bargain. For lost amid the clutter of the dusty shelves of the curio shop lie forgotten treasures and baubles of interesting aspect.

Use the table below, to generate the details of minor objects of interest the party come across on their shopping trip. For many of these items, the shopkeeper will take whatever he can get; others have prices. The GM can use these items as nothing more than objects of interest, but they can also serve as adventure—or side quest—hooks.

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 wide range of wine bottles completely fills a shelf. Many have no label. One seems different to the others—its design

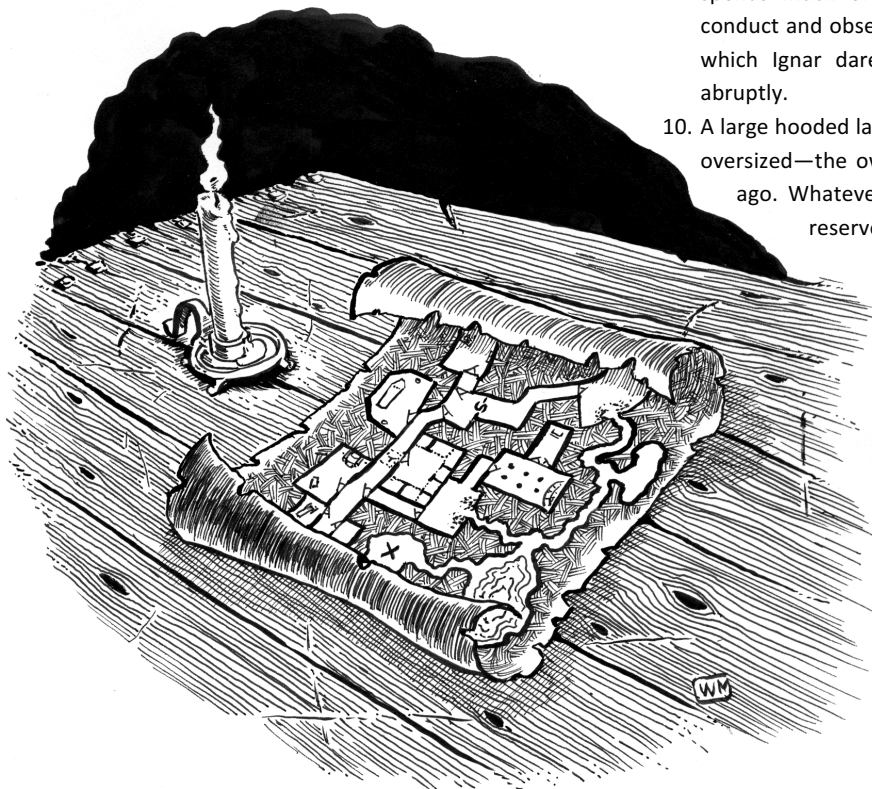
hints of elven provenance and the wine it contains is truly exquisite. The wine is priced like the other bottles—1 gp (but is worth 30 gp).

4. 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.
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. 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.
7. 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.
8. 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.
9. 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.
10. A large hooded lantern sits on a table in one corner. It is wildly oversized—the owner claims 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.

RELATED ARTICLE

- 10 Merchants with Personality (page 53)



10 THINGS TO FIND IN A HIGH-CLASS TAVERN

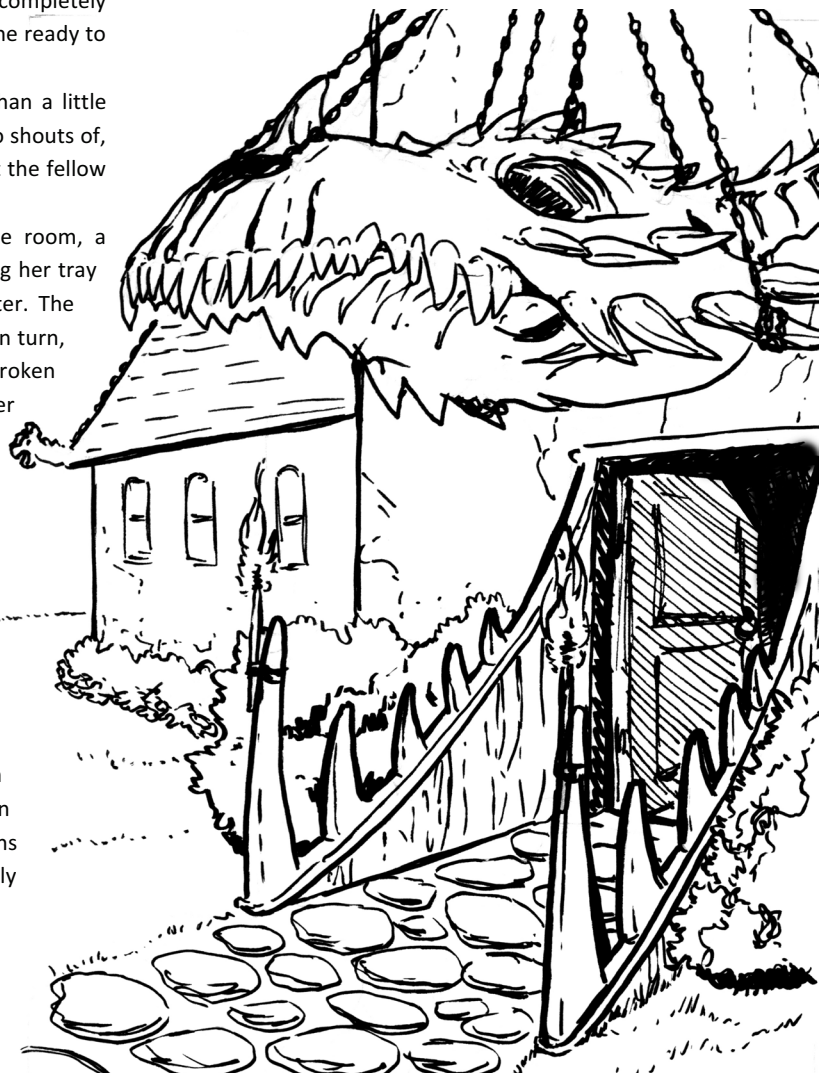
Wandering adventurers often spend a lot of time in low-class dives, travellers' taverns and other seedy establishments such as dockside taverns, thieves' dens and so on. However, sometimes—normally accidentally—they stumble into a decent establishment...

But what do they see in such a place?

1. Four finely dressed gentlemen—wearing silks and wide-brimmed hats—sit at a table enjoying a decanter of wine. Each is armed with a rapier. They are overly loud, gregarious and—as the evening wears on—increasingly drunk and leery.
2. Two men wearing faded, but once fine uniforms sit at a table. An attractive woman sits with each man. The women seem to be working very hard to make the men relax; something at which they are only partly successful.
3. A woman clad in particularly fine, but severely cut, robes sits alone at a table. Occasionally, she sips from a fine wine glass as she stares into space. Her demeanour is of one completely alone. A young maid stands by one elbow bottle wine ready to replenish her mistress' glass.
4. A drunk man—clearly worse for wear and more than a little boisterous—attempts to gain entry to the tavern. To shouts of, "Do you know who I am, idiot?" the door staff eject the fellow into the street.
5. As a serving wench threads her way through the room, a young man sticks his foot out. The girl falls dropping her tray of glasses to the floor, where most of them shatter. The man's friends laugh loudly at the girl's misfortune. In turn, she begins to cry as she begins to gather up the broken glasses. If she is asked, she tells the PCs the owner will charge her for breakages—something she just cannot afford.
6. A nobleman calls loudly for service and several servers dash to do his bidding—ignoring their other customers (the PCs included). The man is known to tip well, but only for exceptional service and his preferential treatment clearly annoys those around him.
7. A hooded man sits alone at a table near the fire. He gazes into the flames, seemingly unaware of those around him. The man's cloak is of crimson velvet and esoteric sigils picked out with golden thread decorate the cloak's hem. Other patrons maintain a deferential distance from the man; only one serving wench dares approach him.
8. An older lady wearing an outlandish headdress of towering design lords it over several similarly dressed women. Their conversation is punctuated with polite laughter; some of which may be directed at the party and their less than ostentatious appearance.
9. One table—set upon a slightly raised roped off plinth—is fully laid up ready for a feast of seemingly epic proportions. A vast array of cutlery, glasses and table decorations festoon the table. However, no diners are yet in evidence.
10. The mutter of polite, stilted conversation fills the taproom. Comfortable, high-backed chairs fill much of the space and are arrayed so it is hard for folk at one table to overhear those at another.

RELATED ARTICLE

- 20 Things to Eat at a Feast (page 68)



10 THINGS TO FIND IN A SHIP'S CARGO HOLD

Loads of adventures seem to happen on or near ships. Whether the PCs are storming a pirate ship, infiltrating a smuggler's vessel or searching a shipwreck they'll inevitably end up in the cargo hold at some point.

