

RAGING SWAN PRESS

VILLAGE BACKDROP: HOSFORD



ALSO AVAILABLE FROM RAGING SWAN PRESS

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

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

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

ragingswan.com/freepdfs.com

Dual Format PDFs: Dual Format PDF products contain two versions of the same file: one designed for printing and use on a normal computer; the other optimised for use on mobile devices such as iPads.

ragingswan.com/screenpdfs.com

VILLAGE BACKDROP: HOSFORD

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

The quaint village of Hosford rests along the Cliffway of the Lonely Coast. The industrious folk of Hosford diligently work the area's largest mine, digging deep into the cliffs for ores and gems. However, decades ago, a large section of the mine suddenly collapsed into the sea, taking a chunk of the cliffs with it along with a handful of small homes. Out of this tragedy was born opportunity as the collapse created a sheltered cove and natural harbour for small fishing boats. Thus, in addition to their mine, the citizens of Hosford ply the coastline, narrowly avoiding the sharp rocks just below the water that would doom a larger ship.

Yet, terror now grips Hosford. Folk have recently gone missing, including the former village reeve. A sea drake secretly stalks the coastline, fed on fresh human sacrifices by a senile old druid who believes the creature to be some sort of god. The fortress of Caer Syllan has dispatched a new reeve, an ambitious, inquisitive young man to look into the disappearances but so far all he has uncovered are old grudges as neighbour accuse neighbour of these recent crimes.



CREDITS

Design: John Bennett

Development: Creighton Broadhurst

Editing: Creighton Broadhurst

Cover Design: Creighton Broadhurst

Layout: Creighton Broadhurst

Cartography: Tom Fayen

Interior Art: William McAusland. Some artwork copyright William McAusland, used with permission.

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

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

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

ABOUT THE DESIGNER

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

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

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

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

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

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

Published by Raging Swan Press
1st printing, April 2013

CONTENTS

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

HOSFORD

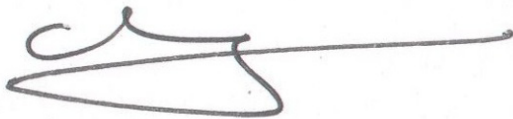
Hosford At a Glance	4
Notable Locations	6
Life in Hosford.....	8

FOREWORD

Village Backdrop: Hosford is the second in a series of three Village Backdrops (Bossin, Hosford and Oakhurst) detailing the villages of The Lonely Coast. Within these pages, you'll discover a village wracked by fear and a society on the verge of collapsing under the weight of accusation and counter-accusation.

