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VILLAGE BACKDROP:  
DENTON'S END



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# VILLAGE BACKDROP: DENTON'S END

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

As twilight bleeds red in the sky, gaily dressed villagers lay out the yellowed bones of their departed loved ones. Teeth clacking, mouldering skulls crowned in garlands of fresh flowers greet the rising moon with cold, hollow voices. Creaking skeletons lurch forward with shuffling steps, arms reaching out eagerly towards the awaiting villagers. With warm smiles, the villagers fall into their embrace, holding them close as the creatures caress them with bony fingers. Then, the dancing begins.

Welcome to Denton's End, a village where the dead never truly die.

Village Backdrops are short, richly detailed supplements that each present a single village ready to insert into almost any home campaign. Perfect for use as a waystop on the road to adventure, an adventure site themselves or a PC's home, Village Backdrops present the details so the busy GM can focus on crafting exciting, compelling adventures.



## CREDITS

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Thank you for purchasing *Village Backdrop: Denton's End*; 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: Denton's End* 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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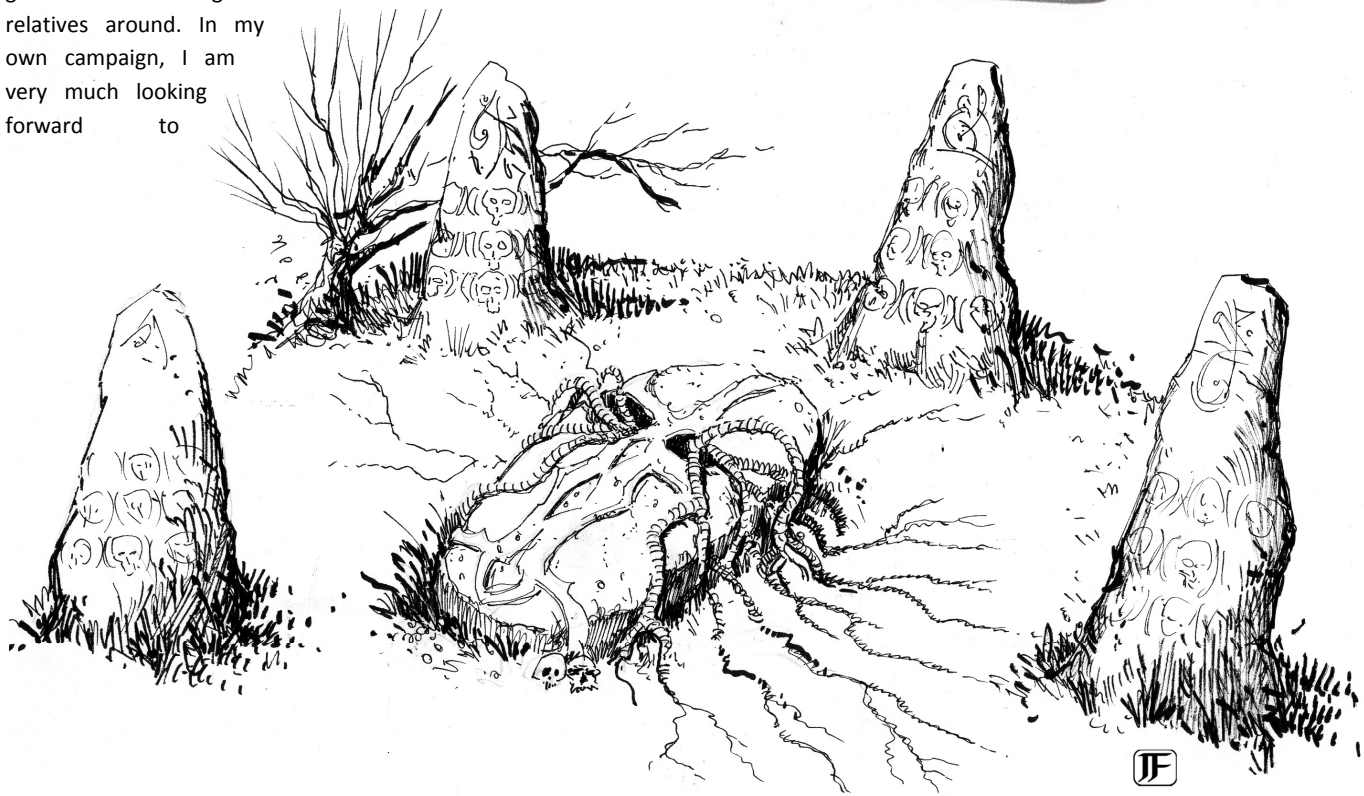
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## FOREWORD

