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VILLAGE BACKDROP: WHITE MOON COVE

A Pathfinder Roleplaying Game GM's Resource supplement by Marc Radle

White Moon Cove is a respectable fishing town located in a cove which acts as an excellent, natural harbour. The inhabitants of this tightly-knit community are sober, hardworking and amiable fishermen, traders and other sturdy folk making their living from the sea.

Despite being a fairly peaceful and law-abiding place, White Moon Cove still hold many opportunities for adventure, from rumours of secret smuggler activity to an ancient and possibly haunted lighthouse. Yet, perhaps the most famous reason for White Moon Cove's notoriety is the mysterious underwater edifice known as the Sunken Pyramid which lies hidden far beneath the waves a few miles out to sea. The handful of sages and scholars possessing any knowledge of this massive stone structure debate whether it is a completely natural rock formation, a natural site that has somehow been intentionally modified, or something built long ago by human, or inhuman, hands.



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

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

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

ABOUT THE DESIGNER

Marc is a professional graphic artist by trade. He is married and has three kids (one teenage son and two very spoiled cats). He started playing D&D in the late 70's – good old First Edition AD&D! He also played many other RPGs back then... Marvel Superheroes, Champions, Elfquest, FASA's Star Trek, Star Frontiers, the list goes on and on ...but it always came back to AD&D!

Marc faded out of gaming sometime after 2nd Edition came out – partially because 2nd Edition just didn't quite do it for him but also because his gaming friends turned into grownups, got real lives and moved away when he wasn't looking!

Third Edition D&D really pulled Marc back into the hobby and he has since become a HUGE fan of the Pathfinder RPG! He is absolutely thrilled with what Paizo has done for gamers everywhere and is even more thrilled that he can still enjoy playing (and contributing to) the game he loves. Thanks Paizo!!!

Marc has written, illustrated and designed for a number of great game companies, including Kobold Press, Super Genius Games, Rite Publishing, Last Unicorn Games (back in the day), Jon Brazer Enterprises, Frog God Games, Tricky Owlbear Publishing, Purple Duck Games and Raging Swan Press. He has contributed to more than 40 published RPG projects and is also currently Art Director & Graphic Designer for Kobold Press

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Published by Raging Swan Press
1st printing, March 2013

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FOREWORD

White Moon Cove is a lovely place to take a holiday beside the sea. It's also, however, a village ripe for adventure as the sahuagin of the nearby Sunken Pyramid are growing ever bolder in their depredations!

