

RAGING SWAN PRESS
GM'S MISCELLANY:
20 THINGS VOLUME I





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GM'S MISCELLANY: 20 THINGS VOLUME I

Tired of your campaign lacking in verisimilitude and the cool little details that really bring the world alive in your players' minds? Do you want to make your dungeons feel more realistic, your treasure more compelling or your overland travel more interesting?

Then GM's Miscellany: 20 Things System Neutral Edition Volume I is for you! Packed full of tables designed to take the hassle out of running your game, GM's Miscellany: 20 Things takes care of the little things so you can focus on the big things. GM's Miscellany: 20 Things Volume I is a compilation of the first year's "20 Things". The book's contents are available—for free—on ragingswan.com.

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SYSTEM NEUTRAL EDITION

Welcome to this Raging Swan Press System Neutral Edition. 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—may yet lurk within. These generic terms are easily modified to the GM's system of choice.

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The material presented in this product first appeared in *GM's Miscellany: 20 Things Volume I*

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FOREWORD

Welcome to *GM's Miscellany: 20 Things Volume I*. This book has taken a year or so to write but, luckily, I've enjoyed the process immensely!

Originally, I started the 20 Things lists for my personal Borderland of Adventure campaign. I wanted to add depth to the various adventures in the campaign and I thought it would be handy to have themed lists available both printed out behind my screen and in Evernote (which if I haven't told you before is a fantastic gamer aid).

In any event, shortly thereafter I was plotting my web and blogging strategy for the year and I realised other people might find the lists as useful as me. It just kind of snowballed from there.

I started posting the various lists on ragingswan.com and the reaction was almost uniformly positive. It seemed other GMs did indeed enjoy the material! From there, it was inevitable I'd eventually realised I should compile the material into a handy GM's Resource.

Pretty much everything in this book has appeared for free on ragingswan.com and I'll be leaving all the articles up as an online reference in case that's a more convenient way for you to access it. (You can check out all our free resources at ragingswan.com/free-resources).

Of course, just because I've published this book doesn't mean I've stopped writing 20 Things articles. I'm enjoying them too much. I'm still posting away on Raging Swan's website (and cunningly writing *GM's Miscellany: 20 Things Volume II* at the same time)! The book will release in March of 2017. (If you know me, you'll know I like to be annoyingly organised).

In any event, I hope you enjoy the material in *GM's Miscellany: 20 Things Volume I* and that it helps you run a better, more flavoursome campaign stuffed to the gills with verisimilitude.

If you've got suggestions or requests for the subject of a future 20 Things article, just shoot me an email—creighton@ragingswan.com—and I'll add it to the list!

ABOUT THE DESIGNER

Creighton Broadhurst lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

An *Ennie Award* winning designer (*Madness At Gardmore Abbey*) Creighton has worked with Expeditionary Retreat Press,

Paizo and Wizards of the Coast. He believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he now releases through Raging Swan Press. You can read his thoughts on game design at creightonbroadhurst.com.





IN THE DUNGEON

20 MAGIC EFFECTS AFFECTING AN EVIL ALTAR

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

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

Use the table below to determine what effects lurk on the altars in your campaign.

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

20 MINOR EFFECTS OF DRINKING FROM A MAGIC POOL

It seems, adventurers are always drinking from pools they discover during their adventures. Some hold nothing but water, while others hold powerful, potentially life-changing magic.

Other pools—by dint of a quirk of nature or lingering, nearby enchantments—possess minor powers or effects those drinking from the waters can benefit (or suffer) from. Use the table below, to determine what happens to a character drinking from the pool's water:

1. The character's tongue swells up to twice its normal size and he cannot speak for 1d4 hours.
2. The water from the pool makes the character tremendously thirsty. Unless restrained, he drinks all the liquids he carries—including magic potions and liquid poisons—to assuage his thirst.
3. The water is slightly effervescent and gives the character a slight feeling of euphoria. For 1d4 hours afterwards, he has an easier time to resist mental domination.
4. The water contains bacteria that make the character ill. Starting the next day, the character begins to feel sick. While he is not debilitated, the constant stomach cramps distract the drinker for a day.
5. The water is brackish and renders the character temporarily blind for 1d6 x 10 minutes.
6. The water is cool and refreshing. The character is refreshed and is immune to fatigue and exhaustion for the remainder of the day.
7. The pool's water is laced with minor magic. Unless the character has a strong mind, he starts behaving erratically for a short period of time.
8. The water is amazingly refreshing. The character need not drink for the rest of the day no matter how energetically he exercises.
9. The water is laced with mushroom spores. 1d4 hours after drinking the water, the character begins to suffer minor hallucinations. These last for 2d6 hours.
10. The water is suspiciously warm, but has no other effect—malign or benign.
11. The water is brackish and tastes "flat." The day after a character drinks the water, his skin takes on a faint grey parlour. This skin colour deepens for the next few days, before—just as slowly—reverting to normal.
12. The water is discoloured and looks to be contaminated with a decent amount of blood. It has a slight metallic taste. The next time the character exerts himself his sweat is red-hued. It looks like he is literally sweating blood.
13. Some kind of granular material is suspended in the water. It is foul, and the taste of it lingers in the character's mouth for several hours.
14. The water smells sweet and tastes terrific. After drinking it, a character—for several hours—think he can smell roses in bloom.
15. An innocent was murdered—drowned—in the pool, and the foul act has left its psychic impression in the water. Anyone drinking from the pool is beset by nightmares of drowning the next morning.
16. A phosphorescent fungus grows in the depths of the pool, and the water seems subtly discoloured. Characters drinking from the water suffer no immediate ill effect, but the next day—when they awake—their eyes have taken on a dim glow, which provides the benefits of perfect sight in dim illumination, but with only a 10 ft. range.
17. Powerful delusion magic laces the pool's water. Characters drinking from it believe the pool to have powerful healing properties. Unless they resist the pool's magic, they believe they have been subject to curative effects.
18. The pool's waters are soporific. A character drinking from the waters quickly begins to feel tired and, consequently find it hard to resist the lure of sleep.
19. The pool's waters are invigorating. Characters drinking the water naturally heal at double the normal rate for the next two days.
20. The pool is a conduit—all be it a very minor one—through space and time. Characters drinking from the pool gain a limited ability to see the future. The next time the character is in combat, or another stressful situation, he gains a momentary flash of insight and warning.

WHAT'S THE WATER LIKE?

One of the most important components of a magic pool is the water within. If a pool's water has magical powers, it's worth describing the water—particularly if its appearance or taste gives some hint to the power lurking within.

- **The water looks:** 1: sparkingly clear, 2: clear, 3: cloudy, 4: muddy, 5: bubbling, 6: still.
- **The water is:** boiling (and bubbling), 2: hot, 3: normal, 4: cold, 5: very cold, 6: freezing.
- **The water tastes:** 1: foul, 2: brackish, 3: pleasant, 4: fresh.

20 PIECES OF CAVERN DRESSING

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

Use the tables below, to create interesting cavern features.

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

10 NOTABLE CAVERN FEATURES

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

20 THINGS TO DISCOVER ABOUT A STATUE

Dungeons always seem to have statues. Perhaps one of the most durable forms of art available to the average dungeon builder, they are often used to add a feeling of grandeur and awe to important locations such as throne rooms, temples and grand entrances.

Not all statues are created equal, however. Often they can act—in some clever fashion—as an automated guardian or trigger for a secret door; some even have as a secret storage niche hidden within. Use the table below to determine a dungeon statue's secret.

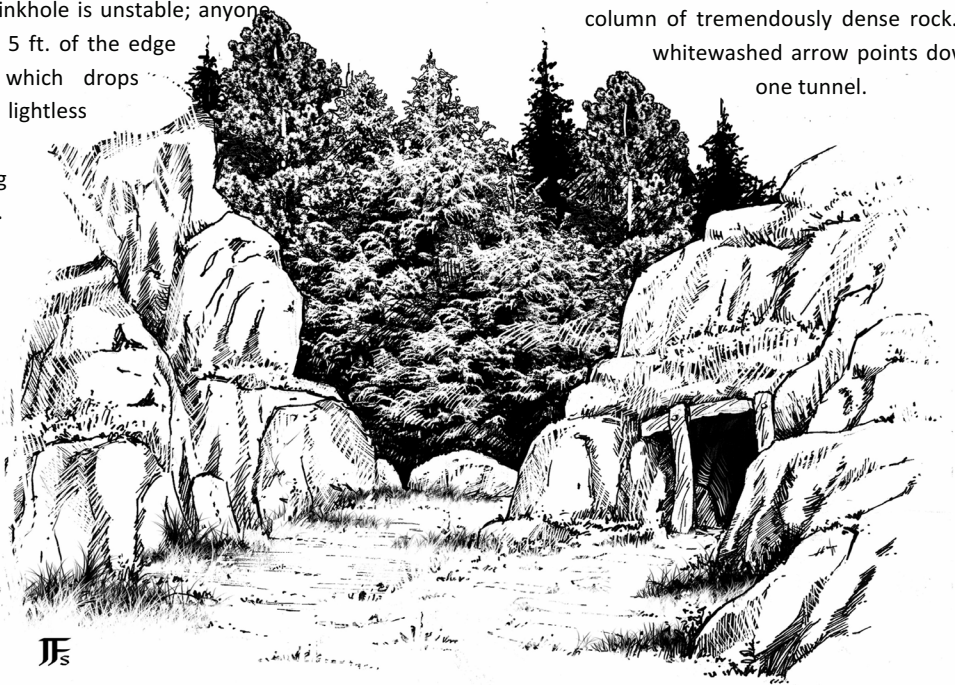
1. The statue is hollow and large enough to conceal a secret watcher. Cleverly hidden holes enable the guard to listen and hear what is being said in the area. Alert PCs spot these hidden holes, and the mechanism to open the rear of the statue.
2. Some portion of the statue is hollow—whether by accident or design—and insects swarm within. Explorers getting too close to the statue irritate the insects—perhaps spiders, ants or centipedes—and they attack.
3. The statue has a clenched fist and it holds something within—perhaps a valuable gem. Perceptive characters can see the item in question, but must break the hand to release the item.
4. The statue has a clenched fist holding a black bead (a bead that can be thrown as a detonating missile of pure force). A strange word—"Zarnoth"—is carved into the statue's plinth. When anyone speaks the word out loud, the statue unclenches its fist and the bead falls to the floor before exploding. (The GM should determine which effect to use for this trap, based on the strength of the party).
5. The statue is intricately carved and the figure it depicts wears a billowing cloak. The cloak has several hard to notice hidden niches within.
6. At first glance, the statue appears to be made of pure gold, but a keen sense of materials and haggling reveals in truth it is a normal stone statue expertly covered in gold paint.
7. A slender pipe hidden in the floor links the statue to a hidden niche overlooking the area. A person concealed in the hidden niche speaking into the pipe creates the illusion the statue is speaking.
8. The statue stands on a rotating plinth. Every hour, it turns to face a random direction.
9. The statue was used as an execution device. It is hollow (like #1 above), and enemies of the dungeon builder were often trapped inside to slowly die of starvation and thirst. The skeletal remains of the statue's last "occupant" tumbling out surprise a PC opening the hidden compartment.
10. The statue has an animate skeleton encased within it. Faint sounds of scrambling issue from inside, and the statue (because of the trapped skeleton) radiates a faint evil aura.
11. The statue is precariously balanced. If it is touched, searched or hit with a weapon it falls over and shatters. This creates a lot of noise and alerts all the occupants of nearby areas.
12. The statue stands on a revolving base. A switch on the back of the statue activates the mechanism, and can make the statue revolve in either direction. Revolving counter clockwise raises the statue up from its base (and vice versa). If explorers allow it to unscrew for five minutes they discover a small storage niche hidden beneath.
13. The statue was dropped while it was being installed and a deep crack runs through its core. If moved or subjected to a weight of more than 100 lbs. (perhaps by someone climbing on it) the statue cracks down the middle and falls apart.
14. Careful examination notes that the statue's arms are detachable and interchangeable. Swapping the arms over opens a nearby secret door.
15. The statue radiates a faint aura of magic, but this is only a ruse to distract intruders and thieves.
16. The statue was originally intended to serve as an animated object, but the crafting wizard never finished his job. Knowledge of the arcane reveals the statue was likely intended for this purpose.
17. The statue was originally part of an acid-spraying trap, which has long since run out of acid. A faint corrosive smell lingers around the statue's open mouth (through which the acid was originally spewed).
18. This obsidian statue of a warrior maid originally held an ornate glaive, which has long since been removed. It lies forgotten elsewhere in the dungeon, and is also crafted from obsidian. Careful examination reveals it and the statue are part of a set. Sliding the glaive back in the statue's hands depresses a hidden switch and opens a secret treasure niche in the floor behind the statue.
19. A low railing of black iron surrounds the statue. Anyone crossing the railing and touching the statue activates a hard to notice and disarm trap. The railings suddenly slide out of the floor, rising up to the ceiling trapping the character.
20. This statue simply depicts a huge hand holding a long, ornate horn. Characters playing the correct music through the horn can summon a number of minor magical effects. These effects—and the music required to summon them—are depicted on a number of nearby frescos. Sadly, this music also summons all the occupants of the nearby rooms.

20 THINGS TO FIND IN AN ABANDONED MINE

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

Use this table, to generate minor points of interest for PCs to discover in an abandoned mine:

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



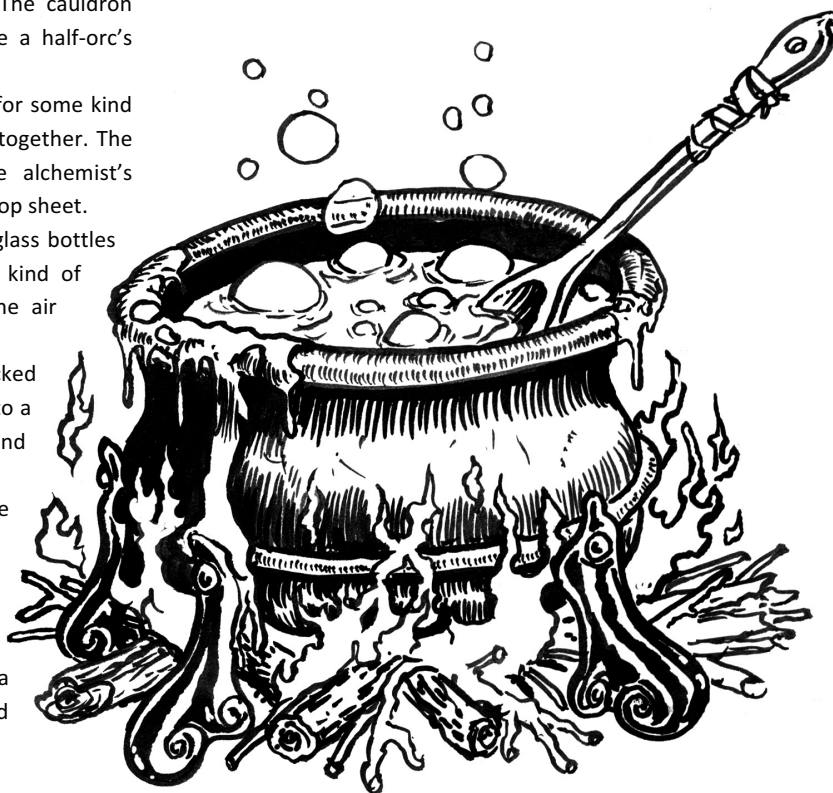
20 THINGS TO FIND IN AN ALCHEMIST'S LABORATORY

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 labelled (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 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.

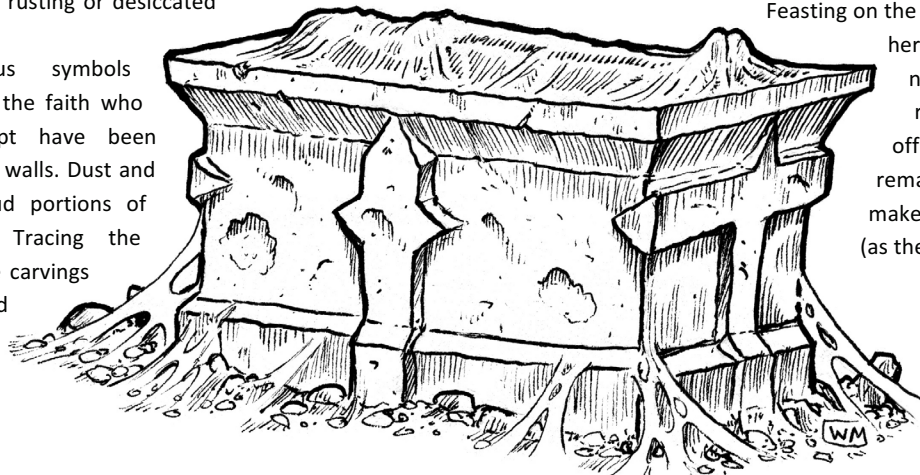


20 THINGS TO FIND IN A DUSTY CRYPT

It seems adventurers are always poking about in dusty, seemingly abandoned crypts. Often, the lairs of the blasphemous undead or the repository of forgotten treasures such places draw adventurers like moths to a candle.

But not all areas of a crypt are stuffed full of undead and treasure. Use the table below, to add points of minor interest into the dusty crypts in your campaign:

1. Here, water oozes down the walls from above leaving tracks on the ancient brickwork. On the ground, the water has turned the dust into thick paste-like grey ooze.
2. Dusty cobwebs fill the corners of the ceiling.
3. A small portion of brickwork from one wall has fallen away revealing the bare rock behind. A low pile of rubble lies on the floor nearby.
4. Dust sifts down from the archway over a door. The stones of the arch have shifted and consequently the door is harder than normal to force open. If the door is opened, the stones above groan ominously and dust sift down into the doorway...
5. Incongruously, a single bone—a thighbone—lies on the floor in front of a shadowy archway.
6. The walls here were once decorated with brightly painted images painted directly onto the smooth stone. The colours have long since faded, and now only a suggestion of what once was remains.
7. A section of floor is bumpy and uneven, making rapid movement difficult. The paving slabs can be easily pried up, but nothing of interest lies beneath.
8. A pillar once held up the roof here, but at some point in the distant past it collapsed. Dust shrouds the resultant pile of rubble; the ceiling over the rubble sags dangerously.
9. Several niches that once contained offerings to those buried here pierce the walls. All have succumbed to time's remorseless advance and are now nothing more than small piles of rotting, rusting or desiccated remains.
10. Huge religious symbols appropriate to the faith who built the crypt have been carved into the walls. Dust and cobwebs shroud portions of the carvings. Tracing the grandest of the carvings with one's hand deactivates a nearby trap.
11. Statues of the faithful garbed for war stand guard over this area. Half have serene looks upon their faces while the others' faces are twisted with hate. The statues are arrayed so they all look towards the entrance.
12. Niches cut into the wall each hold the shrouded skeletons of long-dead worshippers. Dust, cobwebs and other detritus cover the remains. The densely packed niches run from floor to ceiling. An ornate shroud edged with silver and gold thread covers the corpse in one of the particularly inaccessible niche near the ceiling.
13. Several small holes pierce the wall at ground level. Small dried faeces—typical of that left by rats, mice or other rodents—covers the floor.
14. Small holes in the ceiling emit a faint cold breeze into the chamber. The constant draught stirs the dust covering the floor. Paranoid explorers may think some form of invisible guardian lurks within the dust cloud.
15. Carved holy symbols decorate the walls of this area. Several have been deliberately defaced, but there seems to be no obvious reason for this deliberate vandalism.
16. A faded mosaic covers the floor. It depicts a stylised representation of the afterlife, but exact details are hard to pick out as some of the tiles are cracked and others are missing.
17. Several burial niches in this area are empty. In all cases, discarded burial shrouds lie in the niche or nearby. Have the remains been removed or are they lurking animate guardians of the complex?
18. A narrow ventilation shaft cut into the ceiling allows a thin ray of pale light into the crypt.
19. Burial niches pierce the walls of the area (see #12 above). The remains of one of the interred have fallen from its niche and lies draped on the floor nearby.
20. Cockroaches and other insects once infested this crypt. Feasting on the remains of those interred here they grew fat and numerous, but when they ran out of food they died off. Now their desiccated remains coat the floor and make moving quietly difficult (as they crunch underfoot).