In Denton's End, John Bennett has created a truly unique village, which is sure to live in your PCs' memory for many years to come! This is a village that will almost certainly generate some great roleplaying moments. I can see – in particular – good-aligned clerics and paladins having a particularly tough time of it in Denton's End. After all, one does not often come across an entire village so seemingly thoroughly steeped in necromantic practises and rites! Of course, the villagers (for the most part) aren't particularly evil or malevolent, rather they have just grown used to having their dead relatives around. In my own campaign, I am very much looking forward to



## STAT BLOCKS BY CR

CR		PAGE
7	Keira Reston	8
	NG female human oracle (life)	8



engineering a trip to Denton's End for my PCs!

I hope you find *Village Backdrop: Denton's End* useful and that your players enjoy visiting the village and participating in the villagers' unusual rites. It would be great to hear about how you used Denton's End in your game – drop me a line at [creighton@ragingswan.com](mailto:creighton@ragingswan.com).

## DENTON'S END AT A GLANCE

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Nestled amongst featureless barrow mounds in a swath of stunted foothills, the first thing travellers notice as they approach Denton's End is a large hill crowned with gravestones and crypts looming at its north end. The macabre sight gives rise to rumours of necromancy and grotesque rituals that keep most visitors away.

These rumours are partly true.

Renowned adventurer turned sage, Denton Algier, with his disciples, founded the village as a place to meditate in peace. Algier taught his disciples the necessary spells to contact him in the afterlife allowing him to guide the village long after death. Centuries later, the villagers have affected a strange culture and unique customs relating to their dead. Once a month, the villagers, led by an oracle and her adept assistants, hold a feast. Using magic, they animate the skeletal bodies of their ancestors to participate. Some chose their forebears, others seek the company of a recently departed loved one. The dead are daily consulted on important decisions through *speak with dead* spells. The villagers take pride that even in death, they continue to provide guidance and take part in the day-to-day activities of village life.

It's said in Denton's End that the dead never truly die.

### DEMOGRAPHICS

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**Ruler** Keira Reston (NG female human oracle [life] 8)

**Government** magical

**Population** 173 (164 humans, 5 halflings, 3 dwarves, 1 half-elf)

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

**Languages** Common, Dwarven, Elven

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

**Qualities** holy site, insular

**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:

**Ashia Crooktongue** (location 9; LE female half-elf witch 5) An herbalist not completely trusted by the villagers.

**Denock Grindstone** (location 8; LG male dwarf expert 2/fighter 2) A former mercenary now turned blacksmith, Denock finds the village's customs odd but keeps his views quiet.

**Edon Torth** (location 4 or 10; NG male human oracle [life] 1) As Keira's disciple, he is responsible for the village's future. A good lad, he is a bit naive and prone to hero worship.

**Jollela Kempen** (location 3; NG female human adept 5) Owner of Jollela's Charms and Wards; works closely with Keira.

**Keira Reston** (location 4; NG female human oracle [life] 8) Denton's End's leader, she oversees the rituals required to animate the village's dead.

**Nolton Mumples** (location 1; CG male halfling rogue 3) A retired treasure hunter, Nolton enjoys regaling the villagers with his exploits at his pub, the King's Ransom.

**Sif Endleson** (location 3 or 7; NG female human ranger 3) A former outsider, Sif is not only the village reeve, but assists Keira in patrolling Denton's End's cemetery and crypt for grave robbers and undead incursions.

**Ygraine Braxton** (location 6; NG female human aristocrat 2) In addition to helping Keira with the town's Dead Lottery (Area 5), Ygraine and her family run a well to do funeral home.