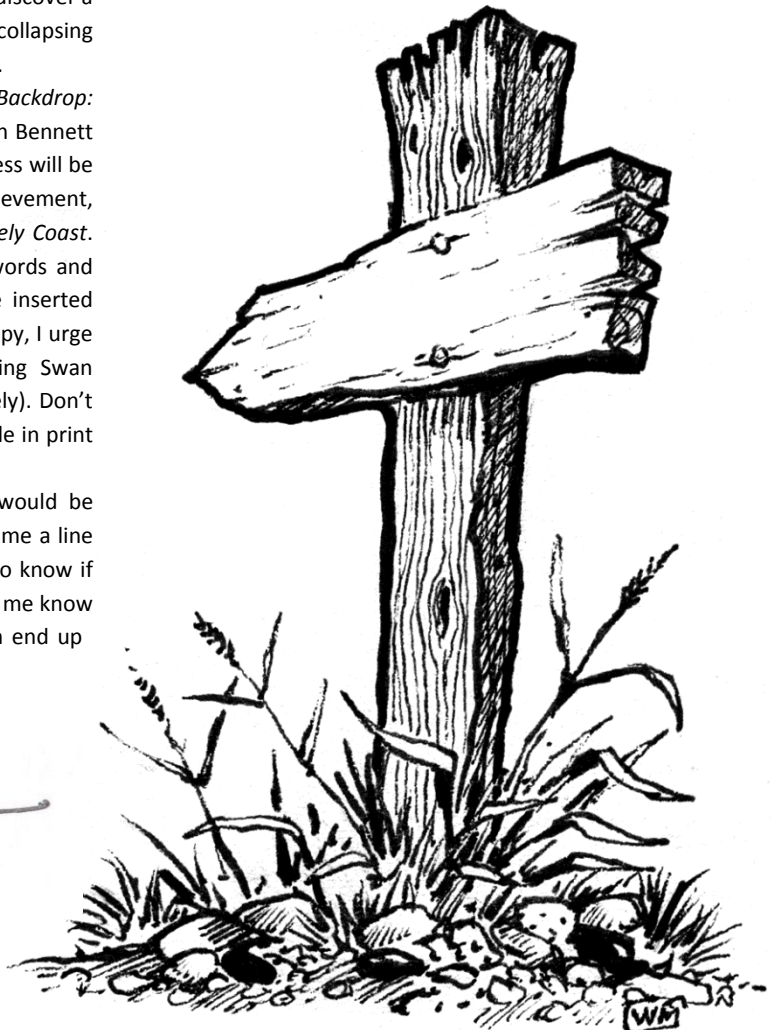
Of course, it's not a coincidence that *Village Backdrop: Hosford* is emerging from the fevered keyboard of John Bennett at this time. By the time you read this, Raging Swan Press will be three years old and to celebrate this momentous achievement, we've re-organised, enlarged and re-released *The Lonely Coast*. While it's still free it now contains an extra 10,000 words and forms a complete mini-campaign setting that can be inserted into almost any campaign world. If you don't have a copy, I urge you to grab one from anywhere you can get Raging Swan downloads (or you can grab it at ragingswan.com/lonely). Don't forget, it is completely free. Best of all, it's also available in print for the first time from the end of March.

I hope you find this Village Backdrop useful. It would be great to hear how you've used it in your game – drop me a line at creighton@ragingswan.com. I'd also be interested to know if you have a cool idea for a Village Backdrop. You can let me know at the above address and who knows you might even end up designing it for Raging Swan Press!



STAT BLOCKS BY CR

CR		PAGE
1/3	Villager LN human commoner 1	8
3	Pio Varrin NG male human rogue (investigator) 4	7
7	Dag Tunner N male old human druid 8	7



HOSFORD AT A GLANCE

The small village of Hosford rests along the Cliffway between Swallowfeld and the town of Wolverton. Boasting the area's largest operational mine, Hosford is also known for its fishing. Years ago, a section of the mine collapsed, dropping part of the surrounding cliff and a few cottages into the sea. However, the accident created a sheltered cove, a natural harbour for small fishing vessels to ply the coastline. Unfortunately, a large number of rocks just below the surface make the harbour too treacherous for larger vessels.

Recently, a rash of disappearances has caused concern in the small community. So far, five villagers have gone missing, including the previous village reeve, Cardin Unger. Unbeknownst to the villagers, a local hermit, Dag Tunner, recently discovered a sea drake living in an underwater cave in the cliff. Suffering dementia in his old age, Dag believes the creature to be a god and has been kidnapping villagers to feed the beast's ravenous appetite. A new village reeve, Pio Varrin, has been appointed to replace Unger. Though young, Pio possesses a keen intellect, precisely the reason Caer Syllan appointed him to the position with the mission to discover the cause behind the disappearances.

DEMOGRAPHICS

Ruler Pio Varrin (NG male human rogue [investigator] 4)

Government Overlord

Population 178 (168 humans, 5 halflings, 3 dwarves, 2 half-elves)

Alignments LG, NG, LN, LE, CE

Languages Common, Dwarven

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

Qualities Pious, strategic location

Danger 0; **Disadvantages** none

NOTABLE FOLK

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

Kandin Bellick (location 9; N male human expert 2) Wizen old Kandin is known for his tall tales, like the one about the sea serpent he claims to have seen.

