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SWALLOWFIELD**



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# THE VILLAGE OF SWALLOWFELD

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A Pathfinder Roleplaying Game supplement by Creighton Broadhurst

The village of Swallowfeld stands hard against the turbulent waters of the Lonely Coast and the forbidding depths of a trackless, primeval forest. A hard, frontier place hemmed in by danger without and threatened by a lurking darkness within, the village is in dire need of doughty protectors.

*The Village of Swallowfeld* presents detailed information on village life as well as ten locations and twelve NPCs of note. A GM can use the village as the perfect base from which neophyte adventurers can explore the surrounding area or as a waystop on the road to adventure. Although Swallowfeld's default location is *The Lonely Coast* (a free 46-page, extensively bookmarked PDF available from [ragingswan.com](http://ragingswan.com)) it is easy to include in any GM's campaign.



## CREDITS

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**Editing:** Eric Menge

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**Cartography:** Philippa Broadhurst

Thank you for purchasing *The Village of Swallowfeld*; we hope you enjoy it and that you check out our other fine print and PDF products.

*Dedicated to Steve Norman and Jon Dobbie;  
gamers, sorely missed.*

## CONTACT US

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Email us at [gatekeeper@ragingswan.com](mailto:gatekeeper@ragingswan.com).

## ERRATA

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We like to think *The Village of Swallowfeld* 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

---

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

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

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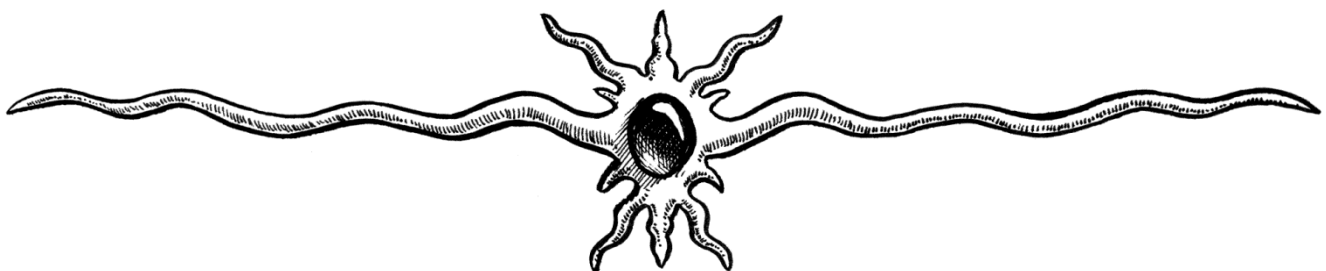
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1/2	Hunter LN human expert 1/warrior 1	11
1/2	Cultist NE human commoner 1/warrior 1	17
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1/2	Man-at-Arms LN male human warrior 2	17
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## FOREWORD

Welcome once again to Swallowfeld, one of several villages that perches precariously on the Lonely Coast! Here good peasants work the fields and hunt the beasts of the forest while more adventurous types prepare to head deep into the Tangled Wood to plumb the mysteries of Arius' Watchtower or to dare the tangle of caves within the Twisted Gorge. All is not well in Swallowfeld, though. Within the village lurk dark forces that threaten to slowly destroy the village.

