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VILLAGE BACKDROP:
GOLDEN VALLEY



THE SUNKEN PYRAMID

A Pathfinder Roleplaying Game Compatible Adventure for 7th-level characters by Creighton Broadhurst and Marc Radle

Only a few miles from a small seaside village, the mysterious underwater edifice known as the Sunken Pyramid lies hidden beneath the waves. The handful of sages and scholars with any knowledge of this massive stone structure debate whether it is a completely natural rock formation, a natural site that has been intentionally modified or something built long ago by human, or inhuman, hands.

Locals and ship's crews alike report signs of increased sahuagin activity in the waters around the Sunken Pyramid. Is the recent rash of disappearances and abductions which have plagued the area connected in any way? Can these abductions be stopped before even more people are taken? Can those already abducted be found and rescued? And what of the strange and often conflicting rumours which whisper of something far more terrible lurking far beneath the Sunken Pyramid?

"All in all, we get one awesome, first class underwater module...you'll never find an underwater module as easy to run as this one while still remaining engaging, concise and just smart - even beginner's DMs should have a nice time running this..."

–Endzeitgeist (five stars and seal of approval)

"I recommend this product as highly as I can...written by clearly experienced Gms who have gone to great lengths to make your play experience as enjoyable as possible. This has my highest recommendation."

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"...this adventure has everything you need to run it successfully. Very well done."

–DM Jeff (five stars)

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VILLAGE BACKDROP: GOLDEN VALLEY

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Eric Hindley

A decade ago, the thorp of Sunset Valley was a quiet, sleepy place. The discovery of gold in the surrounding hills changed all that, however, and made its finder rich overnight. But Boss Corl, as he is now known, is a greedy man and ruthlessly controls the flow of gold into and out of the now re-named village, Golden Valley. Such sudden wealth brought an influx of miners, adventurers and treasure hunters into the village and prices skyrocketed. Now, new miners must work for years just to pay off the cost of their equipment and prices for even the most basic of commodities are extortionate.

Recently, it has become apparent to Boss Corl that the gold supply is fast running out. Desperate for more, Corl has pushed his workers to even greater efforts and accidents and deaths are becoming commonplace. Rumours have even started to circulate of foul, sightless things living in the deepest caverns that haul off lone miners to gruesome fates.



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

CONTACT US

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ERRATA

We like to think *Village Backdrop: Golden Valley* 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

Eric is a proud weaver of many paths and an expert in every field (or at least a jack of all trades). He began his RPG career in the early 1990s, badgering his friends to let him have the 17 Cha he needed to play 2nd edition paladins at every chance. He migrated to 3rd edition in 2000 because the book was shiny and new out front of a Coles bookstore on some kind of cardboard display. Pathfinder caught his interest almost immediately after being announced, and he has been a firm believer ever since.

He began GMing primarily to force other people to play with him while at university in Toronto. After honing his skills picking off characters in the far-flung town of Banff, Alberta, Canada, he is currently exploring new campaign worlds with a variety of groups. Most of the rest of his time is spent painting toy soldiers for Warhammer (both fantasy and 40k) and Warmachine, working in the entertainment industry as a technician or tormenting an assortment of cats (and occasionally his wife, Kalyna).

Eric was a competitor in Paizo's RPG Superstar competition in 2010 and 2011, and won Open Design's Tin Crown in 2012.

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FOREWORD

I love it when the conflict in a village comes not from marauding monsters or the machinations of a super evil wizard but from “realistic” sources. In Golden Valley, Eric has perfectly captured this – the village has enjoyed an impressive economic boom, but the good times are now coming to an end.

When the PCs visit Golden Valley – perhaps while searching for an ancient dwarven mine rumoured to lie nearby – they discover a village on the brink. Even the most perceptive PCs should be able to work out where the cause of the trouble lies. The twist that Eric has included here is that – although Boss Corl is the cause of the village’s strife – he isn’t doing anything that illegal. Certainly removing him through violence may cause moral questions for some characters, which should make for some excellent role-playing as the players explore their character’s personalities and motivations.