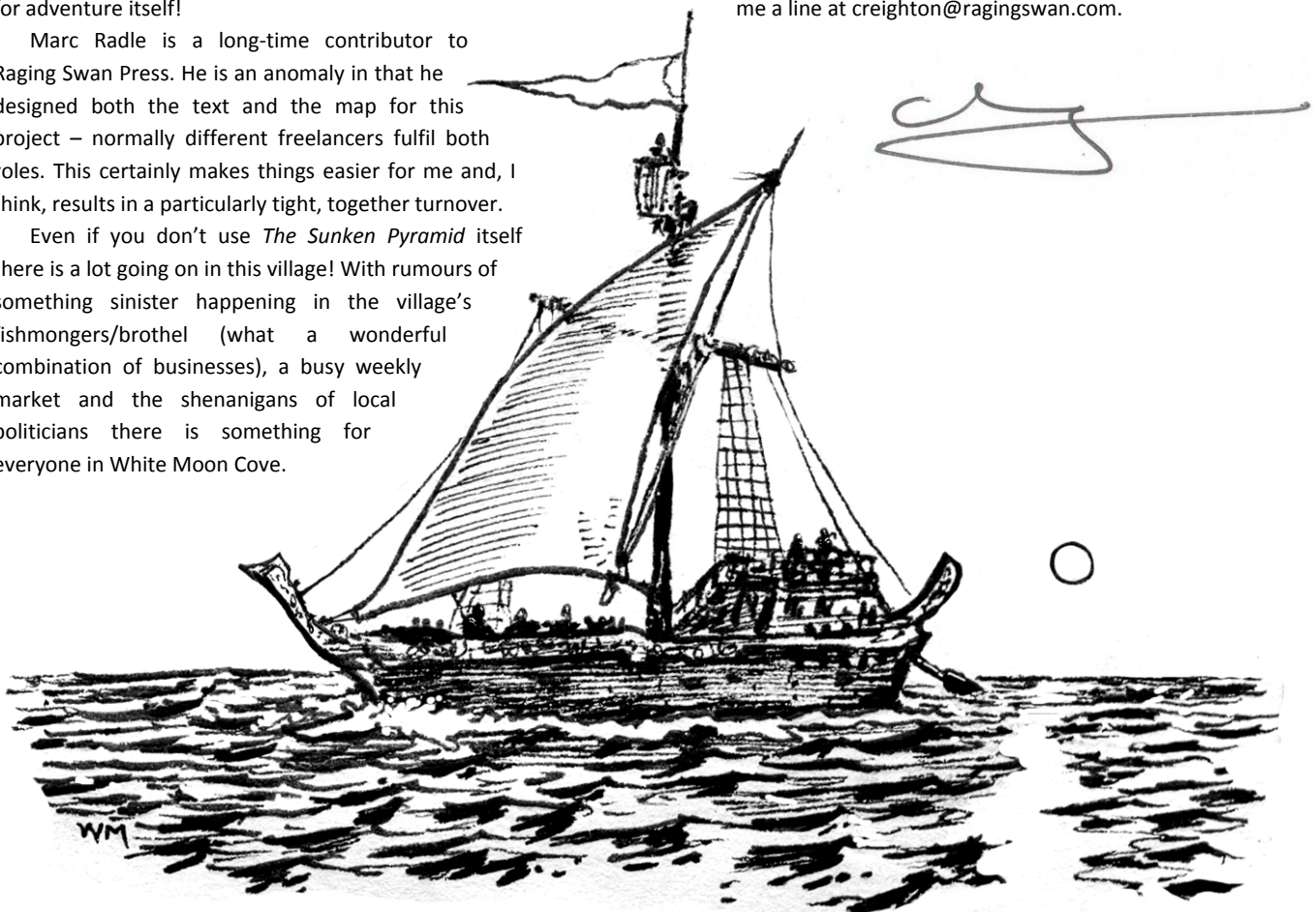
White Moon Cove – as all Village Backdrops are – is specifically designed to be easy to drop into an ongoing campaign. However, White Moon Cove also features in *The Sunken Pyramid* (see page 10 for details) and thus it can serve both as a waystation on the way to adventure or as the setting for adventure itself!

Marc Radle is a long-time contributor to Raging Swan Press. He is an anomaly in that he designed both the text and the map for this project – normally different freelancers fulfil both roles. This certainly makes things easier for me and, I think, results in a particularly tight, together turnover.

Even if you don't use *The Sunken Pyramid* itself there is a lot going on in this village! With rumours of something sinister happening in the village's fishmongers/brothel (what a wonderful combination of businesses), a busy weekly market and the shenanigans of local politicians there is something for everyone in White Moon Cove.

Of course, being a seaport, White Moon Cove is also excellently placed as the springboard for all kinds of maritime adventures. It could become the target of pirate raids (and whether the PCs are the pirates or those defending the village, White Moon Cove is a prize worth fighting for), be used by smugglers or as the scene of some other calamity emerging from the ocean.

In any event, I hope you find this Village Backdrop useful. It would be great to hear how you've used it in your game – drop me a line at creighton@ragingswan.com.



WHITE MOON COVE AT A GLANCE

White Moon Cove is a small, respectable fishing village located in a cove which acts as an excellent, natural harbour. The inhabitants of this tightly-knit community are relatively sober, hardworking and amiable fishermen, traders and other sturdy folk who make their living primarily from the sea. While fishing is the village's main industry, there are also a few small farms in the neighbouring countryside. The village holds a weekly market which attracts folk from many nearby smaller settlements.