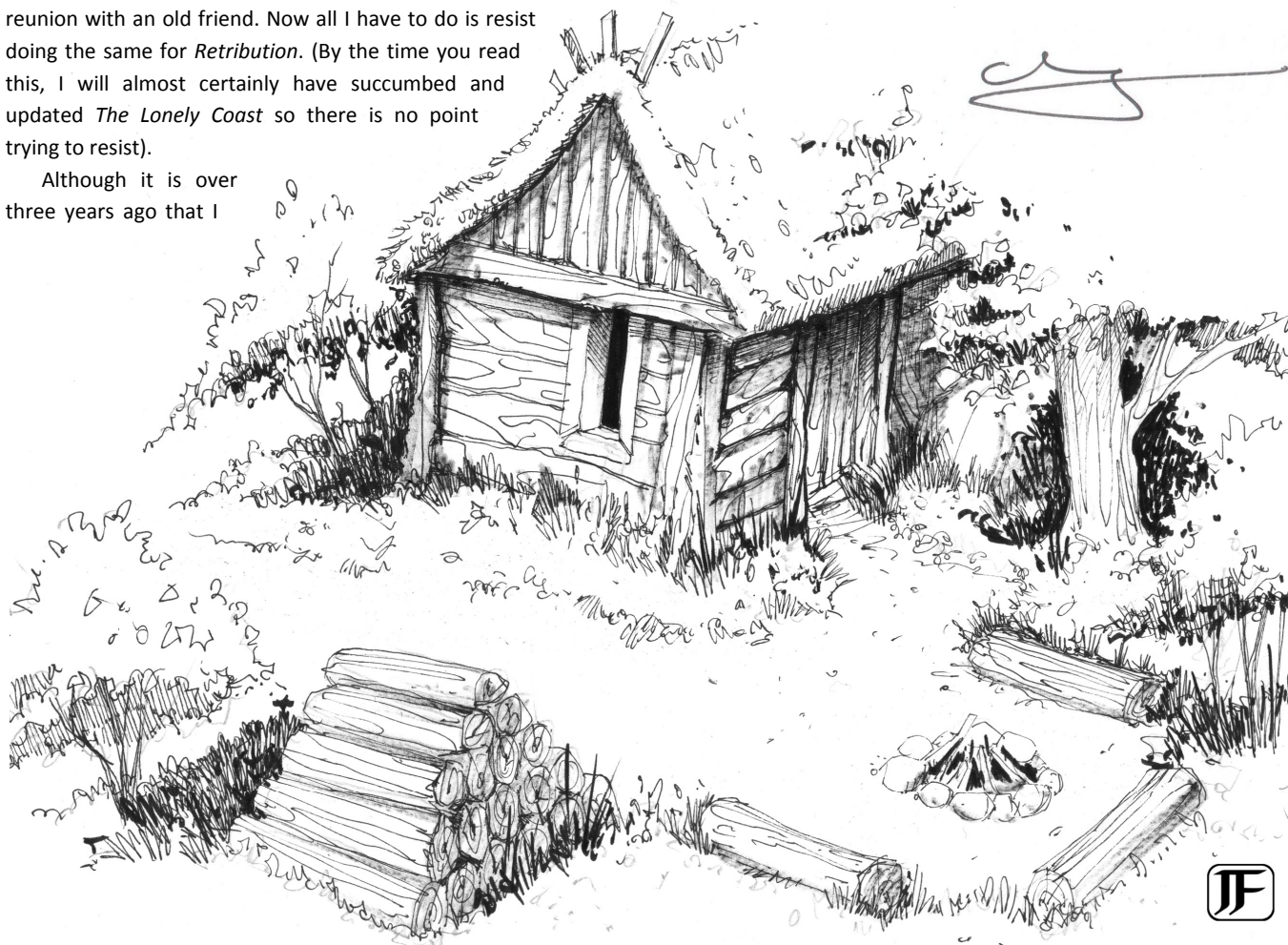
*Swallowfeld* was the third product that Raging Swan Press released and to this date it is still one of our most popular (along with its "sisters" *Retribution* and *The Lonely Coast*). It's amazing to me just how much I've learnt over the last three years. When I took my initial pass through the finished product I kept thinking things like "I'd never do that now" and "Who the hell laid this out last time?" It's nice to have the chance to come back and revisit a favourite of mine and give it the polish I think it needed to raise it to the standard you've come to expect from Raging Swan Press. Still, I've had tremendous fun diving back into Swallowfeld once again – in many ways it felt like a reunion with an old friend. Now all I have to do is resist doing the same for *Retribution*. (By the time you read this, I will almost certainly have succumbed and updated *The Lonely Coast* so there is no point trying to resist).

Although it is over three years ago that I

finished my initial design of Swallowfeld I was surprised just how much I remembered as I read through it once again in preparation for creating this expanded, updated and re-organised version. *Swallowfeld* originally comprised 34 pages, but for this version I've added an extra pages of material as well as more art and roughly 3,000 words. (I've also fixed all the typos that escaped me three years ago, but sadly no doubt introduced others that will lurk unseen until just after I've approved the printer's proof!)

Of course, if you had already purchased the first version of *Swallowfeld*, all this extra material is yours completely free in thanks for your support over the last three years. (And even better than that, this version of *Swallowfeld* is also available in print along with *The Lonely Coast* and *Dark Waters Rising*!)

In any event, I hope you enjoy this updated version of *Swallowfeld*. I get a real kick out of knowing people all over the world are using it in their campaigns and I'd love to hear stories about how it featured in your game. Why not drop me a line at [creighton@ragingswan.com](mailto:creighton@ragingswan.com).



## READING STAT BLOCKS

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

### BASIC

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

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

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

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

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

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

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

### DEFENSIVE

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

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

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

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

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

### OFFENSIVE

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

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

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

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

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

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

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

### SUPPLEMENTAL

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

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

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

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

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

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### SPECIAL ABILITIES

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

## THE ADVENTURE BEGINS

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Named for the vast flocks of swallows found here by the first settlers, Swallowfeld is an isolated place, perched upon the very edge of civilisation. Pressed closely on three sides by the near-trackless expanse of the Tangled Wood and bounded to the south by the turbulent sea, the village is far removed from the decadent courts and thronged cities of its parent kingdom.

Much of the surrounding territory is little more than wilderness. In places humanity has hacked out small enclaves from the thick, brooding forests shrouding the multitude of rocky valleys running down to the Lonely Coast's towering, spray-drenched granitic cliffs. A swath of farmland, studded by occasional homesteads, radiates outwards for several miles from the village on a network of tracks and pathways that links Swallowfeld to the neighbouring villages of Oakhurst and Hosford. Few folk brave the trackless expanse and steep valleys of the interior leaving the village dependant on passing merchantmen and the trickle of trade flowing between villages for news.