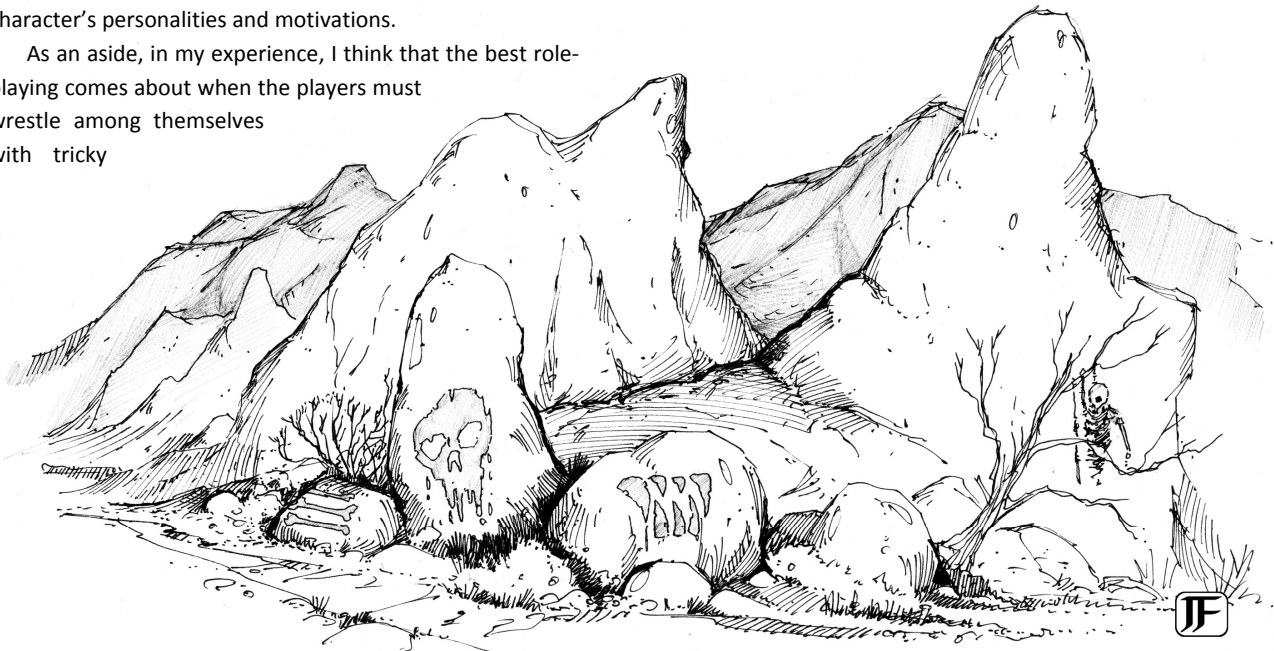
As an aside, in my experience, I think that the best role-playing comes about when the players must wrestle among themselves with tricky

STAT BLOCKS BY CR

CR		PAGE
1/3	Miner N human commoner 1	7
1	Bailiff Seran Heral LG male human fighter 2	8
3	Boss Corl LE male human ranger 2/rogue 2	8
4	Sly Jaak NE female human rogue 5	7

moral issues. In Golden Valley, the issue is thus: Boss Corl legally holds the deeds to the mines and overtly coerces no one to work within. How the PCs deal with this situation will surely spark an interesting session or two!

In any event, I hope you find this instalment of *Village Backdrop* useful. It would be great to hear how you’ve used it in your game – drop me a line at creighton@ragingswan.com.



GOLDEN VALLEY AT A GLANCE

Up until about a decade ago, the small thorp of Sunset Valley was just a sleepy place nestled in the foothills, barely showing up on most maps. That all changed when a local coal miner struck a vein of gold. The miner, Corl, was quick to stake his claim, and rumour spread there was a major score to be found in the nearby mountains.

Sunset Valley's populace exploded with adventurers and prospectors, and Boss Corl (as he started calling himself) was quick to hire the best and the brightest (as well as a bit of muscle) for his rapidly expanding operation. Other prospectors found a few small deposits, but nothing rivaling Corl's find; consequently he soon had a monopoly on the flow of gold, and thus control of the village.

As gold poured from the mountains, the village was renamed Golden Valley, a nickname the mayor formally adopted three years after the first find. As the miners were paid a small percentage of the gold they found, prices in the village's businesses soon shot up, created a divisive class system.