Most of the stuff stored in a ship's cargo hold comprises mundane mercantile goods destined for some market or another. Sometimes, however, other more interesting things are mixed in (or hidden) among the normal cargo. Use the table below, to generate such items of interest:

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.)
7. A slop bucket and mop stand against one wall near the door to the hold. The bucket contains cold, dirty salt water.
8. Rusty hooks hang from the ceiling; short lengths of rope swing free from each hook. Faint dried splatters of blood speckle the floor below the hooks, perhaps providing an unthinkable clue as to what has gone on here.
9. A score of sacks—piled atop one another—stands against one wall. One has been ripped and a small pile of grain lies in front of it on the floor.
10. The planks comprising one part of the floor have been weakened by the attentions of woodworms. A weight of over 300 lbs. causes the planks to snap, dumping the unfortunate into the bilge below.

10 THINGS TO FIND IN A WAGON

Bandits, brigands and worse lurk in the wild places of the borderlands. Here, they pounce on hapless merchants and despoil them of their goods. In my Borderland of Adventure campaign—many moons ago—the PCs happened upon a merchant and his daughter who had recently been attacked by bandits. The encounter was meant to be a throw away, random affair, but it propelled them into a completely new adventure.

Use the table below, to generate things of minor interest a PC might find in a merchant's wagon, beyond the merchant's normal cargo.

1. The wagon has a cleverly hidden compartment in its bed. The compartment is small and is filled with a bolt of pale green silk (worth 100 gp).
2. Crude graffiti carved into one of the wagon's sides depicts a stick horse kicking a stick man.
3. Hidden behind a couple of sacks wedged into one corner a small cask holds fine brandy worth 80 gp. The cask is stamped with the sigil of a burning tree.
4. An unloaded heavy crossbow and a bolt case holding six bolts is strapped behind the driver's seat.
5. A small chest is nailed to the floor at the rear of the wagon. It contains two bedrolls, a supply of sturdy (but plain) traveller's clothing and three day's worth of trail rations.
6. A thick blanket has been hung up in the back of this covered wagon to divide up the internal space. The portion of the wagon nearest the driver's seat is set up as a cramped bed chamber of sorts.
7. A box seemingly contains nothing but dirty rags. However, the merchant has buried at the bottom of the box a pouch containing 13 gp, 17 sp and 21 cp.
8. A spare wheel is strapped to the underside of the wagon. While well-worn, it is sturdy.
9. The carter's personal weapons—a spear and handaxe—lie near his seat in case he should need them in a hurry. Both are well-worn, but in good repair.
10. A pile of smelly, cloth heaped in one corner of the wagon serves as the bed of a huge wolfhound who views the wagon as his own, personal territory. He barks loudly at anyone except his owner climbing onto the wagon.

10 THINGS TO SEE IN AN ABANDONED BUILDING

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.

Use the table below, to add minor points of interest to the party's exploration.

1. Pieces of one of the internal wooden walls have been ripped out and are missing. Perhaps the looters took them for repairs to their own home or for firewood.
2. The building's front door hangs crazily from one hinge and creaks in the wind.
3. A small pile of wind-driven leaves covers the floor just inside the building's front door.
4. Graffiti etched into one wall speaks of the sexual proclivities of several local folk. None of the messages are complimentary.
5. A wooden chair—one leg broken off—lies on its side on the floor.
6. All the debris—broken furniture, smashed odds and ends and so on—has been swept to one side of this room. Any external windows have been boarded up from the inside; all signs point to someone surreptitiously using this room as an impromptu camp.
7. While several pieces of large furniture remain—everything else of value has gone. Either the looters were particularly skilled (or desperate) or the owners took everything with them when they left.
8. Several pieces of the roof are missing. Consequently, rain has penetrated the buildings; small pools lie on the floor in several places and the smells of damp and rot pervade the structure.
9. The hearth stone has been pulled up and aside and a hole dug underneath it. Whatever treasure once lay there has long since been found.
10. Birds nest in the rafters. Consequently, white streaks of excrement cover the floor. If explorers enter the room holding the nest, the birds burst forth in a cacophony of squawking and feathers.

RELATED ARTICLES

- 10 Things to See in a Burned-Out Building (page 61)
- 10 Things to See in an Abandoned Plague-Infested Building (page 61)
- 20 Things to Find in an Abandoned Monastery (page 71)



10 THINGS TO SEE IN A BURNED OUT BUILDING

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.

Use the table below, to determine what minor features of note the party discover while investigating a burned-out building:

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 AN ABANDONED PLAGUE-INFESTED BUILDING

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.

Use this table, to generate minor features of "interest" the PCs could discover in such a house:

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.

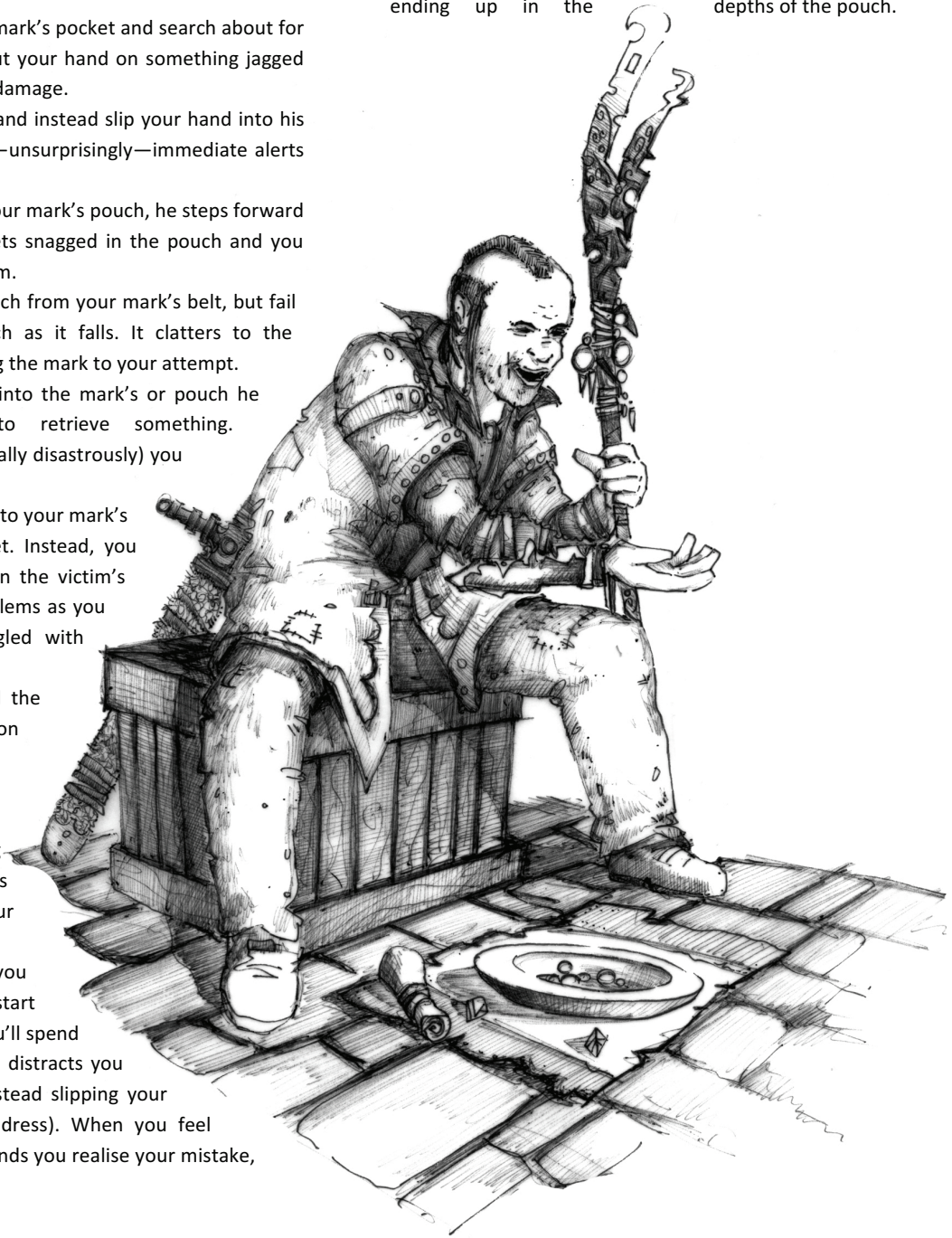
10 THINGS TO SAY WHEN A PC UTTERLY FAILS TO PICK A POCKET

Rogues pick pockets all the time. Whether it is a starving beggar trying to grab a few coppers for his next meal or a heroic adventurer trying to snag a key to release his companions, deft hands are a necessity for any thief.

However, sometimes pick pocketing goes horribly wrong. Perhaps the mark is super aware or luck does not favour the erstwhile thief. When a rogue spectacularly failed his pick pockets check, use this table to determine what happens:

1. You slip your hand into the mark's pocket and search about for some small treasure. You cut your hand on something jagged within and suffer 1 point of damage.
2. You miss the mark's pouch and instead slip your hand into his trousers (or her skirt). This—unsurprisingly—immediately alerts the mark to your attempt!
3. As you slip your hand into your mark's pouch, he steps forward unexpectedly. Your hand gets snagged in the pouch and you are dragged along behind him.
4. You successfully cut the pouch from your mark's belt, but fail to actually catch the pouch as it falls. It clatters to the ground, immediately alerting the mark to your attempt.
5. Just as you slip your hand into the mark's or pouch he also reaches into it to retrieve something. Embarrassingly (and potentially disastrously) you end up holding hands.
6. You try and slip your hand into your mark's pouch, but miss your target. Instead, you get your hand tangled up in the victim's belt, which causes you problems as you are now effectively entangled with your victim.
7. As your hand drifts toward the mark's pouch, you step on something slippery and fall to your knees in front of your target. You try to break your fall by grabbing the mark's belt but this does nothing but alert him to your larcenous doings.
8. Picking pockets is hard. As you reach your hand forth, you start to daydream about what you'll spend the proceeds on. Sadly, this distracts you and you miss the target instead slipping your hand into his shirt (or her dress). When you feel warm flesh beneath your hands you realise your mistake, but it is too late...

