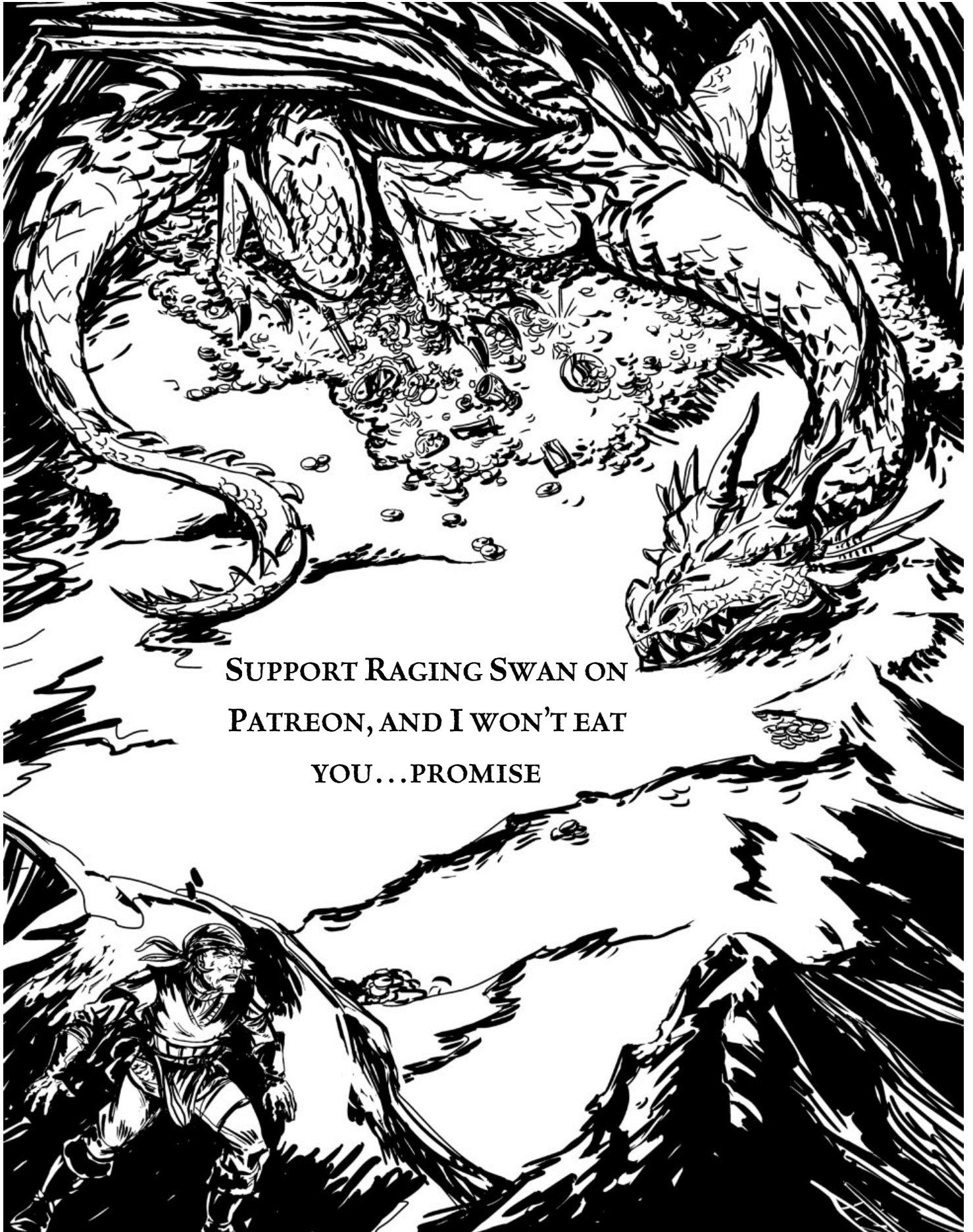


RAGING SWAN PRESS

GM'S MONTHLY MISCELLANY:

OCTOBER 2015





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GM'S MONTHLY MISCELLANY: OCTOBER 2015

Featuring material from some of Raging Swan Press's newest products as well as classic releases of yesteryear, advice articles and material from Creighton's own *Borderland of Adventure* campaign, the *GM's Monthly Miscellany* series is a terrific free resource for the busy, time-crunched GM.

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Thank you for purchasing *GM's Monthly Miscellany: October 2015*; we hope you enjoy it and that you check out our other fine print and PDF products.

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CONTENTS

Foreword	2
20 Things to Find in an Alchemist's Laboratory	3
Idyll At a Glance	4
Abandoned Village: An Alternate Dungeon	6
Logging Town: Sights & Sounds	8
Mounts: Warhorses	10
Mounts: War Ponies	11
20 Things to Find in an Abandoned Building	12
Legal Stuff	13

SOURCES

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

- **Alternate Dungeons: Abandoned Village** Daron Woodson
- **Village Backdrop: Idyll** Mike Welham.
- **So What's the Mount Like, Anyway?** Mike Welham.
- **Urban Dressing: Logging Town** Josh Vogt.

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Welcome to October 2015 at Raging Swan Press!

Just this weekend (I'm writing in late September) I had some fantastic news. Our Patreon campaign has been going from strength to strength since it launched in April. Six months ago, we were only paying 1 cent a word. Well yesterday, we hit our third stretch goal, which means we can now pay our freelance designers

