

RAGING SWAN PRESS
20 THINGS #47:
LOCAL LANDMARKS



SYSTEM
NEUTRAL



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20 THINGS #47: LOCAL LANDMARKS

Are you a busy GM? Does session prep take too long? Do you never have time to work on the cool little details that can bring your session to life? Well fear not! That's where the 20 Things line comes in.

Compiled from the free 20 Things posts available at Raging Swan's website, this short, focused compilation gives you, the time-crunched GM, the tools to effortlessly add verisimilitude and detail to your adventure. Use the material herein either before or during play and bask in your players' adulation.

This instalment provides five pages compatible with virtually any fantasy roleplaying game and is designed to help you to flesh out and bring to life the local landmarks in your campaign.

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CONTENTS

Credits	1
Contents.....	1
Foreword	1
Using this Book.....	1
Join Raging Swan on Patreon	1
1: Beaches & Bays	2
2: Hills & Highlands.....	3
3: Houses & Homes.....	4
4: Ruins & Remnants	5
5: Wildlife & Woods	6
OGL V1.0A	7

Thank you Eric Scheid, for the topic of this book.

FOREWORD

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

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

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

USING THIS BOOK

You can use these tables either during session prep or "on the fly" during the actual session. Roll on the desired table and describe the result. Remember:

- Some players may assume because you describe something it is important. This may slow down the party's progress through the adventure. This isn't necessarily a bad thing.
- Modify any result so it fit with your game.
- Ignore or re-roll inappropriate results.
- Have fun!

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I: BEACHES & BAYS

Isolated coves, sheltered bays and sandy beaches pockmark the coast. Well known by travellers, mariners and fisherman alike such locales are often important local landmarks. In such places, smugglers can sneak ashore in the dead of night, fishermen can ply their trade and holy folk can meditate free from distractions.

Use this list, to add notable beaches, bays and other coastal features into your campaign.

