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GM'S MONTHLY MISCELLANY:

APRIL 2017





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GM'S MONTHLY MISCELLANY: APRIL 2017

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

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SOURCES

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

- **Places of Power: Fraywrack** Jacob W. Michaels.
- **Village Backdrop Byrnfort** Amber Underwood.

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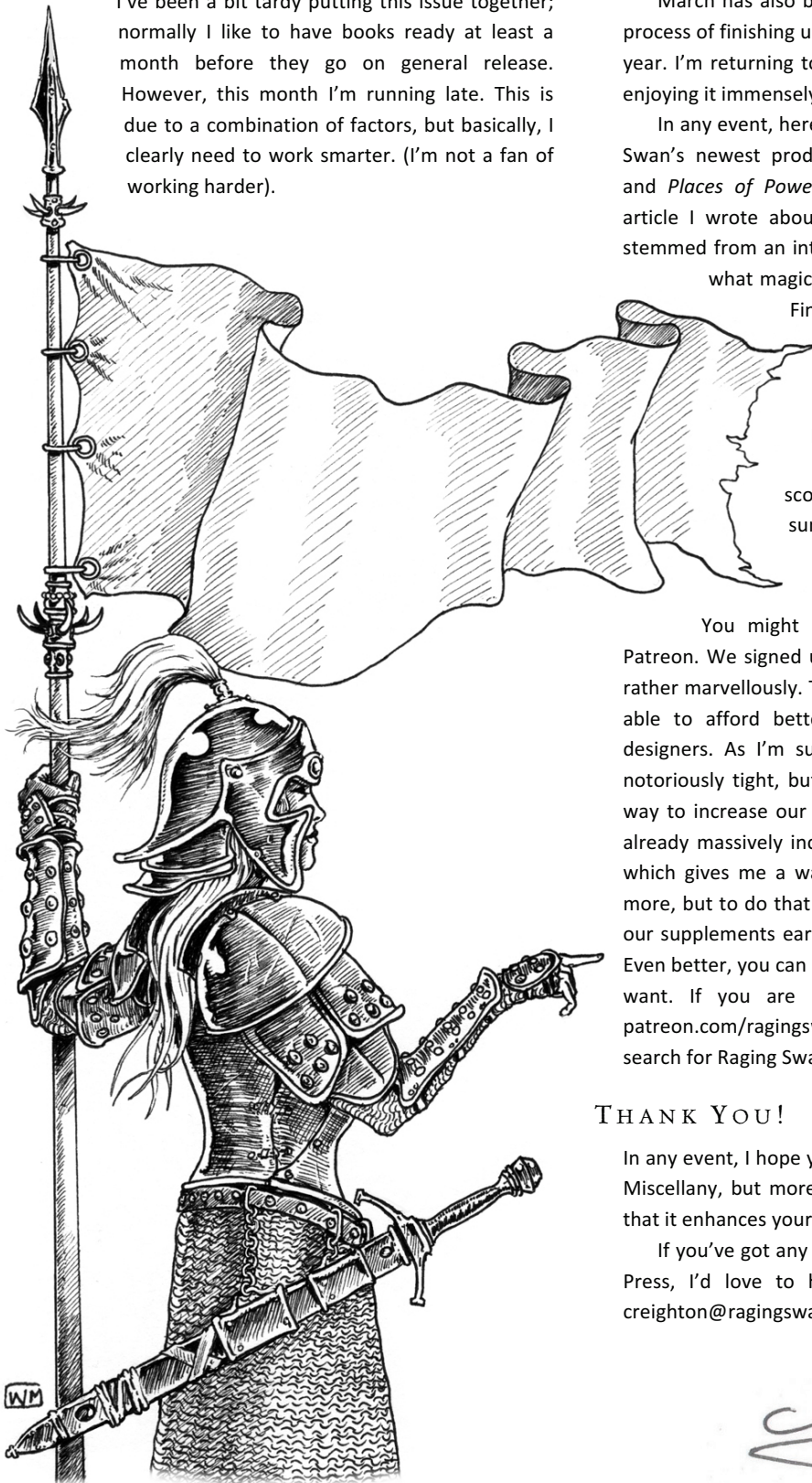
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I've been a bit tardy putting this issue together; normally I like to have books ready at least a month before they go on general release. However, this month I'm running late. This is due to a combination of factors, but basically, I clearly need to work smarter. (I'm not a fan of working harder).



