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VILLAGE BACKDROP:
THORNHILL



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VILLAGE: THORNHILL

A Pathfinder Roleplaying Game GM'S RESOURCE supplement by Creighton Broadhurst

Standing on the fringes of a vast and noisome swamp, Thornhill is a miserable, hard place of cloying mud, grasping thorns and insular, superstitious folk. There is a little cheer to be had in Thornhill; the few visitors describing it as dull and dreary as the surrounding swamps. For all that, though, a steady trickle of adventurers visit Thornhill for the half-buried and drowned ruins of several tombs said to lie forgotten in the surrounding marshland and the villagers have friends among the nearby degenerate lizardfolk who make excellent guides in the trackless, far reaches of the swamp.



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Thank you for purchasing *Village: Thornhill*; we hope you enjoy it and that you check out our other fine print and PDF products.

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ERRATA

We like to think *Village: Thornhill* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Creighton is a keen gamer who passionately 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 releases through Raging Swan Press.

Over the last 13 years, Creighton has worked with Expeditious Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at ragingswan.livejournal.com.

Creighton 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.

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FOREWORD

Swamps are the setting for lots of great adventures, but comparatively few supplements bother to give any space to swamp-bound villages. *Thornhill* aims to fix this by presenting the details of a small village perched on the edge of a swamp ready for the GM to immediately drop into his campaign. (As it turns out, Thornhill is a pretty dismal place, so it is likely the PCs won't want to stay long but hopefully the details herein will make their brief stay memorable!)

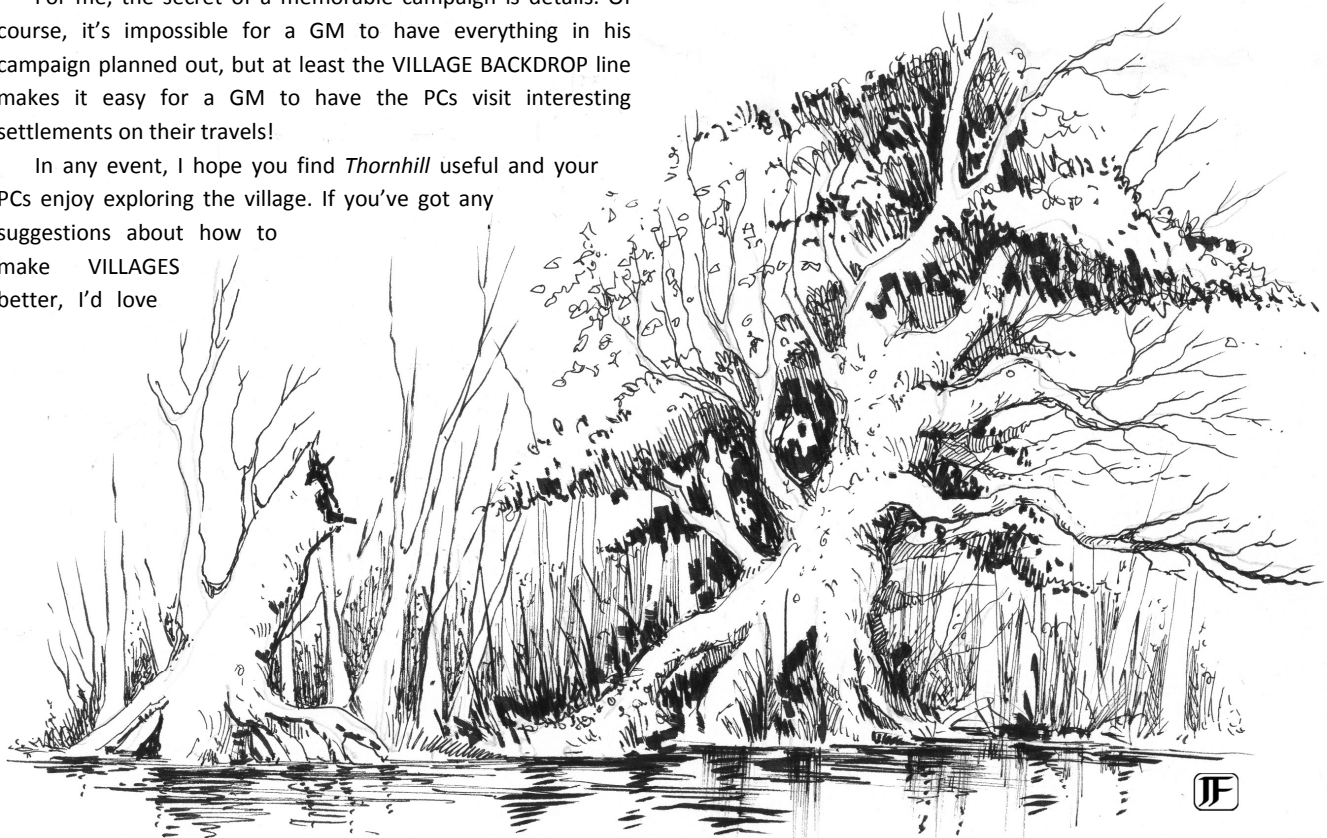
For me, the secret of a memorable campaign is details. Of course, it's impossible for a GM to have everything in his campaign planned out, but at least the VILLAGE BACKDROP line makes it easy for a GM to have the PCs visit interesting settlements on their travels!