1. **Bleak Cove:** Accessible only by the stout ropes left by fishermen and egg-hunters, this hidden cove has a low-tide foreshore replete with deep rock pools. Samphire grows in profusion on the cove's cliffs and many seabirds nest here. At high tide, the cove's beach is almost completely inundated.
2. **Willithar's Cave:** Low tide reveals a wide swath of rippled sand, and allows access to a part-flooded sea cave buried at the base of the cliffs. A chasm in the rocks above the cave lets light penetrate the cavern when the sun reaches its zenith. Mackerel swarm in the waters just off shore in large numbers.
3. **Beacon Hill:** A tumbled tower tops this blustery headland. Only the tower's ground floor remains intact, and sometimes travellers shelter here from bad weather. Three cairns—said to be the resting place of drowned mariners—wreathed in wild flowers lie further back from the cliff.
4. **Elina's Arch:** A dramatic triangular rock arch overlooks this wind-swept beach dotted with deep rock pools; many large crabs dwell within the pools and locals come here to catch them. An elderly druid was reputed to live in a cave under the rock arch, but she has not been seen in many years.
5. **Deep Plunge:** This high, dramatic waterfall, with a deep plunge pool at its lip, tumbles onto a sheltered beach of sand and shingle.
6. **The Muckle:** This blowhole pierces a great slab of rock dominating a wide shingle beach. At high tide, the Muckle blows every time a wave of sufficient force reaches the beach. The origin of the blowhole's name is lost to time.
7. **Namantor:** Sand dunes rising up to rolling hills back this long, shallow beach. At low tide, the sea retreats almost a quarter of a mile leaving a glistening expanse of rippled golden sand. Rocky headlands bound the bay to the north and south. Minke whales and basking sharks cruise offshore.
8. **Lonely Island Beach:** This uninhabited rocky island lies a few hundred meters offshore from a narrow, sheltered beach. During storms, huge waves break over the island, sweeping it clear of all vegetation and structures. A tower once perched atop the island; now nothing but tumbled stone blocks and a partially sand-filled, flooded cellar remains.
9. **The Golden Cliffs:** Majestic west-facing cliffs tower over this narrow shingle beach. Several half-sunken stone huts of ancient artifice perch atop the cliffs and afford incredible views of the setting sun. A narrow sunken track leads to the huts which are virtually invisible from the land.
10. **The Drunk Man:** This towering sea stack stands as high as the nearby cliffs. Linked to the mainland by a narrow shelf of rock that disappears at high tide, the 200-foot high Drunk Man has a curious, lopsided look—the result of endless waves battering the stack. High up, several narrow caves—the burial niches of an old, forgotten people—pierce the stack; reaching them requires magic or impressive climbing skills.
11. **Church Island:** An ancient, battered stone causeway connects this tidal island to the mainland. Only useable at low tide, the causeway is in poor repair. Extensive ruins on the island are the tumbled remnants of a monastery dedicated to The Storm Mistress. The monastery was sacked by raiders a century ago. In the winter, puffins nest on the island's rocky shores.
12. **Wreckers' Cove:** A narrow islet stands at the confluence of several powerful ocean currents. Consequently, the chill waters of this narrow cove are often thick with flotsam, jetsam and wreckage. Beachcombers scavenge here for valuable items amongst the sea's leavings. Sometimes bloated corpses wash ashore amid the wreckage.
13. **Bone Beach:** Fast-eroding cliffs overlook this sandy beach. A chapel once stood on the cliffs, but it collapsed onto the beach long ago. Now, the chapel's graveyard is also falling prey to the sea and perceptive visitors can make out bones sticking out of the cliffs or (occasionally) littering the beach. Unsurprisingly, legends of ghosts, hauntings and sinister doings hover thickly about Bone Beach.
14. **The Three Sisters:** Three jagged sea stacks tower above the surf of this wild, rugged beach. Several powerful riptides lurk just off shore making waterborne investigations of the Three Sisters difficult and dangerous.
15. **Passage Cove:** This small cove boasts a narrow tunnel hewn through the surrounding cliffs by long-dead smugglers. The gently shelved sandy beach is a perfect spot to bring ashore contraband and the like.
16. **Short Sands:** Crudely carved steps provide access to this wild, sandy beach interspersed with rocky shelves. A grotto pierces the cliffs and a dilapidated stone cottage overlooks the beach.
17. **Jetty Cove:** A stone jetty juts out into this sheltered cove's waters. A substantial rambling stone building stands at the end of the jetty and is home to an extended family of slightly inbred fisherfolk. The family do not tolerate guests, and wild rumours accuse them of smuggling, wrecking and worse.
18. **Sea Queen's Grotto:** A large tidal cave pierces the cliffs at the base of this inaccessible stretch of tidal shingle beach. Inside the grotto, a large stone throne—or at least a chunk of rock that looks suspiciously like a throne—rises from the middle of the grotto's pool. Locals often throw offerings into the sea from atop the cliffs to placate the fey sea queen said to dwell therein. A crude pile of stones atop the cliffs marks the spot directly above the grotto's entrance.
19. **Strangler's Head:** Named for the grisly murder of a customs agent years ago this spit of land commands sweeping views.
20. **Mermaid's Haven:** Local legend has it that mermaids come to this secluded bay to cavort at the summer solstice. A huge rock arch stands to the east; at dawn on the summer solstice the sun shines through the arch, bathing the whole beach in golden light.

2: HILLS & HIGHLANDS

Hills and ridges dominate the landscape. Meeting places, vantage points and—sometimes—refuges hills and ridges loom large—both literally and metaphorically—over the landscape.

Use this list, to add notable hills and ridges into your campaign.

