

Lost Lore:



By Russell Brown

fown of

Glory



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The Town of Glory

Introduction

Grand Duke Iltobarus has taken a sudden interest in the Windreft, a remote area of dangerous wilderness made accessible by resolution of the civil war that has raged for decades in the Westmarches of Reme. He has granted lands and charter to a small group of settlers — good, loyal Remen everyone — to establish a new town there. These settlers will face danger, so the grand duke has called for brave and clever protectors to watch over the new town as it grows. That's you.

To keep the town safe, you'll have to be on constant watch for enemies, and there are many in the Windreft. Ore tribes control much of the nearby foothills, hobgoblins camp in the north, boggards infest the waterwoods across the river, gnolls hunt in the open plains, and trolls sometimes wander down from the Green Mountains. And if some scholars are correct, Glory sits right above a mythical subterranean world called the Kingdom Beneath.

Character Level

The Town of Glory campaign is appropriate for characters of level 1–8. If you have a higher-level campaign, more concerned with the fate of whole kingdoms than small settlements, you should consider using the kingdom building rules in the *Pathfinder Roleplaying Game Ultimate Campaign*.

Overview

You have signed a contract or sworn an oath to the duke to protect the new town of Glory. The town is on the north bank of the Elkbow River, deep in the wild, but fertile, lands of the Windreft. The nearest neighboring town is Silverlight, about a week's journey away. Your job is to protect Glory and its people from whatever dangers arise. This may mean helping to build defenses, securing the surrounding area, or taking the fight to the town's enemies instead of waiting for them to attack. When you're not defending the town, you'll be helping it grow by discovering new resources, recruiting new settlers, leading the town's skilled workers, and directly lending a hand in construction when needed.

Signing On

It should be a significant event when you agree to travel into the wilderness and defend Glory. Players intending to make light of this duty need not apply. The agreement should include a small amount of money paid up front to help you prepare for the trip, and a significant reward at the end of your tour. See the example defender contract.

Tracking Glory's Growth

The success of the town of Glory is measured by its population, the number and variety of its buildings, and its skilled NPCs. Buildings each contribute to the economy, and together they determine the town's Food, Goods, Trade, and Defense values.

For the GM: Town Rules in Your Campaign

While intended for play in the *Lost Lands* campaign setting of **Frog God Games**, You can place the town of Glory in any wilderness area in your own campaign, but it should be a region of interest to a powerful figure who is willing to fund the initial settlement. In your campaign, the grand duke might be a powerful king or a mysterious old sorcerer. The town of Glory doesn't have to be the crux of all the players' adventures. It's just a reason to get them out into danger, keep them there, and give them a shared goal. In our campaign, the grand duke deliberately ordered the settlement in an area he suspected would be a source of great evil in the future. To him, the town was an early warning system and an expendable front line defense, a canary in a coal mine.

You'll find that the common goal of developing the town will help clarify your players' motivations. Why are they risking their life to clear all the undead from the abandoned mine? Because the undead threaten Glory and the town needs ore. These rules also raise the stakes in combat. That NPC fighting alongside your players is the town's only blacksmith. If he dies, the economy will suffer in real, quantifiable ways.

Using the town of Glory as a base can also give players who are absent for a session a way to feel less left out. Their character can remain in town, and when the player returns, they can at least make the decisions for the town turns that took place while everyone else was off adventuring. They might even make the difference between victory and defeat if the town is attacked.

, Defender of Glory,

Agree to reside in the town of Glory in the area known as the Windreft, for a period of two years. During that time, I pledge to protect the town from threats, both inside and out. I understand that agents of his royal highness will consider negligence or desertion in this duty a capital offense.

In exchange for these services, I will receive 200 gold galleons two days before departure, and 2,000 gold galleons upon completion of the terms of service.

Departure date_

Signed X

Each active building may also provide items for sale or grant special abilities. A blacksmith shop can produce and repair simple armor and weapons. A woodworking shop can provide bows and arrows. An arcane laboratory makes potions available. Stables provide horses for long trips. Items and services produced by active buildings in Glory are much easier to buy and sell, as you will see.

Town Statistics

Except for Population, the following attributes are calculated based on the active buildings in the town. To be active, a building must be allocated a skilled NPC and enough Population to operate it.

Population: The town's Population is the total number of adult residents, including NPCs. This number does not include you and your party members. Population is required to operate most buildings, and higher population values may be prerequisites for constructing certain buildings. Population generally increases when the existing residents of Glory are safe and well fed. Settlers may abandon Glory if there is a shortage of food or they feel unsafe.

Food: Food production is the basic requirement for growing Glory's Population. Buildings like farms, hunting lodges, and mills increase the town's Food value. Not producing enough food has serious negative effects on town growth.

Goods: The Goods value is the amount of economic activity in the town during a single town turn, measured in gold pieces. Buildings that produce raw materials or crafted items, like mines, lumberyards, and blacksmiths add to Glory's Goods value. Many buildings have a minimum Goods value as a prerequisite. The Goods value limits the amount of money you and your party can earn in the town or spend on locally produced items during a town turn.

Trade: The Trade value is the amount of commerce between Glory and other settlements during a single town turn, measured in gold pieces. Buildings that increase security, produce specialty items, provide transportation, or cater to travelers all add to Trade. Some structures have a minimum Trade value as a prerequisite. Glory's trade value limits the amount of money you can spend on items not produced in the town.

Defense: The Defense value indicates Glory's ability to defend itself from attack. One point of Defense is equivalent to one 1st-level warrior. Buildings like town walls, watchtowers, and weaponsmiths increase Defense. Some structures also require a minimum Defense as a prerequisite for construction. When enemies attack the town, the Defense value is used to reduce the amount of damage done.

