

RAGING SWAN PRESS  
VILLAGE BACKDROP:  
LONGBRIDGE



# THE SUNKEN PYRAMID

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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?

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

—DM Jeff (five stars)

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# VILLAGE BACKDROP: LONGBRIDGE

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A Pathfinder Roleplaying Game GM's RESOURCE supplement by Creighton Broadhurst

A hotbed of intrigue and deception, Longbridge is claimed by not one but two noble lords. Sprawled across both banks of a wide, swiftly flowing river forming the boundary between the rivals' lands, the village grew up at either end of a fortified stone bridge of ancient dwarven artifice. A no man's land of sorts, the bridge itself is huge; scores of travellers cross it every day and several businesses have established themselves upon its span to service their needs. Informally led by Einhard Kochel these free traders do not pay tax or offer fealty to either lord and fiercely resist both nobles' overtures.

Longbridge is in turmoil. Rumourmongers whisper that bloody war will soon swirl across the span as one noble or the other seeks to settle the matter of its ownership once and for all. Others whisper of hidden stairs in the bridge's pilings plunging deep below the riverbed to hidden, noisome catacombs of great antiquity and of the foul, ageless creatures lurking within.



## CREDITS

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Thank you for purchasing *Village Backdrop: Longbridge*; 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: Longbridge* 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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Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

An Ennie Award winning designer (*Madness At Gardmore Abbey*) Creighton has worked with Expeditious Retreat Press, Paizo and Wizards of the Coast. He believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he now releases through Raging Swan Press. You can read his thoughts on game design at [raging-swan.livejournal.com](http://raging-swan.livejournal.com).

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## FOREWORD

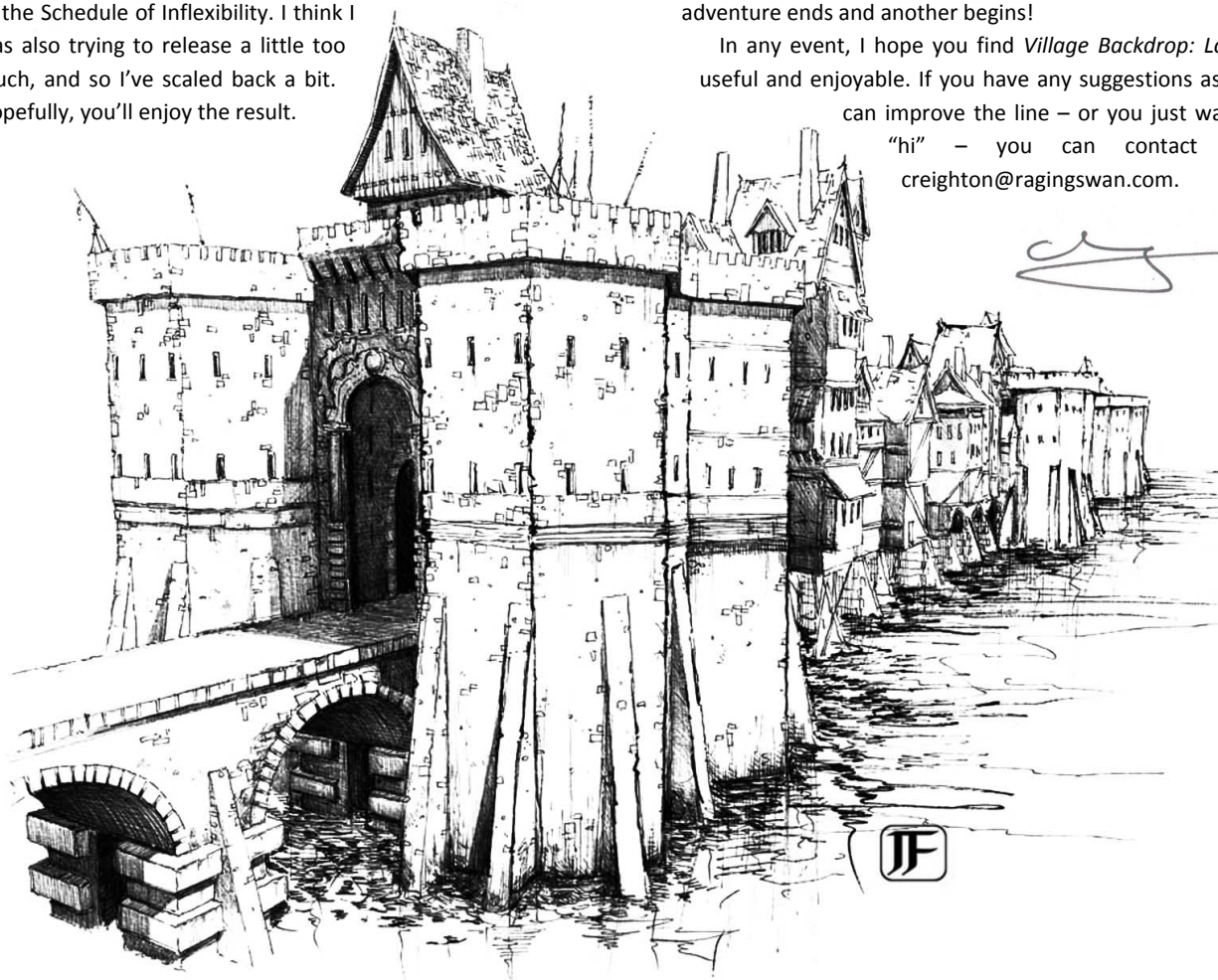
*Village Backdrop: Longbridge* forms part of my mid-year resolution – to actually do more design work. The joy of design is why I got into running Raging Swan Press, but in the last year or so that got a little bit submerged beneath the constant demands of the Schedule of Inflexibility. I think I was also trying to release a little too much, and so I've scaled back a bit. Hopefully, you'll enjoy the result.