### NOTABLE LOCATIONS

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

1. **The King's Ransom:** Nolton Mumples runs this typical cosy halfling-style inn, with his wife, two sons and daughter.
2. **Village Jail:** One of the few completely stone buildings in the village, the jail sees little use.
3. **Jollela's Charms and Wards:** This cluttered mess of fetishes, preserved animal parts, and other curios is where Jollela fashions and sells her indispensable charms.
4. **Denton's Rest:** Once home to the village founder, Keira lives here now with her disciple, Edon.
5. **Commons:** The monthly feast takes place here on a well tended swath of grass.
6. **Braxton House:** The Braxtons run their funerary business from this well-appointed house.
7. **Sif Endleson's House:** When not patrolling the village, Sif is often here drilling militia members or practising her own skills.
8. **The Grindstone:** Denock Grindstone lives with his wife and son, practicing his trade out of his stone and thatch longhouse.
9. **Witch's Hut:** This strangely shaped house is where Ashia, in addition to cultivating herbs, offers dubious magical services.
10. **Cemetery and Crypt:** An expansive crypt tunnels through the hill while gravestones wind along the hillside.

### MARKETPLACE

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**Resources & Industry** charms, farming, funerary items and services

**Base Value** 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 4th; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

When the PCs arrive in Denton's End, the following items are for sale:

**Potions & Oils** *hide from undead* (50 gp), *shield of faith* (50 gp)

**Scrolls (Arcane)** *false life* (150 gp)

**Scroll (Divine)** *gentle repose* (150 gp), *speak with dead* (375 gp)

## VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know something about Denton's End. A successful check reveals all information revealed by a lesser check.

**DC 10:** In addition to an excellent funeral house, Denton's End is known for its unique charms to ward off evil spirits.

**DC 15:** The villagers of Denton's End participate in monthly ceremonies where they cavort with the dead.

**DC 20:** Some of the cemetery's crypts have been found empty. Within, lie gnawed bones with human teeth marks.

## VILLAGERS

**Appearance** The fair skinned villagers wear their dark hair long and unbound. Their eyes are typically various shades of blue.

**Dress** The villagers dress in dark clothing as if in mourning, adorning themselves with charms, fetishes and bits of bone jewellery. On feast days, they change into brightly patterned clothing festooned with garlands of flowers.

**Nomenclature** *male* Aldor, Edon, Kenton, Talric; *female* Elna, Helma, Naydi, Soully; *family* Craston, Dunnel, Munt, Urden.

