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# VILLAGE BACKDROP: BOSSIN

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

Nestled in a deep dell behind the cliffs guarding the Lonely Coast, Bossin is a troubled village. The rich bounty of the nearby mines and the excellent farmland should provide the villagers with a comfortable life, even though the lower part of the village periodically floods, but instead the populace now labour under the tyranny of Jacca Lander and his hired thugs. Extortion, disappearances and “accidents” are a daily feature of life in Bossin and the villagers are desperate for salvation, but they dare not speak of their woes for fear of ending up in the Pit.



## CREDITS

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

## CONTACT US

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## ERRATA

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We like to think *Village Backdrop: Bossin* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on [ragingswan.com](http://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

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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.

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## FOREWORD

And we're back in the Lonely Coast, for the first time in 2013! *Village Backdrop: Bossin* is the first of three supplements each dedicated to the as yet undetailed villages of the Lonely Coast – Bossin, Hosford and Oakhurst (Swallowfeld, of course, has already been extensively detailed). Last year, I took my eye off the Lonely Coast – with only one product (the excellent *Dark Waters Rising* by Ron Lundeen of Run Amok Games) set there. I mean to fix that trend in 2013 as I'd forgotten how much I enjoy the setting!

While Bossin is set nominally on the Lonely Coast, it should be easy for a GM to insert the village into a home campaign with

## STAT BLOCKS BY CR

CR		PAGE
1/3	Villager LN human male commoner 1	8
1/2	Thug LE male human warrior 2	7
3	Sneev NE male half-goblin rogue (spy ) 4	7
4	Jacca Lander LE male human fighter 2/rogue 3	6

the minimum of fuss and effort. All that is required is an area of hills near a large body of water (a lake would do) in which extensive mining takes place.

In any event, I hope you enjoy Bossin. 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](mailto:creighton@ragingswan.com).



## BOSSIN AT A GLANCE

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The village of Bossin sits nestled in a deep dell behind the cliffs guarding the Lonely Coast. Storms periodically batter the village, flooding the lower portion where the poorest villagers dwell. Yet, the rich bounty of the nearby mines and the excellent farmland provide the villagers with a comfortable living. The routine patrols from Caer Syllan offer a measure of safety to the unfortified Bossin, deterring raids from the half-goblins and other monsters dwelling in the Tangled Woods. To the east, a series of broken cliffs and unexplored forests provide plentiful game for hunters.

Life would almost be idyllic in Bossin if it were not for the machinations of the current village reeve, the retired adventurer Jacca Lander. Seeing an easier way to accumulate wealth than risking his life exploring old ruins, Jacca quietly disposed of the previous reeve and brought in a group of thugs to consolidate his power. He and his men regularly extort money from the villagers for their “protection,” rigging accidents to dispose of those who do not cooperate. Jacca ensures that none of this reaches the ears of Lord Locher in the fortress of Caer Syllan and so far he seems content to rule Bossin as his personal fiefdom.

### DEMOGRAPHICS

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**Ruler** Jacca Lander [LE male human fighter 2/rogue 3]

**Government** Overlord

**Population** 648 (621 humans, 15 dwarves, 8 halflings, 4 half-elves, 1 half-orc)

**Alignments** LE, LN, NG, LG

**Languages** Common, Dwarven, Elven

**Corruption** +1; **Crime** -3; **Economy** -1; **Law** +0; **Lore** -1; **Society** -4

**Qualities** Racially intolerant (half-goblins), rumormongering citizens, strategic location

**Danger** 0; **Disadvantages** none

### NOTABLE FOLK

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

**Brisila Toldan** (location 4; NG female human druid 4) Brisila serves Bossin as its resident herbalist, healer and midwife. She despises Jacca Lander who has made his intentions to marry her well known.

**Holwin Half-Breed** (location 6; NG male half-elf ranger 3) The taciturn Holwin lives on the outskirts of Bossin. A hunter by trade, he sometimes serves as a guide to those wishing to explore further into the Tangled Wood.

