

RAGING SWAN PRESS
VILLAGE BACKDROP:
HARD BAY



THE SUNKEN PYRAMID

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

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

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

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

—Endzeitgeist (five stars and seal of approval)

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

—Strangeport (five stars)

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

—DM Jeff (five stars)

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VILLAGE BACKDROP: HARD BAY

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Greg Marks

Hard Bay's fate has ever been tied to the sea. Although blessed with a natural, protected harbour and plentiful fishing, foul weather and a dangerous, unwholesome reputation have conspired to keep the village nothing more than a dreary, isolated place. A vein of smuggling and thievery ran deep through the village until the Sharkrazor pirates were crushed four decades ago. Now administered by three minor noble families, a darker horror than mere piracy lurks within the place. Rumours speak of strange fires set amid a circle of ancient, weathered stones atop a nearby shunned hill when the moon is new and of strange, abhorrent fishmen lurking in the abandoned, half-drowned smuggler tunnels beneath the ramshackle village.

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

CONTACT US

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ERRATA

We like to think *Village Backdrop: Hard Bay* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Greg Marks is an evil mastermind directing his criminal army of precocious felines from the birthplace of gaming: Lake Geneva, Wisconsin. He and his cat minions have worked on products for multiple editions of Dungeons and Dragons including *Complete Scoundrel*, *City of Stormreach*, *Dragon Magic*, and *Dungeon Delve*. They have written numerous adventures for the RPGA along with administering many of their organized play campaigns with Living Forgotten Realms being the most recent. Greg and his cats have also contributed repeatedly to all incarnations of Dragon and Dungeon Magazine, and co-authored several products for Fantasy Flight Games' Midnight setting including: *Star and Shadow*, *Hammer and Shadow*, *Legends of Shadow*, and *Honor and Shadow*. He has previously worked for Raging Swan Press on *So What's the Zombie Like, Anyway?*, *Dungeon Dressing: Secret Doors*, *Dungeon Dressing: Thrones*, *Wilderness Dressing: Travellers* and *Dungeon Dressing: Gates & Portals*.

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FOREWORD



When I first read Greg's turnover for *Village Backdrop: Hard Bay* I got more than a hint of Lovecraft which is rather marvellous as I love his work. I enjoy the subtle, creeping horror of his writings and I was glad to see Greg has injected such into this Village Backdrop.

Village Backdrop: Hard Bay is a great place for your PCs to visit – if only briefly. I think it works best if you can engineer the PCs passing through initially when the moon is not new. That way they can get a sense of the village and its doom-laden atmosphere without being thrust immediately into the action. Later on, when they return as the new moon is about to rise, they can discover more of the lurking horror beneath Hard Bay.

In any event, I hope you find *Village Backdrop: Hard Bay* useful and your PCs enjoy exploring the village. If you've got any comments about the supplement, I'd love to hear them. You can contact me at creighton@ragingswan.com. Alternatively, I'd be very grateful if you could spare the time to write a review.

HARD BAY AT A GLANCE

Hard Bay's fate has ever been tied to the sea. The village boasts a protected harbour, plentiful fishing and a natural place for offloading exotic goods while avoid the taxes of larger cities. Such advantages suggest Hard Bay should be larger than the village it has become, but the foul coastal weather and a dangerous reputation have conspired to prevent it from becoming more populous and affluent.

Nearly a century ago, Hard Bay was founded by the Sharkrazors, a group of pirates and thieves who sought to use the protected harbour to smuggle goods. At its height, the village boasted nearly a dozen taverns and half as many brothels, along with dockside warehouses crammed full of plundered goods.

It all came to an end four decades ago when the authorities came in force with an army and a flotilla of armed ships. Their vessels sunk and their crews rounded up and executed, the Sharkrazors' hold was broken. Hard Bay, damaged and burned, was given over to a consortium of three minor noble families, each with a storied and impressive name but with nearly no fortune to speak of. Little did anyone know, the coming of the families would bring darker horrors to the village than piracy.