20 THINGS TO FIND IN A NECROMANCER'S SANCTUM

In their forbidden corpse-filled laboratories necromancers pursue their unspeakable, blasphemous experiments. Such horrible labours require terrible components and depraved research materials of the very worst kinds.

Often, though, such details are overlooked as the party merely loots the chamber for items of obvious value. Use this table to generate such items of interest. It is up to the GM to determine the value of any particular piece on the table below, however most good-aligned PCs will be uncomfortable (at best) owning such items.

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

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

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

PICKLED & PRESERVED THINGS

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

20 THINGS TO FIND IN A PIT

Adventurers are always falling into pits. Well, they are in my campaigns anyway...

The bottom of a pit shouldn't be a featureless cube. Beyond a simple trap designed to kill or impede intruders, a trap is a great opportunity to tell a bit more of the dungeon's story.

Some pits hold trapped monsters—or even adventurers—while others have additional dangers such as iron spikes and so on. More, however, hold the detritus of previous delves. Use the table below, to generate minor points of interest a PC might find at the bottom of the pit.

1. Cursory examination reveals small holes cut into the pit's wall near one corner. A climber using the holes has an easier time escaping the pit.
2. Iron spikes line the floor of the pit. Dried blood covers several toward one of the pit's walls showing where someone (perhaps) fell in.
3. An adventurer's rotting body lies twisted and broken at the bottom of the pit. Stripped of all useable equipment by his companions, he lies abandoned. His mournful ghost might linger nearby...and it might mistake the PCs for his perfidious companions.
4. This pit intersects with a natural cavern, the entrance to which breaks through one wall. The cavern has no other exits, but water dripping down through the ceiling could keep a trapped explorer alive for quite some time.
5. Four burnt out torch stubs lie on the floor of the pit. The burnt and shrivelled remains of thousands of tiny spiders carpet the floor.
6. Dungeon denizens use this pit to dispose of their garbage and waste. Anyone falling into the pit takes less falling damage than normal because the rubbish cushions his fall. However, the pit is rife with disease and a character in the pit must take care to avoid catching a disgusting disease.
7. An empty wineskin and the faint smell of wine linger at the bottom of the pit.
8. Iron spikes, driven into the wall, provide a makeshift ladder of sorts for those trapped in the pit.
9. A discarded, dented helmet lies in one corner.
10. The remains of a healer's kit are scattered about the floor. Some of the bandages are caked in dried blood.
11. "Forgive me" is daubed on a wall in large, chalk letters.
12. A near-empty sack holding 13 gp and 16 sp mixed in with shards of glass from a large mirror is the only thing in the pit. Unwary PCs investigating the sack can prick their fingers with the shards.
13. A torn, brown jerkin hangs from a natural protrusion on one wall.
14. A bent iron spike protrudes from one wall at knee height. It falls out if anyone puts their weight on it.
15. The pit's walls are slick with water oozing from many small cracks in the rock. The walls are hard to scale and water fills the pit to a depth of roughly one-foot.
16. The pit's walls are slick with moisture; faintly glowing mould grows in the many cracks, providing a sickly yellow light (equal to dim illumination) throughout the pit.
17. A narrow crack splits the pit's floor. A faint, cold breeze sporadically issues forth.
18. The shards of a broken flute lie discarded in the pit. Nearby, a frayed length of rope and a discarded ration pack are piled neatly in a corner.
19. A small niche in one wall of the pit holds a primitive clay statue of a squat, naked woman. Four silver coins fill a bowl in front of the statuette.
20. Cracks crisscross the walls of the pit. Bent and twisted copper coins have been hammered into many of the cracks—perhaps in some sort of bizarre offering. Coins only fill cracks up to a height of about 3 ft. Three discarded small sacks lie in one corner. Careful examination of the coin-filled cracks reveals they (crudely) spell an unfamiliar name.



20 THINGS TO FIND IN A SARCOPHAGUS

Adventurers always seem to be breaking into ancient tombs and crypts in search of undead horrors (and their loot).

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

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

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

SARCOPHAGUS LID DECORATION

Often, a sarcophagus has carved decoration on its lid.

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

20 THINGS TO FIND IN A SMUGGLER'S STOREROOM

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

Thus, smugglers' lairs can offer up a great store of treasure for adventurers intent on stamping out their nefarious doings.

Use the table below, to generate items of value and/or interest the party might find when plundering a smuggling gang's storeroom. Note, many of the items listed below are not ordinary or typical examples of a smuggler's normal inventory and should be used to round out the gang's inventory.

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



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

Characters getting too close to the cage could be in for a shock.

20 THINGS TO FIND IN A TORTURE CHAMBER

The world in which the PCs adventure is a brutal, hard place. When magical means of persuasion are not available, villains often resort to torture to get what they want.

Torture chambers are a feature of many dungeons—particularly ones designed to incarcerate prisoners. Use the table below to generate points of minor interest for the PCs to discover in such a locale:

1. A pile of bloody rags tossed carelessly in one corner hints at the terrible practises wrought upon the unfortunates brought here.
2. An iron brazier full of glowing coals emits a dim, malign glow. Next to the brazier a small wooden bin holds a half-dozen pokers; burnt flesh yet clings to several of their tips.
3. A row of manacles is set into one wall. The floor in the surrounding area is stained with blood, urine and faeces. The area smells terrible; here unfortunates are brought to await their fate—or to watch the torture of their comrades and loved ones.
4. A bloody piece of sackcloth covers a low table set near a chair itself set with manacles on the armrest. Under the sackcloth lie a collection of bloody knives, saws and other implements of torture.
5. Incongruously among the squalor and carnage, an ornate table and several fine chairs stand on a dais in an alcove at the end of the room. Here, the torturer's master occasionally comes to watch proceedings.
6. A scrappy, bloody journal lists those tortured here. Included are their names, date of torture, what they confessed—if anything—and their ultimate fate. A cursory perusal of the book shows that most people brought here do not survive the torturer's attentions.
7. A small iron cage—perhaps a foot square—hangs from the ceiling by a thick rope. Within coals smoulder. A small pile of ash lies on the ground below the cage around a set of stout manacles set into the floor.
8. Several iron pegs adorn one wall. Wrapped around them is an impressive collection of whips. All are obviously well used, and several have dried blood upon their tips.
9. Under a sack against one wall lies the torturer's most recent victim. The body is in a terrible way; cuts and burns cover much of the cadaver.
10. An iron basket holds a collection of branding irons. Burnt flesh clings to some of the irons, which depict various evil deity's symbols.
11. A blood-stained chair stands in the centre of the room. The chair has thick leather straps upon its armrests. The chair's legs are stained with blood and urine.

12. A collection of dirty implements including pliers, clamps and thumbscrews rests on a shelf.
13. The sadistic torturer working here likes to take the thumbs from his victims. Once he has extracted his prize he boils the flesh away and adds it to a bone curtain he is making. The curtain hangs over his sleeping alcove and almost reaches the floor.
14. A small iron cage hangs from the ceiling via stout chains. The cage is large enough for a human to crouch in. A close inspection reveals dried blood on many of the bars.
15. Two oubliettes pierce the floor in a dingy corner of the room. The narrow, rough-hewn holes are filled with black, foul water to a depth of six feet and topped with a locked iron grate.
16. A small, half-full barrel holds several gallons of lamp oil. A dirty, oversized ladle, secured with a leather loop, hangs from the barrel.
17. Crude pictures daubed on the wall in faded paint and other unwholesome liquids depict various horrendous torture methods.
18. A worn and bloody apron hangs from a hook on the wall near the door. A pocket holds a small knife, a whetstone and a small vial of salt.
19. A thin leather bound book lies wrapped carefully in clean cloth. Its pages depict a stylised body and show the locations of the major organs, arteries, nerve endings and so on. The book is well thumbed.
20. A rough piece of parchment lying on a table details the confession of some unfortunate. The signature is little more than a squiggle; dots of blood mar the parchment.

TORTURE DEVICES

Every torture chamber is well stocked with implements of pain. Some of the more horrific include:

- **Head Crusher:** The victim's head is placed in this contraption and a crank turned. This begins to crush the head. Sometimes death only comes after the victim's teeth have shattered from the pressure and their eyeballs have popped out.
- **Judas Cradle:** Victims were impaled on a pointed seat. Some torturers hang weights from their victim's legs or oil the point.
- **The Brazen Bull:** The victim is placed inside a hollow metal bull. A fire is ignited beneath and the victim is burned alive. (In a fantasy world, this device could be forged to look like a dragon or other fantastical creature.)
- **The Iron Maiden:** An upright steel coffin lined with strategically placed spikes placed to penetrate sensitive—but not vital—parts of the victim's body.
- **The Rack:** Used to stretch prisoners, it could dislocate limbs and even rip off arms.

20 THINGS TO FIND IN A VAMPIRE'S LAIR

Perhaps one of the most terrifying foes most adventurers will ever face, vampires—creatures of the night—have well-hidden and protected lairs.

The culmination of most vampire hunts ends in a vampire's lair, but often such locales hold nothing but a coffin. Use this table, to generate points of minor interest to include in a vampire's lair:

1. Lurid paintings of a nearby settlement at night decorate the walls. The paintings are gloomy and depressing. Careful examination reveals several depicting the vampire lurking in the shadows.
2. The vampire's coffin stands on a stone pedestal in the centre of the room. A red velvet cloth blankets the pedestal. Exotic and esoteric symbols decorate the cloth's hem.
3. Several plush rugs cover the floor. Under each lies an ironbound trapdoor. Beneath each trapdoor lies a narrow but deep, rough-hewn oubliette. The bloodless remains of several of the vampire's victims can be found within.
4. Tapestries cover the walls of this chamber. They are a mishmash of styles and depict a wide variety of things—family sigils, woodland scenes and so on. Some have been defaced or slashed. Behind one hides several small holes bored through the wall. These holes form part of a secret door. Behind the door lies the vampire's spare coffin—somewhere he can retreat to in extremis.
5. A black book stands on an ornate desk along with a fine quill and pot of ink. The book lists all the vampire's victims in chronological order and provides details of how he stalked and killed his prey. The vampire also lists the quality of each victim's blood.
6. The vampire's coffin stands amid a virtual sea of broken, bloodless bodies. Cadavers lie strewn around the room and dried gore and viscera splatter the walls. The smell in this chamber is nauseating.
7. The decomposing bodies of several people are pinned to the far wall by spears thrust through their chests. Additionally, each has a wooden stake driven through their mouth. By their garb, these unfortunates were clearly once adventurers. Of their valuable gear, nothing is to be found.
8. The floor is rough and pitted as if scoured by acid or other strong chemical. A slight acidic smell lingers in the air.
9. A portrait of the vampire—painted when he was yet alive—hangs on a nearby wall. The portrait depicts the vampire smiling broadly against a dramatic horizons of jagged mountains caught in rays of sunlight slanting down from above.
10. Free hanging curtains—like those surrounding a four-poster bed—screen the vampire's coffin from casual view. The curtains are old, dusty and depict a woodland scene.
11. A set of bookshelves line one wall. They hold no books, but rather display a number of grizzly trophies taken from the bloodless corpses of the vampire's victims. The items include a child's rattle, a lace bonnet, a finely crafted but broken masterwork dagger and a blood-stained holy symbol of a local, good-aligned deity.
12. An ornate wardrobe of dark-stained wood holds several changes of clothes suitable for the vampire's daytime persona. All are spotlessly clean.
13. A large chest holds an array of clothing. All are dark hued and well suited to blending into the shadows. Perceptive explorers spot specks of blood on several articles of clothing.
14. A smashed mirror with an ornate, antique frame hangs from one wall. The shards of glass lie on the floor where they fell.
15. Wrought iron torch sconces hang at regular intervals from the walls. Each has a fresh torch; it is obvious none have ever been lit.
16. The ceiling depicts an amazing detailed painting of a clear, blue sky complete with several small clouds and a blazingly brilliant sun. Several glass chandeliers festooned with candles hang down from the ceiling.
17. A row of heavy iron manacles is set into one wall. None of the four sets is currently occupied, but specks of dried blood cover the surrounding walls and floor.
18. Several chests stand against one wall. They contain various jars and bottles each filled with blood. A nearby occasional table holds four crystal wine glasses. Paranoid PCs may wonder why the vampire needs four glasses...
19. A wall of iron bars divides the chamber in half. The vampire's coffin lies beyond the wall.
20. This stone sarcophagus is a trap. A permanent illusion of the vampire slumbering fills the interior and conceals the presence of a large amount of green slime. Any adventurer staking the vampire inadvertently thrusts his arms into the slime—with potentially disastrous consequences.



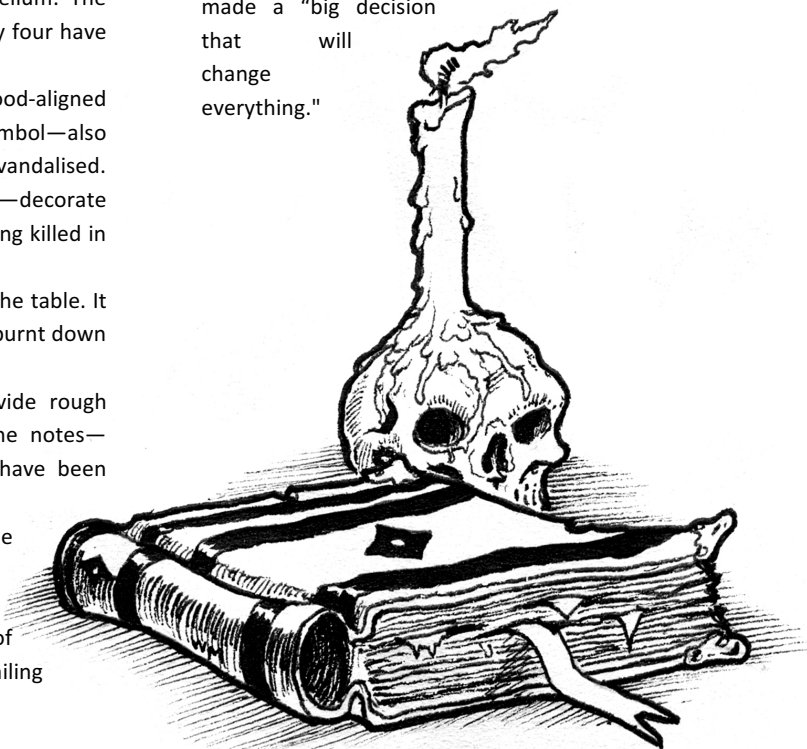
20 THINGS TO FIND IN A VILLAIN'S DESK

Some villains ride at the head of their troops slaying and looting indiscriminately seemingly without any plan. Others lurk in their lairs plotting convoluted schemes.

Such villains often have a desk in their personal quarters. Running any organization requires at least a modicum of record keeping. Use the table below, to generate discoveries of minor interest in a villain's desk.

1. A finely crafted dagger in a supple leather sheath lies in one draw. The dagger is sharp enough to shave with and has clearly never been used for combat.
2. Papers cover the desk. Some are reports from informants in the local area, while others are inventories of supplies and so on.
3. A crude map of the local area showing all villages and towns. Several other locations are marked on the map. These either depict good, well-hidden spots to camp or the locations of permanent outposts manned by the villain's minions.
4. A crude map depicting the location of several hidden caches of equipment for the villain's personal use. These caches represent emergency fall-back positions in case the villain should be forced to flee.
5. A small leather pouch containing 20 gold coins and a single platinum coin.
6. Three vials of ink, two quills and a small stack of unused parchment fill one desk draw.
7. A hidden compartment holds a single piece of vellum. The vellum holds the names of a dozen individuals; only four have not been crossed out.
8. Four holy symbols each dedicated to a different good-aligned god. Each has been defaced. A fifth holy symbol—also dedicated to a good-aligned god—has not yet been vandalised.
9. Crude carvings—obviously idly done with a dagger—decorate the desk's surface. The carvings show stick men being killed in various gruesome and inventive fashions.
10. A fine silver candlestick (worth 50 gp) stands atop the table. It holds four black candles. Three of them are almost burnt down to stubs while the fourth is as yet unused.
11. Several scraps of paper name the PCs and provide rough descriptions of their appearance and abilities. The notes—given the different handwriting styles—seem to have been written by at least three different people.
12. A desktop mirror—shattered by a single punch to the centre of its glass—lies on its side near the back of the desk.
13. A golden locket (worth 30 gp) is hidden at the back of a draw. It contains a small picture of an elderly, smiling woman. Perhaps, this is the villain's mother?

14. A simple wooden bowl stands on the villain's desk. it contains several apples and a pear. These could be nothing more than a snack or a poisoned trap for the unwary. Under the fruit, the villain has hidden a small key.
15. A carved wooden stand holds two exquisitely crafted ink pens along with a small bottle of black ink. The set is worth 30 gp.
16. A pile of correspondence addressed to the villain from his spies scattered throughout the surrounding area. Much of the correspondence is mundane, but several missives contain pieces of blackmail, little known facts about notable personages or locations and lists of potential (or actual) allies.
17. A large bunch of keys that fit the various locks in the villain's lair. One key—different to the rest—is small and rusty. It fits no lock the PCs can find in the villain's lair.
18. A letter—written in the villain's hand—reporting his scheming to an unnamed individual. Perhaps the villain belongs to a larger organisation or he has pledged his loyalty to a greater power. This revelation could propel the PCs into a completely new set of adventures.
19. One of the draws of the villain's desk is securely locked. When the PCs try to open it, the sound of scuttling tiny feet suddenly comes from within...
20. The villain's diary. It starts out in typical fashion, but a close reading of the text reveals the villain was beginning to have doubts about his scheme and his general life choices. An entry—dated only a few days ago—relates how the villain had made a "big decision that will change everything."



20 THINGS TO FIND IN A WELL

Most dungeons seem to feature wells—the dungeon’s denizens need to drink after all—and inquisitive adventurers always seem to end up searching such locales...

Some of the things below have ended up in the well by accident, while others were deliberately hidden. All are designed to add interest to an otherwise bland encounter area.