9. Clearly, walking and pick pocketing at the same time is tricky. While you manage to get your hand into the mark's pouch and extract some shiny goodies you pull your hand out too quickly. Consequently, what you filched flies from your hand, arches through the air and lands with a clatter on the floor nearby.
10. You fail to extract anything from your victim's pouch. Even worse, as you remove your hand, one of your rings—or perhaps a bracelet—snags on the leather material and falls off ending up in the depths of the pouch.



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 disdain 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.

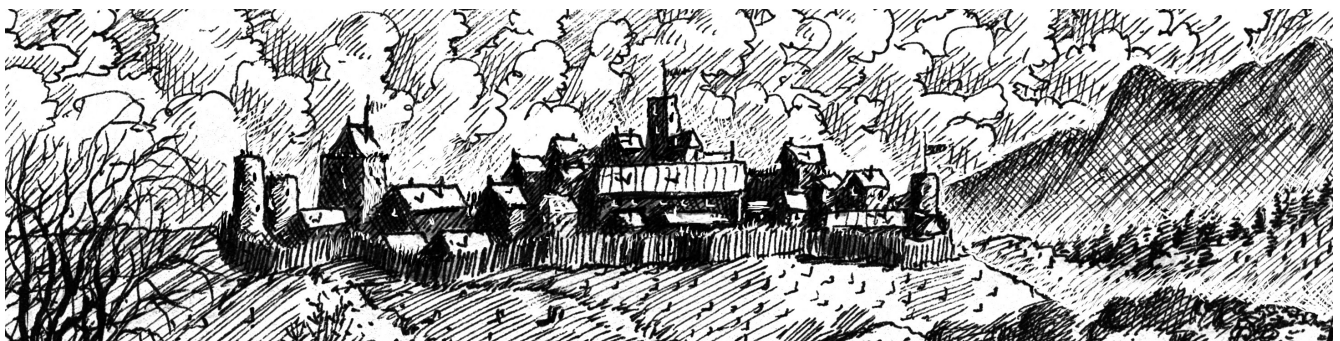
20 ODD LOCAL LAWS

Most local laws make sense to locals and visitors alike. However, some local laws are odd, nonsensical or just downright weird.

Such odd local laws provide a nice change of pace and possibly even good roleplaying opportunities if the PCs should fall foul of the law in question. They add flavour and colour to settlement and also challenge the GM to determine exactly why the law was enacted in the first place!

Use the table below, to determine which odd local laws the PCs may encounter in a settlement:

1. It is forbidden to wear the colour blue, during daylight hours.
2. It is illegal to die on the streets. Anyone doing so, is prosecuted and if found guilty their family must pay a hefty fine.
3. The locals are extremely religious. Three times a day, the populace must make their way to the nearest local church to pray. Failure to participate leads to fines.
4. It is legal to shoot a half-orc with a crossbow in the village or town limits only if the half-orc is judged to be acting aggressively by three witnesses.
5. Silence is golden. The local lord requires his subjects to be well rested. Singing and the playing of music is forbidden between dusk and dawn.
6. Every local is responsible for the stretch of road outside their house. They must keep it clean, tidy and in good repair. Thus, most houses are narrow and either very long or very tall.
7. Livestock and horses are not permitted to foul the streets. Owners are responsible for their animals' excrement. If the owner does not clean up after their animals, onlookers may pelt them with the aforementioned excretions.
8. It is illegal to sing profane songs or rhymes in the street. The local clergy decide what is and isn't profane and keep any fines they levy. Consequently, there is not much singing in town.
9. It is illegal to be drunk in charge of sheep within the settlement. The law was enacted several years ago after an infamous event that locals will refer to, but not describe.
10. Locals may only pluck two fish from the local river a day but may not handle fish "in a suspicious fashion" near or on the local river. (This law was enacted to stop the river being over-fished).
11. Tavern landlords and innkeepers must not allow their customers to get drunk on the premises and they cannot serve drunk customers in their establishments. Most landlords ignore this rule and the local Watch do not enforce it—except in extreme circumstances—in case a riot breaks out.
12. The local carters are a powerful faction in society. They paid the local lord to enact a law that states it is illegal to carry anything through town that requires more than one man to carry. In this way, they intended to make extra money transporting and delivering goods, but their plan backfired when an all-women porters guild sprung up and stole much of their supposed extra business.
13. It is illegal to knock on someone's front door and then leave before they answer it. (This in theory means, that if no one was in, the visitor would have to wait until someone returned).
14. If you come to town while suffering a disease, you must immediately visit a local church to declare your ailment to the clergy therein.
15. It is illegal to enter any church while wearing armour, but it is not technically illegal to wear armour while in a church.
16. Every adult must carry a dagger or knife with them at all times.
17. Men must secure permission from the local lord if they wish to wear a "head covering" in town. Women must likewise secure permission from his wife. (The lord enacted this law to increase tax revenues and was deliberately vague with the phrase "head covering" which he interprets to include all hats and helmets along with any article of clothing which has a hood—whether or not the hood is actually covering the wearer's head).
18. It is illegal—without special permission from the church—to marry a dead person.
19. It is illegal to tell anyone about your dreams, but it is not illegal to relate your nightmares.
20. An animal may not be in charge of a horse and cart.



20 SEEDY TAVERN PATRONS

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.

RELATED ARTICLES

- 10 Strange Things to See Behind a Seedy Tavern's Bar (page 56)
- 20 Seedy Staff (page 66)
- 20 Things Left in an Inn's Bedchamber (page 67)

20 SEEDY TAVERN STAFF

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.

RELATED ARTICLES

- 10 Strange Things to See Behind a Seedy Tavern's Bar (page 56)
- 20 Seedy Tavern Patrons (page 65)
- 20 Things Left in an Inn's Bedchamber (page 67)



Mar W Rable 2011

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, an inn'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."

RELATED ARTICLES

- 10 Strange Things to See Behind a Seedy Tavern's Bar (page 56)
- 20 Seedy Tavern Patrons (page 65)
- 20 Seedy Staff (page 66)

20 THINGS TO EAT AT A FEAST

Feasts are a wonderful opportunity to bond with a prospective patron, learn the local customs or investigate a shady nobleman. Servants carry dish after steaming dish to all in attendance as the host attempts to impress by demonstrating his wealth and power.

From the first course to the last, the grand meal is a festival for all senses. But what, exactly, is on each platter? Use the table below to get your players' mouths watering and transform a forgettable scene into an unforgettable extravaganza.

1. A giant roast bat, skewered and dripping, its leathery wings folded underneath to catch the juices (which can be used as a dip).
2. A platter of green scorpions, with a mustard dipping sauce and tiny silver tools for cracking open the shells.
3. The heavily spiced remains of a fungus leshy cut into thick slabs and sweating a clear, thick liquid.
4. A quivering plate of some pink ooze, replete with full red cherries, goat cream and cinnamon. By its movements, the ooze does not seem entirely dead.
5. A platter presenting kebabs of buttered thrushes, garnished in a heavy sauce of thyme and plated with three brown feathers.
6. A giant bright red crab covered in hundreds of calcite horns, his every leg enough to fill a man to brimming.
7. A pungent turtle soup with a hundred floating turtle eggs, served in the mother's own shell and punctuated with cloves.
8. A long snake stretched from one end of the table to the other and garnished with lemons. Each guest may cut off a piece of the tangy meat.
9. A massive dragon eggs omelet parceled onto half a dozen plates, it's incubating fetus divvied up and served as an hors d'oeuvre.
10. A tiny clay homunculus scampers across the table, generating cool water for the guests with the help of a glowing water sigil.
11. A plate of quivering brown blobs which can only be the marrow from griffon bones. They are lightly marinated in butter and smell divine.
12. A two-headed boar overflows its bronze platter, a gleaming red apple forced into each of its tusked mouths.
13. A roast porcupine with mint sprigs and honey, for diners bold enough to navigate the sharp quills.
14. A small dish of fried wolf cheese garnished with a touch of slime mold, not for the weak of stomach or faint of heart.

15. A stack of the pomegranate-like fruit of the assassin vine. It's best not to think of how it got its crimson color.
16. Dragon steaks, amusingly spiced with hot peppers and cayenne despite the obvious blue color of the inedible scales.
17. The deep fried hand of an unfortunate forest troll, though he has no doubt grown it back by now.
18. Strips of pan fried manticore flesh, marinated in the beast's own venom for a pleasant sour kick.
19. Small chunks of candied brain ooze with crushed walnuts, easy to eat with a pleasant crunchy texture.
20. A bouquet of salted snake heads apparently cut from a medusa. However, their appearance seems rather mundane; the host may be trying to fool his guests!