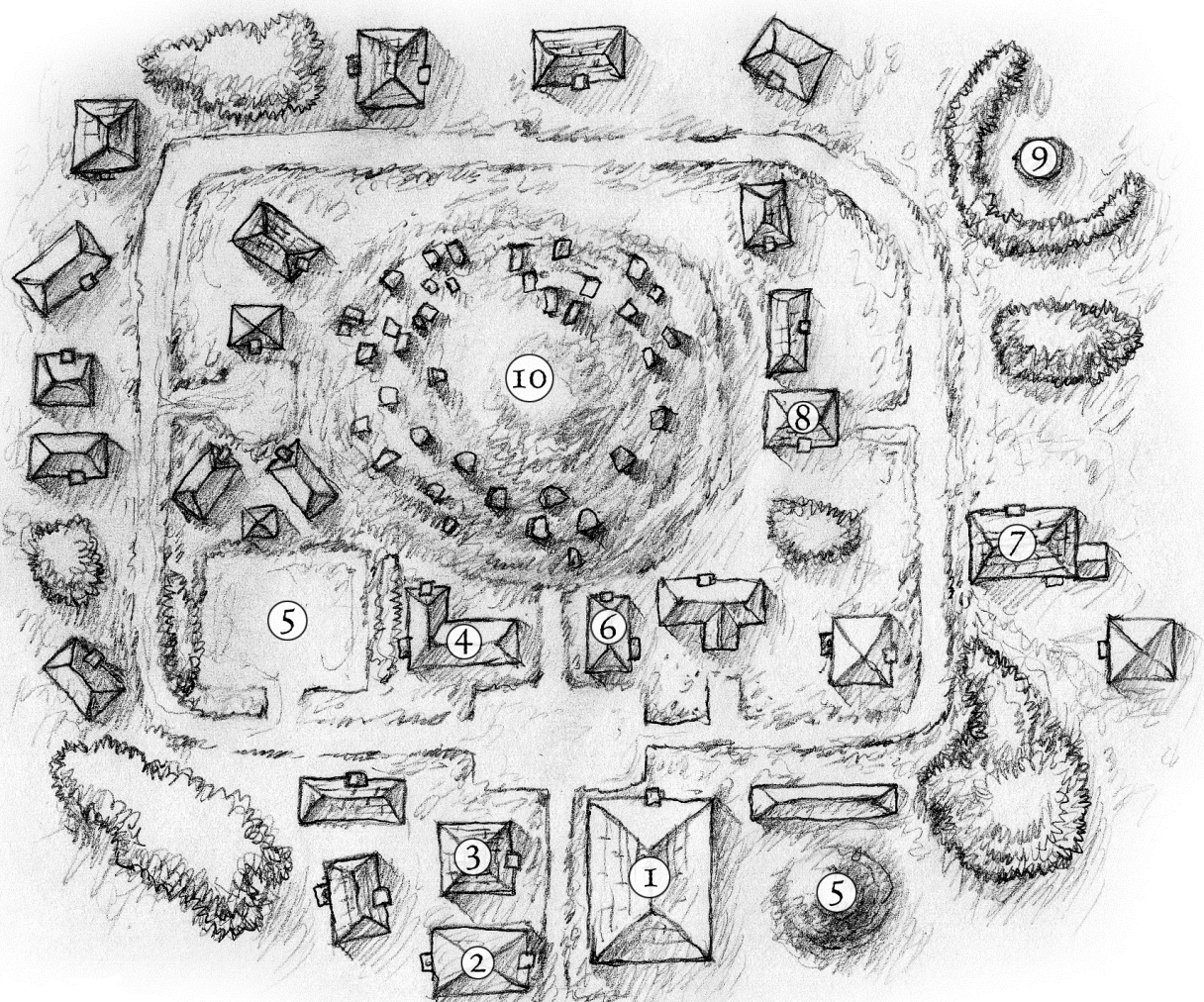
## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Denton's End 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.

### D6 RUMOUR

- |    |                                                                                                                                      |
|----|--------------------------------------------------------------------------------------------------------------------------------------|
| 1* | The witch, Ashia, makes people sign their names in a black book before she deals with them.                                          |
| 2  | Nolton Mumples has been putting locks on some of the mausoleum. Is he trying to keep something in (or out)?                          |
| 3* | Denock Grindstone was a beautiful prince until a witch cursed him the stunted body of a dwarf.                                       |
| 4  | Sif's short-tempered lately. She spends most of the night prowling the cemetery with a few deputies.                                 |
| 5  | Never play cards with old man Turney Braxton, he's a liar and a cheat. Even being dead for over a hundred years has not changed him. |
| 6  | Strange creatures have been seen outside caves in the nearby hills that connect to the Ebon Realms.                                  |

\*False rumour





## NOTABLE LOCATIONS

### 1: THE KING'S RANSOM

Wild flowers grow along the inn's sod roof, weighing down heavily on the thick wooden walls. The scent of flowers mixes pleasantly with the smells of fresh baked bread and home cooking. Colourful shutters frame small, glass windows. Over the door, a painted sign depicts a crown resting crookedly on a pile of golden treasure.

Nolton Mumples (CG male halfling rogue 3) runs this cosy inn with his family, providing a spark of colour in contrast to the gloomy cemetery outside. Some question why Nolton would settle here, speculating that he is in hiding.

### 2: VILLAGE JAIL

A stone jail sits near the village's entrance, ivy crawling along its walls. Though it sees little use, Sif Endleson (Area 7) ensures the locks on the cells are kept well-oiled, though most cells are normally used only for storage.

