

RAGING SWAN PRESS

20 THINGS #53:
WINDSWEPT MOORS



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20 THINGS #53: WINDSWEPT MOORS

Are you a busy GM? Does session prep take too long? Do you never have time to work on the cool little details that can bring your session to life? Well fear not! That's where the 20 Things line comes in. This short, focused compilation gives you, the time-crunched GM, the tools to effortlessly add verisimilitude and detail to your adventure. Use the material herein either before or during play and bask in your players' adulation.

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

CREDITS

Design: Creighton Broadhurst

Development: Creighton Broadhurst

Art: William McAusland and Matt Morrow. Some artwork copyright William McAusland, used with permission.

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USING THIS BOOK

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

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

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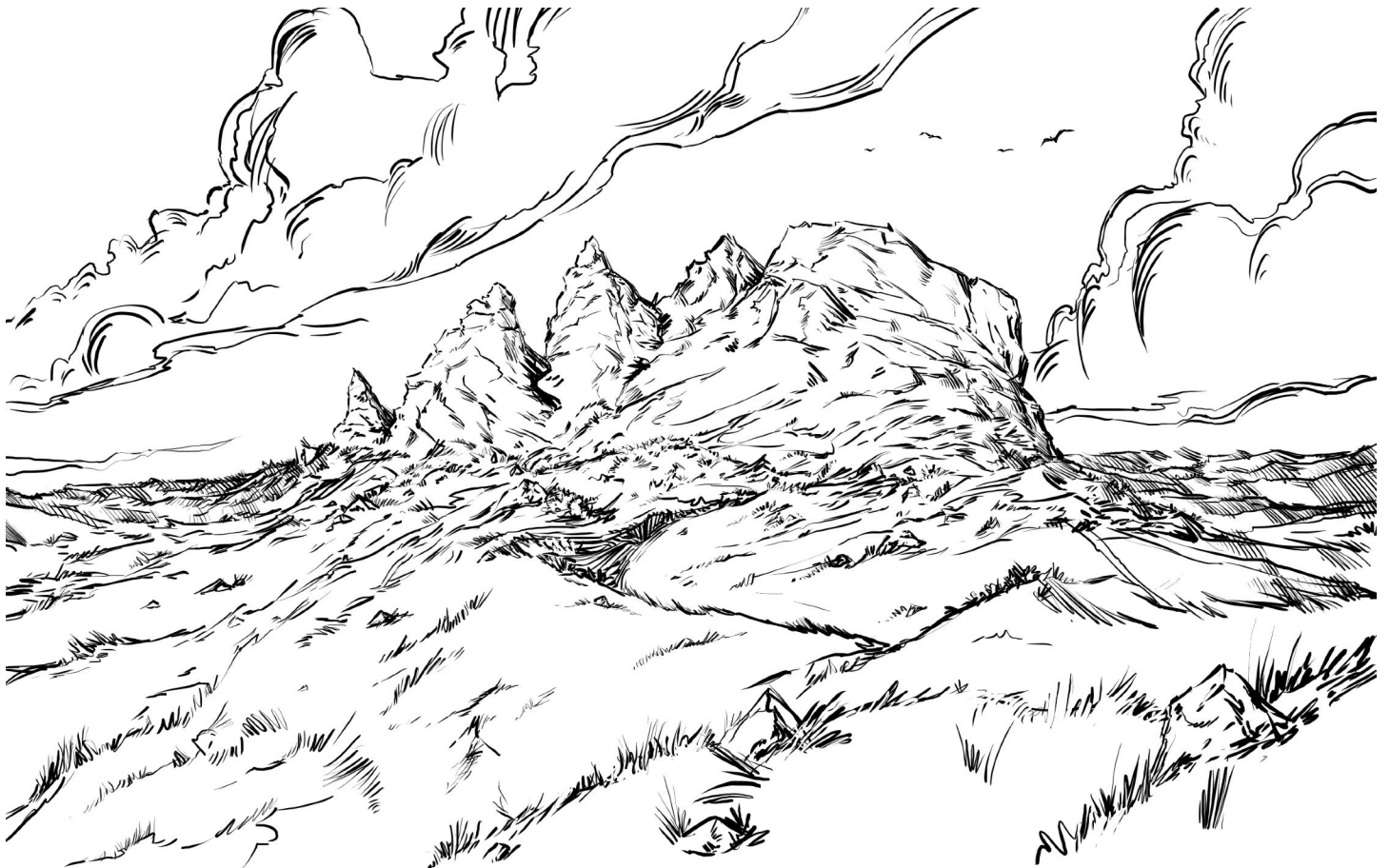
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I: CAMPING & CAMPSITES

Travellers on a windswept moor would be wise to seek a good campsite. Relatively high altitude and a lack of protection from the elements can make a night out on the open moor a truly miserable experience.

