

RAGING SWAN PRESS
VILLAGE BACKDROP:
OAKHURST



ALSO AVAILABLE FROM RAGING SWAN PRESS

100% Crunch: Liches	\$6.99	<input type="checkbox"/>
100% Crunch: Orcs	\$4.99	<input type="checkbox"/>
100% Crunch: Orog	\$4.99	<input type="checkbox"/>
100% Crunch: Skeletal Champions	\$5.99	<input type="checkbox"/>
100% Crunch: Skeletons	\$5.99	<input type="checkbox"/>
100% Crunch: Zombies	\$5.99	<input type="checkbox"/>
100% Crunch: Zombie Lords	\$5.99	<input type="checkbox"/>
All That Glimmers	\$13.99	<input type="checkbox"/>
	print \$19.99	
Antipaladins	\$3.99	<input type="checkbox"/>
Bandits of the Rampant Horror	\$3.99	<input type="checkbox"/>
Barroom Brawl	\$1.99	<input type="checkbox"/>
Caves & Caverns	\$10.99	<input type="checkbox"/>
Cultists of Havra Zhou	\$4.99	<input type="checkbox"/>
Dark Oak	\$4.99	<input type="checkbox"/>
Dark Waters Rising	\$5.99	<input type="checkbox"/>
Dungeon Denizens: EL 1	\$1.99	<input type="checkbox"/>
Dungeon Denizens: EL 2	\$1.99	<input type="checkbox"/>
Dungeon Denizens: EL 3	\$1.99	<input type="checkbox"/>
Dungeon Dressing: Altar	\$1.99	<input type="checkbox"/>
Dungeon Dressing: Archways	\$1.99	<input type="checkbox"/>
Dungeon Dressing: Bridges	\$1.99	<input type="checkbox"/>
Dungeon Dressing: Chests	\$1.99	<input type="checkbox"/>
Dungeon Dressing: Doom Paintings	\$1.99	<input type="checkbox"/>
Dungeon Dressing: Doors	\$1.99	<input type="checkbox"/>
Dungeon Dressing: Double Doors	\$1.99	<input type="checkbox"/>
Dungeon Dressing: Dungeon Names	\$1.99	<input type="checkbox"/>
Dungeon Dressing: Fiendish Traps I	\$1.99	<input type="checkbox"/>
Dungeon Dressing: Pits	\$1.99	<input type="checkbox"/>
Dungeon Dressing: Pools	\$1.99	<input type="checkbox"/>
Dungeon Dressing: Portcullises	\$1.99	<input type="checkbox"/>
Dungeon Dressing: Sarcophagi	\$1.99	<input type="checkbox"/>
Dungeon Dressing: Secret Doors	\$1.99	<input type="checkbox"/>
Dungeon Dressing: Stairs	\$1.99	<input type="checkbox"/>
Dungeon Dressing: Statues	\$1.99	<input type="checkbox"/>
Dungeon Dressing: Thrones	\$1.99	<input type="checkbox"/>
Dungeon Dressing: Trapdoors	\$1.99	<input type="checkbox"/>
Dwellers Amid Bones	\$3.99	<input type="checkbox"/>
Fellowship of the Blackened Oak	\$3.99	<input type="checkbox"/>
Frost Giant Pirates of the Icy Heart	\$3.99	<input type="checkbox"/>
Gibbous Moon	\$2.99	<input type="checkbox"/>
Portentous Dreams	\$1.99	<input type="checkbox"/>
Random Hill Encounters	\$3.99	<input type="checkbox"/>
Random Marsh Encounters	\$3.99	<input type="checkbox"/>
Random Woodland Encounters	\$3.99	<input type="checkbox"/>
Random Woodland Encounters II	\$3.99	<input type="checkbox"/>
Random Urban Encounters	\$3.99	<input type="checkbox"/>
Scions of Evil	\$13.99	<input type="checkbox"/>
	print \$19.99	
Shadowed Keep on the Borderlands	\$9.99	<input type="checkbox"/>
	print \$13.99	
So What's For Sale, Anyway?	\$3.99	<input type="checkbox"/>
So What's For Sale, Anyway? II	\$3.99	<input type="checkbox"/>
So What's For Sale, Anyway? III	\$3.99	<input type="checkbox"/>