DEMOGRAPHICS

Ruler High Councillor Afric Blufont

Government Aristocratic council (council made up of one representative from each of the three families)

Population 138 (80 humans, 5 dwarves, 12 half-elves, 41 other)

Alignments NE

Languages Common, Dwarven, Elven

Corruption +0; **Crime** -1; **Economy** -5; **Law** -6; **Lore** -3; **Society** -1

Qualities Insular, notorious

Danger +30; **Disadvantages** Hunted

NOTABLE FOLK

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

Aldal Stronghammer (location 4; NG male dwarf expert 3/fighter 2) Forgemaster of Stronghammer Metalworks, Aldal goes out of his way to gruffly encourage visitors to town not to stay past sunset. He is rarely seen without his overly large flask.

Councillor Ellagana Moisan (location 2; NE female tainted one human bard 6) Ellagana is the beautiful and hedonistic leader of the wealthy Moisan family. Through her family, she controls the docks and most of the trade.

Councillor Reynard Gerou (location 3; N male human aristocrat 4) Reynard smoothly plays a dangerous game, paying lip service to the Cult of the Deep. He has wandered from the cult and now seeks only to further his family's position.

Fancy Tomnal Staggers (location 9; CN male human rogue 5) Sent by the Sharkrazor pirates who once held Hard Bay,

Fancy Tomnal is spying on the village to see how the buccaneers might regain control. He isn't sure what, but he has noticed that something is not quite right in Hard Bay. Unfortunately for him, the cult has already marked him as the sacrifice for the new moon.

High Councillor Affric Blufont (location 1; NE male tainted one human sorcerer [aquatic] 8) Patriarch of the Blufont family, Affric is the senior member of the ruling council and the most powerful, ruthless member in the Cult of the Deep.

Old Moreg (location 7; CN male human sorcerer [abyssal] 4) The crazed Moreg tends the lighthouse with his summoned "friends."

NOTABLE LOCATIONS

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

1. **Blufont Manor:** Family home of the Blufonts, much of the business of the Cult of the Deep is conducted within. Tunnels have been dug in its basement that lead into the Depths.
2. **Moisan Manor:** Formerly a large brothel, Moisan Manor is the most renovated building in the village and drips with excess. Most nights, it hosts raucous ball.
3. **Gerou Manor:** Small home of the Gerou family, it is notable for its roof mounted telescope.
4. **Stronghammer Metalworks:** The smithy is run by a family of dwarves that try to protect visitors to Hard Bay.
5. **The Driftwood:** The curio shop is owned by the Blufont family. Trading in unusual items and lore is always possible here.
6. **Docks:** The docks are the focus of trade in Hard Bay. The warehouses are in varying states of disrepair.
7. **Lighthouse:** Lookout Point is capped by a lighthouse that guards the bay and is reachable by a dangerous causeway.
8. **The Evening Mist:** The public house has rooms for let.
9. **Maritime Hill:** Topped by an altar and standing stones, the hill is clearly used for some fell purpose.
10. **The Depths:** In these secret tunnels the Cult of the Deep meet to worship their piscine gods.

MARKETPLACE

Resources & Industry Fishing, pearls, smuggling.

Base Value 550 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 3rd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

When the PCs arrive in Hard Bay, the following items are for sale at the Driftwood:

Potions & Oils *potion of water breathing* (750 gp)

Scrolls (Arcane) *darkvision* (150 gp), *magic weapon* (25 gp)

Scroll (Divine) *water walking* (375 gp)

Ring *ring of sustenance* (actually a cursed *cannibal ring*) 2,000 gp

VILLAGE LORE

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

DC 10: Once a smuggler's port that grew to a village, when the Sharkrazor pirates of Hard Bay were crushed Hard Bay was given to three noble families to administer.

DC 15: The village has ample fishing and is still used as a trading port by some. Most notable are the unusual pearls recovered and worked into coral jewellery by the locals.