For the GM: The Pathfinder Roleplaying Game's "Kingdom Building" Rules

The Pathfinder Roleplaying Game provides an excellent system for building an entire kingdom in **Chapter 4** of *Pathfinder Roleplaying Game Ultimate Campaign*. When our gaming group got our hands on that book, we considered switching over from this town system to the kingdom building system, but the town of Glory rules were a better fit for our lower level, frontier campaign.

You might combine both systems — starting your players out with these rules in a single, remote settlement as part of the larger kingdom. When your players are powerful enough to take control of their kingdom or build their own, you can switch to the Kingdom Building rules entirely.

Skilled NPCs

Most of the buildings in the town provide no benefits unless they are allocated the required amount of Population as laborers and one skilled NPC to supervise. For instance, a farm requires 10 Population, one of which must be a skilled farmer.

The following list gives the types of skilled NPCs that might live in Glory. Each can be rated as skilled, expert, or master. Skilled NPCs have a +4 bonus in all of the specified skills. Expert NPCs have +8, and master NPCs have +12. NPCs can arrive in the town during growth checks, or as the result of an adventure. Unskilled population may become skilled NPCs as the result of training or NPC learning checks during a town turn.

You can take the place of a skilled NPC to operate a building during a town turn, provided you have a skill modifier of at least +4 in one of the skills listed for that NPC type. For instance, you can operate a farm if you have at least a +4 in Profession (farmer) or Profession (shepherd). If you have a +8 in one of the required skills, you can act as an expert. With a +12, you can take the place of a master NPC. You can always take the place of an unskilled Population member in a building, regardless of your skills.

NPC Skills Table

NPC	Skills	
Alchemist	Craft (alchemy)	
Architect	Profession (architect)	
Artist	Craft (paintings), Craft (sculptures)	
Blacksmith	Craft (armor), Craft (weapons)	
Brewer	Profession (brewer)	
Carpenter	Craft (carpentry), Craft (bows)	
Cook	Profession (baker), Profession (cook)	
Engineer	Profession (engineer)	
Entertainer	Perform (any)	
Farmer	Handle Animal, Profession (butcher), Profession (farmer), Profession (shepherd)	
Fisherman	Profession (fisherman)	
Gardener	Profession (gardener), Profession (herbalist)	
Hunter	Craft (traps), Profession (trapper), Survival	
Innkeeper	Profession (innkeeper)	
Jeweler	Craft (jewelry)	
Leatherworker	Craft (armor), Craft (leather), Craft (shoes), Profession (tanner)	
Merchant	Profession (merchant)	
Miller	Profession (miller)	
Miner	Profession (miner)	
Physician	Heal, Profession (midwife)	
Politician	Diplomacy, Perform (oratory), Profession (barrister)	
Potter	Craft (baskets), Craft (glass), Craft (pottery)	
Priest	Heal, Knowledge (religion)	
Sailor	Profession (sailor)	
Scholar	Craft (books), Craft (calligraphy), Profession (clerk), Profession (librarian), Profession (scribe)	

NPC	Skills
Shipbuilder	Craft (ships)
Soldier	primary weapon attack bonus
Stable Master	Handle Animal, Profession (driver), Profession (stable master), Ride
Stonemason	Craft (stonemasonry), Craft (sculptures)
Tailor	Craft (cloth), Craft (clothing)
Woodcutter	Profession (woodcutter)

Day One

You arrive in town less than a year after the first settlers. Glory is little more than a small shrine and a few homes near the river. More settlers could arrive at the end of each town turn, so more food production might be your first priority, or will you risk running a little short on food and instead build town walls for protection?

Glory

Population: 62

NPCs: expert carpenter, 2 farmers, woodcutter, stonecutter, hunter, priest Buildings: 2 farms, hunter's lodge, lumberyard, quarry, shrine Food 62; Goods 56; Trade 6; Defense 0

Here's how the math works. 20 Population, including 2 farmers, operate the farms and each produces +25 Food. 10 Population, including a hunter, operate the hunter's lodge to produce +12 Food and +8 Goods. 10 Population, including a woodcutter, operate the lumberyard for +20 Goods. 10 Population, including a stonecutter, operate the quarry for +20 Goods. 10 Population, including a priest, operate the shrine to produce +8 Goods and +6 Trade. 2 Population, one of which is an expert carpenter, are not assigned to operate any buildings.

Items produced locally include acid, bread, chalk, cheese, firewood, hide armor, holly and mistletoe, holy water, ladders, meat, oil, parchment, poles, sleds, torches, trail rations, waterskins, and whetstones. Spellcasting services as a level 1 cleric and divine scrolls up to level 1 are also available.

Town Turns

Each week that passes in the campaign results in a town turn, even if you are not present in the town. During a town turn, the following things happen in this order:

Town Actions: Players each take one standard town action, one swift town action and any number of free town actions.

NPC Building: NPCs not assigned to operate buildings may construct buildings.

NPC Learning: NPC skills may improve

Town Growth: Population may decrease or increase

Allocate Population and NPCs: Decide which buildings will be active the following week.

Standard Town Actions

If you are present in the town for at least six days of the week, you may take one standard town action from the following list, or

Helpful Spells

Some spells from the Pathfinder Roleplaying Game can be particularly helpful during town turn activities. Some spells may not be listed because their effects are too short to have much impact on a week's work, or are on too small a scale, like *mending*.

Control water: Casters may use a standard town action to reduce the cost of a dock, ferry or bridge by 1 build point. This ability may only be used once for each individual building.

Control weather: Casters may use a swift town action to either add +2 to all NPC training and NPC learning checks, or add +2 to Food produced by each farm and cottage. Only one *control weather* caster may provide these benefits each turn and they may only be applied once.

Fabricate: Casters may use a standard town action to provide one stonemason or carpenter build point toward any building.

Lesser planar ally: Casters could potentially summon an outsider to perform any building task, but the cost for a week of service is probably prohibitive.