So What's For Sale, Anyway? IV	\$3.99	<input type="checkbox"/>
So What's For Sale, Anyway? V	\$3.99	<input type="checkbox"/>
So What's It Called, Anyway?	\$1.99	<input type="checkbox"/>
So What's That Shiny Thing, Anyway?	\$3.99	<input type="checkbox"/>
So What's The Armour Like, Anyway?	\$3.99	<input type="checkbox"/>
So What's The Demi-Human Like, Anyway?	\$1.99	<input type="checkbox"/>
So What's The Hoard Like, Anyway?	\$3.99	<input type="checkbox"/>
So What's The Hoard Like, Anyway? II	\$3.99	<input type="checkbox"/>
So What's The Hoard Like, Anyway? III	\$3.99	<input type="checkbox"/>
So What's The Mount Like, Anyway?	\$3.99	<input type="checkbox"/>
So What's The Riddle Like, Anyway?	\$1.99	<input type="checkbox"/>
So What's The Riddle Like, Anyway? II	\$1.99	<input type="checkbox"/>
So What's The Spellbook Like, Anyway?	\$3.99	<input type="checkbox"/>
So What's The Tavern Like, Anyway?	\$3.99	<input type="checkbox"/>
So What's The Tavern Like, Anyway? II	\$3.99	<input type="checkbox"/>
So What's The Weapon Like, Anyway?	\$3.99	<input type="checkbox"/>
So What's The Human Called, Anyway?	\$1.99	<input type="checkbox"/>
So What's The Human Called, Anyway? II	\$1.99	<input type="checkbox"/>
So What's The Human Called, Anyway? III	\$1.99	<input type="checkbox"/>
So What's The NPC Like, Anyway?	\$1.99	<input type="checkbox"/>
So What's The Pirate Ship Like, Anyway?	\$1.99	<input type="checkbox"/>
So What's The Zombie Like, Anyway?	\$1.99	<input type="checkbox"/>
Thanegar's Horde	\$3.99	<input type="checkbox"/>
Urban Dressing: Alleyways	\$1.99	<input type="checkbox"/>
Urban Dressing: Market Stalls	\$1.99	<input type="checkbox"/>
Urban Dressing: Shrines	\$1.99	<input type="checkbox"/>
Urban Dressing: Temples	\$1.99	<input type="checkbox"/>
Urban Dressing: Traders & Craftsmen	\$1.99	<input type="checkbox"/>
Village Backdrop: Apia	\$1.99	<input type="checkbox"/>
Village Backdrop: Bossin	\$1.99	<input type="checkbox"/>
Village Backdrop: Denton's End	\$1.99	<input type="checkbox"/>
Village Backdrop: Hosford	\$1.99	<input type="checkbox"/>
Village Backdrop: Oakhurst	\$1.99	<input type="checkbox"/>
Village Backdrop: Roake	\$1.99	<input type="checkbox"/>
Village Backdrop: Thornhill	\$1.99	<input type="checkbox"/>
Village Backdrop: White Moon Cove	\$1.99	<input type="checkbox"/>
Villainous Pirates	\$5.99	<input type="checkbox"/>
Villains	\$3.99	<input type="checkbox"/>
Villains II	\$3.99	<input type="checkbox"/>
Villains III	\$3.99	<input type="checkbox"/>
Whispers & Rumours: Borderland	\$3.99	<input type="checkbox"/>
Wilderness Dressing: Hills	\$1.99	<input type="checkbox"/>
Wilderness Dressing: Mountains	\$1.99	<input type="checkbox"/>
Wilderness Dressing: Plains	\$1.99	<input type="checkbox"/>
Wilderness Dressing: Swamps	\$1.99	<input type="checkbox"/>
Wilderness Dressing: Travellers	\$1.99	<input type="checkbox"/>
Wilderness Dressing: Woodlands	\$1.99	<input type="checkbox"/>

Free PDFs: With Raging Swan's Free PDF promotion with every purchase of a print product, you can claim free PDFs to value of the purchased item.

VILLAGE BACKDROP: OAKHURST

A Pathfinder Roleplaying Game GM's RESOURCE supplement by John Bennett

The village of Oakhurst squats deep in the gnarled boughs of the Tangled Woods. The Lonely Coast's smallest and most isolated village, only the most daring or the most desperate call it home, surrounded as it is on all sides by monstrous denizens and half-goblin tribes. Its dilapidated buildings sink into the squalor of the streets, presenting a loathsome and unwelcoming appearance. Oakhurst's villagers are no better. Mostly trappers and hunters, the grim folk of Oakhurst distrust outsiders and keep to strange ways and customs. Visitors are strongly discouraged from overstaying their welcome.

Yet, Oakhurst's darkest secret lies in a cave situated in a nearby cliff. On full moons, the villagers lock their doors and shutter their windows, pretending they do not hear the incessant flapping of wings in the sky overhead. Oakhurst's oldest family, the Wearnes, long ago made a pact with a fell god, gaining the power of lycanthropy. Years of inbreeding to keep the line pure have driven the family of werebats to the brink of madness. High in the cave, the Wearnes participate in vile rites to their dark god, offering worship to one of its hideous servants. As the family slips further into insanity and their devotions more heinous, Oakhurst has become more dangerous for the unwary than it ever has before.

Oakhurst is compatible with the Lonely Coast campaign setting, but is also easily inserted into any GM's home campaign.



