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# VILLAGE BACKDROP: ROAKE



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# VILLAGE: ROAKE

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A Pathfinder Roleplaying Game GM's RESOURCE supplement by Ben Kent

Set along the mouth of the river Saran, Roake is a pleasant, prosperous village, famed for the animal husbandry talents of Liaka Frost, a local ranger. Wealthy visitors frequent the village, coming to either purchase her tamed beasts or visit their estates dotted throughout the surrounding area. Adventurers also regularly pass through the village, stopping at the Prince & Pauper to rest their weary legs and quench their thirst.

Behind its above average prosperity, however, Roake conceals a troubled past that yet hangs over the village. As the villagers' decade-old deception begins to wear thin, the village youth have begun to question their true origins, much to the dismay of their parents...



## CREDITS

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Thank you for purchasing *Village: Roake*; 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: Roake* 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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Ben has memories of seeing "bigger kids" playing RPGs in the hallways of his Elementary school. After overhearing the destruction of skeletons beyond number at the hands of a skilled cleric, he immediately settled upon such games as the sort of thing he'd enjoy.

Living with his wondrous and encouraging life-partner Tiffinie and their two beautiful young daughters in Ontario, Canada, Ben continues to find role-playing games the sort of thing he enjoys. He is eagerly looking forward to the day his daughters are both grown up enough to roll the dice instead of eat them, so they can join their parents at the table (and thus ease the difficulty in finding babysitters on gaming days).

Ben's eventual objective is complete dominion over the earth, but there's a lot of competition in that field. He's presently working as a customer service agent by day and superhero/game designer/bug squasher/father figure by night. Now that he's been published, he's honestly not sure his life could get much cooler.

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## FOREWORD

*Roake* is the first in the new (imaginatively) named VILLAGES line which presents the time-crunched GM with the details of a small village that can easily be inserted into almost any campaign. How often do PCs seemingly magically travel between two distant points without visiting or passing through any interesting locales? Having the PCs travel from point A to point B without injecting some minor locales of interest or local colour is a missed opportunity to deepen the depth of any campaign world. While running my own Borderland of Adventure campaign I ad-libbed such areas as I went along, but never consciously thought about a supplement line for Raging Swan.

When designer Ben Kent came to me with the idea for

## STAT BLOCKS BY CR

CR		PAGE
1/3	Half-orc Villager CN half-orc commoner 1	8
1/3	Human Villager LN human commoner 1	8

VILLAGES, I knew that the time was right to strike! This is the result of our plotting and machinations. The GM can use this village as nothing more as a waystop for the PCs or it can be used as a base from which to adventure. It can even be used as a PC's home village! I hope you find *Roake* useful and that your PCs enjoy exploring the village. If you've got any suggestions about how to make VILLAGES better, I'd love to hear them. You can contact me at [creighton@ragingswan.com](mailto:creighton@ragingswan.com).



## ROAKE AT A GLANCE

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As the river Saran widens into a lake, one comes upon the village of Roake, where the houses are large and well maintained, the people are smartly dressed in colourful clothes, and the bustle of activity fills the place.

A century ago, Raedwald Oak built a large home at the mouth of the river as a place to retire. Over the years, the family's holdings expanded and the community's original name, "Raedwald Oak's Rest" was shortened to Roake. As the road through Roake became more travelled, businesses opened, including an inn in the Oak's first home. A smithy and a small church followed; Roake became a popular traveller's way station.

Years later, however, a nomadic tribe of raiding orcs put an end to Roake's peace. They sacked the village, burnt down most of the buildings and captured or killed many of its inhabitants. Those captured were dragged away to nearby caves to be used as slaves and playthings; their captivity only ended when a group of heroes freed the villagers. One of those heroes, Laika Frost, knew the village needed help to re-establish itself. She built a home here and used her wealth to rebuild Roake.

As Laika feared, nine months later many of Roake's women birthed half-orcs babies. A meeting was held, where it was agreed that nobody would reveal the village's history to the children; the past would be buried, letting everyone live their lives in peace. Fourteen years later, the silence has become habitual, and memories of the past too painful to unearth. Yet the question on the lips of the children is one of the most basic of all – where do I come from?