The village is a peaceful and law abiding place, despite its somewhat isolated location. If anything, this isolation has made its citizens self-reliant and fiercely loyal to one another.

During the day, fishing and other activities connected to the sea's many bounties occupy the villagers' time. After a long day of work, most people retire to their homes for the evening. Before heading home, many stop by the Sleeping Triton, for fellowship, laughter and a hearty meal.

White Moon Cove is a busy hub for trade. Because of this, the people of White Moon Cove live relatively well, despite their simple and generally rugged way of life.

The dock area is small and well ordered, with a single, long pier which extends out into the water. A hodgepodge of rowboats and various other small vessels are typically tied to the pier, along with the occasional larger ocean-going vessel. Businesses and shops cluster around White Moon's marketplace.

DEMOGRAPHICS

Ruler Barro Godwyn

Government Council

Population 328 (including surrounding area; 287 humans, 26 halflings, 6 gnomes, 4 elves, 2 dwarves, 2 half-orcs, 1 half-elves)

Alignments NG

Languages Common

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

Qualities Insular, populous

Danger 0; **Disadvantages** None

NOTABLE FOLK

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

Barro Godwyn (location 5; NG male human expert 4) Head of the village council, Barro is a stern fellow.

Corwyn Redcrow (location 3; N male human wizard [transmuter] 7) A reclusive wizard often found at the Sleeping Triton.

Dorna (location 6; N female half orc rogue 4) Operates White Moon Cove's fishmonger shop (and brothel).

Edric (location 1; N male human bard 2/rogue 2) This charming, charismatic man owns Seafoam Trade Goods.

Galen Nrek (location 5; LN male human fighter [polearm master] 4) White Moon Cove's gruff, but capable, constable.

Kandra (location 4; NG female human cleric 5) The quiet and kind priestess officiating at the White Chapel.

Old Grif Serann (location 3; LG male human ex-paladin 1/expert 3) The one-armed, sahuagin-hating village drunkard.

Orin Gwyn (location 2; LG male human expert 3/fighter 1) This bald, brawny man operates Gwyn's Smithy.

Perrin (location 3; CG female halfling expert 3) This middle-aged halfling is the proprietor of the Sleeping Triton.

NOTABLE LOCATIONS

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

1. **Seafoam Trade Goods:** Edric's Trading Shop is almost always busy with sailors, merchants and local residents alike.
2. **Gwyn's Smithy:** This large building is owned and operated by Orin Gwyn. Items available include sword blades, farming implements, eating utensils and ship's tools.
3. **Sleeping Triton:** The Sleeping Triton comprises a spacious tavern with two dozen cosy rooms. It is easily one of the most popular places in White Moon Cove.
4. **White Chapel:** White Moon Cove's temple is one of the most impressive buildings in the village. Recently constructed, the temple's high-domed roof gleams in the sunlight.
5. **Village Hall:** This building comprises a large central meeting room and a number of smaller chambers and offices. It is well-guarded during the day and securely locked at night.
6. **Dorna's Fishmonger's Shop:** This large building, located near both the marketplace and the docks, is a popular destination of sailors and fisherman alike.
7. **The Cyclops:** Known to locals as "The Cyclops," this old stone lighthouse sits at the mouth of the cove. It is by far the oldest structure in the village.
8. **Marketplace:** Numerous stalls and animal pens fill the area in a semi-organized jumble. A large weekly market day draws people from all over the local area.

MARKETPLACE

Resources & Industry Fishing

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

When the PCs arrive in White Moon Cove, the following items are for sale:

- **Armour** mithral shirt
- **Potion** *potion of levitate*
- **Scroll (Divine)** *scroll of remove fear* and *scroll of bless*
- **Weapons** +1 dagger, +2 sturknife, adamantite dagger
- **Wondrous Items** *feather token (tree)*, *gloves of arrow snaring*

VILLAGE LORE

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

DC 10: White Moon Cove is a large, prosperous and fairly law-abiding fishing village.