1. **Chapel Hill:** The crumbling ruins of an old chapel stand atop this wooded, cliff-flanked hill. Barely visible through the trees, the chapel is a small, humble affair. Rumours of ancient hidden crypts below the ruin abound among local folk.
2. **Bone Point:** This splintered spur of rock juts outwards from the surrounding hills. From some angles, the spur looks like a broken leg bone—hence its name. A skirmish was fought here along ago when a band of raiding orcs were trapped and killed on the hill. Their weathering bones still lie amid the hill's sparse undergrowth.
3. **The Giant's Wall:** Surrounding by mature oaks and elms alive with birdsong and topped by a thick hedge of brambles and gorse this earthwork encircles a bare hill top. Perceptive explorers can discover the vague outline of a building atop the hill, but whatever was here has long since rotted away.
4. **Jumpers' Lake:** Now a lake this once-quarry fills a hidden, grassy amphitheatre. Rock ledges—perfect for sunning one's self or jumping from—surround the lake. In the summer months, locals come here to swim and relax.
5. **Crystal Caverns:** Three cathedral-sized caverns, hand-cut by dwarves long ago, radiated outwards from the crystal-clear aquamarine waters of a subterranean lake. Sometimes brave locals explore the sloped entrance cavern and swim in the lake, but none have dared the deep caves in years.
6. **Dunholm:** Built into the cliff ages past Dunholm was once linked to ground level by a precarious stone stair, but this collapsed several decades ago. Rubble from the stair lies

scattered on the ground below Dunholm, which is now abandoned. A local family owns the surrounding land, and would happily part with Dunholm if the price was right.

7. **Star Hill:** This conical hill offers incredible views of the surrounds and the night sky. Astronomers, wizards and other folk obsessed with the stars come here on cloudless nights to gaze up at the sky and make their calculations or plot their schemes. Sometimes fires blaze atop Star Hill, and when they do the common folk stay well away.
8. **Dread Drop Quarry:** Cut into the side of a hill, this deep quarry pit is named for the likely fate of anyone straying too close to the edge. Strong winds often gust around the hill, and more than one walker has told of being suddenly thrust toward the pit by an unseen force.
9. **Salmon Leap:** Nestled in a hollow between several hills, numerous tiny streams feed these five linked plunge pools which cascade into one another. For much of the year, the water's temperature in the pools is barely above freezing.
10. **Finale's Leap:** Legend has it, the mad gnome Finale built a small clapper-style bridge over this narrow, deep gorge to escape a pursuing demon. When the demon rushed across the bridge the stone cracked in the middle and the demon fell into the gorge where it has remained trapped ever since. Wherever the truth of the story, the bridge's splintered remains yet jut out across the gorge.
11. **Hound Rock:** Viewed from certain angles, this strangely-shaped chunk of bare stone looks like a dog's head.
12. **Windy Ridge:** Concentric rings of earthworks surround a chunk of rock rearing from the surrounding hills. The ridge itself has a wide and deep sunken hollow at its centre that allowed the people once dwelling here to escape the murderous wind at this exposed spot. Careful searching of the hollow reveals the presence of post holes, long lines of overgrown stones that may have once been walls and the like.



3: HOUSES & HOMES

Not everyone dwells in a village, town or city. Some folk make their home far from others either through choice or necessity. Hermits, shepherds, hunters, charcoal burners and more all often live far from their neighbours.

Use this list to add such notable houses and homes into your campaign.

1. **Jorma's Hut:** This quirky hut built from the remains of several wagons is home to Jorma Markku (CN old male human). Jorma is widely regarded as mad—not least because of his penchant for dressing up like a dryad, prancing about the woods and spouting terrible poetry at all those he encounters.
2. **The Bush Inn:** Once a noble's hunting lodge, this stockaded building now serves as a traveller's inn. An air of decrepitude hangs over the place, and many of the outbuildings are in danger of collapse. The canny landlord—Riku Purho (N middle-aged male human thief 4) lives here with his large family and maintains ties with several local bandit gangs.
3. **White Mill:** Named for the raging waters powering its wheel, this picturesque mill house and cluster of four cottages stand hard against the banks of a swiftly-flowing river. The miller—Tuevo Rintala (LN male human wizard 5)—is also a keen alchemist and uses the mill to power his experiments. The cottages house his workers, two apprentices and several mercenary guards.