1. Two tors rear up from the rolling grassland, providing a modicum of protection from the prevailing winds. Characters exploring the tors discover the remains of a crumbled drystone wall between the two.
2. At the head of a narrow valley, a small stream tumbles down a waterfall into a sheltered pool. Small, stunted trees grow along the pool's fringes. Unless the stream is in flood, the pool's banks are dry and could serve as an excellent campsite.
3. A series of linked deep depressions in the moor provide a handy campsite out of the wind—unless it has recently been raining (in which case boggy mud fills the depressions).
4. A shallow cave pierces one flank of a craggy tor, providing semi-comfortable shelter for four human-sized creatures. The cold remains of a campsite, and soot stains on the cave's rear wall and ceiling, show other travellers have rested here.
5. Ancient woodland surrounds and hides two small lakes set in a depression in the moor overlooked by a nameless tor of tumbled stone. Fishing is good in the lake, and the trees keep the worst of the moor's wind at bay. Butterflies and birds dwell here in profusion, in summer months.
6. A dry cave cuts into the side of a rocky tor. A dwarf or other miner can tell the cave is not natural. A breastwork of stone—covered in lichen and moss—protects the cave's approaches.
7. A shallow depression amid a stand of gorse bushes and field of tumbled stone provides a sheltered spot to camp. A narrow winding path leads through the gorse to the depression, suggesting someone—or something—has made regular use of the site.
8. The remains of a large building—perhaps a hunting lodge or travellers' inn—offers shelter. While the building has no roof, most of its walls still stand, providing protection from the wind and observation from casual observers.
9. A long ridge-like tor of dark stone juts upwards from the moor. Characters scaling its flanks discover a number of spread-out natural sheltered hollows along its length big enough for a single occupant.
10. An old mine entrance pierces a bank. The mine's leavings lie scattered all around amid the undergrowth. Although the mine tunnel has collapsed about 30 ft. into the hill there is enough room for travellers to huddle inside.
11. Thickets of sharp-leaved holly trees grow interspersed with oak and beech trees in the lea of a line of tor-topped, steep exposed hills.
12. Moss-covered trees grow thickly along the course of a narrow, swiftly flowing river. A crude clapper bridge crosses the river and leads to a swath of low-lying, sheltered ground next to the river. Mossy boulders abound, here.



2: LOCAL LANDMARKS

Much of a moor's landscape is unremarkable and mundane; however some features become local landmarks used as waymarkers on the barren moor or places for travellers to meet.