March has also been notable for another reason: I'm in the process of finishing up my first piece of freelance work for over a year. I'm returning to one of my old stomping grounds and I'm enjoying it immensely. Hopefully, it will be out soon.

In any event, herein you'll find excerpts from some of Raging Swan's newest products including *Village Backdrop: Byrnfort*, and *Places of Power: Fraywrack*. I've also included a recent article I wrote about character wealth and magic items that stemmed from an interesting conversation with my players about what magic items they "should" have at certain levels.

Finally, I've included 1,000 hill giants and some undead stat blocks. Hopefully, that should keep you going for a while!

Use them in your campaign today—your players will undoubtedly thank you...or not.

You can read the magic item article—and scores more as well as my campaign summaries—at creightonbroadhurst.com.

PATREON

You might be aware Raging Swan Press is now on Patreon. We signed up at the start of April 2015, and it's going rather marvellously. The thrust of our Patreon campaign is to be able to afford better rates of pay for our freelance game designers. As I'm sure you know, the economics of 3PP are notoriously tight, but Patreon gives us at Raging Swan Press a way to increase our freelancer rates. At time of writing, we've already massively increased our word rate to 11 cents a word, which gives me a warm, fuzzy feeling inside. We want to pay more, but to do that we need your help! If you sign up, you get our supplements earlier than normal and cheaper than normal. Even better, you can pledge what you want and cancel when you want. If you are interested in supporting us, check out patreon.com/ragingswanpress or head over to patreon.com and search for Raging Swan!

THANK YOU!

In any event, I hope you enjoy the material in this GM's Monthly Miscellany, but more importantly I hope you find it useful and that it enhances your campaign.

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

1,000 ABNORMAL HILL GIANTS

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

A standard hill giant appears thusly:

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

APPEARANCE

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

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

BATTLE TACTICS

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

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

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

TRINKETS & TREASURES

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

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

BYRNFORT AT A GLANCE

Ruler Evryiel Gliede
Government Overlord
Population 85 (34 humans, 24 elves, 27 half-elves)
Alignments N, NE, NG
Languages Common, Elven
Corruption +2; **Crime** -4; **Economy** -1; **Law** +2; **Lore** 0; **Society** -3
Qualities Insular, pious
Danger 0

Bristling sharp stakes and thick timber walls encircle the village of Byrnfort. Compared to the ancient trees of the Barainwood looming over it, the village is hunched and small, its houses clustered close together like fearful animals seeking shelter. The stout village gates are normally kept shut; the local militia, the Brands, armed with brightly burning torches and spears, keep careful watch from its towers. Monstrous beasts lurk in the shadows of the forest, and it is whispered the dead themselves rise from their graves to protect the forest's heart.

Byrnfort is more of a fortification than a settlement, but the freshly cut tree stumps and growing farms indicate the village is beginning to prosper despite the ever-present dangers. Seasoned timbers fill storage sheds, and the trading post is stocked with goods derived from the forest's bounty. Tension is rising in the village, however. An increasingly popular cult, the Green Men, is at odds with the Brands, and Byrnfort's future hangs in the balance.

VILLAGERS

Appearance The people of Byrnfort are tall and well-muscled despite their typically slim builds. The elven and human population have intermingled for years, and most of the citizens show signs of that heritage, often possessing small features or differences more common to the other race.

Dress Sturdy, practical leather and fur clothing are common among the villagers. Most of the populace prominently display necklaces, bracelets or amulets made of twisted green vines. Members of the Brands, bear leather badges burned with the image of a torch.

Nomenclature *male* Mieken, Sanrial; *female* Evryiel, Lesi; *family* Gliede, Lieder, VyeneL.