In any event, I hope you find *Thornhill* useful and your PCs enjoy exploring the village. If you've got any suggestions about how to make VILLAGES better, I'd love

STAT BLOCKS BY CR

CR		PAGE
1/3	Villager N male human commoner 1	8
1	Gyric Walwin N male half-elf wizard (diviner) 2	7
2	Odda Kerrich NE male human half-orc rogue 2/cleric 1	7
3	Zissren NG female advanced lizardfolk adept 2	8

to hear them. You can contact me at creighton@ragingswan.com.



THORNHILL AT A GLANCE

Standing on the fringes of a vast and noisome fen, Thornhill is a miserable, hard place. The folk are insular and superstitious, keeping to the old ways and worshipping the spirits of the marsh. Surviving on a mixture of hunting, fishing and desultory trade with nearby tribes of lizardfolk, the folk here care little for the world beyond their dismal domain.

Thornhill stands atop a large island in the centre of the deep, but sluggish waters of the Fenwater. A once formidable stockade of aged, sodden timbers surrounds the place. Stands of sickly, dense thorn bushes grow over much of the island and the villagers have deliberately let the bushes grow wild to form an almost impenetrable barrier around the island's periphery.

DEMOGRAPHICS

Ruler Aelfgar Wymer (LN male human expert 2/warrior 2)

Government autocracy

Population 157 (127 humans, 15 half-orcs, 12 half-elves, 2 halflings, 1 elf)

Alignments N, LN, CN, NE

Languages Common, Draconic

Corruption +0; **Crime** -5; **Economy** -1; **Law** +2; **Lore** -1; **Society** +1

Qualities insular, superstitious

Danger 0; **Disadvantages** impoverished

NOTABLE FOLK

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

Aedwen Sirett (location 5; NG female human cleric 2) Kind hearted, Aedwen is well-liked by the villagers. She often preaches to villagers and travellers alike.

Aelfgar Wymer (location 5; LN male human expert 2/warrior 2) This sullen, boring man is the village reeve.

Gyric Walwin (location 6; N male half-elf wizard [diviner] 2) The longest lived of Thornhill's residence, Gyric cares little for his neighbours, most of whom he labels as inbred idiots.

Odda Kerrich (location 2; NE male half-orc cleric 1/rogue 2) Beset by a perpetual hacking cough, Odda is overly friendly to travellers staying at the Drunken Lizard.

Ricola Wymer (location 5; LN female human aristocrat 1) Spiteful and deliberately rude to her fellows, Ricola is universally seen as ill-mannered and stuck up.

Sithric Siggers (location 2; NE male human warrior 1/expert 2) A boorish, oft-drunk fisherman normally found at the Drunken Lizard. He has a reputation as a troublemaker and brawler.

Wulfric Isgar (location 8; N male human expert 2) This sour faced poet chants dirges and elegies while at his forge.