Swallowfeld is a frontier settlement; life is not comfortable or easy for those living there. Although the village of around 500 souls is primarily a human settlement, members of all the major

races dwell within. Its folk are resilient and independent, well used to the hardships of borderland life. A few foul individuals have turned to Braal's (NE god of Hate, Malice and Revenge) dark embrace. Their machinations could soon cast an ebon pall over the community.

Occasionally, small groups of pilgrims trudge through the village on the way to the Priory of Cymer, a small temple dedicated to Darlen (LG god of Law, Order, Justice and the Sun). Darlen's faith has long since fallen from prominence and an aura of faded glory and neglect hangs over Cymer.

Despite its isolation, Swallowfeld is an important place in its parent kingdom's affairs. Lord Locher, first cousin to the king, has his seat at Caer Syllan and the nearby slate mines cut into the cliffs provide high quality stone for the rooftops of the kingdom's wealthy and influential folk.

Swallowfeld's militia train regularly and Lord Locher's troops aggressively patrol the surrounding area keeping raiding goblins in check. The threat of marauders, pirates and slavers is ever-present, though, and there is always a need for those skilled with sword and spell in Swallowfeld.

## IN YOUR CAMPAIGN

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Although the village of Swallowfeld's default location lies upon the Lonely Coast, it can be inserted into almost any GM's home campaign with a minimum of effort.

In a GM's campaign, the Lonely Coast could be the possession of a far away kingdom, a recently settled enclave on an otherwise inhospitable coast or the possession of some minor baron or lordling.

### COMING FROM SWALLOWFELD

If you desire, some (or all) of the PCs can hail from Swallowfeld. This gives the PCs certain advantages – they know many of the villagers already and have extensive knowledge of the local area, for example – but requires some minor work on the GM's part. When placing characters in the village, work with the player to flesh out their family, the skills they learned growing up, what they know of the local area and so on.

The player should also carefully consider why their character is taking up the adventuring life and where they are getting the wherewithal to do so. Many of the villagers are quite poor and lack the funds (or inclination) to equip a son or daughter for a life of adventure. Perhaps the fledgling adventurer found a hidden cache of gold, or recovered some equipment from the corpses of slain adventurers while foraging in the forest.

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### THE LONELY COAST

The furthest flung outpost of a mighty kingdom, turbulent waters and forbidding, trackless forests separate the folk of the Lonely Coast from the gaudy lights of civilisation. Pirates and slavers ply the southern storm-tossed waters while goblins and other foul things creep through the gloom of the Tangled Wood that chokes the forgotten holds and sacred places of the Old People.

Deep within the forest, a narrow, rock-choked defile piled deep with shadow cuts through a nameless range of rugged, tree-shrouded hills birthing dark, fearsome legends of terrifying monsters and glittering, doom-laden treasures.

The perils of the Lonely Coast are legion and there is always a need for those with stout hearts and skill with blade and spell or for those merely hungry for glory to defend humanity's most tenuous enclave.

*The Lonely Coast*, a free 46-page PDF, presents more details of the area immediately surrounding Swallowfeld as well as several other settlements and adventure locales. Raging Swan Press has also released several adventures and supplements set on the Lonely Coast.

Check out [ragingswan.com](http://ragingswan.com) for more information, free web enhancements and more.

## ADVENTURE SEEDS

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Almost limitless opportunities for adventure lurk on the Lonely Coast. While many adventures await PCs exploring the thickets of the Tangled Wood or the many flooded mines piercing the nearby cliffs other adventures can occur in Swallowfeld itself. A small selection of such hooks appears below, for the GM's convenience.

### THE BABBLING MONOLITH

A group of neophyte adventurers comes to Swallowfeld with the express purpose of digging under the Babbling Monolith (pages 13 and 20) to see if any treasure lies below the ancient stone. The villagers, led by Curate Kenan Dobell, object to this plan and an ugly stand-off develops.

Unless the PCs intervene, blood will flow.

### CORPSES IN THE WATER

A fisherman spots a horribly battered corpse floating down Taran's Run toward the sea. Once recovered, the corpse is identified as one of Lord Locher's soldiers. A DC 15 Heal check reveals the man died in battle a few days ago. The man's death could be the result of a small skirmish between a patrol and a group of goblin raiders or could be the only clue to the whereabouts of a patrol now a full week overdue.

If Sir Talek Annear becomes aware of the PCs' involvement or interest in the matter, he asks them to investigate by retracing the patrol's footsteps.