DC 15: The village drunkard, an elderly ex-paladin, is said to be quite knowledgeable about sahuagin.

DC 20: The only fishmonger shop in the village is a front of sorts for a brothel (and possibly more sinister practises).

VILLAGERS

Appearance The residents of White Moon Cove tend to have tanned, weather beaten skin.

Dress The villagers typically dress in comfortable, layered clothing – fewer layers for the warm work days; more layers in the evening to ward off the cool, salt air breeze.

Nomenclature *male:* Atheric, Bosa, Eohric, Liofa, Ulf; *female:* Aebbe, Bebbe, Inga, Saeith; *family:* Alston, Elvey, Isgar, Sirett

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 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.

D4	RUMOUR
1	A member of the village council is secretly involved with one of "Dorna's Girls" and has gotten her pregnant. He is very keen to keep this from his wife and four children.
2	Something, or someone, ancient and terrible lurks deep beneath the Sunken Pyramid
3	The increased sahuagin activity in the waters around the Sunken Pyramid is connected to the recent disappearances plaguing nearby villages.
4	In addition to being a front for her brothel business, there's something more sinister going on at Dorna's Fishmonger Shop.



NOTABLE LOCATIONS

1: SEAFOAM TRADE GOODS

Located by the docks near the marketplace, Edric's Trading Shop is almost always busy. Sailors and merchants come to sell or trade goods brought in from other coastal settlements. If one is looking for something out of the ordinary, Edric's shop has the highest likelihood of having it (or being able to get it).

Edric (N male human bard 2/rogue 2) is a friendly, easy-going young man. He spent many years travelling as a minstrel with a large merchant caravan before eventually settling in White Moon Cove. He is charming, good looking and rarely lacks for female companionship.

In fact, one of the few women to routinely rebuff his amorous advances is Markessa, the beautiful captain of the *Mermaid's Mistress*. Although not an actual resident of White Moon Cove, Markessa arrives at the village every week with a ship's hold full of goods to sell or trade at Edric's shop. Despite Edric's most honeyed words, Markessa simply shakes her head, chuckles and tells the bard "Sorry, not interested – you're just not my type." Of course, this only makes Edric desire the fiery Markessa more, and so the delicate dance continues.

Edric is rumoured to have something of a shady past – there are a few who even whisper he spent time in the dungeons of some distant city years ago. Edric always deftly laughs these rumours off with a quick smile and a few charming words. Truth be told, Edric has worked extremely hard to gain the trust of White Moon Cove's residents and is very fond of his life here.

2: GWYN'S SMITHY

This large building is owned by Orin Gwyn (LG male human expert 3/fighter 1). The main work area is dirty but reasonably well organized – everything from sword blades to farm tools and eating utensils to ship building implements can be found here, hanging from hooks overhead or sitting on the numerous shelves that line the walls.

Orin is a skilled smith and metal worker, capable of creating and repairing everything from eating utensils to armour to anchors and other metal objects for ships. He is a short, burly man with immense forearms, a bulbous nose and a balding head. When not working long hours in his smithy, he can usually

THE SUNKEN PYRAMID

Only a few miles out to sea, a mysterious underwater edifice known as the Sunken Pyramid lies hidden beneath the waves. The handful of sages and scholars possessing 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 perhaps inhuman, hands.

be found at the *Sleeping Triton* having a few pints of ale – or, as is more often the case, many pints of ale.

Along with the different mundane items he is working on at any given moment, Orin also steals a few moments here and there to work on a beautiful bastard sword and shield of exquisite craftsmanship and quality. When asked who he is crafting these items for, Orin only grins and mutters "that ain't any o' your business."