7 cents a word. That's an

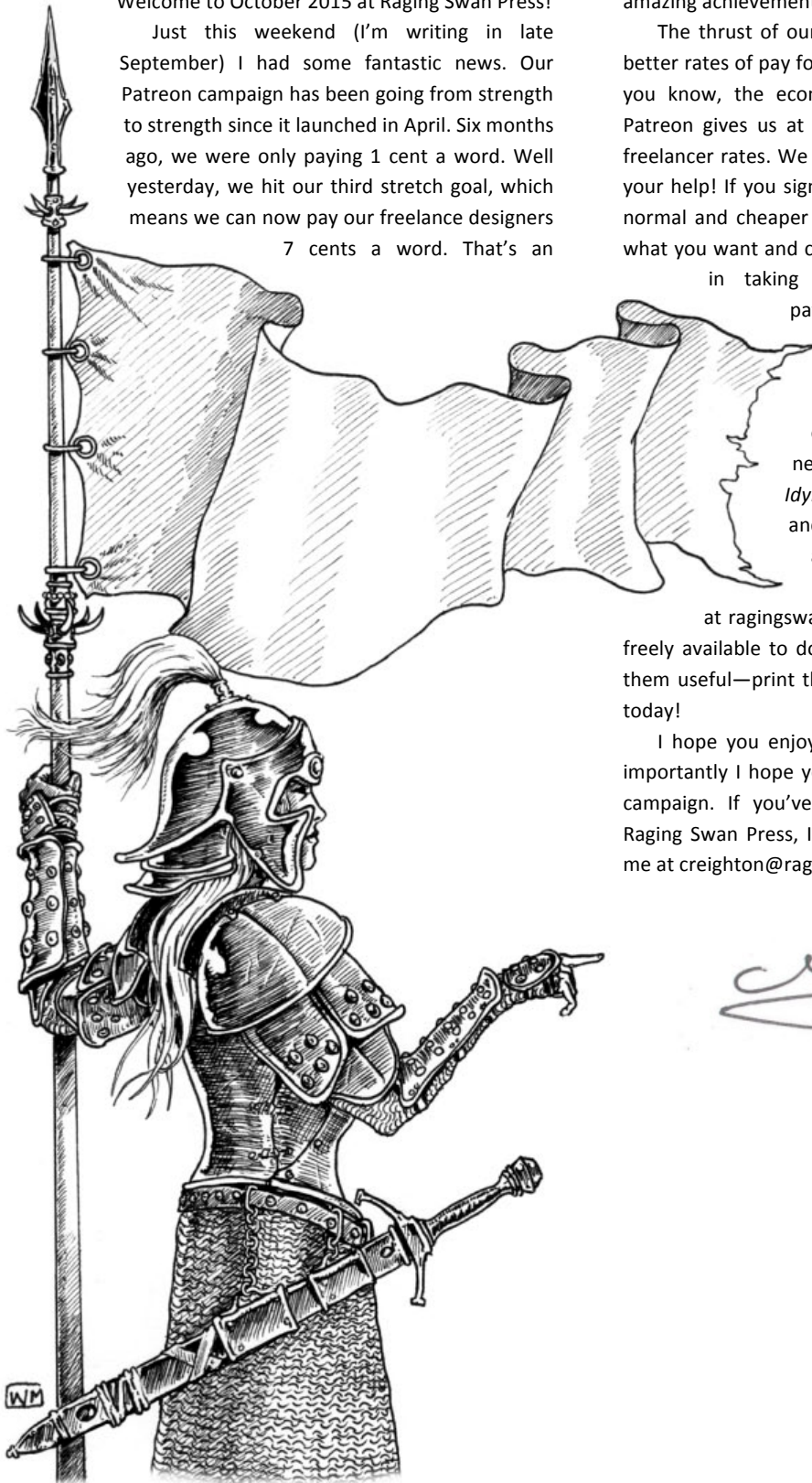
amazing achievement and one of which I'm very proud.

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

In any event, herein you'll find excerpts from some of Raging Swan's newest products including *Village Backdrop: Idyll*, *Alternate Dungeons: Abandoned Village* and *So What's the Mount Like, Anyway?* I've also included a couple of "20 Things" articles from among the dozens posted up

at ragingswan.com. We post two a week, and they are freely available to download. Check them out! I hope you find them useful—print them out and stick them in your GM folder today!

I hope you enjoy this GM's Monthly Miscellany, but more importantly I hope you find it useful and that it enhances your campaign. If you've got any comments or questions about Raging Swan Press, I'd love to hear from you. You can contact me at creighton@ragingswan.com.



20 THINGS TO FIND IN AN ALCHEMIST'S LABORATORY

Alchemists toiling away in their laboratories need a vast amount of equipment for their work. Such rooms resemble wizard's laboratories in many ways and can be just as exciting (and dangerous) to explore.

Use this table to determine what the PCs find, as they search the alchemist's laboratory:

1. Part of the alchemist's bench top is badly scarred by acid. The burn is wide and deep—clearly a lot of acid was spilt.
2. A strange stench—a combination of several different chemicals along with a heavy burning smell—hangs heavily in the air. The smell is stronger the closer one gets to the floor.
3. A wet rag—covered in some kind of bright yellow sticky material—lies discarded under the alchemist's workbench.
4. A small coffer atop a high shelf contains several crystal potion vials. Each contains a potion of a different colour; sadly none are labeled (and all are failed experiments).
5. A faint yellow haze hangs in the air against the ceiling. The room strongly smells of ozone.
6. Several small bowls contain vary amounts of water. Each of the bowls also holds a single stone—all of different types.
7. A small red cloth covers something small on the bench—a broken egg shell shattered into several parts. However, the egg is much larger than could be garnered from a chicken or similar bird.
8. A small cauldron stands over an iron brazier. The cauldron contains a thick, greenish goop that smells like a half-orc's armpit.
9. White string binds a stack of hand drawn plans for some kind of fiendishly complicated apparatus or machine together. The sheaf of notes lies on a shelf close to the alchemist's workbench. Several grubby fingerprints mar the top sheet.
10. A small shelf contains a dizzying array of small glass bottles and vials. Each seemingly contains a different kind of liquid. A cloying, unpleasant smell hangs in the air around the shelf.
11. An empty wine glass stands atop a small, unlocked coffer. Thin wooden panels divide the interior into a dozen spaces. Each section contains a different kind of sand, earth or powdered rock.
12. A ragged piece of blue velvet holds a single feather. The feather is overly large—perhaps one-foot in length—and is brilliantly white (except for its very tip, which has a silvery, glistening sheen).
13. This perfectly smooth stone ball the size of a man's fist glistens as if it has just been immersed in water. It is, however, completely dry.
14. A leather pouch stuffed down the back of a chair contains several small bones. The bones are cracked and pitted.
15. A small glass bottle contains a thick, pale blue syrupy liquid. Three large fangs lie at the bottom of the bottle.
16. A small vial rests on a plate alongside two dirty quills. The vial is about half full of red ink.
17. A tattered book—with a much-stained cover—contains basic formula for the most common alchemical items. A close reading of the text, however, reveals deliberate errors in the formulas that render anything made using the instructions inert.
18. A tattered book—with a much-stained cover—contains basic formula for the most common alchemical items. A perusal of the text reveals the formulas are particularly well written and illustrated. Items created using the instructions last 50% longer than normal.
19. Perceptive searchers discover a loose section of floor. Below lies a storage niche that contains four (empty) exquisite glass potion vials wrapped in black velvet cloth.
20. Mottled brown and green mould grows up one leg of the alchemist's workbench. The mould smells like decomposing flesh.