### DEMOGRAPHICS

**Ruler** Chanders Westlake (NG male human expert 3)

**Government** Autocracy

**Population** 186 (152 humans, 27 half-orcs, 6 halflings, 1 half-elf)

**Alignments** NG

**Languages** Common, Orc

**Corruption** -1 **Crime** -4; **Economy** +2; **Law** +1; **Lore** -1; **Society** +0

**Qualities** Insular, Prosperous

**Danger** -15; **Disadvantages** none

### NOTABLE FOLK

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

**Amber Thorne** (location 1; CG female half-elf sorcerer 1/wizard 5) A former adventurer and friend of Laika.

**Branan** (location 3 or 10; NE male half-orc warrior 2) A young half-orc who resents the villagers' silence about his past.

**Chanders Westlake** (location 2; NG male human expert 3) Roake's burgomaster Chanders is pleasant to a fault.

**Laika Frost** (location 4; CG female human ranger 6) Trainer of beasts and the source of much of Roake's prosperity.

**Nala** (location 6; NG female half-orc commoner 1) A well-adjusted, happy young half-orc.

**Surnak Appleby** (location 9; NG male halfling cleric 5) Surnak loves Roake's sedate pace of life and has lived here for 10 years.

**Theris Tenhammer** (Location 3; NG male human expert 4) The village innkeeper, barkeep and gossipmonger.

### NOTABLE LOCATIONS

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

1. **Amber Thorne's Home:** Here dwells the wizard and one-time adventurer Amber Thorne.
2. **Burgomaster's Home:** The home of Roake's burgomaster.
3. **The Prince & Pauper:** This expensive, but well run, inn reduces its prices for locals and regulars.
4. **General Store:** Sells everything needed in a rural community; stocks only a few simple weapon and suits of light armour.
5. **Laika's Home:** Here, Laika rears and trains the animals which have made Roake famous.
6. **Graveyard:** This seldom visited graveyard holds Roake's dead.

### OTHER LOCALES

7. **Mill:** The mill at Roake grinds flour for several nearby communities. The miller, Addorn Elm [LN male human expert 1], is wealthy as a result.
8. **Nala's Home:** The half-orc Nala (page 7) dwells here with her aged grandparents.
9. **Smithy:** The blacksmith (Dorn Smith [LN male human expert 2]) can repair most items, but does not have the time or inclination to craft armour or weapons.
10. **Hall of Hearth & Home:** The priest Surnak Appleby officiates at this small, simple temple.

### MARKETPLACE

**Resources & Industry** animal training, fishing, farming.

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

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

- **Potions & Oils** *cure light wounds* (2) (50 gp)
- **Scrolls (Arcane)** *comprehend languages* (25 gp)
- **Scroll (Divine)** *animal aspect* (125 gp), *animal trance* (125 gp), *call animal* (25 gp), *negate aroma* (25 gp)



VILLAGE LORE

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

**DC 10:** Roake is a small village, with a reputation for breeding monsters; a skilled trainer of wild beasts lives and works in the village.

**DC 15:** Roake is regularly visited by the wealthy from nearby cities, who fish on the lake and hunt in the surrounding woods. Their wealth has make Roake prosperous.

**DC 20:** While it's a prosperous community today, fourteen years ago, Roake was burnt to the ground by raiding orcs. The survivors rebuilt the village with the orcs' booty (donated by the kind-hearted adventurers who rescued the villagers).