Visitors and new arrivals soon found the prices for local goods to be so exorbitant that Corl initiated a program to allow new workers to work off the cost of the gear. Over the years, this buy in became so corrupt it now takes months for new workers to pay back the expense of their basic equipment.

Recently, it has become apparent Corl has expanded his operation too quickly. The gold supply has dwindled to a mere trickle, causing the Boss to push his workers even harder. They have been uncovering more hazards, such as cave-ins and sour air. Rumours have even started among the miners of creatures living in the deepest caverns hauling off lone miners to gruesome fates.

DEMOGRAPHICS

Ruler Boss Corl (LE male human rogue 2/ranger 2)

Government Secret syndicate

Population 186 (151 humans, 16 dwarves, 8 gnomes, 6 elves, 2 half-elves, 2 half-orcs, 1 halfling)

Alignments LN, LE, N

Languages Common

Corruption +2; **Crime** +1; **Economy** +3; **Law** -5; **Lore** +0; **Society** +0

Qualities Insular, prosperous

Danger 0; **Disadvantages** none

NOTABLE FOLK

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

Bailiff Seran Heral (location 7; LG male human fighter 2) With no real authority, Seran is reduced to incarcerating drunks.

Boss Corl (location 5; LE male human rogue 2/ranger 2) The corrupt, greedy leader of the local mining operation.

Jasmyn (location 2; CN female half-elf bard 2) The beautiful proprietor of the Golden Tap.

Olbert Krenn (location 1; LN male human expert 2) Proprietor of the well stocked, but expensive, general store.

Pastor Clynt (location 8; LG male human cleric 3) Spiritual leader of the village and resident priest of the Chapel of St. Berabra.

Pvete Stonehelm (location 3; LN male dwarf ranger 3) This crippled ex-miner is the proprietor of the Welcome Inn.

Sly Jaak (location 5; NE female human rogue 5) Boss Corl's chief advisor and enforcer.

Wiljam Stustle (location 4; N male human wizard 3) Bookish owner and operator of Stubbs o' the Candle.

Yacki Fitz (location 6; LN female human expert 3) Titular Mayor of Golden Valley.

NOTABLE LOCATIONS

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

1. **General Store:** This shop is well stocked for adventurers and miners, although expensive.
2. **Golden Tap:** This well appointed inn and tavern is the nicest place in to stay in Golden Valley.
3. **Welcome Inn:** Though less luxurious than the Golden Tap, this inn is much more accommodating to visitors.
4. **Stubbs O' the Candle:** This small bookshop sees little business since the gold rush.
5. **Boss Corl's Estate:** This large estate on the edge of the village is home to Boss Corl and his cronies.
6. **Village Hall:** This large central building is used for meetings and other public functions.
7. **Jailhouse:** This small office and its three cells are the base of Sheriff Heral's operations.
8. **Chapel of Saint Berabra:** This small chapel is dedicated to the local patron saint of miners.
9. **Golden Valley Bank:** This large stone building houses the vaults that store Boss Corl's gold before resale.
10. **Corl's Mines:** Located about a mile and a half outside the village, this is the heart of Golden Valley's prosperity.

MARKETPLACE

Resources & Industry Mining (coal, gold)

Base Value 650 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 3rd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

When the PCs arrive in Golden Valley, the following items are for sale:

Potions & Oils *darkvision* (300 gp), *comprehend languages* (50 gp)

Scrolls (Arcane) *whispering wind* (150 gp), *identify* (50 gp)

Scroll (Divine) *shatter* (150 gp), *deathwatch* (50 gp)

VILLAGE LORE

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

DC 10: Golden Valley was originally called Sunset Valley, and was renamed when Boss Corl discovered gold nearby.

DC 15: Boss Corl and his thugs control most of the village's business. They ensure newcomers either pay outrageous prices or incur debts to the Boss. Old Pvete runs the Welcome Inn, one of the few places still with reasonable prices.

DC 20: The gold has nearly run out, but Boss Corl, Sly Jaak and Mayor Fitz have conspired to keep people from discovering this secret, in fear of what would happen to their profitable enterprises if the truth was known.

VILLAGERS

Appearance Most of the folk are solidly built with dust-stained dark hair and empty grey or brown eyes.

Dress Locals favour rugged vests and pants of sturdy leather; mining helmets are a common sight.