**Jacca Lander** (location 7; LE male human fighter 2/rogue 3) A corrupt village reeve, Jacca extorts the villagers for his own gain.

**Keirnen Lokmor** (location 3; LG male human fighter 3/expert 2) Keirnen retired from adventuring after a poisoned half-goblin arrow crippled his left leg. He runs the village's shop.

**Sneev** (location 9; NE male half-goblin rogue [spy] 4) Sneev serves as Jacca's spy and informant. He wears a *hat of disguise* to hide himself as a dirty human. Only Jacca knows his true identity.

**Turgon Goldrock** (location 5; LN male dwarf expert 3) Turgon heads the Goldrock clan living in Bossin. A miner by trade, he is beginning to chaff under Jacca's ever increasing protection fees.

**Wartham Briston** (location 8; NE male half-orc barbarian 2/rogue 2) Jacca's chief enforcer, Wartham's unique skill set allows him to bash heads or rig accidents equally well. Surprisingly, due to his upbringing, he is a skilled musician.

### NOTABLE LOCATIONS

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

1. **The Pit:** Those who displease Jacca often end up imprisoned at the bottom of this old well.
2. **Hovels:** The poorest of Bossin live here in wattle and daub shacks.
3. **General Store:** Keiran Lokmor runs this well-appointed general store which features a stable and a small smithy.
4. **Brisila's Home:** Brisila lives here in a cottage cluttered with racks of drying herbs.
5. **Goldrock Compound:** The Goldrock dwarven clan dwell in this walled compound.
6. **Hunters' Huts:** A small community of hunter's live in wooden houses and animal skin tents.
7. **Jacca Lander's Manor:** Jacca used his riches to build this ostentatious stone manor house to lord over the village.
8. **Bell o'Dell:** Bossin's largest inn and tavern serves as a front for Jacca's gang.
9. **Prison:** This low stone building which sees frequent use houses its own stable. Nearby stand quarters for the soldiers from Caer Syllan to use if they have to spend any time in the village.
10. **Watchtower:** This squat stone tower has a beacon fire atop in case the village is attacked.

### MARKETPLACE

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**Resources & Industry** Farming, hunting, mining

**Base Value** 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 2nd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

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

**Potions & Oils** *barkskin* (300 gp), *endure elements* (50 gp).

**Scrolls (Arcane)** *protection from arrows* (150 gp).

**Scroll (Divine)** *soften earth and stone* (150 gp), *magic fang* (25 gp), *goodberry* (25 gp).

## VILLAGE LORE

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

**DC 10:** The village of Bossin is well situated amidst rich farmland and a few small nearby mines.

**DC 15:** A famous retired adventurer, Kiernan Lokmor who single-handedly held off a tribe of half-goblins while his party escaped, calls Bossin home.

**DC 20:** Jacca Landers extorts the villagers for protection money. His gang of thugs bully the villagers, keeping them quiet so word of his misdeeds do not reach Caer Syllan.

## VILLAGERS

**Appearance** Most villagers tend towards blonde to mousey brown hair with dark brown eyes that are almost black. The arrival of the Goldrock clan has started a trend in long braided beards amongst the men.

**Dress** Bossin villagers typically wear fine serviceable leathers dyed in earth hues. Women wear simple jewellery fashioned from semi-precious metals and gems from the nearby mines.