VILLAGERS

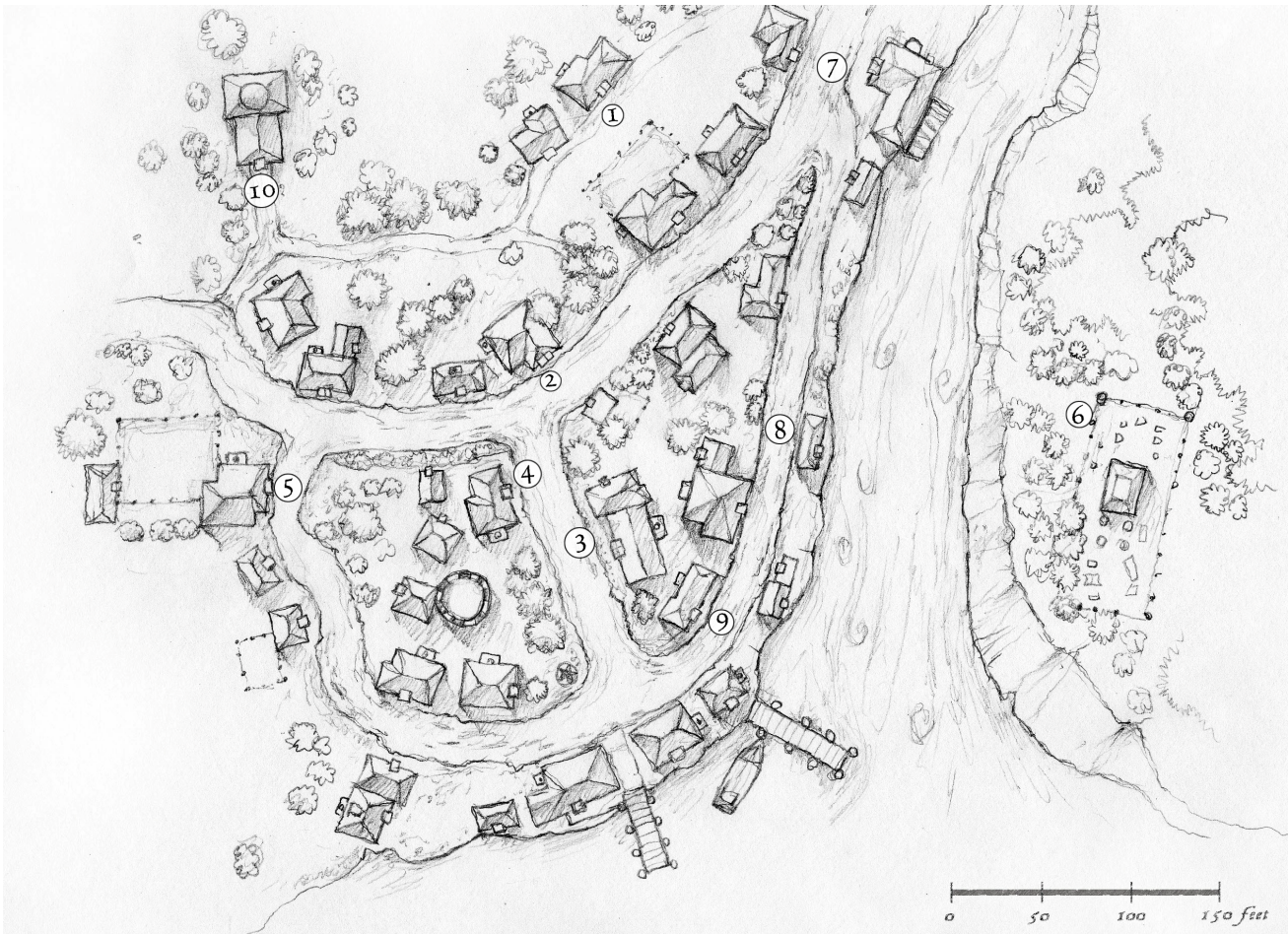
- Appearance** The villagers have fair skin and blonde or red hair.
- Dress** The villagers dress colourfully; fashions are brought to Roake by wealthy visitors.
- Nomenclature** *male:* Abborn, Deyrn, Mollun, Kurn; *female:* Deyra, Farya, Oyla, Sara; *family:* Elm, Oak, Smith, Tanner, Pine.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Roake 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	Amber Thorn is a wizard. She sells scrolls and buys magical items.
2	Chanders hide a considerable sum of gold in his home; he puts a lot of faith in an old lock made by his father!
3	Laika Frost keeps all manner of beasts at her home; she's even kept tigers there!
4	Branan has been seen with a bone knife. Nobody knows where he would have found such a thing.
5*	Livestock has begun to vanish from the farms around Roake, taken at night. Laika's been keeping it quiet to keep people from panicking.
6*	A few years back, Laika brought several owlbear eggs. Nobody found out, but one of the hatchlings escaped into the woods, and has been lurking nearby ever since.

\*False rumour



## NOTABLE LOCATIONS

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### 1: AMBER THORNE'S HOUSE

Here dwells the willowy, silver-haired half-elf Amber Thorne. The most accomplished wizard in Roake, she is viewed by the villagers as the local authority on all matters magical. Travellers are directed to Amber if they inquire about purchasing arcane scrolls or are trying to sell magic items. Amber purchases any interesting or unique magical items costing less than 2,000 gp. She can scribe scrolls of nearly any 1st- or 2nd-level spell.

#### AMBER THORNE

*This willowy half-elf with silver hair and piercing violet eyes has an irritated scowl on her face.*

Amber became an adventurer as it afforded her ample opportunity to test and improve her magical skills (and rapidly increase her wealth).