CREDITS

Design: John Bennett
Development: Creighton Broadhurst
Editing: Creighton Broadhurst and Aaron T. Huss
Cover Design: Creighton Broadhurst
Layout: Creighton Broadhurst
Cartography: Simon Butler and Tom Fayen
Interior Art: Pawet Dobosz (The Forge Studios)

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

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *Village Backdrop: Oakhurst* 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

John makes his lair in the tree-cloaked hills of New Hampshire. He enjoys heavy metal, beer and cigars as much as he enjoys playing RPGs. John has been writing since the age of 6 when he would narrate stories about dinosaurs and robots to his mother. He has a degree in film production and a pile of reject letters to go with his scripts. Currently, he is pursuing his Master's degree in Organizational Leadership. He is also striving to achieve at least one skill rank in Perform (guitar) but too little avail. Coerced into playing 1st edition D&D by an older (and bigger) kid in the neighbourhood at the age of 8, he would like to take a moment to thank his friend, Danny, for introducing him to the world of gaming many long years ago. While his friends and players know what he is talking about, John has been unsuccessful in explaining what bugbears are to his family and co-workers, the latter fleeing his office when he begins rambling.

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *Village Backdrop: Oakhurst* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of John Bennett to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988. ©Raging Swan Press 2013.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

To learn more about Raging Swan Press, visit ragingswan.com. To learn more about the Open Game License, visit wizards.com/d20.

Published by Raging Swan Press
1st printing, May 2013

CONTENTS

Credits.....	2
Contact Us	2
Errata	2
About the Designer.....	2
Contents	3
Foreword	3
Reading Stat Blocks.....	6

OAKHURST

Oakhurst At a Glance.....	4
Notable Locations.....	6
Life in Oakhurst.....	8

FOREWORD

Welcome to the final Village Backdrop set on the *Lonely Coast* (but not the final Village Backdrop!) Although designed for Raging Swan's free mini-setting, *Village Backdrop: Oakhurst* is easily set in any out-of-the-way wooded area in which the rule of law does not completely hold sway. The folk dwelling there are strange and insular. Some worship dark, ancient gods. What a great place for adventurers to visit!

A close reading of the text reveals that John is a bit of a Lovecraft fan (as I am). I think he has done an exceptional job creating a creepy, cult-infested village which the party will have a great time exploring. I think he's done such a great job that I've asked him to write an entire

STAT BLOCKS BY CR

CR		PAGE
3	Bartrel Ebon Axe NE male half-goblin fighter 4	7
4	Caja Weare NE female natural werebat human rogue 3	8

module set in the village! Look for it (in print and PDF) before the end of the year.

In any event, I hope you enjoy Oakhurst. I get a real kick out of knowing people all over the world are using it in their campaigns and I'd love to hear stories about how it featured in your game. Why not drop me a line at creighton@ragingswan.com.



OAKHURST AT A GLANCE

Deep within the dark depths of the Tangled Wood squats the malodorous village of Oakhurst. The decayed eaves of its houses sag under the weight of mildewed thatch while its roads are little more than trails of muck and grime traversing the forest floor under the oak trees that give the village its name.

The Lonely Coast's most isolated and distant village, Oakhurst attracts people of the basest sort. Trappers and hunters mingle with thieves, outcasts and murderers, all conducting their business in grim silence. Visitors to Oakhurst receive cold looks if not outright hostility. Its insular folk keep to their own.

A tributary of the Kilian River flows through Oakhurst, dividing the village into eastern and western sections. Trade and industry, often illicit, takes place in the rundown and sagging shops in the eastern section. Yet the true horror of Oakhurst lies across the river to the west, where a network of mazelike game trails scurrying through the trees leads to the homes of the Wearne clan, a family of werebats. The true rulers of Oakhurst, years of inbreeding to keep their condition pure has finally brought them to the brink of madness. In a high cave in a nearby cliff, they conduct their hideous rites, offering their prayers to a dark god believed to have granted their ancestors their gift long ago. When a red glow emanates from the cave at night, most villagers lock their doors and shutter their windows, ignoring the ominous chanting voices carried upon the wind.

DEMOGRAPHICS

Ruler Talek Wearne (NE male human werebat oracle 6)

Government Secret syndicate

Population 121 (112 humans, 4 half-orcs 3 half-elves, 1 gnome, 1 half-goblin)

Alignments N, CN, CE, NE

Languages Common, Elven, Orc

Corruption -1; **Crime** +1; **Economy** +1; **Law** -7; **Lore** -1; **Society** -1

Qualities Insular, notorious

Danger 10; **Disadvantages** None

NOTABLE FOLK

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

Colan Boden (location 3; N male human warrior 5) The appointed reeve of Oakhurst. Balancing two masters, the Wearnes of Oakhurst and the Lochers of Caer Syllan, has greatly aged the retired soldier.

Kensa Boden (location 3; N female human commoner 2) Often drunk, the reeve's wife runs the village's general store.

Daveth Cass (location 4; CN male human expert 3) A sullen man, Daveth operates the village's ferry. For a small price, he is willing to sail up or down river.

Bartrel Ebon Axe (location 1; NE male half-goblin fighter 4) An outcast, and outwardly appearing human, Bartrel runs his gang of thieves out of his inn, the Bloody Ear.

Rasala Neblor (location 5; CN female gnome rogue 3) This shy gnome operates a shop making and repairing bear traps.

Caja Wearne (location 2; CE female human werebat rogue 3) Insane, Caja operates the village jail (which is mostly now just a torture chamber).

Talek Wearne (location 7; NE male human werebat oracle 6) The patriarch of the Wearne family, Talek speaks for the dark god that lives in Oakhurst.