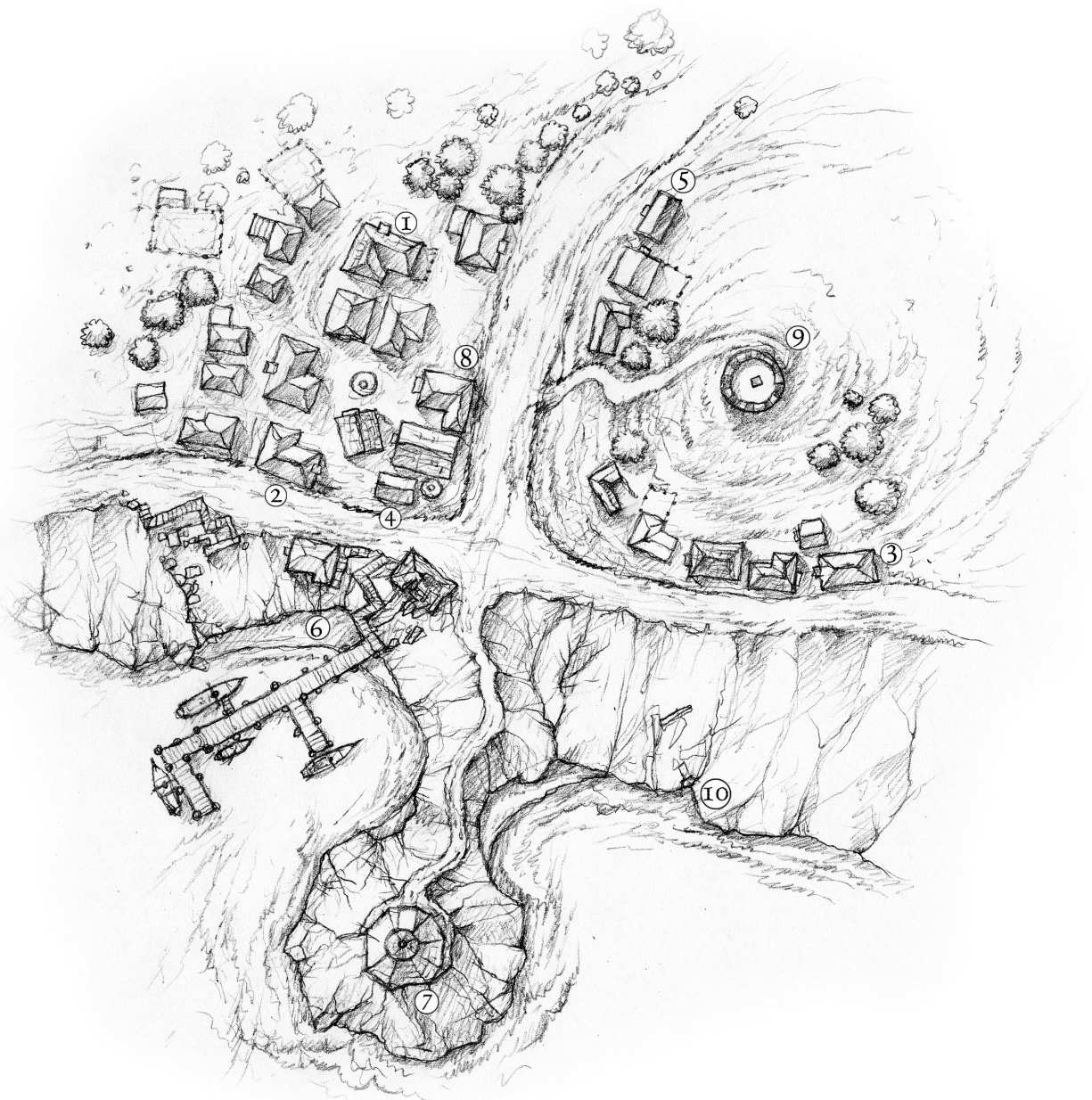
DC 20: Rumours persist the pirates still have an interest in Hard Bay, and indeed its locals remain an independent and unfriendly lot with their own customs and religious practices.

VILLAGERS

Appearance Shaggy and wild dark hair is typical for both men and women, though the three families often tame theirs with a length of ribbon. Large eyes and thin lips are common among the tainted one populace.