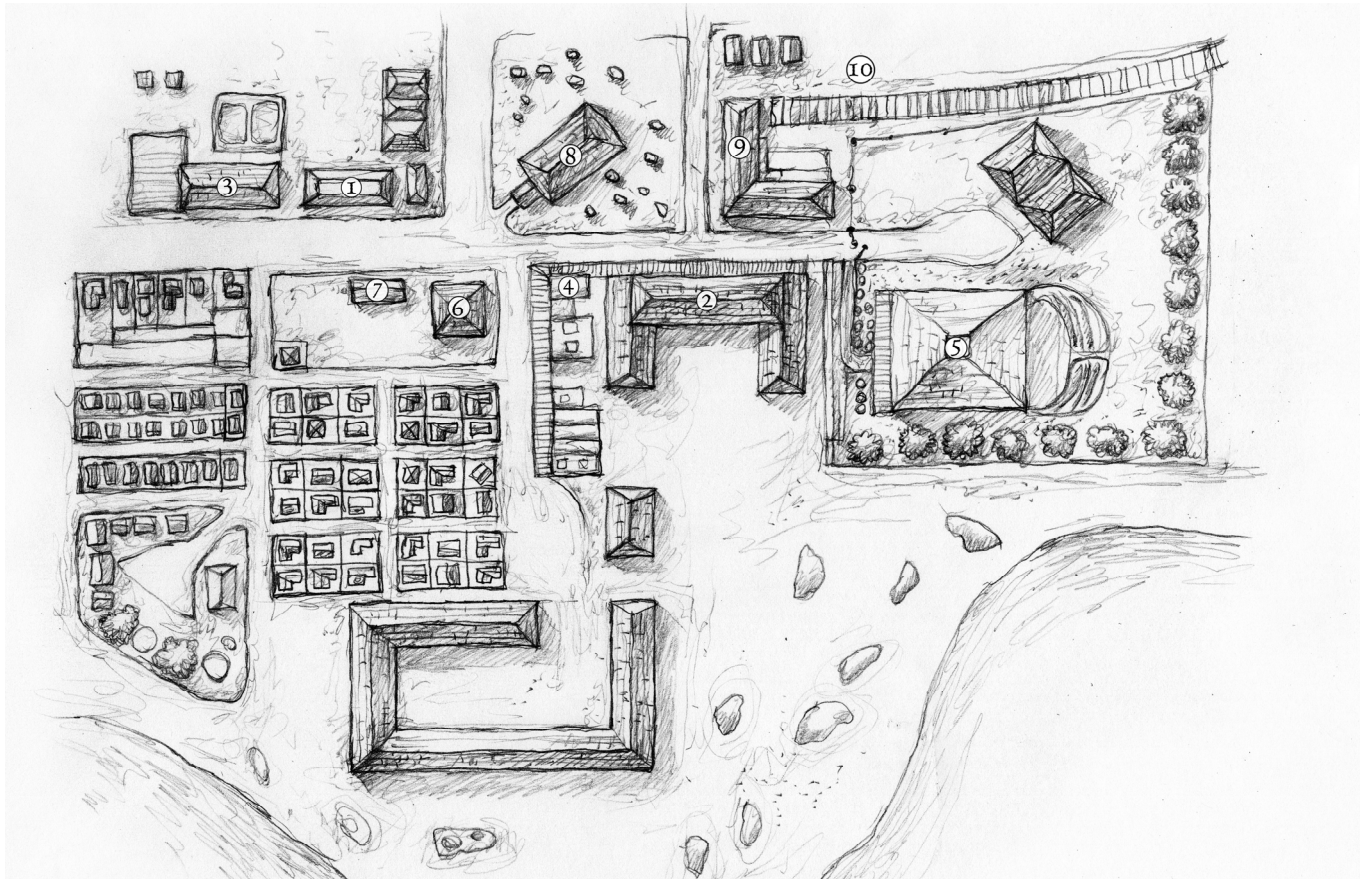
Nomenclature *male* Clynt, Jaan, Slym, Lee, Chip; *female* Scarlett, Megg, Patty, Brys; *family* O'Bannyn, Clatt, Westwood, Blakk, Fitz