3: SLEEPING TRITON

The Sleeping Triton is easily one of the most popular places in all of White Moon Cove. Almost everyone in the village can be found here at some point during the day. The tavern is only a short walk from the marketplace. It has been expanded and added onto many times over the years and is now one of the largest buildings in the village.

A clean, spacious tavern room with well-worn tables and comfortable chairs takes up much of the main building. One wing of the building serves as a wayfarer's inn with more than two dozen cosy rooms. The smaller wing is the private residence of Perrin (CG female halfling expert 3), the Sleeping Triton's proprietor.

A plump, jovial woman with an infectious smile, Perrin is easily one of the most beloved people in all of White Moon Cove. She is also something of a gossip – very little which goes on in or around the village occurs without Perrin hearing about it. The kindly halfling has been the proprietor of the *Sleeping Triton* for many decades and takes great pride in the food served there. In fact, Perrin is renowned for her wonderful cooking and still makes much of the food herself. Her fish stews and spiced crabs are particularly delicious. The Sleeping Triton charges common prices for board and lodgings, but the food is of good quality due to Perrin's skill and love of cooking.

MARKESSA & MERMAID'S MISTRESS

A small, sleek merchant ship, *The Mermaid's Mistress*, puts into White Moon Cove's port about once a week to offload cargo, purchase supplies and procure rest and relaxation for her crew.

The ship's captain, Markessa (NG female human fighter [mobile fighter] 6), is a beautiful woman with long, flowing red hair and a fiery temper to match. Markessa's highly skilled, rowdy crew is fiercely loyal to their captain and her first mate, Allyseth (NG female human rogue [swashbuckler] 5).

Markessa has sailed the waters around White Moon Cove for many years and knows a great deal about the region.

4: THE WHITE CHAPEL

White Moon Cove's temple is one of the village's most impressive buildings. Only recently constructed, the temple's high-domed roof gleams in the sunlight. No single deity is favoured here. Instead, all non-evil gods are honoured equally and the temple's doors are open to all wishing to worship within. A shoulder-high stone wall encloses the temple, along with a tranquil courtyard and smaller building where Kandra (NG female human cleric 5) lives.

Kandra is a quiet, kind and extremely beautiful young woman. Trained as a cleric in a large city hundreds of miles inland she was sent to White Moon Cove to administer to the people's religious needs. At first, Kandra resented leaving the city and its more sophisticated, cosmopolitan lifestyle. Over time, however, she has come to love White Moon Cove and its people. Ironically, the one thing Kandra has not been able to embrace is the sea itself – she cannot swim and is terrified of the water.

5: VILLAGE HALL

White Moon Cove's village hall comprises a large open meeting room and several smaller chambers and offices dedicated to the running of the village. It is well-guarded during the day and securely locked at night.

Barro Godwyn (NG male human expert 4) is the council's leader and has served as such for the past nine years. He is a skilled negotiator and a stern, no-nonsense decision maker. With a friendly and out-going style of leadership, Barro holds the deep and abiding respect of almost everyone living in or near White Moon Cove.

Galen Nrek (LN male human fighter [polearm master] 4) is the village constable. He is a large, intimidating man with a gruff, abrupt personality. He is honest to a fault and takes his responsibilities as constable very seriously. Galen is a capable warrior, particularly when wielding any type of spear or pole arm. Gossip says he has taken a fancy to Kandra (location 4).

CORWYN REDCROW

Corwyn (N male human wizard [transmuter] 7) is a quiet, reserved man of indeterminate age. He can occasionally be found drinking herbal tea alone at the Sleeping Triton. Although Corwyn was born and raised in White Moon Cove, he left when he was a young man to find fortune and adventure. He returned recently, after many years, saying only that a life of adventure no longer suited him. If pressed for details, Corwyn becomes sullen and refuses to elaborate. He spends much of his time carving small seagulls from driftwood or scribing magical scrolls which he then sells or trades. Corwyn is very reclusive and extremely reluctant to get involved in any situation involving even the slightest hint of danger.