IDYLL AT A GLANCE

Situated in rolling hills and resting alongside a gently flowing river, Idyll lives up to its name. The villagers welcome all visitors and treat them to flavourful meals. Fine wines from Idyll's vineyards complement exquisitely flavoured meats butchered from the cattle and sheep the villagers raise. If any complaints arise from guests, they usually centre on the village's dullness.

However, there are hints not everything is at it seems. The foremost of these are the weathered monoliths standing at cardinal points on the village's borders. Etched with weatherworn sigils in numerous planar languages, none of the villagers can translate them but remark that nothing odd has occurred because of the monoliths. Additionally, strange artefacts littered all around, but well outside, Idyll's borders indicate the village was a focal point for ancient wars. Finally, rumours abound of strange metal people apprehending lawbreakers who subsequently disappear without a trace.

DEMOGRAPHICS

Ruler Tetrad Council

Government Council

Population 127 (64 humans, 4 dwarves, 2 elves, 1 gnome, 16 half-elves, 32 half-orcs, 8 halflings)

Alignments LG, NG, CG, LN, LE, NE, CE

Languages Abyssal, Aklo, Common, Celestial, Infernal, Sylvan

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

Qualities Magically attuned, prosperous

Danger 5; **Disadvantages** Extraplanar beacon (increases Danger by 5 and Lore by +3)

NOTABLE FOLK

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

Adeline Cobb (location 2; NG female dwarf expert 2) Proprietor of Cobb's, Adeline is one of the few children who grew up in Idyll; thanks to Idyll's cornucopia, she charges low prices for sumptuous fare and comfortable beds.

Brie Ornth (location 6; CG female gnome rogue 4) While some people in Idyll think this choice of councilmember is strange, as they see no need for gnome representation, Brie's decisions are even-handed.

Constance Indra (location 6; LE female halfling oracle [flame] 7) If Indra had her way, Idyll's laws would be stricter, more punitive and there would be many more of them.

Evangeline (locations 3 and 7; NE female elf druid 4/ranger 3) Caretaker of Grandmother Oak, this elf welcomes discussion about topics related to nature; she also makes it clear she has no time for those who despoil nature.

Mercius Grady (location 6; LG male half-orc paladin 6) Gentle and kind, this councilmember seems too soft to govern the village, until he gets involved in an argument about which he is passionate.

Vaelin Smith (location 6; CE male human barbarian 5) This towering, tanned human has fiery hair and a shock of white near his forehead; his temperament matches his appearance.

NOTABLE LOCATIONS

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

- The Monoliths:** Idyll's most notable feature, the monoliths stand at cardinal points marking a circular border around the village. Each monolith features inscriptions in a multitude of planar languages.
- Cobb's:** Villagers direct visitors to this tavern. For astonishingly low prices, diners receive savoury drinks and meals.
- Grandmother Oak:** This impossibly large oak stands at Idyll's heart, providing ample shade.
- Opalescent Pools:** Nine pools, arranged in a square three-by-three pattern, glow softly during moonlit nights.
- Wardens' Lodge:** Sealed shut, this building ostensibly serves as Idyll's law office; when questioned, villagers maintain the building is unnecessary as there is no need for law enforcement.
- Council Hall:** In contrast to the peacefulness of Idyll's inhabitants, where everyone gets along, the council hall is home to intense arguments.
- Aid Station:** A cleric and a druid reside here and provide aid to inhabitants, villagers and animals alike.
- Storage Silos:** Ample supplies of grain, grapes and other materials, kept fresh using magic, fill these silos.
- Pinion River:** This deep, clear river winds southward into the village on its meandering route; it provides great fishing.
- Fields of Battle:** Just outside Idyll, dedicated archaeologists can find ancient instruments of war, rejected by the ground.

MARKETPLACE

Resources & Industry Farming, Winery, Artefact Trade

Base Value 750 gp; **Purchase Limit** 4,250 gp; **Spellcasting** 5th; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

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

- Potions & Oils** *cure light wounds* (50 gp), *nondetection* (800 gp), *protection from chaos/evil/good/law* (50 gp)
- Scrolls (Arcane)** *calm emotions* (200 gp), *magic aura* (25 gp)
- Scroll (Divine)** *goodberry* (50 gp), *hold person* (150 gp)
- Rod splendour** (30,500 gp; location 6)
- Weapons** *anarchic*, *axiomatic*, *holy* and *unholy* weapons of various descriptions (18,000 gp + weapon cost; location 6)

VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) may know information about Idyll. A successful check gains all the information revealed by a lesser result.

DC 10: Idyll is a pastoral village where the inhabitants spend their time in agricultural pursuits.

DC 15: While the village is ideal, the toll of an ancient war still corrupts the surrounding land.

DC 20: Very few of the inhabitants ever travel beyond Idyll's boundaries. Another strange aspect of the village is the notable lack of children.

DC 30 (Knowledge [planes] only): Idyll serves as a relocation centre for extraplanar beings wishing to stay hidden from powerful opponents.

VILLAGERS

Appearance The villagers have no uniform appearance. However, when they first arrive a villager briefly displays an odd trait (glowing blue eyes, a barbed tail or curved horns) that quickly disappears.