**Personality:** Amber has an icy, somewhat dour demeanour. With a quickly burning temper, she is unpredictable and although respected by the villagers is not loved in the same way as Laika. This angers her.

**Mannerisms:** Amber stares quite forcefully in conversation, often making others uncomfortable with her relentless gaze.

**Roake's History:** If asked about Roake's history, Amber states she's agreed not to talk about such things; however a DC 27 Diplomacy check convinces her to reveal Roake's history.

### 2: BURGOMASTER'S HOME

This two-storey home has bright red window and door frames and bears a brass seal on the door, marking it as the Burgomaster's residence. Inside the house, Chandler maintains a modest office, that features many paintings of Roake. Chandler keeps a locked box in his office (containing 1,450 gp; DC 25 Disable Device). The money is actually Laika's, given to Chandler to use for things he believes the community needs.

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#### BUYING EXOTIC ANIMALS

Prices for Laika's exotic animals vary immensely. Exotic birds (birds of paradise, toucans etc.) sell for 5 gp – 100 gp, bears sell for 150 gp and lions or tigers fetch 1,500 gp. Generally, an animal costs roughly 150 gp per point of CR (but exotic animals command premium prices).

Before selling any exotic animal, Laika ensures that prospective owners will tend to the animal's care. She refuses requests to train anything but dogs or horses to be used as mounts in warfare. Laika also buys animals from travellers and adventurers, for a third (for adults) to half (for eggs or young) their eventual sale price.

### 3: THE PRINCE & PAUPER

A sign depicting a crown set into a beggar's bowl beside a frothy mug of ale marks this large building as a tavern. Most villagers visit weekly, but some drink here daily and thus the tavern is the backbone of the village's rumour mill and its social centre.

A massive polished oak bar dominates a large common room the air of which is often heavily laden with the pleasant smell of hickory and roasting vegetables. The staff are attentive and tend to new arrivals quickly. Travellers find the Prince & Pauper surprisingly pricey for a village tavern (use "good" prices), but the gregarious owner, Theris Tenhammers, reduces his prices (to "common" rates) for locals or regular visitors.

### 4: GENERAL STORE

This clean, tidy and impeccably organised shop is run by the aging Deyrn and Farya Oak and their surly, black-tempered half-orc son, Kurn. While Deyrn and Farya are scrupulously honest, Kurn tries to charge wealthy travellers extra (hoping they won't notice a few extra gold added onto their bill).

### 5: LAIKA'S HOME

This elaborate house has high, arched doorways. Several animal pens sit outside, and a nearby large paddock always contains a half-dozen or so warhorses (at various stages of training). It is here Laika trains the many animals for which Roake is famed. A dozen or so dogs, nearly a score of cats and 1d4+1 more exotic creatures are also normally found here. Laika has trained everything from foxes and mink to bears and tigers, to even hippogriffs and owlbeats; she also hand-raises several varieties of exotic birds. Characters approaching Laika's are usually approached by a pack of friendly, barking dogs.

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#### BREAKING THE SILENCE

If the PCs uncover the truth about Roake's half-orc children some will inevitably want to reveal the secret.

Branan (page 7) and most of the other half-orcs, react to the news without surprise; for them, this only confirms what they already believed: they are the child of monsters. Unless someone persuades them otherwise and gives them purpose, they leave within 2d6 days, to seek revenge (or perhaps a proper home more suitable to their proclivities).

For Nala (page 7), the news is a shock; she was raised in a loving home, and never truly considered the depths of evil that spawned her conception. She's moved to tears, both at the horror of what her mother went through, and that the whole of Roake concealed the truth for so long. Her sunny disposition is damped for several weeks, and returns only gradually.



## LAIKA FROST

*Wearing a well-worn chain shirt, this curvy human woman has bright red hair, glittering emerald eyes and a bright smile.*

Laika has her father's affinity for animals and the outdoors. She's proud and responsible, but doesn't let those traits stop her from having fun. Laika, instrumental in defeating the orc raiders who devastated Roake, is seen as the village's saviour. While Chandler may be the burgomaster, most of the villagers see Laika as their leader, a role she undertakes with modesty.

**Personality:** Laika is a pleasant woman with boundless energy, spending nearly every waking moment tending to either her animals or Roake itself. She feels responsible for the plight of the village's half-orc population and worries about the confusion and anger many manifest.