MARKETPLACE

Resources & Industry Alchemy, logging
Base Value 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd;
Minor Items 2d4; **Medium Items** 1d4; **Major Items** –

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

- **Potions & Oils** *bear's endurance* (300 gp), *cure light wounds* (50 gp), *endure elements* (50 gp), *lesser restoration* (300 gp), *resist energy* (300 gp)
- **Scrolls** *comprehend languages* (25 gp), *identify* (25 gp), *make whole* (150 gp)

VILLAGE LORE

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

DC 10: Byrnfort is a fortified village standing on the edge of the Barainwood. The forest is thick with monsters, and the citizens distrust outsiders. It exists only for the lumber it exports.

DC 15: Sapwood, a rare wood found around Byrnfort, is its most valued export. The town's woodcutters, the Green Men, are exceptionally good at retrieving it from the deadly forest.

DC 20: The Green Men are a cult and practically worship the Barainwood. They perform strange rituals and only harvest certain trees. Other woodcutters in the region are driven away with dire threats. Some disappear.

WHISPERS & RUMOURS

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

D6	RUMOUR
1	Vicious animals and undead prowl in the shade of the Barainwood, preying on anyone foolish enough to enter the forest. Many people have gone missing in its depths, over the years.
2	Mieken Charrel, the village alchemist, frequently deals with dwarves. They seek him out for his alchemical charcoals, since there's no better forge fuel.
3	The rare wood harvested from the surrounding forest, sapwood, is said to have precious magical and alchemical properties.
4	The Green Men, a secretive druidic cult, dominates Byrnfort. Its members are all woodcutters living in the village.
5*	Evryiel uses her authority over the Brands to keep control of Byrnfort, preventing the people from electing their popular choice, Sanrial.
6*	The villagers practice necromantic rites, filling the woods with zombies and making pacts with the dead.

*False rumour

NOTABLE FOLK

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

Evryiel Gliede (location 7; NG female elf ranger 6) Captain of the Brands, Evryiel does her best to keep the peace and defend the village. She has been in Byrnfort longer than most, and is fully aware of the forest's dangers.

Godre Wainwright (location 8; N male human commoner 2) Godre came to Byrnfort, searching for work as a woodcutter. After being shunned by the Green Men, he turned to farming (but plots his revenge).

Lesi Vyene (location 1; NG female elf druid 3) Far friendlier than the other villagers, Lesi runs the Stout Draught and is a devoted member of the Green Men.

Mieken Charrel (location 3; N male human wizard 5) Specialising in creating alchemical charcoals, Mieken settled in Byrnfort to secure supply of its special woods.

Sanrial Lieder (location 6; NE male half-elf ranger 5) Sanrial leads the Green Men, and is a former member of the Brands.

Serie (location 5; CN female human rogue 3) A thief in trouble with the Brands, Serie has been given asylum by the Green Men in exchange for her assistance in certain rituals