Although Galen only glowers when he hears such talk, he does seem to spend a large amount of time with Kandra, even though few would consider him to be a particularly religious man.

6: DORNA'S FISHMONGER'S SHOP

This large building, located near both the marketplace and the docks, is a popular destination for sailors and fisherman alike. Dorna (N female half-orc rogue 4), the rotund half-orc proprietor, runs her busy shop with confidence and a strong helping of boisterous bravado.

To those in the know, the shop is also an unofficial brothel of sorts. Various women, known sometimes as "Dorna's girls," circulate among the sailors and fisherman in the main room, serving up flirtatious smiles and complimentary ale. For the right amount of coin pressed into Dorna's grimy palms, the girls take the willing into one of the many back rooms for additional "services." Curiously, both the council and the watch appear to turn a blind eye to such activities.

Boisterous, off-colour jokes and bawdy stories are rarely in short supply here. Although Dorna closes up shop each day shortly after sun-down, people can still occasionally be spotted stealthily entering or leaving the shop late into the night.

7: THE CYCLOPS

Known to locals as "The Cyclops," this old stone lighthouse sits at the mouth of the cove. The lighthouse is by far the oldest structure in the village – in fact, it is believed to have been built centuries before White Moon Cove even existed. Many say the stone tower was originally constructed for a wizard who used the structure as a laboratory and base of operations.

Winfrid (LN male human expert 2), the lighthouse keeper, lives in the cottage attached to the lighthouse. Lately he has been telling folks of strange moans and other unnatural sounds coming from somewhere below the old stone tower. To the best of anyone's knowledge, Winfrid included, the lighthouse has no basement or underground rooms – a fact which has lead more than a few villagers to wonder if the Cyclops might be haunted.

8: MARKETPLACE

This large area of packed dirt and sand lies at the heart of White Moon Cove. Numerous stalls and animal pens litter the area in a semi-organized jumble. A small but ever-changing array of goods and bounty from land and sea are sold here daily. Once a week, the market swells to almost three times its normal size and becomes packed with people from all over the region.

LIFE IN WHITE MOON COVE

Everyday life in White Moon Cove is generally peaceful.

TRADE & INDUSTRY

Fishing is the most important industry in White Moon Cove. Virtually everyone earns their livelihood in one way or another from the sea. The village boasts a large weekly market which attracts numerous people from the surrounding area.

LAW & ORDER

The village has adequate facilities for justice and law-enforcement—debtors and disruptors of the peace are dealt with particularly harshly. Galen Nrek, the village constable, is a capable warrior who leads a well-organized watch.

The council is responsible for the creation and implementation of laws in White Moon Cove, a duty which Barro Godwyn, as village council's leader, takes very seriously.

Bells located in the village hall's tall bell tower are used to signal important events throughout the day. In times of crisis, they can also be used to sound an alarm.

OLD GRIF SERANN

Grif (LG male human ex-paladin 1/expert 3) is an old one-armed man who has lived in White Moon Cove longer than most people can remember. He is well-liked by everyone, although most folks also pity him.

He can usually be found sitting alone near the water, staring out at the waves or in the *Sleeping Triton*, downing large amounts of ale and regaling fellow drinkers with tales from his long and exciting adventuring days. Grif greatly exaggerates (or in most cases entirely fabricates) these tales of his derring-do, however. The sad truth is that long ago, Grif was a member of an adventuring group intent on clearing out a nest of sahuagin. Soon after entering their lair, they were ambushed and most of the party was slaughtered. A massive shark ripped off Grif's arm and left him for dead. This horrific encounter, the sudden and violent death of his friends and the loss of his arm deeply affected the young paladin. His courage and faith profoundly shaken, Grif began to spend more time in taverns and less time in temples. Although he spent many years learning everything he could about the sahuagin in hopes of someday exacting his revenge on the cruel creatures, he never went on another adventure and eventually became a sad, drunken shell of the man he might have been. Grif prefers not to speak of those terrible, long-ago events. He still hates sahuagin, however, and could be of immense value to anyone seeking information about the shark men.