Zissren (location 10; NG female lizardfolk adept 3) A tall, cunning lizardfolk of exceptional intellect, Zissren works to mollify her fellows' more savage instincts.

NOTABLE LOCATIONS

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

1. **Mud Bridge** This often muddy, stout wooden bridge is the only way to easily reach Thornhill.
2. **The Drunken Lizard** Thornhill's only tavern is a dank, shadowed place. The food and drink are adequate at best.
3. **Wennell's** Thornhill's trading station is run by the family of the same name. Densely packed with all manner of mundane things, there is little of obvious interest here for adventurers.
4. **Aelfgar Wymer's House** Here dwells the reeve and his spiteful, shrewish wife, Ricola Wymer. The house is well maintained.
5. **Hall of the Sun** Dedicated to Darlen, elaborate carvings of the rising sun decorate this otherwise humble hall.
6. **Gyric Walwin's Home** An elderly sage, Gyric Walwin, dwells in this ramshackle old building. Vines and ivy grow over much of his home, crowding out most of the light from the building's narrow windows.
7. **Osred's House** Home to Ymma Winbow, this stone building is the oldest and largest in the village. The windows on the third floor command sweeping views over the locality.
8. **Blacksmith** This large building features a workshop at the front containing not only the normal accoutrements of the blacksmith's trade but also a small pool.
9. **Yonwin's** The stench of this place permeates the whole village. Here the villagers sell their excess catch to Yonwin, a crippled halfling merchant.
10. **Isle of the Lizards** A single hut stands upon this island, which the lizardfolk claim as a holy place; Most nights, Zissren leads her fellows in worship to their primitive gods.

MARKETPLACE

Resources & Industry fishing, hunting

Base Value 250 gp; **Purchase Limit** 1,250 gp; **Spellcasting** 1st; **Minor Items** 1d4; **Medium Items** 1d2; **Major Items** –

When the PCs arrive in Thornhill, these items are for sale:

- **Potions & Oils** *invisibility* (300 gp), *light* (25 gp)
- **Scrolls (Arcane)** *misdirection* (150 gp), *reduce person* (25 gp)
- **Scroll (Divine)** *remove curse* and *spiritual weapon* (525 gp)
- **Wands** *alarm* (30 charges, 450 gp)

VILLAGE LORE

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

DC 10: Thornhill is a muddy, cheerless place. Its folk survive by fishing and hunting in the surrounding marshes. Occasionally, lizardfolk trade with the villagers.

DC 15: The villagers are insular, superstitious folk. They keep to the old ways. They are poor and have little of value. Most of their houses are ramshackle wooden affairs.

DC 20: An ancient stone house stands at the highest part of the village. It is said to predate the village and to once have been the home of a powerful, exiled (and blackhearted) adventurer.

VILLAGERS

Appearance Dark of hair with grey or brown eyes, the folk of Thornhill are often dirty; their clothes normally streaked with mud.

Dress Villagers' clothes are sturdy, of boring earthy colours and invariably muddy. Most wear well worn knee-high boots.