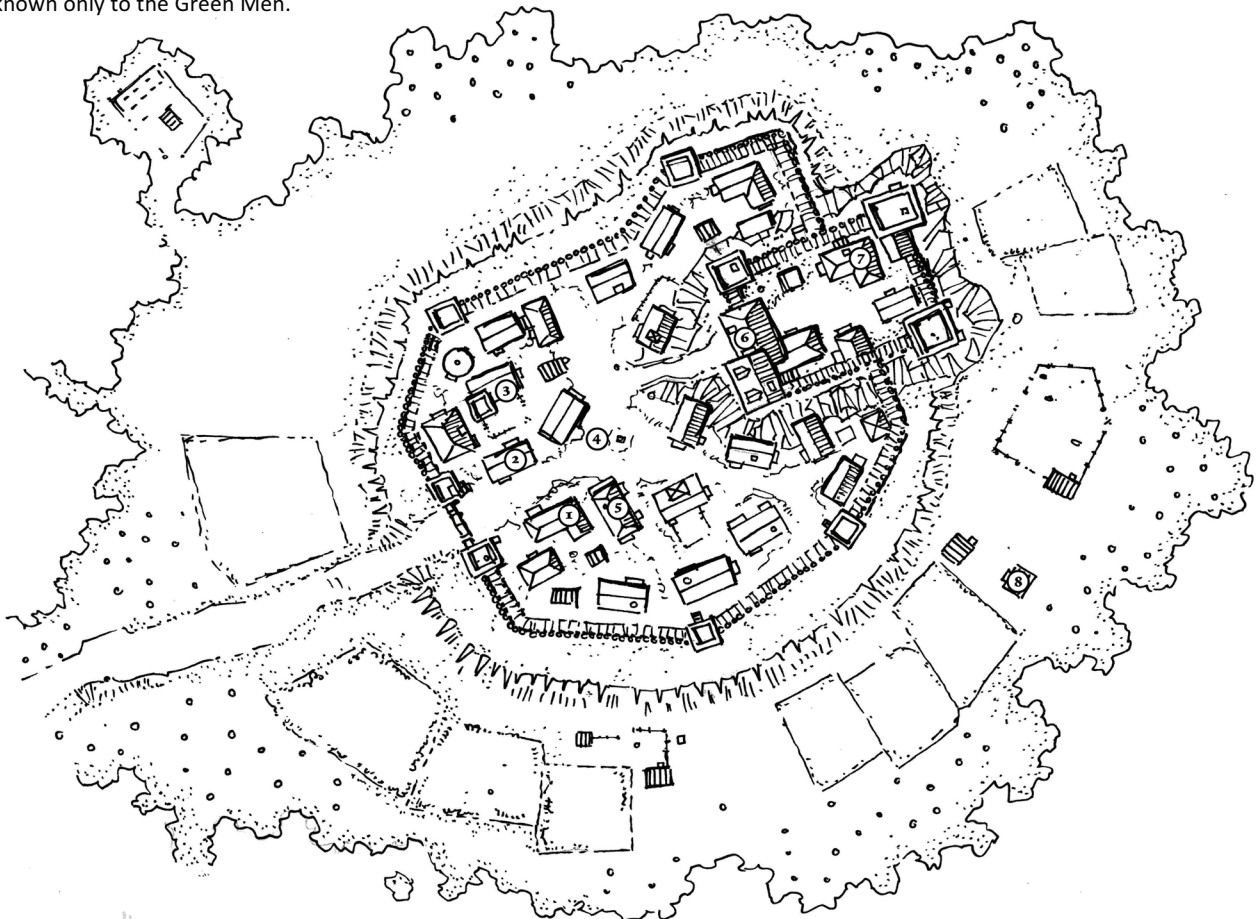
Vigilant Bramble (location 5; NE ghost dryad druid 11) Vigilant Bramble died centuries ago, but continues to protect the Barainwoods with single-minded desperation. Her existence is known only to the Green Men.

NOTABLE LOCATIONS

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

1. **The Stout Draught:** The welcoming Stout Draught is the local tavern. It serves a popular local drink—sapbrew.
2. **Mieken's:** The alchemist Mieken owns this trading post and sells to both visiting merchants and the other villagers. Here can be had all his unique alchemical wares.
3. **The Charhouse:** Mieken's home is luxurious compared to most of Byrnfort. The smell of smoke is strong here.
4. **Hearth Tree:** Here stands a newly planted sapling, surrounded by a circle of stones. The sapling is sacred to the Green Men.
5. **Sanrial's Home:** Sanrial is rarely at home, these days. However, Serie is taking refuge in the cellar.
6. **Old Fort:** Old Fort is the largest building in the village, one of its first buildings and the most defensible position. Most of the time it serves as a meeting hall.
7. **Evryiel's Home:** Evryiel's home is spacious and militant. It serves as the Brand's unofficial headquarters.
8. **Godre's Farmhouse:** Here lives (and plots) Godre Wainwright.

text



FRAYWRACK AT A GLANCE

Rulers Captain Jorne Bitser and Shurasal
Population 39 (17 humans, 2 dwarves, 5 half-elves, 5 halflings, 8 harpies)
Alignments N, CN, CE
Languages Common
Resources & Industry Maritime salvage, martial training

On a rocky headland known as Harpy's Head, the wreck of the *Sea Spite* hides a secret: a war camp where a strange alliance of men and monsters train for battle against Dagon, the demon lord of the sea, and its strange, deformed minions.

LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know some information about Fraywrack. A successful check also reveals the information from lower DCs.

DC 10: After their ship wrecked on Harpy's Head, the survivors of *The Sea Spite* formed a small community, Fraywrack, and now eek out a living along the coast.

DC 20: The residents of Fraywrack place great emphasis on martial ability, spending hours training to face some shadowy threat from the sea.