NOTABLE LOCATIONS

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

1. **The Bloody Ear:** One of the more sturdy buildings in Oakhurst, a collection of dismembered ears decorates the wall behind the bar.
2. **Oakhurst Jail:** The smell of death and decay waft from this large wood and stone building.
3. **General Store:** A faded sign hangs in front of this worn, dilapidated building.
4. **Daveth Cass's House:** From this long shack, Daveth operates his ferry business.
5. **Rasala's Bear Trap Emporium:** An unusually well-kept building, Rasala crafts and sells well made bear traps from her home.
6. **The Witching Rock:** A large boulder thrusts out of the river, splitting it in two.
7. **Wearne Farmstead:** The ancestral home of the Wearne family is nothing more than a shabby collection of huts and shacks stuck together.
8. **Ruined Manor:** The burnt remains of a stone manor rest in deep, cloying shadows under the trees.
9. **The Cliff:** A rocky cliff, 40 ft. high, rises suddenly out of the forest. A cave entrance near its top faces east.

MARKETPLACE

Resources & Industry Fishing, hunting, trapping

Base Value 650 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 3rd;

Minor Items 2d4; **Medium Items** 1d4; **Major Items** –

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

Potions & Oils *oil of magic weapon* (50 gp)

Scrolls (Arcane) *obscure object* (150 gp), *disguise self* (25 gp)

Scroll (Divine) *zone of truth* (150 gp), *lesser restoration* (150 gp), *bane* (25 gp)

VILLAGE LORE

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

DC 10: Oakhurst is the Lonely Coast's most distant and isolated village, located deep in the Tangled Wood.

DC 15: Consisting primarily of trappers and hunters, the villagers are a grim and dour lot, distrustful of strangers. Outcasts from other parts of the Lonely Coast often make their way there as the villagers ask few, if any, questions.

DC 20: Rumours of inbreeding and strange religious practises have plagued Oakhurst for generations.

VILLAGERS

Appearance Men sport thick, shaggy beards and the women grow their greasy hair past their waist, believing it taboo to cut it. Dirt cakes their nails.

Dress The villagers wear a rag tag collection of animal pelts. Bones interspersed with pieces of glass serves as jewellery.

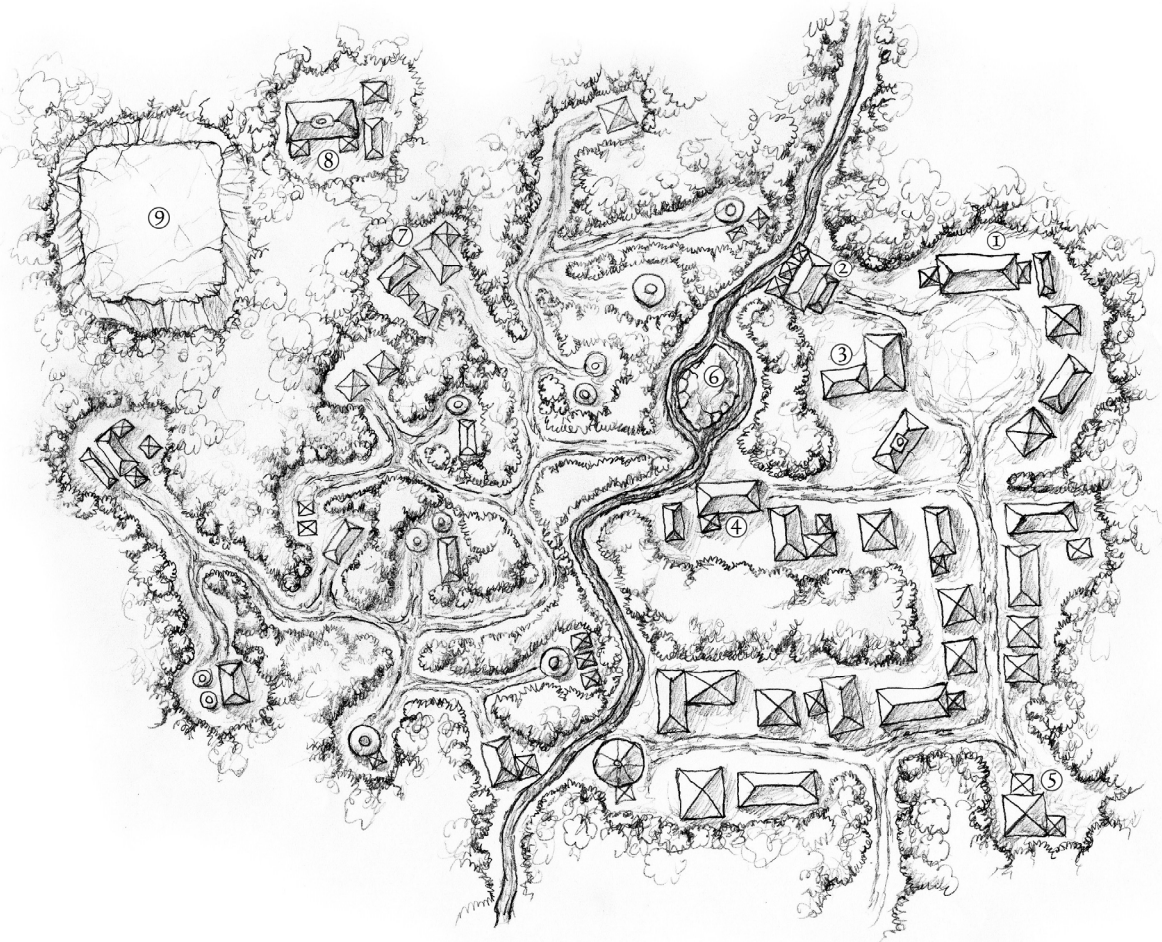
Nomenclature *male* Anen, Cofan, Ferlin, Myrghal, Talek; *female* Corwenna, Henna, Jeni, Tyrwenna; *family* Cass, Dorwain, Nettle, Wearne