FINAL WORD

A GM can use the exotic foods listed above in other venues beyond a traditional feast. Perhaps the party are dining in a fantastically high-class tavern famed for its culinary offerings or they have broken into the home of some mad, corpulent nobleman obsessed with eating.

RELATED ARTICLE

- 10 Things to Find in a High-Class Tavern (page 58)



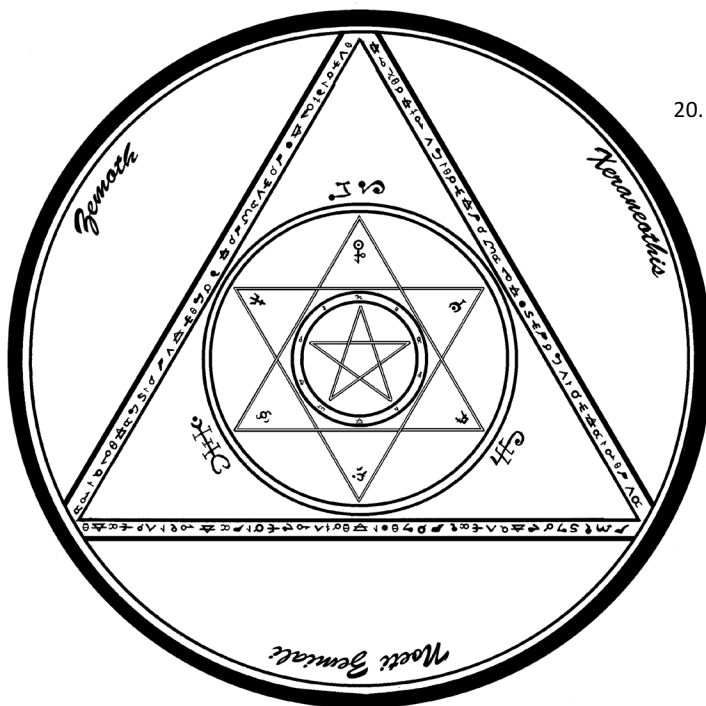
20 THINGS TO FIND IN A CULTIST'S LAIR

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 townfolk 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

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 a 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.



RELATED ARTICLES

- 4 Unholy Books (page 52)
- 10 Cultists with Personality (page 52)
- 10 Remarkable Unholy Symbols (page 39)
- 20 Things to Loot from a Dead Cleric (page 48)
- 20 Things to Loot from a Dead Cultist (page 49)
- 20 (Vile) Things to Find in a Cultist's Lair (page 70)

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.

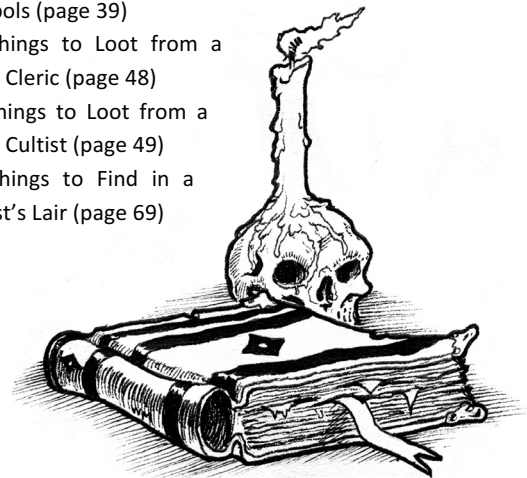
18. A pool filled with a green, viscous slime emitting a smell of decay and cinnamon.
19. A skeleton, half-dissolved, lies within a summoning circle inscribed with pulsating runes.
20. Four necklaces made from the teeth of an angelic creature and onyx (each 150 gp each; if worn by a good-aligned creature 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.

RELATED ARTICLES

- 4 Unholy Books (page 52)
- 10 Cultists with Personality (page 52)
- 10 Remarkable Unholy Symbols (page 39)
- 20 Things to Loot from a Dead Cleric (page 48)
- 20 Things to Loot from a Dead Cultist (page 49)
- 20 Things to Find in a Cultist's Lair (page 69)

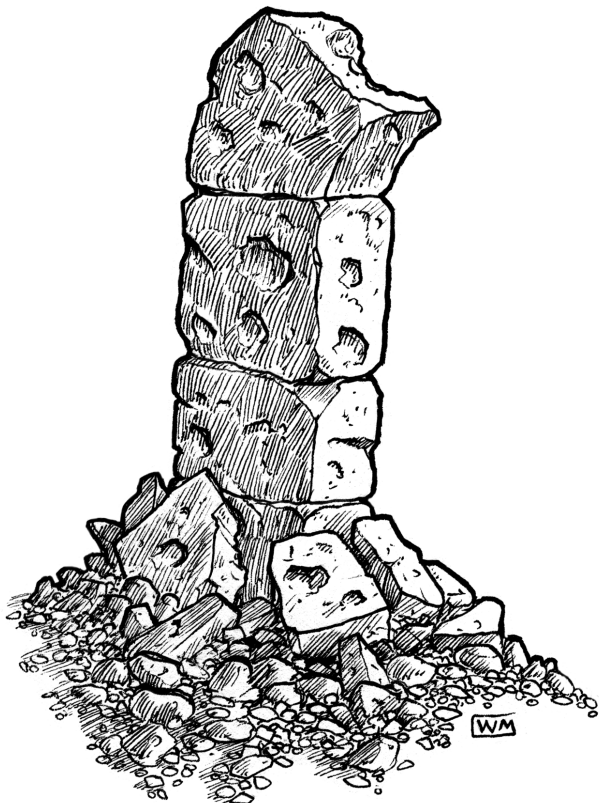


20 THINGS TO FIND IN AN ABANDONED MONASTERY

Abandoned monasteries are often the sites of exciting adventures. Mad priests, lurking undead and lost relics seem to draw adventurers like offal draws flies.

Often, however, the monastery itself receives little extra design time. Use the table below, to add depth and flavour to an abandoned monastery:

1. A scorched and splintered holy symbol lies discarded against one wall. Close examination reveals splatters of blood on the remains of the symbol.
2. Great rents in a floor mosaic depicting the monastery's heraldic symbol bear mute witness to some terrible act of violence.
3. Smashed furniture—perhaps the remains of tables and benches—lies scattered about the chamber; explorers must carefully pick their way through the mess.
4. The glass windows in this area—if indeed there ever were any—are missing; only one wooden shutter remains, and it hangs crazily from a single hinge.
5. A stretch of blackened stone surrounds a pile of ash and shards of burnt wood. Soot stains the ceiling.
6. The mouldy, shredded remains of a once grand tapestry yet hang from the wall here. Mould grows thickly upon the remaining fabric.



7. Rubble and brickwork lies scattered about the floor. Dust covers everything. In places, water drips down from holes in the ceiling.
8. A statue—perhaps of a saint or notable clergyman—lies smashed on the floor near to the plinth on which it once stood.
9. The door leading out of this area yet stands in its frame, but is swollen with moisture. It is stuck fast and must be forced open. It cannot be closed again.
10. Pale sunlight shines into this area from a small window high up on one wall; the light's wan rays illuminates the dust floating gently in the air.
11. A book's spine—along with a few scraps of mildewed parchment lies discarded under an overturned table. The book's remains are illegible.
12. An indefinable feeling of sorrow and loss hangs in the air. Nearby, under the hacked and splintered remains of a table or bench lies the yellowing bones of a priest or other resident of the monastery. His plain robes are similarly hacked and torn, and the unfortunate's head is missing.
13. The peculiar acoustic properties of this area amplify even the quietest sounds.
14. Patches of whitewash are peeling away from the walls and ceiling.
15. Moss and lichens grow thickly upon the walls. Similarly weeds have grown up through the cracks in the flagstoned floor.
16. A trail of footsteps leads through the dust and the rubble covering the floor.
17. Here, someone has prised up a flagstone in one corner of the room. A secret niche below may have once held glittering treasures but it is now—sadly—empty.
18. A cast iron chandelier—little more than a gigantic iron ring suspended from chains—hangs from the ceiling. Candle stubs and dried wax decorate the chandelier, which gently sways in a faint breeze.
19. Part of this door's lintel has crumbled and fallen away. The remainder of the door frame is similarly unstable; incautious exploration could cause it to collapse.
20. Shadows and grime fill this area. On one wall, someone has written in big chalk letters, "VIV".

RELATED ARTICLES

- 10 Remarkable Unholy Symbols (page 39)
- 10 Things to See in an Abandoned Building (page 60)
- 10 Things to See in a Burned-Out Building (page 61)
- 10 Things to See in an Abandoned Plague-Infested Building (page 61)
- 20 Things to Loot from a Dead Cleric (page 48)

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—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.

RELATED ARTICLES

- 10 Thing to Find in a Ship's Cargo Hold (page 59)
- 12 Things to Find in a Rowboat (page 84)
- 20 Things to Loot from a Smuggler's Body (page 50)

20 THINGS TO SEE IN A 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. Use the table below, to add minor events of interest to the PCs' shopping trip:

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 passersby, 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.