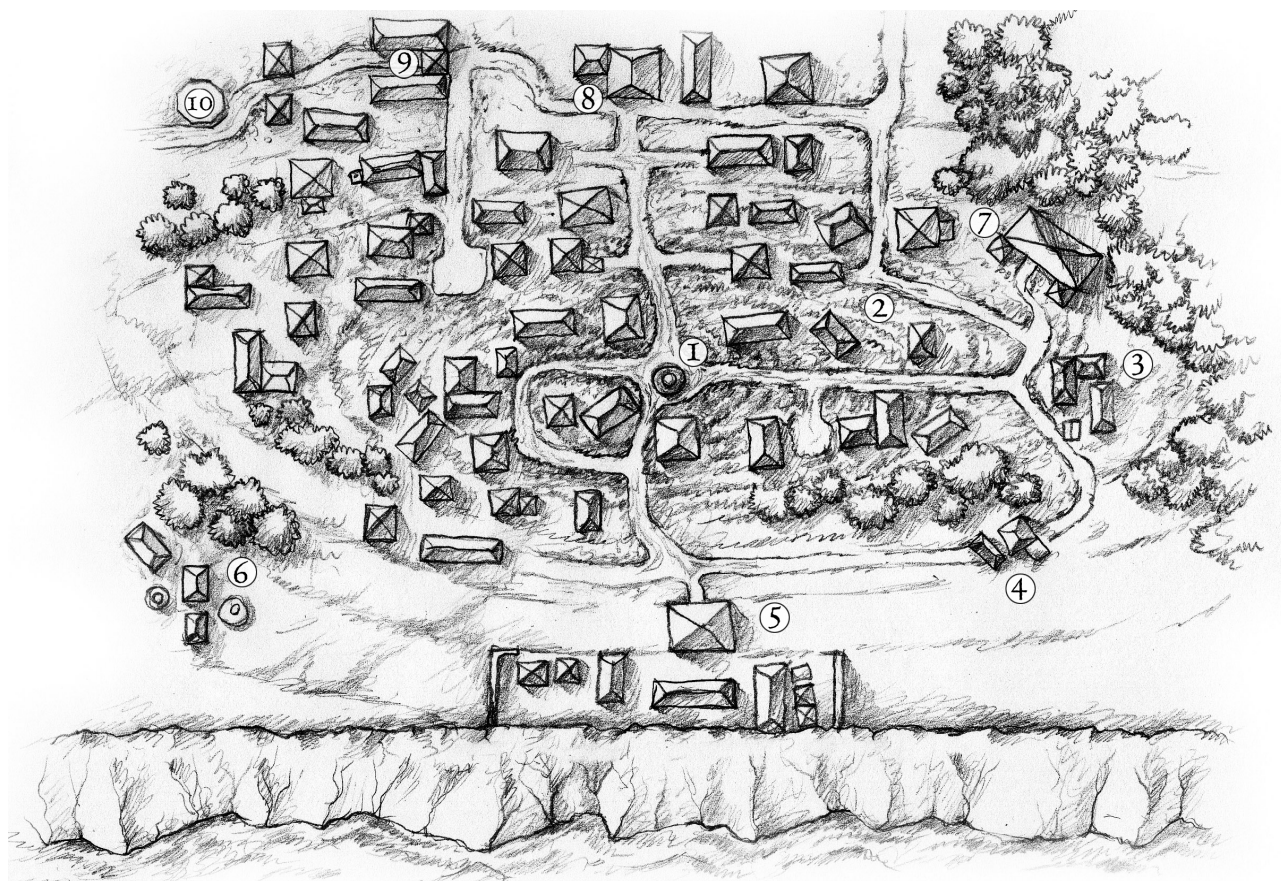
**Nomenclature** Male: Cierwin, Dorwell, Kellen, Panwill, Timus; Female: Dorla, Finwe, Janny, Rislá, Walma; family Entmoor, Morway, Northam, Tallbrook.

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Bossin 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	Jacca seeks to marry Brisila. Men who get too close to her tend to disappear.
2*	A pile of gold lies buried at the bottom of the Pit.
3	Brisila often frequents Kierwin's shop. Sometimes she's not seen leaving until early morning.
4	Jacca hides his vast wealth, in a nearby mine.
5	A half-goblin has been seen sneaking around the village.
6*	The Goldrocks seek to lure the village children to their ancient kingdom hidden in the cliffside.