1. A broken, rotten bucket floats at the bottom of the well. Wet rope trails in the water like a tail.
2. Pieces of the well’s wall have broken away and fallen into the water below. The rubble juts from the water, like a tiny island.
3. Halfway down the well’s wall a brick decorated with the faint engraving of a star hides a cleverly hidden secret storage cavity. Within, in a mouldy pouch, lies a healing potion and 50 gp.
4. A wooden ladder stands in the well shaft, enabling access to the water 30 ft. below. The bottom of both ladder’s legs is rotten. If anyone weighing more than 150 lbs. climbs down the ladder, a leg snaps and the character falls into the shallow water below, which does nothing to break his fall.
5. The rotting body of a dungeon denizen floats in the well. Consequently, the water is fouled and anyone drinking it risks contracting a vile disease from the foul water.
6. A pile of bones covers the well’s bottom. The water is cloudy, and the bones are not immediately visible from the top of the well shaft.
7. The well is 50 ft. deep and 15 ft. wide. Crude, slippery steps are cut into the well’s wall. Two buckets stand precariously on the bottom step.
8. A small underground stream feeds this well, and occasionally fish can be caught here.
9. An iron grate once protected the top of this well, but someone has smashed its hinges and cast it into the shaft. It is wedged halfway down, making it impossible to access the water below.
10. An iron spike has been driven into the lip of the well. From it, a knotted rope leads into the well, ending just above the surface of the stare far below.
11. The water in this well constantly bubbles. An active underground spring feeds the waters, which drain away through fissures in the rock halfway up the well’s wall.
12. Steps lead down the walls of this wide well. Halfway down, a niche in the rock holds a lantern and two full oil flasks.
13. The air at the bottom of this well smells fetid. Harmless chemicals permeate the water giving it a brackish taste. The water is, though, perfectly safe to drink.

14. An animated skeleton stands motionless in the water. If it spots a living creature at the top of the well, it mindlessly tries (and fails) to climb the well’s slippery walls.
15. Moss grows in great profusion over the well’s walls. The moss is slightly phosphorescent and gives off a low green glow in total darkness.
16. A wooden shield floats in the water. A faded rampant griffon device decorates the shield.
17. Hidden in the muck at the bottom of the well lies a small stone, watertight coffer. The coffer can only be detected by someone probing the mud at the bottom of the well. It is heavy (50 lbs.) and contains a small store of wealth (127 gp, 2 pp and three tiny red stones—garnets each worth 50 gp).
18. A trapdoor lies at the bottom of the well. Mud covers it and the well must be drained somehow before the door is opened. Beyond lies the cramped prison-tomb of an ancient, now insane, vampire...
19. A long iron chain runs from the ceiling down into the well and ends in a wooden platform. A complex set of pulleys and levers enables the user to raise and lower the platform into the deep well. Buckets stand on the platform. If the platform is raised or lowered, the clank of chains alerts any creatures nearby that someone is at the well.
20. A rocky outcrop protrudes from the well wall just above the surface of the water. A goblin—or other dungeon denizen—imprisoned by his fellows huddles on the outcrop. In return for his rescue and safe passage out of the dungeon, he is very forthcoming about his fellows.

8 QUALITIES OF THE WELL WATER

1. The water is pure, fresh and cold. It has no obvious source.
2. The water is thick with mud or sediment. It must be strained before being drunk.
3. The well has been sunk so that it pierces a narrow subterranean stream, which feeds the well. Consequently, a strong current flows through the well.
4. The water has a strong taste of iron.
5. The water is coloured deep red and looks like blood. In reality, the water’s colour is imparted by a mineral dissolved within.
6. Water drips into the well from a hole in the ceiling above. It is fresh and clear.
7. The well water has been poisoned or contaminated recently; those drinking from it may become violently ill.
8. The well contains no water. Instead, a slimy, foul-smelling mud coats the bottom. The mud is deep and contains the bones of several creatures.

20 THINGS TO FIND IN A WIZARD'S LABORATORY

It seems, PCs are always defeating evil wizards and looting their libraries and laboratories.

Such locales are filled with strange, esoteric (and often distasteful) things of unknowable and unguessable purpose linked to the wizard's unfathomable research. Such things, though, are often glossed over in the mad stampede toward the wizard's spare potions, scrolls and (of course) their spellbooks.

Use the table below to "populate" a wizard's laboratory with minor objects of interest. It is up to the GM to determine whether any of these objects has much value.

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

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



20 THINGS TO FIND ON AN EVIL ALTAR

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

Priest worshipping evil powers perpetrate unspeakable, terrible acts upon their altars. The altars are the centrepiece of their foul rituals and such places are rarely without ornamentation or implementation. Use the table below, to add items of interest to the evil altars in your campaign:

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

12 SMALL ITEMS FOUND ON ALTARS

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

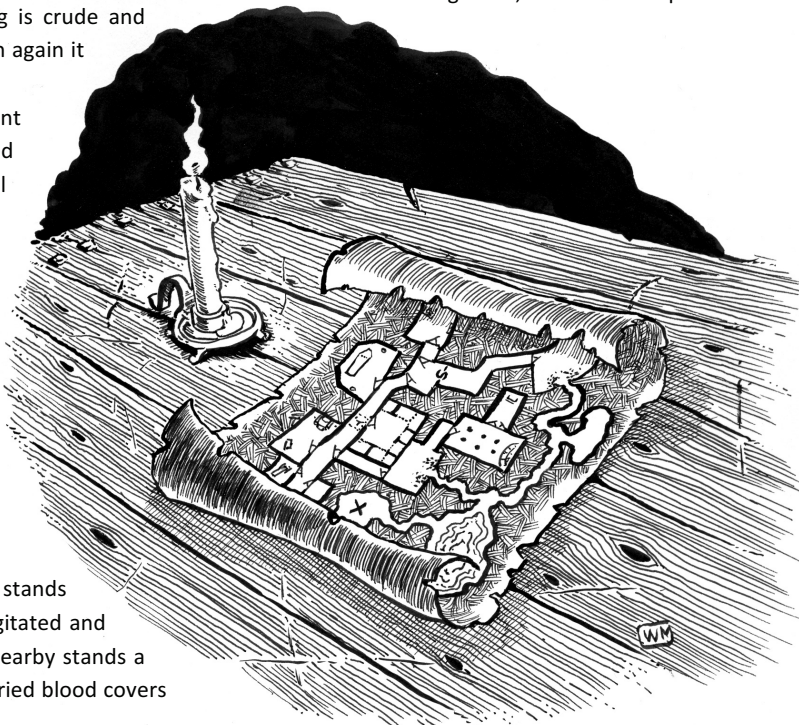
20 THINGS TO FIND ON A GUARDROOM TABLE

During the course of their adventuring careers, most adventurers break into innumerable guardrooms and put the occupants to the sword.

These guards don't just sit around doing nothing while waiting to be slaughtered; they eat and drink, gamble and engage in a wide range of activities during their shifts. To portray this, use the table below to breath life into the guardrooms in your campaign and to give depth to the faceless minions falling before the party's might.

1. The guards were in the middle of a simple meal of hard cheese, sour red wine and several haunches of lamb. The remains—along with their plates and pewter flagons stand upon the table.
2. The guards are in the middle of a dice-based gambling game. Roughly a quarter of their listed wealth is scattered about the table in various piles.
3. Crude graffiti—carved into the table's top with a knife—depict various stickmen (and women) in a variety of lewd poses.
4. A dark stain that could be blood, but is actually spilled red wine, mars the table's top.
5. One of the guards was engaged in mending a pair of boots when the party burst in; the boots along with needle and thread lie on the table.
6. Pewter goblets and a half-empty jack of wine stand on the table.
7. A sharp dagger, a pile of wood shavings and a partially carved chunk of wood lie on the table. The carving is crude and unfinished; it might represent a bird, but then again it might not.
8. Several whetstones, along with six blunt daggers all in the process of being sharpened lie on the table amid the ruin of a simple meal of bread, cheese and dried meat.
9. Half a dozen pewter goblets along with three empty wineskins lie scattered about the table.
10. A small chest stands under the table. It contains plates, bowls and cups along with a supply of candles and a flint and steel.
11. A crudely wrought birdcage stands in the exact centre of the table. A rather drab and miserable-looking bird is perched within.
12. Four cages each containing a half-starved rat stands near each other on the table. The rats are agitated and hungry and are used for impromptu fights. Nearby stands a much larger cage used for the actual fights. Dried blood covers some of its bars.

13. A dirty and faded black tablecloth covers the table. The cloth hangs down almost to the ground and obscures sight of what lurks beneath. After the battle is won, PCs checking under the tablecloth discover a hiding child (the child of one of the guards). This might present a tricky moral dilemma for the PCs.
14. One of the guards is a skilled artist and is drawing an exquisite picture of a prominent nearby landmark on the wall near the table. The chalk image is unfinished and a small box of materials stands on the table.
15. One of the guards is learning to write. A small chalkboard and several nubs of chalk lies on the table. The writing on the chalkboard could be charitably described as child-like.
16. A small basket covered with a cloth stands upon the table. Within, can be found a hard cheese, some almost stale bread and a flask of sour wine.
17. Two of the guards were engaged in a game of draughts. A crude board, surrounded by pieces stands upon the table (as do several partly empty wine flagons).
18. When interrupted, the guards were in the middle of a card-based gambling game. The cards—and a quarter of the guards' listed treasure—lie on the table.
19. A jumbled mass of mundane equipment covers the table. The guards are sorting through the possessions of the last folk to stumble into the dungeon and were arguing about who gets to keep what, when they were interrupted.
20. A burning brazier stands upon the table over which the guards were roasting small, unidentifiable pieces of meat.



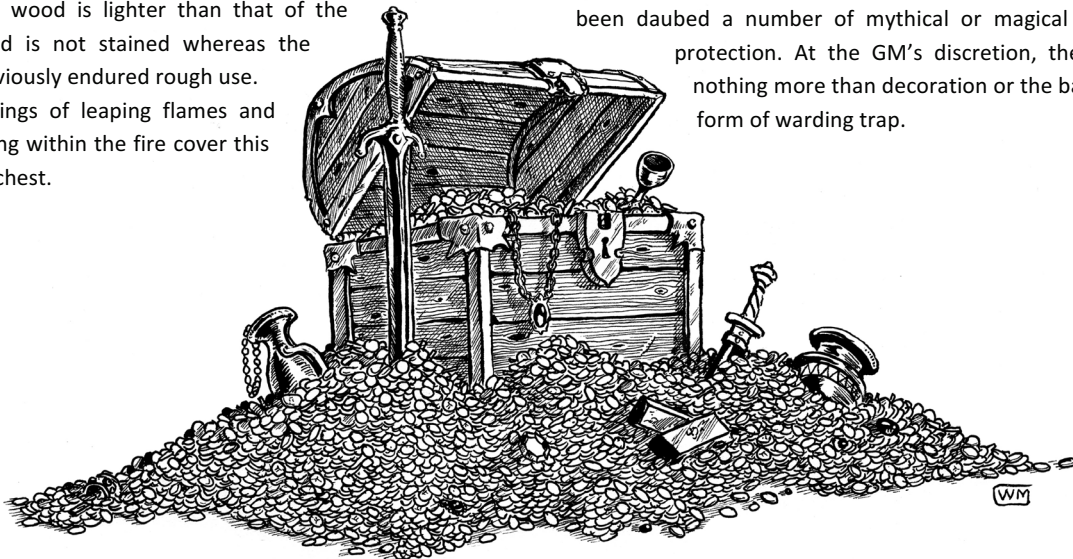
20 TREASURE CHESTS

Adventurers like nothing more than to find a treasure chest, but often the chest itself doesn't even get a description.

Use the table below to describe the treasure chests your PCs are lucky enough to stumble across. Some of them may be trapped—and no doubt paranoid adventurers will immediately be on their guard given the chest actually has a description!

1. One end of this wooden chest is scorched and burnt and the metal bands are slightly deformed. Opening the lid is consequently difficult and makes a loud screeching sound, unless the hinges and deformed metal bands are oiled beforehand.
2. Three thick padlocks attached to iron bands linking the lid to the front face of the chest wards access to whatever lies inside.
3. The front panel of the chest is decorated with the intricate carving of a slumbering dragon. Some details of the carving—the dragon's eyes, teeth and claws—are subtly picked out with expertly applied paint.
4. This wooden chest has beaten copper panels affixed to its sides; the copper catches any light in the vicinity and gives the chest a subtle green glow.
5. The lid of this chest is battered as if someone or something has tried to break in.
6. One corner of this chest is darker than the others, as if the wood is wet. A slight smell of mould hangs in the air.
7. This substantial wrought iron chest has carry handles at both ends. The chest itself weighs over 400 lbs. Although old, the chest is obviously well made and well maintained.
8. This oak chest is sealed with thick red wax. An ornate seal—depicting a rearing swan—completely covers the lock.
9. Several panels of this chest have obviously recently been replaced; the wood is lighter than that of the surrounds and is not stained whereas the chest has previously endured rough use.
10. Intricate carvings of leaping flames and figures writhing within the fire cover this robust stone chest.

11. The body of this wooden chest has been stained a lurid red colour while the lid is bright blue. The paint on the lid is flecking and obviously old, while the red paint seems to have been redone recently.
12. This chest stands in the middle of the room and is secured with four chains each of which passes through two iron rings set into the floor before being secured with a large padlock. A padlock also secures the chest.
13. The lid of this chest is covered in blobs and streaks of dried wax of various colours and the stubs of several candles stuck in the wax are visible on the lid's apex.
14. Woodworms have vigorously attacked this chest at some point in the past and their small holes pockmark every surface. The chest is old and rickety; it is consequently easier to break into than normal.
15. A nondescript woollen blanket has been thrown over this chest. Small bells are attached to the blanket between the chest and the wall. They jangle if the blanket is removed.
16. This chest is narrow—only two feet wide—but four feet high and appears to be more of a storage bin than a chest. The lid is in two halves and opens to the sides.
17. The lid of this chest is flat and carved with an idyllic woodland scene. The carving is worn, but still beautiful. Pressing the face of a dryad reclining in her tree disengages the chest's hidden lock.
18. A row of tiny holes just below the chest's lid perforate its front, back and sides. (Various, these could be air holes for whatever is stored within, a false trap to deter thieves or an actual trap.)
19. The smell of a heady mix of herbs and spices hangs in the air around this small chest.
20. This chest has been whitewashed (badly) atop which have been daubed a number of mythical or magical symbols of protection. At the GM's discretion, these may be nothing more than decoration or the basis of some form of warding trap.



20 TRIGGERS FOR A SECRET DOOR

Every good dungeon has secret doors. Villains need a secret escape route, cleverly hidden treasure cache or even a secret laboratory to work upon their diabolical schemes.

Adventurers know this and seem to spend an inordinate amount of time looking for secret doors. However, while dungeons often feature secret doors, few modules actually describe a secret door's trigger mechanism.

Use the 20 triggers below to breathe life into the secret doors in your dungeon:

1. A torch sconce on the dungeon wall holds a burnt out torch. A small basket nearby holds a supply of new torches. Replacing the burnt down torch with a fresh torch triggers the secret door by depressing a switch hidden in the bottom of the sconce.
2. Two slightly raised stones set into the floor roughly three feet apart must be pushed down at the same time to activate the secret door.
3. A wall carving depicts a battle between orcs and humans. The centrepiece of the carving is a heroic human standing triumphant over a slain orc chieftain. Pushing the carving of the slain orc into the wall opens the secret door. The door remains open for one minute before automatically shutting—which returns the slain orc to his proper position in the carving.
4. A small hole in the ceiling roughly eight inches deep holds a small switch, which can be activated by telekinesis or the haft of a long weapon such as a spear. The hole is too narrow for a human hand to fit.
5. Three identical carvings—perhaps dragons, blazing suns or other thematically fitting object—decorate the wall. Pushing in the carvings in the following order—left, right, centre—opens (or closes) a nearby secret door.
6. One of the flagstones near the secret door is loose. Prying it up reveals a lever, which operates the secret door.
7. Niches in the wall hold small statues of various fantastical creatures—manticores, wyverns, dragons and so on. Pushing down the tail of one of the dragons opens the secret door.
8. A wooden chair stands against the wall. Leaning it forward on its front legs depresses a switch in the floor, which opens the secret door.
9. Whistling a certain tune opens the secret door. Whistling it backwards shuts the door.
10. Knocking three times on a certain stone operates the door.
11. Standing on a sequence on flagstones in a specific order opens the door. A handle on the inside of the door enables it to be pulled shut.

12. A niche in the wall acts as the door's trigger. When a certain amount of weight is placed in the niche—the same as a nearby, ornate candlestick—the door opens. Removing the item causes the door to close one minute later.
13. Turning a nearby statue of a beautiful elf maid clockwise causes the secret door to open. Turning it back shuts the door.
14. A small bowl rests on a thin, narrow waist-high column near the wall. The bowl radiates faint necromantic magic. Dripping blood into the bowl causes the nearby secret door to open.
15. One of the stones or bricks in the wall hiding the secret door is slightly concave. Pushing the stone inwards opens the door.
16. One of the stones or bricks at the base of the wall stands slightly proud. Kicking it twice in rapid succession opens the door.
17. To operate this secret door, two stones set in the wall at roughly waist height for a human must be pushed inwards simultaneously.
18. A battered chest stands next to the secret door. Opening the chest reveals mundane, near valueless items such as blankets, old clothes and so on. A small catch hidden behind the chest operates the secret door.
19. A lever hidden in the frame of a nearby normal door operates the secret door. The secret door shuts automatically after 30 seconds.
20. Magical, but heatless, flames fill an ornate ten-foot wide fireplace is flanked by two lidless chests full of coal, one of which also contains a small iron shovel. The secret door lies at the back of the fireplace and is operated by taking a shovel full of coal from the left chest and placing it in the right chest. Doing so releases a counterweight that operates the door.

SECRET DOOR RED HERRINGS

1. A torch sconce is affixed to wall at a slight angle. It looks like it could be twisted in its fixings. It can't.
2. The floor in the area is uneven and one of the flagstones is particularly raised. Stepping on it does nothing.
3. Smudges on the wall show where someone has pressed their hand. Pressing the same spot does nothing.
4. One of the stones set into the wall is loose; small crumbs of mortar dust the floor below. The stone cannot be pushed in, but can be removed with a sharp blade.
5. A small slot between two stones looks just large enough to insert a coin. Doing so does nothing; the hole is simply where mortar has crumbled away—it serves no purpose.
6. A crudely painted fist-sized star daubed in whitewash decorates the wall. A PC touching the star discovers it is still wet.

8,000 PIECES OF GRAFFITI TO DISCOVER IN A DUNGEON

Dungeons are not pristine environments. Chances are the party is not the first to dare its precincts. Previous adventurers, the dungeon's builder or even its residents all leave their marks.

Graffiti is a common feature of dungeons. Graffiti can have four main purposes:

- **Decoration:** Whether created by skilled artisans or bored guards, some graffiti is designed to decorate a locale. Such graffiti might take the form of stylised pictures or religious phrases.
- **Message:** Graffiti can serve as a means of passing on a message. These messages could be a lament for a fallen comrade, the ravings of a madman or even a final message from a doomed explorer.
- **Warning:** Adventurers—when they survive—sometimes leave warning of what lies beyond. Of course, these warnings could be hopelessly out of date or just plain wrong.
- **Lure:** This seemingly benign or welcoming graffiti serves to entice explorers or visitors further into the dungeon (perhaps to a specific location).

Use the tables below, to generate the details of graffiti found in a dungeon or other hostile locale.

MESSAGE (D20)

The graffiti says:

1. "Not this way."
2. "Your doom is near."
3. "The darkness has eyes!"
4. "Beware. It lurks in the dark."
5. "Alas, poor Enrulf."
6. "Don't search for me."
7. "This way."
8. "I'm sorry."
9. "Tell Engelf I loved her."
10. "I'm watching you."
11. "For glory!"
12. "Pray for my soul."
13. "Don't delve too deep."
14. "Go Back!"
15. "I tried."
16. "Hungry. So hungry."
17. "Fear the dark. Seek the light."
18. "The old man lied."
19. "Safety lies beyond."
20. "Welcome."