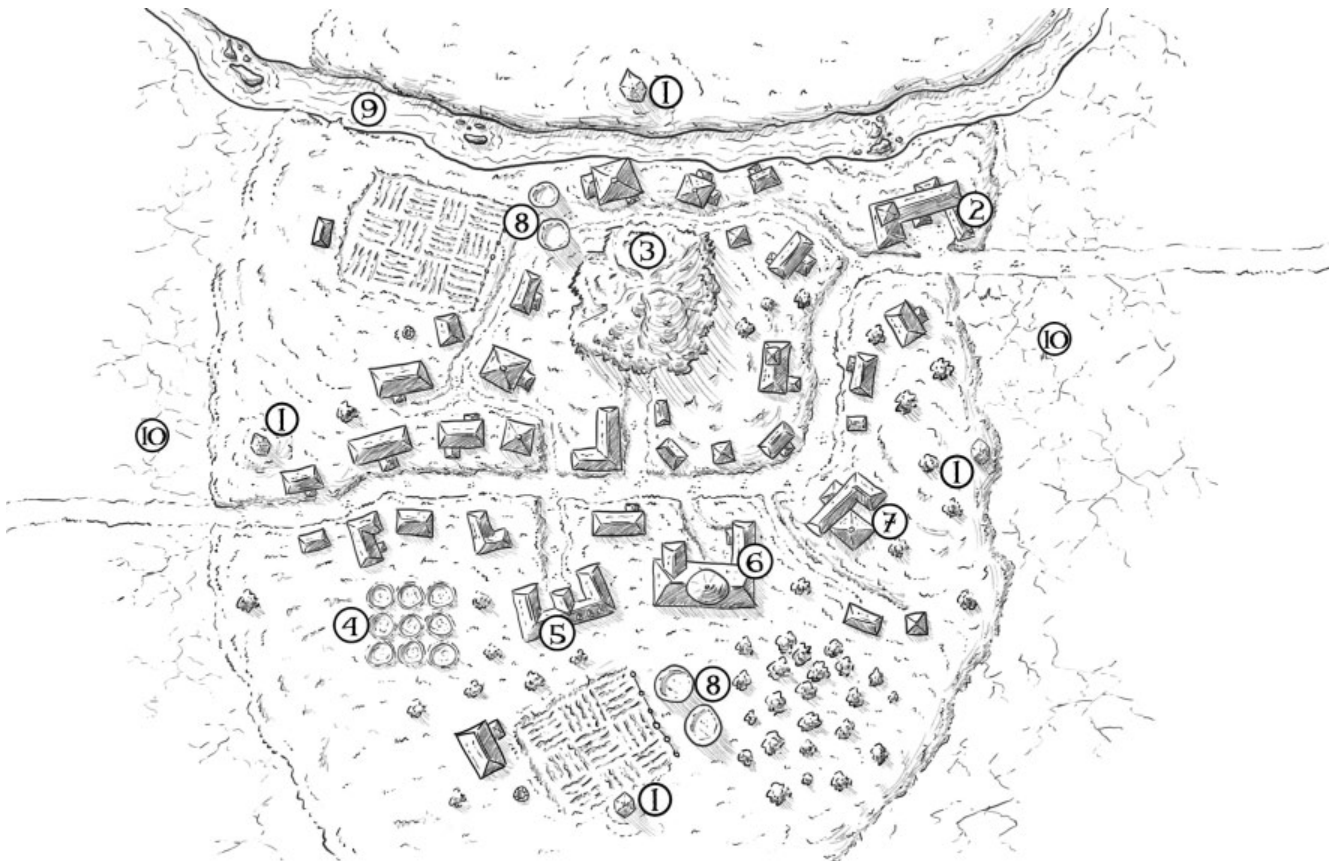
Dress Befitting an agrarian lifestyle, the people of Idyll wear utilitarian clothing. Occasionally, someone wears ostentatious clothes, but no resident ever remarks on it.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Idyll and its surroundings. This takes 1d4 hours and requires a DC 10 check. A PC exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below, to determine which rumour(s) the PC learns.

D6	RUMOUR
1	If someone wishes to remain hidden from foes, Idyll is the place to go.
2*	An apocalyptic event (meteorite, flood or earthquake, depending on the person providing the rumour) will soon destroy the village and wipe out its inhabitants.
3	During the full moon, a shimmering light emanates from the monoliths, creating a dome around the village.
4	The council has been particularly contentious of late, and a couple of people have overheard Vaelin threatening to harm the other council members.
5*	The silos hide bodies from ages ago; the magic of the buildings has preserved them all these years.
6	When (rarely) inhabitant leaves the village, a new resident of the same race arrives shortly thereafter.

*False rumour



ABANDONED VILLAGE: AN ALTERNATE DUNGEON

Decrepit and deteriorating, an abandoned settlement poses both unique dangers and enticing opportunities for adventurers. No adventuring site is riper for the looting than a place forgotten and abandoned by protectors and authorities. Still, abandoned doesn't always mean empty: deserted settlements are attractive to squatters, hermits, vermin, urban monsters, bandits, outlaws, feral dogs and other wild animals, and even the undead, who may often find the lonely, decaying husk of a once-lively place an apt and fitting lair.

Great is the lure of unguarded manors, keeps, shops and guild vaults, to be sure, but adventurers may visit an abandoned village for any number of reasons. A patron might ask the PCs to recover something left behind, to find someone hiding there or to discover some clue or evidence of the truth behind the ruin of the place.

A settlement, however, is rarely laid out with defence in mind; it is a place for common people to live and work, and this fact may make it difficult to imagine an abandoned village as a conventional dungeon—especially given the open, non-linear nature of a typical urban sprawl. This section provides GMs with advice for transforming the ruins of a deserted settlement into a memorable dungeon-crawling experience.

DEFINING THE DUNGEON

An abandoned village is a ghost town—a settlement (or part of one) once occupied by common people. It might be a forgotten hamlet in the woods, a mining community abandoned after the local mines dried up, a once-thriving town vacated by occupying forces in wartime or even a smaller part of a larger settlement—perhaps a deserted slum in the heart of the big city.

The vast majority of structures within an abandoned village are private homes, with a number of businesses and public spaces rounding out the bulk of the site.

DESIGNING THE DUNGEON

As an adventuring site, an abandoned settlement works best as a series of encounters to be tackled in whichever order the PCs choose—freedom of exploration is the rule of the day when walls and corridors don't constrain the PCs' choice of where to go and what to do. Consider keeping a list of prepared encounters handy, each one tied to a type of room, structure or location within the abandoned settlement. As PCs explore, choose appropriate encounters and run them ad hoc.

