

RAGING SWAN PRESS
VILLAGE BACKDROP:
RIVERBURG



PREPARE QUICKER, PREPARE BETTER



ragingswan.com/gmsresource

VILLAGE BACKDROP: RIVERBURG

In the Darkclaw Forest, amid the sluggish waters of the Greater Burden River, stands the village of Riverburg. Set upon thick stilts driven deep into the riverbed, the village sprawls across several stout wooden platforms and serves as a sanctuary for those daring the surrounding forest or searching for the nearby Moaning Caves. A friendly, if isolated place, the village is home to the Rivermen's Guild who protect travellers from the depredations of vicious river pirates lurking somewhere in the nearby woodland.

Design: Brian Wiborg Mønster
Development: Creighton Broadhurst
Editing: Creighton Broadhurst
Cover Design: Creighton Broadhurst
Layout: Creighton Broadhurst
Interior Art: Thomas Feyen

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

Published by Raging Swan Press
March 2014

ragingswan.com
gatekeeper@ragingswan.com

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: Riverburg* 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 Brian Wiborg Mønster 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 2014.

CONTENTS

Riverburg At a Glance	2
Notable Locations	4
Life in Riverburg	6
Did you Know?	7

STAT BLOCKS BY CR

CR		PAGE
2	Trask and Grask NE male half-orc fighter 3	6
6	"Boss" Huggins NE male human rogue 5	6

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., 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 Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

To learn more about the Open Game License, visit
wizards.com/d20.



RIVERBURG AT A GLANCE

In the Darkclaw Forest, just below the point where three rivers meet and form the Greater Gurden River which flows lazily to the coast, stands the village of Riverburg. It rises from the muddy waters on sturdy poles, and stilts supporting the platforms on which the buildings stand. The Singing Bargeman Inn was the beginning, built 240 years ago, as a safe place to rest for the bargemen travelling up and down the rivers. Over the years, more platforms have been built and connected to each other, slowly transforming the lowly river inn into a village. The name Riverburg was first used as a sarcastic name for the village by the bargemen, referring to the mostly ramshackle look of most of the platforms, but the name stuck and the villagers liked the grandiose sounding name. Today Riverburg is known for the river guides making their living guiding barges through the treacherous waters of the three rivers upstream.

DEMOGRAPHICS

Ruler Mayor Tarden Neuporter

Government Autocracy

Population 178 (161 humans, 11 halflings, 4 half-elves, 2 half-orcs)

Alignments NG, N, NE

Languages Common, Halfling

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

Qualities Notorious, strategic location

Danger +10; **Disadvantages** None

NOTABLE FOLK

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

“Boss” Huggins (location 2; NE male human rogue 5) Boss Huggins is the guildmaster of the Rivermen’s Guild. A big bald, sweaty man, he is rarely seen without his two bodyguards Trask and Grask (NE male half-orc fighter 3)

Father Olgart (location 6; NG male human cleric 5) An elderly cleric of the Goddess of Light. He is currently trying to raise funds to restore the local temple.

Jarelia (location 8; CG female human expert 2) Jarelia runs the Dusky Sylph, the local brothel.

Old Pew (location 7; N male human fighter 7) Old Pew is the local drunkard; he is usually trading tall tales for drinks at the Singing Bargeman.

Shallya Radover (location 5; CG female human expert 3) A slim, silent woman. She is in charge of the market platform and settles the many minor disputes between vendors.

Syll Jollybottom (location 1; CN male halfling bard 2) The eldest Jollybottom brother entertains the guests at the Singing Bargeman, and enjoys trading tales with travellers.

Tarden Neuporter (location 3; LN male expert 2) Tarden is a small man with rat-like features; he has been the mayor for the last eight years.

Vill Jollybottom (location 1; LN male halfling expert 2) Syll’s younger brother. He is tall for a halfling, and works as a bartender and cook at the Singing Bargeman.