### 3: JOLLELA'S CHARMS AND WARDS

Matronly Jollela (NG female human adept 5) runs this shop of curios which is the second most frequented place by visitors in the village after the King's Ransom. Inside, dusty shelves hold the pickled remains of strange creatures while mothballed stuffed animals leer from every angle. Strange fetishes hung from hooks add to the cluttered, mysterious feel of the place.

Yet despite its appearance, Jollela is a gregarious owner who seems to know just what a person needs and where to find it amidst the junk. She specializes in crafting a low-value type of magic item called a charm, trinkets endowed with minor magical effects (see "Jollela's Charms").

### 4: DENTON'S REST

Carefully carved and mortared stone announces the importance of this stone house. Well tended gardens encircle the house once belonging to the village's founder.

The village's current oracle and leader, Keira Reston (NG female human oracle [life] 8), resides here with her apprentice (and successor) Edon Torth (NG male human oracle [life] 1). Anyone encountering Keira sees that she is distracted by something. A DC 19 Diplomacy check reveals that she worries that the village's prior oracle, Emtion Veder, delving too deep in necromancy, has returned as a ghoul. Emtion was her lover and she is torn what to do. Edon suffers a bit of hero worship and likely tries to tag along with any adventurers that come around.

#### JOLLELA'S CHARMS

Jollela keeps a wide assortment of charms (a type of cheap, low-level magic item). Not very powerful, they are ideal for a neophyte adventurer who is low on funds. Jollela typically tries to pass off her charms as being more powerful than they actually are. When designing additional charms, remember that Jollela's knowledge is mainly focused on the dead and undead.

#### JOLLELA'S LUCKY CHARM

*This desiccated animal's foot hangs on a chain of cheap imitation silver.*

**Aura** faint (abjuration; DC 16 Knowledge [arcana]) **Identify** DC 17 Spellcraft

**Lore** (DC 10 Survival) The foot belonged to a rat.

**Lore** (DC 15 Knowledge [local]) It is said that the feet of certain animals impart good luck to their bearer.

**Abilities** The charm grants the wearer a +1 luck bonus against undead creatures with 3 HD or fewer. Once a week, as a standard action, the wearer can use it to cast *hide from undead*.

**Activation** use activated; **CL** 2nd

**Requirements:** Craft Wondrous Item, *hide from undead*; **Cost** 250 gp; **Price** 500 gp

#### JOLLELA'S CHARM AGAINST DEATH

*Slivers of bone rest in the padded bottom of a small reliquary box suspended on a chain.*

**Aura** faint (conjunction; DC 17 Knowledge [arcana]) **Identify** DC 19 Spellcraft

**Lore** (DC 10 Heal) The bone slivers are hundreds of years old.

**Lore** (DC 10 Knowledge [religion]) The bones of powerful holy men are said to be endowed with magical power.

**Abilities** The bone slivers come from the femur bone of Denton Alger, the village's founder. Once a week, the wearer can reroll one failed save made to resist the special attack of an undead creature with a +4 sacred bonus.

**Activation** use activated; **CL** 4th

**Requirements:** Craft Wondrous Item, *lesser restoration*; **Cost** 325 gp; **Price** 650 gp

#### JOLLELA'S BLASTING CHARM

*Feathers and bits of bone surround a cheap red gemstone on this gold flaked brooch.*

**Aura** faint (necromancy; DC 15 Knowledge [arcana]) **Identify** DC 15 Spellcraft

**Lore** (DC 10 Knowledge [nature]) The feathers and bones belong to a chicken, not a cockatrice as Jollela claims.

**Lore** (DC 10 Appraise) The red gem is merely coloured glass.

**Abilities** As a standard action, the wearer can cast *disrupt undead* 3/day.

**Activation** command word; **CL** 1st

**Requirements:** Craft Wondrous Item; **Cost** 125 gp; **Price** 250 gp



## 5: COMMONS

A swath of grass bordered on all four sides by a wooden fence marks the village's commons. The villagers celebrate their monthly rituals here in an elaborate ceremony where the bones of the dead are brought out from the cemetery and crypts. Because there is not enough magic to animate skeletons for everyone, the villagers participate in the Dead Lottery, handled by Ygraine Braxton (NG female human aristocrat 2), which allows each villager to choose their dead guest at some point throughout the year. Sif keeps guards when outsiders are visiting to ensure no one gets the wrong idea and tries to spoil the festivities.