As with any above-ground ruin, be prepared for players to use *fly* and similar spells to reconnoitre the village. Have a player-friendly map handy, depicting all significant structures and locations populating the settlement. Don't be discouraged if the PCs learn the lay of the land before they ever set foot in your

village-turned-dungeon—the open-world nature of an urban exploration renders the order in which a party experiences each encounter more or less moot. Of course, the players certainly don't need to know that; let them revel in the sense of control. Whether they've gotten the lay of the land beforehand or not, observant PCs will have a pretty good sense of what sort of door they're kicking down during their exploration. Allow your PCs to enjoy feeling like they're the ones calling the shots during this adventure. Normally players would be asking you what's on the other side of any given door—is it a guardhouse? A lab? A barracks? A menagerie? A smithy? This time around, it may be the PCs telling *you* what lies within. Don't try to fool them—give the PCs that control. An arcane college looks like an arcane college; a keep looks like a keep; a blacksmith's shop, a guard tower—all pretty obvious. Meet their expectations; the sense of freedom and control go a long way toward setting the adventure apart from all the rest in the minds of your players.

Within each structure or encounter, terrain and layout are important for setting an eerie atmosphere of decrepitude and disrepair. Below are some features and ideas a GM could use when designing locations within an abandoned settlement.

Cover and Improved Cover: Bannisters, collapsing walls and pillars, slanted door frames, stairwells... opportunities for PCs to take cover are abundant in an abandoned settlement. Improved cover might be more commonplace than in most dungeons, as well: every arrow slit, guardhouse turret and cracked wall might be an opportunity to use improved cover to one's advantage.

Dense Rubble: Between the partial collapses and rampant looting and ransacking sure to befall any long-abandoned village, rubble and similar forms of difficult terrain will abound. Within interior areas, spaces containing rubble and so on ought to be more commonplace than clear spaces.

It costs two squares of movement to enter a square with dense rubble. The DC of Acrobatics skill checks on dense rubble increases by 5, and the DC of Stealth skill checks increase by 2.

Light and Heavy Undergrowth: Without maintenance and grounds-keeping, undergrowth is sure to get out of hand.

A space covered with light undergrowth costs two squares of movement to enter; heavy undergrowth costs four. The DCs of Acrobatics and Stealth skill checks increase by 2 in spaces of light undergrowth, while heavy undergrowth raises the DC of Acrobatics checks by 5, and provides a +5 circumstance bonus on Stealth checks. Both types of space provide concealment (increased to 30% miss chance in heavy growth), and running and charging are impossible through either type.

Stuck Doors: Rusty hinges on mildew-swollen doors tend to stick. Opening a rusted-stuck door takes a DC 14 Strength check.

RUNNING THE DUNGEON

Above and beyond the often freeform manner of exploration within an abandoned settlement, such a locale offers a handful of additional challenges and opportunities. Below are listed a few special considerations a GM should keep in mind when running an abandoned settlement as a dungeon.

Multi-Level Structures: Opportunities for dynamic battles within two- and three-storey structures abound, especially where balconies, bannisters and partially collapsed floors allow for an ambush from above, or a strategic sniping location. Challenging the PCs' efforts to move between floors spices up encounters, too; fragmented or entirely collapsed staircases and inaccessible balconies reward acrobatic PCs and help to make tactical choices meaningful (and encounters memorable).

Rotting Barriers: Within structures particularly exposed to, or worn down by, the elements, rot and rust set in. Consider reducing the hardness values of metal and wooden objects by half within such structures.

Size Constraints: Not all villages are built by Medium-sized creatures. Sending your PCs to explore a gnomish settlement or a halfling shire allows for all sorts of new opportunities. Refresh your familiarity with the rules for squeezing and for fighting in close or cramped quarters.

Structural Damage: Without regular maintenance, buildings in long-abandoned settlements may often literally come down around careless explorers' heads. Whenever a character (PC or NPC) takes a violent or reckless action (like attacking, running, falling, bashing open a stuck door or making an Acrobatics check to jump, swing or tumble) inside a decaying structure, the building takes 1 point of structural damage. After a structure takes enough damage (2d10 points for each floor, wing or other major level of the structure), the building begins to collapse.

A collapsing structure falls apart over the course of 2d4 rounds before finally disintegrating into a heap of dense rubble and dealing 6d6 damage to everyone inside. During this interim, a character taking further violent action as described above causes some dangerous mishap for him-or-herself. Roll 1d4 to determine the outcome of each such reckless act.

D4	EVENT
1	Falling supports and timbers strike the character who suffers 2d6 damage (DC 15 Reflex halves).
2	The character falls through the floor, falling prone and taking falling damage as appropriate.
3	The character's foot falls through the floor unless he or she makes a DC 15 Reflex saving throw. Once stuck, a DC 10 Strength check made as a move action frees the limb.
4	The character suffers 1d4 points of piercing damage as some glass or wooden structure shatters or splinters overhead.

SACKING THE DUNGEON

As with most adventuring sites, an abandoned village should be a source of tantalizing wealth. Unlike other adventuring sites, however, justifying the abundance of treasure and valuables (in an open-air location absent of authorities and subject to looting and pillaging) might be a little tricky.

Art, Dressing and Furnishings: Looters might have a hard time removing unwieldy pieces of art (such as large oil paintings, antique furniture and heavy tapestries), and may not even know an antique or a masterpiece when they see one.

Coin: A fortune in gems and platinum coins doesn't weigh much. Unless the settlement was abandoned in a hurry, chances are good that no-one left behind a heaping mound of jewels. A fortune in copper coins, on the other hand, is a different story. When distributing large amounts of wealth, consider using small-value coins like copper and silver. The challenge of moving so much wealth can make carrying it all away an encounter in itself, especially if bandits or looters wise up to whatever plan your PCs devise to haul away the wealth.

Gold and Silver Housewares: From family heirlooms to old lockboxes to chandelier filigree to antique cutlery, any number of housewares might be forged from valuable gold or silver. In a large manor, fleeing nobles (and subsequent looters) might have missed any number of nooks and crannies. Even in more meagre homes, trinkets made of copper might have value—especially if melted down and appraised by the pound.

Magic Items: Magical wards require less maintenance and are bound to last longer than most mundane walls and doors after long exposure to the elements. So, too, are such barriers more likely to resist theft (or even detection) by highwaymen and looters. And what else is more likely to be secured behind a magical trap than a magical item? Temples, alchemical labs and arcane colleges might have left behind magical goods, sealed behind illusions, locks and wards that will stand the test of time.

Records: Old documents and records might not seem like treasure—and that's exactly why looters are likely to overlook this category of valuables (leaving them for your PCs to find). A lost deed, an incriminating file or a last will and testament may be worth a small fortune to the right party. It's easy to imagine seeding the plot hook to your next adventure this way, as well.