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the village 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	Any dissenters with Boss Corl or Sly Jaak tend to meet with unfortunate accidents; these are too frequent to be mere coincidence.
2	The flow of gold from Corl's mines has slowed to a trickle, prompting the Boss to cut corners and push ever deeper.
3*	Derro lurk in the deepest tunnels; occasionally they drag lone miners away to a horrible fate.
4*	The Boss recently discovered precious gemstones in his new tunnels.
5	Boss Corl is looking to marry Jasmyn
6*	Something happened to the Stustle boy in the mines, though nobody seems to know what. Some say the mines are haunted, ghostly lights have been seen some nights. (Partly true: young Stubbs is missing, but the mines aren't haunted)

*False rumour



NOTABLE LOCATIONS

1: GENERAL STORE

This well made large wooden building is flush with prosperity. The general store is very well stocked when it comes to mining gear and adventuring equipment. Even when the village was still called Sunset Valley, it was frequently used as a base for groups headed into the nearby mountains. However, the prosperity of Golden Valley has corrupted Olbert Krenn (LN male human expert 2), one of Boss Corl's oldest friends. Anything in the store costs at least two to three its normal price; luxury items cost as much as ten times base value. The general store also offers credit on mining kits, providing new arrivals with a helmet, pick and lantern with oil. However, paying this back costs ten times the normal purchase price, which sometimes takes a new worker months or even years.

2: THE GOLDEN TAP

The beautiful raven-haired Jasmyn (CN female human expert 3) runs this expensive alehouse and tavern. The bar itself is made from fine imported hardwood, and the taps are highly burnished brass, gleaming with a near-golden finish that gives the tavern its name.

In addition to its glamorous barroom, Jasmyn also keeps a few ladies of ill-repute in her employ, discretely offering services for those who know how to ask. Boss Corl and his cronies often spend the evening at the Golden Tap, and encourage their workers to spend their money here. The Boss has frequently displayed amorous intentions toward Jasmyn, but so far she has rebuked his advances. Prices for food, drink and lodging are three times higher than usual, but the rooms and cuisine are sufficiently opulent that most visitors who can afford it don't mind the extra expense.

3: WELCOME INN

This simple alehouse and inn features local construction materials, primarily stone and pine. Cheap ale, whiskey and basic food are all available at reasonable prices, in stark contrast to most of Golden Valley. Grizzled, one-eyed dwarven ex-miner Pvete Stonehelm (LN male dwarf ranger 3), affectionately called Old Pvete among the miners, came here when Corl first discovered gold. The dwarf's experience helped the new mine expand faster than Corl's limited knowledge would have allowed. Once the mine became established, Pvete grew bitter at the Boss's treatment of his workers and the two fell out. Shortly afterward, Pvete had an accident with a horse and cart, leaving him lame. He blames this on Sly Jaak, and opened the Welcome Inn as a place to spread the word against Boss Corl and provide respite for travellers and miners alike.

4: STUBBS O' THE CANDLE

This chaotically overstocked bookshop is a bit of an anomaly in the labourer-oriented village. Long predating Boss Corl's gold claims, widower Wiljam Stustle's (N male human wizard [diviner] 3) small wooden shop has managed to eke out a meagre existence selling magical scrolls to anyone daring enough to venture into the nearby mountains. Stubbs apprenticed as a wizard in his youth, but was never the adventurous sort, and so founded this small bookshop as a way to cover expenses for his love of reading, history and magic. The shop has suffered recently, its wooden beams starting to sag with age. The local populace, primarily desperate miners looking for a source of income, have little interest or time for reading. Things have gotten bad enough that Stubbs' teenage son Marris has gone to work in the mines, despite his father's protests.

5: BOSS CORL'S ESTATE

These large grounds feature decorative topiary features and a grand central fountain, but are dominated by an enormous columned manor house. Despite its obvious recent construction, the large house harkens back to an older, more extravagant age – a decadent palace more at home in an aging city than a small mining village. Boss Corl (LE male human rogue 2/ranger 2) lives here along with his associate, advisor and rumoured assassin Jaak Van der Brykk (NE female human rogue 5). Also known locally as Sly Jaak he leads the half-dozen thugs and heavies also living here. Most locals believe Jaak, an outsider thought to have belonged to a "big city thieves' guild" is responsible for Corl's gradual descent into tyranny; a slow, but pervasive change from mild-mannered miner to overbearing tyrant boss.