## STAT BLOCKS BY CR

CR		PAGE
3	Rilla Omer LN female human bard (court bard) 4	7
4	Donatus Trond LE male human rogue (investigator) 3/cleric 2 Einhard Kochel	6
5	NG male human fighter (shielded fighter) 4/cleric 2	8

I think the Village Backdrop line was one of my better ideas (actually it was one of Ben Kent's better ideas, but I've stolen it). I've got loads of use out of many of the villages in my own campaign; I love it when the PCs can't really tell when one adventure ends and another begins!

In any event, I hope you find *Village Backdrop: Longbridge* useful and enjoyable. If you have any suggestions as to how I can improve the line – or you just want to say “hi” – you can contact me on [creighton@ragingswan.com](mailto:creighton@ragingswan.com).



## Longbridge at a Glance

A hotbed of intrigue and deception, Longbridge is claimed by two rival nobles, Wido Gall and Hilduin Lorsch. Sprawled across the banks of a wide, swiftly flowing river forming the boundary between the lords' lands, the village grew up at either end of a fortified stone bridge of ancient dwarven artifice.

Longbridge is a volatile place. Two noblemen means two bailiffs and two sets of taxes, laws and so on. Many travellers grow angry at paying tolls and taxes twice; heated arguments are commonplace. A no man's land of sorts, the bridge itself is huge; scores of travellers cross it every day and several businesses have established themselves upon its span to service their needs. Informally led by Einhard Kochel, these free traders do not pay tax or offer fealty to either lord. Einhard plots to wrest control of the village and set himself up as its new lord.

The village is in turmoil. Rumourmongers whisper that bloody war will soon swirl across the span as either Hilduin Lorsch or Wido Gall settle the matter of ownership once and for all. Other folk whisper of secret stairs hidden in the bridge's pilings plunging deep below the riverbed to hidden, noisome caverns of great antiquity and of the foul, ageless creatures lurking within.

### Demographics

**Ruler Baron** Wido Gall (LN male human aristocrat 2) and Hilduin Lorsch (LE male human aristocrat 1/fighter 2)

**Government** Contested

**Population** 193 (173 humans, 12 dwarves, 4 half-elves, 3 half-orcs, 1 halfling)

**Alignments** N

**Languages** Common

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

**Qualities** Strategic location, tourist attraction

**Danger** +5; **Disadvantages** None

### Notable Folk

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

**Rideth Sehiatyn** (location 3; N female half-elf wizard 5/rogue 3) Rideth dwells on the bridge and is widely regarded as an expert on the structure.