### LAIR OF THE CULTISTS

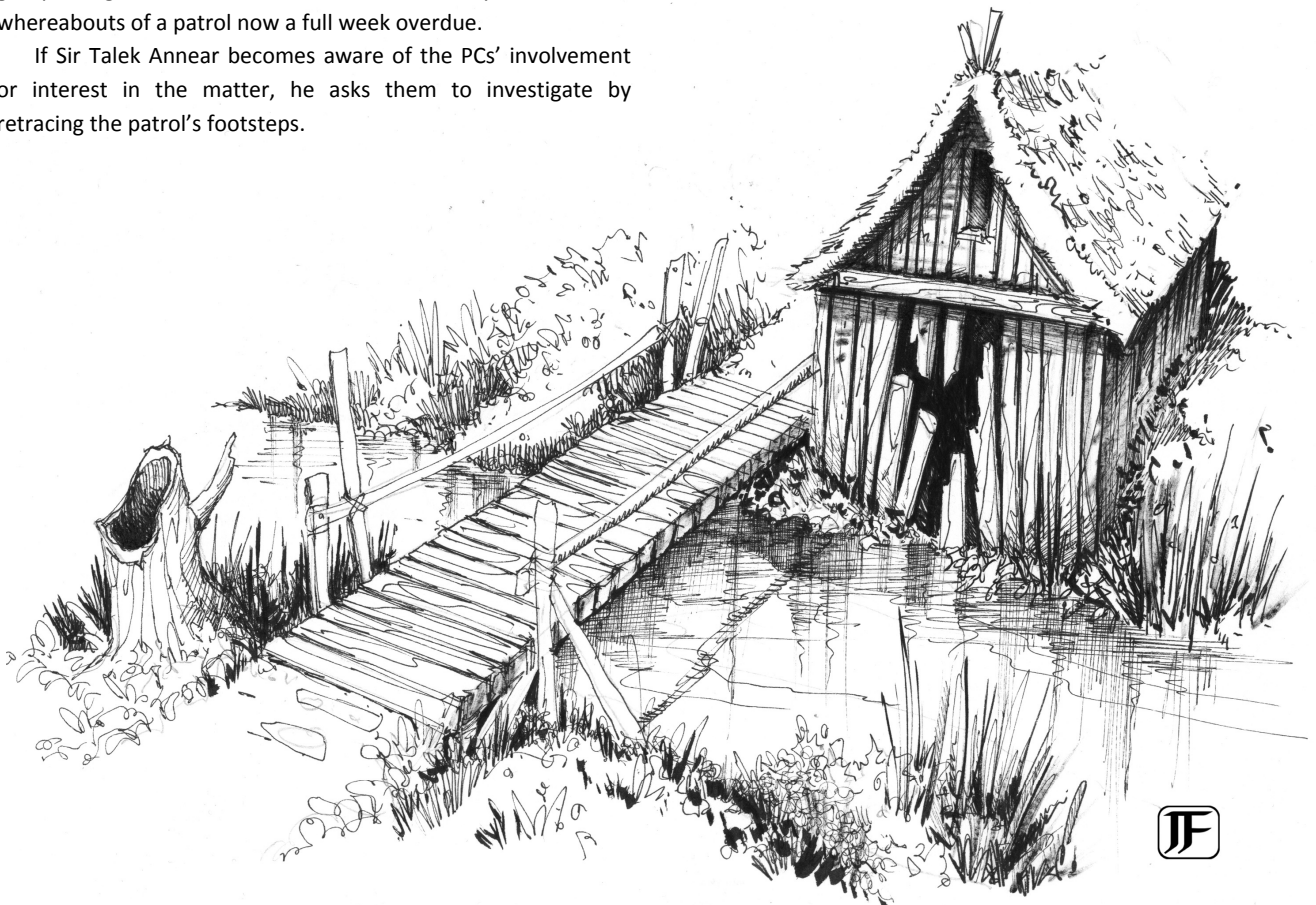
While exploring the surrounding forest, the PCs stumble upon a small, hidden cave. While it is evident that the cave has lain unused for some time, evidence of strange rituals and sacrifice abound. PCs searching the cave find several unmarked graves containing the heartbreaking skeletal remains of several children. Each clasps a few wild flowers (a last pathetic apologetic gift from Kitto).

This discovery could be the first indication that something sinister lurks in Swallowfeld and could eventually bring the PCs into conflict with the miller, Kitto Joliffe, and his sadistic wife.

### TRIBAL GATHERING

Sir Talek Annear receives intelligence that several goblin tribes have banded together with the intention of sacking the village.

As Beryan Teague gathers the militia and Talek sends to Wolverton for aid, the PCs are charged with sneaking into the Tangled Wood to disrupt the impending attack. Their missions could include assassinating prominent tribal leaders, destroying supplies, gathering intelligence, slowing the goblins' advance and so on.



## SWALLOWFELD AT A GLANCE

Named for the vast flocks of swallows found here by the first settlers, Swallowfeld is an isolated place, perched upon the very edge of civilisation. Pressed closely on three sides by the near-trackless expanse of the Tangled Wood and bounded to the south by the turbulent sea, the village is a hard, frontier place.