Make whole: Casters can use a swift town action to add +4 to any Build action to repair a damaged building.

Move earth: Casters can use a standard town action to add one build point to a bridge, farm, quarry, road, or town walls. This ability may only be used once for each individual building.

Stone shape, transmute mud to stone and wall of stone: Casters may use a standard town action to provide one stonemason build point toward any building.

Suggestion: Casters may add +4 to their Diplomacy check for Lead actions.

Wood shape: Casters may use a standard town action to provide one carpenter build point toward any building.

any other action the Game Master allows that takes approximately one week.

Build

When you take a build action, choose a building listed in the Building Descriptions section. Make sure the town meets all prerequisites on the Requires line. Note that minimum requirements for town attributes are based on actual production of active buildings this turn, and prerequisite buildings only count if they are active. For example, if you have a single lumberyard, but no woodcutter operating it this turn, you cannot construct any buildings that require a lumberyard. Once a building has been constructed, prerequisites on the Requires line can be ignored. They are not required to operate the building or repair it when damaged.

The Build line in each building description lists one or more NPC types that can construct the building. When you Build, you may make a check using any of the skills associated with any of those NPCs, as indicated in the NPC Skills Table. The DC for this check is also listed. If you are successful, you complete one build point of the building. For every 5 by which your check result exceeds the DC, you complete one addition build point. The building is complete when you reach the total build points listed. You are free to build as many of each structure as you wish. Each provides the same benefits, which stack unless otherwise stated. Build points can be carried over from one town turn to the next, but incomplete buildings cannot be operated or provide any benefits.

Some buildings require a minimum number of build points to be produced by a specific NPC type. For instance, the dock requires at least 2 build points from an NPC carpenter, or from a player using a skill associated with an NPC carpenter.

Craft

Use your Craft skill to make one week's progress crafting an item. See the Buy and Sell free town action when purchasing materials. See the Craft skill description in **Chapter 4** of the *Pathfinder Roleplaying Game* for total time required and difficulty.

Earn

Use a Craft or Profession skill to earn a week's worth of gold as specified in those skill descriptions. Any gold earned must come out of the town's available Goods or Trade total for the week.

Extra Swift Actions

In place of your standard town action, you take up to six additional swift town actions.

Heal

Any wounded PCs may spend a week healing, making recovery rolls and regaining hit points. See the "Injury and Death" section in **Chapter 8** of the *Pathfinder Roleplaying Game*.

Lead

Make a DC 15 Diplomacy check to lead and inspire skilled NPCs in the town to do additional work. If you succeed, choose one skilled NPC to take a Build, Craft or Train NPC action. Use the NPC's skill bonus for this action. You may choose any NPC, even those assigned to buildings, however, a specific NPC can only be affected by one Lead action per town turn. Choose one additional NPC to lead for each 5 points by which you exceed the difficulty. If an NPC takes a Craft action as a result of your Lead action, you can choose any of that NPC's Craft specialties shown in the NPC Skills list. If an NPC takes a Train NPC action as a result of your Lead action, they can only train another NPC of the same type.

Operate Building

You operate a building so the town gets its benefits. You must have a + 4 bonus in at least one skill associated with the required NPC type on the Operate line of the building description. If you have +8, you get the expert benefits. At +12, you get the master benefits. You must still assign the required number of Population to operate the building.

Perform for a Week

Use your Perform skill to earn a week's worth of gold. Any gold earned must come out of the town's available Goods or Trade total for the week. See the Perform skill description in **Chapter 4** of the *Pathfinder Roleplaying Game*.

Recruit

Spend the week making sure word gets out that the town is doing well and is looking for new settlers. Add your Diplomacy skill bonus to the town growth roll at the end of the turn. Multiple players can take Recruit actions, combining their bonuses.

Train NPC

Spend the week training an unskilled townsperson to turn them into a skilled NPC. Choose which type of NPC you're training and roll using your bonus in one of the skills listed for that NPC in the NPC Skills Table. If you succeed on a DC 15 skill check, one unskilled townsperson becomes a skilled NPC. For example, if you want to train a hunter and you succeed on a Craft (traps), Profession (trapper), or Survival check, your town gains a new skilled hunter. You must have at least a +4 bonus in a skill to make a training check. If you have at least a +8 skill bonus, you can instead make a DC 20 skill check to promote a skilled NPC to expert. If you have at least a



+12 bonus, you can make a DC 25 skill check to promote an expert NPC to master.

Train Animal

Spend a week teaching an animal a new trick. See the Handle Animal skill description in **Chapter 4** of the *Pathfinder Roleplaying Game*.

Swift Town Actions

You can take one of the following actions during a town turn, in addition to your standard town action. These take one day.

Gather Information

Attempt to gather information in the town using your Diplomacy skill. See the Diplomacy skill description in **Chapter 4** of the *Pathfinder Roleplaying Game*.

Perform for a Day

Use your Perform skill to earn one day's worth of gold. Any gold earned must come out of the town's available Goods or Trade total for the week. See the Perform skill description in **Chapter 4** of the *Pathfinder Roleplaying Game*.

Scribe Scroll

Use your Scribe Scroll feat to create scrolls up to a total base price of 1,000 gp. Use the Buy and Sell free town action when purchasing materials.

Brew Potion

Use your Brew Potion feat to create potions up to a total base price of 1,000 gp. Use the Buy and Sell free town action when purchasing materials.

Write Spells in Spellbook

Write up to 8 total levels of spells into your spellbook. Use the Buy and Sell free town action when purchasing materials.

Helpful Feats

Cooperative Crafting in **Chapter 3** of the *Pathfinder Roleplaying Game Advanced Player's Guide* can provide a bonus when you and at least one other player or NPC take Build town actions on the same building during the same turn.