\*False rumour



## NOTABLE LOCATIONS

### 1: THE PIT

This decrepit, dry well roughly 12 ft. around, has slick, smooth walls. It descend nearly 100 ft. before opening into a small, natural cavern only 20 ft. wide. A thick rope rests above ground and is used to haul prisoners in and out of the well. (Scaling the Pit's walls requires a DC 30 Climb check).

Jacca enjoys using the well to hold those who refuse to pay his extortion fees, imprisoning recalcitrant villagers right before the rain comes. The fear of drowning has made many see the wisdom of obeying Jacca.

### 2: HOVELS

The poorest of Bossin's villagers live here at the deepest point of the dell. When it rains heavily, flooding often occurs and the villagers hurry to higher ground with their valuables or otherwise seek refuge on their roofs. Afterward, the ground becomes a morass of thick mud and filth. The older stone houses have half sunk in muck while newer, wooden houses sit above the ground on stilts.

### 3: GENERAL STORE

A well-fashioned building built from stone and wood houses Bossin's general store. Attached to the main building is a tidy stable and another small building housing a smithy rests nearby. Kiernan Lokmor (LG male human fighter 3/expert 2) is the owner and proprietor. A former adventurer, he suffered a grievous leg wound while holding off a half-goblin hunting party pursuing his companions. Unable to continue his career, he used what he had earned to set up shop in Bossin. While he hates paying Jacca's protection fee, he feels unable to fight back because of his lame leg. Kiernan is particularly affable with clients who are known adventurers. Most basic goods as well as a variety of common weapons and armour are sold here. Since Kiernan employs a smith, he can also take orders for masterwork quality items.

### 4: BRISILA'S HOME

A patchwork collection of stone, wood and sod, Brisila's cottage can be mistaken for a mound of earth from a distance. Brisila (NG female human druid 4) devotes one room of the cottage as a sick room where she treats her patients with herbal remedies. Her care and treatment of Bossin's downtrodden often puts her at odds with Jacca. Yet, it is this fiery unbroken spirit that attracts Jacca to her.

### 5: GOLDROCK COMPOUND

The Goldrock clan built a collection of stone buildings abutting the nearby cliff that house the dwarves and their mining equipment. A 10 ft. high stone wall surrounds the compound on

the upper storey where the dwarves live and keep their equipment. The dwarves use the building on the ground floor to conduct business with visitors. The Goldrock clan is beginning to chafe paying Jacca's hefty fees especially after a recent string of accidents in one of their mines hurt not only their pocketbook, but their pride as well. Trouble will result.

### 6: HUNTERS' HUTS

Tanned animal skins, more tents than homes, lie just on the outskirts of Bossin proper. Holwin Half Breed (NG male half-elf ranger 3) and a motley collection of hunters and trappers forage the outskirts of the Tangled Woods, making a brisk business out of animal skins and meat. Holwin knows the southern fringes of the Tangled Woods well and can be hired to serve as a guide for 10 gp a day. He sports a recent black-eye and busted lip, a result of being a little short on his protection fee for the month.

#### JACCA LANDER

CR 4 (XP 1,200)

*This tall man wears dark leathers. His black hair and moustache are well oiled, and his eyes are as cold and lifeless as two pieces of flint.*

Male human fighter 2/rogue 3

LE Medium humanoid (human)

**Init** +3; **Senses** Perception +5 (+6 vs. traps), Sense Motive +5

**Speed** 30 ft.; **ACP** 0; **Acrobatics** +9 (+13 jumping), **Climb** +7, **Escape Artist** +9, **Ride** +4, **Stealth** +9, **Swim** +7

**AC** 18, touch 13, flat-footed 15; **CMD** 19; +1 vs. traps

(+4 armour [+1 *studded leather*], +3 Dex, +1 shield [Two Weapon Defence])

**Fort** +5, **Ref** +6 (+7 vs. traps, evasion), **Will** +0

**hp** 34 (5 HD)

**Space** 5 ft.; **Base Atk** +4; **CMB** +6

**Melee** mwk longsword +6 (1d8+2/19-20) and

mwk short sword +6 (1d6+2/19-20)