Hilsa Devvon (location 7; LN female human expert 3) Short, stout Hilsa is often mistaken for one of the halflings she employs.

Renald Halman (location 5; LN male human cleric 5) Renald leads the faithful of Hosford, and is using the current crisis to fill seats at the church.

Aeglis Hammerstone (location 4; LN male dwarf expert 2/rogue 2) A distant relative of the Goldrock clan of Bossin, Aeglis specializes in crafting jewellery and gemcutting.

Jarrin Penn (location 2; LG male human warrior 4) Hosford's bailiff, the aging Jarrin spends as much time fishing the Hoslo as he does doing his job.

Dag Tunner (location 10; N male human druid 8) Long a harmless, old hermit, Dag suffers from dementia and believes a sea drake to be a god.

Pio Varrin (location 3; NG male human rogue [investigator] 4) Book smart and capable, Pio Varrin serves as village reeve, but his true purpose in Hosford is to uncover the truth behind the recent disappearances plaguing the village.

NOTABLE LOCATIONS

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

1. **Hosford Jail:** A collection of stone buildings that is seeing more frequent use as Hosford's residents accuse one another of the recent disappearances.
2. **Unger Manor:** This small, two-storey manor house was built by the previous village reeve, Cardin Unger.
3. **Daystar Church:** This small church features a bell tower and is the heart of the community.
4. **Ford:** A small ford crosses the small, but fast flowing river Hoslo.
5. **Artisan Market:** Hosford's resident artisans and craft folk live here in their shops.
6. **Fish Market:** Hosford's fisherman sell their catches in market stalls here.
7. **Hoslo's Rest:** A small country inn, it has large doors facing the river that can be opened in warm weather.
8. **Mines:** Mines riddle the cliffs; an excavated tunnel connects them to Hosford Cove.
9. **Hosford Cove:** A mine collapse created this sheltered cove 70 years ago.
10. **Sea Cave:** The Hoslo ends its journey here, diving underground through the cliff and spilling into a large cave where Dag offers up his sacrifices to the resident sea drake.

MARKETPLACE

Resources & Industry fishing, mining

Base Value 550 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

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

- **Potions & Oils** *owl's wisdom* (300 gp), *sanctuary* (50 gp)
- **Scrolls (Arcane)** *water breathing* (375), *comprehend languages* (25 gp).
- **Scroll (Divine)** *calm emotions* (150 gp), *zone of truth* (150 gp)

VILLAGE LORE

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

DC 10: Seventy years ago, a section of the mine collapsed taking a large section of the nearby cliffs with it. As a result, a small cove was formed that the villagers were quick to exploit.

DC 15: Pio Varrin's only here to do the work the soldiers from Caer Syllan should be doing – uncovering the truth behind the disappearances plaguing the village.

DC 20: One of the old mine tunnels led to an underground cave, but it was sealed up when the mine collapsed.

VILLAGERS

Appearance A Hosford native's skin belies his trade. Those working the mines frequently have pale skin, dark hair and a squint to their eyes from long days spent underground. The fisherfolk are deeply tanned from long hours at sea, their hair bleached lighter by the sun.

Dress Most wear long, dark tunics to hide the dust and debris from the mines. The fisherfolk dress in short trousers and shirts, their garb infused with the salt from the sea.

Nomenclature *male:* Digory, Jacca, Margh, Peder; *female:*

Caja, Hedra, Kerra, Wenna; *family:* Ahearn, Jewell, Mayne, Tangye.