6: VILLAGE HALL

This large timber building serves as the home for Golden Valley's nominal government. It is a simple structure, converted from a barn long ago. Most days it stands empty, save for the small outbuilding occupied by the mayor, Yacki Fitz (LN female human expert 3). The mayor stills rules the village in theory, but in practice no law passes without Boss Corl's approval, a frustration that has lead the mayor to spend most of her nights alone in the main meeting hall, drinking cheap whiskey. The hall is also occasionally used to house elaborate celebrations when Corl needs to boost morale. These festivities close the mines, sometimes for days, while the Boss lets his whiskey flow freely.

7: JAILHOUSE

In stark contrast to the mainly wooden buildings standing nearby, this small stone structure houses a single office and a half-dozen cramped cells. Designed hold criminals briefly before they are sent to a nearby city, it lacks many of the facilities of a larger prison. Bailiff Seran Heral (LG male human fighter 2) dislikes Boss Corl and his thugs, but lacks the manpower to exercise any kind of authority. As such, he is generally relegated to breaking up drunken fist-fights and incarcerating people Boss Corl wants punished.

A set of gallows set in the courtyard are kept in perfect working order (despite their lack of use) as a consequence of one of Boss Corl's "suggestion."

8: CHAPEL OF ST. BERABRA

This simple wooden chapel is painted with bright colours, chipped and faded in a few places, is in very good shape overall. The chapel is maintained by Pastor Clynt (LG male human cleric 3), an enthusiastic young priest with bright eyes and a penchant for charity. He is often willing to lend a hand when accidents injure miners or other mishaps occur. The chapel is dedicated to a local martyr, who supposedly called down a miraculous bolt of lightning to free a group of miners trapped in the mines, hundreds of years before Golden Valley's current affluence. Villagers speculate whether the pastor is actually ignorant of the

SLY JAAK	CR 4 (XP 1,200)
<i>This slim woman's eyes are in constant motion, darting about as if she expects something untoward to happen.</i>	
Female human rogue 5	
NE Medium humanoid (human)	
Init +4; Senses Perception +8 (+10 vs. traps), Sense Motive +8	
Speed 30 ft.; Acrobatics +10, Climb +7, Escape Artist +14, Stealth +14	
AC 19, touch 15, flat-footed 14; CMD 17	
(+4 armour [+1 studded leather], +4 Dex, +1 dodge [Dodge])	
Fort +5, Ref +9 (+10 vs. traps; evasion), Will +4	
hp 36 (5 HD)	
Space 5 ft.; Base Atk +3; CMB +2	
Melee mwk dagger +8 (1d4-1/19-20)	
Ranged dagger (range 10 ft.) +7 (1d4-1/19-20)	
Atk Options sneak attack (+3d6)	
Combat Gear daggers (2), <i>potion of cure light wounds, potion of eagle's splendour, potion of invisibility, elixir of hiding</i>	
Abilities Str 8, Dex 18, Con 13, Int 12, Wis 10, Cha 14	
SQ rogue talents (fast stealth, finesse rogue), trapfinding (+2), trap sense (+1)	
Feats Dodge, Great Fortitude, Iron Will, Stealthy, Weapon Finesse	
Skills as above plus Appraise +7, Bluff +10, Craft (traps) +8, Disable Device +16, Disguise +10	
Languages Common, Goblin	
Gear as above plus <i>cloak of resistance +1</i> , masterwork thieves' tool, artisan's tools (Craft [traps])	

nature of the village's most prominent accidents, or if he is simply sacred of Boss Corl.

9: GOLDEN VALLEY BANK

This sprawling stone building's main feature is a large locked and trapped vault. Its halls have evolved over the years and now resemble nothing more than a labyrinth, each corridor laden with the most devious traps Sly Jaak could devise. The fact Jaak charges the Boss for these traps, while simultaneously feeding Corl's paranoia, has made the bank a lucrative side-business for Jaak.

The bank itself is nominally run by Hayavel Pyloninn (LN male elf expert 2), a serious and sombre man who seems almost emotionless while conducting business. He knows he owes his prosperity to Boss Corl's enterprises, but that doesn't stop Pyloninn from making the Boss follow the same rules as all his other customers.