## 6: BRAXTON HOUSE

The largest house in the village, this spacious wooden building serves as both home to the Braxtons and a funeral home where the village's dead are prepared for burial. The Braxtons possess great skill in fashioning coffins. The front of the house serves as a parlour room where grieving services are held.

## 7: SIF ENDLESON'S HOUSE

A large practice yard distinguishes this modest wooden home from others in the village. Sif Endleson (NG female human ranger 3) lives here with her dogs. A childhood friend of Keira, Sif left Denton's End to see the outside world.

When Sif's adventuring party was all but wiped out in a nearby cavern leading into the Ebon Realms, a delirious Sif stumbled back home. Nursed back to health by Keira, Sif decided to repay her kindness by accepting the open position of reeve. Like Keira, Sif appears to be distracted of late. Keira's closest confidant, she worries that Keira won't do what is necessary to put down the problem plaguing the village.

## 8: THE GRINDSTONE

An almost constant ringing of hammer on steel echoes from a small workshop next to a stone and thatch longhouse.

Once an outsider, Denock (LG male dwarf expert 2/fighter 2) has lived in Denton's End longer than many of the current residents. Denock eyes outsiders with distrust and is only willing to sell simple farming tools. If made friendly with a DC 11 Diplomacy check, Denock is skilled enough to craft nearly any

type of masterwork weapon, a fact that he has kept secret. Some say he came to Denton's End to hide from his violent past.

## 9: WITCH'S HUT

A copse of trees hides an unusual eight-sided hut surrounded by various animal skulls on poles. Its owner, the seductive Ashia (LE female half-elf witch 5), lives here. If it were not for her skills with herbs, the women of Denton's End would have driven her off long ago. Ashia has formed an uneasy truce with Keira, as each possesses magical knowledge unknown to the other. Ashia hopes to learn more about the magic used in the village's ritual before moving on. Ashia can provide adventurers with nearly any 1st- or 2nd-level magic scroll or potion from the witch's spell list.

## 10: CEMETERY AND CRYPT

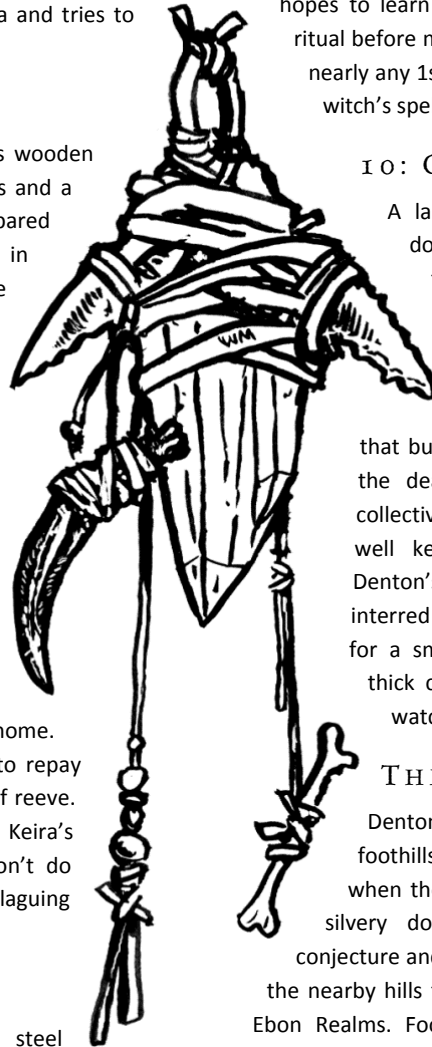
A large, wide hill looms over 40 ft. in height, dominating the centre of the village. Numerous tombstones crawl like grave worms along its side, broken up here and there by towering mausoleums.