NOTABLE LOCATIONS

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

1. **The Singing Bargeman Inn:** One of the few two-storey buildings in Riverburg, the Singing Bargeman is also the only inn. It caters mostly to bargemen travelling up and down the river. The whole Jollybottom family lives in the adjoining building (and work in the inn).
2. **Rivermen’s Guildhall:** A big one-storey building, intricate woodcarvings of bargemen and other river scenes decorate its walls.
3. **Tarden Neuporter’s Home and Office:** A small, unimposing house serves as the mayor’s home and offices; here he oversees Riverburg’s daily affairs.
4. **“Boss” Huggins Home:** This plain-looking house, provides no clues as to who lives within.
5. **The Market Platform:** This large platform is where the villagers buy, sell or barter their goods.
6. **The Hall of Light:** The former temple of the river god, now serves as the temple of the growing congregation of Father Olgart.
7. **Old Pew’s Home:** This ramshackle rickety house precariously balances on only three stilts.
8. **The Dusky Sylph:** A large two-storey building, only the dark blue silk draperies adorning the walls hint at what lies within.
9. **The Gate Platform:** A drawbridge connects Riverburg to the riverbank; it is also where the constabulary have their office.
10. **The Moaning Caves:** The caves located a few miles into the Darkclaw Forest occasionally emits long drawn moans. Legends tell the caves connect to the Ebon Realm.

MARKETPLACE

Resources & Industry Fishing, hunting, river guides

Base Value 700 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 3rd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

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

- **Armour** +1 studded leather (1,175 gp)
- **Potions & Oils** cure light wounds (50 gp)
- **Scrolls (Arcane)** water breathing (375 gp)
- **Scroll (Divine)** delay poison (150 gp), water walk (375 gp)
- **Weapons** +1 flail (2,308 gp)

VILLAGE LORE

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

DC 10: Riverburg is built on the Greater Gurden River, originally as a place to provide rest and safety to the rivermen.

DC 15: Today very few barges make the trip up river without a guide from the Rivermen's Guild.

DC 20: The biggest danger to the barges and their crew on the river is the Darkclaw River Pirates.

VILLAGERS

Appearance Most of the villagers seem to have a smear of dirt on their clothes at all times, the Rivermen's Guild members are an exception to this as are the workers at the Dusky Sylph.

Dress The villagers dress in practical well-worn clothes related to their jobs. Hunters wear browns and greens while fishermen favour brighter colours such as yellow or red. The members of the Rivermen's guild are easily recognizable in their light blue shirts and white trousers.