CHARACTERISTIC (D20)

If you want to add a notable characteristic to the graffiti, use this table. The graffiti is:

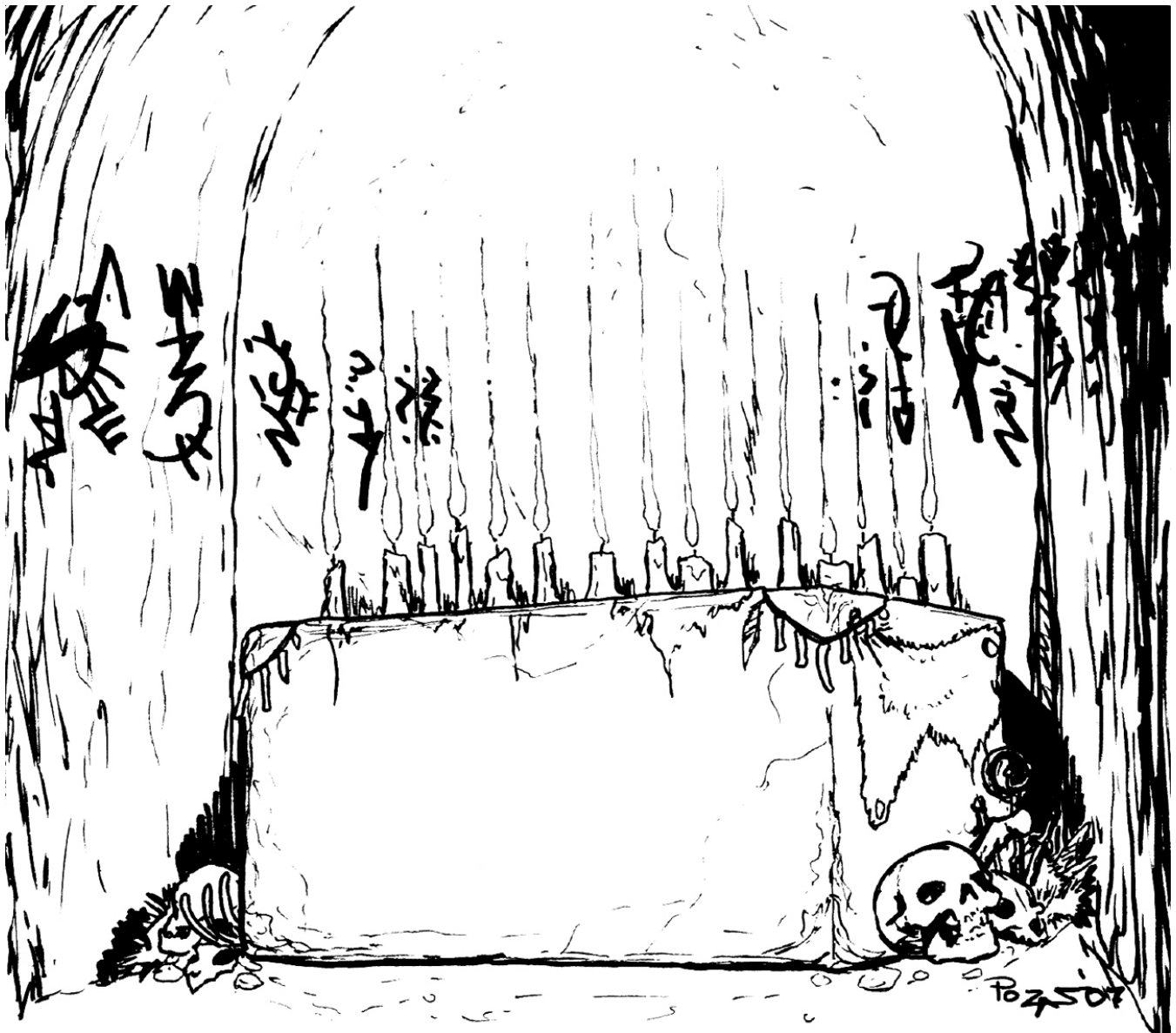
1. Written hastily in chalk.
2. Written in dried blood.
3. Written in fresh blood.
4. Carved crudely into the wall with a dagger or similar blade.
5. Crudely written—as if by a child.
6. On a piece of parchment stuck or pinned to the wall.
7. Smeared as if someone has tried to rub it out.
8. Written in charcoal like that from a burnt torch.
9. Written very low down on the wall at roughly knee height for a human adult.
10. Hidden behind an open door, tapestry or other covering.
11. Shows excellent—even cultured—penmanship.
12. Written on the ceiling.
13. Covered by cobwebs.
14. Written in overly large—or small—letters.
15. Only half written; the message ends abruptly as if the writer had been interrupted or distracted.
16. Written upside.
17. Written back-to-front.
18. Written on the floor.
19. Each word is written in a different colour chalk.
20. Obviously written in several different hands.



SPECIAL CHARACTERISTICS (D20)

Sometimes there is more to graffiti than meets the eye. The graffiti is:

1. A trap. It blows up in the face of the reader.
2. A trap. It contains a lethal glyph.
3. Written in more than one language.
4. The first letter of each word spells out the command word of a magic item hidden somewhere in the dungeon.
5. Covers up an older piece of graffiti.
6. Written so as to conceal an important secret message.
7. Magical. It disappears once read, like a magic scroll.
8. Glowing slightly. It gives off illumination equal to a candle.
9. Slowly burning itself into the wall.
10. Wriggling and writhing across the wall.
11. Only visible to those with dark vision (in the dark).
12. Written in invisible ink.
13. A trap. The graffiti contains a hidden, coma-inducing sigil.
14. Obscuring the trigger for a secret door.
15. Written to subtly highlight the trigger for a secret door.
16. Apparently gibberish. However, in reality it is a pass phrase dungeon denizens use to identify themselves to fellow denizens.
17. Magical. The air in the immediate vicinity is much colder.
18. Written in some form of ink that resists all but magical cleaning.
19. Written in huge letters the height of a grown man.
20. The letters hang in mid-air, blazing with light equal to that of a torch.



Alchemists toil in their laboratories over new concoctions almost as much as wizards lurk in their libraries researching new spells. Adventurers exploring (or looting) an alchemist's laboratory are bound to find many strange potions, oils, unguents and other odd materials.

Use the four tables below, to determine the characteristics of any potion found in an alchemist's laboratory.

POTION VIAL

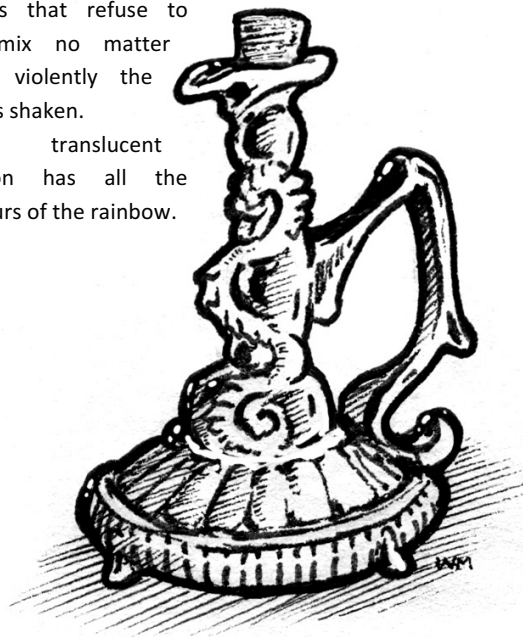
Use this table, to determine the characteristic of the potion vial:

1. An iron vial with a bone stopper.
2. A clay vial painted bright blue. The paint is worn and chipped.
3. This small brass vial is dented and worn. It has a cork stopper.
4. This iron vial is stoppered with sealing wax. Once opened, it cannot be re-stoppered.
5. This plain glass vial has a similarly delicate glass stopper. The glass is cloudy—or perhaps just dirty.
6. Esoteric runes decorate this pewter vial.
7. Thin iron mesh encases this glass vial.
8. This iron vial is particularly thin and elongated, making it easily concealable in a boot or similar locale.
9. Chipped and faded paint covers this iron vial. So little paint remains, it is impossible to say what the picture once depicted.
10. This vial is part of a cheap-looking set of earrings.
11. This copper-beaten vial is one of a set of three and hangs from a bronze necklace. Only perceptive observers notice the necklace's secret.
12. This vial is cunningly hidden in the stopper of a wine flask.
13. This plain bronze vial is unadorned but for a single rune stamped into its surface. The rune could be a deity's symbol, the heraldic device of a noble house and so on.
14. This small, exquisite vial is of pure silver. A tiny golden chain attaches its stopper.
15. A crude painting of a cloud-filled sky decorates this clay vial.
16. This iron vial is dented in several places, and the stopper is hard to remove.
17. This highly polished glass vial is wrapped in a small piece of red silk, tied with yellow string.
18. White paint covers this crudely crafted clay vial.
19. Red and white bands of paint cover this iron potion vial.
20. Crafted of supple leather, this vial has a bone stopper.

POTION APPEARANCE

Use this table, to determine the potion's appearance:

1. Oily, transparent bright red potion.
2. Bubbling, translucent amber potion.
3. Cloudy ivory potion with ebon wisps within.
4. This light blue potion has flecks of gold floating within.
5. This mottled brown and black potion gives off a faint smoke when opened.
6. This bright blue potion is phosphorescent.
7. This potion of golden hue is luminous.
8. Bright green vaporous potion.
9. This potion is lilac in hue.
10. Transparent yellow potion with small red flecks floating within.
11. This viscous coppery potion bubbles slightly.
12. This transparent bright turquoise potion is thick and syrupy.
13. Syrupy indigo liquid.
14. This oily purple-coloured potion has a thick green scum floating on its surface.
15. This transparent potion has an almost undetectable yellow hue.
16. This cloudy potion comprises a cream-coloured liquid marred by wisps of a heavier brown liquid that settles at the bottom of the vial.
17. Gray effervescent liquid with suspended black flecks.
18. This opaline maroon liquid gives off wisps of fumes when the vial is opened.
19. This watery potion has yellow, red and blue layers that refuse to intermix no matter how violently the vial is shaken.
20. This translucent potion has all the colours of the rainbow.



POTION TASTE (& SMELL)

Use this table, to determine the potion's taste:

1. Acidic
2. Bitter
3. Citrus
4. Earthy
5. Fishy
6. Greasy
7. Honeyed
8. Meaty
9. Metallic
10. Milky
11. Peppery
12. Salty
13. Sugary
14. Sour
15. Spicy
16. Sweet
17. Tart
18. Vinegary
19. Watery
20. Potion has two tastes; one is a distinct aftertaste that lingers for several minutes



POTION SIDE EFFECT

Sometimes, potions have minor side effects. Use this table, to determine such effects:

1. After drinking the potion, the character's eyes glow with the radiance of a candle for two hours.
2. After drinking the potion, the character sweats uncontrollably for 20 minutes.
3. After drinking the potion, the character experiences sporadic, but uncontrollable, burping for the rest of the day.
4. The character heals minor wounds.
5. After drinking the potion, the character's hands and feet tingle until the potion's main effect wears off.
6. After drinking the potion, the character's sense of smell is heightened until he next eats or drinks.
7. After drinking the potion, the character feels sick until he drinks something else.
8. After drinking the potion, the character emits an odour repugnant to cats and dogs. The odour lasts until he bathes.
9. After drinking the potion, the character's skin seems to positively glow with health and vitality.
10. After drinking the potion, the character's tongue turns blue—and remains blue for 2d6 hours.
11. After drinking the potion, the character's hair turns white—and remains white until he drinks another potion.
12. After drinking the potion, the character is refreshed as if he had just consumed a large, nutritious meal.
13. After drinking the potion, the character's eyebrows suddenly become particularly bushy. This growth is permanent (unless plucked).
14. After drinking the potion, the character becomes slightly tipsy—apparently the potion contained a concentrated dose of pure alcohol.
15. After drinking the potion, the character experiences sporadic, but uncontrollable, flatulence for the rest of the day.
16. After drinking the potion, the character feels like he is choking. The effect passes after two rounds.
17. After drinking the potion, the character's eyes begin to sting and water as if he had passed through a smoke cloud.
18. After drinking the potion, the character's nose starts to run uncontrollably.
19. After drinking the potion, the character has a horrible, bitter taste in his mouth until he drinks something else.
20. The potion is particularly well crafted. Its effects are doubled. Roll again to determine its side effect, ignoring a result of 20.



Reed P

IN THE TOWN

10 STRANGE TRADITIONS TO SEE IN A VILLAGE

Villages can be funny old places rife with local superstitions, strange practises and odd traditions.

Such practises have often been followed for hundreds of years, and are deeply ingrained in the local culture. Luckily—for the GM—such practises are a great way to add flavour and depth to a village. They can even spawn adventures!

Use the table below, to generate the details of a village's strange traditions.

1. The villagers—even the children—all wear jangling necklaces or bracelets. Some are made of bone while others are of silver or even gold. The villagers believe the jewellery's jangling keeps the evil spirits away. All the houses also have wind chimes (for the same reason).
2. No children are allowed out after dark, without an adult. The villagers will not speak of the reason for this, but if a child does go out alone after sunset panic ensues.
3. The local tavern serves an array of fine ales. Each of the regulars has their own named flagon—each with a flip up lid to keep out flies, dust and suchlike. Some are ornate works of art passed down through the generations. Travellers must make do with an array of battered and cheap normal flagons.
4. The village has a very large population of cats; every family seems to have at least three or four such pets. Consequently, there are no vermin whatsoever in the village. It is illegal to harm a cat, in the village. Those doing so much seek both owner's apology and that of the cat!
5. When one of their fellows dies, the villagers have a unique set of burial rites. The deceased is laid out amid the menhirs of a nearby stone circle for the birds and other forest predators. Once the skeleton is picked clean, the bones are collected and placed in a central, subterranean ossuary and church. Each family uses their ancestors' skeletons to create amazing, but macabre, sculptures out of nothing but bone.
6. No one is allowed to wear the colour red within the village's precincts, by order of the local lord. Some villagers may inform on PCs wearing the dreaded colour, while others may breathlessly make the PCs aware of their terrible error. Anyone caught wearing red must pay a handsome fine.
7. A decade ago, fire devastated the village. Now, the villagers have an inordinate fear of such an event occurring again. House troughs full of water stand in front of every house, and buckets are close at hand. In the same way as the village has a local militia, it also has a fire brigade of sorts. They run weekly practises, one of which just happens to be in progress when the PCs arrive at the village. The sight of a dozen villagers throwing buckets of water at a seemingly not on fire house may give the PCs cause to wonder if the villagers are entirely sane.

8. The villagers are friendly—nauseatingly so—toward adventurers. Nothing is too much trouble for such “honoured” visitors. The PCs receive better service than others in any local businesses and unattached members of the opposite sex literally throw themselves at eligible members of the party.
9. The villagers hate members of a certain race—halfling, elf, dwarf or gnome—and want nothing to do with such individuals. Bizarrely, they are also particularly friendly towards the members of another race and treat such folk as honoured guests.
10. The villagers have their own local currency and do not accept payment in any other form. The coins they use come from an ancient hoard discovered on the land when the local lord built his manor or castle. If the party want to buy anything in the village—even a drink at the tavern—they must get some of the local currency from the lord's representative. Surprisingly, the exchange rate is not good...

EVERYDAY TRADITIONS

1. By local decree it is forbidden to ride animals within the village's precincts.
2. Each family is responsible for keeping the road directly outside their house clear of obstruction or hindrance. Thus stretches of road are clear of all obstructions—including dung—while others are not.
3. Births are a time of great joy in the village. When one occurs, a festival-like atmosphere reigns; there is much drinking and carousing (which inevitably leads to more celebrations roughly nine months later).
4. Each family maintains a small, private burial ground on their land—normally in a corner of a field or garden. There is no communal cemetery and strangers cannot be buried within the village's bounds.
5. During the night, every family must keep a candle burning in a window overlooking the nearest road. Thus, those out late can always find their way home.
6. Dung is highly prized by the local farmers, because the surrounding land is hard to farm. Thus, several thriving local businesses have sprung up. These both “harvest” local “deposits” and import dung from nearby settlements. Even individuals sometimes sell their “excess.”
7. The locals believe a nature spirit dwells in the nearby river. Although it teams with fish, no one dares fish there in case they anger the river's protector. Those caught fishing are severely punished.
8. No matter the weather, it is customary for adults to wear a hat outside. This has inevitably led to subtle one-upmanship and competitions for the greatest, most elaborate designs.

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 fills the niche. A faint outline in the dust hints a small box or coffer was once stored here.
8. Black mould has grown over one wall of this room and the air is redolent with the stench of decay.
9. Part of the wooden wall has been pried loose and the boards tossed casually aside.
10. The roof of this chamber is partially missing and the rain has got inside. The floor is damp and several small puddles have gathered.
11. The hinges of this door have failed and only the door jam holds it in place. If the door is opened, it collapses into the room with a loud thud.
12. The floorboards in this chamber are rotten. They collapse if subjected to a weight of 100 lbs. or more.
13. Someone has covered one wall in graffiti daubed in charcoal. To the untrained eye, the graffiti looks like nothing but deranged scribbling. Scholars of the occult may realise, however, the scribbles look a little like the sigil of a certain elder, blasphemous power...
14. A forgotten sack stands in one corner. It contains blankets and old clothes sized for a child. All are now mouldy.
15. A pile of mouldering planks—pulled from the walls and floors—are stacked in the centre of the room.

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

PERILS OF AN ABANDONED BUILDING

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

20 THINGS TO FIND IN AN ABANDONED VILLAGE

Villages are abandoned for many reasons—war, plague, disaster, famine and more. Such places rarely stay truly abandoned for long. Bandits, raiders or even mundane predators often claim such places for the shelter and safety offered by the abandoned structures.

Use the table below, to add minor points of interest to the party's exploration of such a locale:

1. A dense stand of weeds and brambles grows by the side of the road. The gleam of white bones is visible within.
2. A wildly overgrown hedgerow stands hard against the road. Brambles and ivy coil through the dense undergrowth.
3. A dilapidated, partially collapsed fence marks the boundary of one of the village's properties. Much of it is rotten and covered in moss and lichens.
4. Several large apple trees grow in front of a dilapidated house. Rotten, decomposing apples litter the ground.
5. The roof of a nearby house has completely collapsed. Birds nest among the ruins and take wing if anyone enters the building.
6. Weeds and grass grow over the disused road. Only deeply gouged wagon tracks show where the road ran.
7. The nearby field is overgrown and wild. The rustle of small creatures moving through the tall grass is easily audible.
8. A riot of wild flowers covers the bank by the side of the road.
9. At some point in the past, this building caught fire. The surviving structure—part of one wall and the chimneystack—are blackened and scorched. Charred timbers are the only remnants of the rest of the building.
10. The hinges of a shutter obscuring a window of a nearby house suddenly fail. The heavy shutter falls to the ground with a crash.
11. The doors and windows of a nearby building gap wide; gloom cloaks the interior and deeper shadows within hint of some lurking, unseen menace.
12. Three large crows perch atop the roof of a nearby structure and seem to intently watch the party as they pass.
13. A thin smudge of smoke rises from behind a distant building. By the time the party reaches the site, and discovers a campfire, the area is abandoned. Clearly, the party is not the only ones interested in the village.
14. A broken wagon wheel lies by the wide of the road.
15. The bones of several large animals—cows, horses or the like—lie amid the gloom of an abandoned barn.
16. Saplings—new growths—cluster thickly about the bounds of the village's fields and gardens.
17. Most of the village's buildings appear to be "normal" abandoned buildings. One, however, on the village's outskirts is different. The doors and windows of this building have been nailed shut...from the outside.
18. A large tree has fallen across the road and into a small building, smashing the roof and gouging a huge hole in one exterior wall. The tree's trunk blocks the road.
19. Wind chimes still hang from the gutters of several houses and clatter gently in the wind.
20. The decomposing body of a wolf—several arrows protruding from its hide—lies in the street. Examinations reveal several small predators have been at the corpse.