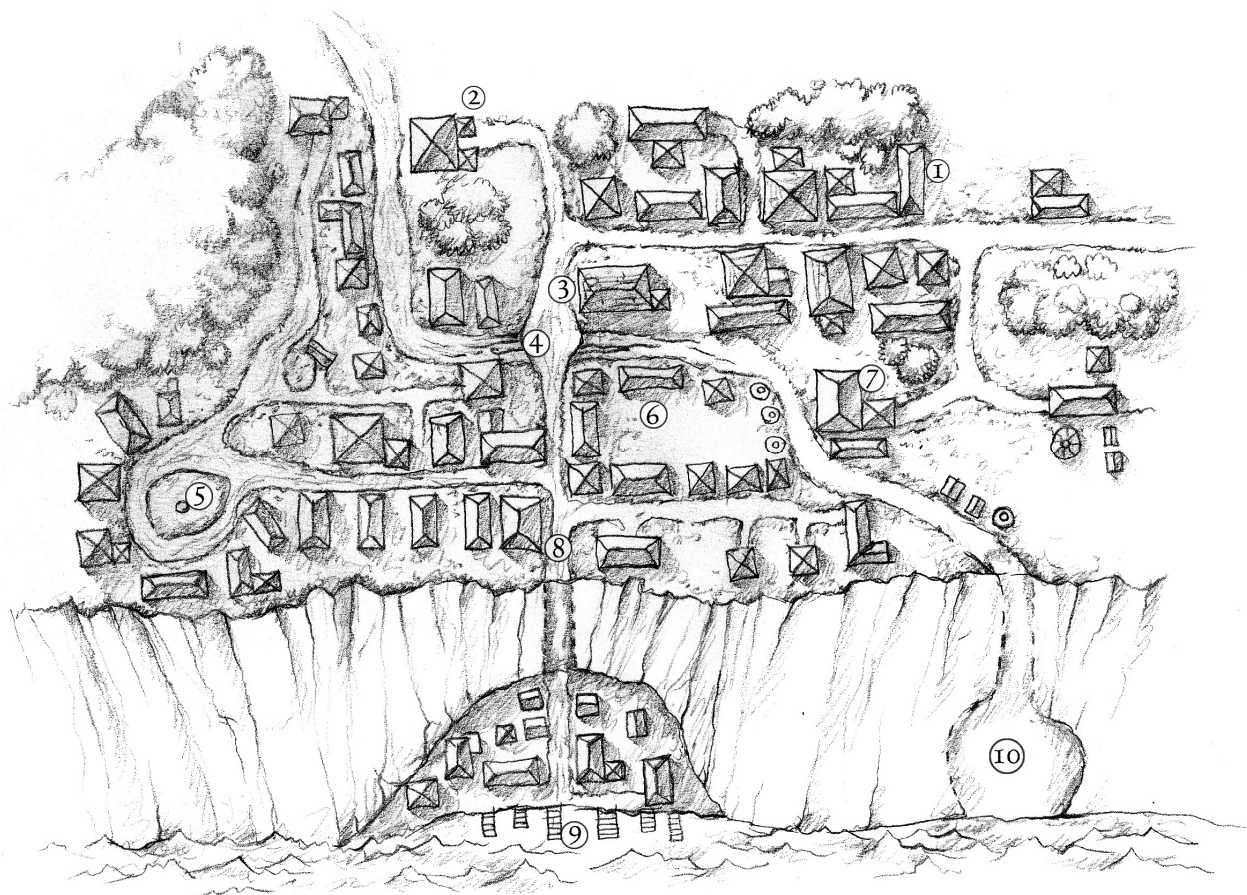
WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Hosford 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*	Half-goblins from the Tangled Woods have been kidnapping people!
2*	Hisla ran out of fresh meat for her stew so she's been kidnapping villagers and cooking them!
3	Kandin says he's seen a sea serpent. Crazy old coter!
4	The new reeve spends a lot of time talking to people, asking all kinds of questions.
5*	Father Halman says the disappearances are a punishment from Darlen. Repent, he says!
6	I haven't seen crazy old Dag Tunner in ages. I bet he's gone missing too.