Nomenclature *male*

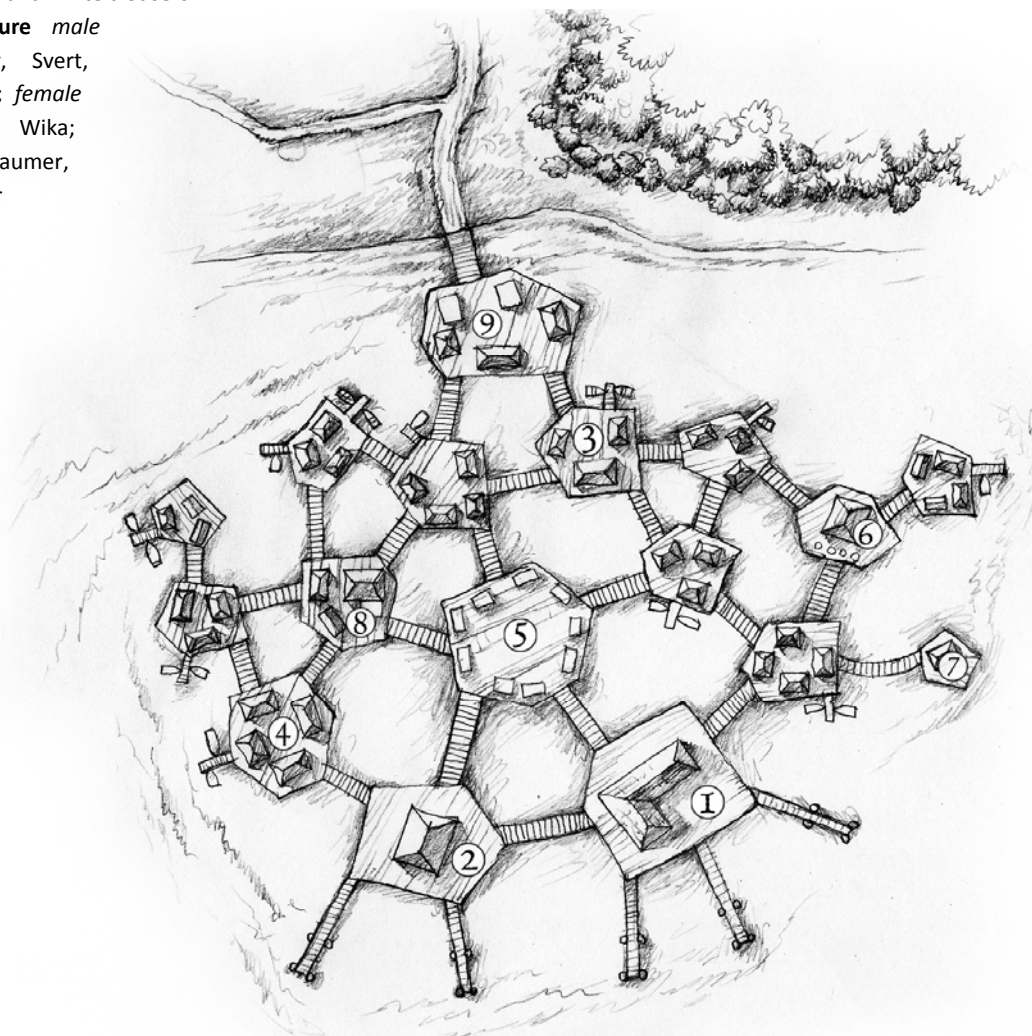
Djens, Holger, Svert,
Tallion, Walen; *female*
Hilda, Ursula, Wika;
family Baumer,
Dellier, Hanster

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the village 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	There is treasure in the Moaning Caves; treasure and death.
2	Father Olgart has been seen visiting the Dusky Sylph, but no one knows why.
3	You can get anything on the market platform if you know who to ask.
4*	Jarelia consorts with demons I say, lust demons to be sure...but demons nonetheless.
5	On foggy nights, Boss Huggins has been seen rowing up river with one of his bodyguards.
6	There is more to Old Pew than meets the eye.

*False rumour



NOTABLE LOCATIONS

1: THE SINGING BARGEMAN INN

Riverburg's only inn is a meeting place for locals and travellers alike. The building is one of the few in the village with an upper floor. The ground floor contains the kitchen, pantry, storeroom and large common room with bar where barkeep Vill (LN male halfling expert 2) pours drinks, and keeps an eye on his brother. A small stage in the common room is for Syll Jollybottom (CN male halfling bard 2), so he can show off his percussionist skills (or lack thereof) and entertain the customers.

The upper floor is dedicated exclusively to rooms for rent. It has two rooms with ten bunks, ten four-bed rooms, four two-bed rooms and two exclusive suites, which are the Vills' pride and joy. The remaining nine Jollybottoms all work in the inn as serving girls, cooks and chambermaids. The only non-halfling working here is the bouncer, Gregor (N male human fighter 2). The walls on both floors are adorned with paintings of scenes from the river, but only benign joyful scenes. When Syll put up a painting of a ferocious pirate attack with its associated carnage, Vill immediately had it pulled down and burnt, with the reasoning: "No need to scare the customers away." The relationship between the two brothers can seem strained but they are very close, as are the whole Jollybottom family.

2: RIVERMEN'S GUILDHALL

The guildhall comprises a large central room with small rooms for each of the guild's twelve guides. There are four doors in the back wall; two leading to more luxurious rooms for guests of Boss Huggins, the other two lead to Boss Huggins' (NE male human rogue 5) office and the archives. The archives are mostly empty as paperwork was never something taken too seriously, but for unwanted customers Boss Huggins can make the hiring of a river guide a maze of paperwork and red tape. The central room has a small wooden model of Riverburg and its immediate surroundings, the village and some of the riverbank, but does not extend as far as the Moaning Caves. The model is not up to date so some platforms are not included, such as Old Pew's home, and the Hall of Light is still looking as it did when it was a shrine to the river god. The central room is also where Trask and Grask (NE male half-orc fighter 3) lurk when Boss Huggins is in the guildhall.