DC 30: The flight of harpies that called the area home before *The Sea Spite's* wreck formed an alliance with Fraywrack.

NOTABLE FOLK

Most of the sailors are nothing more than ordinary individuals.

- **Appearance** Residents of Fraywrack are strong and fit, almost gaunt. The harpies' white wings have dark grey tips.
- **Dress** Fraywrack's residents wear rough clothing, often mismatched from what they can scrounge. All carry weapons.
- **Nomenclature** *male* Bosek, Helmar, Rozla; *female* Alburn, Ritra; *family* Novidno, Telgria, Sovca; *harpies* Nirhul, Tesara, Voalda.

Some of the inhabitants, however, are notable:

Andumil (location 3; CE female harpy) Shurasal's daughter, she doesn't appreciate being forced to "play with her food."

Captain Jorne Bitser (location 4; N male human fighter 5) *The Sea Spite's* first mate, he claimed command after the wreck.

Herstil Toriklif (location 7; N female human barbarian 1/bard 2) The proprietor of The Got and Give trading post.

Shurasal (location 10; CN female advanced harpy) Leader of the harpy flight, she keeps order with an iron talon.

Skettri Howsell (location 9; CN male half-orc cleric [Serat] 3) The only cleric in the camp, he tries to attend to all spiritual needs.

Veigga Tavlidair (location 2; N female halfling fighter 4/rogue 2) An early recruit, she serves as the camp's main trainer.

Wulhem Senis (location 8; N old male human fighter 4/sorcerer 3) With his own agenda, he's not who he says he is.

MARKETPLACE

The following items are for sale:

- **Consumables** holy water (5, 25 gp), *potions of cure light wounds* (2, 50 gp), thunderstones (2, 30 gp)
- **Weapons & Armour** All simple weapons, light hammer, handaxe, short sword

Additionally, the following services are available:

- **Spellcasting** 3rd.

EVENTS

While the PCs are at Fraywrack, one or more of the below events may occur. Choose or determine randomly:

D6	EVENT
1	A nearby shipwreck sends the harpies and Got and Give scavengers racing to find prey and salvage, respectively.
2	The anniversary of <i>The Sea Spite's</i> wreck spurs a raucous wake; barrels of rotgut are opened for the occasion.
3	A deformed villager from Coldwater arrives at Fraywrack's gates, prompting a frantic call to arms.
4	A training accident leaves a raw recruit badly injured and at severe risk of dying of her wounds.
5	A severe storm at high tide floods the cavern; half a foot of water and muck cover the ground.
6	A drunken sailor loudly proclaims he saw something moving the previous night on <i>The Sea Spite</i> .

WHISPERS & RUMOURS

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

D6	RUMOUR
1*	The ship's haunted, and don't you forget it! The cap'n's spirit wanders its decks at night, looking for a way out.
2	The Got and Give's mostly got junk, but the owner's holding out on a few magic trinkets she's hidden away.
3*	Those that don't make the cut in training are strung up from <i>The Sea Spite's</i> mast and fed to the harpies.
4	Wulhem used to live in Coldwater, but fled in the middle of the night with just the clothes on his back.
5*	The survivors of <i>The Sea Spite</i> are merely biding their time before they can repair the ship and sail away.
6*	Mark my words, that priest is consorting with one of them harpies, and not in no priestly way neither.

*False rumour

NOTABLE LOCATIONS

Most of Fraywrack comprises ramshackle wooden shacks crafted from timber salvaged from the *Sea Sprite's* wreck. They are of little interest to adventurers. A few locations, however, are notable:

1. **Gates:** The main entrance to Fraywrack is blocked by heavy gates made from *The Sea Spite's* masts. Guards always watch from atop the palisade.
2. **Battleground:** The training ground, where new recruits are taught how to fight. This area is rarely empty; training takes place on an almost continual basis.
3. **The Nest:** The harpies' living quarters, its rank odour nearly overpowers the smell of the sea. Few humans willingly visit this location.
4. **Captain's Quarters:** Jorne Bitser, the first mate of *The Sea Spite* who claimed the mantle of captain after the wreck, lives in Fraywrack's largest home. His first mate—Telina Erevrad—also dwells here.
5. **The Carpenter's Shop:** Slightly less ramshackle than most of the other homes in Fraywrack, weapons and other goods are produced here for the camp by One-Hit Lukil.
6. **Quartermaster's:** From this central location, Quartermaster Boloi Hammerstone doles out food and supplies to anyone who needs them. Boloi hates Herstil (location 7).
7. **The Got and Give:** Herstil Toriklif, having given up on fighting after suffering a bad wound, runs a scavenging and bartering business, providing any goods residents might want that the quartermaster won't or can't give.
8. **Wulhem's Home:** Jaska Vuolle, the man known as Wulhem Senis, lives here in secrecy after fleeing for unknown reasons from the nearby village of Coldwater.
9. **Chapel:** This sturdy structure in a sheltered cavern is dedicated to Serat (the uncaring Mistress of Storms). The cavern also has shrines dedicated to several other deities, although these are rarely used.
10. **The Sea Spite:** Long ago picked clean of any remaining wealth, the wreckage of *The Sea Spite* is nearly a sacred space to the survivors of the ship's destruction. Fish feature heavily in Fraywrack's denizen's diet, and humans armed with nets and rods are a common sight here.



CHARACTER WEALTH AND MAGIC ITEM MUSINGS

I've recently done some research on character wealth and treasure values in Pathfinder. (The long winter nights just fly by here Raging Swan Press Global HQ). While this might not sound too fascinating a subject, it's thrown up—for me—some interesting facts and questions.

Treasure values and character wealth are two subjects that don't seem to get a lot of attention in commercially produced adventures. It seems to me, us designers spend much more time focusing on CRs and XP. Treasure is an afterthought. That's odd given how much layers obsess over and covet it!

For example, a quick audit reveals in my Borderland of Adventure the heroes are all worth much more than they "should" be worth at their level. Some are almost twice as wealthy as they "should" be. They've also acquired some pretty powerful individual items—beyond the objects of their quest—which I wouldn't normally expect to be possessed by such relatively inexperienced adventurers. In turn, this obviously affects how effective they are in many situations.

This realisation has—in turn—made me more determined to follow the treasure guidelines for encounters when designing Gloamhold. (I'll be running it using Pathfinder, of course!) This is particularly important as I plan to use the slow advancement track because it requires the PCs to win through more encounters to reach any given level. (With more encounters, there are more opportunities to provide inappropriate treasure!)

I've blogged repeatedly about our obsession with balance, CRs and appropriate encounters, but I haven't really touched on treasure—and by extension a PC's wealth—before. After all, no matter how the GM views balance, it's surely a good idea the PCs' loot is commensurate with the foes they defeat.

Treasure is an incredibly important aspects of the game. If the PCs possesses items too powerful (read unbalanced) for their level, play can suffer as a result. Similarly, if the PCs are under-equipped they could be in for some hard times. According to the *Pathfinder Roleplaying Game Core Rulebook*:

"As a general rule, PCs should not own any magic item worth more than half their total character wealth..."

This got me thinking. What items did the game's designers assume PCs would have at various levels? I mean they clearly put some thought into the matter.

Thus here—accordingly to my back-of-a-napkin calculations—are basic lists of what GMs and module designers should assume PCs might possess at certain levels.

This is useful information.

Knowing what resources the PCs can likely employ helps the diligent designer create exciting challenges. For example, it probably isn't a good idea to design an encounter for characters

below 5th-level featuring creatures with adamantite damage reduction (because the PCs are unlikely to have adamantite weapons). But then again, it might be a good plan depending on the dungeon set up, style of play, purpose of the encounter and so on. In any event, forewarned is forearmed.

So, here are the lists:

2ND-LEVEL

At 2nd-level, a character is worth roughly 1,000 gp and can own:

- Any masterwork armour except half-plate or full plate.
- Any masterwork weapon.
- Magical ammunition for missile weapons.
- Virtually any 1st-, or 2nd-level potion.
- Virtually any 1st-5th-level scroll.
- Cheap (mostly consumable) minor wondrous items.
- A fully charged 0-level wand, excepting those containing spells with expensive material components.