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Oakhurst 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	Strange lights and faces are sometimes seen in the windows of the old ruined manor house.
2	Bartrel once adventured with Jacca Landers, the reeve of Bossin. He helped Jacca turn against his companions for a bit of profit.
3	On full moons, fires can be seen burning in the cave high up in the nearby cliff. Those who are wise stay inside and don't interfere with those who practice the old ways.
4	Less children are being born alive to the strange, old Wearne clan. It's driven some of them mad, like Caja Wearne, old Talek's favourite cousin.
5*	The Wearnes know black magic and are really vampires!
6*	The Witching Rock blocks a tunnel leading to Hell.

*False rumour



NOTABLE LOCATIONS

1: THE BLOODY EAR

From this sturdy inn of mud bricks and stone, Bartrel Ebon-Axe (NE male half-goblin fighter 4) bullies more than leads a small gang of thieves. A former adventuring companion of Bossin's reeve, Jacca Landers, Bartrel built the Bloody Ear with his adventuring loot. He offers free drinks to anyone bringing in a severed ear (which he displays on a wall behind the bar). He looks more human than goblin, and the wise do not bring up his heritage. Outsiders seek Bartrel out to fence stolen or illegal goods and often mistake him for Oakhurst's true power. Bartrel knows the Wearne's secret and serves them faithfully. His wish is to prove himself worthy to be inducted into the family.

2: OAKHURST'S JAIL

Ivy and moss cling to nearly every surface of this stone building, built in Oakhurst's better days. Three small cells protrude from the back of the jail, set deep into the riverbank. Cramped enough that a prisoner can only stand, when the river is swollen a grate floods the cell, drowning the occupant. In olden days, it was used to force confessions from criminals, now it is just one of many torture tools of the decayed Caja Wearne (CE female human werebat rogue 3). Talek Wearne's favourite cousin, years of miscarriages have driven her insane. She takes out her frustrations on unlucky individuals caught in the Tangled Wood or villagers who become too nosy about Wearne business.

3: GENERAL STORE

The store's roof sags so much that with its darkened windows, the store front appears to be scowling. A worn sign sticks out like a wart, above the front door. The wife of the village reeve, Kensa Boden (N female human commoner 2), runs the place, drinking while lamenting the "promotion" that brought her and her husband to Oakhurst. When sober, Kensa goes about her business sullenly, the disarrayed shelves and dust covered items testament to her work ethic. When drunk, she is prone to gossip about Oakhurst's citizens who she considers nothing but heathens and barbarians. Her husband, the village reeve, Colan Boden (N male human warrior 5), knows the truth about the Wearnes but is wise enough to keep his mouth shut, even to his wife. The stress of placating the Wearnes and Lord Lorcher of Caer Syllan has given him a permanently dour look and premature white hair.

4: DAVETH CASS'S HOUSE

A long rambling building of wood and animal hides rests near the river. A small pier juts out into the water where Daveth Cass (CN male human expert 3) docks a small, well worn river barge. Daveth Cass serves as the village's ferryman, carrying folk from

the village proper to the western side of the river. For a fee, Daveth is willing to sail up or down the river. He knows the Kilian well, especially where the half-goblins like to set up ambushes. Villagers that have to travel the river know to pay him well so he does not lead them into such an area. Rumours persist he has a half-goblin family upriver somewhere.

5: RASALA'S BEAR TRAP EMPORIUM

Tucked away behind a copse of trees near the main road into town sits a small, well built, wooden building with an attached workshop belonging to Rasala Neblor (CG female gnome rogue 3). A crafter and sometime smith, Rasala did not fit in with the few gnomes that dwell deep in the Tangled Wood. Here in Oakhurst, she can work in peace and has made a name for herself selling excellent, homemade bear traps (10 gp, Disable Device DC 22). While her relations with the villagers are good, she is no fool and keeps a crossbow under the counter loaded with a silver bolt and has two silver daggers hidden on her person. If befriended, Rasala is willing to forge simple silver items – bolts, arrow heads and daggers. She keeps three bottles of *silversheen* in her workshop.