RELATED ARTICLES

- 10 Merchants with Personality (page 53)
- 10 Things to Find in a Wagon (page 59)
- 10 Things to See in a Curio Shop (page 57)
- 20 Interesting Stalls (page 63)



WILDERNESS DRESSING

10 BRIDGES

Bridges are rather handy, but often overlooked wilderness features. Without bridges, crossing ravines and rivers is difficult or dangerous (at best). As such, they offer a design opportunity for the GM and a point of interest for the adventurers. Is the bridge in good repair? Does a local noble claim it and exact tolls from those crossing? Who built it? The answers to all these questions have an impact on the area and provide clues to the region's history, political makeup and so on. And finally, bridges are iconic locations for fights and encounters.

Use this table, to determine which bridge the PCs encounter.

1. This "bridge" comprises several huge, flat stepping stones placed in the river. The stones are only just above the surface of the river; after the winter snow melt or a prolonged period of heavy rain the bridge is submerged.
2. Wreathed in ivy and creepers growing from the marshy river banks, this structure almost blends into its surrounding. This bridge is of stone and obviously of old construct.
3. This stone bridge is in bad repair. Parts of the parapet walls are crumbling; in two places, they have fallen away into the river.
4. This rickety wooden bridge has seen better days. Pieces of the deck have rotted away making travel across it slow, but safe (as long as no more gives away below the party's feet).
5. This stone bridge crosses a narrow river. Thick stands of reeds grow along the banks of the river near the bridge. Partially hidden in the reeds is a decomposing orc body. Yet wearing his waterlogged studded leather armour, the bloated corpse looks to have become wedged here after floating downstream.
6. The middle span of this stone bridge has collapsed into the river below creating a section of artificial rapids through which the river foams. The rest of the bridge appears sturdy and well made, suggesting the collapse was not accidental.
7. All that remains of this ancient bridge are the slick, reed-wreathed piers. Chunks of the bridge lie in the river, around which the water churns.
8. A flag bearing the design of a white rampant swan on a blue background flutters in the breeze atop a high flagpole set into one of this stout stone bridge's parapets.
9. This narrow, high-sided wooden bridge is only wide enough for single file foot traffic. At one end, the bridge's deck is scorched and charred (although the bridge itself is still stable).
10. A small watchtower abuts this stone bridge. A detachment of men-at-arms in the service of a local lord exact a small toll from all who cross.

10 BURIAL CAIRNS

The borderland and wilderness areas of the world are dangerous places. Here adventurers and other brave souls push back against the darkness encroaching on humanity's realm. Inevitable some of these heroes fall in battle and often their companions bury them where they died.

Use the table below, to generate details of the cairn the party discover.

1. A jumbled pile of stones stands atop a low, grass wreathed hill. Investigation reveals the cairn has been opened; stones (and some weathered bones) lie scattered about the summit.
2. Amid a field of wild flowers, a single cairn stands under the wide, lofty boughs of an ancient oak tree. Thick moss grows over the cairn and a rusty steel shield is wedged between two large stones. A faded device on the shield may represent a prancing unicorn—or it may not.
3. This meticulously built cairn stands next to a bubbling stream. A spear is wedged into the centre of the cairn and a mouldering head of some kind of humanoid hangs from its tip.
4. Built around a rocky outcrop of up thrust stone, this cairn serves as a makeshift (and accidental) sundial.
5. Neat piles of neatly stacked, weathered bones surround this small cairn. The cairn itself has clearly been carefully made; the stones fit together well and the structure is relatively solid.
6. A field of scattered stones surrounds the shattered remains of this once large cairn. The rotten trunk of a tree lies across the cairn's remains; it fell on the cairn mostly destroying it and scattering its stones. Splintered bones lie amid the stones.
7. Three cairns stand in a ragged line amid the shadows of a small stand of trees. Moss grows across the stones and bracken clusters thickly against their flanks.
8. A large flat stone tops this cairn. While the carving is illegible, faint scratch marks reminiscent of writing can still (just) be discerned by a perceptive individual.
9. This cairn was never finished. Stones lie scattered about and from the cairn's profile it seems the builder was interrupted. In a dense stand of bushes nearby, perceptive individuals spot the yellowing bones of a humanoid; its skull has been smashed in and a large, suspiciously stained stone lies nearby.
10. This wide, low cairn is easily big enough to hold several bodies. Investigation reveals, the cairn covers a deep hollow cut into the earth. A stone trapdoor lies at the bottom of the hollow under a thin layer of moist soil.

10 SIGNS FEY MAY BE ABOUT

Creatures of nature and the wilderness, the fey are subtle creatures. Few creatures have more stories told about them than the fey and explorers plunging deep into the wilderness are almost certain to pierce their domain.

Use the table below, to generate subtle signs for the party to encounter that might indicate fey are about.

1. The wind whistles through the trees, creating an eerie, pipe-like sound. Strangely, the tree's boughs do not move.
2. The branches of this towering oak are intertwined and twisted—almost as if they've been braided. The branches spread far out from the tree and create an area of restful shade (or perhaps meaning gloom).
3. Faint snatches of otherworldly pipe music come to the party's ears on the breeze. It is impossible to accurately determine the direction from whence the music comes, but it is surprisingly pleasing to the ear.
4. A multi-coloured light bobs through the trees. From the movement of the light it looks like whatever is carrying the light is moving (gracefully) through the tree canopy.
5. Two goblets and a wine bottle seemingly made of the most delicate and fragile glass sit upon a mossy boulder. If touched

by mortal hand, they disintegrate as if composed of nothing more than smoke caught on the breeze.

6. Faint, hooved tracks lead through the undergrowth. Careful examination, reveals the creature was two-legged and walked very lightly. The tracks disappear at the base of a large tree.
7. A faint scent hangs in the air. Reminiscent of lilacs in bloom it brings visions of bucolic summer days to minds
8. Incongruously, a stand of wild roses grows dense and thick in a clearing in the forest. Huge blooms cause the plant's stems to droop toward the ground and their heady scent fills the air. Unskilled PCs may think the roses natural, but those skilled in nature lore can determine the whole clearing has been carefully cultivated.
9. Carven wooden wind chimes hang from the boughs of this huge beech tree. Ornately carved, they've been carefully carved to make different sounds when they clack together.
10. Glimmering dust of many hues covers the grass growing in this wide, sun-dappled clearing deep in the forest. Small tracks of humanoid creatures criss cross through the dust in a riot of movement. Either a mighty battle or a party took place here!

10 STANDING STONES

Standing stones are a staple of the wilderness. Risen centuries or millennia ago by ancient druids, dread cultists or other unknown hands they are instinctively seen as places of worship

Use the table below, to determine the details of the standing stones discovered by the party.

1. A lone stone stands atop a high hill. Visible for miles, it is a renowned landmark. Weathered by countless rainstorms, any carvings have long since been worn away. Local legends whisper if the stone should fall, doom will come to the land.
2. Old beyond measure this toppled stone lies hidden amid long grass. Behind it lies the remains of a campfire and other signs of camp. Half-scratched graffiti mar the stone.
3. Fully 20 ft. high this slender stone is of a type not found locally. At its zenith, the deep carving of an eagle its wings outstretched looks to the east. Incongruously, on the western side, the stylised image of a badger decorates the stone's base.
4. Two stones stand opposite one another on either side of the trail. Vines and creepers snake up both stones and hang down from their tops created a curtain of sorts through which those using the trail must pass.
5. The shattered stumps of six stones stand in a rough semi-circle amid a clearing. Each stone was huge—easily 6 ft. in diameter. Of the rest of the stones, there is no sign.

6. This stone stands crazily at an angle. Investigation reveals the cause; someone has dug a hole at the stone's base and this has caused it to partially topple over. A detailed search of the loose earth in the hole reveals shattered bone and ashes.
7. This stone has clearly—at least partially—been formed by magic. The bottom portion of the stone is unremarkable, but the top has been carved to represent a huge eagle with outstretched wings. The eagle's wingspan is easily 15 ft. and the carving is tremendously detailed.
8. A standing stone dominates a small island in a lake. A hidden (submerged) causeway leads to the island. Bizarrely, the standing stone itself has been almost completely surrounded by a huge, but unlit—bonfire.
9. Ancient, ornate carvings cover this stone positioned so that two times a year the light of the full moon bathes it from a certain angle. When the moonlight does so, the shadow of the carvings resolves itself into a cryptic, but prophetic, message.
10. A tight ring of eight standing stones has been co-opted into forming part of a huge wooden hall. The hall uses the standing stones as part of its walls—in between the stones the walls are of cut and dressed tree trunks. The hut's roof is thatched and smoke wends out of a hole in the roof's centre.

10 STRANGE, ATYPICAL OR NOTEWORTHY TREES

Trees grow all over the place. Woods and forests cluster ever inwards upon civilisation. Most trees are unremarkable and are used as fuel or building materials for the local folk. Others, however, are remarkable.

Some trees because of their sheer size, legends ascribed to them or the uses they are put to loom large (metaphorically or physically) over the locality. Used as local landmarks, boundary markers or meeting places they are integral parts of the community and landscape.