**Ranged** mwk light crossbow (range 80 ft.) +7 (1d8/19-20)

**Atk Options** Combat Expertise. Improved Feint, Combat Expertise, Improved Feint, sneak attack (+2d6; bleeding attack [+2])

**Combat Gear** bolts (20), dagger (3), *potion of cure light wounds* (2), *potion of cure moderate wounds*

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

**SQ** rogue talent (bleeding attack), trapfinding, trap sense (+1)

**Feats** Combat Expertise, Improved Feint, Two Weapon Defence<sup>B</sup>, Two Weapon Fighting<sup>B</sup>, Weapon Focus (longsword)<sup>B</sup>, Weapon Focus (short sword)

**Skills** as above plus Appraise +8, Bluff +6, Intimidate +8, Knowledge (local) +8, Sleight of Hand +9, Use Magic Device +6

**Languages** Common, Dwarven, Goblin



## 7: JACCA LANDER'S MANOR

Jacca (LE male human fighter 2/rogue 3) recently built this two-storey stone manor house. Despite its large size, Jacca lives there alone except for a few servants and his most frequent visitor is an out of town wizard he pays once a month to cast warding spells. However, Jacca is quite proud of his home, a testament to the power he holds over the villagers.

## 8: BELL O'DELL

Formerly called "Bell of the Dell," the name was shortened when Jacca took ownership of the inn when he first arrived in Bossin. Jacca's main interest in the place is as a headquarters for his gang of thugs and he leaves the running of the actual business to others. Despite this, it serves as a gathering place for the residents of Bossin to trade news, have an ale and listen to music. Wartham Briston (NE male half-orc barbarian 2/rogue 2) performs almost nightly when not on Jacca's business. Despite his fearsome mien, he boasts a surprisingly rich singing voice, a product of his upbringing in a travelling troupe.

### SNEEV

CR 3 (XP 800)

*This dirty, scrawny humanoid wears filthy rags caked with dirt and an oversized hat.*

Male half-goblin rogue (spy) 4

NE Medium humanoid (goblinoid, human)

**Init** +8; **Senses** darkvision 60 ft.; Perception +8, Sense Motive +8

**Speed** 35 ft.; **ACP** 0; Acrobatics +11, Escape Artist +11, Ride +5, Stealth +13

**AC** 19, touch 15, flat-footed 15; **CMD** 19; Mobility, +1 vs. traps (+4 armour [+1 studded leather], +4 Dex, +1 dodge [Dodge])

**Fort** +1, **Ref** +8 (+9 vs. traps; evasion), **Will** +2

**hp** 21 (4 HD)

**Space** 5 ft.; **Base Atk** +3; **CMB** +4

**Melee** mwk short sword +4 (1d6+1/19-20)

**Ranged** mwk light crossbow (range 80 ft.) +8 (1d8/19-20)

**Atk Options** poison use, sneak attack (+2d6), surprise attack

**Surprise Attack (Ex)** During a surprise round, Sneev's opponents are always considered flat-footed toward him (even if they have already acted).

**Special Actions** resilience (4 hp)

**Combat Gear** bolts (10), dagger

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

**SQ** rogue talents (resilience, surprise attack), trap sense (+1)

**Feats** Dodge, Fleet<sup>B</sup>, Improved Initiative, Mobility

**Skills** as above plus Bluff +6 (+8 to deceive) (skilled liar), Disable Device +11, Disguise +6, Knowledge (local) +9, Sleight of Hand +11, Use Magic Device +6

**Languages** Abyssal, Common, Dwarven, Goblin

**Gear** as above plus *hat of disguise*, mwk thieves' tools, 15 gp

## 9: PRISON

The jail consists of two long, low stone wings attached to a small building. Troublemakers and out of towners, particularly adventurers, end up here if they displease Jacca. He also likes to fill the jails with the poorest from the hovel, when the soldiers from Caer Syllan come by, to show that he is keeping the peace. Sneev (NE male half-goblin rogue 4) lives here in an unused cell. Jacca's spymaster, he keeps tabs on the visiting soldiers and other outsiders. The soldiers have their own quarters nearby in squat stone buildings for when weather or other business keeps them overnight.