10: CORL'S MINES

The largest mines in the nearby mountains belong to Boss Corl and sport his moniker as an uninspired title. A long established coal mine provided much of the village's wealth before Boss Corl's gold strike. Now the mines are a deep, sprawling complex reinforced with heavy timber, and usually tall and broad enough for two men to walk side-by-side.

The expertise of Old Pvete taught Corl the best way to efficiently expand his early mines. Newer branches built after the two fell out are narrower and more unstable than the established mine, as Corl has pushed for faster and deeper expansion chasing the dwindling gold veins.

MINER	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 11, touch 10, flat-footed 11; CMD 11	
(+1 armour [padded])	
Fort +2, Ref +0, Will -1	
hp 9 (1 HD)	
Space 5 ft.; Base Atk +0; CMB +1	
Melee heavy pick +1 (1d6+1/x4) or dagger +1 (1d4+1/19-20)	
Abilities Str 13, Dex 11, Con 14, Int 10, Wis 8, Cha 9	
Feats Skill Focus (miner), Toughness ^B	
Skills as above plus Profession (miner) +6	
Languages Common	
Gear as above plus belt pouch, 2d4 cp, peasant's outfit	

LIFE IN GOLDEN VALLEY

The majority of villagers in Golden Valley work for Boss Corl.

TRADE & INDUSTRY

The mines are the source of Golden Valley's prosperity. They still produce a substantial volume of coal, but more importantly the mines are the source of Boss Corl's gold. Working conditions in the mines have deteriorated in recent years, making them a miserable, dangerous environment to work in. Most miners, however, have no other skills.

LAW & ORDER

Nominally, Bailiff Heral has a small jailhouse and is the arm of the law in Golden Valley. The truth is he rarely has any need to do anything. Most of the locals owe allegiance to Boss Corl, and wouldn't dream of doing anything that might draw the ire of the Boss (or Sly Jaak). Thus, petty crime is limited. The chance of meeting with an accident and losing their livelihood is enough to keep all but the dimmest or drunkest in line.

Mayor Fitz finds herself in a similar position. Although she is responsible for the village's prosperity, anything she could do to impede the Boss would likely result in him withholding taxes, which would rapidly plunge the village into financial ruin.

BOSS CORL

CR 3 (XP 800)

This powerfully built man has salt-and-pepper hair and cold, steely eyes.

Male human ranger 2/rogue 2

LE Medium humanoid (human)

Init +2; **Senses** Perception +6 (+7 vs. traps, +8 vs. humans; trapfinding), Sense Motive +8 (+10 vs. humans)

Speed 30 ft.; **ACP** -1; Escape Artist +8, Stealth +8

AC 17, touch 12, flat-footed 15; **CMD** 18

(+5 armour [+1 chain shirt], +2 Dex)

Fort +5, **Ref** +8 (evasion), **Will** -1

hp 34 (4 HD)

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

Melee mwk heavy pick (Power Attack [-1/+3] +7 (1d6+4/x4)

Atk Options Catch Off-Guard, Combat Reflexes, favoured enemy (humans [+2]), sneak attack (+1d6)

Combat Gear *elixir of truth, oil of magic weapon, potion of cure light wounds*

Abilities Str 16, Dex 15, Con 14, Int 10, Wis 8, Cha 12

SQ combat style (two-handed weapon), rogue talent (honeyed words), track (+1), trapfinding (+1), wild empathy (+3)

Feats Alertness, Catch Off-Guard, Combat Reflexes, Power Attack

Skills as above plus Bluff +8 (+10 vs. humans), Intimidate +8, Profession (miner) +6, Sleight of Hand +7, Survival +6 (+7 tracking, +8 vs. humans)