20 THINGS TO FIND IN A SEWER

Adventurers always seem to be venturing into noisome sewers in search of wererats, skulking thieves and other, more sinister, threats.

Use the table below to generate the details of minor discoveries the party may make while adventuring in a sewer. Such discoveries could be nothing more than a point of interest or could spawn an entire encounter.

1. A mouldering, slime-covered rat corpse lies on a ledge. Its eyes are missing and its tail has been partially chewed off.
2. A slimy pile of excrement and mud partially fills the sewer channel.
3. Bricks have come loose from the ceiling and water dribbles through the gap.
4. A pocket of noxious gas fills this part of the sewer. Characters breathing in the gas must take care to avoid being nauseated.
5. Slime and ooze covers the walkway, making it very slippery.
6. Bats nest on the ceiling. Bright lights disturb them and they flap about until the intruders leave.
7. Bricks have come loose from the wall, and water oozes from the gaps. This makes the wall slick and the floor similarly slippery.
8. The air in this section of the sewers is fetid. The stench is overpowering and negates any scent ability the party may possess.
9. A thick miasma hangs in the air. Tendrils of a fog-like vapour rise from the fetid waters and provide concealment to anything more than 20 ft. away.
10. If the party possesses any naked flames, they suddenly turn blue as they encounter strange gases in the air.
11. The loud sounds of dripping comes from up ahead. Shortly thereafter, the party discovers the roof has partially caved in over the sewer. Water drips down from above, and the fallen rocks from the collapse have created a dam of sorts.
12. A great mass of rubbish and detritus has formed a veritable island that almost completely blocks the flow of water through the sewer. Tracks of small creatures—probably rats—are easily visible in the island's "mud".
13. A mouldering red cloak floats in the water.
14. An extinguished lantern stands on a walkway. Of the owner, there is no sign.

15. Faded and smeared chalk sigils once decorated this wall, but they are now illegible.
16. A glimmer of light comes from up ahead. When the party reaches the light, they discover a narrow hole in the ceiling enables a thin beam of sunlight to reach into the sewers. The air here is a little clearer.
17. An iron-bound door pierces one wall of the sewer. It is old and swollen and hard to open. It is also barred from the inside—clearly someone values their privacy.
18. This sewer passageway is old and decayed. Part of one wall has fallen away creating a rubble field to scramble over. Characters exploring the collapsed wall discover a small, dry natural space beyond. The foundations of a large building intersect the area.
19. The water in the sewer flows rapidly in this narrow section of the sewers.
20. At this point, several sewer passageways come together in a rough cross. The flow of so much heavy, turgid water has eroded the bottom of the intersection, and now a lazy but powerful whirlpool draws the waters into yet deeper caverns.



20 THINGS TO FIND IN A SLUM

In dimly lit, muddy streets and amid the ramshackle, tumbled buildings of the city's poorest folk lurk dangerous and opportunity in equal measures...

Every now and then, the party's exploits draw them into a city's slum. Use this table to add minor points of interest to their exploration. Roll a d20 and consult the table below:

1. The rotting carcass of a dog lies against one wall of an alley. Rats gnaw at its flesh.
2. An overturned rusty bucket of human waste oozes its contents over the muddy ground.
3. A large rat darts passed the party. Moments later a skinny dog rushes after its prey.
4. A long foul smelling puddle cuts the alleyway in half. A few chunks of stone serves as steps for the nibble to cross without getting their feet wet.
5. The broken remains of a wooden crate are stacked haphazardly against the wall.
6. Two cats—one a large black cat and the other a tabby with a torn ear—arch their backs and hiss at each other, oblivious to the folk around them.
7. Brown, viscous excrement covers the wall below an open window. It drips down onto the street. The area smells foul.
8. A heap of rubbish including discarded animal carcasses and household waste partially blocks the alleyway.
9. A drunk, comatose man clutching an empty wine flask sits slumped against one wall. He wears worn, stained leathers and stinks of alcohol, sweat and vomit.
10. A small, skinny girl sits on the ground crying he eyes out. If approached she continues cry and begs for food. This is (in part) a scam. Her mother watches from a nearby window and rushes out if the party takes too much interest in her daughter.
11. A sludge-encrusted jerkin with a blood-stained gash on the back hangs from a window sill.
12. The shards of a broken earthen pot lurk in the mud ready to slash the feet of passers-by.
13. Graffiti identifying the street as belonging to the Black Run Boys covers one wall.
14. A rubbish drift leans against one wall, causing the alleyway to narrow.
15. Rats feed amongst a pile of steaming offal dumped outside a back street butchers.

16. Overhanging buildings create an area of deep shadow that fills the mouth to a narrow alley. This is a spot ripe for ambush and murder.
17. A discarded, empty scarlet belt pouch has been trodden into the muddy ground.
18. A semi-feral pig, bleeding from several superficial cuts, darts passed the party. Moments later, a gaggle of children armed with sharp sticks dashes after it.
19. Two cats—their backs arched—hiss at each other. Between them lies the mauled corpse of a large rat.
20. Part of a nearby shack's wall has collapsed, partially filling the street with debris. Shabby curtains now serve as walls and provide privacy for those still dwelling within.

10 NOXIOUS STENCHES

1. The stench of old, rotting fish pervades the whole alleyway. The source—a rotting mass of fish carcasses—fills an old barrel resting on its side near once wall.
2. The decomposing corpse of a cat lies stretched out by a wall. Several rats gnaw at the body, but scatter if anyone approaches. The smell of faeces and decomposing flesh is strong near the cat's corpse.
3. The alley stinks of excrement. Brown streaks down the nearby walls show where residents have hurled it into the street from their windows. Underfoot, the going is slippery.
4. There is no wind in the alleyway and thick smoke—from cooking fires—hangs in the air. The smoke's arid smell lingers in the alley.
5. The pungent smell of smoke, sweat and offal fills the alley.
6. The reek of stale, rotting food along with urine and a dank, mouldy smell combine to produce a fetid, monstrous odour.
7. An unplaceable, fetid odour blankets the alley.
8. A handcart piled high with animal dung partially blocks the alleyway. The stench emanating from the handcart is indescribable in its foulness.
9. Recent rain has transformed the handpicked earth of the ground into thick, cloying mud. Consequently, the rough smell of earth intermingled with animal dung fills the alley.
10. A sulphurous miasma fills the alley. Here, in the deep shadows, breathing is difficult such is the strength of the stench.

20 THINGS TO SEE AT A CITY GATE

Most cities and towns of note have high walls to protect the wealth concentrated within. Adventurers hoping to enter such urban areas—legally—must pass through the city gates.

Gates are busy places with lots to see. Use the table below, to add minor points of interest to the PCs' wait before the gate.

1. A merchant at the head of the queue argues loudly with the guard, disputing the toll he must pay to enter. The argument gets quite heated and distracts the other guards.
2. As #1 above, but as the argument reaches a crescendo a small, heavily cloaked figure dashes out of the gate. The guards do not notice.
3. A man in the queue grumbles loudly about the delay in getting into the city.
4. Children dart in and out of the queue playing tag. They may be having harmless fun or they may be using the game as a distraction for pick pocketing or other nefarious ends.
5. Three iron cages hang above the gate—each holds the decomposing corpse of some unfortunate or another.
6. Suddenly the guards use their spear butts to push those queuing out of the way. Moments later, a small company of horsemen—accompanying several nobles—burst forth from the gate at a canter.
7. A dishevelled man pushing an old wheelbarrow trundles up and down the queue of folk waiting to gain access to the city. He's selling refreshments—vinegary wine and meat pies (although he is cagy about exactly what kind of meat the pies contain). He is an excellent source of rumours, if the PCs can afford his price.
8. As the PCs approach the gate, a messenger whispers something into a guard's ear. The guard looks at the party before shaking his head. The messenger then returns into the city.
9. Several beggars—mostly ex-soldiers missing limbs—sit in the shadow of the gate and plead for coins from those passing by. Few stop to donate anything to these desperate souls.
10. A mud-splattered warrior stalks up to the gate, pushing passed those waiting to get into the city. The gate guards studiously ignore the warrior as he passes under the gate's archway.
11. A banner depicting the local lord's sigil hangs from the gate's battlements. A sudden gust of wind wrenches it loose and carries it away. One of the guards dashes after it.
12. A light rain begins to fall as the party wait to enter the city. The other people in the queue start muttering as they pull their cloaks closer about themselves.
13. Up ahead, a wagon laden with hay has got stuck under the gate's archway. The guards shout at the carter to get the wagon moving and the cracking sound of a whip follows swiftly thereafter.

14. A priest harangues those passing through the gate. Most of his message seems to alternate between pronouncement of doom and pleas for money to help repair his order's dilapidated chapel.
15. A young ruffian—perhaps barely ten-years-old—approaches the party and offers to act as their guide in the city. His name is Rufan and he may (or may not) be allied with the local thieves' guild. He does, however, know a great amount about the city and its inns, taverns and shops.
16. Three iron cages hang above the gate. Two hold rotting corpses—now little more than bone—but the third holds a forlorn figure. He clutches the bars as he watches those passing beneath. At sight of the PCs—particularly any paladins or clerics of good faiths—he begs for help; he has been (after all) wrongly imprisoned.
17. Birds perch on the gate's archways. As the party passes beneath them a sticky white substance lands on one PC's head.
18. A small child walks up and down the line shouting loudly—in a high pitched voice—of the warm welcome and fine ales to be found at The Green Dragon Inn.
19. A wagon—full of barrels containing excrement and other noxious waste trundles out of the city. Two men—with cloths around their mouths and noses—sit hunched in the wagon. A terrible stench surrounds the wagon and those it passes shrink back in disgust.
20. Ahead of the PCs, a richly dressed merchant is negotiating entry to the city for his two wagons. A perceptive PC spots the merchant slip a small purse to one of the guards. Moments later, the merchant and his wagons are waved through.

6 COMPLICATIONS

1. The guards are corrupt; they attempt to extort bribes from the party. If they fail, they mark the adventurers as troublemakers.
2. The guards are sticklers for the rules. They search the party, and confiscate any contraband found on their persons.
3. As the party approach the front of the line, a trumpet sounds and the gate begins to close. It does not open again until the next morning.
4. One of the party resembles someone wanted for a heinous crime. Fast talking (or perhaps a hefty bribe) is required to avoid arrest.
5. Iron cages hang from the wall above the gate. One contains a prisoner condemned to death; however, he begs for mercy and loudly proclaims his innocence to anyone who'll listen.
6. A larger than normal contingent of guards protects the gate; they are searching everyone and everything leaving the city.

20 THINGS TO SEE DURING AN ORC RAID

On the frontier, life is tough. As well as the unending battle to grow enough food, the threat of raiding—either by orcs, bandits or a rival kingdom—is a constant worry.

Use the table below, to add minor points of interest to a raid on a frontier settlement. Of course, many of the entries below can be used for raiders of any ilk; simply change any mention of orcs to suit the raiders' identity.

1. A small, snivelling child huddles behind a barrel, trying to hide from the rampaging orcs.
2. Fire suddenly takes hold of a nearby building and smoke from its burning thatch fills the air. Indistinct screaming comes from within...
3. Shouts, screams and the sound of battle fill the air. One particularly loud, piercing scream ends suddenly.
4. A mother dashes across the street dragging one child behind her. In her other hand, she carries an old spear.
5. The sprawled and bloody corpse of a militia member lies in the street. He has been hacked to death and lies in a pool of his own blood.
6. A jumbled collection of scattered household goods—clothes, a cooking pot and so on—lies scattered on the ground outside a home.
7. An orc raider—covered in blood and gore—sits slumped against a wall. An arrow protrudes from his throat and the orc's face is frozen in a grimace of hate and pain.
8. Smoke blows across the street, obscuring the PCs' view of events. Humanoid shapes move within the smoke—and they seem to be running directly toward the party!
9. A broken barrel lies on its side amid a puddle of wine. A crude, bloody handaxe is embedded in the barrel.

10. A villager—an axe embedded in his back—crawls down the street. In great pain, he spots the party and loudly begs for aid.
11. Two orc raiders drag a woman from a smouldering house. Their backs are to the PCs and they do not appear to have noticed the adventurers.
12. A javelin flashes passed the lead PC's face and embeds itself in a nearby wall.
13. With a crash, a blazing outbuilding collapses in on itself, throwing up a cloud of sparks and smoke.
14. Two children—one clutching a baby to its chest—dash from a side street and run straight at the party. Their soot-stained faces are streaked with tears. Behind the pair lumber two drunk orcs—intent on easy pickings. At sight of the PCs, they turn away.
15. The frenzied squealing of a horse in tremendous pain breaks through the clamour of battle.
16. An arrow falls from the sky and lands—quivering—at a PC's feet. There's no indication who shot the arrow in question.
17. A handcart lies on its side in the street—vegetables along with a few hand tools lie scattered on the ground.
18. A villager—clearly very dead—stands transfixed against a wall by a large spear driven through his chest.
19. A raider lies dead in the street, his skull caved in. Near his outstretched hand lies a yet burning torch.
20. The thatch of a nearby building is beginning to smoulder—a raider threw a torch onto its roof moments ago. A villager dashes out of the building clutching a load of possessions to his chest. He dumps them onto the street and then dashes back into the building.



20 THINGS TO SEE IN A GRAVEYARD

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

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

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

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

10 THINGS IN AN OPEN GRAVE

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

20 THINGS TO SEE IN A HAUNTED HOUSE

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

When designing a haunted house, though, it's easy to focus on the physical challenges of the place. Atmosphere in such a locale is easily as important as the things the PCs will actually fight. Use the table below, to generate minor events of interest:

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

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



20 THINGS TO SEE IN A RIOT

Sometimes the adventurers seek out adventure and sometimes adventure seeks out the adventurers!

Riots aren't an everyday occurrence in most towns and cities. However, sometimes because of food shortages, perceived (or actual) injustices or the oratory of a charismatic speaker mobs form and riots result.

Such events can be great fun to game in, but tough to run. Thus, use the table below, to generate minor events of interest the party could witness while caught up in a riot:

1. Three men pick up a barrel and hurl it through the window of a shop. With the shutters smashed in, the rioters surge inside and begin looting.
2. As the crowd surges forward, an old woman is knocked to the ground and trampled underfoot. Unless the PCs intervene, she will likely be crushed to death.
3. Thrown cobblestones rain down upon the crowd—perhaps thrown by other rioters who can't see at what they are aiming. Several rioters—and perhaps a PC or two—suffer minor injuries as a result.
4. A riderless horse—driven to panic by the noise and chaos—stampedes through the crowd. It injures and knocks several people to the ground.
5. A man forces his way back through the crowd carrying a heavy sack. He roughly pushes aside those who get in his way.
6. A footpad uses the chaos of the riot as cover to mug a well-to-do citizen caught up in the crowd. He smashes the man over the head with a club before stooping to take the now unconscious man's pouch.
7. An overturned wagon, a horse still attached to its traces, partially blocks the road. The driver fumbles madly at the horse's reins desperately trying to release it.
8. A man stands with his back to the crowd desperately trying to shield two young children against a wall from the madness of the riot.
9. Litter and rubbish—torn up cobblestones, broken barrels, dropped possessions and so on—litter the floor. Those crossing the area without care and attention may fall to the ground (and then be trampled by those behind them).
10. Two rioters argue over a small sack, pulling it back and forth between them. Suddenly, the sack rips and dumps flour all over the floor.
11. Three watchmen desperately try to stem the tide of rioters pouring through the area. Quickly, they are pushed back against a wall through sheer weight of numbers.
12. Several rioters are battering at a shop door—trying to get in. From inside comes the barking of several large—and apparently vicious—dogs.
13. A young girl wearing a ripped and torn brown shift sits on a barrel crying her eyes out. She seems quite alone...and terrified.
14. A man carrying an unconscious friend tries to shoulder his way through the crowd of rioters. The sheer number of rioters, however, is stymieing his progress.
15. The tide of humanity pouring through the streets pushes the party (or perhaps a lone PC) toward a narrow, shadow-filled alleyway. Curiously, none of the rioters go close to the alleyway.
16. Above the riot's clamour, a man calls desperately for his wife.
17. The press of people in this area is intense. With a loud crack, the entire front wall of a building gives way and collapses inwards. Almost immediately, the floors above begin to sag dangerously. Minutes later, the entire building collapses into the street, burying dozens of rioters.
18. The neighing of horses rises above the clamour. Ahead, a squad of mounted watchmen pushes into the street and try to force the rioters back.
19. With a scream, a nobleman—in the wrong place at the wrong time—is pulled from his carriage by the mob. He quickly disappears from sight into the sea of humanity. He emerges minutes later, battered, bleeding and stripped of all his finery.
20. Incongruously, a red dragon suddenly appears on a building in front of the rioters. He roars loudly, and panic grips the crowd. The rioter break, and run back the way they came. The dragon is an illusion created by a powerful wizard who is trying to break up the riot using nonlethal means. Unfortunately, several rioters are crushed to death in the ensuing panic.



20 THINGS TO SEE IN A TAVERN BRAWL

Barroom brawls are chaotic affairs and during them the most bizarre events can occur. Some are to be expected, the innkeeper calling for the watch or opportunistic thieves trying to steal unattended wagers, while others are completely unexpected: Tables collapse, kegs of beer spring leaks and chandeliers fall. In the deadliest brawls, fires can accidentally start that if left unchecked can destroy the tavern.

Use this table, to generate minor events to add flavour and colour to your barroom brawl:

1. A brawler tips over a table. Atop the table lies a small pile of coins—the pot of some game now unattended. 2d20 cp and 2d10 sp clatter to the floor. Nearby brawlers dive for the coins and try to gather up as many as possible.
2. A brawler kicks over a bench, chair or table. The next person who isn't a PC, to move through the square trips over it and falls prone.
3. A brawler tries to punch a target, misses and smashes a beer keg. Beer gushes out, creating a 15 ft.-cone of slick floor. The innkeeper wails at this unfortunate event.
4. A random brawler hurls a flagon or chair at a PC.
5. A small contingent of the Watch arrives to break up the brawl. They use nonlethal attacks to subdue the brawlers, beating them with the ends of their spears. Brawlers fight to get away from the Watch as no one wants to get arrested.
6. A brawler leaps onto the bar and starts to kick half-full flagons of beer into the melee. Every time he scores a hit he shouts in triumph.
7. Someone shouts that the Watch is coming. At that, many of the combatants make a break for the nearest exit. The area around the front and back doors of the tavern get congested as patrons fight each other to get away.
8. One brawler throws another 1d2 x 5 ft. onto a chair or table. The piece of furniture collapses and the thrown brawler lands prone.
9. Somehow, high-strength alcohol (such as brandy) lands in the fire. All combatants within 5 ft. suffer burns as the fire sparks and spits.
10. The innkeeper (or other staff member) gets attacked by a brawler. The innkeeper shouts for help; if a PC assists him, he gets free board and lodgings for one week.
11. Three brawlers gang up on another patron and quickly kick him to the floor. They beat him unconscious in two rounds before moving on to another target.
12. Desperate to escape the violence, a patron dives under a table and screams for help. The man is well-dressed and gives his rescuer a reward of 2 gp.