1. A gnarled oak tree, its crown grown sideways and lopsided, stands alone amid the wind-blasted landscape. Named as "the Old Man" the tree is a well known landmark; locals press copper coins into its ribbed bark as offerings to the god of travel for a safe journey.
2. A deep river valley cuts through this section of moorland. Within the valley stunted and gnarled oak trees grow amid a field of moss-wreathed boulders and tumbled rotting tree trunks. Vipers lurk amid the boulders, but only strike at intruders, if disturbed.
3. The flint-hued waters of a wide, but shallow, lake lie prostrate under the moorland's ever-changing sky. A winding, muddy track leads to the lake and many animals—sheep, wild horses and the like—can be encountered in the vicinity. A shepherd's hut of dry stone built into a slight rise, overlooks the lake.
4. The shattered, jagged ruin of an ancient watch or wizard's tower rises from atop a high, steep-side tor. The ruin is visible for miles around and it known locally as the "Jagged Tooth".
5. The ruin of an ancient partially-sunken village lie scattered across a wide valley. Low stone walls protrude from the ground, and yet provide some protection from the wind. The various buildings' layouts are still visible. (Buried treasure might yet lie under hearthstones or amid the surrounding burial cairns ringing the settlement).
6. A stone circle of obviously ancient construct stands amid a wild swath of heather. A river—spanned by a simple stone clapper-style bridge—cuts through the circle.
7. Giant mossy boulders and large fern-covered trees dominate this small, steep-sided river valley. The valley descends steeply, and the stream drops over several waterfalls—Dingle's Steps—before flowing through four deep plunge pools and out onto the open moor.
8. The lonely, wind-battered and slate-rooted Halfway Inn stands astride a deeply gouged track leading across the moor. Sunken in places, the track is an ancient route. Legends speak of ghostly travellers and of the lich who sometimes stalks its length in search of fresh souls, but the welcome is always warm at the Halfway Inn.
9. A rusting iron ladder enables (increasingly perilous) access to Soul Tor's summit. A chasm pierces the tor, plunging deep into the moor's bedrock. Rumours speak of incomprehensible runes cut into the rock at the base of the chasm and of strange sounds echoing across the surrounding moor when a gibbous moon hangs low in the sky.
10. A vast and ancient yew tree stands in splendid isolation amid the tumbled ruin of a crumbling church. Built by a cleric centuries ago allegedly to ward off an ancient evil spoken of in certain fragmentary elder prophecies the church fell into disrepair and ruin with the cleric's demise.
11. A natural amphitheatre—Giants' Meet—surrounds a glimmering moorland lake. But one twisted path cuts through the surrounding hills to reach the site. Close investigation of the stepped amphitheatre reveals what could be tool marks—worn almost complete away by long years of exposure to the moor's harsh climate.
12. This series of five plunge pools break up a brook's wandering path down from a swath of well watered uplands. Known as Shilla's Pools this set of pools is renowned for its clean, fresh water. Hidden in a deep fold in the land, if it was not for the tinkling melody of running water, most travellers would not find the brook.
13. Six hut circles lie stark on this wild, sweeping swath of moorland. Mossy, tumbled drystone walls surround the long-abandoned settlement's fields. Locals call the site Bone Tor to mark the bone-filled pit allegedly found at the centre of the settlement decades ago.
14. A deep pool—Long Pool—lies at the bottom of a waterfall in a steep-sided ravine running through a range of hills. The place is secluded, and—for the brave—a good place for swimming and diving. Local rumour, however, places a mischievous water spirit in the pool, and several people are said to have drowned therein.
15. Worn earthworks and ditches surround a high hill ringed with tumbled drystone walls. One of the ditches is known as Dead Woman's Ditch. The woman's ghost is said to haunt the ancient hill fort.
16. A weather-worn carving of a single lidless eye decorates this fallen obelisk. Lichen and ferns grow about and over the tumbled stone; only observant characters spot the carving. The obelisk is known locally as the Watcher.
17. A swath of swampy ground cuts across the moor. Pockmarked by stunted, sickly-looking trees the area is known as Dead Man's Rest. Various rumours place a small pack of will-o-wisps in the area, and those in the know avoid coming here.
18. Several streams flow downwards to a wide lake nestled between three jagged tors. The forlorn ruin of a fortified keep—partially subsided in the mud and muck of a low-lying island—emerges from the centre of the lake. The Keep of Drowned Souls, as it is known, was once ruled by the infamous robber baron Kildrak Witchbane. The keep is rumoured to have extensive (flooded) cellars and dungeons beneath it.
19. Of dwarven construct this olden stone bridge spans a rapidly flowing river gushing down from the high moor. Rapids and waterfalls pockmark this stretch of river. The bridge is the only safe place to cross for several miles in each direction.
20. This gigantic, thirty-foot high stone obelisk stands in stark splendour in this otherwise remote, featureless stretch of moorland. Graven with many weatherworn symbols, the obelisk has began to lean drunkenly in recent years—no doubt due to the efforts of treasure-hunting travellers. Such folk believe the obelisk is the gravemarker of a giant who died of over-exertion while dragging a great store of loot back to his lair—the nearby Giant's Seat tor.

3: MINOR DAYTIME EVENTS

Few journeys onto a windswept moor are wholly without incident. Sometimes, bandits or brigands waylay travellers; other times, events are more mundane.