6: THE WITCHING ROCK

A huge granite boulder thrusts up from the tributary of the Kilian, splitting the river into two around it. Rising ten feet above the water, it is strangely flat, looking as if some giant blade had cut clean through it. Named the Witching Rock, the villagers believe the ancient Tuath once conducted ceremonies atop the boulder. Scholars have come here to transcribe and study the ancient symbols carved into a circle on the boulder's top surface. Talek Wearne used to be seen for hours pacing back and forth, examining the symbols while consulting a massive tome. He has not done so recently, however.

7: WEARNE FARMSTEAD

Though many intermingled lines of the Wearne family live throughout Oakhurst, this two-storey wood and brick house with accompanying barn and shacks is considered the Wearne ancestral home. Animal skulls (and some humanoid) mark the path up to a rickety porch attached to a worm-eaten house that looks like it would fall over in a strong wind. Here, the current Wearne patriarch, Talek Wearne (NE male human werebat oracle 6), lives with his wife (actually sister), sons and daughters. Most Oakhurst residents, even many of the Wearnes, give the farmstead a wide berth, believing Talek to be a wizard. A basement leads to a small, heavily trapped cavern network where Talek keeps the family collection of crumbling, ancient tomes of magic and religion.

8: RUINED MANOR

When the Lochers settled the Lonely Coast and established the village of Oakhurst, the first reeve constructed an elegant two-storey, stone manor house. Not long after, a mysterious fire swept quickly through the home, killing the reeve and his family. Local legend claims the reeve tried to outlaw the strange religious practices of the Wearne family, and the Wearnes used evil magic to eliminate him.

Whatever the case, those who come across the manor house claim to see glowing lights moving passed blackened windows and the ghostly cries of screams coming from inside. Those who explore the manor house do not come back and so the villagers have let the woods reclaim the ruin.

THE WEREBATS OF OAKHURST

The Wearne family settled in the area that would become Oakhurst generations before the Lochers arrived and laid claim to the Lonely Coast. A family of trappers, the Wearne patriarch, Fallon Wearne, discovered an ancient religious site in a high cave situated in a cliff that was once used by the ancient Tuath. Though abandoned, an evil presence still lingered deep in the cave, corrupting Fallon and blessing him with lycanthropy. Wishing to keep their bloodline pure, the Wearnes intermarried, soon became wholly devoted to this dark power.

The Wearne werewolves differ from the common werewolf in that the claws at the tip of their bat wings are too feeble to use in battle. The dark power granting their lycanthropy craves blood, and thus they share characteristics with the vampire bat. This grants them the ability to suck their victims dry of blood and some locals mistake them for vampires. The Wearnes guard their secret closely, mostly preying on the numerous half-goblins in the Tangled Wood and the occasional lone hunter, trapper or traveller. However, the dark power that gifted them lycanthropy recently sent the Wearnes one of its hideous servants. Thus to appease this herald of their god, the Wearnes have become increasingly aggressive in their hunting, especially as years of inbreeding have induced a madness amongst most of the family.

The Wearne werewolves utilize the same rules for creating lycanthropes presented in the *Bestiary*. However, in their hybrid and animal forms, they lose the use of their hands as weapons, but gain a bite attack with the grab ability from the universal monster rules. In addition, they have the following ability while in their hybrid and animal forms:

Blood Drain (Ex) When the werewolf maintains a grapple on an opponent and makes a successful bite attack, it deals 1 Constitution damage to the grappled creature instead of normal bite damage.

9: THE CLIFF

A 40 ft. high sheer granite cliff rises suddenly out of the woods. A wide cave entrance lies just below its eastern summit, but its near vertical sides make reaching it nearly impossible (DC 30 Climb).

The cave entrance widens to a deep natural cavern filled with thick stalagmites and stalactites. A manmade stair winds down from a ledge to the cavern's floor. Here, the stone has been worked to create a smooth floor inlaid with strange runes similar to those on the Witching Rock. An altar carved with giant bats rests on a pedestal at the far end of the floor. A circular pit 20 ft. in radius leads downward 50 ft. through unnatural, inky blackness that consumes even magical light. When the moon is full, the Wearne clan fly in to nestle amongst the numerous stalactites while Talek performs rituals to the strange dark god they worship. A servant of the god, a monstrous beast, dwells within the pit and rises forth to accept homage and sacrifices.

THE SURROUNDING AREA

As the Lonely Coast's only point of civilization within the Tangled Wood, Oakhurst is a natural stopping point for those looking to explore ancient ruins or adventure further north in the Twisted Gorge. While not friendly, most of Oakhurst's citizens are not aggressively hostile. However, wise travellers conduct their business quickly and move on. Surrounded on all sides by the dangers of the Tangled Wood that shelter many tribes of half-goblins, a bit of coin can loosen the lips of the villagers as to where dangers might lie just outside the village environs.

BARTREL EBON AXE

CR 3 (XP 800)

This squat, brutish man has slightly rounded ears reminiscent of a goblin.