4. **Tower Hermitage:** A mostly ruined chapel lurks in the midst of a small wood. The chapel's tower was once a small keep and is still largely intact. A hermit—Viljo Itkonen (LG middle-aged male human cleric [Darlen] 6) lives within and works to slowly rebuild the ruin. He welcomes visitors—but refuses all help with his task which he sees as atonement for some past sin of which he will not speak.
5. **The Stag's Head:** Standing amid walled orchards of plum, pear and apple trees the Stag's Head is widely renown for its ciders. A fire is always reputed to be burning in the Stag's Head's hearth. The inn's two common rooms are replete with souvenirs of the hunt—stuffed bears', wolves' and deers' heads hang from their walls. The centre piece—an immense 18-point set of deer's antlers—hang above the inn's main bar.
6. **Tithe House:** This stout stone building is in excellent repair, but stands empty. It overlooks a lonely stretch of road and sometimes travellers use it to shelter overnight. A sign written in Common encourages folk using the house to leave a tithe for the privilege. Legend has it, mischievous pixies live in the house, and traveller's sleeping within without paying a tithe often find their coin purses gone when they awake.
7. **Thorn Keep:** At the end of a potholed sunken lane, screened by an overgrown hedge and field of thistles and brambles, stands Thorn Keep. The castle is a shell keep and was built long ago by the crown to protect the area from bandits and raiders. A poor knight—Laila Salonen (LG middle-aged female human paladin 4) is lord of Thorn Keep. She commands a paltry garrison of 17 men-at-arms.
8. **Stony Heap:** Once a large stone-lined barrow, this home has been extensively dug out, renovated and expanded by a family of gnomes who care nothing for the strange rumours of odd-doings that local people attribute to the site. The barrow-home stands at one end of a grassy meadow which the gnomes use to graze their cattle and grow vegetables and the like. The family, led by their matriarch Erfanna Raeren (LG middle-aged female gnome illusionist 3), are friendly and welcome guests.
9. **The Shaded Steps:** A winding set of cut and dressed stone steps zig zag downwards into a shadowed, deep-sided sinkhole. A stone cottage stands at the bottom of the stair by a tranquil pool of pure water fed by water dripping down into the sinkhole. The cottage is a front for a small cave system descending deeper into the earth. The friendly, but reserved, Armas Laitnen (CG middle-aged male human werebear), dwells here. Armas can control his condition and does not reveal his heritage except in extremis.
10. **Rock Inn:** Built between two chunks of rock rearing from the ground, Rock Inn is aptly named. Under the inn's thatched roof, Erivar Farnoen (LN male dwarf fighter 3) bids visitors relax in the cramped common room. Rock Inn is well known for its Warren Pie—its famous rabbit pie—and strong dwarven ales brewed in the inn's extensive cellars.