**Donatus Trond** (location 6; LE male human rogue [investigator] 3/cleric 2) Serving baron Hilduin Lorsch, Donatus is unpopular throughout Longbridge.

**Einhard Kochel** (location 2; NG male human fighter [shielded fighter] 4/cleric 2): Rumoured to be fabulously wealthy the owner of the Welcoming Hearth plots to claim Longbridge as his own.

**Rilla Omer** (location 7; LN female bard [court bard] 4) The bailiff overseeing Wido Gall's interests, Rilla controls the southern portion of the village.

### Notable Locations

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

1. **The Longbridge:** This massive structure dominates the village's landscape and economy. Of ancient dwarven artifice is a vital component of the region's trade network.
2. **The Welcoming Hearth:** Set upon the bridge, this fortified inn offers comfort, security and welcome. Einhard Kochel (its owner) is a charming, well-mannered host.
3. **Rideth's House:** This three-storey building leans precariously over the river. From her shop on the ground floor, Rideth offers advice, knowledge and spellcasting services.
4. **Thread & Ball:** Here the fugitive tailor Dricolen Thornhill (LN male halfling expert 1) mends travellers' clothes while dreaming of again tailoring fine clothes for persons of note.
5. **Maldrec's:** This general shop has suspiciously low prices.
6. **North Tower:** From the north tower, Donatus Trond watches over his lord's domain.
7. **South Tower:** Warding the bridge's southern approaches, it is here Rilla Omer has her seat.
8. **The Merry Traveller:** This raucous tavern is popular with travellers and common folk. It is open very late.
9. **The Iron Fist:** Owned by a retired mercenary, the Iron First is popular with off-duty men-at-arms. The owner (Fruen Deadeye [LE female half-orc fighter {unbreakable} 4]) is secretly in Hilduin Lorsch's employ.

### Marketplace

**Resources & Industry** Farming

**Base Value** 650 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

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

**Potions & Oils** *hold portal* (50 gp), *displacement* (750 gp)

**Ring** *protection +2* (8,000 gp)

**Scrolls (Arcane)** *burning hands* (25 gp)

**Scroll (Divine)** *magic stone* (25 gp)

**Weapons** +1 *light crossbow* (2,335 gp), +1 *shortspear* (2,301 gp), +2 *composite (+2 strength bonus) shortbow* (8,775 gp), +3 *throwing axe* (16,308 gp)

**Wondrous Items** *unguent of timelessness* (150 gp)

### Government Type: Contested

A contested settlement has more than one ruler. These rulers compete among themselves for control of the settlement. (*Corruption* +2; *Law* +1).

## VILLAGE LORE

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

**DC 10:** Longbridge is a divided community; two lords claim the village; soon the matter will be decided – probably by force.

**DC 15:** Named for its most impressive structure, the village is clustered about a bridge of ancient dwarven artifice. Apparently, hidden stairways lead to caverns below the river itself.

**DC 20:** Although two nobles argue over Longbridge, a third person – Einhard Kochel – secretly plots to turn Longbridge into his own demesne.

## VILLAGERS

**Appearance** Dark-haired and dark-eyed, the folk of Longbridge are a stocky people. Many of the men are hirsute; some whisper dwarven blood flows in their veins.