*False rumour



NOTABLE LOCATIONS

1: HOSFORD JAIL

These low, squat buildings of quarried stone have seen a lot use lately. The recent disappearances in Hosford have stirred up a lot of old grudges between neighbours who have begun accusing one another of being the perpetrator, often on flimsy pretences. Unfortunately, Pio Varrin (NG male human rogue [investigator] 4) wants to investigate any such accusation so he has commanded Jarrin Penn's men to round up any accused villagers for questioning. Jarrin Penn (LG male human warrior 4), an old man now, for his part spends most of his day fishing the Hoslo and trying to stay out of everyone's way.

2: UNGER MANOR

Built with a stone foundation and a wooden second storey, this small manor house features a crude, bird excrement stained statue of the former village reeve, Cardin Unger (who was one of the first to disappear).

Pio Varrin (NG male human rogue [investigator] 4) has since moved in, cluttering the small study with a large number of books on various subjects. Hailing from Wolverton, Pio possesses a keen intellectual mind that caught Lord Locher's attention. A bit odd, Pio feels more comfortable with his books than he does people and thus is open to any assistance offered in his investigations.

3: DAYSTAR CHURCH

A small, well built church dedicated to Darlen sits on the banks of the Hoslo, near the ford. A small bell tower rings a flat, monotonous tone hourly. Father Renald Halman (LN male human cleric 5) leads the faithful of Hosford. A shrewd man, he sees the recent disappearances as an opportunity to increase his congregation. His sermons of late talk of Darlen's punishment visiting the village because of their unfaithfulness. Many villagers are beginning to believe the good father.

4: THE FORD

This well maintained ford straddles the Hoslo and remains passable except after severe rainstorms.

5: ARTISAN MARKET

Hosford does not boast a general store. Instead, Hosford's resident craftspeople (including a blacksmith, potter and a weaver) live and work here. Its most famous resident is Aeglis Hammerstone (LN male dwarf expert 2/rogue 2). A distant relative of the Goldrock clan, Aeglis is known throughout the Lonely Coast for his gemcutting skill. Adventurers looking to unload gems or other precious stones would be well-advised to seek Aeglis out as he offers a fair price.

6: FISH MARKET

Hosford's fisherfolk bring their daily catches here to be sold in small stalls, while other merchants prepare salted fish for sale throughout the Lonely Coast. In addition, spicy bowls of fish stew can be bought for 3 cp. Children often earn a 1 cp a week helping to carry large vats of stew to the miners.

7: HOSLO'S REST

Thick stone walls support the sagging eaves of this inn. One wall of the inn features a series of large doors facing the Hoslo that can be opened on warm days. The proprietor, Hilsa Devvon (LN female human expert 3) employs a family of halflings to help run the place. A short, stout lady, Hilsa is often mistaken for a halfling herself. Prone to gossip, she speaks of a number of conspiracy theories about the recent disappearances to anyone who will listen. None of them are true, but they do contain a lot of dirty secrets about certain villagers that fuels the rampant accusations sweeping the populace.

8: MINES

Hosford boasts the area's largest mine, rivalling the output of the smaller mines scattered about nearby Bossin. Numerous entrances riddle the cliffs – a result of the villager's quest for semiprecious metals and gems. After a mine collapse 70 years ago that caused a sizable chunk of the cliffs to collapse, the villagers have become more cautious about where they tunnel. After that incident, a large tunnel was dug through the cliff to connect Hosford proper with the cove. The villagers keep their mining equipment in long stone and wood buildings at the edge of Hosford.

9: HOSFORD COVE

A large tunnel opens up onto a sandy cove flanked by towering cliffs. A growing number of villagers are leaving the darkness of the mines for the open sea, skirting the coastline in small boats. However, large rocks just below the surface mean certain destruction to any large vessels docking at Hosford. Rickety wooden docks reach out into the sea while behind them rests a small number of salt-stained cottages and businesses that cater to the fishermen's needs. Local fisherman, Kandin Bellick (N male human expert 2) has spent more time on the seas than anyone in Hosford. A teller of tall tales, he claims to have seen a giant sea serpent.