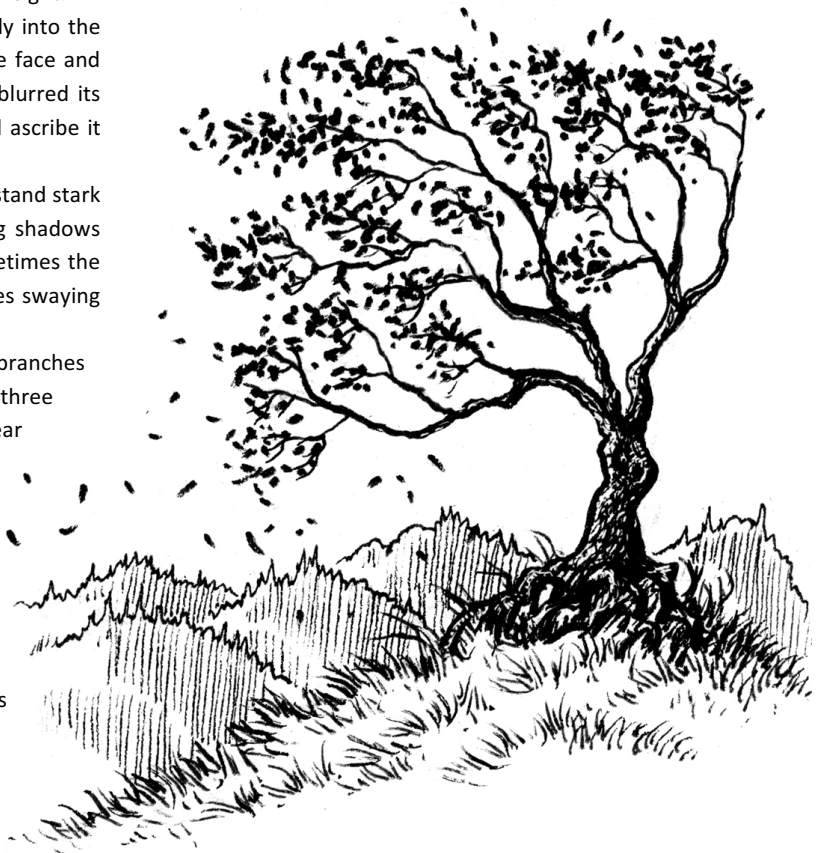
Use the table below, to generate the details of notable or remarkable trees encountered by the party.

1. Lightning struck this huge oak tree decades ago. Much of the tree burnt and the oak's mighty trunk was torn asunder. Now all that remains is a splintered shard of trunk about 20 feet high. Blackened and scorched, the trunk is hollow and sometimes used as a hiding place.
2. Standing atop a high hill, and surrounded by lesser growths, this tree comprises the interwoven trunks and branches of seventeen distinct individual trees. Known locally as the Seventeen Sisters, the "tree" is fully forty-foot long.
3. This huge weeping willow stands upon a small, low island in the middle of a lake. Its boughs drop down to caress the water's surface, completely obscuring the island from sight.
4. The face of a grimacing man has been carved deeply into the trunk of this living oak. Moss grows thickly over the face and the carving is so old, time and the elements have blurred its lines. Locals refer to the tree as "the Old Man" and ascribe it various supernatural powers.
5. The clutching, skeletal branches of this leafless tree stand stark against the horizon. The sun's rays paint disturbing shadows upon the barren ground surrounding the tree. Sometimes the shadows seem to move independent of the branches swaying in the breeze.
6. Several long hangman's nooses hang from the high branches of this large, old tree. From these nooses, sway three mouldering, decomposing corpses. Birds peck and tear at the corpses, but fly away if anyone get close to the tree. The ground surrounding the tree is churned to mud—as if many people had tramped through the area relatively recently.
7. This immense tree stands in the centre of a desolate clearing. No plants grow nearby and the tree itself never bears fruit or leaves. Although it appears to all intents and purposes dead, the tree's trunk is yet sturdy.

8. This huge tree grows upon the edge of a steep bank overlooking the trail. Its thick, writhing roots have burst through the bank before burrowing back into the packed earth of the trail. To the paranoid or imaginative the roots look like a mass of petrified serpents.
9. This tree is immense; its trunk is easily forty-foot in diameter at ground level. The tree stands atop a rocky outcrop and someone has carved a doorway into its base. A stair leads up into the tree proper.
10. The blackened stump of this tree rises to about eight feet in height before ending in a jagged shard of wood. The tree glimmers strangely in direct light and on closer examination the PCs discover literally thousands of coins hammered into natural folds running through its bark. Some of the coins are tremendously weathered, which suggests they have been here for decades or even longer.

RELATED ARTICLES

- 10 Signs Fey May Be About (page 77)
- 12 Dangerous Types of Vegetation (page 83)
- 20 Uneventful Days in a Forest (page 87)



10 THINGS TO ENLIVEN A JOURNEY THROUGH THE HILLS

Adventurers are often trekking deep into the wilderness in search of terrible foes and glittering treasures. Forgotten temples, tribal lairs and abandoned tombs all lurk in the craggy, wild hills of the borderlands.

Use the table below, to add minor points of interest to the PCs' journey through the hills:

1. Rocks clatter down from a bluff overlooking the rocky trail. They clatter down the slope, and the sound echoes through the surrounds. Of what dislodges them, there is no sign.
2. The pathway continues roughly level for a few hundred feet, before climbing a steep, precipitous slope. Here the going is hard and slow. Above, the pathway crests the hill and disappears from sight.
3. The trail winds its way through a field of tumbled boulders. Some are no bigger than a man's head while others are as large as a wagon. Moss covers the boulders and thick, prickly gorse grows up between the stones. From here, wagons can go no further.
4. A bird of prey swoops low over the hills, searching for its next meal. Without warning, it plummets out of sight behind a nearby rocky outcrop before appearing moments later with a small, wriggling creature in its talons.
5. As the party travel through a deep ravine, chasm or valley, clouds pass in front of the sun. Gloom surrounds the party and the temperature drops precipitously.
6. A gust of cold wind roars through the hills; it plucks at the party's cloaks and moans through crags before disappearing as abruptly as it appeared. Imaginative PCs may believe the moans of long dead travellers laced the wind.
7. The trail passes under a rocky overhang. The overhang offers a good place to camp out of the wind. However, anyone—or anything—else using the trail would literally stumble into the party's camp.
8. A rock fall blocks the trail ahead. Either the party must pick their way across the obstacle or backtrack the way they came.
9. An arrow—with once-bright blue fletching—juts from a stunted tree growing near the trail. The blue fletching is faded, suggesting the arrow has been here some time.
10. A crude burial cairn once overlooked this trail from its vantage point atop a strangely conically shaped hill. The cairn has recently been broken into; bones, scraps of cloth and dislodged stones lie scattered about the hill's summit.

10 THINGS TO ENLIVEN A JOURNEY THROUGH THE MOUNTAINS

Adventurers are often trekking deep into the wilderness in search of terrible foes and glittering treasures. Forgotten temples, tribal lairs and abandoned tombs all lurk in the craggy, wild hills of the borderlands.

Use the table below, to add minor points of interest to the PCs' journey through the mountains:

1. The trail hugs the north side of a steep cliff. In the cliff's shadow, it is noticeably colder and frost still clings to the ground and stone.
2. A huge bird circles above the party, high up in the air. After a few minutes, it flies away to the west.
3. High up on a cliff overlooking the trail, several cave mouths pierce the rock face. A narrow ledge—perhaps chiselled into the living rock by unknown hands—links the caves together.
4. The trail reaches the steep, slippery banks of a swiftly flowing mountain stream. The water is fast and only just above freezing. Someone has dumped several large rocks in the stream to act as stepping stones.
5. Here the trail splits to go around a huge, jagged shard of rock thrusting upwards from the ground. The rock is perhaps 20 ft. high and wreathed in pale green moss. Perceptive PCs notice some of the moss on the rock's left-hand flank has been rubbed off.
6. Stinging, cold rain—borne on harsh winds—engulfs the party, rendering them cold and wet (and probably miserable). The rain lasts for 1d3 hours.
7. The party's trail passes the mouth of a steep-valley. Sheltered, by steep flanks, fog yet lingers within, giving the valley the appearance of a portal into another, ethereal place.
8. The roar of a mountain lion echoes through the mountain air. The echoes make it impossible to locate the lion, but given how loud the roar was, it is surely nearby.
9. The picked clean skeleton of a mule lies near the trail. The skeleton is clearly old but still wears its rotting and rusty bit and bridle.
10. As the trail approaches a particularly narrow stretch where it passes between two towering cliffs a large boulder looms over the trail. Daubed on the boulder in faded red paint is the word "Danger" written in Common, Dwarven and Orc.

10 THINGS TO FIND IN A ROC'S NEST

Immense predators capable of carrying off almost any land animal, rocs are legendary birds. Their nests are often charnel houses replete with remnants of their many meals scattered about. Amid the carnage, adventurers puissant enough to have slain a roc—or sneaky enough to avoid its attention—may find items of interest. They also may find items of virtually no worth.

Use the table below, to determine what they find.