3RD-LEVEL

Character's wealth is worth roughly 3,000 gp and can own:

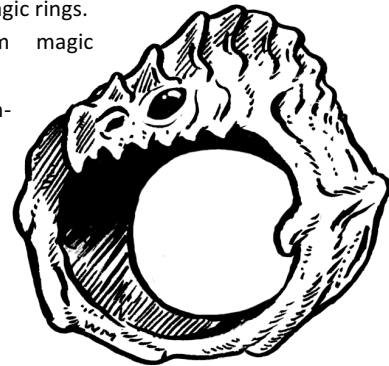
- Any masterwork armour except full plate.
- Light mithral armour, mithral shield or light mithral weapon.
- Virtually any 3rd-level potion.
- A fully charged 1st-level wand, excepting those containing spells with expensive material components.

3rd-level throws up an interesting conundrum: mithral is described in the core rulebook as "very rare"; this clearly isn't the case if 3rd-level characters can afford to buy it!

4TH-LEVEL

At 4th-level, a character is worth roughly 6,000 gp and can own:

- +1 armour or +1 shield.
- A permanent—i.e. not ammunition—+1 weapon.
- Cheap minor magic rings.
- Cheap medium magic rods.
- Virtually any 6th- or 8th-level scroll.
- Many minor wondrous item



5TH-LEVEL

At 5th-level, a character is worth roughly 10,500 gp and can own:

- +2 armour or +2 shield.
- Medium mithral armour.
- Adamantine weapon.
- The cheapest medium magic ring.
- Virtually any 9th-level scroll.
- A fully charged 2nd-level wand, excepting those containing spells with expensive material components.

In a similar fashion to 3rd-level, 5th-level throws up the question of adamantine's rarity. It's described as "mined from rocks that fell from the heavens" in the core rulebook but any adventurer of 5th-level and above can afford an adamantine weapon. Just how many rocks fall from the sky?

6TH-LEVEL

At 6th-level, a character is worth roughly 16,000 gp and can own:

- Adamantine light armour.
- A permanent—i.e. not ammunition—+2 weapon.
- Other medium magic rings.
- Any minor wondrous item or the cheapest medium wondrous items.

7TH-LEVEL

At 7th-level, a character is worth roughly 23,500 gp and can own:

- +3 armour or +3 shield.
- Heavy mithral armour.
- Adamantine medium armour.
- Cheap major magic rods.
- A fully charged 3rd-level wand, excepting those containing spells with expensive material components.

8TH-LEVEL

At 8th-level, a character is worth roughly 33,000 gp and can own:

- Adamantine heavy armour.
- The cheapest major magic rings.

9TH-LEVEL

At 9th-level, a character is worth roughly 46,500 gp and can own:

- +4 armour or +4 shield.
- A permanent—i.e. not ammunition—+3 weapon.
- Cheap medium magic staves.
- The cheapest major wondrous item.
- A fully charged 4th-level wand, excepting those containing spells with expensive material components.

10TH-LEVEL

At 10th-level, a character is worth roughly 62,000 gp and can own:

- +4 armour or +4 shield.
- Any medium wondrous item or the cheapest major wondrous items.

A NOTE ON LEVELS

The astute reader will note the lists above only extend to 10th-level. That's for several reasons:

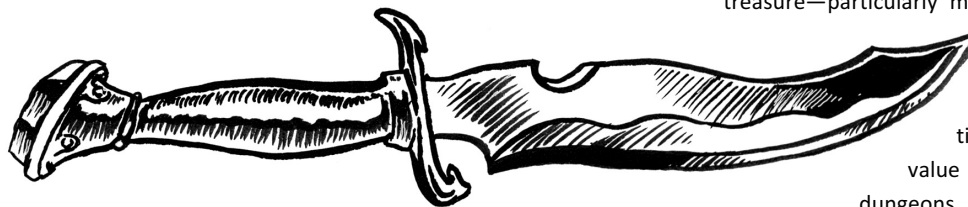
- I'm not a fan of high-level play (and by high-level, I mean anything over the old "name" level).
- My Borderland of Adventure campaign is hovering around 8th-level. When the PCs get closer to 10th-level I might update these lists.

THE FINAL WORD

As GMs and designers we spend—I think—an inordinate amount of time crafting (or possibly obsessing over) exciting encounters and unique, challenging NPCs.