### DEMOGRAPHICS

**Ruler** Lord Kenver Locher (LN male human aristocrat 2/fighter 6)

**Authority Figures:** Beryan Teague, bailiff (NG female half-elf fighter 3); Kenan Dobell, village priest (LN male human cleric 3); Melor Keast, reeve (LN male human expert 4); Sir Talek Annear, Lord Warden of the Lonely Coast (LN male human fighter 4)

**Government** Overlord

**Population** 526 (490 humans, 12 dwarves, 8 halflings, 8 half-elves, 4 half-orcs, 3 elves, 2 others)

**Alignments** LN, N, CN, NG, NE

**Languages** Common, Goblin

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

**Qualities** Racially intolerant, strategic location

**Danger** 0; **Disadvantages** None

**Fortifications:** Kerensa's Hold

**Sites of Interest:** Babbling Monolith, White Fall

### MARKETPLACE

**Resources & Industry** Lumber, foodstuffs, furs, slate and tin

**Base Value** 550 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 5th;

**Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

### NOTABLE LOCATIONS

A few of Swallowfeld's buildings are noteworthy. Pages 16 - 19 provide information on these locales.

1. **The Wolf's Head:** The social centre of the village. Maban Tangye and his inquisitive wife know much of what occurs in the village.
2. **Grist Mill:** Run by Kitto and Tecca Joliffe, the mill is the centre of a minor Braalite cult.
3. **Kerensa's Hold:** Built by the ferocious warrior woman, Kerensa Faull, a garrison commanded by Sir Talek Annear now use this small fortress to patrol the locality.
4. **The Crumbled Tower:** The drunkard Jory Mayne dwells within the Crumbled Tower. A moderately skilled mage, Jory is a slave to alcohol and willingly crafts minor magic items in return for gold.
5. **Church of the Father:** This simple building is the village's spiritual heart and home to Kenan Dobell.
6. **Blacksmith:** Wind chimes hang thickly from the gables of Myghal Endean's home.
7. **Tryfena's:** Swallowfeld's trading post and the only place in the village selling finished goods of interest to adventurers. A

stockade protects the trading post as does a motley band of six guards.

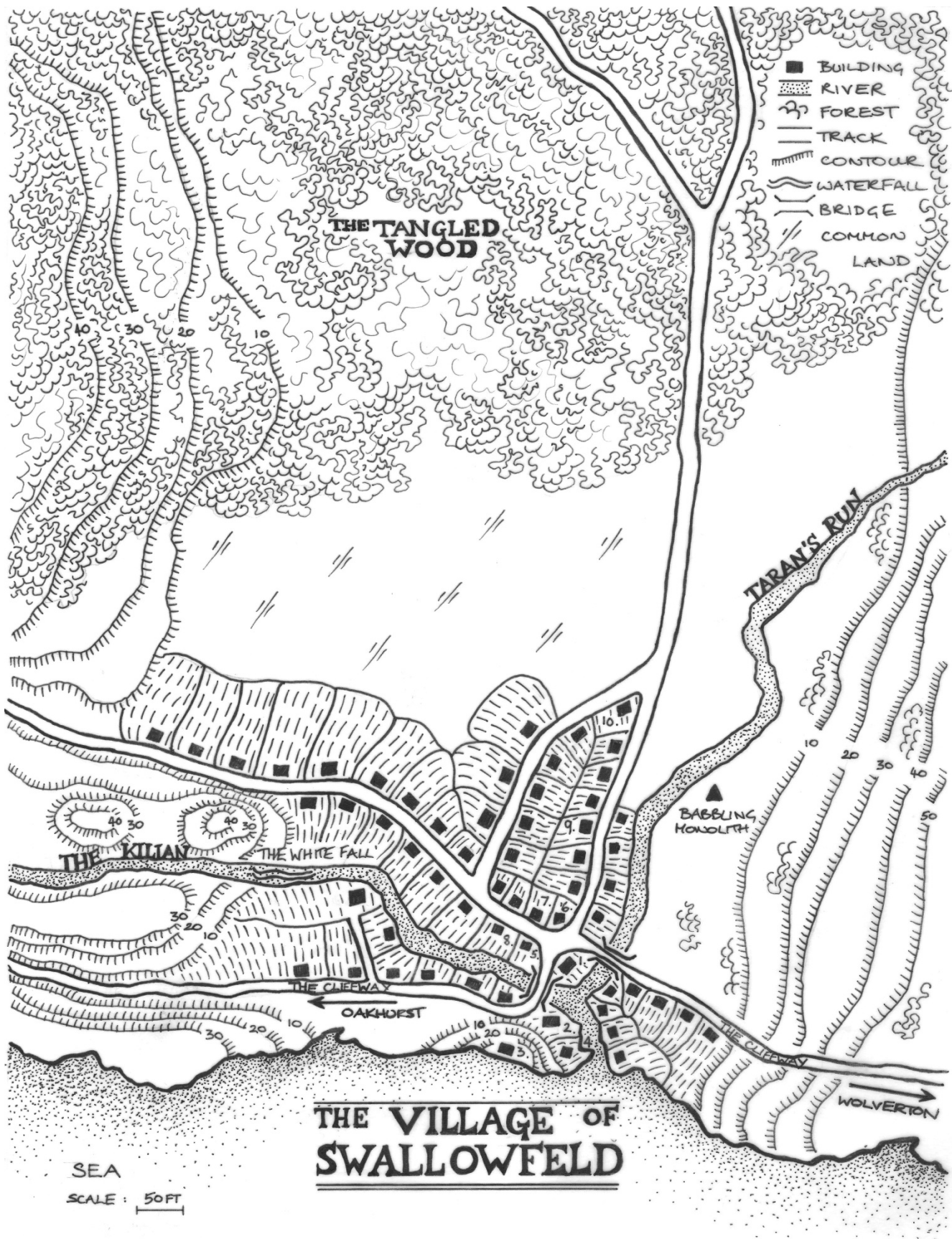
8. **Melor's House:** Here dwells the village reeve; his house is the most impressive in the village.
9. **Mellyn Vosper's House:** A small, impeccably kept house.
10. **Hovel:** The oft-shunned Sowena dwells in a ramshackle house at the edge of the village.