**Dress** Normally clad in serviceable work clothes, the folk of Longbridge are cleaner than most peasants.

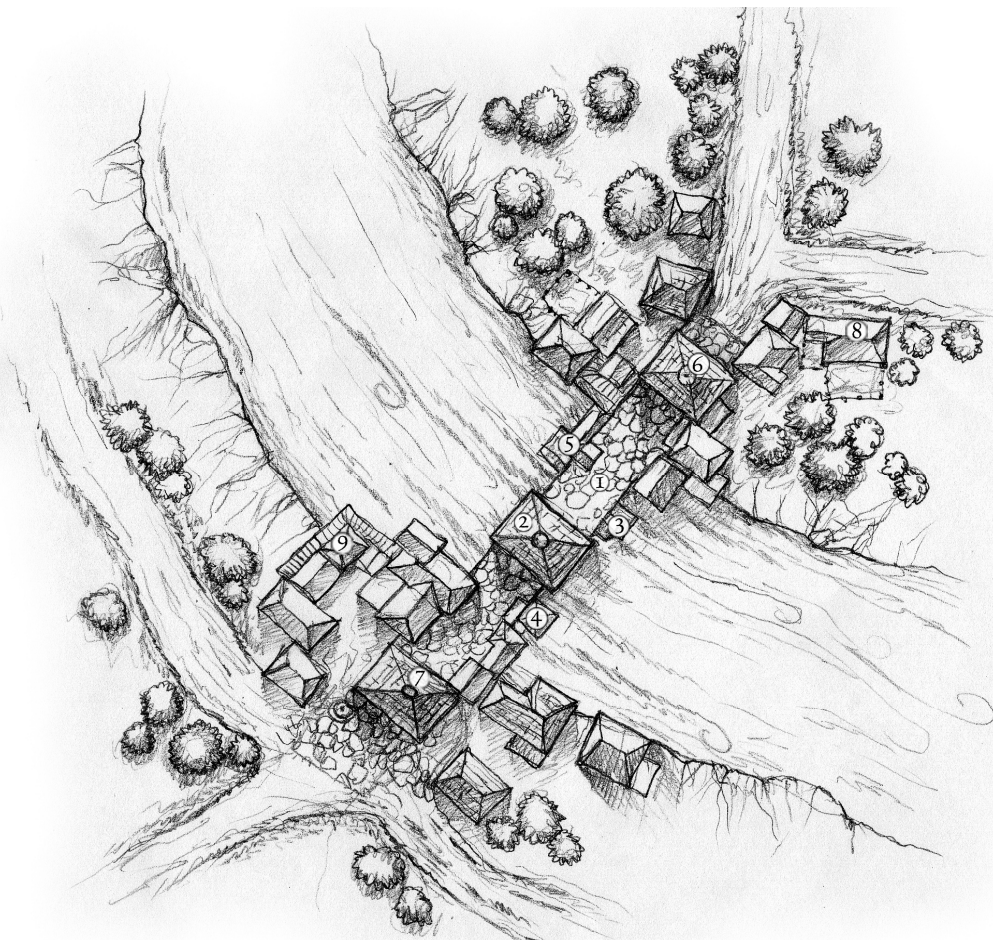
**Nomenclature** *male:* Arnulf, Drogo, Emmon, Grifo, Lothair, Unroch; *female:* Ada, Della, Idelle, Rica, Velda; *family:* Barisis, Dol, Gall, Omer, Rebais.

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Longbridge and its surroundings. This takes 1d4 hours and requires a DC 10 check. A PC 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*	Rideth Sehiatyn is Einhard's lover and a powerful enchantress. She often robs travellers after befuddling them with her magic.
2*	Something lurks in the river and occasionally creeps forth to feast on swimmers.
3	Hidden staircases set in the bridge's pilings lead to sunken caverns deep under the river.
4	Bloody war will soon come to Longbridge; one or other of the nobles claiming the place is bound to press his claim through force of arms.
5	The folk dwelling on the bridge plot the independence of the village from both local lords. Einhard Kochel leads them.
6	Many of the men working at the Iron First tavern have the air of warriors about them; all are tight-lipped.

\*False rumour



## NOTABLE LOCATIONS

### 1: THE LONGBRIDGE

This vast dwarven stone bridge stands at the heart of the village. A great stone tower guards either end of the bridge and another rises from its central span. Several shops and businesses stand upon the Longbridge.

The bridge is ancient, but the dwarf-craft stonework has endured and is in excellent condition. The dwarves hid several stairways in the bridge's structure that lead down to a network of mostly forgotten passages and chambers that radiate throughout the surrounding area. Some are partially flooded – the river finally having broken through, but others are dry. The dwarves used them for storage, covert travel and even linked some to yet deeper passages. Ancient dwarven stories hold it was possible to walk to the nearest dwarven hold through those passages without ever seeing the sun. None living can confidently confirm or refute these stories.

### 2: THE WELCOME HEARTH

Comprising Span Gate tower, the Welcome Hearth is said to always have a fire burning in the common room. Local legend has it the current fire has been burning for over twenty years. The inn (fittingly) contains a small shrine to the god of travellers. The tavern's owner – Einhard Kochel (NG male human fighter [shielded fighter] 4/cleric 2) – worships that worthy power and plots of wresting control from the neighbouring, rival lords and transforming the whole bridge into a temple dedicated to his patron.