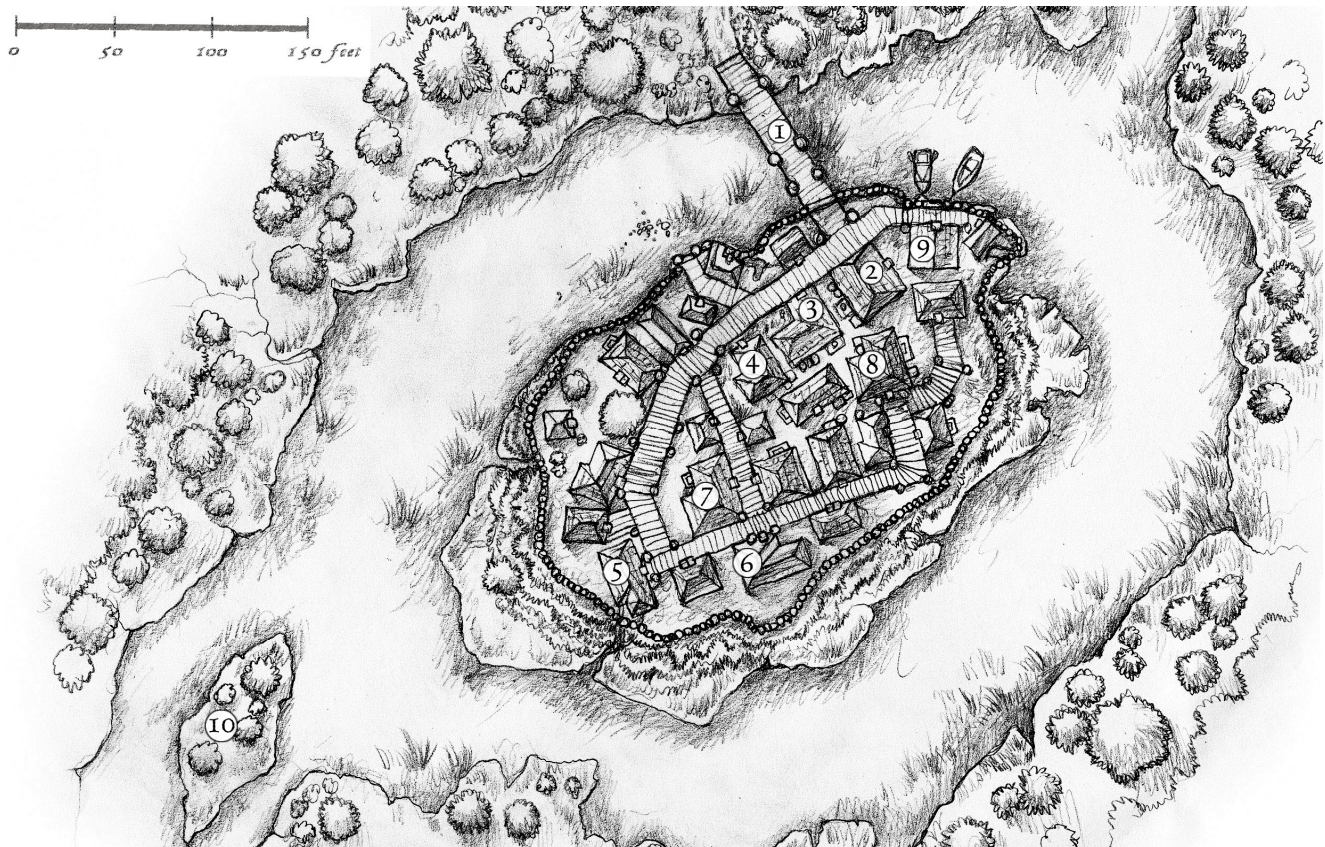
Nomenclature *male:* Aelfgar, Brid, Eadgar, Gyric, Liofa, Osgar, Sithric, Ulf, Wulfric; *female:* Aebbe, Bebbe, Ealhild, Heiu, Inga, Ricola, Saeith, Ymma; *family:* Almer, Elvery, Isgar, Kerrich, Osmer, Siggers, Walwin, Woolgar, Wymer.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Thornhill and its surroundings. This takes 1d4 hours and requires a DC 10 check. A character 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*	Sithric Siggers has friends among the lizardfolk of the marsh. They lead him to many of the sunken tombs hidden in the swamp
2	A huge snake has recently been seen swimming in the lake. Recently, several chickens have gone missing.
3	The lizardfolk living nearby are angry about something and shun travellers.
4	Lights have been seen burning late at Gyric Walwin's house; the sage has started taking a much more serious interest in travellers visiting the village.
5	Osred's House has a hidden, deep cellar said to lead to a partially flooded cavern.
6	Ricola Wymer is the third daughter of a minor noble house. Caught in a youthful indiscretion she was married off to Aelfgar against her wishes.

*False rumour



NOTABLE LOCATIONS

1: MUD BRIDGE

So named because it is often covered in mud, this stout, aged wooden bridge is the only dry way to reach Thornhill. The bridge stands 10 ft. above the Fenwater and has no parapets; travellers must be careful not to slip and fall into the waters below during bad weather (or at night).