EVENTS

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

D4	EVENT
1	Galen Nrek, the large and intimidating village constable, tosses old Grif out of the <i>Sleeping Triton</i> after the drunkard makes a scene. Patrons inside the tavern say Old Grif became highly agitated when someone insinuated his flamboyant story of a past adventure sounded like pure hogwash.
2	A ruckus is caused when someone (perhaps even one of the PCs) is accused of stealing from a vendor during the busy, weekly market.
3	A sudden and nasty brawl between sailors and fishermen at Dorna's Fishmonger Shop threatens to get out of hand. Dorna herself erupts from a back room and breaks up the fight with her bare hands. One of the fishermen is badly hurt in the commotion. Thankfully Kandra quickly arrives to administer healing.
4	A group of villagers are gathered together, speaking in loud, animated voices. One of those gathered just received a letter from a friend in a nearby village saying the village was raided in the middle of the night by a band of sahuagin. Three people were killed in the attack and at least seven were dragged, still alive, into the sea!

FISHERMAN

CR 1/3 (XP 135)

Human commoner 1

LN Medium humanoid (human)

Init +0; **Senses** Perception +1, Sense Motive +1

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

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

Fort +2, **Ref** +0, **Will** -1

hp 6 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** +1

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

Abilities Str 13, Dex 11, Con 14, Int 10, Wis 8, Cha 9

Feats Alertness^B, Skill Focus (fisherman)

Skills as above plus Profession (fisherman) +6

Languages Common

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

Prepared for battle, a fisherman has the following altered statistics:

AC 11, **touch** 10, **flat-footed** 11; **CMD** 11
(+1 armour [padded])

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

Melee spear -3 (1d8/x3)

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

Combat Gear bullets (10)

READING STAT BLOCKS

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

BASIC

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

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

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

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

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

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

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

DEFENSIVE

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

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

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

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

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

OFFENSIVE

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

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

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

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

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

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

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

SUPPLEMENTAL

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

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

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

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

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

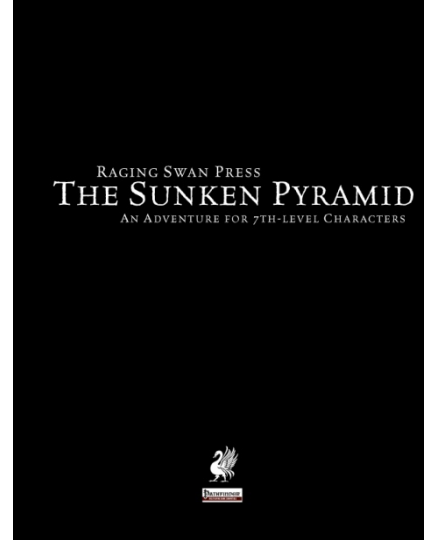
SPECIAL ABILITIES

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

THE SUNKEN PYRAMID

Only a few miles out to sea, 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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White Moon Cove is a respectable fishing town located in a cove which acts as an excellent, natural harbour. The inhabitants of this tightly-knit community are sober, hardworking and amiable fishermen, traders and other sturdy folk making their living from the sea.

Despite being a fairly peaceful and law-abiding place, White Moon Cove still hold many opportunities for adventure, from rumours of secret smuggler activity to an ancient and possibly haunted lighthouse. Yet, perhaps the most famous reason for White Moon Cove's notoriety is the mysterious underwater edifice known as the Sunken Pyramid which lies hidden far beneath the waves a few miles out to sea. The handful of sages and scholars possessing any knowledge of this massive stone structure debate whether it is a completely natural rock formation, a natural site that has somehow been intentionally modified, or something built long ago by human, or inhuman, hands.

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