Trade Goods: In an abandoned urban environment, trade goods are likely to be the primary source of treasure. Some food can keep for a very long time—rare spices in particular. Furs and other valuable textiles are commodities, as are precious metal ingots (including mithral and adamantine), rare woods (such as darkwood), marble, glass, hides and pelts.

Sunken Vessels: In the waters adjacent to a coastal village or harbour, sunken ships—especially merchant galleons—might contain any number of valuables, magic items or even whole chests full of gold and silver.

LOGGING TOWN: SIGHTS & SOUNDS

Use this table to generate the sights and sounds the PCs experience as they move about the logging town. Ignore inappropriate results and simply re-roll.

D%	
1	The crackling of branches precedes the crash of a tree falling in the distance.
2	Sparks fly from a stone wheel as a blacksmith grinds numerous axe heads to honed edges.
3	A group of lumberjacks chant a chopping song as they head out of town, axes slung over their shoulders.
4	Sawdust trickles out of a tarp-covered cart as it makes its way along the street.
5	The rhythmic burr of a saw steadily carving away at a log rises above the general street sounds.
6	Wood clatters as workers toss slats onto a growing pile of lumber.
7	Splotches of sap stick to the bottom of nearly everyone's shoes.
8	The pounding of nails as workers repair damaged walls of the local lumber mill is audible from quite some distance.
9	Every nearby doorway has a painted root nailed above it, for some odd reason.
10	Wooden statuettes sit in nearby windowsills, carved in the likeness of a forest deity.
11	A tinker labours over a row of axe heads and shafts, fitting them together to sell.
12	A team of horses plod into town, dragging several de-limbed trees behind them on leather straps.
13	Thin arms straining, children lug buckets of sap and syrup down the street.
14	Slabs of polished wood have been painted with glyphs to ward off evil spirits and are propped up all over town.
15	The tolling bell in the town chapel appears to be entirely made of polished wood.
16	Every house's door is of black oak and carved with strange friezes.
17	The smell of freshly cut wood fills the air, the odour reminiscent of the colour green for some reason.
18	A carpenter scuffs out rough spots on a table using a polishing stone and rag.
19	An old woman offers you a basket of twelve-pointed leaves for sale.
20	A clamour rises as workers flood out of a sawmill, apparently having just gone on strike.
21	Colourful beetles with massive mandibles buzz out of a log as it is sawed in half.
22	A worker hollers a warning as his final chops prepare a tree to come toppling down.

23	Each step kicks up curls of wood shavings, which litter the road in front of a workshop.
24	Someone has carved tree trunks into images of men, bears, birds, dragons and other creatures.
25	Wooden wind chimes clink and clatter as they hang from the eaves of almost every home.
26	The town guards carry burnished wooden shields, but their swords are polished iron.
27	A druid stands on the edge of town, loudly decrying the desecration of the wild.
28	Hunters string their bows as they head off to track down a rumoured pack of wild pigs.
29	The town hunting lodge has an impressive collection of antlers and skins hung about its walls.
30	Mill workers scratch off numbers on wax slates, counting the day's intake.
31	The town mayor strides by, a crown of braided branches resting on his brow.
32	A woman sweeps past, wearing a cloak of woven leaves.
33	A lumberjack displays her shattered axe head, claiming a single strike against a tree broke it.
34	A giant owl perches on a nearby branch, watching the town with unblinking eyes.
35	Children clamber up into the trees like little monkeys, laughing all the while.
36	A bell tolls, announcing a break so workers can rest and eat.
37	A lumber guild representative tries to calm down a crowd of underpaid workers.
38	Thick cobwebs are strung between two trees; some strands are wider than a man's forearm.
39	The eerie absence of birds or any other animals in the area becomes apparent.
40	A cartographer studies a map of the forest, trying to determine its accuracy.
41	A fletcher works with thin branches, turning them into arrow shafts.
42	An ambassador from the wood elves stands outside the town hall, calling for the mayor.
43	A group of forest dwellers plant seeds in each spot where a tree has been cut down.
44	A sticky blue-green moss covers most of the buildings in town.
45	White and pink blossoms have flowered overnight, adding welcome colour to the greenery.
46	The wind rustles the leafy branches, making it sound like the trees are talking to one another.
47	Every tree in sight has withered branches and brown leaves, despite it being the middle of summer.
48	The brew served at the local alehouse has an odd aftertaste of pine.

49	Lounging labourers whittle away at small blocks of wood, joking amongst themselves.
50	Enormous boulders form a natural wall around the town, with wooden gates set between the larger gaps.
51	A forested mountain peak rears over the town, stretching up above the tree line.
52	Monkeys screech at the lumberjacks who have invaded their territory.
53	Fae lights shimmer in the depths of the woods, every night.
54	A torch-wielding man races for the woods while townsfolk chase after him.
55	Merchants hawk all manner of supposedly healing herbs scrounged from the forest.
56	Bone fetishes hang from scraggly ropes, tied to every branch around the border of town.
57	A worker moans as the town doctor sets a broken bone.
58	A lumberjack sharpens a set of crampons, in preparation to climb a gigantic tree.
59	Sharpened logs have been planted as a barrier around the town, as if they're expecting an attack.
60	Every tree in this forest is bent and gnarled to an unnatural degree.
61	Workers whisper of a stone tower hidden deep within the woods.
62	A wagon creaks as it trundles by, laden with nothing more than tree stumps.
63	A band of warriors strap on armour and weapons as they prepare to hunt down a bear that's been mauling workers.
64	Villagers spread fearful rumours of a troll being spotted in the woods.
65	A priest blesses a shipment of wood, ensuring it won't warp or rot before being delivered.
66	Log-handlers use sharpened poles to guide their logs down the river.
67	Wild dogs snuffle around town, seeking scraps of food.
68	Oiled canvas is strapped over piles of wood to protect them from the elements.
69	Smoke rises from the woods where trees have caught fire from lightning strikes.
70	Two workers grip either end of a giant saw as they tug it back and forth across a huge trunk.
71	Strange glyphs are carved into the bark of every tree in sight.
72	This row of tree branches forms an unnaturally perfect archway leading into the woods.
73	Drums sound from deep within the forest, though no one knows where they originate.
74	Hundreds of logs bob on the surface of the town's lake, ready to be floated downstream.
75	The mill's enormous circular saw whines as it slices through log after log.