A stone door at the base of the hill leads into a sprawling, cramped crypt that burrows deep underground. It is this hill where the dead of Denton's End are buried and their collective knowledge is stored in lovingly tended and well kept graves. Occasionally, visitors come to Denton's End seeking the wisdom of one of the interred dead. These requests are generally accepted for a small donation. Lately, though, visitors notice thick chains on many of the mausoleums and the watchful eyes of the reeve, Sif Endleson, on them.

## THE SURROUNDING AREA

Denton's End rests in a series of gently rolling foothills. Local legends claim that on certain nights when the moon casts its light on grassy hillsides that silvery doors to strange fey realms appear. Less conjecture and more factual are the rocky cave entrances in the nearby hills that lead to tunnels burrowing deep into the Ebon Realms. Foolhardy explorers, lured by the promise of treasure, often make use of these tunnels. Some of them connect to an abandoned dwarven stronghold.

Other adventurers choose to pick through the numerous barrow mounds that litter the landscape. This practice is deeply frowned upon by the villagers of Denton's End who have nothing to do with known graverobbers.



## LIFE IN DENTON'S END

Life in Denton's End tends to be relatively peaceful. Its undeserved reputation for black magic keeps most visitors away. That same reputation also makes it the ideal place to hide for those who have pasts they would rather forget.

### LAW AND ORDER

The greatest punishment dealt in Denton's End is to be cremated upon death. The idea of being permanently severed from the community deters most crimes.

Sif's main job is to keep overzealous clerics and paladins away from the cemetery and from stopping them meddling in any of the village's rites.

Ashia's presence is a source of contention, but so far she has behaved herself, more or less, although some villagers suspect her of having an ulterior motive for moving to the village.

### TRADE AND INDUSTRY

Most of the villagers in Denton's End are simple farmers tending small plots of land. They raise sheep on the hills and sell the wool to nearby villages. The Braxton House does a brisk business selling ornate, high quality coffins to rich noble families and is Denton's End most famous export. Occasionally, scholars and sages pay to consult a deceased villager known to possess particular knowledge on a subject. Adventurers make Denton's End a stopping point before exploring the nearby hills containing tunnels into the Ebon Realms.

### EVENTS

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

D6	EVENT
1	A small mob has formed on the commons. Cows are not producing milk and Ashia is (falsely) suspected.
2	A righteous paladin, Reginard Woorick (LG human paladin 4) believes the villagers are beset by evil. Camping just outside the city, he is planning a foray into the cemetery to put the souls of the villagers to rest. He tries to enlist the PCs to his cause.
3	One night at the King's Ransom, a battle-hardened stranger appears. He claims he has unfinished business with a dwarf named Denock Grindstone.
4	Villagers complain to Sif that something has been preying on their sheep, possibly a creature come up from the Ebon Realms, but Sif has little time to investigate and so she asks the PCs to look into the matter.
5	Onna Gimason went to speak with her dead husband but his body is missing from its crypt. She is desperate to recover his remains and suspects Ashia of complicity in his disappearance.

- 6 Skeletons caper in the town commons as the monthly festival begins. The skeletons are non-violent and only fight to defend themselves. PCs attacking them are quickly verbally assaulted by a gathering mob of angry villagers.

#### KEIRA RESTON

CR 7 (XP 3,200)

*This regal looking woman wears an ancient elaborate breastplate. Her black hair, faintly touched by gray, falls loose around her shoulders.*

Female human oracle [life] 8

NG Medium humanoid (human)

**Init** +2; **Senses**; Perception +8, Sense Motive +11

**Speed** 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -5 (-9 jumping)

**AC** 19, touch 10, flat-footed 19; **CMD** 15

(+7 armour [+1 breastplate], +2 shield [+1 light steel])

**Fort** +3 (delay affliction), **Ref** +2, **Will** +8

**Delay Affliction (Su [immediate; 2/day])** Whenever Keira fails a saving throw against a disease or poison, she may ignore its effects for 8 hours.

**hp** 47 (8 HD)

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

**Melee** +1 club +6/+1 (1d6)

**Ranged** dagger (range 10 ft.) +6/+1 (1d4-1/19-20)

**Special Actions** channel positive energy

**Channel Positive Energy (Su [standard; 7/day])** Keira can channel positive energy (4d6, DC 16 Will halves) like a cleric.