13. Skirting the violence, a patron moves from table to table stealing coins, downing drinks and so on. After three rounds of this, he is spotted and attacked by irate patrons.
14. A large brawler picks up a bench and belts nearby targets with it. Once he has knocked unconscious a few other brawlers, the rest avoid him and so he goes in search of new targets. He settles on the nearest PC.
15. A female patron jumps onto the back of a brawler and starts hitting him over the head with a flagon. It smashes, blinding him with ale for a few seconds. Thereafter, he pulls her off and throws her to the floor.
16. A table collapses, dumping the patron on it onto the floor. The patron falls prone.
17. A patron dives behind the bar and grabs several bottles or brandy or other expensive beverage. On the next round, he makes a break for the door clutching his prizes.
18. The fight spills out into the street as several brawlers fall through the tavern's door.
19. A brawler is thrown through a window or door into the street. Three rounds later, the Watch arrives.
20. Amid the chaos, a thief rifles the pouch of a fallen brawler. If no one stops him, he moves onto his next mark. If accosted, he flees.

6 BRAWL TRIGGERS

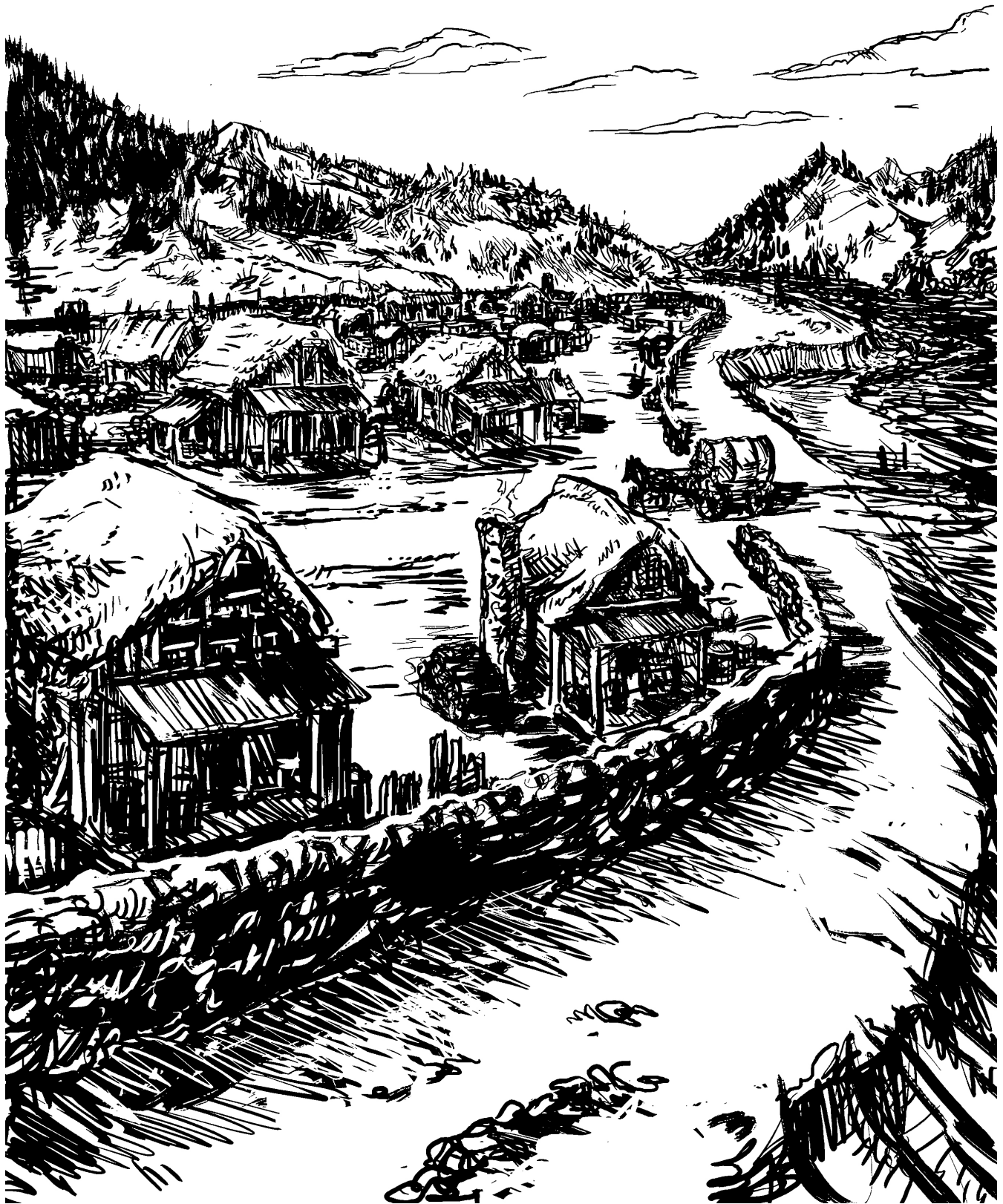
1. A drunk staggers against a table, sending drinks flying. Those around the table attack the drunk, furious at his clumsiness. The drunk's friends leap to his aid...
2. An argument erupts at one table and quickly several patrons are fighting. The brawl is a diversion; one of the other customers (perhaps even a PC) is marked for assassination and while the fight distracts witnesses the assassin strikes.
3. A pickpocket fails spectacularly to lift a purse. The owner notices and tries to grab the thief. He twists out of the man's hands but falls into a nearby table, spilling the drinks on it.
4. A drunk man staggers to the bar and demands more ale. The barkeep refuses and the man gets belligerent. A regular steps in to defuse the situation and the drunk attacks him. As the regular staggers back, he knocks over another man who leaps to his feet enraged. From there, the chaos quickly spreads...
5. A prostitute is seeking business. Two drunken men begin to argue over who should enjoy the pleasure of her company first. She draws the two men into a brief bidding war, which ends with one smashing a flagon over the others head.
6. A server weaves through the taproom with a full tray of drinks. However, when she sets it down, two groups of drinkers claim that the drinks are for them. Both groups are drunk and the ensuing argument turns violent.

20 THINGS TO SEE IN A SEEDY TAVERN

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

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

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



IN THE WILDERNESS

20 THINGS THAT CAN HAPPEN IN A ROWBOAT

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

In such situations, it's fun to have minor incidents of interest occur to add depth, flavour and verisimilitude to their journey. The table below presents 20 such minor events.

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

18. Angry, black rain clouds darken the horizon. After a few minutes, it is obvious they are moving toward the PCs' boat.
19. A fierce wind picks up, and the waves grow bigger. Controlling the boat becomes difficult, and the spray drenches everyone.
20. Something thuds against the rowboat's hull below the waterline, and the boat spring a leak. Unless rapid repairs are made, the boat sinks after about 30 minutes. Energetic bailing can extend this time. Hard work extends the boat's "life" by 10 minutes. Maintaining this strenuous work every ten minutes keeps the water at bay, but the bailer tires fast. The other occupants of the boat can aid the effort. After every hour of bailing, each character risks becoming exhausted.

8 GHOST SHIPS

1. A translucent ship—its sails full as if it were running before a storm—passes close by the PCs' vessel. The ship passes so close the PCs can see ghostly figures working desperately in the rigging.
2. Halfway to the horizon, the silhouette of a fighting ship languishes as if caught upon hidden rocks. If the PCs' ship moves closer to investigate, the party can hear the roar of breakers crashing on rocks and the screams of men dashed into the sea before the ship fades from view. However, the sea is calm and flat.
3. The mast of a sunken ship is the only part of the vessel yet above the waves. Several ghostly figures cling desperately to the translucent rigging. As the PCs' ship draws closer, the mast and the figures fade away.
4. A lonely ship's boat bobs in the waves. A black miasma hangs above the boat, resisting the wind's attempts to disperse it. Strangely, although no one is at the oars, the boat is moving against the swell.
5. Smoke pours from the blackened hulk of a ruined ship listing baldly. As the PCs draw closer, the ship capsizes and sinks—strangely leaving no wreckage behind.
6. A ship barrels out of a nearby fog bank. It moves swiftly and silently through the waters but has no sails aloft.
7. Although no ship is visible, the wake of a ship moving impossibly fast first catches and then passes the PCs' vessel.
8. Although no ship is visible the sounds of one—the snap of rigging, the cries of its crew and so on—are all around the PCs' ship. The invisible ghost ship stays with the PCs' ship for several hours before disappearing as abruptly as it first "appeared."

20 THINGS TO DISCOVER ON A BEACH

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

Thus, to breath life and verisimilitude into proceedings, find below a list of 20 things the PCs could find washed up on such a beach. Such findings can be nothing more than a distraction or they could prove the catalyst for a new adventure!

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

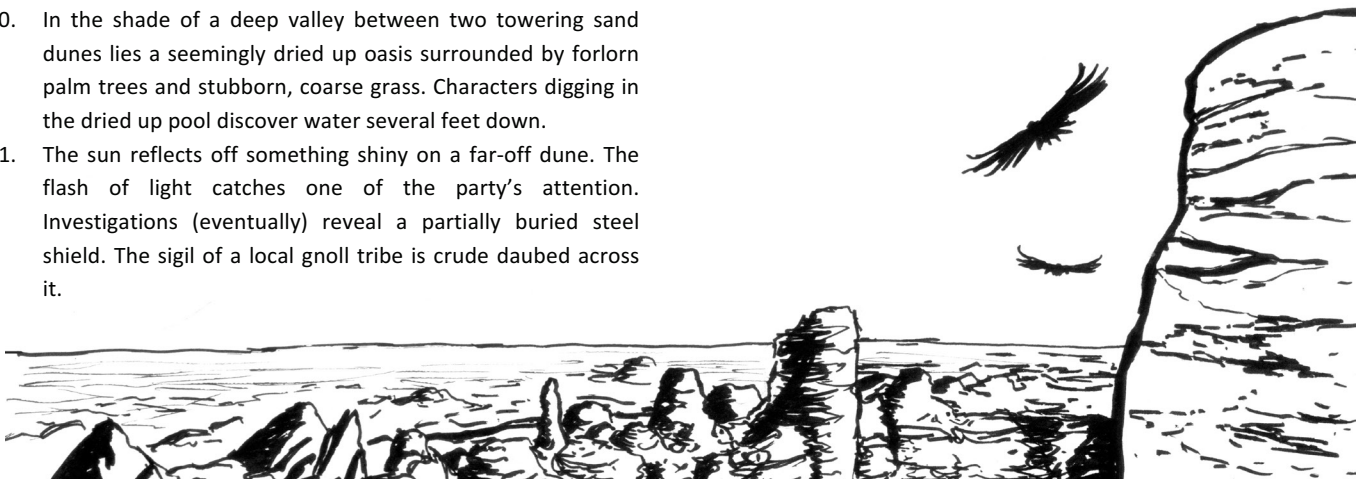


20 THINGS TO ENLIVEN A DESERT JOURNEY

Adventurers are intrepid types and often disappear into the wilderness in search of gold and glory. Many such adventures seem to happen in the furthest reaches of barren deserts.

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

1. A lone desiccated tree emerges from the flank of a large dune standing across the party's march. Its wide, frond-like leaves provide a modicum of shadow—and a brief respite—from the merciless sun.
2. A smudge of black smoke stains the horizon. If the PCs investigate they discover three burning wagons along with the slashed and torn bodies of their drovers and guards scattered about the churned, blood-stained sand.
3. Tracks—of at least a half-dozen humanoids—cross the party's path. A PC steeped in wilderness lore can determine the creatures were trying to move single-file (perhaps to hide their numbers) and they were heavily laden.
4. In the valley between two dunes, the remains of a crumbling dry stone wall struggles above the sands. Its line straggles along for about 15 ft. before disappearing below the sands.
5. A camel's stark white bones lie amid the shifting sands.
6. A small flock of buzzards circle the party for several hours, before losing interest and flying away.
7. Heat rises in shimmering curtains. On the horizon, keen-eyed characters can make out what might be a small caravan trudging across the burning hot sands.
8. A lone cloud scuds across the sky. Bizarrely it seems to be moving against the wind.
9. A metal helmet—scorching hot to the touch—lies in the sand. Slightly further on, the party find a heavy steel shield and still later a breastplate scoured to near-blinding brightness by the wind-driven sand.
10. In the shade of a deep valley between two towering sand dunes lies a seemingly dried up oasis surrounded by forlorn palm trees and stubborn, coarse grass. Characters digging in the dried up pool discover water several feet down.
11. The sun reflects off something shiny on a far-off dune. The flash of light catches one of the party's attention. Investigations (eventually) reveal a partially buried steel shield. The sigil of a local gnoll tribe is crude daubed across it.
12. Seven rocks—placed to form an arrow—point back in the direction from which the party has come. Small drifts of sand around the stones suggest they will not be visible much longer.
13. A ripped and torn carpet lies half buried in the sand. The worn fabric is wrapped around the desiccated body of a man wearing only a loincloth. Perceptive PCs notice it seems nearly every bone in the man's body is broken—in the same way as if he had fallen from a great height.
14. The mouldering body of a hyena lies amid a swath of blood-stained sand. Two arrows protrude from its body and a pack of buzzards peck and tear at its flesh.
15. A pack of hyenas trails the party. They hang back well out of bow range, waiting for someone in the group to collapse. If attacked, they retreat in search of easier prey.
16. A sandstorm blows across the horizon. Luckily for the PCs it is not heading in their direction.
17. The party encounters a wide "field" of cacti. Many of the prickly plants are as tall as human. In the centre of the field lies a small oasis. Because of the cacti, the oasis is relatively safe from wandering predators.
18. The party encounters an area of particularly soft sand. Although this is not quicksand, it makes travel even harder than normal. The area is quite extensive—several miles across in fact—but diverting around it could add a day to the party's journey.
19. The wind and shifting sands reveal the remains of an old battle. Skeletons scoured bright white by the sands lie where they fell. Amid the carnage lies the combatants' desiccated and rusted equipment.
20. The party witnesses a savage storm ahead. Later—as night falls—they encounter an area of rock upland scoured free of sand. Near its peak they discover a cave containing a worn set of steps leading down into darkness...



Adventurers go where adventure takes them, and often they travel great distances in search of gold and glory. Sometimes, they must travel by ship to reach their destination.

Normally, such journeys occur without incident—the GM simply hand waving the whole trip—but in reality such journeys are punctuated by minor events of interest. Use the below list to breath life and flavour into the journey; none are designed to be a fully fledged adventuring hooks, but many offer a good excuse for memorable role-playing. The GM could use them to introduce members of the crew—or other passengers—simply as local flavour or perhaps because they are destined to play a greater part in the PCs' lives.

1. With a sudden cry of alarm, one of the sailors slips and falls while reefing in a sail. Luckily, he becomes tangled in the rigging as he falls. He requires assistance to reach deck safely, and is the butt of many jokes from his fellows for several days. He is grateful to any PCs who help extricate him from his precarious position.
2. Dolphins leap and swim about the boat's bow as it cuts through the waters. The sailors see this as a good omen and consequently are in a good mood for several days.
3. Sharks—attracted by refuse thrown over the side—follow the boat for much of the day. Their angular fins cutting through the water are a constant reminder of the dangers of ocean-going travel.
4. The winds suddenly die down and the boat is becalmed. This state of affairs could last a day (50% chance), two days (30% chance) or even longer.
5. A sailor is swabbing the deck, when another of his fellows—or perhaps a passenger—who isn't paying attention slips, falls and breaks his leg.
6. A cry from the crow's nest heralds the distant glimpse of another ship. For the whole day it follows the PCs' ship, slowly drawing closer. At night, the captain orders all lights to be doused and a radical course change. In the morning the pursuer is gone.
7. Two sailors argue about the gambling game last night—apparently one of them cheated. A fight quickly develops, before being broken up by the ship's first mate. As punishment, both sailors are given night watch for a week.
8. With a thud, the ship runs into a half-submerged rowboat bobbing in the swell. The captain quickly orders the ship's boat to search for survivors, but there are none—indeed there is no clue as to what a small rowboat is doing so far from shore.
9. Dark clouds—pregnant with rain—scud across the horizon. Luckily, the wind takes them away from the ship's course.
10. A huge bird—an albatross—swoops low over the ship several times before eventually landing on the poop deck. It struts about for a bit, before once again taking wing.
11. A huge bird swoops over the ship, but miss-judges a thermal and slams into a sail. It falls to the deck with a broken wing. If the bird is not healed, the sailors see the event as a bad omen. Even if the bird is healed, the crew mutters of curses and voyages of ill aspect.
12. A sudden, brutal rainstorm sweeps across the ship, drenching everyone on deck. It lasts for 2d4 hours, and cuts visibility by half.
13. Another passenger becomes violently ill. Initially, it's assumed he is just seasick, but when a member of the crew falls ill it becomes evident an illness lurks aboard ship.
14. A huge flying creature—perhaps a dragon—is spotted by the lookout. The creature is so high up making out any details are impossible. In any event, it quickly disappears over the horizon (and does not return).
15. A pall of smoke smudges the horizon, marking the spot where another ship is dying. If the PCs' vessel changes course to investigate, they discover nothing but charred wreckage.
16. A sudden strong gust of wind rips one of the ship's sails. Unless the PCs can employ magic to help, half a day is lost while repairs are made.
17. Shouts of, "fire, fire" from the galley punctuate the air. An accident has scattered burning coals across the room and every nearby crewman rushes to help extinguish the fire before it catches hold.
18. Some of the ship's supplies are discovered to have gone bad—water has gone off, food has spoiled and so on—and the remaining food must be rationed for the last portion of the journey.
19. Several of the crew liberate a small keg of brandy from the ship's stores and sneak off to get drunk. This they manage spectacularly and spend much of the night staggering about the deck, laughing, joking and singing. The captain punishes them with three days on night watch. They are not happy, and spend much of their time grumbling and making trouble.
20. Sunlight breaks through the clouds and bathes the ship in golden light. Everyone's spirits are raised by this lucky happenstance and before long the crew are singing lusty shanties as they go about their daily duties.

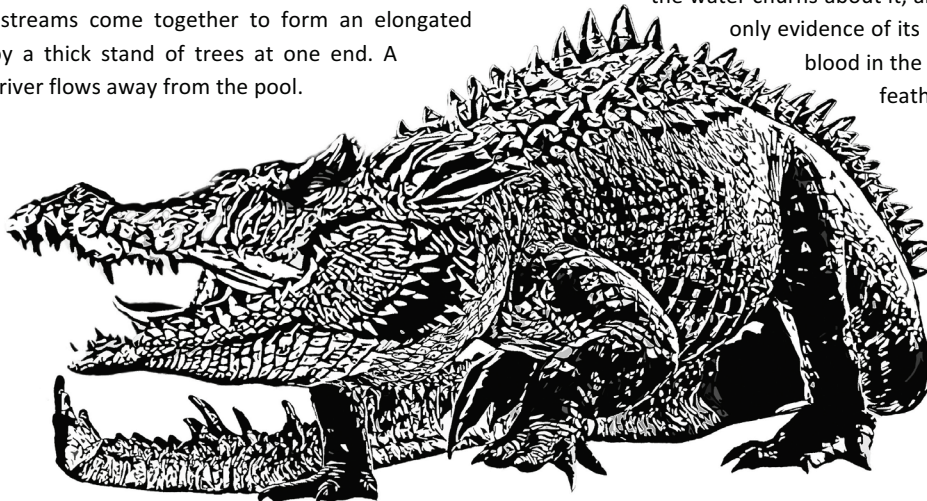
20 THINGS TO ENLIVEN A SWAMPY JOURNEY

Adventurers are intrepid types and often disappear into the wilderness in search of gold and glory. Many such adventures seem to happen in murky swamps and dismal marshes.