Male half-goblin fighter 4

NE Medium humanoid (goblinoid, human)

Init +0; **Senses** darkvision 60 ft.; Perception -1, Sense Motive +1

Speed 25 ft.; **ACP** -4; Climb +5, Ride +3, Stealth -3

AC 17, touch 10, flat-footed 17; **CMD** 18

(+7 armour [mwk banded mail])

Fort +7, **Ref** +2, **Will** +1 (+2 vs. fear)

hp 38 (4 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +8

Melee mwk greataxe (Power Attack [-2/+6]) +10 (1d12+8/x3)

Ranged mwk light crossbow (range 80 ft.) +5 (1d6/19-20)

Atk Options Cleave

Combat Gear bolts (20), *potion of cure moderate wounds*

Abilities Str 18, Dex 10, Con 14, Int 13, Wis 8, Cha 12

SQ armour training (1), bravery (+1)

Feats Cleave^B, Fleet^B, Intimidating Prowess, Power Attack^B,
Weapon Focus (greataxe), Weapon Specialization^B

Skills as above plus Intimidate +13, Survival +4,

Languages Common, Goblin, Orc

Gear as above plus *cloak of resistance +1*, 43 gp

LIFE IN OAKHURST

Life in Oakhurst is hard and joyless.

TRADE AND INDUSTRY

The majority of Oakhurst's industry lies in trapping and hunting. The villagers who brave the Tangled Woods for their livelihood quickly learn how to avoid the half-goblins and shadow wolves lurking amongst the trees. Animal pelts and meat are sent down river to Swallowfeld or by wagon to Wolverton. Bartrel does a brisk business fencing and selling illicit goods from his inn.

LAW AND ORDER

Though the reeve, Colan Boden, represents the Lochers, he has very little real power. The Wearne clan acts as the de facto leaders of Oakhurst. However, the Wearnes are more concerned with their strange religion than actually ruling and so most villagers try to avoid them. When a crime is committed, it falls to the aggrieved party to seek their own restitution. Occasionally, soldiers from Caer Syllan appear and round up some ne'er do-wells as a pretence of keeping the peace in Oakhurst.

CAJA WEARNE (HUMAN FORM) CR 4 (XP 1,200)
This slender, dirty woman has sharp features and oversized ears.

Female natural werebat human rogue 3
 NE Medium humanoid (augmented humanoid, human, shape changer)
Init +6; **Senses** low-light vision, scent; Perception +7 (+8 vs. traps), Sense Motive +7
Speed 30 ft. **ACP** 0; Acrobatics +8 (+12 jumping), Escape Artist +8, Stealth +8

AC 16, touch 13, flat-footed 13; **CMD** 16 (17 vs. traps) (+3 armour [mwk studded leather], +2 Dex, +1 dodge [Dodge])
Fort +2, **Ref** +5 (+6 vs. traps; evasion), **Will** +2
hp 20 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +3
Melee mwk rapier +4 (1d6+1/18-20)
Ranged hand crossbow (range 30 ft.) +4 (1d4/19-20)
Atk Options bleeding attack, sneak attack (+2d6)
Special Actions change shape ([move action] human, hybrid, and bat; *polymorph*)
Combat Gear bolts (10), *elixir of hiding*, *potion of cure moderate wounds*, *wand of burning hands* (13 chgs.)

Abilities Str 13, Dex 15, Con 12, Int 14, Wis 12, Cha 6
SQ lycanthropic empathy (bats), rogue talent (bleeding attack), trapfinding (+1), trap sense (+1)
Feats Dodge, Improved Initiative
Skills as above plus Bluff +4, Diplomacy -2 (+2 vs. bats), Disable Device +9, Intimidate +4, Knowledge (local) +8, Sleight of Hand +8, Use Magic Device +4
Languages Abyssal, Common, Goblin

Gear as above plus mwk thieves' tools, 8 gp

EVENTS

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

D4	EVENT
1	Dark robed figures have a fire lit on the Witching Rock. A strange chanting can be heard.
2	Daveth Cass fishes a dead body out the river. A DC 10 Heal check reveals the desiccated corpse had its blood sucked out.
3	The villagers have strung up a half-goblin in front of the Bloody Ear. They are about to start target practice.
4	Kensa Boden stumbles out of her shop, a bottle of liquor in her hand, screaming about giant bats.

CAJA WEARNE (HYBRID FORM) CR 4 (XP 1,200)
This creature has vaguely human features; her thin, almost frail arms distorted into wings, connected to her sides with tissue.

Female natural werebat human rogue 3
 NE Medium humanoid (augmented humanoid, human, shape changer)
Init +6; **Senses** low-light vision, scent; Perception +7 (+8 vs. traps), Sense Motive +7
Speed 30 ft., fly 40 ft. (average) **ACP** 0; Acrobatics +8, Escape Artist +8, Stealth +8

AC 18, touch 13, flat-footed 15; **CMD** 17 (18 vs. traps) (+3 armour [mwk studded leather], +2 Dex, +1 dodge [Dodge], +2 natural)
Fort +3, **Ref** +5 (+6 vs. traps; evasion), **Will** +2
hp 23 (3 HD); **DR** silver/10

Space 5 ft.; **Base Atk** +2; **CMB** +3 (+7 grapple)
Melee bite +4 (1d4+1 plus curse of lycanthropy [DC 15] and grab)
Atk Options blood drain, bleeding attack, grab, sneak attack (+2d6)
Blood Drain (Ex) If Caja makes a successful bite attack while maintaining a grapple, she drains 1 Con damage from her victim instead of dealing bite damage
Special Actions change shape ([move action] human, hybrid, and bat; *polymorph*)
Combat Gear *elixir of hiding*, *potion of cure moderate wounds*, *wand of burning hands* (13 chgs.)