2: THE DRUNKEN LIZARD

The only inn in the village, the Drunken Lizard is a dank, shadowed place. A second storey features a half-dozen little-used and very basic bedchambers available for travellers. The landlord, Odda Kerrich (NE male half-orc cleric 1/rogue 2) an overly friendly kleptomaniac dwells beneath the tavern in a small network of low cellars cut into the hill. Excavated by successive landlords, many of the tunnels are crammed full of little more than rubbish – discarded things of little value, but hoarded nonetheless.

The food, drink and accommodation at the Drunken Lizard are all of poor quality. Entertainment is sparse to nonexistent.

3: WENNELL'S

This stout building is one of the best maintained in the village. Its affable, red-haired owner, Brid Wennell (LN male human expert 1), is a skilled woodworker and is often tinkering about the property or adding to the carvings at the Hall of the Sun. His gossip-wife, Ealhild (NG female human expert 1), runs the shop and prepares all the foodstuffs found within. Her comparative wealth puts her at the centre of Thornhill's social scene (such as it is) and she tries to ingratiate herself with visiting adventurers to enhance her status with her friends. She dislikes Aedwen Sirett and suspects there is more to the priestess than meets the eye. In Thornhill's social scene, she is a rival of Ricola Wymer.

THE SURROUNDING AREA

Thornhill stands amid a small lake, the Fenwater. The lake's murky waters are placid (DC 10 Swim check) but deep. Several fishing boats ply its waters and those of the nearby major waterways. Dense fens surround the lake, making reaching Thornhill difficult. Few tracks wend their way through the murk, but several wide, sluggish rivers flow into the Fenwater.

Tribes of lizardfolk lair in the fens. Most are indifferent to the humans of Thornhill, but a few of the more primitive tribes – whipped into a religious frenzy by their shaman – are violently opposed to the encroach of humanity. Occasionally, fishermen and hunters go missing – their disappearances are blamed on such lizardfolk, but their guilt remains impossible to prove as no remains are ever recovered.

4: AELFGAR WYMER'S HOUSE

This large building houses Aelfgar's extended family, which includes his wife (Ricola), four children and his half-blind mother. The Wymers have held the position of village reeve for over a century and are an arrogant, prideful family. They are not well liked by their fellows.

5: HALL OF THE SUN

Elaborate carvings decorate this simple house of worship. Here dwells the kind-hearted Aedwen Sirett (NG female human cleric 2) although few worshippers join her services – most of the village keeps to the old ways. Aedwen is not a native of Thornhill, rather moving to the village several years ago. Tight-lipped about her past, she is in the third daughter of a minor noble who fled to this dismal place to escape the drudgery and misery of an arranged marriage with a man three decades her elder. She knows little of the surrounding fens, but gladly helps adventurers in return for small donations toward the upkeep of her church. She dwells in a small, snug attic above the main hall and actively dislikes Odda Kerrich (location 2).

6: GYRIC WALWIN'S HOUSE

Vines, creepers and a riot of ivy cling to this ramshackle, old building giving it a ruined, shadowed appearance. The elderly, curmudgeonly sage Gyric Walwin (N male half-elf wizard [diviner] 2) dwells here alone among a large, dusty (and in some cases) rotting library of old books. Fiercely intelligent, Gyric is dismissive of those of lesser intellect (which is basically everyone else in the village).

GENERAL VILLAGE FEATURES

With the exception of Osred's House (location 7) and the Drunken Lizard (location 2) all the village's buildings are single storey and of wooden construction. They are low, rambling affairs and often in poor repair. As well as their human occupants, most buildings also house livestock – mainly pigs and chickens – which during the day roam about the village.

Worn wooden causeways snake their way through the village. In places, planks are missing or rotten and unwary travellers can find themselves unceremoniously dropped into the mud beneath.

A wooden palisade surrounds the village; between 6 ft. and 10 ft. high it would not stop a serious assault (hardness 5, hp 60; DC 20 Break; DC 20 Climb) but the thick masses of bramble bushes growing up against it give even the hardest of interlopers pause.