Use the table below, to breath life into adventures set in a swamp. None of the happenings listed below are intended to spawn a full encounter; rather think of them as wilderness dressing designed to add realism and depth to proceedings.

1. With a muted snap and splash, a diseased tree branch falls into a reed-fringed pond.
2. The path is muddy; several large puddles dot the area. One is deeper than the others—but the muddy water disguises this fact. PCs not taking care to avoid the puddle could twist their ankle.
3. A rotten, fallen tree lies across the path. The tree has obviously lain here for some time, and previous explorers have beaten a path around its now crushed crown.
4. Suddenly—with much squawking—birds pecking about on a muddy bank burst into the air and fly away. Ripples spread ominously in the nearby water.
5. This stretch of the marsh smells particularly terrible; swamp gases rise from the fetid water, and the sounds of wildlife are conspicuous by their absence.
6. A single large claw print mars the glistening mud of a nearby bank. Nearby, the reeds and thick grasses have been flattened by something large moving through them.
7. The party come across a half-sunken rowboat—its bottom stove in. One oar floats in the water nearby; of the owner nothing remains but a bloody smear on one side of the boat.
8. Ahead, the party spy a slightly raised, drier area partially screened by thick bushes. Investigations reveal the remains of an old campfire and a small pile of stacked wood.
9. Brown, muddy water oozes up from the ground. Here the path peters out, and there is no easy way of getting through. Movement rates in this area are halved.
10. Several small streams come together to form an elongated pool fringed by a thick stand of trees at one end. A wide, sluggish river flows away from the pool.

11. The remains of a partially collapsed hut lie crushed by a fallen tree. A small outbuilding—in slightly better condition—stands nearby, but is empty of anything of interest. It is, however, sturdy enough to provide shelter.
12. A cloud of flying, stinging insects surrounds the party eager for their next meal. For the next hour they buzz about the party, causing a nuisance of themselves. The insects' administrations distract the PCs.
13. With a splash, a bird plummets into the waters of a nearby pool. A few moments later it emerges with a wriggling fish clasped firmly in its beak.
14. The bones of some kind of humanoid lie sprawled among the mud and muck, slightly off the trail. The bones belong to a lizardfolk or other thematically suitable race; it still wears a polished necklace of worn stones interspaced with a few shards of jade (worth 25 gp).
15. A spear—its haft decorated with feathers—has been stabbed into the soft earth just off the beaten track.
16. A tree stump has been carved to represent the face of some kind of leering demon. It faces the trail and its mouth is open wide. cursory examination reveals a tarnished gold piece hidden at the back of its mouth.
17. Four skulls hanging from rough woven hemp rope dangle from a nearby tree and clack together in the gentle breeze. The skulls are likely of lizardfolk or boggard origin.
18. Thick mud covers the trail; a single, forlorn boot juts up from the middle of a particularly churned area. Investigation reveals the boot was once of fine quality and has the initials "JN" embroidered inside.
19. Sunlight plays on the waters of a nearby stream wending its way through the muck. The water is surprisingly clear, and observant PCs notice a school of small fish darting about in its shallows. Fishing grounds are plentiful here.
20. A heron wades in the shallows of a bog-fringed pool. Suddenly, the water churns about it, and the heron is gone—the only evidence of its passing a small amount of blood in the water and several floating feathers.



20 THINGS TO ENLIVEN A WOODLAND JOURNEY

Adventurers are intrepid types and often disappear into the wilderness in search of gold and glory. Many such adventures seem to happen in gloomy woods and impenetrable forests.

Use the table below, to breath life into adventures set in a woodland or forest. None of the happenings listed below are intended to spawn a full encounter; rather think of them as wilderness dressing designed to add realism and depth to proceedings.

1. Birds perched in a nearby tree suddenly take flight. They alight in a nearby tree and begin singing again.
2. A large fox darts out of the undergrowth, dashes passed the party and disappears into another thicket. Perceptive characters notice the foxes' ear is badly lacerated.
3. A tree throws its branches wide and high over the path. As the PCs underneath, the branches creak alarmingly as if caught in a strong wind...but there is no wind.
4. The pathway cuts through a mossy bank. A wide, muddy puddle blocks progress. Beyond the puddle the pathway rises up out of the mud. Indistinct tracks heading into the puddle are evident, but they do not emerge on the PCs' side.
5. The pathway runs along the side of a steep bank. Gnarled and twisted tree roots grow out of the bank like petrified serpents—seemingly frozen in the act of questing for those passing by.
6. The trunk of a large fallen tree lies nearby. Investigation reveals someone used interwoven branches to form a makeshift survival shelter against the trunk. The shelter is obviously old—the wood is rotten and part of the structure has collapsed under its own weight.
7. A riot of bramble bushes fills a clearing up ahead. Several game trails twist and turn through the thorny mass while the main path skirts the clearing.
8. The ground in this low-lying section of forest is boggy and wet. The party's boots quickly become muddy and wet.
9. The yellowing bones of a humanoid lie propped up against a tree. About him lies the rusted and rotten remains of his equipment. Three arrows fletched with thick black feathers hold the skeleton in place against the tree.
10. A squirrel dashes across the path and up a nearby tree. It sits on a high branch and

chitters angrily at the party. If the party approach, he hurls surprisingly accurately thrown nuts at them.

11. A strip of torn red cloth hangs from a low branch of a tree just off the trail. Characters investigating discover a trail of such torn cloth leading several hundred feet away from the path. The "trail" ends in a sheltered hollow—a perfect sheltered campsite.
12. This section of pathway is particularly rocky and tricky to traverse. Characters moving faster than normal may trip and fall.
13. A small stone cairn stands in the centre of a clearing. Perhaps set up as a rudimentary shrine, a small hollow with the pile holds three half-burnt candles and a weather-worn portrait. However, the elements have effaced whatever the picture once depicted.
14. The sound of soft laughter reaches the party from somewhere up ahead. However, no amount of searching reveals the laughter's source.
15. A huge, gnarled oak tree looms over its fellows like a giant, throwing them into shade. Nearby trees are stunted and sickly-looking.
16. A rotting, fallen tree lies amid a riot of wild flowers. Bees buzz about the flowers.
17. The sound of a howling wolf from somewhere behind the party echoes through the trees. Twenty minutes later it howls again...this time from much closer nearby.
18. The path leads upwards to a slight hill less covered in vegetation than the surrounding woodland. From this vantage point, the party can see a good proportion of the surrounding forest...and perhaps even their goal.
19. The path leads downwards into a shallow, mist-drenched valley. Here, sounds are strangely muted and fewer animals seem in evidence. In the depths of the valley, the party discovers a dying elm tree with a human face carved into its trunk.
20. Leg and arm bones—tied together with thin cord—hang down

from a tree's branches and clack softly in the wind. The party encounters several more similar fetishes.



20 THINGS TO FIND IN A DRUID'S GLADE

Often hidden far away from the prying eyes of civilised folk, a druid's grove is nature's sanctuary. Here deep in the wilderness, the druid can commune with nature and live in peace among that which he loves.

However, druid's groves are rarely well detailed as they serve as nothing more than a way station on the way to adventure or as a place of healing and succour for desperate travellers. Use this table, to generate features of minor interest the PCs may notice in such a locale.

1. A small stream of cool, refreshing (and pure) water wends its way through the grove. In places, the stream has been partially dammed to form a series of small waterfalls and pools.
2. Wild flowers carpet the whole grove, except for several pathways that have been worn through the area. A pleasant smell lingers in the air and many small insects flit about.
3. At one of the grove's boundaries stands an immense fire-blackened tree. Struck by lightning, the hollow tree is long dead. A small colony of (harmless) bats lair within.
4. Around the grove's bounds the various small trees and shrubs have grown together to form a barrier of sorts from intrusion.
5. A great number of birds nest in the surrounding trees. If strangers approach the grove, they spring aloft and sing a song of warning to alert the druid to the danger.
6. A small wooden hut stands atop a small rise. Surrounding trees grow thickly about the hut; their branches hang down over the hut's roof casting the whole structure into shade.
7. A large, flat-topped stone stands in the centre of the glade. A riot of wild flowers grows about the stone whose surface is crisscrossed by several faint lines suggestive of a pentagram. Weather has long since rendered the pentagram's exact design indistinct.
8. The wild grasses hereabouts grow tall and lush. Many small animals—voles, foxes and suchlike—dwell among them.
9. An earthen bank forms one end of the grove. Many rabbit burrows pierce the muddy, precipitous slope facing the grove. The tracks of many small creatures are evident in the immediate environs.
10. A simple prayer rug lies on a patch of particular verdant grass. Atop it lie a small lute, a flask of wine and a sleeping baby fox.
11. Three beehives stand in the shadow beneath a large oak. Wild flowers carpet the surrounding area; many bees buzz about, but they ignore interlopers as long as their hives are not threatened.

12. Thick stands of bramble bushes form the grove's outer defences. Only one path wends its way through the brambles. Wild berries grow here in profession.
13. Several deer graze by a small pool. A wolf—seemingly ignoring the deer—standing at the other side of the pool laps thirstily at the fresh water.
14. A circle of small, waist high, roughly hewn stone blocks surrounds the grove and act as its boundary. Druidic runes are daubed atop each of the blocks.
15. A wide shallow lake stands at the centre of the grove. Birds wade at its fringes and many fish swim in its clear waters. A small island stands at the heart of the lake. The druid lives in a small dressed stone hut on the island.
16. A confused jumble of streams flows through the grove dividing the whole area up into a series of "islands". None of the streams are particularly wide, but they have cut deep channels in the thick, fertile earth. Here and there, fallen tree trunks act as makeshift bridges.
17. The trees grow so thickly along the grove's bounds that they cast the ground below into deep shadows. Here, vegetation is surprisingly sparse, but a great tangle of fallen branches and deep piles of rotting leaves makes going difficult.
18. A lofty totem pole stands at the exact centre of the grove. Decorated with exquisite carvings of woodland animals the totem is a work of art. Incongruously a single bird perches atop the pole—it seems to be almost standing guard.
19. The tumbled stone walls of some old building stand in the lee of a hill. Within the rambling structure—that was once undoubtedly grand—stands a sturdy log cabin. Smoke drifts up from the cabin's chimney and the smell of roasting meat is heavy on the air.
20. A blood trails leads the party into the grove. At its end lies a large wolf; three arrows jut from its flanks and its chest rises raggedly as if it is having trouble breathing.



20 THINGS TO FIND IN A SEA CAVE

Adventurers are always investigating remote and isolated sea caves in search of ancient shrines and sunken treasures.

Such places are rarely devoid of any interesting features, but not all hold the locale of the PCs' next adventure. Use the table below, to add minor points of interest to your PCs' adventures in such locales:

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

10 PIECES OF FLOTSAM & JETSAM

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

20 THINGS TO FIND IN A SHIPWRECK

Hidden below the waves, shipwrecks are often a rich source of loot for wandering adventurers. Shipwrecks are not your typical dungeon, but often they receive very little design time—instead the GM focusing on the cool monsters lurking therein and the unique challenges associated with adventuring underwater.

That's a shame, as shipwrecks can be interesting in their own right. Use the table below, to generate minor items of interest the party might find in a shipwreck.

1. Long fronds of seaweed grow over a large swath of the hull and waft gently in the current.
2. Splintered wood lies about the shipwreck for some distance in all directions. The ship's sail—tangled about the sunken vessel's mast—hangs over the ship like a burial shroud.
3. Schools of small fish swim about the wreck. At the party's approach, they dart away leaving the surrounding waters suspiciously empty.
4. The bloated, decomposing body of a crewman lies trapped behind a partially closed door. Investigation reveals a sea chest has fallen over the unfortunate's legs pinning him in place.
5. Several articles of clothing float about the chamber, moving gently in the subtle current. A nearby chest stands open and empty against one wall.
6. The ocean currents have washed a lot of sand into this area, covering the deck.
7. The wood of the hull is splintered and battered in several spots as if something had tried to smash its way through.
8. Before the shipwreck, this area was used as an ad-hoc storage area. The shipwreck has scattered the boxes and barrels about the floor creating a field of debris. Explorers must clamber or swim over the resultant obstruction.
9. This door is shut. A barrel has fallen behind it, wedging it firmly closed. Consequently, it is harder to open than normal.
10. The stark white bones of some large fish—perhaps a whale or gigantic shark—lie draped across the wreck.
11. A barrel of red wine is leaking almost imperceptibly into the water. A faint red-hued cloud lingers in the water—paranoid adventurers may suspect a more sinister origin.
12. The bloated corpse of a crewman floats against the ceiling of this area. A multitude of small fish nibbles at its extremities.
13. Here, someone—or something—has smashed an axe into a wooden wall splintering it badly. The rusty axe is deeply embedded in the wood and is difficult to remove.
14. When the ship sunk, its red and white sail floated away and snagged on a nearby outcrop of rock. Caught there it oscillates gently in the current.
15. The ship's bow is smashed and half buried in the sand. Splintered wood and other debris thrown clear of the wreck covers the surrounding area.

16. The ship's mast yet stands proud. Although the sail has long since been lost much of the rigging is still intact. A motionless dolphin is entangled in the rigging near the top of the mast.
17. A fishing net lies draped over the vessel. In places the large net is torn, enabling explorers to reach the sunken ship within.
18. Parts of the vessel's hull are scorched and burnt, although this damage was not enough to sink the ship. Investigations reveal the fire seems to have started in the galley.
19. Several barrels chained up against the ship's hull remain upright and watertight. Breaking the chain holding them in place is simple; getting the heavy barrels (containing wine) to the surface is much harder.
20. The vessel has come to rest on the side of a steep hill. Currently, the suction of the sand holds it in place. However, the sand's hold on the vessel is precarious. If the ship pulls free—perhaps because powerful magic is used within or if a lot of damage is dealt to the hull—the wreck begins to slide down hill and further underwater.

10 SIGNS OF A SHIPWRECK

1. A dark shadow under the water betrays the wreck's presence.
2. A school of fish fills the waters around the shipwreck attracted to the decomposing bodies and food trapped therein. In turn, this has attracted predators—several sharks lurk nearby.
3. A lone, forlorn mast complete with crow's nest peaks above the surface of the water.
4. White water breaks on rocks lurking mere feet below the turbulent water's surface.
5. Wooden flotsam bobs in the water. Broken crates, shattered spars dragging rigging behind them and more all point to a ship going down in the area.
6. Several shards of rock thrust above the ocean. White spray bursts against their flanks. Amid the seething water, pieces of wood are dashed against the rocks.
7. A rowboat bobs gently in the swell, still attached to the wreck resting on the seabed via a long line. Within the rowboat lies the bloated, decomposing remains of a solitary survivor.
8. Like a gigantic manta ray, the ship's sail floats in the water. A tangled mass of rigging links it to the wreck.
9. A flock of birds circles above the site of the shipwreck. In the water, birds perch upon the bloated bodies of drowned sailors and peck and tear at their flesh.
10. The ship came to grief on an up-thrust shard of rock lurking just below the water's surface. Pieces of the wreck—the splintered remains of the bow—yet rest on the rock while the remainder of the wreck lies on the seabed below.

TREASURES, TRINKETS & TRASH

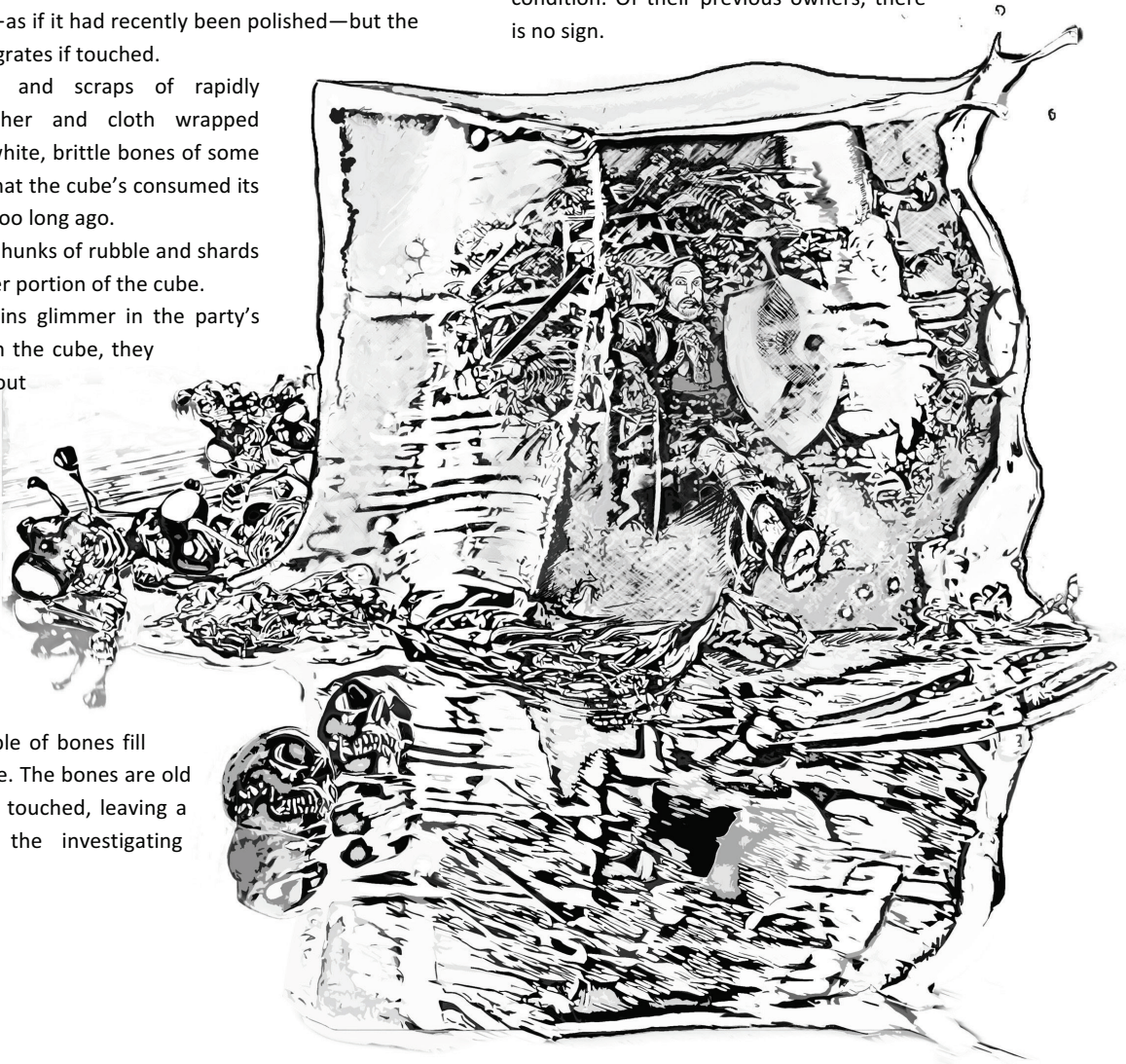
10 THINGS TO FIND IN A GELATINOUS CUBE

Quintessential dungeon scavengers, gelatinous cubes engulf all in their path. Untold numbers of neophyte adventurers have met their doom in the depths of a gelatinous cube. Sometimes their death leaves behind treasure for luckier, or more skilled, adventurers to retrieve.