### NOTABLE FOLK

A few of the villagers are of interest to adventurers. Refer to Appendix 1 for more details.

- **Beryan Teague** (NG female half-elf fighter 3): Once an adventurer, Beryan takes her role as village protector very seriously. If not loved by the villagers, she has earned their respect many times over.
- **Jory Mayne** (N male human wizard [conjurer] 5): A wizard and a drunkard, Jowen's drink-fuelled exploits are the butt of many village jokes and anecdotes.
- **Kenan Dobell** (LN male human cleric [Conn] 3): A pleasant but superstitious man.
- **Kitto Joliffe** (NE male human expert 3/warrior 2): Kitto is the village miller and a Braal cultist.
- **Maban Tangye** (N male human expert 2): Welcoming to all, the innkeeper is obsessed with cleanliness and rents his rooms to anyone with coin.
- **Mellyn Vosper** (N female human ranger 3): Shy and quiet, Mellyn is the best archer and hunter in the village; she knows the near reaches of the Tangled Wood better than anyone else.
- **Melor Keast** (LN male human expert 4): The village reeve, Melor is too terrified of punishment to cheat his master. Much of the populace dislike him.
- **Myghal Endean** (N male human expert 3/warrior 2): The village flirt and an incorrigible lecher, the blacksmith lives above his workshop. In his early forties, he is unmarried, lonely and craves a woman's company.
- **Sir Talek Annear** (LN male human fighter 4): Commander of Kerensa's Hold and son of a minor nobleman, Sir Talek is obsessed with duty and honour. He resents being stuck in Swallowfeld.
- **Sowena** (NE female human sorcerer [elemental] {fire} 4): The village children fear this terribly scarred, wizened old woman.
- **Tecca Joliffe** (NE female human expert 2/adept 4): Wife of Kitto, she has delved deeper into Braal's mysteries. A sadist she has not yet discovered the full depth of her depravity.
- **Tryfena:** (N female doppelganger rogue 3): This cunning creature infiltrated the village years ago and has quietly been amassing a fortune ever since.





## VILLAGE LIFE

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Swallowfeld is a vibrant, bustling place. Its folk (in the main) are loyal to each other and their lord and quietly go about their business.

Daily life is hard; all members of a family contribute to putting food on the table. The folk of Swallowfeld rise with the sun on their backs and work until after dusk. In the main, the men work in the fields or mine slate and tin for their lord in the nearby mines.

Women carry out many daily tasks including weaving, spinning, repairing clothes, cheese-making, cooking, cleaning, gardening, foraging for nuts and berries, haymaking, child raising and tending the family's animals.

Even children and grandparents work, helping around the home or foraging for nuts, berries and firewood in the fringes of the Tangled Wood. (However, no one ventures into the woods too deeply as such folk have a tendency to disappear).

Many families own a small flock of sheep and these must be grazed, tended and shorn. Many also have pigs, a cow or two and a small flock of chickens (the former often allowed to roam free in the yard).

## SOCIAL ORDER

Swallowfeld has a highly developed social order. The peasants form the bottom of that order, overseen by the reeve and protected by the bailiff, guided by the curate. They are beholden to the Locher family and have certain duties they must perform in return for his protection.

The reeve, Melor Keast, oversees the day-to-day running of the village. He ensures Lord Locher receives his due from the harvest and that each villager spends the required amount of time labouring in the mines. He is honest, but not particularly well-liked by the peasants, as he is too terrified of losing his position to accept bribes or "gifts."