76	Pale worms wriggle out from the heart of a rotting tree.
77	A foreman displays a wooden post that has been bored through by an unknown insect.
78	Workers hack down trees to form a road for this newly settled town.
79	Shouts are heard as flames lick the rooftop of a warehouse a couple of streets away.
80	An artist scorches letters and images into blocks of wood.
81	The sawdust hanging in the air constantly tickles the PCs' noses to the edge of a sneeze.
82	Men race to help someone who has been caught beneath a collapsed pile of lumber.
83	A lumberjack screams as he hobbles by, a long root piercing entirely through his thick thigh.
84	Dozens of game and trampled work trails wend their way off into the thick of the forest.
85	It looks like the line of trees at the forest's edge has moved a little closer to town this morning.
86	A gang of boys run by, using knots of wood as ammunition for their slingshots.
87	Signs all over town warn against leaving any open flame unattended.
88	Smoke rises from the massive kilns where wood is sent to be cured.
89	Lizards scamper into the nooks and crannies of a stack of firewood.
90	Every house in town looks made from shaped and plastered logs.
91	A person appears to be chopping a log into a canoe, despite there being no body of water around.
92	People mutter about animals within the forest acting aggressively of late.
93	A ruckus of chattering floats in on the wind as birds squawk at the workers chopping down the trees.
94	A rushing river winds by the town from out of the forest.
95	Lumberjacks stomp by, dragging bags of vines they've stripped off the trees.
96	A heavy wind rattles branches in the nearby forest.
97	An architect picks over a selection of milled lumber, choosing pieces for his next construction.
98	A lovely dryad wanders the streets, weeping non-stop as she surveys the mills.
99	Workers heave at ropes tied to a tree, attempting to pull it down, roots and all.
100	The massive tree at the town gates has a face carved into the trunk and looks like it could come to life at any moment.

MOUNTS: WARHORSES

Mounts are of little use when delving through dungeons and ruined castle, but are extremely useful when exploring wilderness areas or while trying to reach far-off mysterious places. Sadly, as adventurers become more powerful, their mounts become increasingly fragile – unable to survive even the easiest fight.

This section presents not only the normal versions of horses, but also mounts suitable for more powerful adventurers. All are presented fully equipped and priced out so your players spend less time shopping and more time adventuring!

NAMES

Warhorses often have impressive, daunting names designed to strike fear and respect into those hearing them.

D20	NAME	D20	NAME
1	Warrior	11	Embarr
2	Thunder	12	Comet
3	Lightning	13	Wildfire
4	Bolt	14	Brute
5	Shadow	15	Ruin
6	Flame	16	Despair
7	Black	17	Sorrow
8	Artax	18	Titan
9	Hel	19	Eomaer
10	Silver	20	Cynric

RIDING HORSE

Cost 91 gp, 20 cp

Weight Carried 74 lbs. (plus rider); **Carrying Capacity** light 228 lbs., medium 459 lbs., heavy 690 lbs., drag 3,450 lbs.

RIDING HORSE CR 1 (XP 400)

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +6, Sense Motive +1

Speed 50 ft.; Run; **ACP** 0; Acrobatics +2 (+10 jumping)

AC 11, touch 11, flat-footed 9; **CMD** 17 (21 vs. trip) (+2 Dex, -1 size)

Fort +6, **Ref** +5, **Will** +1

hp 15 (2 HD)

Space 10 ft.; **Base Atk** +1; **CMB** +5

Melee 2 hooves -2 (1d4+1)

Abilities Str 16, Dex 14, Con 17, Int 2, Wis 13, Cha 7

SQ docile

Feats Endurance, Run^B

Gear bit and bridle, riding saddle, saddlebags, feed (4 days)

WARHORSE

Total Cost 586 gp, 20 cp

Weight Carried 139 lbs. (plus rider); **Carrying Capacity** light 399 lbs., medium 798 lbs., heavy 1,200 lbs., drag 6,000 lbs.

WARHORSE CR 2 (XP 600)

N Large advanced animal

Init +4; **Senses** low-light vision, scent; Perception +8, Sense Motive +3

Speed 50 ft.; **ACP** 0; Acrobatics +4 (+12 jumping)

AC 18, touch 13, flat-footed 14; **CMD** 21 (25 vs. trip) (+3 armour [mwk studded leather barding], +2 natural, +4 Dex, -1 size)

Fort +8, **Ref** +7, **Will** +3

hp 19 (2 HD)

Space 10 ft.; **Base Atk** +1; **CMB** +7

Melee bite +5 (1d4+5) and

Melee 2 hooves -2 (1d6+2)

Abilities Str 20, Dex 18, Con 21, Int 6, Wis 17, Cha 11

SQ trained for war (attack, come, defend, down, guard and heel)

Feats Armour Proficiency (Light), Endurance^B

Gear as above plus bit and bridle, military saddle, saddlebags, feed (4 days)

KNIGHT'S STEED

This horse is better trained than a normal warhorse. Consequently, it costs more than a normal warhorse (400 gp)

Total Cost 1,326 gp, 20 cp

Weight Carried 139 lbs. (plus rider); **Carrying Capacity** light 459 lbs., medium 918 lbs., heavy 1,380 lbs., drag 6,900 lbs.

KNIGHT'S STEED CR 3 (XP 800)

N Large advanced animal

Init +4; **Senses** low-light vision, scent; Perception +10, Sense Motive +3

Speed 35 ft., base speed 50 ft.; **ACP** -3; Acrobatics +1

AC 20, touch 12, flat-footed 17; **CMD** 23 (27 vs. trip) (+6 armour [mwk breastplate barding], +2 natural, +3 Dex, -1 size)

Fort +9, **Ref** +8, **Will** +4

hp 38 (4 HD)

Space 10 ft.; **Base Atk** +3; **CMB** +9

Melee bite +7 (1d4+5) and

Melee 2 hooves +0 (1d6+2)

Abilities Str 21, Dex 18, Con 21, Int 6, Wis 17, Cha 11

SQ trained for war (attack, come, defend, down, guard and heel)

Feats Armour Proficiency (Light), Armour Proficiency (Medium), Endurance^B

Gear as above plus bit and bridle, military saddle, saddlebags, feed (4 days)

MOUNTS: WAR PONIES

Of course, some adventurers (notably halflings and gnomes) find horses too large for their tastes and often ride doughty ponies into battle. Other adventurers bring ponies or donkeys with them to both carry vital equipment and to (hopefully) carry the vast treasures the adventurers hope to find.