1. Persistent drizzle sweeps across the moors, blown by a strong wind. Quickly, the exposed rock emerging from the earth and short coarse grass becomes slick.
2. A smudge of smoke on the horizon shows where a campfire still burns. Alternatively, a remote steading could be under attack by raiders or a small piece of moor could be aflame.
3. Clouds scud quickly across the sky, creating deep patches of shadow that seem to rush across the moorland like hunters searching for prey.
4. A falcon wheels high overhead. With a cry, it dives to the ground before returning to the air with a struggling (doomed) rabbit in its claws. It flies off to a nearby tor where it nests with its mate and young.
5. A lone piebald riding horse, wearing bit, bridle, saddle and saddlebags, ambles across the moor. Of its rider, there is no sign. The horse has a distinctive black and white pattern; if the characters encounter the owner's friends, they'll have some explaining to do.
6. Blinding sun breaks through the clouds; perceptive characters note it reflecting off something metallic some way distant. The reflection could be the light reflecting off a still pool of water, the armour of some lurking foe or a piece of discarded equipment.
7. A viper slithers through the undergrowth. Perceptive characters catch sight of its jagged pattern of red and black scales as it moves parallel to the characters. It does not attack, unless provoked.
8. A faint mist blankets the moor, giving everything an ethereal feel; the mist reduces visibility by half, but luckily does not thicken further.
9. A fox darts across the party's path, carrying a dead rabbit in its jaws. It seems to grin at the characters as it disappears into the undergrowth with its prize.
10. One of the party veers from the path—perhaps to relieve themselves—and has the misfortune to blunder into a stretch of boggy ground. Quickly, the character's boots are covered in thick, squelchy mud. If the character is tremendously unlucky, the mud acts like quicksand and begins to drag them down to a watery doom.
11. A cold and clammy heavy fog cloaks the moor, reducing visibility to mere feet. Sounds are strangely deadened in the fog, and travellers have twice the normal chance of getting lost. The fog could lift quickly or linger all day.
12. The distant drumming of hooves gets louder as they get closer. Shortly a herd of wild horses canters into view from behind a hill. The horses have been spooked and are fleeing some predator real or imagined. The herd splits and passes either side of the party.

4: MINOR NIGHTTIME EVENTS

Few folk travel the moor in the dead of night, but that doesn't mean nothing happens to those camping out under the stars.

1. The stars blaze down on the campsite. The occasional cloud scuds across the sky obscuring this star and then that. A paranoid guard might think the clouds are some form of gigantic invisible flying predator.
2. The temperature drops precipitously overnight. Only well equipped or magically protected characters sleep well. If the party travel in autumn or winter, frost cloaks the ground when dawn breaks.
3. Several slow moving indistinct forms approach the camp. Although the creatures are quiet they don't seem to be sneaking. When a character can get a good look at the creatures, they discover the intruders are sheep.
4. Light drizzle falls in the early hours of the morning, and the air smells of rain. However, by dawn the clouds have dispersed and the day is brilliantly sunny and warm.
5. A viper slithers through the camp, in search of prey. It hunts rabbits, dormice and other small creatures. It may give a character a scare, but much prefers to slither away than fight large creatures.
6. Flying from some distant roost a swarm of bats flutters across the night sky. If the party has a campfire or uses other bright lights at night, the swarm investigates. If the characters follow the bats back to their roost they discover a small cave complex or disused mine. Adventure may lurk within.
7. The wind whines across the open moorland, sounding vaguely like a lament (perhaps of all the lost souls who have died in the bleak surrounds).
8. A shooting star blazes across the night sky. A few minutes later, another two follow the first. The stars are falling in the direction the characters will travel on the morrow.
9. In the dead of the night, the air grows suddenly still as the wind drops away to nothing—for a few moments all is peaceful and it seems like even the moor itself is holding its breath.
10. Flickering lights—perhaps torches or guttering lanterns—glimmer far away on the moor. Distances are hard to fathom in the dark, but the lights are probably miles away.
11. A large winged creature passes in front of the moon. The creature has a long sinuous tail and seems to be grasping something in its mouth. (This is a wyvern returning to its lair after having caught a wild pony).
12. In the dead of night a character on guard notices a faint glowing blue-green light near the camp. At first the glow is akin to a candle, but it grows slowly brighter until it provides as much luminescence as a torch. If the character approaches the light, it retreats into the moor. (This is a will-o-wisp trying to lure a character to a lonely death).

5: WILDERNESS DRESSING

While vast swaths of a wild moor may seem boring and unremarkable, travellers will—no doubt—encounter some things of minor interest.