1. Gnawed bones and partially consumed corpses fill the nest. The whole mess—rotting flesh, splintered bones and so on—smells horrible. Shredded, blood-stained cloth, broken equipment and more is mingled in with the shattered corpses.
2. A wagon wheel—attached to the splintered remains of an axle—fills one part of the nest.
3. The jagged, broken shards of several shells—intermixed with a great mass of feathers—covers the bottom of the nest.
4. The partially eaten remains of a baby roc—consumed by its brethren—rots against one wall of the nest. Its eyes have been pecked out; flies buzz about the corpse.
5. Three large eggs nestle in a sheltered hollow at the bottom of the nest. These eggs will hatch in two weeks—and the baby rocs inside will emerge into the world. Such creatures are

highly prized by rangers, druids and other folk as animal companions or winged mounts.

6. A mix of white and blood red feathers fills the nest. This might alert the adventurers to the fact that the nest belongs to a mated pair. If they have thus far only slain one roc, they had best search quickly...
7. A dented helmet sized for a huge warrior—perhaps of giant—lies upside down in the nest. It is partially full of rainwater.
8. Many smaller birds of prey—chiefly eagles and hawks—nest in the immediate vicinity of the nest in the hopes of sharing in the roc's kills. When adventurers approach, they take flight and screech at the intruders. (This, of course, may alert any rocs remaining in the nest).
9. Part of the nest hangs out over the cliff on which it is built. Incautious exploration could lead to the adventurer falling through the nest and plummeting to the ground far below.
10. Mixed in with the bones and carrion littering the nest, perceptive adventurers spot a small number of tiny white scales. (The scales come from a young white wyrm the roc slew years ago). The scales are dirty, but if cleaned gleam brightly in the sun.

10 THINGS TO LURK IN THE SHADOWS ABOUT THE PCs' CAMPSITE

Adventurers often spend the night in dangerous locales. Whether they are camping in the depths of a shadowy wood or taking shelter in a cave to escape a sudden rainstorm their overnight rest isn't guaranteed to be trouble free.

Although things move in the shadows outside the adventurers' camp and sounds travel strange in the dark, not all nighttime 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 above the PC on watch it lets out a loud, deep hoot. It is likely gone before the PC spots it.
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 North Star, blotting it out for several seconds.

5. A small swarm of bats is out 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 be unnerving to the PC on watch.
6. The howling of a wolf obviously some distance off is answered by a much louder howl...coming from excitingly close to the PCs' camp.
7. Late in the night, a sudden wind batters the party's camp and threatens to extinguish the fire.
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 belong to a feral cat that has been living in the area for months after raiders killed its master. Alternatively, the cat could be a wizard's familiar. The wizard could be dead or he could have sent the cat 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 sky.
10. A brief rain shower strikes the camp. Unless the PC on guard is doing so from a tent, she is quickly soaked.



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. **Jennan Royce (LN female human commoner 1):** 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.
3. **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*.
4. **Zopher Zyznana (NG male half-elf expert 3):** 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.
5. **Potlam Geldstone (CN male human commoner 1):** 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.
6. **Yezcha Silverhair (CE F halfling rogue 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.
7. **Basson Clayhanger (CN M halfling commoner ghost 2):** 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 vapor 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.
8. **Tuppus Smmendyyyn (LG female gnome wizard 6):** A crack of thunder and lightning in the near distance precede Tuppus' 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. Tuppus requests escort to the nearest town or city, and promises the PCs some arcane favor in return.
9. **Milnan (NE male human commoner 2):** 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.

10. **Unlucky Petar (NG male half-orc bard 4):** Unlucky Petar politely hails the group from a distance. He is dressed as an adventurer, complete with leather armor, 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).

RELATED ARTICLES

- 10 Things to Lurk in the Shadows About the PCs' Campsite (page 80)
- 20 Things to Find in an Abandoned Campsite (page 86)

12 DANGEROUS TYPES OF VEGETATION

The wilderness is home to all manner of potentially dangerous creatures, including a variety of plant-like monsters. Many such as assassin vines, shambling mounds and treants are relatively well known.

But a fantasy world is sure to give rise to natural vegetation that can be potentially dangerous, even deadly, to the unwary. Some examples of such plants include:

1. **Hertravine (Heart Vine):** A slender, fast-growing vine most often found near slow flowing water sources. Its white blossoms emit a powerful scent that can induce temporary paralysis if a creature remains in its presence for longer than a few minutes.
2. **Crimsony (Blood Berries):** A low, broad bush bearing crimson-coloured berries in early spring. Eating more than a few of the berries causes extreme nausea and even convulsions over the span of several hours.
3. **Petrifica (Stone Plant):** This tall stalk plant is deep grey in colour and often mistakenly believed to be dead or dying. The stalk is coated with a viscous secretion that causes intermittent periods of full body rigidity. It is often used as a coating for weapons (particularly by those who wish to subdue or capture their enemies).
4. **Trygerium (Banegrass):** A type of grass usually found along deciduous forests and meadows identifiable by a slender yellow stripe down its middle. Eating the grass or even ingesting the milk or meat of a domesticated animal that has consumed banegrass leads to vomiting and intestinal illness.
5. **Nadarast (Needle Blossom):** A low-growing flower with bright yellow blossoms fringed with slender thorns. Picking a needle blossom must be done at arm's length as the close proximity of a creature causes it to release the thorns, which cause severe itching and swelling.
6. **Volcillus (Skygrass):** A thick pale blue grass with individual blades that often reach heights of 10 ft. or higher. Skygrass glows beautifully at night and emits small arcs of naturally generated electricity. Individual blades give a small shock, but wading—or falling—into a full clump can prove fatal as a much larger charge is generated by the combined blades.
7. **Widorsin (Spider Sap Tree):** A needle-bearing tree with white bark coated in a milky sap. The sap is exceptionally sticky and can cause burning, tingling and swelling when it comes in contact with skin.
8. **Necrollis (Death Apples):** A parasitic vine that infests the roots of apple trees and causes the apples to become increasingly toxic as time passes. The apples retain their original shape and colour but become increasingly bitter.
9. **Pyrgenium (Fire Rose):** A bright yellow rose with brilliant red and orange colouring that gives it the appearance of a ball of fire. The rose can only be plucked safely on the hottest day of a given year. Doing so on any other day causes it to explode in a small ball of intense fire and heat, leaving nothing but ash.
10. **Dracoren (Dragon Root):** A massive system of roots and tubers, usually underground, but occasionally spreading across vast areas above ground as well. Properly harvested and prepared, dragon root is edible in small portions, but otherwise inflicts burning sores and inflammation in the mouth, throat and abdomen.
11. **Nautorium (Sailor's Pea):** This shallow water plant found mainly in coastal regions bears aquamarine peas often used as ornamentation. Ingestion of a sailor's pea causes an excessive buildup of fluid in the lungs that can result in death.
12. **Ivortobac (Pale Leaf):** An invasive leaf that invades normal tobacco leaf fields. It is nearly indistinguishable from a normal tobacco leaf, being somewhat lighter in colour and smaller in size. Inhaling the smoke from a burning pale leaf can paralyze the lungs and lead to asphyxiation.

RELATED ARTICLE

- 10 Strange, Atypical or Noteworthy Trees (page 78)

12 THINGS TO FIND IN A ROWBOAT

With alarming regularity (at least in my campaign), PCs find themselves in rowboats. Whether they are battling smugglers, cast adrift on the ocean waves after their ship sunk or rowing to a benighted island they often commandeer, capture, steal or buy 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 empty 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 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 rope is coiled around one of the rowboat's benches. The rope smells of tar and is damp.

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.

RELATED ARTICLES

- 10 Thing to Find in a Ship's Cargo Hold (page 59)
- 20 Things to Find in a Smuggler's Lair (page 72)
- 20 Things to Loot from a Smuggler's Body (page 50)



20 INTERPLANETARY OMENS & PORTENTS

Many superstitious people look to the sky for signs to determine their fates. Oftentimes, these signs become self-fulfilling prophecies.

Use this table, to determine signs in the sky the PCs may notice and ascribe some meaning to:

1. The moon turns blood red; the colour change occurs from top to bottom and looks like some enormous creature poured a bucket of blood over the moon.
2. A star becomes extraordinarily bright, so much so it becomes visible during the day; the star allows travellers to navigate by it and guides those inclined to the location of a momentous event. After the heralded event, the star disappears from the heavens.
3. The sun undergoes a total eclipse, but the eclipse starts as a small shadow in the sun's centre and spreads outward; the shadow then disappears as if burned away by the sun.
4. A meteor streaks across the sky; ten seconds later, five more meteors follow in formation, seeming to chase the first.
5. The sky inverts light and dark. During the day, the sun becomes a black ball against a backdrop of a black sky; at night, the moon and stars turn black, while the rest of the night sky becomes white.
6. A barely audible tone emanates from some indefinable spot in space. While it appears to have no impact on people, dogs howl and birds fall from the sky while it sounds.
7. The moon spins on its axis, revealing the features of its normally dark side; it remains this way for a minute before returning to normal. As the moon turns, tidal waves strike various shores.
8. A gash appears in the night sky and light pours out of the tear in space. Moments later the rip seems to heal itself, but several stars have gone missing.
9. A wave of green light crosses the sky; in its wake, several people momentarily go blind.
10. Several stars brighten in the eastern sky; keen-eyed observers note the intensified stars form symbols. These symbols are from an ancient, all-but forgotten language dead for over a millennium.
11. The sun disappears for mere seconds; a rush of intense cold washes over the planet before the sun reappears.
12. A comet travels slowly across the sky from east to west, over the course of two days; it brightens as it travels to the midpoint, becoming brighter than the full moon, before dimming and fading from view before it completes its crossing.
13. Days before a ruler's coronation, the stars realign, creating new constellations in the sky. Most of the shapes are monstrous, but perceptive observers notice some outline the shape of a unicorn readying to charge the nearest monster.
14. During the day, a gigantic firebird forms from the sun and flies away; at night, a grey, tatter-winged beast emerges from the moon and chases it over the horizon.
15. A multitude of gigantic tentacles reach from behind the moon to grasp it in their clutches; moments later, the tentacles disappear, but they leave behind massive furrows across the satellite's surface.
16. A coruscating curtain of light shifts between the colours of the spectrum in rapid succession; at times the colour changes to something indescribable.
17. A nimbus of blue lightning appears around the sun; the air becomes electrically charged, causing hairs to stand on end. When a person draws near another person or a metal object, an arc of blue lightning connects the two.
18. Several stars twinkle in a rhythmic pattern in the northwest sky; as they flicker, a blend of bell chimes sounds high up in the sky.
19. A swirling black mass appears due south of the party, while a swirling white mass appears to the north; after they disperse, the stars in the southern sky appear in the northern sky.
20. A vortex opens, visible to everyone in the world simultaneously. A duplicate of this world appears inside the vortex; fire consumes it just before the vortex closes.