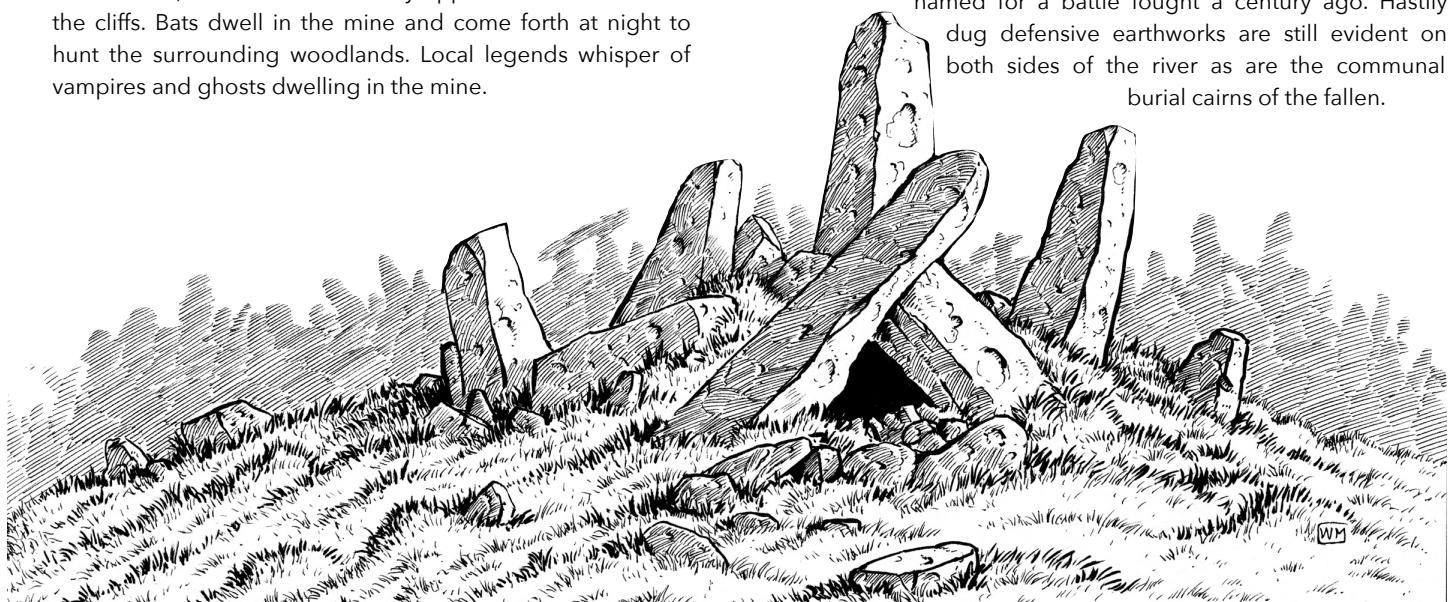
4: RUINS & REMNANTS

Civilisations rise and fall. Peoples come and go. Whether it be crumbling walls, moss-wreathed burial cairns or sunken lanes these earlier people leave their mark upon the landscape.

Use this list, to add ruins and remnants of elder civilisation into your game.

1. **Barrow Clump:** Wreathed with a crown of gnarled and twisted oaks, hornbeams and elms, this rocky, time-worn hill is widely believed to be a burial place of the Old Folk.
2. **Sparkwell:** Legendry hangs thickly about this secluded water-filled shaft of unknown depth. Reputedly the site of an ancient battle between powerful wizards both swallowed by the ground itself at the height of their struggle strange events are often reported here. In the recent past, mists and scintillating lights of strange, otherworldly hues, have been reported emerging from the well's waters.
3. **The Dancing Pools:** Three deep, spring-fed pools nestle in the centre of a wide set of 56 standing stones. Some of the stones lie on their sides, and many of them yet bare faded pictograms of animals, birds and the like. A few larger pictograms, not visible from ground level, atop the standing stones depict things of altogether more sinister mien. Druids sometimes come here to enact their wild, orgiastic rites.
4. **The Hanging Pit:** A crude stone bridge buttressed at both ends spans this natural 30-foot deep chasm. A hanging scaffold once protruded from the bridge, but this has long since rotted away. In olden days those condemned to death were brought here to be hung—the long drop gifting instant death to the condemned. Wind blown detritus and bones cover the pit's floor.
5. **Gillon's Pit:** Overgrown ruins surround the remains of this failed mining venture. The mine's main passage descends steeply into the cliff for about 100 feet before ending in a collapse. Several side galleries radiate outwards from the main tunnel, but none venture any appreciable distance into the cliffs. Bats dwell in the mine and come forth at night to hunt the surrounding woodlands. Local legends whisper of vampires and ghosts dwelling in the mine.

6. **Warren Tower:** Extensive rabbit warrens and badger sets riddle the ground under this ruined wizard's tower. Local legend tells how the wizard once dwelling therein was engaged in blasphemous experiments and that the local druids objected to his foul practises. Their rabbit servants undermined the tower so much that it collapsed, killing the wizard and destroying his experiments.
7. **The Old Mine House:** Standing near an old, played out mine this small stone building is the only occupied building in a small hamlet of ramshackle buildings. Norren Dwojyr (LN female dwarf fighter 2) lives here and believes there is wealth yet to be pulled out of the nearby mine.
8. **Deer Bridge:** Nothing more than a length of long, smooth stone this clapper-style bridge crosses a swiftly flowing stream just upstream from a deep plunge pool perfect for swimming. The bridge is undeniably ancient, but sturdy.
9. **Long Barrow:** Dug into the side of a grassy knoll this ancient stone barrow has three side chambers radiating from a central crawlway. Adventurers have repeatedly explored Long Barrow and it is widely assumed nothing of value remains within. A double line of carven stone obelisks—some now leaning at drunken angles—lead up to the barrow's entrance.
10. **Stone Wood:** A wild river flows through this atmospheric and ancient stretch of woodland which clings to a steep swath of ground leading down from a nearby hill range. Old stone ruins—crumbling walls, drunken chimney stacks and the like—dot the woods. The river has a strong current, and those falling in are likely to be swept away.
11. **Holy Well:** Local legend marks this crumbling ruin as a holy place. The ruins are extensive, and cover over half an acre. This was clearly once a place of high status; at the ruin's centre lies a wide, steep-sided pool of clear, spring water. To who or what the ruin and well are dedicated is a matter of local conjecture, but the architectural style suggests an elven origin.
12. **Slaughterford:** A fortified mill once stood just upstream from this ford, but it burnt down long ago. Slaughterford itself is named for a battle fought a century ago. Hastily dug defensive earthworks are still evident on both sides of the river as are the communal burial cairns of the fallen.