### 3: RIDETH'S HOUSE

This three-storey building leans precariously over the river. Standing next to the Welcoming Hearth, it appears as if it is about to tumble into the waters below. Rideth Sehiatyn (N female half-elf wizard 5/rogue 3) uses the ground floor as her consulting chambers wherein she dispenses advice and information on many subjects to her clients.

Rideth has a great interest in the bridge itself. She knows the rumours of hidden stairs below the Longbridge to be true and has dared to explore small portions of the network below.

### 4: THREAD & BALL

A sign depicting a needle and thread hangs above this small building's front door. The owner, Dricolen Thornhill (LN male halfling expert 1), is a fine craftsman, but normally ends up repairing traveller's clothes (much to his chagrin). He remembers fondly the days of crafting fine clothing in a nearby city and bemoans his fate – forced to flee here when his brother got into too much debt and the moneylender decided his family should honour his debt.

#### DONATUS TROND

CR 4 (XP 1,200)

*This thin, handsome man wears fine robes.*

Male human rogue (investigator) 3/cleric 2

LE Medium humanoid (human)

**Init** +4; **Senses** Perception +9, Sense Motive +9 (silver-tongued haggler)

**Speed** 30 ft.; **ACP** 0; Acrobatics +7, Climb +4, Stealth +7, Swim +4

**AC** 18, touch 14, flat-footed 14; **CMD** 17; +1 vs. traps (+4 armour [mithral shirt], +3 Dex, +1 dodge [Dodge])

**Fort** +4, **Ref** +6 (+7 vs. traps; evasion), **Will** +5

**hp** 29 (5 HD)

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

**Melee** mwk dagger +7 (1d4/19-20)

**Ranged** mwk dagger (range 10 ft.) +7 (1d4/19-20)

**Atk Options** sneak attack (+2d6)

**Special Actions** channel negative energy (5/day; 1d6; DC 13), copycat

**Copycat (Sp [move; 4/day])** Donatus can create an illusory double of himself that functions as a single *mirror image* (duration 2 rounds or until the duplicate is dispelled or destroyed). He can have no more than one image at a time. This ability does not stack with *mirror image*.

**Cleric Spells Prepared** (CL 2nd; concentration +3; travel [trade], trickery; spontaneous casting [inflict spells])

1st—*comprehend languages*, *cure light wounds*, *floating disc*<sup>D</sup>, *shield of faith*

0—*detect magic*, *guidance*, *light*, *read magic*

**Combat Gear** mwk dagger (4), *potion of cure moderate wounds*, *potion of hide from undead*, *oil of magic weapon*

**Abilities** Str 10, Dex 16, Con 10, Int 12, Wis 13, Cha 14

**SQ** evil aura (moderate), rogue talent (coax information), trap sense (+1)

**Feats** Dodge<sup>B</sup>, Improved Initiative, Skill Focus (Diplomacy), Weapon Finesse

**Skills** as above plus Appraise +10, Bluff +10 (silver-tongued haggler), Diplomacy +13 (coax information, follow up, silver-tongued haggler), Knowledge (geography) +3, Knowledge (local) +6, Knowledge (nobility) +6, Knowledge (religion) +7, Spellcraft +7

**Coax Information (Ex)** Donatus can use Bluff or Diplomacy to force an opponent to act friendly toward him.

**Follow Up (Ex)** Donatus can roll twice on any Diplomacy check made to gather information and gain the information for both results. If the lesser check reveals false information, Donatus is aware of it (if the person revealing the information knows it to be false).

**Silver-Tongued Haggler (Su [free; 4/day])** When using Bluff, Diplomacy or Sense Motive Donatus can give himself a +1 bonus on the roll.

**Languages** Common, Dwarven

**Gear** as above plus noble's outfit, holy symbol, spell component pouch, belt pouch, scales, ledger book, quill, ink, 19 gp, 26 sp

## 5: MALDREC'S

Tarl Maldrec (N male half-elf rogue 3) owns this large building. At first glance the shop seems gloriously unorganised, but Tarl knows exactly where everything is stored. He has an impressive collection of traveller's gear for sale: tents, bedrolls, iron rations – everything a traveller needs to journey in comfort.