Note on the table above, a reference to the moon or the sun can apply to any satellites circling your campaign world.



20 THINGS TO FIND IN 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 crumpled 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.

RELATED ARTICLES

- 10 Things to Lurk in the Shadows About the PCs' Campsite (page 80)
- 10 Travellers to Share Your PC's Campfire (page 82)



Not every day in an adventurer's life is packed with excitement. 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 forest or woodland:

1. The morning sees a light drizzle drumming the leaves. Muddy puddles are common but avoidable. Birds dart about, looking for worms pushed up to the surface by the rain.
2. The daylight hours are filled with the bustle of bird song and small critters. A wan sunlight filters through the leaves gently blown by a southerly breeze. The sun sets behind a veil of clouds, before a jagged half-moon rises.
3. A bright sun shines in a cloudless blue sky though the canopy overhead provides shade. A brief thunderstorm rolls in quickly during the evening before moving off. It cools the air leaving the earthy smell of wet earth and fresh rain before the stars emerge in force.
4. A cold wind scours the trees, whipping them into a frenzy. Dark grey clouds loom threateningly on the horizon, never making their move, retreating in the afternoon to reveal a tired sun which exhaustedly gives way to a thin, sickle of moon limping through the sky.
5. A group of loggers passes you in the morning. Their ribald songs and the chopping of their axes accompanies you for the early part of the day, replaced eventually by the chirping of insects heralding the coming of night.
6. A wet snow starts falling late morning. The sight is both beautiful and tranquil as the trees stand suspended in white surrounded by the winter silence. The sun sets them ablaze in red and orange flame as it dips below the horizon.
7. A languid, warm day stretches before you. In the afternoon, a herd of deer thunders through the trees, startled by a small fox, its tongue lolling as if laughing at the trick it played.
8. A cold, heartless rain pours from the skies, driving into your faces and turning the earth into a boot sucking morass. The sun never shows itself from behind a thick wall of clouds.
9. A bright sun filters through the treetops while the sound of hunting horns shatters the tranquillity. The yips and yaps of hunting dogs answer the horn's call. The sun collapses beyond the horizon in a splendid pageantry of orange, pink and purple.
10. The leaves of the trees flutter gold, red and orange in a faint but chill autumn wind. The smoke of home fires disappears on the horizon as a large full moon rises
11. Faint, green buds grace the tips of skeletal tree branches. Chattering bird song accompanies the soft scurrying of recently awoken critters. The sun slinks away behind fast moving clouds to the raucous croaking of frogs.
12. A constant chill fog refuses to give ground, though not so thick as to obscure the path. The sun fails to make an appearance and taking its cue from its compatriot, the moon seemingly takes the night off, as well.
13. Grey clouds gather late morning, exchanging a brief salvo of booming thunder. A tree in the far distance erupts in a gout of flame as rain hammers down around you, an onslaught which lasts late into the night.
14. An uneventful morning slips into an equally boring afternoon. A nearby bush rustles, and a small animal saunters out and stops to briefly groom itself before ambling away.
15. A heavy wind tousles the tree-tops, shaking free a few loose branches which crash heavily. The high-pitched squawking of two feuding animals carries on the wind battering away at you, which dies down in the late evening.
16. In a clearing, birds pick the last remaining shreds of flesh off the carcass of a large animal. Its white bones glisten in the fading sun. The birds squawk angrily at you for being disturbed, as they ascend towards the setting sun.
17. The trees form a thick canopy overhead where the squeals and squawks of numerous creatures can be heard. A young couple gathering berries hurries away at the sudden gathering of dark clouds which threaten a storm but never carry through on the promise. Night arrives quickly.
18. Tree branches creak beneath a steady, muggy wind while the sun beats uncomfortably hot, the heat trapped beneath the canopy. Despite the promise of a pale moon, it brings no relief.
19. Animals seem to catcall you from the trees and bushes. A wild energy hangs in the air but never seems to erupt before the sun slips away in a blaze of vibrant colour.
20. A lone hunter crosses your path, hailing you before sprinting through the trees. You swear later at dusk you smell the cooking of fresh, roasted meat on the still air.

RELATED ARTICLES

- 10 Signs Fey May Be About (page 77)
- 10 Strange, Atypical or Noteworthy Trees (page 78)
- 12 Dangerous Types of Vegetation (page 83)

20 UNEVENTFUL DAY'S ON THE ROAD

Not every day of an adventurer's life is full of life and death struggles against evil cults, terrifying monsters or unseen enemies. Sometimes, the party just needs to get from A to B.

Sometimes, the GM hand waves such journeys while other times he wants to add a little bit of detail into proceedings, but doesn't want to bog play down with details. Use the table below, to generate the details of a trouble-free day's journey along a well-used road:

1. An incessant wind blows into your faces for much of the day, and you pass little traffic. As dusk falls, a sheltered dell complete with stream appears from the gloom; it seems to be the perfect place to camp.
2. The road is busy, but few travellers seem in the mood to stop and share news.
3. Bright sun and a clear sky make the day's travel pleasant and peaceful. Twice, the road fords shallow, sluggish rivers whose shaded banks are choked with reeds.
4. Heavy rain makes travel wet and miserable today. You see practically no-one on the road and make lousy time as the road quickly turns into a muddy quagmire.
5. Trees grow up close to the road and deep shadows cloak the ground beneath their boughs. Birds nest in these trees and seem to call out to you as you pass. As the gloom of dusk gathers, the birds fall silent.
6. Smoke up ahead betrays the presence of a camp close to the road. Here the crew of three wagons gather about a large campfire and roast the corpse of some large animal—perhaps a wild pig—one of their number shot. They call out in greeting as you pass.
7. A fallen tree blocks the road. Clearly, it has rested here for some time; travellers have worn a new muddy trail around its fallen trunk.
8. In the afternoon, the road passes by the ivy-clad ruins of some fort or other small fortification. A brief investigation of the ruin wastes several hours and reveals nothing of interest. Night falls.
9. Light rain and blinding sun assail you in equal measure. For much of the day, a rainbow glitters on the horizon and several of you remember the legends of pixie gold said to lie at its end.
10. Deep gouges worn by innumerable wagon wheels have rendered this muddy stretch of road all but impassable. Consequently, travellers have simply widened the road resulting in a great ribbon of churned earth.
11. Partway through the day, sounds of something large moving through the undergrowth assail you. Moments later, a large wild boar, followed by two young, emerges from the brush. At sight of you, they charge away into the undergrowth.
12. Just after you break camp, something large flies far overhead. While the creature is far up in the sky, it is undoubtedly large. It takes no notice of you.
13. Your morning's travel is uneventful. After lunch, you come across an overturned wagon—one wheel splintered—on its side in a ditch running alongside the road. Two men—Argor and Heral—argue about who is to blame for the accident.
14. The barking of dogs—and the blare of hunting horns—reaches your ears during the midmorning. You don't see any hunters, or their prey, though.
15. Heavy, glowering clouds obscure the sun, and it threatens to rain. Travellers pass hurriedly by, bundled in their cloaks.
16. The only "exciting" thing to happen to you today was a small cavalry patrol galloping passed your group, splattering you with mud. They continued on, heedless.
17. Birds sing in the trees and countless small things snuffle about in the undergrowth near the road. The sun beats down on you and you make good time.
18. The road climbs steeply up a high bluff in the late afternoon. It's hard work getting to the top, but the view is worth it; you can see for miles around and can make out several groups of travellers on the road ahead.
19. The road is busy, and several times merchants stop you to try and sell you food, drink and other goods. None of them have any exciting or important news to relay.
20. Just before noon, you reach the point where the road once crossed a river, but the bridge has been partially washed away. Instead of petering out, the road curves away to the left and rambles along the river bank until it reaches a natural ford. The diversion costs you several hours lost.

RELATED ARTICLES

- 10 Things to Lurk in the Shadows About the PCs' Campsite (page 80)
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