Eschew Materials allows you to continue casting, even if the town of Glory can't supply the special materials you need. The alternative is occasional shopping trips to Silverlight.

Leadership provides you with a cohort. Your cohort can take actions during a town turn, just like you. Your cohort is considered part of your party and does not add to the town's Population value.

Persuasive makes you more effective during your Lead and Recruit actions by improving your Diplomacy skill.

Skill Focus can improve any Craft or Profession skill, or your Diplomacy, making many town turn actions easier.

Free Town Actions

Any number of the following actions can be taken during a town turn, in addition to the standard and swift town actions described above.

Buy and Sell

Buy or sell an item or service in the town. The town's Goods and Trade values limit the amount of buying and selling you can do each turn. They do not directly provide you with any gold to spend.

If an item or service is not listed in the description of any active town building, then it is not produced locally and its cost, in gold pieces, must be deducted from Trade before it can be purchased. The cost of an item or service provided by active town buildings can be deducted from either Goods or Trade, or a combination of both. An item can be paid for over a number of turns until its full price is paid, at which point you receive the item.

Selling reduces Trade and Goods just like buying, because the town only supports so much economic activity. However, it doesn't matter whether sold items are locally produced or not. The selling price can be deducted from the turn's Goods or Trade. Items can also be sold over multiple turns, with the buyer making partial payments.

Items traded, bought, or sold between players do not affect Trade and Goods points, nor do your modest costs of living, like daily food and lodging.

If you and the other players cannot agree on who will use the available Trade and Goods points during a turn, divide them evenly and then make partial purchases or negotiate to use each other's points.

Cast Spells

You may cast any number of spells on any day of the week, provided they are within your recovery limits.

Interact with Townspeople

Use your Diplomacy skill to influence someone's attitude toward you. See the Diplomacy skill description in **Chapter 4** of the *Pathfinder Roleplaying Game*.

Buying and Selling Examples

If Glory has Goods 100 and Trade 50, you and the rest of your party can spend up to 100 gp of your money or trade goods on locally produced items and services per town turn, and up to 50 gp on any items and services, regardless of whether they're produced locally.

In a single town turn, you could buy hide armor from the hunters' lodge for 15 gp, a heavy mace and a morningstar from the blacksmith for 20 gp, and a banquet for four from the guesthouse for 40 gp. In addition, you could buy a bastard sword, which is not produced locally, from traders for 35 gp. You would still be able to sell 40 gp of treasure from your adventures, since you have 25 points of Goods and 15 points of Trade left over.

On another turn, you decide you want to buy a chain shirt for 100 gp, but the town has no armorer, so the shirt is not locally produced. You could allocate 50 points of Trade and pay 50 gp during this town turn. Then, during a future town turn, you could allocate another 50 points of Trade, pay another 50 gp, and receive your armor.

NPC Building

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During this part of the town turn, NPCs that are not assigned to operate a building may take Build actions. Select each available NPC in turn, in any order you choose, and consult the following priority list to determine what they build. Start at the top of the list. If the condition indicated applies, choose one of the buildings that the NPC can help build and take a Build action for them. If the listed condition does not apply, or the NPC can't contribute to any listed buildings, move down to the next priority on the list. When calculating town attributes, such as Food and Defense, for these conditions, do so assuming all constructed buildings are staffed and active.

NPC Build Priorities

Priority	Condition	Building
1	Food less than Population	Cottage, Farm, Hunter's Lodge
2	Defense less than half Population	Town Walls
3	Goods less than Population	Lumberyard, Mine, Quarry
4	Trade less than one- quarter Population	Dock, Ferry, Road, Trading Post
5	None of the above	Any Building

NPC Learning

During this part of the town turn, the players make a single roll to see if a new, skilled NPC arises from the ranks of the unskilled population. It's also possible an existing NPC will advance to expert or master. Choose one NPC type, then roll 1d20 and add the following bonuses:

+1 per existing NPC of chosen type or PC with associated skill bonus of at least +4

+1 for each building in town that can be operated by an NPC of the chosen type

+2 for each failed NPC learning check for this NPC type since the last success

Results

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Die	Outcome	
DC 15	Convert one unskilled townsperson to chosen type of skilled NPC	
DC 20	As above, or convert skilled NPC of chosen type to expert NPC	
DC 25	As above, or convert expert NPC of chosen type to master NPC	

For the GM: NPCs as Adventure Rewards

As your players plan and work to grow the town of Glory, they will find themselves in need of more skilled NPCs. They can obtain them through Train NPC actions, or randomly through town growth rolls, but sometimes getting the right NPC will be difficult.

Feel free to provide new skilled NPCs, or even experts or masters, as rewards for adventures. You'll be surprised how hard your players will fight to free an enslaved blacksmith or architect from the gnoll encampment. You can also create adventure for your players by endangering the NPCs already working in Glory. Are chanting, angry fey about to sacrifice the woodcutter? Has some tunneling creature collapsed the entrance to the mine, trapping the town's only miner and some townspeople inside?

Town Growth Check

During this part of the turn, the players make a single roll to see if the town's Population grows. Roll 1d20 and apply the following modifiers:

-2 per townsperson who died within the last week

- -1 per point Food is less than Population
- +1 per full 50 Population.
- +1 per full 50 Goods.
- +1 per full 50 Trade.
- +1 per full 50 Defense.