Dress Utilitarian fishing gear such as thick gloves, aprons and boots are common. Due to the frequent inclement weather and thick mists, the villagers often wear layers.

Nomenclature *male* Aribert, Deverell, Varriel; *female* Anasielle, Coulette, Flouressa; *family* Bayne, Bellrose, Sanquon.



NOTABLE LOCATIONS

1: BLUFONT MANOR

This manor shows signs of age and decay, despite the Blufont's wealth. Affric (NE male tainted one human sorcerer [aquatic] 8), his wife Alisonda (NE female tainted one human wizard [diviner] 6) and brother Clarne (NE male tainted one human wizard [universalist] 4) are currently the only family in residence. Many of the manor's rooms have been closed off and given over to dust and rats. Only the library, kitchen, dining hall and the residents' bedrooms see any use. In a dusty second floor gallery, hang portraits of the family through the generations. Several depict "family members" who, though long since dead, are disturbing similar in appearance to Affric, Alisonda and Clarne.

The manor is the focus of the Cult of the Deep. The Blufonts always delved into the unspeakable, but coming to Hard Bay, Affric located secret smuggling passages leading into the Depths (Area 10). In these water filled caves, he encounter the Yaknath who worship the unspeakable horrors he had only read about in blasphemous tomes. Joining with them, his entire family has undergone rituals to become tainted ones. Now Affric controls the cult and provides sacrifices to the Yaknath in return for the bounty of sea. The concealed passage to the Depths hides behind a secret door (DC 25 Perception locates) in the cellar.

2: MOISAN MANOR

The smooth and graceful Ellagana Moisan (NE female tainted one human bard 6) and her large brood dwell in the largest home in Hard Bay. Ellagana has had more than a dozen husbands, all who sadly disappeared, died or otherwise met a foul end (all were sacrificed to the Yaknath). However, these poor souls have blessed Ellagana with many capable tainted one children that run the docks and warehouses and generate significant amounts of coin she uses to fund her extravagant lifestyle.

As dusk falls each night, except the three nights of the new moon, the manor is filled with light and music as the family throw debauchery-filled parties for the aristocracy, upcoming gentry or those the family wishes to intoxicate before sacrificing the poor insensate fool to their unholy masters.

3: GEROU MANOR

Reynard Gerou (N male human aristocrat 4) and the rest of his family have never fully committed to the Cult of the Deep. Paying lip service, and participating in the rituals to maintain their position, they stay as aloof as possible from the works of the blasphemous religion, instead focusing on their jewellery business. Of the three families, the Gerou boast the fewest number who have undergone the tainted one rituals.

Their home is notable for its second storey, where the family works pearls and coral into jewellery, under a skylight that lets them watch the stars. On clear nights, Reynard is often on the walk surrounding the manor roof, gazing at the stars through a great telescope mounted atop the manor.

4: STRONGHAMMER METALWORKS

This stout, box-like stone building boasts a grand sign declaring it as the Stronghammer Metalworks and the sounds of hammering amid belching smoke emanate from within during daylight hours. Aldal Stronghammer (NG male dwarf expert 3/fighter 2), his wife Agleif, sons Sigbert and Hilbert and daughter Hethena (all dwarf expert 2) work the forge here.

Aldal adventured for a short time before settling down, and the dangers he witnessed scarred him enough that he rarely move beyond arm's reach of strong drink. Aldal is afraid the nightmares have followed him to Hard Bay, having noticed the odd behaviour of his neighbours, new moon lights on Maritime Hill and the many unexplained disappearances. The dwarves have become very insular and cautious as a result; afraid to venture from their walls except in the bright of day. However, still good at heart, Aldal might offer travellers a slurred, gruff warning to leave Hard Bay before it's too late.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Hard Bay 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	More than one voice is often heard coming from the Lookout Point lighthouse, but only one sounds human.
2	There are caves in the cliffs below the tide line once used by pirates to hide their contraband.
3*	The Maisons have a fascination with elves. Visitors with elvish blood can get invited to the parties at Moisan Manor and have a night they will never forget.
4	Many visitors to Hard Bay disappear leaving behind no clues as to where they have gone. Sometimes their loved ones come looking for them, and it is not uncommon for them to disappear as well.
5*	The lights seen during the new moon on Maritime Hill are caused by the spirits of the fey slain there by pirates in days long gone.
6	Something is wrong in Hard Bay and the three families have something to do with it. Many family members look especially odd, with large eyes or thin lips.