This section presents the details of three such animals; each comes ready equipped.

NAMES

War ponies often have impressive, daunting names designed to strike fear and respect into those hearing them. Normal ponies, tend to have gentler names.

D20	NAME	D20	NAME
1	Lightfoot	11	Jumper
2	Flash	12	Clover
3	Argo	13	Whisper
4	AronDEL	14	Star
5	Yarra	15	Quickstep
6	Glzr	16	Blackie
7	Firefoot	17	Daisy
8	Surefoot	18	Lucky
9	Khal	19	Thumper
10	Shadowstep	20	Venture

PONY

Total Cost 46 gp, 20 cp

Weight Carried 74 lbs. (plus rider); **Carrying Capacity** light 75 lbs., medium 150 lbs., heavy 225 lbs., drag 1,125 lbs.

PONY CR 1/2 (XP 200)

N Medium animal

Init +1; **Senses** low-light vision, scent; Perception +5, Sense Motive +0

Speed 40 ft.; Run; **ACP** 0; Acrobatics +1 (+5 jumping)

AC 11, touch 11, flat-footed 10; **CMD** 13 (17 vs. trip) (+1 Dex)

Fort +5, **Ref** +4, **Will** +0

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee 2 hooves -3 (1d3)

Abilities Str 13, Dex 13, Con 14, Int 2, Wis 11, Cha 4

SQ docile

Feats Endurance, Run^B

Gear bit and bridle, riding saddle, saddlebags, feed (4 days)

WAR PONY

Total Cost 271 gp, 20 cp

Weight Carried 109 lbs. (plus rider); **Carrying Capacity** light 129 lbs., medium 453 lbs., heavy 390 lbs., drag 1,950 lbs.

WAR PONY CR 1 (XP 400)

N Medium advanced animal

Init +3; **Senses** low-light vision, scent; Perception +7, Sense Motive +2

Speed 40 ft.; **ACP** 0; Acrobatics +3 (+7 jumping)

AC 18, touch 13, flat-footed 15; **CMD** 17 (21 vs. trip) (+3 armour (mwk studded leather barding), +3 Dex, +2 natural)

Fort +7, **Ref** +6, **Will** +2

hp 17 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +4

Melee bite +4 (1d3+3) and
2 hooves -1 (1d4+1)

Abilities Str 17, Dex 17, Con 18, Int 6, Wis 15, Cha 8

SQ trained for war (attack, come, defend, down, guard and heel)

Feats Armour Proficiency (Light), Endurance^B

Gear bit and bridle, military saddle, saddlebags, feed (4 days)

HEROES' PONY

Total Cost 666 gp, 20 cp

Weight Carried 109 lbs. (plus rider); **Carrying Capacity** light 129 lbs., medium 453 lbs., heavy 390 lbs., drag 1,950 lbs.

HEROES' PONY CR 2 (XP 600)

N Medium advanced animal

Init +3; **Senses** low-light vision, scent; Perception +9, Sense Motive +2

Speed 30 ft., base speed 40 ft.; **ACP** -3; Acrobatics +0

AC 21, touch 13, flat-footed 18; **CMD** 18 (22 vs. trip) (+6 armour (mwk breastplate barding), +3 Dex, +2 natural)

Fort +7, **Ref** +6, **Will** +3

hp 25 (3 HD)

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

Melee bite +5 (1d3+3) and
2 hooves +0 (1d4+1)

Abilities Str 17, Dex 17, Con 18, Int 6, Wis 15, Cha 8

SQ trained for war (attack, come, defend, down, guard and heel)

Feats Armour Proficiency (Light), Armour Proficiency (Medium), Endurance^B

Gear bit and bridle, military saddle, saddlebags, feed (4 days)

20 THINGS TO FIND 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. Cobwebs—heavy with cocooned insects—fill the corners of this dank, gloomy chamber; a veil of cobwebs fills a doorway leading further into the building.
2. Rotting, mould shrouded furniture stands against the walls of this chamber. A heavy, formal chair is particularly far gone and one leg collapses if the chair is disturbed.
3. The shattered remains of several pewter mugs lie scattered across the floor. A dented and bent pewter plate lies against one wall. Dust covers everything.
4. The sound of faint scrabbling comes from deeper in the building. If a PC investigates, a squirrel clutching a nut, darts out of the darkness.
5. A mouldering brown blanket lies where it fell.
6. A strange dark stain mars the floor of this chamber. Investigation reveals the stain is likely old, dried blood.
7. Someone has pried up the floorboards to reveal a small space below. Nothing but cobwebs fill the niche. A faint outline in the dust hints a small box or coffer was once stored here.
8. Black mould has grown over one wall of this room and the air is redolent with the stench of decay.
9. Part of the wooden wall has been pried loose and the boards tossed casually aside.



10. The roof of this chamber is partially missing and the rain has got inside. The floor is damp and several small puddles have gathered.
11. The hinges of this door have failed and only the door jam holds it in place. If the door is opened, it collapses into the room with a loud thud.
12. The floorboards in this chamber are rotten. They collapse if subjected to a weight of 100 lbs. or more.
13. Someone has covered one wall in graffiti daubed in charcoal. To the untrained eye, the graffiti looks like nothing but deranged scribbling. Scholars of the occult may realise, however, the scribbles look a little like the sigil of a certain elder, blasphemous power...
14. A forgotten sack stands in one corner. It contains blankets and old clothes sized for a child. All are now mouldy.
15. A pile of mouldering planks—pulled from the walls and floors—are stacked in the centre of the room.
16. The fireplace in this room has obviously been used relatively recently. The ash within is still faintly warm and marks in the dust show where someone slept.
17. Thick dust coats the floor of this room. Nothing—except the tracks of small insects—is visible in the dust.
18. Small droppings—probably from rats or mice—cover the floor by one wall. Several small holes gnawed at the bottom of the wall show where the rodents probably live.
19. Mottled green slime coats the ceiling. The slime is harmless, but paranoid adventurers may suspect otherwise.
20. The door to the room is wedged shut. Either debris has fallen against the other side or it has swollen in place due to water damage.

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