7: OSRED'S HOUSE

The horribly scarred Ymma Winbrow (N female human expert 2/adept 2) dwells in this old and stout three-storey stone building that has begun to subside into the hill. Friendly, but quiet, Ymma dwells on the upper floors and allows well behaved travellers to sleep on the ground floor (3 sp per night). A single iron-bound, triple locked door provides access to the house's extensive cellars; Ymma never opens the door and perceptive PCs may realise she is terrified of whatever lies beyond.

8: BLACKSMITH

Here works Wulfric Isgar (N male human expert 2) a sour-faced, deep of voice poet whose chanted dirges and elegies echo through his forge. He owes Aelfgar Wymer a large of sum of money and is desperate to pay off the debt.

ODDA KERRICH CR 2 (XP 600)

Lank black hair crowns this slovenly-looking half-orc's head.

Male half-orc rogue 2/cleric (god of thieves) 1

NE Medium humanoid (human, orc)

Init +2; **Senses** darkvision 60 ft.; Perception +9 (+10 vs. traps), Sense Motive +9

Speed 30 ft.; **ACP** 0; Climb +6, Stealth +7 (fast stealth), Swim +6

AC 14, touch 12, flat-footed 12; **CMD** 14

(+2 armour [mwk leather], +2 Dex)

Fort +3, **Ref** +5 (evasion), **Will** +4

hp 25 (3 HD); orc ferocity

Orc Ferocity (Ex [1/day]) When brought below 0 hp (but not killed), Odda can fight on for one round as if disabled.

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

Melee mwk dagger +3 (1d4+1/19-20) or

Melee Touch touch of darkness (5/day) +2 (concealment [20%; 1 round])

Ranged mwk light crossbow (range 80 ft.) +4 (1d8/19-20)

Atk Options sneak attack (+1d6)

Special Actions channel negative energy (3/day; 1d6; DC 11), copycat

Copycat (Sp [move; 5/day]) Odda creates an illusionary double of himself (as mirror image; 1 round duration)

Cleric Spells Prepared (CL 1st; concentration +3; Darkness, Trickery; spontaneous casting [*inflict* spells])

1st—*cause fear* (DC 13), *disguise self*^P, *shield of faith*

0—*create water*, *detect magic*, *guidance*

Combat Gear bolts (10), *potion of invisibility*

Abilities Str 12, Dex 15, Con 13, Int 10, Wis 14, Cha 10

SQ evil aura (faint), rogue talent (fast stealth), trapfinding (+1), weapon familiarity

Feats Alertness, Toughness

Skills as above plus Appraise +5, Disable Device +10, Intimidate +2, Knowledge (religion) +4, Profession (innkeeper) +6, Sleight of Hand +7

Languages Common, Orc

Gear as above plus masterwork thieves' tools, belt pouch, 12 gp 15 sp

9: YONWIN'S

The stench of fish emanates from this large building and smoke constantly rises from several battered chimneys; here Yonwin (CN male halfling expert 2) prepares his renowned smoked fish for sale. The lizardfolk of the fens love the taste of them (which they view as a delicacy) and Yonwin (a half-crippled drunk) cannot keep up with their demand.

10: ISLE OF THE LIZARDS

This small, muddy island lies to the south of Thornhill. Here dwells the lizardfolk shaman Zissren (NG female advanced lizardfolk adept; page 8). Lizardfolk often visit Zissren to pray alongside the respected and well-loved shaman. Misunderstood by the villagers who see her as a crackpot, drug-addled figure, Zissren works tirelessly to keep the fragile peace (page 8) between the humans and lizardfolk intact.

GYRIC WALWIN CR 1 (XP 400)

This frail, elderly half-elf wears worn robes of red and gold.

Male half-elf wizard (diviner) 2

N Medium humanoid (elf, human)

Init +1 (forewarned); **Senses** low-light vision; Perception +7, Sense Motive +5

Forewarned (Su) Gyric can always act in a surprise round.