**Mannerisms:** Laika's love of animals insinuates its way into her every conversation.

**Roake's History:** Laika doesn't readily discuss Roake's history; a successful DC 30 Diplomacy check drags out the scantest of overviews, but a failure by 5 or more indicates she is seriously offended by the effort.

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### SAMPLE HALF-ORC: BRANAN

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*This half-orc belligerently sneers at you from behind yellowed tusks. He reeks of alcohol.*

Roake's half-orcs live difficult lives, many were rejected by their birth mothers, and raised by stern parents who exercised harsh discipline. Branan has absorbed the worst lessons this upbringing can teach, and is hardened and callous as a result.

**Locations:** Branan might be found nearly anywhere, but is most often in the caverns or in the Prince & Pauper (location 3).

**Personality:** Branan, as a consequence of the rejection and resentment he's been exposed to for years, is angry pretty much of the time. Even at his young age, he has become a mean drunk. He works on farms in the area for meagre coin that he converts immediately into food and alcohol. Most of the village leaves him alone, which only increases his sense of abandonment and resentment.

**Mannerisms:** Even when sober, Branan mostly communicates through grunts and snarls.

**Hooks:** PCs might encounter Branan as he drinks himself into a stupor, or as he wanders around the village, irascible and spoiling for a fight.

**Roake's History:** Branan has no idea of Roake's history, but has found a cave system outside of village and a bone dagger carved from a human femur. He feels that these discoveries hint at a violent past that nobody will talk about.

## 6: GRAVEYARD

This overgrown, forlorn place holds painful memories of the orc raid 14 years ago. A DC 15 Perception check reveals many of the wooden grave markers bear the same date.

## CAVERNS

An unpleasant, eerie feeling hangs over the mouth of these grey limestone caves that lie several miles to the north of Roake. With fourteen chambers and nearly a mile of twisting passageways, these were the caverns that the orcs used to hold the people of Roake during their captivity. Branan discovered these caverns eighteen months ago, and their cool darkness appealed to him. If the adults of Roake discovered that Branan and the other half-orcs now use the cave as a den, they would be furious. A DC 15 Perception or Survival check reveals that about 6-8 individuals (Branan and his fellows) regularly use the outer chambers for gatherings and camping.

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### SAMPLE HALF-ORC: NALA

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*This smiling, green-eyed, blonde half-orc greets you pleasantly. Her voluptuous figure is complimented by a low-cut Empire-waist dress.*

Nala was raised by her loving grandparents who adopted her after her mother died in childbirth; while they were angry at the child at first, they could not help but see their daughter in Nala's face, and were delighted to find she'd inherited her mother's infectious giggle.

**Location:** Nala is most often working at the mill (location 7) or her home (location 8). Alternatively, she often relaxes at the Prince & Pauper.

**Personality:** Nala has an optimistic, cheerful and sunny demeanour. She's eager to lend a hand with anything that needs doing, enjoying the boon of great strength her mixed heritage provides. Nala feels terrible for Branan, but isn't sure what she can do to help him.

**Mannerisms:** Nala often ends sentences with, "...right?", seeking approval and consensus from those she's speaking with.

**Hooks:** PCs might encounter Nala working at the mill, or at any festival or celebration, where she's often right in the middle of the party, laughing, dancing and enjoying herself.

**Roake's History:** Nala realizes something awful happened to Roake a decade and a half ago, but also realizes that she'll only really find out when someone's ready to tell her. She's interested in the story, but doesn't intend to make anyone uncomfortable by asking.

## LIFE IN ROAKE

Everyday life in Roake proceeds peacefully from one day to the next. Most adventurers would find the pace of life in the village relentlessly dull.

### LAW AND ORDER

Between Laika, Surnak and Amber, the maintenance of law and order is not a serious issue in Roake. Branan is the closest thing the village has to a career criminal, and has occasionally spent nights sleeping off drunken fights or property destruction in one of Laika's animal cages.

### TRADE AND INDUSTRY

Unlike many other villages, Roake was not built around an existing natural resource; thus the villagers tend to grow just enough to survive. Much of Roake's wealth flows into the village from outside; Laika's trained animals command large sums of money, the road through the village is well-travelled, and several nobles have country retreats in the nearby area.

A steady flow of outside money into the village has created an inflationary pressure in Roake that's most obviously displayed at the Prince & Pauper, where food and drink are extremely expensive. Most local businesses operate a two-tier pricing structure, with significantly lower prices for locals.