10: SEA CAVE

The Hoslo empties out into a large sea cavern. A mine tunnel, once sealed off (but now cleverly disguised [DC 25 Perception]), opens onto a small ledge on the cave's western side. A few large

rocks rise out of the water, creating slick platforms. A crude tent, Dag Tunner's (N male human druid 8) home, rests on one such platform. Nearing the end of his life, the old druid suffers from senility, honestly believing a sea drake to be a nature god. An aloof hermit, he has managed to escape detection so far. An exit on the south end, under water, leads out to sea. It is this passage that the sea drake has been using. A stupid beast, it realizes the dirty old human brings it fresh food to eat, the kind that wiggles

DAG TUNNER

CR 6 (XP 2,400)

This man wears a thick patchwork jerkin made from seal and shark skin. His lank white hair is in disarray.

Male old human druid 8

N Medium humanoid (human)

Init +5; **Senses** Perception +13, Sense Motive +5

Speed 30 ft., trackless step, woodland stride; **ACP** -2; **Climb** +4, **Swim** +5

AC 17, touch 11, flat-footed 16; **CMD** 16

(+5 armour [+1 *hide*], +1 Dex, +1 natural [*amulet of natural armour* +1])

Resist cold 10

Fort +6, **Ref** +3, **Will** +11; +4 vs. spells and supernatural abilities of fey and spells that utilize or affect plants

hp 47 (8 HD); **Diehard**

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

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

Ranged sling (range 50 ft.) +7/+2 (1d4-1) or

Ranged Touch icicle (30 ft.; 8/day) +7 (1d6+4 cold)

Special Actions wild shape

Wild Shape (Su [standard; 3/day]) Dag can assume an animal form as *beast shape III*, an elemental form as *elemental form II* or a plant for as *plant shape I* up to 8 hours a day.

Druid Spells Prepared (CL 8th; concentration +13 [+17 casting defensively or grappling]; nature's bond [water], spontaneous casting [*summon nature's ally* spells])

4th—*control water*^D, *cure serious wounds*, *ice storm* (DC 18), *screaming* (DC 18)

3rd—*cure moderate wounds*, *dominate animal* (DC 17), *sleet storm* (DC 17), *snare* (DC 17)

2nd—*barkskin*, *fog cloud*^D, *gust of wind* (DC 17), *spider climb*, *summon swarm*, *water breathing*^D

1st—*charm animal* (DC 16), *cure light wounds*, *entangle* (DC 16), *longstrider*, *obscuring mist*^D, *pass without trace*

0—*create water*, *detect magic*, *flare* (DC 15), *mending*, *read magic*

Combat Gear bullets (20), *elixir of hiding*, *horn of fog*

Abilities Str 9, Dex 12, Con 10, Int 12, Wis 20, Cha 10

SQ nature senses, resist nature's lure, wild empathy (+8 [+4 vs. magical beasts])

Feats Combat Casting^B, Diehard, Endurance, Improved Initiative, Weapon Focus (sickle)

Skills as above plus Craft (trap) +9, Handle Animal +8, Heal +13, Knowledge (geography) +9, Knowledge (nature) +11, Spellcraft +8, Survival +15

Languages Common, Draconic, Druidic, Goblin, Sylvan

Gear as above plus 78 gp

and screams, thus it does not willingly attack Dag. Unbeknownst to the villagers, Dag's sacrifices keep the sea drake from preying on Hosford's small fishing boats.

THE SURROUNDING AREA

Hosford rests almost equidistant between Swallowfeld to the west and Wolverton to the east. North of Hosford lies the mysterious depths of the Tangled Woods. Home to tribes of half-goblins and other vicious monsters, the ruins of an ancient people lie scattered about, luring adventurers in with tales of treasure. To the south, lies nothing but the sea, however, grizzled fishermen love to relate stories of strange creatures dwelling in sea caves along the cliffs and mysterious islands that appear only at night and vanish with the dawn.