+Diplomacy bonuses from players taking the Recruit standard action. +4 if town survived an attack this week with no lost Population

Results

Die	Outcome	
Failure	Lose 2d6 Population and 1 random NPC	
DC 5	No Change	
DC 15	Gain 1d6 Population	
DC 20	Gain 1d6 Population and one random skilled NPC	
DC 25	Gain 2d6 Population and one random skilled NPC (shift result up or down by 1)	
DC 30	Gain 3d6 Population and one random skilled NPC (shift result up or down by 2)	
DC 35	Gain 4d6 Population and one random skilled NPC (shift result up or down by 3)	
DC 40	Gain 4d6 Population and two random skilled NPCs (shift results up or down by 1)	
DC 50	Gain 5d6 Population and two random skilled NPCs (shift results up or down by 2)	

When the results call for gaining a random skilled NPC, roll 2d20 and consult the Random NPC Table. Note that some growth check results allow you to adjust the result on this table up or down. For example, if you rolled a 32 on your growth check, then rolled a 17 on this table, you could adjust by 2 up or down, so you could choose a Sailor, a Gardener, a Leatherworker, a Tailor, or a Carpenter. If you get a *roll again* result, make another roll and treat the resulting NPC as an expert or master as indicated. *Roll again* never result in extra NPCs.

Random NPC Table (2d20)

Die	Outcome	
2		
2	Roll again for master NPC	
3 4	Roll again for expert NPC Farmer	
-		
5	Politician	
6	Artist	
7	Entertainer	
8		
9	Potter	
10	Brewer	
11	Cook	
12	Stonemason	
13	Fisherman	
14	Miller	
15	Sailor	
16	Gardener	
17	Leatherworker	
18	Tailor	
19	Carpenter	
20	Soldier	
21	Hunter	
22	Farmer	
23	Woodcutter	
24	Stonemason	
25	Blacksmith	
26	Miner	
27	Farmer	
28	Engineer	
29	Priest	
30	Merchant	
31	Architect	
32	Farmer	
33	Physician	
34	Shipbuilder	
35	Stable Master	
36	Scholar	
37	Alchemist	
38	Jeweler	
39	Roll again for expert NPC	
40	Roll again for master NPC	

Allocate Population and NPCs

The last step you take each turn is allocating Population and NPCs to operate buildings during the next town turn. Unless otherwise noted in its description, a building does not increase town attributes, produce items, or provide any special effects unless it is allocated the required amount of Population and a specific NPC. Operation requirements are listed on the Operate line of the building description. Once you have determined which buildings will be active, recalculate the town's Defense, Food, Goods, and Trade values.

Defending the Town

Sooner or later, the town of Glory will be attacked. Otherwise, why did the duke send you out here to defend it? You might be in town when it happens, or you might be off on an adventure, in which case you'll have to hope that the defensive buildings you've constructed and the soldiers you've trained will be enough.

Remote Buildings

Before the attackers ever reach Glory, they may wreak havoc among the town's remote buildings. Roll 1d6 for each building with the remote tag on the Operate line of its building description. Each roll of 5 indicates that a building was damaged, and a roll of 6 indicates it was destroyed. If a damaged or destroyed building had Population assigned to operate it, roll 1d6 to determine how many Population were killed.

Resolving the Attack

When the town of Glory is attacked, its Defense value can reduce the damage done and perhaps save the town from total destruction. To resolve a town attack, calculate the total XP value of all attackers. Divide this by 100 XP and round down to get the Defense DC. Double this if the attackers have special abilities to bypass walls or enter the town by stealth. Roll 1d20 and add the town Defense. Add +1 to the Defense roll for every skilled NPC soldier not assigned to a building. Add +2 for unassigned expert soldiers, and +3 for unassigned master soldiers.

Defense DC = Attacker XP/100 (round down) Defense Roll = 1d20 + Defense + unassigned soldier bonus

If your Defense roll is successful, the attack failed, no townspeople were killed, and no buildings were damaged. If your roll fails, roll 1d6 plus an additional 1d6 for every 5 by which the result failed. The total is the number of townspeople killed in the attack. In addition, consult the following table separately for each die result to see what happens to NPCs and buildings. If there are multiple buildings or NPCs that could be destroyed by a result on this table, the Game Master chooses. If the roll would result in no damage, such as a die value of 2 in a town without watchtowers or walls, ignore it and do not reroll.

Roll	Effect
1	Watchtower or Town Wall Damaged
2	Watchtower or Town Wall Destroyed
3	Soldier Killed
4	Building Damaged
5	Building Destroyed
6	NPC Killed

Damaged Buildings

Damaged buildings lose two build points and cannot function until repaired. To repair a damaged building, treat it as if it's two build points from completion and use Build actions to complete it. If a damaged building suffers a second damaged result, it is destroyed.

Example Attack

While you're away on a quest, 30 goblins attack. The town has one signal tower, two sets of town walls, and one uncommitted soldier, for a total Defense of 23. The goblins total 4,050 XP, so the Defense DC is 40.

First, you roll 5d6 for your remote buildings, which results in one damaged and one destroyed. Your signal tower saves the workers at one remote building, but you roll 1d6 for the other and lose 2 Population. For the main attack, you roll a 6 on the d20 and add your Defense for a total of 29. You fail by 12, so you roll 3d6 and find that 9 additional townspeople were killed in the attack. The individual die results are 1, 2 and a 6, indicating that one town wall was damaged, one was destroyed, and one NPC was killed.

Players Defending the Town

If you are in town during an attack, you can do one of four things.

Continue to operate a building you've been assigned to this town turn Add twice your level to the town Defense roll Fight enemies inside the town's defenses

Sally outside the town's defenses and fight the enemy before they attack the town.

If you fight inside the defenses, you are holding back the enemies at their point of greatest concentration. Do battle with half of the attackers (measured in total experience points). If you sally forth, you fight all of the attackers somewhere outside the walls.

Any attackers you do not engage in battle, or that get past you, attack the town as described above. If you or the attackers do large area damage or start fires within the town, the Game Master may declare that one or more additional buildings are damaged or destroyed.

For the GM: Silverlight

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If your players' wealth gets ahead of Glory's ability to produce items to purchase, or if they just get restless for a new place, you can direct them toward the town of Silverlight. It's a large town about a week away on foot through the dangerous Windreft wilderness, but it has more to offer than Glory. Silverlight is a large town with the following economic stats.