3: NEUPORTER'S HOME AND OFFICE

This large house is styled to look like a manor. Inside is an office, as well as several well-kept rooms. The office is where mayor Neuporter (LN male expert 2) receives important visitors to Riverburg. The last few years have seen fewer important guests than usual and as a result Neuporter has travelled upriver several times a year in the hopes of attracting important

merchants to Riverburg. This is mostly to inflate his own sense of importance as the barge traffic has been steady during his time as mayor. When word reaches him of adventurers in Riverburg he invites them to his office to gauge them to see if they are important enough to be seen with him. The office itself is kept as clean and spotless as the rest of the house by Tarden's wife, Charlott (LN female human aristocrat 2). She likes to let people know she is the mayor's wife, and sees herself as the most important lady of Riverburg.

4: BOSS HUGGINS PRIVATE HOME

A nondescript house, as so many other houses in Riverburg are here Boss Huggins (NE male human rogue 5) stays when not at the guildhall. Trask and Grask (NE male half-orc fighter 3) also have a small room each in the house. There is also a secret floor hatch so Boss Huggins or his bodyguards can reach the rowboat which is moored to a pole underneath the house; this is to ensure secrecy from prying eyes. Boss Huggins uses this setup to leave Riverburg on misty nights to meet his contacts from the Darkclaw River Pirates. The pirates pay Boss Huggins to supply some barges with river guides, which lead the barge into an ambush; these barges disappear without a trace. The guild is proud to point out they haven't lost a man to pirate attacks in the last five years. This is also why the river guides wear the colourful outfits, so that they are easy to spot in the swirling melee of a pirate attack, Boss Huggins wants no accidents. Nobody looks for missing barges in the area where the guild ply their trade; the river guides always swear they left the barge in good order at the end of their service. Boss Huggins likes his little setup and keeps it secret at all costs, as the truth would destroy the guild and perhaps by extension Riverburg itself. Boss Huggins only trusts four of the guild members with these special assignments.

5: THE MARKET PLATFORM

This large platform has stalls all around its circumference; this is where the locals and travellers buy, sell or barter. The stalls are let for two silvers and are available for anyone who can pay the price.

Shallya Radover (CG female human expert 3) sells woodcarvings, and other wooden products, such as bowls, canes and utensils from the largest stall. She is also the one to ask about special merchandise (the magic items listed on page 2), but one must be discreet, as mayor Neuporter doesn't like the black market, because no taxes flow into his coffers from those shadowy dealings. Riverburg is a meeting place for many different people and therefore the black market is better stocked than others in villages of this size.

6: THE HALL OF LIGHT

The former temple to the river god fell into disrepair after the demise of its cleric five years ago in a suspicious accident on a misty night. Father Olgart (NG male human cleric 5) a cleric of the goddess of light, arrived in the village six months ago. He petitioned mayor Neuporter for permission to open the temple and consecrate it for the Goddess of Light. The mayor, seeing the opportunity for more tax revenue, readily agreed.

The temple is still not in perfect condition as all the work is done by volunteers from the small, but growing, congregation. Boss Huggins has recently been taking a discreet interest in the temple. He is considering having one of his trusted river guides join the temple to spy on the cleric and hopefully determine if he is a threat to their operation. Recently Father Olgart received two large prism roof windows, on sunny days these now bathe the interior of the temple in sparkling, dazzling light in tribute to the goddess. The main room in the temple can hold twenty worshippers at a time for sermons; Father Olgart has plans to expand this room so more can enjoy the light of his goddess.

7: OLD PEW'S HOME

Old Pew's home is the most ramshackle platform in Riverburg, but curiously enough it is also the newest building. Old Pew (N human fighter 7) bought a fire-damaged platform a few years ago and has fixed it up so he can live there. The first thing visitors notice is the platform balances on three soot-stained poles.