PIO VARRIN

CR 3 (XP 800)

This clean-cut human wears a long leather coat with many pockets.

Male human rogue (investigator) 4

NG Medium humanoid (human)

Init +2; **Senses** Perception +11 (+12 vs. traps; follow clues), Sense Motive +11

Follow Clues (Ex) Pio can use Perception to follow tracks as the Survival skill.

Speed 30 ft.; **ACP** 0; **Acrobatics** +8, **Escape Artist** +8, **Stealth** +8

AC 16, touch 13, flat-footed 16; **CMD** 15; +1 vs. traps, uncanny dodge

(+3 armour [+1 *leather*], +2 Dex, +1 dodge)

Fort +2, **Ref** +6 (+7 vs. traps; evasion), **Will** +3

hp 25 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +2

Melee mwk rapier +3 (1d6-1/18-20)

Ranged mwk hand crossbow (range 30 ft.) +6 (1d4/19-20)

Atk Options Catch Off Guard, sneak attack (+1d6)

Combat Gear bolts (10), thunderstone (3)

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

SQ follow up, rogue talent (coax information, follow clues), trap sense (+1)

Feats Alertness^B, Catch-Off Guard, Dodge

Skills as above plus Appraise +9, Bluff +7 (coax information), Diplomacy +7 (coax information, follow up), Disable Device +8, Disguise +7, Intimidate +6, Knowledge (local) +10, Linguistics +10, Sleight of Hand +8, Use Magic Device +6

Coax Information (Ex) Pio can use Bluff or Diplomacy in place of Intimidate to force an opponent to act friendly toward him.

Follow Up (Ex) Pio rolls twice for Diplomacy checks made to gather information, and receives the information for both results. This takes the same amount of time as one check. If the lesser of the two checks reveals false information, Pio is aware of it unless those questioned do not know it is false.

Languages Common, Dwarven, Elven, Giant, Goblin, Halfling, Orc, Undercommon

Gear as above plus disguise kit, magnify lens, masterwork manacle, masterwork thieves' tools, 129 gp

LIFE IN HOSFORD

The relatively quiet life in Hosford has been shattered by the recent disappearances. Its villagers turn on one another, each to his own advantage. Even if the disappearances stop, it will take some time for the village to heal.

LAW AND ORDER

Bailiff Jarrin Penn kept the peace in Hosford for years. An old man now, Jarrin feels he is out of his league investigating the disappearances. This shame leads him to distance himself from others. As such he spends most of his time idly fishing. Pio Varrin's talents lie more in investigating and less in rulership. The village guard spends more time bringing people in for questioning instead of solving real problems. Thus Hosford is in danger of slipping into anarchy.

TRADE AND INDUSTRY

With the area's largest mine, the majority of the villagers spend their time pulling metals and gems from the earth. An increasing number of villagers ply the coastline, bringing in hauls of fish that can be exported to the other villages and towns of the Lonely Coast.

THE DISAPPEARANCES IN HOSFORD

When word reached Caer Syllan of Cardin Unger's sudden disappearance, Lord Locher dispatched Pio Varrin to serve as the new reeve and get to the bottom of the mystery. Pio Varrin, however, is a bit over his head between the sullen villagers and a bailiff trying to stay out of the trouble. While new faces in the village immediately draw the suspicion of the locals, Pio Varrin tries to enlist their aid if they seem capable of handling themselves. Alternatively, if the GM plans on having the PCs visit Hosford regularly, the first time the players visit, things are relatively quiet, with the frequency of disappearances rising on each subsequent visit until the village is in an uproar.



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 group of villagers stands outside the church. They shout at passersby to repent and accept Darlen's love.
2	Soldiers drag a sullen-looking man along. Suddenly, the man breaks free and begins running towards the PCs.
3	Dazed miners stream out of the mine; a tunnel collapsed, trapping some of the miners inside.
4	A woman shows up at Hoslo's Rest and asks if anyone has seen her husband. His boat has not yet returned.
5	A posse of villagers is gathering supplies. They plan on marching into the Tangled Forest, looking for half-goblins to slay.
6	A large merchant vessel foolishly tried to dock at the cove during a storm the previous night and has taken substantial damage. The crew is still on board but the ship is beginning to sink.