The bailiff, Beryan Teague, is responsible for the militia's training and leads its monthly drills as well as day-to-day maintenance of the law.

Curate Kenan receives his due from the villagers who look to him for spiritual leadership. He blesses children at birth, marries them as adults and buries them when they die. He is particularly influential among the superstitious peasants.





## THE VILLAGERS

The inhabitants of Swallowfeld are predominantly dark-haired, grey-eyed folk. Occasionally, some have light brown or even blond hair. Eye colour can also vary, individuals with blue eyes being relatively common. They are often heavily tanned, a legacy of countless hours spent stooped over their crops.

Peasants rarely have more than two or three sets of homemade rough wool or linen clothes. Men wear coarse tunics and long stockings as well as thick sheepskin cloaks and woollen mittens and hats in the winter (the more valuable of which are fur-lined). Women tend to wear long dresses and stockings. Most clothes are of brown hue or other drab colour such as ochre, sienna or gray. Everyone wears wooden clogs or shoes made of thick leather. Children dress as miniature adults.

## DIET

Villagers enjoy a bland diet of bread, porridge, stew, seasonal vegetables and occasionally meat (normally in the winter when most cattle are slaughtered). Butter and cheese comes from a family's cow. Many also supplement their diet with fish (fresh, salted or smoked) and crabmeat. Occasionally, a family feasts on birds killed by children practising with their slings.

All families have a vegetable garden, often behind their home and surrounded by a wooden fence to keep out scavengers. Here they grow onions, carrots, peas, radishes and

other vegetables. Some such gardens have apple or pear trees. Most families also brew their own (weak) ale and sell any excess to the Wolf's Head.

## NOMENCLATURE

Names come down through the family and are a source of great pride. When they are born, children are given their first name, but when they reach majority they are gifted their adult name, which they use for the rest of their life.

**Male:** Alan, Cadan, Cador, Colan, Conan, Daveth, Myghal, Digory, Gawen, Geren, Howel, Jacca, Jory, Jory, Kenan, Kenver, Kenwyn, Kevern, Kitto, Maban, Madern, Margh, Massen, Melor, Myghal, Peder, Perran, Petrok, Ruan, Talan, Talek, Tomas, Tristan, Wella, Jory and Ythel.

**Female:** Beryan, Blejan, Caja, Chesten, Crewenna, Sowena, Ebrel, Elowen, Eseld, Eva, Hedra, Jenifer, Jenna, Kensa, Kerensa, Kerra, Loveday, Lowenna, Mellyn, Melyor, Metheven, Morveren, Morwenna, Rosen, Sowena, Steren, Tamsyn, Tecca, Tegen, Tregereth, Tryfena and Wenna.

**Surnames:** Ahearn, Annear, Boden, Bonython, Cass, Crago, Dobell, Endean, Faull, Goninan, Jewell, Joliffe, Keast, Kersey, Lander, Mayne, Menadue, Nance, Nankervis, Negus, Odgers, Pascoe, Perrin, Tangye, Skewes, Tangye, Teague, Terrill, Uren, Veale, Vosper and Wearne.

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

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

**hp** 6 (1 HD)

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

**Melee** spear -3 (1d8+1/x3) or

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

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

**Combat Gear** bullets (10)

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

**Feats** Alertness<sup>B</sup>, Skill Focus (farmer or similar profession)

**Skills** as above plus Profession (farmer or similar profession) +6

**Languages** Common

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

**Unprepared, the villager has the following statistics:**

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

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

### HUNTER

CR 1/2 (XP200)

Human expert 1/warrior 1

LN Medium humanoid (human)

**Init** +1; **Senses** Perception +7, Sense Motive +0

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

**AC** 13, touch 11, flat-footed 12; **CMD** 13  
(+1 Dex, +2 armour [leather])

**Fort** +3, **Ref** +1, **Will** +2

**hp** 13 (2 HD)

**Space** 5 ft.; **Base Atk** +1; **CMB** +2

**Melee** handaxe +2 (1d6+1/x3) or

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

**Ranged** longbow (range 100 ft.) +2 (1d8/x3)

**Combat Gear** arrows (20)

**Abilities** Str 12, Dex 13, Con 13, Int 9, Wis 10, Cha 9

**Feats** Skill Focus (Perception)<sup>B</sup>, Skill Focus (Survival)

**Skills** as above plus Knowledge (geography) +3, Knowledge (nature) +3, Profession (hunter) +4, Survival +8

**Languages** Common

**Gear** as above plus backpack, belt pouch, explorer's outfit

**Unprepared, the hunter has the following statistics:**

**AC** 11, touch 11, flat-footed 10, **CMD** 13  
(+1 Dex)

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

## LAW AND ORDER

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Swallowfeld is under the protection and authority of Lord Locher who derives a considerable income from the surrounding fields and mines. Several legal mechanisms regulate village.