The house itself looks ready to topple into the river at any time; it is only connected to the nearest platform by a frail-looking rope bridge. The reason for this is that Old Pew is the sole survivor from an adventuring party that entered the Moaning Caves. He witnessed his comrades slaughtered by a scaly beast with poisonous blood and fiery breath; it pursued Old Pew through a few caves but gave up as he swam across a river flowing through the lower caves. Old Pew is convinced the beast will slay him, but it cannot traverse flowing water, therefore he settled down in Riverburg. The house has several hidden compartments with weapons he can get to in a hurry, and as a

THE DARKCLAW RIVER PIRATES

This pirate gang is active in the Darkclaw Forest and the rivers running through it. The present captain of the gang, Hathrak One-Eye (NE male half-orc fighter 8), has lead the gang for the last eight years. In that period every challenge for leadership has ended with the challenger's brutal death. While a brutal member of his species he also sports a cunning mind, and is the mastermind behind the arrangement with Boss Huggins. Presently the gang counts twenty-one members, a mix of humans and half-orcs, with Sorlyn (CE female human sorcerer [abyssal] 8) being the most important to Hathrak's leadership.

last resort he plans to topple the entire platform into the river and hopefully killing the beast. The years spent in Riverburg waiting for a horror that might never come, has made Old Pew an alcoholic, and a pathetic shadow of his former self. When Old Pew spins his tales, he never talks about the Moaning Caves or his last adventure, apart from warning people that only death lurks in those caves.

8: THE DUSKY SYLPH

Jarelia (CG female human expert 2) runs the brothel in Riverburg; with all the barges coming up and down the river, it has become a rather profitable business. The interior comprises a welcome area and an upper floor with eight small rooms, which serve as working areas as well as private chambers for the workers. Jarelia has a larger private room on the ground floor. She treats her workers or sisters as she refers to them, very well. She tries to keep the Dusky Sylph out of trouble with both locals and travellers, and keep visits from the constabulary to a minimum. Lately Father Olgart has visited the Dusky Sylph in the hopes of getting more members of his congregation, Jarelia lets him come and talk to her girls, and should any of them wish to leave they are free to go, so far no one has taken the elderly cleric up on his offers. Jarelia and Father Olgart have also had private meetings, but the subjects of these assignations remain unknown to the general populace.

9: THE GATE PLATFORM

When approaching Riverburg from Darkclaw Forest, this is the only way to get into the village. The drawbridge is lowered during daytime and raised at night. The two watchtowers are each manned by a guard at night but during the day two guards stand next to the bridge to gauge the rare visitors. The large building on the platform is the watch's headquarters. Here Sheriff Derben (LN human male warrior 4) oversees 10 guards (mixed alignments and sexes human warrior 1). Two guards usually keep an eye on things, and patrol the various platforms, except Old Pew's house; they won't risk their lives on that seemingly dangerously unstable platform.

THE MOANING CAVES

These nearby caves are part of a larger system of caverns. The upper caves emit a mournful moaning sound when the wind blows from the east. The upper caves are mostly deserted but the occasional monster wanders up from the lower caves. As the rumours say the lower caves connect to the Ebon Realm.

LIFE IN RIVERBURG

Life in Riverburg is lived at a slow, laid-back pace, apart from on the market platform and the Singing Bargeman where visitors make sure the pace is more lively (for better or worse).

TRADE & INDUSTRY

Riverburg's industry is limited to fishing on the river and hunting in the Darkclaw Forest. The market in Riverburg is the centre of trade between the bargemen and the local populace and is always well attended. Occasionally, adventurers come to the village to explore the Moaning Caves and the surrounding woods. Their departure heralds heavy betting among the villagers on whether they'll return.

LAW & ORDER

The watch mainly guard the gate platform from anyone approaching by land. They also maintain a presence in the village during the day with a two-man patrol; this patrol catches the occasional pilfering bargeman or helps a drunkard back home. They have no real experience of serious crime.

"BOSS" HUGGINS

CR 4 (XP 1,200)

A big bald sweaty man dressed in studded leather, which threaten to burst at the seams.