We seem to spend much less time thinking about treasure, and that's not ideal. After all, any given NPC will likely feature in only one encounter before suffering a violent demise. Items of treasure—particularly magic items assuming they are not

instantly sold—could be around for much longer. We should, therefore, spend more time thinking about the nature and value of the treasure we place in our dungeons.



FROM MY CAMPAIGN: UNDEAD STAT BLOCKS

In my campaign, the party continue their battle against an undead horde that has appeared from the northlands. While they have easily crushed many normal skeletons, they have also started to encounter tougher, more capable undead. Behold:

GREATER VAMPIRE SPAWN CR 5 (XP 1,600)

This emaciated creature's muscles bunch and writhe beneath its taut, pale flesh. Needle-sharp fangs fill its mouth and long, wicked fingernails caked with blood turn its hands into vicious weapons.

LE Medium undead

Init +3; **Senses** darkvision 60 ft., Blind Fight; Perception +13, Sense Motive +10

Speed 30 ft., *gaseous form* (fly 10 ft. [perfect]), *spider climb* (climb 20 ft.); **ACP** 0; **Stealth** +18

Gaseous Form (Su) A vampire spawn can assume *gaseous form* (AC 13, CL 5th) at will and can remain gaseous indefinitely.

Spider Climb (Ex) A vampire spawn climbs sheer surfaces as though affected by *spider climb*.

AC 19, touch 13, flat-footed 16; **CMD** 19
(+3 Dex, +6 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); **Resist** cold 10, electricity 10; **Weakness** resurrection vulnerability, vampire weaknesses (garlic, mirrors, cannot enter private homes unless invited, direct sunlight, running water, wooden stakes)

Resurrection Vulnerability (Su) A *raise dead* or similar spell destroys (Will negates) a vampire spawn. Using the spell this way does not require a material component.

Fort +3, **Ref** +4, **Will** +7 (channel resistance +2)
hp 34 (4 HD); fast healing 2; **DR** silver/5

Space 5 ft.; **Base Atk** +3; **CMB** +6

Melee slam +6 (1d4+3 plus energy drain)

Energy Drain (Su) A creature hit by a vampire spawn's slam attack gains 1 negative levels (DC 16 Fortitude restores). A vampire spawn can use this ability once per round.

Atk Options Blind Fight, blood drain

Blood Drain (Su) A vampire spawn can suck blood from a grappled opponent. If it establishes or maintains a pin, it drains blood (1d4 Constitution damage). The spawn heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Special Actions dominate

Dominate (Su) A vampire spawn can crush a humanoid's will (DC 16 Will resists) if within 30 ft. as *dominate person* (CL 12th).

Abilities Str 16, Dex 16, Con –, Int 15, Wis 17, Cha 19

SQ shadowless

Feats Blind Fight, Skill Focus (Perception)

Skills as above plus Disguise +11, Intimidate +11, Knowledge (religion) +9

Languages Common

SCYTHE MASTER

CR 8 (XP 4,800)

Dressed in an archaic breastplate this skeleton carries a large scythe.

Human skeletal champion warrior 12

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +10, Sense Motive +0

Speed 20 ft., base speed 30 ft.; Step Up; **ACP** -3; Acrobatics -1 (-5 jumping), **Stealth** -1

AC 21, touch 12, flat-footed 19; **CMD** 29

(+7 armour [+1 *breastplate*], +2 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +10, **Ref** +7, **Will** +6 (+10 vs. channelling)

hp 104 (14 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +13; **CMB** +17

Melee mwk scythe (Power Attack [-4/+12]) +19/+14/+9
(2d4+6/19-20 x4) or

Melee 2 claws (Power Attack [-4/+8]) +17 (1d4+4)

Atk Options Cleave, Great Cleave, Power Attack (-4 attack, +8 damage [+12 with scythe])

Abilities Str 19, Dex 14, Con –, Int 9, Wis 10, Cha 12

SQ undead traits

Feats Cleave, Great Cleave, Improved Critical, Improved Initiative^B, Iron Will, Power Attack, Step Up, Weapon Focus (scythe)

Skills as above plus Intimidate +11

Languages Common

Gear as above



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