## 10: WATCHTOWER

This square tower rises up 40 ft. in the air. It consists of three storeys, mostly barracks and other living quarters, though the furniture is musty from age and lack of use. At its top rests kindling for a huge bonfire. The bonfire is only to be lit to let the surrounding villages know that Bossin is under attack, though with the frequent patrols from Caer Syllan, the bonfire has not been lit in recent years.

## THE SURROUNDING AREA

Bossin is the easternmost of the small villages situated along the Lonely Coast. Tall, rocky cliffs border Bossin to the south while to the north and west looms the shadowy Tangled Woods. Ancient ruins of the Old People litter the vast woodlands, promising treasure to adventurers. Yet, the numerous tribes of half-goblins and shadow wolves make the woods a dangerous place to explore. Others seek to find wealth exploring the nearby mines, some of which abandoned by humans, are now inhabited by tribes of humanoids and other fell monsters.

### THUG

CR 1/2 (XP 200)

*This brutish human wears dirty leathers, a well-used sword hangs naked at his side.*

Male human warrior 2

LE Medium humanoid (human)

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

**Speed** 30 ft.; **ACP** 0

**AC** 13, touch 10, flat-footed 13; **CMD** 14 (+3 armour [mwk studded leather])

**Fort** +4, **Ref** +0, **Will** +0

**hp** 16 (2 HD)

**Space** 5 ft.; **Base Atk** +2; **CMB** +4

**Melee** longsword +5 (1d8+2/19-20)

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

**Combat Gear** bolts (10), dagger, *potions of cure light wounds* (2)

**Abilities** Str 15, Dex 11, Con 12, Int 10, Wis 8, Cha 9

**Feats** Toughness<sup>B</sup>, Weapon Focus (longsword)

**Skills** as above plus Intimidate +1

**Languages** Common

**Gear** as above plus 53 gp

## LIFE IN BOSSIN

Life in Bossin is relatively quiet. Jacca's control of the town is absolute and the only trouble that comes is from those who get out of line. Most villagers keep their heads down, content to simply avoid Jacca's thugs.

### LAW AND ORDER

Jacca's gang keeps the villagers in line. Usually travelling in groups of four or five, they extort money from the local businesses and wealthiest villagers at the beginning of every month. Jacca offers very little protection for the money he receives. Those that complain or threaten to go to Caer Syllan end up in the Pit (location 1) until they change their mind. The regular patrols from Caer Syllan deter bands of brigands and other horrors from the Tangled Woods encroaching on Bossin.

### TRADE AND INDUSTRY

The villagers of Bossin pull tin and slate from the cliffs that hug the Lonely Coast. Others work the rich earth surrounding Bossin. Few venture into the Tangled Woods for lumber due to the half-goblins and other dangers lurking among the ancient trees. Those that do are intrepid hunters and trappers, rounding out Bossin's trade goods with fresh meat and animal pelts for trade.

### PCS IN BOSSIN

PCs spending time in Bossin find that while the villagers appear friendly and outgoing, they are reticent to talk about village news. Most of them have accepted Jacca's extortion and fear his wrath if suspected of talking about it to outsiders. Generally, adventurers have little to fear from Jacca's thugs unless they make a permanent residence in Bossin or make friends with the villagers. Jacca knows that outside business is good for the village, as long as outsiders keep their noses out of his affairs.

### MOUNTING TENSION IN BOSSIN

Jacca Lander's hold on Bossin is nearly absolute. Fear and intimidation keep the villagers in line and from speaking out. As far as Caer Syllan is concerned, Jacca is a hard man but he produces results. However, the one thing Jacca has not been able to extort is the love of local herbalist Brisila. Her haughty attitude and open defiance of Jacca incites his passion for her even more. Jacca is a jealous suitor and those he suspects of getting too friendly with Brisila often disappear. So far, he does not know that Brisila has started a relationship with Kiernan Lokmor. While Kiernan hates paying Jacca, he wants to live quietly in peace. Yet, lately, Brisila has been urging Kiernan to take action against Jacca, organize the villagers and fight back.