Male human rogue 5

NE Medium humanoid (human)

Init +4; **Senses** Perception +7, Sense Motive +7

Speed 30 ft.; ledge walker; **ACP** 0; Acrobatics +7, Stealth +7, Swim +9

AC 15, touch 12, flat-footed 15; **CMD** 16; +1 vs. traps, uncanny dodge

(+3 armour [mwk studded leather], +1 deflection [ring of protection +1], +1 dodge [Dodge])

Fort +4, **Ref** +5 (+6 vs. traps; evasion), **Will** +1

hp 41 (5 HD)

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

Melee dagger +3 (1d4+1/19-20)

Ranged dagger (range 10 ft.) +3 (1d4+1/19-20)

Atk Options sneak attack (+3d6)

Combat Gear *potion of cure light wounds* (3), *potion of invisibility*

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

SQ rogue talents (bleeding attack, ledge walker), trapfinding (+2), trap sense (+1)

Feats Deceitful, Dodge, Improved Initiative, Persuasive

Skills as above plus Appraise +7, Bluff +12, Diplomacy +12, Disguise +8, Intimidate +12, Knowledge (geography) +4, Knowledge (local) +10, Profession (bargeman) +4

Languages Common, Halfling, Orc

Gear as above plus *cloak of resistance* +1, 83 gp

EVENTS

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

D6	EVENT
1	Mayor Neuporter reveals plans for a bronze statue of himself on the market platform. He is ecstatic about the plans, some other villagers not so much.
2	The constabulary decides to remove Old Pew from his home and tear down the platform. The situation quickly escalates with two wounded guards and Old Pew barricading himself within the house while screaming obscenities and ranting about a terrible beast.
3	A group of adventurers come into the village claiming to have braved the depths of the Moaning Caves. One of them ends up in a brawl with Old Pew.
4	The yearly River Fair takes place – three days of festivities and drunken revelry. Several barges make their stop at Riverburg and as a result the population almost doubles. No rooms are available in the Singing Bargeman, and with an increase in incidents involving drunken fairgoers, the watch is overstretched and seeks the party's aid.
5	A burnt-out barge floats into Riverburg and almost collides with the Singing Bargeman Inn's platform. That night, hushed whispers speak of river pirates.
6	A veteran bargeman claims to recognize Grask and Trask as river pirates and alerts the watch. Boss Huggins tries to assure everyone it is a case of mistaken identity.

TRASK AND GRASK

CR 2 (XP 600)

This brutish half-orc smells of sweat and stale wine.

Male half-orc fighter 3

NE Medium humanoid (human, orc)

Init +5; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1

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

AC 16, touch 11, flat-footed 15; **CMD** 17

(+4 armour [mwk chain shirt], +1 Dex, +1 shield [mwk buckler])

Fort +5, **Ref** +1, **Will** +2 (+3 vs. fear)

hp 33 (2 HD); orc ferocity

Orc Ferocity (Ex [1/day]) When below 0 hp, Trask or Grask can fight on for one more round as if disabled. At the end of this turn, unless brought above 0 hp, he falls unconscious.

Space 5 ft.; **Base Atk** +3; **CMB** +6

Melee mwk falchion +7(2d4+4/18-20)

Ranged mwk throwing axe (range 10 ft.) +5 (1d6+3)

Combat Gear *oil of magic weapon*, *potion of cure light wounds*

Abilities Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 10

SQ armour training (1), bravery (+1), weapon familiarity

Feats Improved Initiative, Intimidating Prowess^B, Toughness, Weapon Focus (falchion)^B

Skills as above plus Intimidate +9

Languages Common, Orc

Gear as above plus belt pouch, 12 gp

DID YOU KNOW?

If you enjoyed this product, please consider leaving a review.

If you didn't enjoy this product, did you know Raging Swan Press offers a money back guarantee?

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.

Pathfinder Roleplaying Game GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Buar, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

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

Village Backdrop: Riverburg. ©Raging Swan Press 2014; Author: Brian Wiborg Mønster.

Visit us at ragingswan.com