*False rumour

5: THE DRIFTWOOD

The Driftwood seems wildly out of place for a small fishing village. A small, dark shop filled with books and strange curios, one never knows what oddities might be found within. Staffed by Clarne Blufont (NE male tainted one human wizard [universalist] 4), the shop is the only place in the village where one might buy or sell magic items or tomes of lore.

6: DOCKS

The docks and the surrounding warehouses are Hard Bay's heart and see the most activity. Small ships offload their cargo here, hoping to get a better price by avoiding the heavier taxes of the cities. While fisherfolk cast their nets and salt their catch, divers, many of whom are tainted ones able to breathe water, gather pearls and coral for sale to the jewellers.

At the top of the bluffs stand two large warehouses and a collection of smaller buildings where the goods are stored and assessed. Illian Moisan (NE male tainted one human rogue 6), eldest son of Ellagana, is the dockmaster and works from one of the smaller buildings. He is a deeply handsome man with dark eyes and a wry sense of humour, though rumours persist he and his mother have an unnaturally close relationship.

The eastern warehouse has suffered over the years and has not been repaired. It leaks badly in storms and is easy to sneak into, should someone be so inclined. On more than one occasion Fancy Tomnal has met privately here with visiting members of the Sharkrazors to plot ways to take over Hard Bay.

7: LIGHTHOUSE

The Lookout Point Lighthouse is avoided by all Hard Bay's residents. Not only is the causeway difficult to negotiate in the best of weather (DC 15 Acrobatics to avoid falling to the wave-lashed sharp rocks below), but it is home to Old Moreg (CN male human sorcerer [abyssal] 8), who's sense of sanity has long since fled. Moreg tends the light and it has never failed, but villagers have often noted shadows playing against the light that are not entirely natural.

Their fears are well founded. Moreg has a significant personal library of things best left unremembered, and he spends his time summoning creatures he finds described in those books. The things he has witnessed have driven the old man beyond the bounds of sanity and left him shattered and thoroughly unpleasant. He attempts to drive anyone that bothers him into the sea or back across the slick causeway.

Moreg is aware of the Yathnak and the tainted ones and he does not trust anyone that seeks his knowledge. Should he be won over, he is a powerful ally against the three families and their unspeakable allies.

8: THE EVENING MIST

A weathered sign depicting a mist-shrouded lighthouse over the Evening Mist's front door creaks in the wind. The inn's clientele almost exclusively comprises superstitious humans. The tainted ones are more likely to spend their evenings at Moisan Manor or in the Depths and the dwarves are too afraid to venture from their home. While technically owned by Affric Blufont, the inn is rented by a large half-elven family, the Starweathers.

The inn's most notorious resident is Fancy Tomnal Staggers (CN male human rogue 5), a hard drinking gambler who always seems to have enough coin, despite a lack of an obvious source. Unknown to the villagers, he is in Hard Bay at the behest of the Sharkrazor pirates, looking for an opening for the pirates to gain less overt control over the village than they held in the past. So far Fancy Tomnal has concentrated on gathering information and eventually plans to buy one or two houses and to set up some criminal enterprise under the cover of a gambling parlour. He is unlikely to get the chance, however, as his questions have aroused the attention of the three families and they have marked him for the next sacrifice atop Maritime Hill when the new moon comes.

9: MARITIME HILL

The stones atop the lightly forested Maritime Hill are avoided by all sane folk. Popular myth says it is a ruined faerie hold which explains the lights and fires seen there during the new moon. Most members of the three families claim it is an ancient monument to lost mariners, with no features of interest.