1. The moors undulating terrain expands toward the horizon, only interspersed by occasional rocky tors. On the horizon, perceptive characters can make out a small band of half-dozen travellers.
2. The decomposing body of a sheep lies amid the bracken. Flies covering the corpse rise in a buzzing cloud, if disturbed.
3. Thick stands of rushes hint at where—at the bottom of gentle slope—boggy ground lurks ready to waylay incautious travellers. If the characters are particularly unlucky, some sections of the bog could act like quicksand.
4. A gurgling, fast-flowing stream cuts through the moorland; pockmarked with a series of deep plunge pools and sections of rapids the stream is challenging to cross when in full spate.
5. Overgrown with bracken and wild flowers a tumbled drystone wall surrounds an ancient burial cairn.
6. An old rutted wagon track wends its way through the landscape, following the ground's contours. It leads to an old partially flooded open-pit mine surrounded by heaps of spoils that look—to the untrained eye—like natural features of the surrounds.
7. Wild horses graze, seemingly unconcerned by travellers. An elf, ranger or druid can approach the horses without spooking them; all others cause the horses to gallop away if they get within 20 feet.
8. A veritable field of rubble and rocks lies hidden within and under thick gorse and heather. Unwary travellers could turn an ankle on a hidden obstruction. In battle, the hidden obstacles could break up an enemy's charge, trip a horse or disrupt a shield wall.
9. The bleached bones of a horse lie amid bracken. Partially sunken into the mud, the bones have obviously been here for a season or more.
10. A swath of bare soil and the twisted blackened remains of bushes and the like show where a wild fire burnt. Amid the conflagration lies the splintered, twisted bones of three humanoids.
11. Only tough, thick grass and low stunted gorse bushes grow in this wild, lonely place.
12. Tracks amid the mud and mire show where a group of humanoids travelled. A ranger, or other person skilled in tracking, can determine the tracks are only a few hours old.
13. A great swath of colourful wild flowers carpet this stretch of east-facing sloped ground. Several large grey boulders break up the display.
14. An escapement—its base wreathed in deep shadows—cuts across the moor parallel to the party's direction of travel. The escarpment is steep, and an impossible barrier if the party has mounts and pack animals.

15. A burial cairn surmounted by a ragged battle standard hanging from a lopsided spear thrust deep into the stones stands beside the track. Freshly picked flowers are laid on the cairn. The battle standard depicts a rampant red lion on a black background.
16. A stone waymarker juts from the surrounding gorse and heather. The marker is worn and pockmarked by weather; its inscription has long since faded into illegibility, but it still points in the direction of the nearest settlement (whether that settlement is now abandoned or occupied).
17. A thick hawthorn and gorse hedge grows in the lea of an old drystone wall. The thick vegetation and wall make a formidable barrier.
18. A small pyramid of stones juts from amid a swath of reeds filling a low depression in the ground which the track skirts. The pyramid seems too small for a burial cairn.
19. Dark water laden with peat and fringed with rushes and stones lies in the shadow of a nearby hill. Glints of white bone are visible jutting from the shallow pool's fringes.
20. A field of boulders covers the slope of a steep, tor-topped hill. Climbing the hill is a slow slog, but its summit commands excellent views of the surrounds.