5: WILDLIFE & WOODS

Ancient trees, fields of wildflowers and strange vegetation can be little more than locales of curiosity. They can also be important local resources, serve as boundary points or meeting places.

Use this list, to add small woodlands, notable trees and the like into your campaign.

1. **The Bound Oak:** Blackened and hollow, the trunk-shard of this massive and ancient oak serves as a way-marker, natural boundary post and meeting place. Local myths place a magic portal to the faerie realm in the tree's hollowed trunk.
2. **The Fat Man:** This massive yew's bulging trunk is hollow and often serves as a refuge for travellers sheltering from storms, hiding from pursuers and the like. Local lore ages the tree as hundreds of years old.
3. **Sololith's Dell:** Mosses and ferns give this narrow wooded valley a primitive, primeval atmosphere. A small stream gurgles forth to birth a small pool all but blocking access to the dell. Only a narrow shelf of rock allows explorers to reach the dell without getting wet.
4. **The Old Giants:** Bluebells and primroses grow amid this stand of ancient oaks and sweet chestnuts. Sparrowhawks dwell in the vicinity, and several owls lair high up in the trees.
5. **Duke's Oak:** This ancient, massive oak tree has a girth of over ten meters and is reputed to have been planted by the first duke 500 years ago.
6. **Dead Man's Ditch:** Named for a bloody border skirmish this muddy, tree-fringed ditch floods after bad weather.
7. **The Red Lake:** Fringed by red-stone cliffs and gnarled, shallow-rooted beech trees this lake is a well-known camping spot. A low, wooded island peaks above the lake's water. Ducks and swans are commonly seen on the lake and several

monstrous pike are thought to dwell in its deeper reaches—certainly no water foul dare the lake's southern stretch.

8. **Pluck's Gorge:** Named for the legendary parrot companion of the pirate-king Vilimzair Aralivar who was once thought to dwell within, Pluck's Gorge is a deep, enchanting place enclosed by rocky, moist walls festooned with lichens and the like. Within the gorge, stunted trees grow amid a field of moss-wreathed boulders.
9. **The Three Ugly Giants:** Three totem poles—replete with carvings of hideous old men and more horrible creatures—of magically hardened wood have stood watch over this tree-fringed clearing for a century or more. Set into a large triangle they are centred on a stone block of weathered stone lying at the clearing's centre. Local legend credits the totem poles with channelling the natural energy of the land onto the weathered stone block (which is a portal to the faerie realm).
10. **Murky Hollow:** This low-lying stretch of woodland is perpetually mud-choked. Locals know to avoid the region's cloying ooze and rapacious stinging insects as little of value or worth lies in this sunken morass. Sometimes outlaws and the like hide on several small islands rising above the muck.
11. **The Lych Way:** This sunken lane runs arrow-straight through the woods before petering out among tumbled stones surrounding an isolated plunge pool. Local legends—of course—proscribe the Lych Way's origin to the ghostly tread of a lich leading his army to do battle with his arch-rival. The stories tell how every winter solstice the long-slain lich rides forth at the head of his undying host.
12. **Coffin Wood:** Ages ago, a small church stood at the centre of what is now known as Coffin Wood. The church has long since fallen into disuse, and its stones have been used in the construction of several local buildings. The church's graveyard remains, however, and every now and then the trees' questing roots bring bones and fragments of coffins to the surface.



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