On moonless nights he "imports" goods through a large trapdoor in the floor, thus avoiding paying tax on his wares. His prices are suspiciously low.

### RILLA OMER

CR 3 (XP 800)

*This beautiful woman wears fine clothes and has a haughty expression on her face.*

Female human bard (court bard) 4

LN Medium humanoid (human)

**Init** +1; **Senses** Perception +8, Sense Motive +13

**Speed** 30 ft.; **ACP** 0; **Stealth** +8

**AC** 15, touch 11, flat-footed 14; **CMD** 13

(+4 armour [mithral shirt], +1 Dex)

**Fort** +2, **Ref** +5, **Will** +7; +4 vs. bardic performance, sonic and language-dependant effects

**hp** 29 (4 HD)

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

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

**Special Actions** bardic performance (19 rds.; countersong, distraction, fascinate, mockery [-2], satire) [-1]

**Mockery (Su)** Rilla use subtle ridicule and mockery to defame an individual. Her target suffers a -2 penalty on Charisma checks and Charisma-related skills.

**Satire (Su)** Rilla's performance undermines her enemies' confidence, causing them to take a -1 penalty on attack and damage rolls and saves vs. fear.

**Bard Spells Known** (CL 4th; concentration +7)

2nd (2/day)—*eagle's splendour*, *suggestion* (DC 15)

1st (4/day)—*charm person* (DC 14), *comprehend languages*, *cure light wounds*, *unseen servant*

0—*detect magic*, *ghost sound*, *light*, *message*, *read magic*, *resistance*

**Combat Gear** *potion of invisibility*, *wand of sound burst* (7 chgs.)

**Abilities** Str 8, Dex 12, Con 12, Int 14, Wis 13, Cha 16

**SQ** bardic performance (+2), versatile performance (oratory), well-versed

**Feats** Extra Performance, Iron Will, Skill Focus (Perform)<sup>B</sup>

**Skills** as above plus Appraise +9, Bluff +10, Diplomacy +13, Knowledge (arcana) +8, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Knowledge (geography) +8, Knowledge (history) +8, Knowledge (local) +8, Knowledge (nature) +8, Knowledge (nobility) +9, Knowledge (planes) +8, Knowledge (religion) +8, Linguistics +9, Perform (oratory) +13

**Languages** Common, Dwarven, Elven, Gnome, Goblin, Halfling, Orc

**Gear** as above plus noble's outfit, spell component pouch, belt pouch, signet ring, 13 gp, 12 sp

## 6: THE NORTH TOWER

Controlled by Domatus Trond (LE male human rogue [investigator] 3/cleric 2) the north tower wards the approach to Hilduin Lorsch's lands. It is heavily fortified – he has installed several ballista atop its battlements – and strongly garrisoned. It is a grim place and although Domatus is outwardly charming his heart is as cold as the gold he covets so much.

## 7: THE SOUTH TOWER

The twin of the North Tower, the South Tower is under the control of Wido Gall's bailiff, Rilla Omer (LN female bard [court bard] 4). Rill is very aware of how vital the bridge is for trade (and her lord's finances) and wrings every last coin she can legally extract from travellers. She is scrupulously honest, if a little lacking in imagination, and does not see Domatus' true nature.

## 8: THE MERRY TRAVELLER

This raucous tavern is popular with travellers and common folk. It is open very late and often travellers staying here end up lingering here longer than planned as they recover from last night's epic drunk. The landlord (Kuno Segnii [CN male human expert 2/warrior 1]) is a heavy drinker who loves his job. He loves sharing a drink (or four) with his customers and never closes until the last have left (or collapsed into dribbling unconsciousness). His wife – the long suffering Gunda (N female human expert 2) – despairs of her husband's drinking; arguments between the two are common.

## 9: THE IRON FIST

Owned by Fruen Deadeye (LE female half-orc fighter [unbreakable] 4), an ostensibly retired mercenary captain, the Iron Fist is popular with off-duty men-at-arms, travelling warriors and others who enjoy a rough and ready atmosphere. Brawls here are relatively common, but rarely result in anything more than a broken nose and spilt drinks. Fruen is strict, however, and charges anyone involved a "breakages tax" after such incidents.