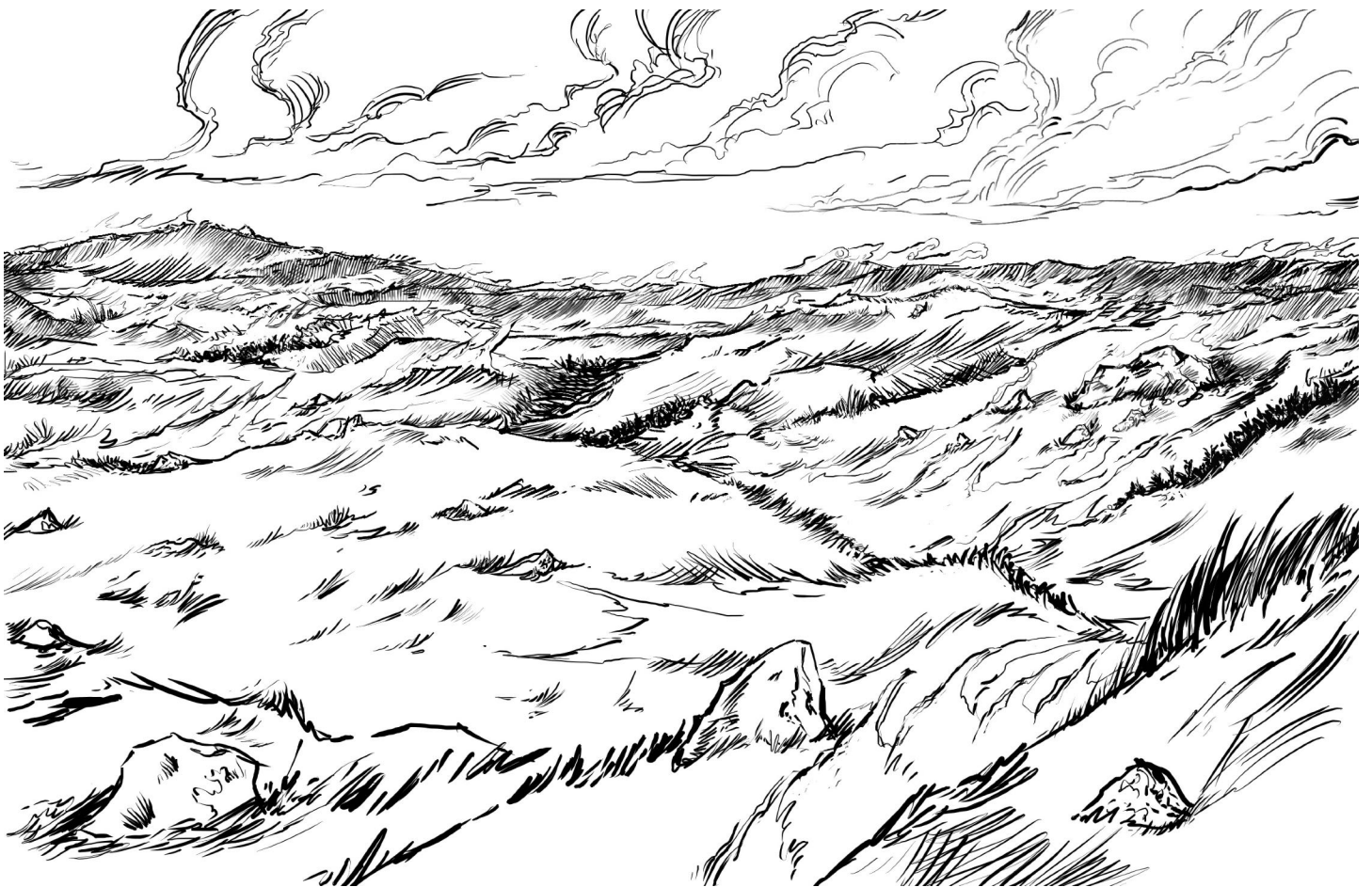


6: UNEVENTFUL TRAVEL

Some days, an adventurer's life is full of danger and excitement. However, many other days are boring and uneventful.

1. Leaden clouds darken the sky and strong winds gust across the moor. The temperature plummets and dusk comes early.
2. Rainclouds smudge the horizon, and drizzle periodically besets the characters. The rain clears in mid-afternoon.
3. Around midday the characters spot clouds of smoke on the horizon—a steading could be under attack or a section of moor could be aflame (perhaps after being struck by lightning or being ignited by an errant spell).
4. After an uneventful day's travel pockmarked by drizzle the characters search for a campsite. On the horizon, the end of a rainbow seems to caress—or point to—a low, stumpy tor set into the side of a valley. The tor commands sweeping views of the terrain beyond. Perhaps buried treasure or a doorway into the fey's realm lies in the vicinity.
5. The party see no other travellers all day; their only company are a small flock of sheep and a few wandering wild horses.
6. Bright sunlight warms the moor for much of this day. Flies and midges infest several streams and rivers along the characters' path and all of them suffer various bites and irritations during the day's travel.

7. The track the party followed for much of the day terminates at the bound of a boggy section of low ground. A narrow wooden causeway—rotten in places—crosses the mire, but the characters reach the area as dusk falls.
8. The party moves through a sunken valley of gnarly old oak trees, mossy boulders and softly tinkling streams. The valley is isolated and steep-sided. The party see no one else until they return to the open moor.
9. Fog blankets the moor when the party awake but by mid-morning the sun has burnt it away. Consequently, the party's rate of travel is only halved for the first few hours of the day. The wind is still, and when night falls a myriad of stars blaze forth from a cloudless sky.
10. The day is cool and the wind brisk. As the party trudge across the moor they see naught of interest except grazing sheep and—once—two distant shepherds mounted on stout ponies. The shepherds wave, but do not approach the adventurers.
11. Heavy rain lashes the moors all day. If the party leaves their shelter (if they have any) they are swiftly drenched. No one else is abroad in such weather, and the party encounter no other travellers.
12. Crossing through a low-lying area the party squelch onwards, reaching higher ground just after noon. From there, the going is drier, but cooler. When the cloudless night comes, the temperature drops precipitously.



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