Silverlight CN large fown Qualities notorious, strategic location Population 2,400 Base Value 2,800 gp; Purchase Limit 15,000 gp; Spellcasting 5th Minor Items 3d4; Medium Items 2d4; Major Items 1d4

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Building Descriptions

When you decide to construct a new building in the town of Glory, you have many options. All of the buildings described below are available, provided your town meets all of the prerequisites listed on the Requires line. The Operate line gives the number of Population and the NPC type required to operate the building, along with the Attribute bonuses the building provides when active. These bonuses usually increase if the building is operated by an expert or master NPC. The Operate line may also indicate that the building is remote, which increases the risk that it will be destroyed during an attack. The Items line lists equipment from **Chapter 6** of the *Pathfinder Roleplaying Game* that is locally produced when the building is active. These items can also be repaired locally.

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For the GM: Mapping Glory

Your players may become more invested in the fate of Glory if you allow them to build up a map of the town as it grows. Start with a simple shrine and a few small homes at a crossroads along the riverbank. Let the players draw in each new building as it's constructed and add a few more homes when the population increases. Maybe there will be fancier estates for the important NPCs and a town square for gatherings. Remember that many of the buildings, like farms and mines, are remote from the town itself – they might be a mile or more away.

When the town is attacked and your players are around to defend it, you'll have a map of the battlefield ready to go, and you'll know which specific buildings are at risk of collateral damage.

Basic Buildings

Cottage

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Requires lumberyard or quarry

Operate Population 10, gardener; **Food** +12 (expert +16, master +20), **Goods** +10

Build carpenter, stonemason; Total 4; DC 12 **Items** candle, canvas, disguise kit, healer's kit, hemp rope, ink, ink pen, parchment, poor inn stay, poor meal, sealing wax, soap, trail rations

Dock

Requires lumberyard or quarry Operate Population 10, fisherman or sailor; Food +12; Trade +5 (expert +7, master +9) Build carpenter (minimum 2), shipbuilder, stonemason; Total 4; DC 12 Items fishing net, oar, rowboat, ship's passage

Farm

Requires nothing

Operate Population 10, farmer, remote; **Food** +25 (expert +30, master +35)

Build woodcutter, farmer, carpenter, stonemason; Total 4; DC 12

Items bread, cheese, meat, oil, parchment, trail rations

Ferry

Requires nothing Operate Population 5, sailor; Goods +4, Trade +4 (expert +6, master +8) Build carpenter, shipbuilder; Total 2; DC 12

Hunter's Lodge Requires nothing

Operate Population 10, hunter, remote; Food +12 (expert +16, master +20), Goods +8 Build carpenter, stonemason; Total 4; DC 12 Items hide armor, holly and mistletoe, meat, waterskin

Lumberyard

Requires nothing

Operate Population 10, woodcutter, remote; **Goods** +20 (expert +24, master +28) **Build** carponter (minimum 2), stonomason; Total 4; DC

Build carpenter (minimum 2), stonemason; Total 4; DC 12

Items acid, firewood, ladder, pole, sled, torch

Mine

Requires nothing Operate Population 10, miner, remote; Goods +20 (expert +24, master +28) Build carpenter, engineer, miner (minimum 1); Total 4; DC 12

Quarry

Requires nothing Operate Population 10, miner or stonemason, remote; Goods +20 (expert +24, master +28) Build stonemason or miner (minimum 1), carpenter; Total 4; DC 12 Items chalk, whetstone

Road

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Requires nothing Operate Population 5, soldier, remote; Goods +2, Trade +5 (expert +7, master +9) Build stonemason, woodcutter; Total 2; DC 12

Shrine

Requires lumberyard or quarry Operate Population 10, priest; Goods +8, Trade +6 (expert +8, master +10), Build carpenter, stonemason; Total 4; DC 12 Items holy water, spellcasting services as level 1 cleric, divine scrolls up to level 1

Signal Tower

Requires lumberyard or quarry **Operate** Population 5, none; **Defense** +2 **Build** carpenter, stonemason; Total 2; DC 12 **Special** provides early warning of attacks on remote buildings. You may choose one remote building damaged or destroyed in an attack and declare that everyone got advanced warning. Do not roll for killed Population at that building. In addition, if you sally forth to fight attackers, you may completely ignore one damaged or destroyed result rolled for a remote building.

Stable

Requires Goods 80, Trade 10

Operate Population 10, stable master; Defense +2, Goods +6, Trade +5 (expert +7, master +9) Build carpenter; Total 4; DC 12 Items donkey, horse, mule, pony, riding dog, stabling

Tavern

Requires Goods 80, Population 100 **Operate** Population 5, brewer or cook or innkeeper; Goods +8, Trade +2 (expert +4, master +6) Build carpenter, stonemason; Total 2; DC 12 Items ale and wine, hireling

Town Halls

Requires lumberyard or quarry **Operate** Population 10, soldier; **Defense** +10 (expert +12, master +14)

Build carpenter, engineer, stonemason; Total 4; DC 12 Special +4 Defense if not active

Trading Post Requires Goods 50, Population 30 Operate Population 5, merchant; Trade +6 (expert +8, master +10)

Build carpenter, stonemason; Total 2; DC 12 **Special** +2 Diplomacy with a single neighboring group. Each group can only be affected by one trading post.

Intermediate Buildings

Blacksmith

Requires mine

Operate Population 8, blacksmith; Defense +2, Goods +8 (expert +12, master +16); Trade +8

Build carpenter, engineer, stonemason (minimum 1); Total 5; DC 14

Items artisan's tools, banded mail, bell, buckler, chain, climber's kit, coltrops, crowbar, fishhook, flint and steel, grappling hook, hammer, holy symbol, iron pot, lamp, lanterns, locks, manacles, merchant's scales, metal adventuring gear, mirror, pick, piton, ram, scale mail, sewing needle, shovel, simple and average locks, simple metal melee and ranged weapons and ammunition, splint mail, thieves' tools.