Fruen is secretly in league with Hilduin Lorsch. The nobleman has paid her handsomely to spy on the southern part of the village and she has hired some of her old company to act as tavern guards and enforcers. Hilduin has promised her more gold if she uses her warriors to cause chaos and confusion when his men storm across the bridge to claim the whole village for their lord.

## LIFE IN LONGBRIDGE

Excepting the tension between lords Gall and Lorsch (and their followers) life in Longbridge is relatively peaceful.

### TRADE INDUSTRY

Farmland surrounds the village. Many villagers make their living servicing the needs of travellers passing through Longbridge. Some villagers fish the river, using coracles or other small craft to ply its waters. A few of these individuals – for the right price – transport goods and travellers across the river at night; thus avoiding the tolls and taxes levied on such movement.

### LAW & ORDER

Each nobleman has appointed a bailiff to control his portion of the village, overseeing law and order, levying taxes and so on. Travellers are less than delighted to pay such tariffs more than once and arguments often flare.

### EVENTS

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

D6	EVENT
1	An outraged traveller refuses to pay a toll at both towers. An argument quickly develops.
2	Einhard Kochel stands at the Welcoming Hearth's threshold loudly (and charmingly) inviting travellers to rest within.
3	A dwarf wanders the bridge, closely examining its stonework, as if searching for something.
4	A fisherman sits in his craft in the shadow of the bridge. He suddenly shouts that "something big" is in the water below his boat.
5	As one of the bailiffs inspects the bridge, a bucket of excrement is "accidentally" dropped from the rival's tower and narrowly misses its target.
6	A brawl erupts at the Iron Fist as rival, off-duty men-at-arms come to blows.

### TRAVELLERS

While the PCs are in Longbridge, many folk use the bridge. Choose or determine randomly who the PCs encounter:

D4	TRAVELLER
1	Boram Bigbelly (CN male halfling expert 2), a peddler by trade, tries to sneak through one of the gates while the guards are occupied with other travellers. They spot him, and give chase across the bridge.
2	Kanbrar Natityrr (NG male half-elf cleric 2) is a devout follower of the god of travelling. He has come here to

visit Einhard Kochel and loudly protests the need to pay a toll to do so. He is otherwise pleasant and happy to share stories with fellow travellers.

- |   |   |
|---|---|
| 3 | Baggi the Rash (N female half-orc barbarian 2) is a wandering adventurer. She is drunk, impetuous and in a silly mood. She is trying to talk the guards into letting her cross the bridge for free. When she sees the PCs, she mistakes one for an old friend and greets them warmly. |
| 4 | Adalbern Njars (LG male human expert 1) – a carter – is trying to cross the bridge with a load of hay. His horse is in a foul mood and the cart has become wedged in one of the gates. Guards and other travellers are shouting at him to get out of the way.                         |

#### EINHARD KOCHEL

CR 5 (XP 1,600)

*This handsome man wears a fine tunic emblazoned with the symbol of the god of travellers upon its breast.*

Male human fighter (shielded fighter) 4/cleric 2

NG Medium humanoid (human)

**Init** -1; **Senses** Perception +6, Sense Motive +6

**Speed** 20 ft., base speed 30 ft., agile feet; **ACP** -4; Acrobatics -5 (-9 jumping), Climb +4, Ride +2, Swim +4

**Agile Feet (Su [free; 5/day])** For 1 round, Einhard ignores all difficult terrain and does not take penalties for moving through it.

**AC** 19, touch 9, flat-footed 19; **CMD** 17; active defence +1 (+7 armour [+1 *breastplate*], -1 Dex, +3 shield [mwk heavy steel; Shield Focus])

**Active Defence (Ex)** When using a shield and fighting defensively or using Combat Expertise or total defence Einhard gains a +1 dodge bonus. As a swift action, he shares this bonus with one adjacent ally.