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

BASIC

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

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

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

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

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

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

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

DEFENSIVE

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

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

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

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

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

OFFENSIVE

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

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

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

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

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

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

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

SUPPLEMENTAL

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

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

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

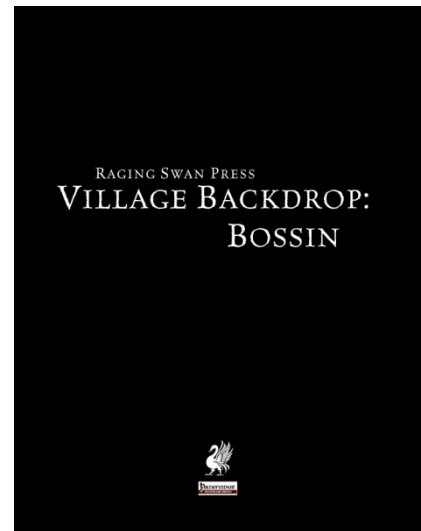
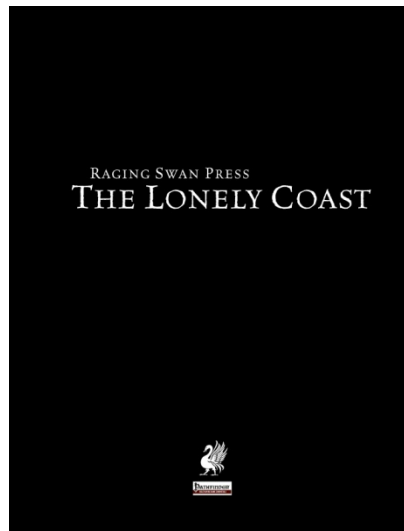
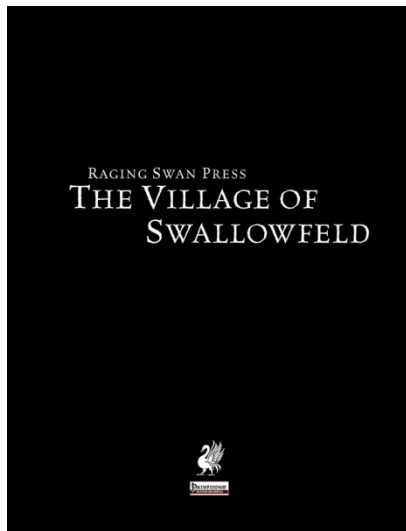
Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

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

SPECIAL ABILITIES

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

YOU MIGHT ALSO ENJOY



OPEN GAME LICENSE VERSION 1.0A

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

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

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

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

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

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

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

copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Bestiary 2. ©2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

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

The quaint village of Hosford rests along the Cliffway of the Lonely Coast. The industrious folk of Hosford diligently work the area's largest mine, digging deep into the cliffs for ores and gems. However, decades ago, a large section of the mine suddenly collapsed into the sea, taking a chunk of the cliffs with it along with a handful of small homes. Out of this tragedy was born opportunity as the collapse created a sheltered cove and natural harbour for small fishing boats. Thus, in addition to their mine, the citizens of Hosford ply the coastline, narrowly avoiding the sharp rocks just below the water that would doom a larger ship.

Yet, terror now grips Hosford. Folk have recently gone missing, including the former village reeve. A sea drake secretly stalks the coastline, fed on fresh human sacrifices by a senile old druid who believes the creature to be some sort of god. The fortress of Caer Syllan has dispatched a new reeve, an ambitious, inquisitive young man to look into the disappearances but so far all he has uncovered are old grudges as neighbour accuse neighbour of these recent crimes.

Visit us at ragingswan.com to learn more.