Those climbing the hill find a circle of standing stones around an altar of strange black stone whose sides are carved with tentacles, fins, eyes and fangs. The top is scarred with hundreds of blade marks and is deeply stained by old blood.

On the night of every new moon, the Cult of the Deep climbs the hill to pay homage to the Yaknath, often with a representative of that fell race in attendance. They dance, chant and sacrifice in the name of the giant fishmen and their dark gods. In turn, the most faithful are rewarded with the chance to couple with the fish folk and become one of the tainted ones.

10: THE DEPTHS

Caverns, some inundated, run through the bluffs under the village. The main entrance is just below the water line to the east of the causeway leading to Lookout Point (DC 15 Perception to spot from the water). They can also be accessed via a secret entrance in Blufont Manor's cellar (Area 1). Here the cult meet to celebrate their twisted beliefs or converse with the Yaknath.

Near the secret entrance is a large cavern where the cult stores robes, torches and cages for sacrificial victims. Yaknath are often in this chamber, as the creatures frequently visit to drop off pearls or other things recovered from the sea.

LIFE IN HARD BAY

Life seems normal on the surface, but it is clear to perceptive observers Hard Bay suffers from some deeper rot. Most of the architecture remains a ramshackle mesh of whatever the smugglers built, with only the aristocracy having made any efforts to repair or improve their homes.

TRADE & INDUSTRY

The village survives almost entirely on the trade centred on the docks, supplemented by revenue brought in by the Stronghammer smith and Gerou family jewellers. Fishing is everything to almost everyone in the village.

TAINTED ONE

"Tainted One " is an acquired template that can be added to any humanoid creature. A tainted one retains all the base creature's statistics and special abilities except as noted here

CR: Same as the base creature +1.

Alignment: Any evil.

Type: The creature's type changes to aberration. Do not recalculate BAB, saves or skill ranks. The creature gains the aquatic subtype.

Senses: A tainted one gains darkvision 90 ft.

Armour Class: A tainted one has a +2 natural armour bonus or the base creature's natural armour bonus, whichever is better.

Hit Dice: Change all of the creature's racial hit dice to d8s. All hit dice derived from class levels remain unchanged.

Defensive Abilities: A tainted one gains DR slashing and magic /5 and immunity to cold and electricity.

Speed: If the base creature does not have a swim speed, it gains one equal to its speed. If the base creature already has a swim speed, the tainted one increases its speed by 10 ft.

Special Attack: A tainted one gains the following:

Croak (Su): A tainted one releases a terrifying, unnatural croak. Any non-aberration within 50 feet must make a Will saving throw or be shaken for 1d4 rounds. Once a creature succeeds on a Will saving throw, they are immune to that particular tainted one's *croak* for 24 hours. The save DC is Charisma-based.

Special Qualities: A tainted one gains the following:

Ageless (Su): The tainted one does not age or accrues penalties to Strength, Dexterity and Constitution due to age. Bonuses to Intelligence, Wisdom and Charisma are still gained.

Ability Scores: Str +2, Dex +2, Wis -2, Cha +2.

Skills: Tainted ones gain a +8 racial bonus on Perception and Swim checks.

LAW & ORDER

Hard Bay largely polices itself. The oldest sons of the three families enforce their parents' will with a few stout clubs. Since the three families own nearly all the land and employ all the citizens, the threat of eviction keeps most folk in line.

EVENTS

While the PCs are in Hard Bay, one or more of the below events may occur. Choose or determine randomly what happens:

D4 EVENT

- | | |
|---|---|
| 1 | On the night of the new moon, a bonfire illuminates robed figures and very large humanoid figures atop Maritime Hill. A guttural, blubbery chant can be heard intermingled with screams of pain and fear. |
| 2 | Aldal Stronghammer tries to entice the PCs into his family's shop. Any who enter are promptly encouraged to flee before nightfall, lest they disappear. |
| 3 | The Driftwood has a strange coral decorated goblet for sale (300 gp). It radiates conjuration magic and has strange symbols covering it. Anyone carrying it for more than an hour must make a DC 13 Will save or walk into the sea where the Yalnath wait for them. |
| 4 | A strong storm comes in off the sea, lashing the village with high winds and pouring rain. Oddly, a thick mist fills those streets and yards protected from the wind. |

YAKNATH

CR 5 (XP 1600)

This giant-sized fish man has a single large eye above its fanged maw. A pair of tentacles sprout from its sides, below long, scaled arms that end in huge claws.