Special can produce masterwork items if operated by a master blacksmith.

Bridge

Requires lumberyard or quarry Operate Population 0, none; Goods +2; Trade +8 Build carpenter, engineer (minimum 1), stonemason; Total 6; DC 14 Special provides easy access across the river

General Store

Requires Goods 100, Trade 20 **Operate** Population 8, merchant; **Trade** +18 (expert +21, master +24) Build architect, carpenter, stonemason; Total 5; DC 14

Guesthouse

Requires Defense 10, Goods 100, Population 100 Operate Population 8, cook or innkeeper; Goods +8; Trade +12 (expert +15, master +18) Build architect (minimum 1), carpenter, stonemason; Total 5; DC 14

Items banquet, common and good inn stays, common and good meals Special +2 to town growth checks

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Requires lumberyard, quarry Operate Population 8, potter; Food +6; Goods +8, Trade +9 (expert +12, master +15) **Build** carpenter, engineer, stonemason (minimum 2); Total 5; DC 14 Items alchemist's lab, barrel, basket, bottle, bucket, flask, hourglass, ink pen, jug, magnifying glass, mug, pitcher, vial

Leatherworker

Requires farm or hunter's lodge Operate Population 8, leatherworker; Defense +2; Goods +12 (expert +16, master +20); Trade +6 Build carpenter, stonemason; Total 5; DC 14 Items barding, bit and bridle, leather armor, map or scroll case, saddlebags, saddles, studded leather armor, whip Special can produce masterwork items if operated by a master leatherworker.

Mill

Requires quarry or lumberyard, farm Operate Population 8, miller; Goods +6 (expert +10, master +14) Build carpenter, engineer (minimum 1), stonemason (minimum 1); Total 5; DC 14 **Items** paper

Special adds +8 Food production to up to 4 farms. Each farm may only benefit from one mill.

Studio

Requires lumberyard or quarry, Trade 20 **Operate** Population 8, artist; **Goods** +8; **Trade** +12 (expert +15, master +18) Build architect, carpenter, stonemason; Total 5; DC 14

Tailor

Requires farm or cottage Operate Population 8, tailor; Goods +12 (expert +16, master +20); Trade +9

Build carpenter, engineer, stonemason; Total 5; DC 14 Items backpack, bedroll, all clothing outfits, padded armor, pouch, sack, tent, winter blanket

Temple

Requirés quarry

Operate Population 8, priest; Goods +12; Trade +9 (expert +12, master +15)

Build carpenter, stonemason (minimum 2); Total 5; DC 14 Items holy water, spellcasting services as level 3 cleric, divine scrolls up to level 2

Theater

Requires lumberyard or quarry, Population 100 Operate Population 8, entertainer; Goods +8; Trade +12 (expert +15, master +18) Build architect, carpenter, stonemason; Total 5; DC 14

Town Hall

Requires population 100

Operate Population 8, politician; Defense +5; Trade +8 Build carpenter, stonemason (minimum 2); Total 5; DC 14 Special +1 to town growth checks (+2 expert, +3 master)

Watchtower

Requires quarry, town wall Operate Population 8, soldier or hunter; Defense +10 (expert +12, master +14); Trade +2 Build architect or engineer (minimum 1), carpenter, stonemason; Total 5; DC 14 Special +2 to NPC learning checks for soldiers

Woodworker

Requires lumberyard

Operate Population 8, carpenter; **Defense** +2; **Goods** +12 (expert +16, master +20); **Trade** +6

Build carpenter, stonemason; Total 5; DC 14 Items block and tackle, chest, light wooden shield, musical instruments, simple wooden melee and ranged weapons and ammunition, sledge, wagon, wooden holy symbol

Special can produce masterwork armor and shields if operated by master carpenter

Advanced Structures

Arcane Workshop

Requires Defense 20, kilh, mine, Trade 20 **Operate** Population 5, alchemist; **Goods** +12; **Trade** +20 (expert +24, master +28)

Build architect or engineer (minimum 1), carpenter, stonemason (minimum 1); Total 6; DC 16

Items alchemist's fire, arcane and divine potions up to level 2, arcane scrolls up to level 2, smokestick, spell component pouch, spellbook, thunderstone, tindertwig

Armorer

Requires blacksmith, leatherworker

Operate Population 5, blacksmith; **Defense** +6; **Goods** +8; **Trade** +16 (expert +20, master +24)

Build carpenter, stonemason (minimum 1); Total 6; DC 16 **Items** all armor and shields, armor spikes, locked gauntlet, shield spikes

Special can produce masterwork armor and shields if operated by master blacksmith

Baker

Requires mill

Operate Population 5, cook; **Food** +12; **Goods** +12 (expert +18, master +24); **Trade** +12 **Build** carpenter, stonemason (minimum 1); Total 6; DC 16 Items meals, bread, trail bread

Bowyer

Requires woodworker

Operate Population 5, carpenter; **Defense** +6; **Goods** +8; **Trade** +16 (expert +20, master +24)

Build carpenter (minimum 1), stonemason; Total 6; DC 16 **Items** all ranged weapons and ammunition.