Gelatinous cubes secrete powerful acid that destroys most of what they swallow. However, some things, typically those made of stone or metal, can survive a gelatinous cube's acid, and canny adventurers often search such slain beasts for treasure. Use this table, to populate a gelatinous cube with objects of minor interest:

1. This cube contains a yellowed and pitted skeleton yet wearing a suit of battered chainmail.
2. Soft shards of a spear's shaft hang suspended in the cube along with a long slender steel spear tip. The spear tip is surprisingly clean—as if it had recently been polished—but the spear shaft disintegrates if touched.
3. Shards of wood and scraps of rapidly deteriorating leather and cloth wrapped around the stark white, brittle bones of some unfortunate hint that the cube's consumed its last meal was not too long ago.
4. A jumble of small chunks of rubble and shards of rock fill the lower portion of the cube.
5. Silver and gold coins glimmer in the party's light. Suspended in the cube, they must be dug out individually. Each coin must be cleaned thoroughly or the acid on the coin's surface slowly burns through whatever is used to store the coins.
6. A skull and a jumble of bones fill the gelatinous cube. The bones are old and disintegrate if touched, leaving a yellow stain on the investigating character's hands.

7. A hooded lantern cleaned to shining brilliance by the cube's acidic excretions hangs suspended in its body. Its oil has long since intermingled with the cube's body giving it a slightly mottled appearance.
8. A handful of silver and gold coins hang suspended in roughly the middle of the cube. As the cube moves about, the coins undulate and move about the cube's body like a glittering, segmented snake.
9. A half-dozen arrow heads float within the cube's body. One glows brightly, obviously enchanted, which makes it virtually impossible for the cube to ambush—or creep up on—its prey.
10. This cube has consumed many unfortunates in its hunting. Some of the remains of its victims including a crude battle-axe of orcish artifice, three small short swords and an even dozen sling bullets yet resist its acidic excretions. All are in excellent condition. Of their previous owners, there is no sign.



20 THINGS TO FIND IN AN OWLBEAR'S LAIR

Staples of low-level adventures, owlbears are bloodthirsty, vicious killers that slaughter any living creature crossing their paths.

Sometimes—instead of immediately consuming their prey—they drag its slashed and torn body back to their lair (perhaps for their young to eat) and thus many odds and ends can end up in their filthy lairs. Use the table below, to generate such items of minor interest for PCs looting an owlbear's nest:

1. This horribly mutilated, decomposing body was once (probably) a human female. Now, little is left but gore, bones and ripped, blood-soaked equipment. The woman's boots are still relatively intact. Hidden in one is a silver dagger of exceptional quality.
2. Many claw marks mar the wall here. The scratches are deep and wide.
3. The partially eaten body of a wolf lies stretched out against the wall. Maggots swarm over the wolf's corpse. The smell of rotting flesh hangs heavily over the immediate area.
4. Hidden (or discarded) in the depths of the owlbear's bed is the shattered skull of one of its victims. Rotting flesh yet clings to the skull and a silver earring (worth 25 gp) precariously hangs from one ear.
5. A mixture of black and brown feathers—some of prodigious size—lie scattered about the den.
6. The broken body of a juvenile owlbear lies near the entrance to the den. Several arrows—fletched with crow's feathers—jut from its back.
7. A large tree branch yet bearing leaves partially blocks movement through this area.
8. A backpack—one strap torn off—lies on its side. Within can be found an oil flask, a coil of silk rope, two empty sacks and a spare set of traveller's clothes.
9. This torn and shredded backpack once held trail rations judging by the stains and remains of packaging. A similarly shredded wineskin lies among the wreckage.
10. Hidden in the owlbear's bed lies a beautifully wrought spear. Elven runes glorifying the hunt decorate the spear's tip but the haft is broken; only about two-foot remains.
11. Clumps of bloody fur hang from the cavern wall—evidently the owlbear had an itch it needed to scratch!
12. Dried blood spray on the ceiling and nearby wall marks the place where an old battle was fought. Judging by the amount of blood spilt whatever bled here probably died here.

13. Three shattered eggs lies among the vegetation and scraps of cloth comprising the owlbear's nest. Several bones—pitted and scratched—lie among the fragments of scattered shell.
14. A wide smeared blood trail leads away from the owlbear's nest. The blood trail ends at the slashed and torn corpse of a dwarven warrior lying on his front. His scale mail armour is shredded, but two fine handaxes of dwarven make and a coin pouch (containing 23 gp and 4 sp) still hang from his (blood-soaked) belt.
15. The remains of a large brown bear—mainly its decomposing head which is relatively intact and much of its coat—lies draped over the owlbear's nest.
16. Soot marks on the ceiling and some scorched stones betray the fact this cave was once used as a campsite.
17. Long scrape marks—from the owlbear's claws—cover the floor. Perceptive PCs discover a snapped off talon in one of the longer scrapes.
18. This owlbear has been busy. Scattered about the chamber, the PCs can easily spot the decaying remains of three wolf carcasses, a partially eaten boar and even the antlers from a large deer. The smell is indescribable.
19. The dismembered carcass of a juvenile owlbear lies against one wall. Investigation of the size and type of its wounds reveals the beast was probably slain by its fellows.
20. The owlbear has made its nest above a hollow in the floor.

Searching through the nest reveals a stone trapdoor set in the bottom of the hollow. Draconic runes telling of death and slumber decorate the stone around the trapdoor.



20 THINGS TO FIND IN A PURPLE WORM'S STOMACH

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

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

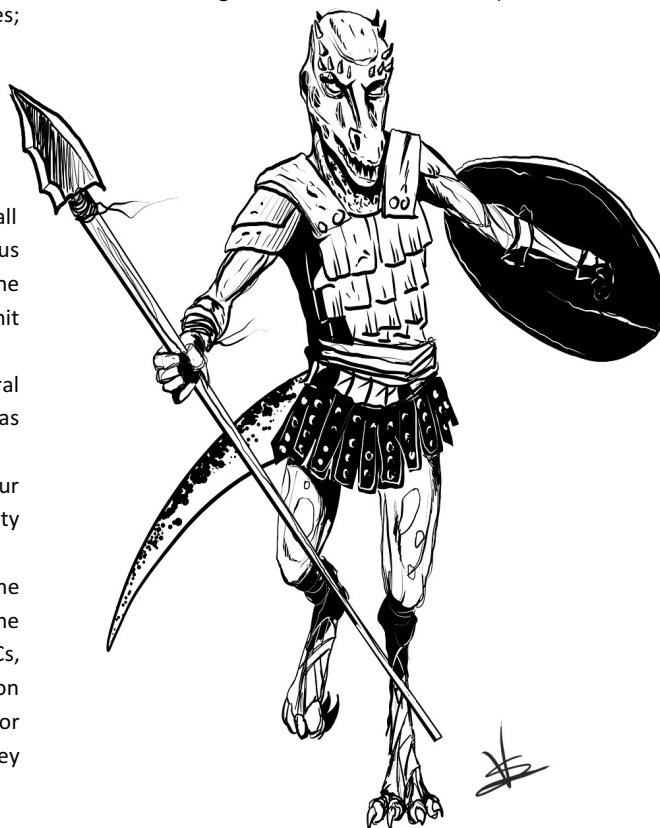
1. Several large shards of seemingly tough rock. If they are dumped out of the purple worm's stomach they disintegrate into soft shards when they hit the ground.
2. The hilt of a once fine longsword. A shard of blade is yet attached to the hilt, which was once decorated with golden runes; now only scraps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

20 THINGS TO LOOT FROM A DEAD KOBOLD

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

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

1. A half-eaten rat wrapped in a scrap of dirty gore stained cloth.
2. A tangle of strings—of varying colours and lengths—fill this small pouch. Hidden deep within the ball lurks a shiny black pebble.
3. This kobold has hoarded much wealth; in his pouch the PCs find four silver coins—tarnished and bent—a dozen coppers and a single gold piece bent almost in half.
4. This kobold carries a rudimentary tripwire—a length of thin string wrapped around two small wooden pegs—in his pouch along with a length of tiny copper bells that can be wrapped around the tripwire.
5. Four half-burnt candles along with a much-used flint and steel wrapped carefully in a strip of sack cloth.
6. A broken dagger—sized for a human—whose blade ends in a jagged stump. The shard of the blade—covered in dried blood—is also in the pouch.
7. The kobold wore a crude necklace crafted from finger bones; some still have fingernails attached.
8. The kobold wore comically oversized boots—obviously once worn by a human. To make them fit, he has padded them out with rags. Hidden in the rags are three worn silver coins.
9. The kobold wore a bandolier from which hang many small securely stoppered flasks. Each is filled with a noxious substance—excrement, rank water, vomit and so on. The flasks are flimsy and designed to break apart when they hit something solid.
10. An almost empty wine flask along with the bodies of several large spiders fills the kobold's pouch. Each of the spiders has had their legs removed and one of the bodies is half eaten.
11. A small pouch worn around the kobold's neck contains four teeth—one broken—a selection of smooth pebbles and a dirty grey feather.
12. The kobold wore the remnants of a white silk undershirt. The undershirt has been cut off at the waist and arms to fit the kobold and is filthy (and odorous). It is valueless to the PCs, but several other members of the tribe have had their eye on the garment for sometime. The PCs could use it as a bribe or may even see several warriors fighting over the shirt if they return to the scene of this battle without looting the shirt.
13. Hidden in a bulging pouch, the PC finds many rags wrapped around a broken mirror. Half of the glass is missing and if the PC searches without being careful he could cut himself on the remaining glass shards.
14. The kobold carried the remains of a tattooing kit in a well-made leather pouch. Clearly over-sized for the kobold, the pouch contains two (bloody) needles, three small vials of ink—black, blue and red—and several crude doodles of the kobolds' tribal sigil.
15. A ripped section of damp fishing net woven about three short lengths of rope, fills a sack hanging from the kobold's belt.
16. The kobold wore a tarnished silver-plated signal whistle (worth 2 gp) on a short length of leather twine around its neck.
17. An empty flask smelling of strong spirits and several sheets of stained parchment fill the kobold's pouch.
18. A mummified, but rank, rat paw stuck transfixd on a piton. Dried blood covers the rat's claws, which has stained the pouch holding the gruesome trophy.
19. A ragged belt pouch holds the ornate silvered hilt of a dagger. The blade is missing, but the hilt is worth 15 gp.
20. This kobold has amassed a small collection of smooth shells. Each has been pierced through its centre and a threaded silver wire holds them all together. The wire is worth 2 gp, and the whole thing can be worn as a necklace (if one is Small sized).



20 THINGS TO LOOT FROM A DEAD ROGUE

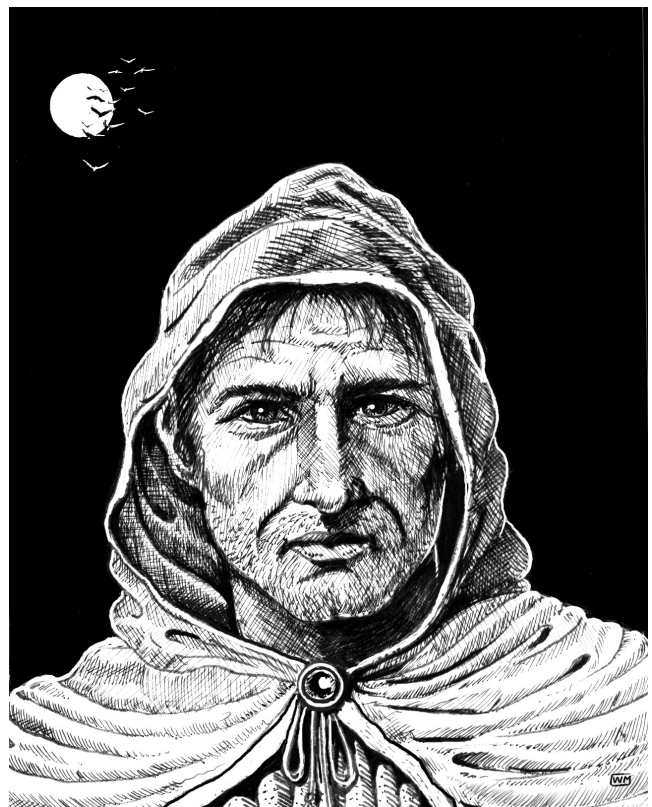
Heroic adventurers always seem to be battling thieves, rogues, bandits, footpads and other near-do-wells.

Such folk often have lots of interesting odds and ends in their pockets and pouches. While these objects might not be valuable they may be of interest to the party. Perhaps, the PCs decide to return the items to their rightful owner or—later—get accused of being the thieves themselves when they try to use or sell the items in question.

Use the table below, to generate such minor items of interest.

1. A small, soft black pouch containing a half-dozen lock picks. One is horribly bent and all but useless.
2. A heavy, well-worn leather sap. Some of its stitching is frayed. Perceptive PCs notice the sap is heavier than it should be. Further investigations uncover 5 pp hidden within.
3. The rogue's belt has a hidden compartment sewn into the lining. It holds three lock picks, one gold coin, one platinum coin and a small knife made for a creature two sizes smaller than the rogue.
4. Hidden in each of the rogue's boots lurks a slender dagger. The two are a pair and if sold together fetch triple the normal amount.
5. The rogue wore an oversized earring in his left ear. At first glance it is a piece of cheap, brass costume jewellery. However, cunningly hidden within is a secret compartment that holds a potion that turns the imbiber to gas.
6. The rogue wears a black cloak with a voluminous hood. Strangely, the cloak has a belt so it can be pulled tight around the wearer's waist. Each of the arm's cuffs have small pouches sized perfectly for a potion (or poison) vial.
7. A disorganised jumble of jewellery fills one pouch. Sadly, most of it is costume jewellery and virtually worthless. However, a perceptive searcher finds one plain gold ring sized for a fat finger worth 50 gp.
8. A small half-sized flask of oil wrapped in an oil-stained rag. Also present is a very small brush sized for fitting into locks and other hard-to-reach places.
9. A crude red hood with holes for two eyeholes and a mouth.
10. The rogue's boots each have a hidden compartment in their heel. The compartments are large enough to hold several coins or similar sized objects. One holds three platinum coins while the other has a coiled up lock pick.
11. One of the rogue's pouches holds nothing but a neatly folded hemp sack. The sack, however, has several different internal compartments making it much easier to organise one's loot.
12. The rogue has a well-equipped thieves' kit. He also owned a small pry bar sized perfectly for coffers, desk draws and so on. The pry bar makes opening such compartments slightly easier.

13. A small bag of finely ground flour tied shut with a length of yellow twine. If thrown or scattered, the flour can cover a 5 ft. square area.
14. The rogue's dagger has a hollow hilt accessed by unscrewing its bulbous pommel. Hidden inside are two tindertwigs and a ragged cloth for kindling.
15. A tarnished copper signal whistle hangs around the rogue's neck on a leather thong. The whistle's mouthpiece is shaped liked a pair of pouting lips.
16. The rogue's cloak is double lined. The outside is black while the inside is a gaudy gold colour. The cloak can be worn either way round.
17. The rogue's pouches are seemingly normal, but they have small loops sown inside them making it easier to store gear (and to get at that gear in a hurry). Two such pouches carry a very well organised thieves' tool kit.
18. A wineskin filled with cheap wine (used by the thief as a distraction or bribe). The wine has also been doctored with a sleep poison.
19. This reinforced pouch contains nothing but sharp shards of pottery. If scattered, they act as caltrops and fill a 10 ft. by 10 ft. square.
20. A well-made wig with long, black hair and several pieces of fake jewellery fill this pouch.



20 THINGS TO LOOT FROM THE BODY

Adventurers are always looting the bodies of their fallen enemies. But often the NPC seems to have nothing but weapons, armour, (hopefully) a couple of magic items and a smattering of coinage.

That's great for PCs hunting for loot, but it sadly fails to provide any depth or verisimilitude to the experience; after all, everyone's got bits and bobs in their pockets! Use the table below, to generate the details of minor items the fallen foes have about their person.

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



20 THINGS TO LOOT FROM THE WIZARD'S BODY

During the course of their adventures, our heroes are likely to slay many evil wizards (and loot their bodies).

Sadly, most such individuals seem to never carry anything beyond a spell component pouch, a few magic items and some loose coinage. Not only is this boring it's also utterly lacking in verisimilitude—after all, everyone carries odds and ends in their pockets. Use the table below, to generate such items of minor interest and make looting the body of a slain wizard much more interesting!

1. An amulet comprising a single, yellowed dragon's tooth suspended from a leather thong. A rune for protection is carved into the tooth.
2. A small flask of powered silver (worth 50 gp). The leather flask itself has a small strap allowing it to be carried over the shoulder.
3. A silver dagger concealed is concealed in one of the wizard's boots. The dagger is clearly unused—its blade is sharp and polished to a high sheen.
4. A silver bracelet from which hang a number of charms. Each is decorated with a single rune—fire, water, air, earth, dragon, devil, demon—among them. The whole thing is worth 75 gp.
5. A leather scroll tube crudely painted bright blue. It is stoppered with a leather bung that clips into the place. The bung has been painted red.
6. These fine leather boots have a number of small, unobtrusive pockets hidden inside. Most of the pockets hold commonly available spell components, but two hold a single platinum coin.
7. This plain scroll tube contains several pieces of parchment the wizard used to make observations of the stars. These comprise several complicated diagrams of various constellations and cryptic notes regarding "the wanderer."
8. The torn and scorched cover of "Agananzar's Workbook" is wrapped in cloth and hidden in the wizard's pack. Sadly, nothing else of the book's contents remains.
9. A pouch contains a variety of small bones—probably finger bones—clearly "harvested" from a variety of different creatures. Each is in pristine condition—all the skin having been boiled away.
10. Three empty potion vials; one is marked "invisibility" while the other two smell slightly of cinnamon.
11. A locket holding a lock of coarse black hair. It is evident from the hair's texture—and the slight smell of rotten eggs—the hair is not from a natural source.
12. A dozen small semi-circular stones worn perfectly smooth. An esoteric rune—depicting various types of magic—adorns each stone.

13. A slender belt pouch specially treated to be waterproof. Inside the pouch, the wizard stored a variety of dried herbs. Each bunch is tied together with twine.
14. The shattered stub of a wooden stake. Black blood covers the stake's tip. Barely visible under the blood is some kind of rune, but its meaning is impossible to determine as part of it is missing.
15. Three quills wrapped in an ink-stained cloth and two small vials of ink—red and black—all carried in a small pouch along with several scraps of crumpled parchment.
16. A bent iron spike, the head of a hammer and a shard of incredibly tough stone.
17. A black velvet cloth inlaid with golden thread wrapped around a dried and perfectly preserved red rose. The rose's thorns are yet sharp and its flower emits a particular heady scent.
18. A small treatise depicting the various protective circles—against good, evil and so on—along with notes on how to quickly create such protective barriers. A perceptive reader skilled in the arcane arts may note that several of the diagrams are fatally flawed.
19. A flask of holy water and a flask of unholy water—both clearly labelled in Elven—along with a fine painter's brush, two owlbear feathers and one gigantic feather (perhaps from a roc or other huge bird).
20. A small red velvet pouch. The pouch is all but empty—however a determined examination reveals a few flecks of diamond dust stuck to the pouch's lining.





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