Speed 30 ft.; **ACP** 0

AC 14, touch 110, flat-footed 14; **CMD** 9

(+4 armour [*mage armour*])

Immune *sleep*

Fort -1, **Ref** +0, **Will** +6; +2 vs. enchantments

hp 9 (2 HD)

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

Melee mwk dagger +0 (1d4-2/19-20)

Special Actions diviner's fortune

Diviner's Fortune (Sp [standard; 7/day]) With a touch, Gyric bestows a +1 insight bonus to attack rolls, skill checks, ability checks and saving throws for 1 round.

Wizard Spells Prepared (CL 2nd; concentration +6; arcane bond [amulet])

1st—*colour spray* (DC 15), *comprehend languages*, *identify*, *mage armour*

0 (at-will)—*detect magic*, *message*, *prestidigitation*, *read magic*

Combat Gear *potion of cure light wounds*, *scroll of invisibility*

Abilities Str 7, Dex 10, Con 9, Int 19, Wis 16, Cha 10

SQ multitalented (bard, wizard)

Feats Alertness, Scribe Scroll^B, Skill Focus (Intimidate)^B

Skills as above plus Intimidate +4, Knowledge (arcana) +9, Knowledge (geography) +9, Knowledge (history) +9, Knowledge (local) +9, Knowledge (nature) +8, Spellcraft +9

Languages Aquan, Common, Draconic, Elven, Giant, Sylvan

Gear as above plus

Spellbook (opposition schools: evocation, necromancy) as above plus 1st—*expeditious retreat*; 0—all except opposed schools

LIFE IN THORNHILL

Life in Thornhill is hard. Isolated from other villages, the folk here have become insular, inbred and fearful of their lizardfolk neighbours. Tensions over the looting of ancient tombs hidden deep within the fens with the degenerate Red Jaws and Jagged Claw tribes have been steadily rising over the last few decades. The lizardfolk are suspected (correctly) of several unsolved murders.

TRADE & INDUSTRY

Thornhill's main (and indeed only) industry is fishing. Most of the fishermen in the village sell their excess catch to Yonwin, who exports his smoked fish to nearby villages and several lizardfolk tribes who view them as a delicacy. Occasionally, adventurers use the village as a base from which to explore the fens – such folk are a source of great wealth to the impoverished villagers.

LAW & ORDER

Thornhill is a rough and ready place and there is no watch to speak of. Theoretically, Aelfgar Wymer is in charge of law and order, but in practise the villagers sort out their own problems and do not view meddling outsiders kindly.

EVENTS

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

D6	EVENT
1	A small group of lizardfolk are seen swimming to the Isle of the Lizards. That night, their weird chanting echoes throughout the village.
2	A travelling pedlar or impoverished merchant arrives at Thornhill. Likely, he is selling rather than buying but he may bring interesting rumours from the outside world.
3	Thornhill's fishermen return with a bumper (50%) or terrible (50%) catch.
4	Heavy rain lashes the settlement for much of the day. Mud covers much of the island and the Fenwater rises noticeably.
5	An argument quickly escalates into violence. At the GM's discretion, this could lead to a wider brawl, grievous bodily harm or murder. Petty crime or an old rivalry could be to blame for the incidence.
6	Screams echo across the lake as a giant constrictor snake (CR 3) attacks a fisherman. Unless the PCs intervene, the snake kills the man and carries him deep into the lake to consume his body in peace.

ZISSREN

CR 3 (XP 800)

This tall, muscled lizardfolk female has a noble cast to her features. She carries a fine wooden shield and morningstar.

Female advanced lizardfolk adept 2

NG Medium humanoid (reptilian)

Init +2; **Senses** Perception +4, Sense Motive +2

Speed 30 ft., swim 15 ft.; **ACP** -1; **Acrobatics** +5, **Swim** +1

AC 22, touch 12, flat-footed 20; **CMD** 17

(+2 Dex, +7 natural, +2 shield [+1 heavy wooden])

Fort +6, **Ref** +2, **Will** +5

hp 28 (5 HD)

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

Melee mwk morningstar +6 (1d8+3),

claw +4 (1d4+1) and

bite +4 (1d4+1)

Ranged javelin (range 30 ft.) +4 (1d6+3)

Adept Spells Prepared (CL 2nd; concentration +4)

1st—*bless, cure light wounds*

0—*ghost sound, guidance, purify food and drink*

Combat Gear mwk javelins (2), *wand of cure light wounds* (20 chgs.)