Brisila also beseeches PCs frequenting Kiernan's store for their help. However, if Jacca finds out about the two lovers, it will likely mean Kiernan's death.

### EVENTS

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

D6	EVENT
1	A patrol of soldiers from Caer Syllan has recently arrived. Jacca's thugs prowl the village, looking to fill the prison's cells.
2	A group of thugs hassle an old weaver in front of her shop, threatening to throw her in "the Pit" if she cannot pay her due.
3	A group of villagers stand talking in excited voices: a half-goblin was seen skulking about the village.
4	The Goldrock clan is having difficulties with a group of kobolds inhabiting a recent mine they excavated.
5	A group of villagers approach the PCs. Fed up with Jacca Lander, they are willing to pay to rid themselves of the problem.
6	A group of village children exploring the cliffs have gone missing. The parents offer a reward for their return.

#### VILLAGER

CR 1/3 (XP 135)

Human commoner 1

LN Medium humanoid (human)

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

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

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

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

**hp** 6 (1 HD)

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

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

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

**Feats** Alertness<sup>B</sup>, Skill Focus (farmer or similar)

**Skills** as above plus Profession (farmer or similar) +6

**Languages** Common

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

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

**AC** 11, **touch** 10, **flat-footed** 11; **CMD** 11  
(+1 armour [padded])

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

**Melee** spear -3 (1d8/x3)

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

**Combat Gear** bullets (10)

## READING STAT BLOCKS

*Village Backdrop:* Bossin 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 blocks 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 <sup>D</sup> 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.

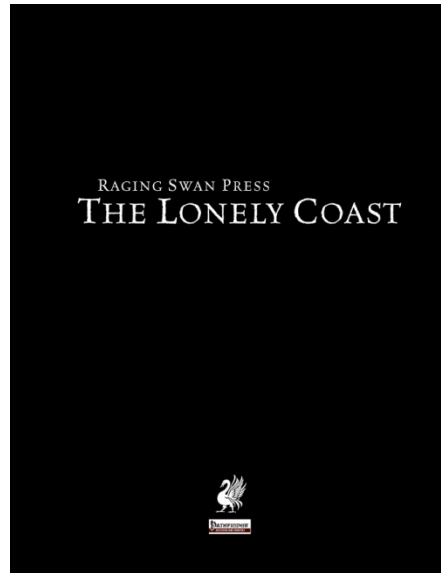
### SPECIAL ABILITIES

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.

## THE LONELY COAST

The furthest flung outpost of a mighty kingdom, turbulent waters and forbidding, trackless forests separate the folk of the Lonely Coast from the gaudy lights of civilisation. Pirates and slavers ply the southern storm-tossed waters while goblins and other foul things creep through the gloom of the Tangled Wood that seemingly chokes the forgotten holds and sacred places of the Old People. Deep within the forest, a narrow, rock-choked defile piled deep with shadow cuts through a nameless range of rugged, tree-shrouded hills birthing dark, fearsome legends of terrifying monsters and glittering, doom-laden treasures. The perils of the Lonely Coast are legion and thus there is always a need for those with stout hearts and skill with blade and spell or for those merely hungry for glory to defend humanity's most tenuous enclave.

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Nestled in a deep dell behind the cliffs guarding the Lonely Coast, Bossin is a troubled village. The rich bounty of the nearby mines and the excellent farmland should provide the villagers with a comfortable life, even though the lower part of the village periodically floods, but instead the populace now labour under the tyranny of Jacca Lander and his hired thugs. Extortion, disappearances and “accidents” are a daily feature of life in Bossin and the villagers are desperate for salvation, but they dare not speak of their woes for fear of ending up in the Pit.

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