**Oracle Spells Known** (CL 8th; concentration +12; spirit boost)

4th (4/day)—*cure critical wounds*

3rd (6/day)—*animate dead, speak with dead*

2nd (7/day)—*cure moderate wounds, gentle repose, lesser restoration*

1st (7/day)—*cure light wounds, detect evil, detect undead, hide from undead* (DC 15), *protection from evil*

0—*create water, detect magic, detect poison, ghost sound* (DC 14), *guidance, light, purify food and drink, read magic*

**Spirit Boost (Su)** Whenever Keira's healing spells heal a target up to its maximum hit points, any excess points persist for 8 rounds as temporary hit points (up to a maximum of 8 hp).

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

**SQ** oracle's curse (haunted), revelations (channel, delay affliction, spirit boost)

**Haunted (Ex)** Keira is haunted by malevolent spirits. Retrieving stored gear requires a standard action. Any item she drops lands 10 ft. away in a random direction.

**Feats** Alertness, Extra Channel<sup>B</sup>, Selective Channel, Self-Sufficient, Scribe Scroll

**Skills** as above plus Diplomacy +15, Heal +15, Knowledge (history) +13, Knowledge (nature) +13, Knowledge (religion) +15, Spellcraft +13, Survival +15

**Languages** Common, Dwarven, Elven

**Gear** as above plus *wand of animate dead* (33 charges), spell component pouch, holy symbol, 20 gp

## READING STAT BLOCKS

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*Village Backdrop: Denton's End* 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 <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.

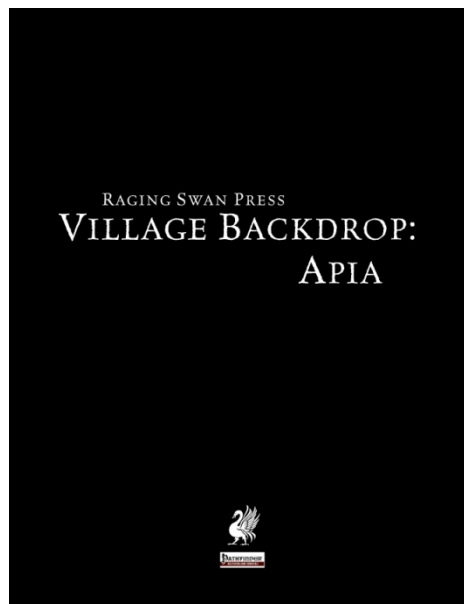
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### SPECIAL ABILITIES

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.

Along the shores of the Illgen river hard against the ruins of a once-mighty castle lies the village of Apia. The village marks a convenient spot to cross the river, but more than that offers a pleasant place to slake a thirst or enjoy a sumptuous meal. The canny know to order Sanna's golden mead during their stay at the Bee's Knees Inn while others might notice a certain sweetness to the local food, or a strange hum in the air, but only a few note the higher than average number of bees buzzing about the village. Few bother to investigate the old and dilapidated castle anymore, after being cautioned by the locals that the structure is both already well-explored and dangerously unsafe - which is true, but avoids mentioning that the old ruins are not entirely abandoned...

Village Backdrops are short, richly detailed supplements that each present a single village ready to insert into almost any home campaign. Perfect for use as a waypoint on the road to adventure, as an adventure site themselves or as PC's home, Village Backdrop present the details so the busy GM can focus on crafting exciting, compelling adventures.



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As twilight bleeds red in the sky, gaily dressed villagers lay out the yellowed bones of their departed loved ones. Teeth clacking, mouldering skulls crowned in garlands of fresh flowers greet the rising moon with cold, hollow voices. Creaking skeletons lurch forward with shuffling steps, arms reaching out eagerly towards the awaiting villagers. With warm smiles, the villagers fall into their embrace, holding them close as the creatures caress them with bony fingers. Then, the dancing begins.

Welcome to Denton's End, a village where the dead never truly die.

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