Languages Common

Gear as above plus 37 gp, 12 sp

EVENTS

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

D6 EVENT

- | D6 | EVENT |
|----|--|
| 1 | A runaway horse barrels toward a miner who just the other day had been overheard bemoaning conditions in the mines. |
| 2 | A handful of thugs are behind the Golden Tap roughing up a man who got a little too friendly with Jasmyn. The man is taking a good beating and – strangely – not resisting. |
| 3 | A group of ragged miners return to the village discussing another cave-in at the mines. The miners are angry at Boss Corl's blatant ignorance of basic safety measures. |
| 4 | A small fire at the Welcome Inn is quickly doused by Old Pvete and a volunteer fire brigade. Arson is suspected, but no witnesses or evidence are found. |
| 5 | Ghostly lights are seen near the mines, causing a mild panic among those who have to work there the next day. (These are caused by Willem Stubbs searching for his missing son.) |
| 6 | An enthusiastic man comes into the village brandishing an emerald he claims was found in the mines – though the stone looks to have been expertly cut. |

BAILIFF SEARN HERAL

CR 1 (XP 400)

Tall and well muscled, an aura of defeat and dejection hangs about this obvious warrior.

Male human fighter 2

LG Medium humanoid (human)

Init +4; **Senses** Perception +3, Sense Motive +3

Speed 20 ft., base speed 30 ft.; **ACP** -9; Acrobatics -9 (-13 jumping)

AC 21, touch 10, flat-footed 21; **CMD** 15

(+8 armour [half-plate], +3 shield [heavy steel; Shield Focus])

Fort +5, **Ref** +0, **Will** +1 (+2 vs. fear)

hp 21 (2 HD)

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

Melee mwk longsword +7 (1d8+3/19-20)

Ranged light crossbow (range 80 ft.) +2 (1d8/19-20)

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

Abilities Str 17, Dex 10, Con 14, Int 8, Wis 12, Cha 13

SQ bravery (+1)

Feats Alertness^B, Improved Initiative, Shield Focus^B, Weapon Focus (longsword)^B

Skills as above plus Intimidate +6, Knowledge (engineering) +4

Languages Common

Gear as above plus belt pouch, 12 gp, 14 sp, flint & steel

READING STAT BLOCKS

Village Backdrop: Golden Valley 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.

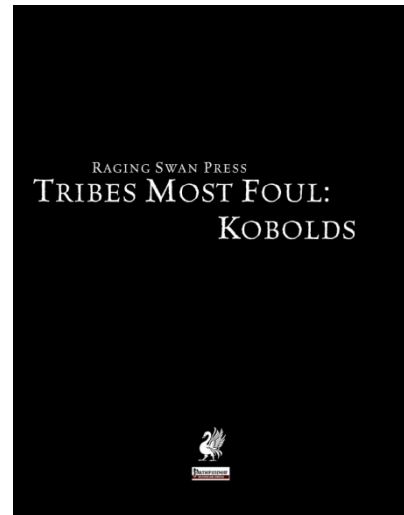
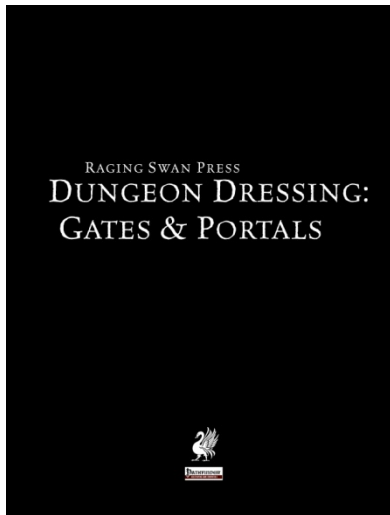
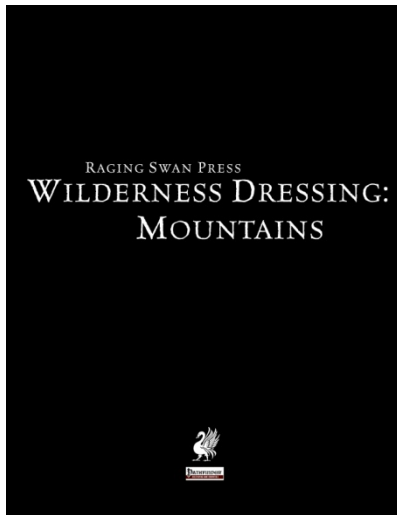
Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

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.

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Recently, it has become apparent to Boss Corl that the gold supply is fast running out. Desperate for more, Corl has pushed his workers to even greater efforts and accidents and deaths are becoming commonplace. Rumours have even started to circulate of foul, sightless things living in the deepest caverns that haul off lone miners to gruesome fates.

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