#### HUMAN 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<sup>B</sup>, 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 human 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+1/x3)

**Ranged** sling (range 50 ft.) -4 (1d4+1)

**Combat Gear** bullets (10)

## EVENTS

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

#### D4 EVENT

1 **Festivity:** Surnak Appleby is a strong believer in the ability of a good party to bring people together. It's rare a month passes without some kind of festivity at the church such as baking contests or dances. Outsiders are welcome to attend and encouraged to compete.

2 **Village Event:** Most of the populace gathers for events like weddings, births or barn-raising. Food and drink is communally provided; outsiders are welcome to attend.

3 **New Creature:** Periodically, Laika begins training a new kind of creature. Word spreads quickly through the village, and nearly everyone stops by to see her new addition.

4 **Visiting Nobility:** Only the very wealthy can afford to buy one of Laika's beasts, and they occasionally come to make their purchase in person. At such times, villagers wear their finest clothes and are on their best behaviour, but often find excuses to at least steal a moment to see the visitor.

#### HALF-ORC VILLAGER

CR 1/3 (XP 135)

Half-orc commoner 1

CN Medium humanoid (human, orc)

**Init** +0; **Senses** darkvision 60 ft.; **Perception** -1, **Sense Motive** -1

**Speed** 30 ft.; **ACP** 0; **Swim** +5

**AC** 10, **touch** 10, **flat-footed** 10; **CMD** 12

**Fort** +1, **Ref** +0, **Will** -1

**hp** 8 (1 HD); **ferocity**

**Ferocity (Ex [1/day])** A half-orc villager can fight on for one round when reduced to below 0 hit points.

**Space** 5 ft.; **Base Atk** +0; **CMB** +2

**Melee** dagger +2 (1d4+2/19-20)

**Abilities** Str 15, Dex 11, Con 12, Int 10, Wis 8, Cha 9

**SQ** weapon familiarity

**Feats** Toughness

**Skills** as above plus Intimidate +1, Profession (farmer or similar) +3

**Languages** Common, Orc

**Gear** as above plus belt pouch, 2d4 cp, peasant's outfit

**Prepared for battle, a half-orc villager has the following altered statistics:**

**AC** 11, **touch** 10, **flat-footed** 11

(+1 armour [padded])

**Melee** dagger +2 (1d4+2/19-20) or

**Melee** spear -2 (1d8+2/x3)

**Ranged** sling (range 50 ft.) -4 (1d4+2)

**Combat Gear** bullets (10)

## READING STAT BLOCKS

*Village: Roake* 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.

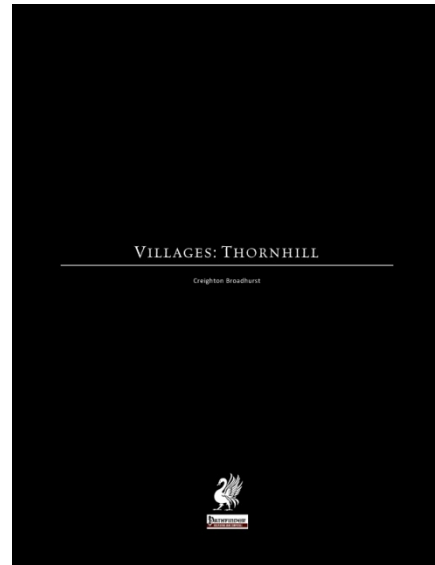
**Gear:** This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

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

### 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.

Standing on the fringes of a vast and noisome swamp, Thornhill is a miserable, hard place of cloying mud, grasping thorns and insular, superstitious folk. There is a little cheer to be had in Thornhill; the few visitors describing it as dull and dreary as the surrounding swamps. For all that, though, a steady trickle of adventurers visit Thornhill for the half-buried and drowned ruins of several tombs are said to lie forgotten in the surrounding marshland and the villagers have friends among the nearby degenerate lizardfolk who make excellent guides in the trackless, far reaches of the swamp.



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Set along the mouth of the river Saran, Roake is a pleasant, prosperous village, famed for the animal husbandry talents of Liaka Frost, a local ranger. Wealthy visitors frequent the village, coming to either purchase her tamed beasts or visit their estates dotted throughout the surrounding area. Adventurers also regularly pass through with village, stopping at the Prince & Pauper to rest their weary legs and quench their thirst.

Behind it's above average prosperity, however, Roake conceals a troubled past that yet hangs over the village. As the villagers' decade-old deception begins to wear thin, the village youth have begun to question their true origins, much to the dismay of their parents...

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