NE Large aberration (aquatic)

Init -1; **Senses** darkvision 60 ft., Perception +8, Sense Motive -2
Speed 30 ft., swim 40 ft.; **ACP** 0; **Climb** +5, **Swim** +5

AC 17, touch 8, flat-footed 17; **CMD** 21

Immunity cold, disease, electricity, poison

Fort +5, **Ref** +1, **Will** +3

hp 49 (7 HD); **DR** slashing and magic/5

Space 10 ft.; **Reach** 10 ft.; **Base Atk** +5; **CMB** +12 (+16 grapple)

Melee claw +9 (3d8+6) and
tentacle +9 (2d8+3 plus grab)

Special Actions terrifying gaze

Terrifying Gaze (Su 1/day) A Yalnath directs its eye toward all creatures within a 30-ft. cone. Such creatures must make a DC 16 Will saving throw or flee in fear for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Abilities Str 22, Dex 8, Con 15, Int 10, Wis 6, Cha 8

Feats Ability Focus (Terrifying Gaze), Body Shield^B, Iron Will, Multiattack, Toughness

Skills Knowledge (Arcana) +6, Knowledge (dungeoneering) +10, Perception +8, Stealth +5, Swim +18

Languages Aklo, Aquan

READING STAT BLOCKS

Village Backdrop: Hard Bay includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number

of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

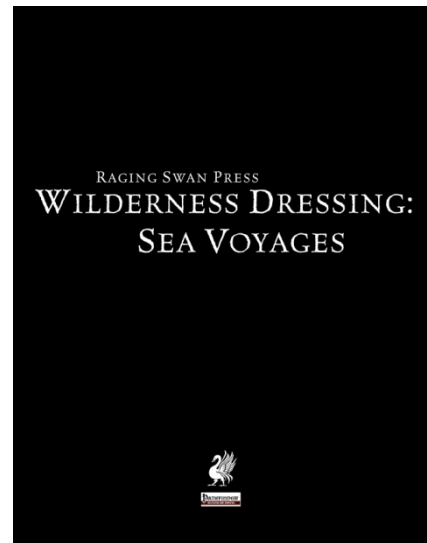
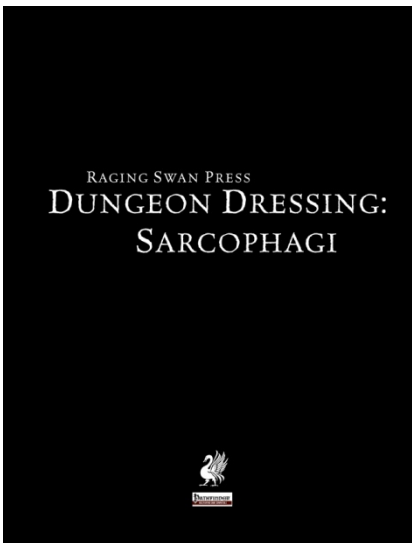
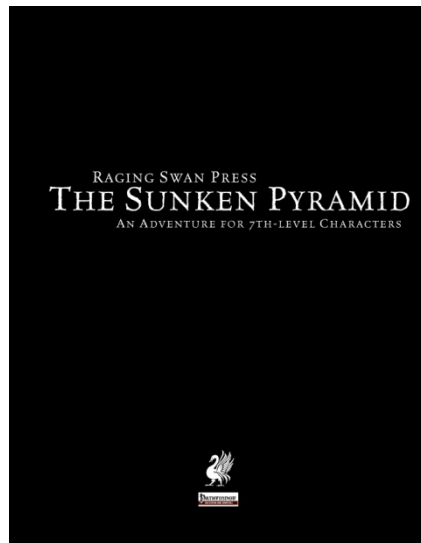
Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

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