Abilities Str 15, Dex 15, Con 14, Int 14, Wis 12, Cha 6
SQ lycanthropic empathy (bats), rogue talent (bleeding attack), trapfinding (+1), trap sense (+1)
Feats Dodge, Improved Initiative
Skills as above plus Bluff +4, Diplomacy -2 (+2 vs. bats), Disable Device +9, Intimidate +4, Knowledge (local) +8, Sleight of Hand +8, Use Magic Device +4
Languages Abyssal, Common, Goblin

Gear as above plus mwk thieves' tools, hand crossbow, bolts (10), 8 gp

READING STAT BLOCKS

Village Backdrop: Oakhurst 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.

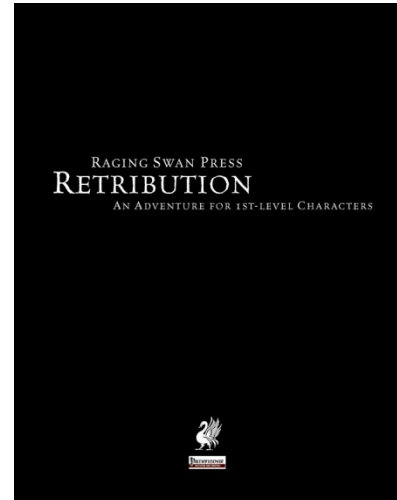
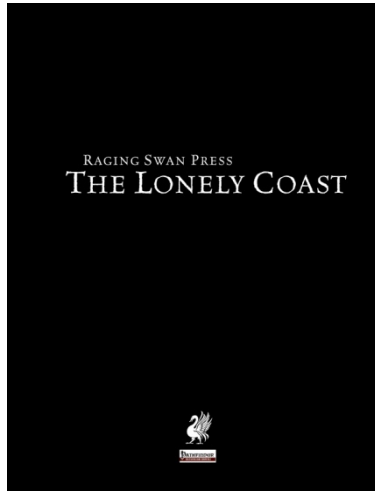
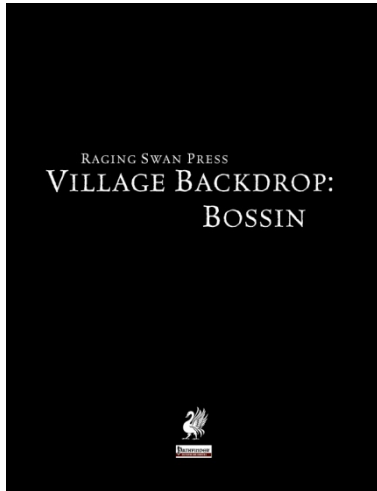
Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

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.

YOU MIGHT ALSO ENJOY



OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you

Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE: Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

System Reference Document: ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game. ©2008, 2009, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder RPG Bestiary. ©2009 Paizo Publishing LC; Author Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook and Sip Williams.

The Book of Experimental Might. ©2008, Malhavoc Press; Author: Monte Cook.

Tomb of Horrors. ©2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content by TSR.

GameMastery Guide. ©2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Advanced Player's Guide. ©2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Ultimate Magic. ©2011, Paizo Publishing, LLC; Author: Jason Bulmahn.

Ultimate Equipment. ©2012, Paizo Publishing, LLC; Author: Jason Bulmahn.

Village Backdrop: Bossin. ©Raging Swan Press 2013; Author: John Bennett.

Village Backdrop: Oakhurst. ©Raging Swan Press 2013; Author: John Bennett.

The village of Oakhurst squats deep in the gnarled boughs of the Tangled Woods. The Lonely Coast's smallest and most isolated village, only the most daring or the most desperate call it home, surrounded as it is on all sides by monstrous denizens and half-goblin tribes. Its dilapidated buildings sink into the squalor of the streets, presenting a loathsome and unwelcoming appearance. Oakhurst's villagers are no better. Mostly trappers and hunters, the grim folk of Oakhurst distrust outsiders and keep to strange ways and customs. Visitors are strongly discouraged from overstaying their welcome.

Yet, Oakhurst's darkest secret lies in a cave situated in a nearby cliff. On full moons, the villagers lock their doors and shutter their windows, pretending they do not hear the incessant flapping of wings in the sky overhead. Oakhurst's oldest family, the Wearnes, long ago made a pact with a fell god, gaining the power of lycanthropy. Years of inbreeding to keep the line pure have driven the family of werewolves to the brink of madness. High in the cave, the Wearnes participate in vile rites to their dark god, offering worship to one of its hideous servants. As the family slips further into insanity and their devotions more heinous, Oakhurst has become more dangerous for the unwary than it ever has before.

Visit us at ragingswan.com to learn more.