Abilities Str 17, Dex 14, Con 17, Int 13, Wis 14, Cha 14

SQ hold breath (68 rounds), summon familiar

Feats Multiattack, Self Sufficient, Skill Focus (Diplomacy)

Skills as above plus Diplomacy +6, Heal +8, Knowledge (geography) +5, Knowledge (nature) +5, Knowledge (religion) +6, Survival +9

Languages Common, Draconic

Gear as above plus

VILLAGER

CR 1/3 (XP 135)

Human commoner 1

N Medium humanoid (human)

Init +0; **Senses** Perception +1, Sense Motive +1

Speed 30 ft.; **ACP** 0; **Climb** +5, **Swim** +5

AC 10, touch 10, flat-footed 10; **CMD** 11

Fort +2, **Ref** +0, **Will** -1

hp 6 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** +1

Melee dagger +1 (1d4+1/19-20)

Abilities Str 13, Dex 11, Con 14, Int 10, Wis 8, Cha 9

Feats Alertness^B, Skill Focus (fisherman or similar)

Skills as above plus Profession (fisherman or similar) +6

Languages Common

Gear as above plus belt pouch, 2d4 cp, peasant's outfit

Prepared for battle, a villager has the following altered statistics:

AC 11, touch 10, flat-footed 11; **CMD** 11

(+1 armour [padded])

Melee dagger +1 (1d4+1/19-20) or

Melee spear -3 (1d8/x3)

Ranged sling (range 50 ft.) -4 (1d4+1)

Combat Gear bullets (10)

READING STAT BLOCKS

Village: Thornhill includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number

of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

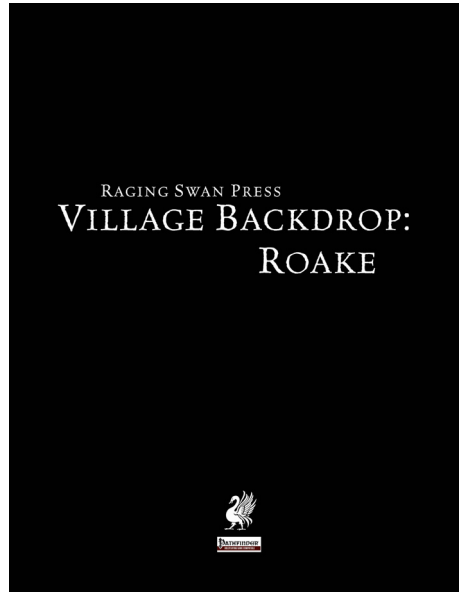
Spellbook: The contents of the creature's spellbook and its opposition schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

Set along the mouth of the river Saran, Roake is a pleasant, prosperous village, famed for the animal husbandry talents of Liaka Frost, a local ranger. Wealthy visitors frequent the village, coming to either purchase her tamed beasts or visit their estates dotted throughout the surrounding area. Adventurers also regularly pass through the village, stopping at the Prince & Pauper to rest their weary legs and quench their thirst.

Behind its above average prosperity, however, Roake conceals a troubled past that yet hangs over the village. As the villagers' decade-old deception begins to wear thin, the village youth have begun to question their true origins, much to the dismay of their parents...



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Standing on the fringes of a vast and noisome swamp, Thornhill is a miserable, hard place of cloying mud, grasping thorns and insular, superstitious folk. There is a little cheer to be had in Thornhill; the few visitors describing it as dull and dreary as the surrounding swamps. For all that, though, a steady trickle of adventurers visit Thornhill for the half-buried and drowned ruins of several tombs said to lie forgotten in the surrounding marshland and the villagers have friends among the nearby degenerate lizardfolk who make excellent guides in the trackless, far reaches of the swamp.

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