**Fort** +9, **Ref** +0, **Will** +6 (+7 vs. fear)

**hp** 57 (6 HD)

**Space** 5 ft.; **Base Atk** +5; **CMB** +8

**Melee** +1 *bastard sword* +10 (1d10+6/19-20)

**Ranged Touch** weather burst (range 30 ft.; 5/day) +4 (1d6+1 nonlethal cold plus -2 on attacks [1 round])

**Special Actions** channel positive energy (4/day; 1d6; DC 12)

**Cleric Spells Prepared** (CL 2nd; concentration +4; travel, weather; spontaneous casting [*cure spells*])

1st—*bless*, *longstrider*<sup>D</sup>, *obscuring mist*, *shield of faith*

0—*detect magic*, *light*, *purify food and water*, *stabilise*

**Combat Gear** *potion of levitate*, *scroll of cure moderate wounds*,

**Abilities** Str 16, Dex 8, Con 14, Int 10, Wis 14, Cha 13

**SQ** bravery (+1), good aura (moderate)

**Feats** Alertness<sup>B</sup>, Exotic Weapon Proficiency (bastard sword)<sup>B</sup>, Shield Focus, Toughness, Weapon Focus (bastard sword)<sup>B</sup>, Weapon Specialisation (bastard sword)<sup>B</sup>

**Skills** as above plus Diplomacy +6, Knowledge (religion) +5, Profession (innkeeper) +8

**Languages** Common

**Gear** as above plus spell component pouch, silver holy symbol, belt pouch, 14 sp, 17 gp

## READING STAT BLOCKS

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*Village Backdrop: Longbridge* 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.

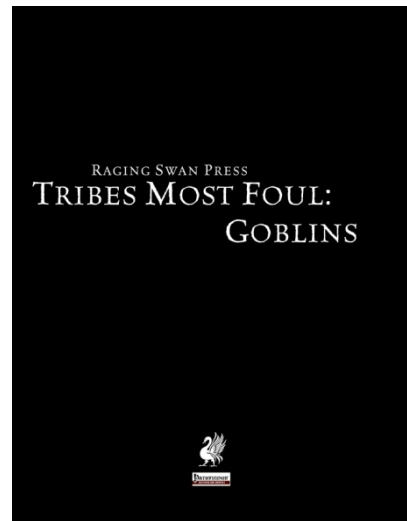
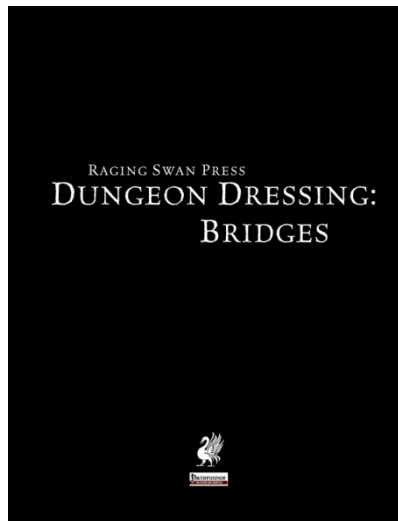
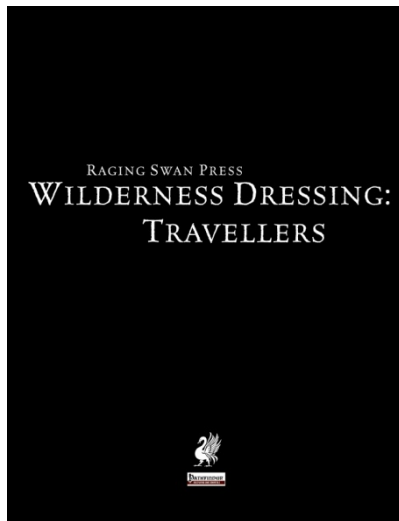
**Spellbook:** The contents of the creature's spellbook and its opposition schools.

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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.

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A hotbed of intrigue and deception, Longbridge is claimed by not one but two noble lords. Sprawled across both banks of a wide, swiftly flowing river forming the boundary between the rivals' lands, the village grew up at either end of a fortified stone bridge of ancient dwarven artifice. A no man's land of sorts, the bridge itself is huge; scores of travellers cross it every day and several businesses have established themselves upon its span to service their needs. Informally led by Einhard Kochel these free traders do not pay tax or offer fealty to either lord and fiercely resist both nobles' overtures.

Longbridge is in turmoil. Rumourmongers whisper that bloody war will soon swirl across the span as one noble or the other seeks to settle the matter of its ownership once and for all. Others whisper of hidden stairs in the bridge's pilings plunging deep below the riverbed to hidden, noisome catacombs of great antiquity and of the foul, ageless creatures lurking within.

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