Special can produce masterwork ranged weapons and ammunition if operated by master carpenter

Brewery

Requires mill **Operate** Population 5, brewer; **Food** +6; **Goods** +16, Trade +12 (expert +16, master +20) Build carpenter, stonemason, engineer (minimum 1); Total 6; DC 16 Items wine and ale Special +1 to town growth checks

Cathedral

Requires quarry Operate Population 5, priest; Goods +8; Trade +32 (expert +36, master +40) Build architect or engineer (minimum 2), carpenter, stonemason (minimum 4); Total 10; DC 16 Items holy water, spellcasting services as level 5 cleric, divine scrolls up to level 3 Special +2 to town growth checks

Curiosity Shop

Requires lumberyard or quarry, Trade 40 Operate Population 5, merchant; Goods +8; Trade +24 (expert +28, master +32) Build carpenter, potter (minimum 1), stonemason; Total 6; DC 16 Items everburning torch, smokestick, spyglass, sunrod, tanglefoot bag, thunderstone, tindertwig

Jeweler

Requires lumberyard or quarry, mine

Operate Population 5, jeweler; **Goods** +14; **Trade** +20 (expert +24, master +28)

Build carpenter, engineer, stonemason; Total 6; DC 16 **Items** holy symbol, raw materials for enchanted rings and necklaces, signal whistle, signet ring, silver holy symbol

Port

Requires dock, lumberyard or quarry, Trade 80 Operate Population 10, sailor or shipbuilder; Food +8; Trade +24 (expert +28, master +32) Build carpenter, shipbuilder, stonemason; Total 6; DC 16 Items longship, sailing ship

Scriptorium

Requires cottage or mill Operate Population 5, scholar; Goods +12; Trade +18 (expert +22, master +26) Build carpenter, stonemason; Total 6; DC 16 Items messenger Special +2 to NPC learning checks

Surgery

Requires lumberyard or quarry, cottage Operate Population 5, physician; Goods +16 (expert +20, master +24); Trade +12 Build carpenter, stonemason; Total 6; DC 16 Items antitoxin Special provides long-term care. See the Heal skill description in Chapter 4 of the Pathfinder Roleplaying Game.

Weaponsmith

Requirés blacksmith Operate Population 5, blacksmith; Defense +6; Goods +8; Trade +16 (expert +20, master +24) Build carpenter, stonemason (minimum 1); Total 6; DC 16 Items all melee weapons Special can produce masterwork melee weapons if operated by master blacksmith

New Player Options

The following section provides new spells and feats players might find useful while building the town of Glory.

New Spells

Mechanical Insight

School divination; Level bard 1, sorcerer/wizard 2 Casting Time 1 round Components V, S, M (a small silver pendulum) Range 60 ft.

Target one touched device with an area of up to 10 cu. ft./level or the designs for such a device. Duration instantaneous

Saving Throw none; Spell Resistance no

This spell grants you, or a designated ally who is also touching the device or designs, insight into the inner workings of a complex machine, trap, or clockwork device. Once granted this insight, you may add a +4 enhancement bonus to your next Disable Device check on the device, or a + 4 enhancement bonus to your next attempt to craft a replica of the device. Enhancement bonuses provided by *mechanical insight* do not stack with other enhancement bonuses. *Mechanical insight* casters may use a swift town action to convert one carpenter or stonemason build point generated during the current town turn into an engineer build point.

Protect Object

School abjuration; Level cleric/oracle 2, druid 2, sorcerer/wizard 1 Casting Time 1 standard action Components V, S, DF Range touch Target touched object with a volume of up to 10 cu. ft./ level Duration 10 min./level Saving Throw none; Spell Resistance no

This spell functions like *resist energy*, except that it affects an object instead of a creature. *Protect object* does not provide additional protection to creatures or objects inside or behind the affected object. A shield protected from fire damage provides no additional protection to its wielder, and a building protected from acid does nothing extra to keep acid from getting to those inside. If the town of Glory is attacked, a *protect object* caster may choose to protect a single building instead of participating in combat. If that building is damaged in the attack, ignore the result. If the building is destroyed, treat it as only damaged.

Reinforce Object

School transmutation; Level bard 2, sorcerer/wizard 2 Casting Time 1 standard action Components V, S, DF Range touch Target touched object with a volume of up to 10 cu. ft./ level Duration 10 min./level Saving Throw none; Spell Resistance no

Reinforce object protects an object from damage and breaking. The effect grants a +4 enhancement bonus to the object's existing hardness, and a +4 enhancement bonus to its Break DC for the duration of the spell. The enhancement bonuses provided by *reinforce object* do not stack with other enhancement bonuses. If the town of Glory is attacked, a *reinforce object* caster may choose to protect a single building instead of participating in combat. If that building is damaged in the attack, ignore the result. If the building is destroyed, treat it as only damaged.

Summon Tools

School conjuration (summoning); Level bard 1, sorcerer/ wizard 1 Casting Time 1 round Components V, S Range 0 ft. Target one summoned kit or set of tools Duration 1 hour/level Saving Throw none; Spell Resistance no

This spell summons masterwork artisan's tools, masterwork thieves' tools, a masterwork tool, a climber's kit, a disguise kit, or a healer's kit. This item appears in your hands or at your feet (your choice). Only one kit or set of tools appears per casting and can be used only by you. The summoned item disappears at the end of this spell. *A summon tools* caster may add +2 to Craft and Profession checks made as part of Build town actions.

New Feats

Builder

You are skilled at constructing complex buildings.

Benefit: You gain a +2 bonus on all Profession (architect) and Craft (stonemasonry) skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Improvised Tool Mastery

You are able to use whatever tools are at hand.

Benefit: you never suffer penalties in your Craft or Profession rolls because you don't have the proper tools.

Recruiter

You know how to inspire people to join you.

Benefit: You gain a +4 bonus on any Diplomacy attempts when asking an NPC to give aid. When you recruit hirelings or messengers to work for you personally, you pay only half the listed cost. When you take a Recruit or Lead town action, add +4 to your Diplomacy check.

Street Corner Fighter

You're skilled at fighting in and around buildings.

Benefit: When you make a melee or touch attack while adjacent to a building, adjacent enemies do not get a cover bonus due to intervening walls.

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