### HALLMOTE

Twice a year (in the first week of the new year and in the week following the summer solstice) the villagers gather for the hallmote. The hallmote – presided over by Reeve Melor Keast – transacts all the legal business, facilitating the trouble-free running of the village's affairs. Here, the villagers settle land disputes, pay their taxes, formalise matters of inheritance, handle formal grievances between villagers, punish those guilty of minor crimes and so on. Furthermore, the hallmote promulgates the various laws, traditions and customs governing the use of the various fields, pastures and woods of the village. It

dictates where animals can be grazed, who should harvest when and other vital facets of village life.

### THE LORD'S COURT

Serious breaches of the law such as murder, rape and assault are heard in the Lord's Court. The Lord's Court follows no fixed schedule and convenes as necessary. Lord Locher rarely sits in judgement here, his bailiff, Beryan Teague, hears most proceedings. Justice is swift and harsh, but fair. Miscreants convicted of a crime are rarely incarcerated. Instead, they are fined (heavily) or have their property confiscated. Particularly severe crimes are punishable by execution or mutilation.

## TRADE AND INDUSTRY

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The villagers engage in a number of trades vital to their survival. The most important of these is farming. Many also work in the mines (normally in the winter months) and several operate small fishing boats. A few brave individuals dare to hunt in the Tangled Wood, selling their wares to Tryfena Dobell.

### FARMING AND AGRICULTURE

The land surrounding the village is split up into three large fields which themselves are divided up into many different plots. Most families own small plots in all of the fields, although the exact amount of land is dependent on the family's wealth. Each small plot is sewn according to the family's individual needs and so the fields give the overall impression of disorganisation and chaos.

### MINING

The Lochers are the sole owners of the nearby slate and tin mines. All the villagers are required to work in the mines for fifteen days a year, although for some (normally the poor) the mines are their only source of work.

### FISHING

Several families own and operate small fishing vessels that trawl the closer reaches of Lonely Coast. Theirs is a dangerous life as squalls and gales often appear with little or no warning.

### COMMERCE

Most villagers are poor, possessing little coin. Consequently, between locals, barter is the preferred form of payment. Coins (normally copper and silver) rarely change hands and then only normally at the Wolf's Head or Tryfena's Trading Post.

Tryfena's Trading Post is the only place to buy and sell goods in Swallowfeld. Tryfena drives a hard bargain, particularly with adventurers or with those who can afford it, simply because she can. If she does not stock a required item she can order it, but it routinely takes weeks or months for such items to arrive in the village (unless they can be found in Wolverton).

If one requires weapons or armour made (or repaired) the lecherous smith, Myghal Endean is the man to see. A fine smith, but a man of base tastes, Myghal is happy to undertake commissions for adventurers and the like (but he charges a small premium for such a service).

In general, prices in Swallowfeld for finished goods are 20% higher than normal. Items of no everyday use to peasants (including weapons and armour) and specialist adventuring gear (such as sunrods and so on) are 30% percent dearer than normal.

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### THE MILITIA

Once a month, the village militia train for a half-day under Beryan Teague's watchful eye. At full strength, the militia comprises 100 members, but this figure includes both very young and very old members who are even less useful in a fight than normal, healthy farmers. Twelve hunters (who serve as skirmishers and scouts) round out the force. These folk know the surrounding territory well and provide the village advance warning of marauders and other interlopers.

The militia is capable of hunting down woodland predators, such as bears or wolves but is incapable of offering all but the briefest of opposition to numerous, well-organised raiders.

## THE PASSING SEASONS

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The weather and the passing seasons rule life in Swallowfeld. While many of the villagers' tasks are carried out day in and day out – baking bread, feeding livestock, repairing clothes and so on – some major tasks are carried out only at certain times of the year.

**Early Spring:** The villagers plough their fields and prepare for the first sowing; lambing begins.

**Late Spring:** Spring crops are sown and the long process of weeding begins. Much beer is brewed at this time so that it is ready for harvest time.

**Early Summer:** Sheep are sheared, wool is spun and the cows, gorged on grass, produce prodigious amounts of milk that is made into butter and cheese.

**Late Summer:** The wheat harvest is the culmination of the year's farming. Orchard fruits, wild soft fruits, nuts, mushrooms and wild berries are gathered and stored away or made into jams or pickles. Hay is made.

**Autumn:** Root vegetables are harvested and stored. Winter wheat is planted and some trees are felled for firewood or as raw material for repairs and renewal of fences and outbuildings. In late autumn, the barley is ready to be malted and wool and flax are spun.

**Winter:** Hedges, fences and outbuildings are maintained or rebuilt, livestock are slaughtered and beef and mutton hung. Bacon and ham are salt-pickled in brine, sweet-pickled or dry salted. Many villagers spend extra time working in the mines during the winter.

## FESTIVALS AND TRADITIONS

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The villagers celebrate a number of festivals, holy days and local traditions many of which commemorate the changing of the seasons. A sample of such appears below:

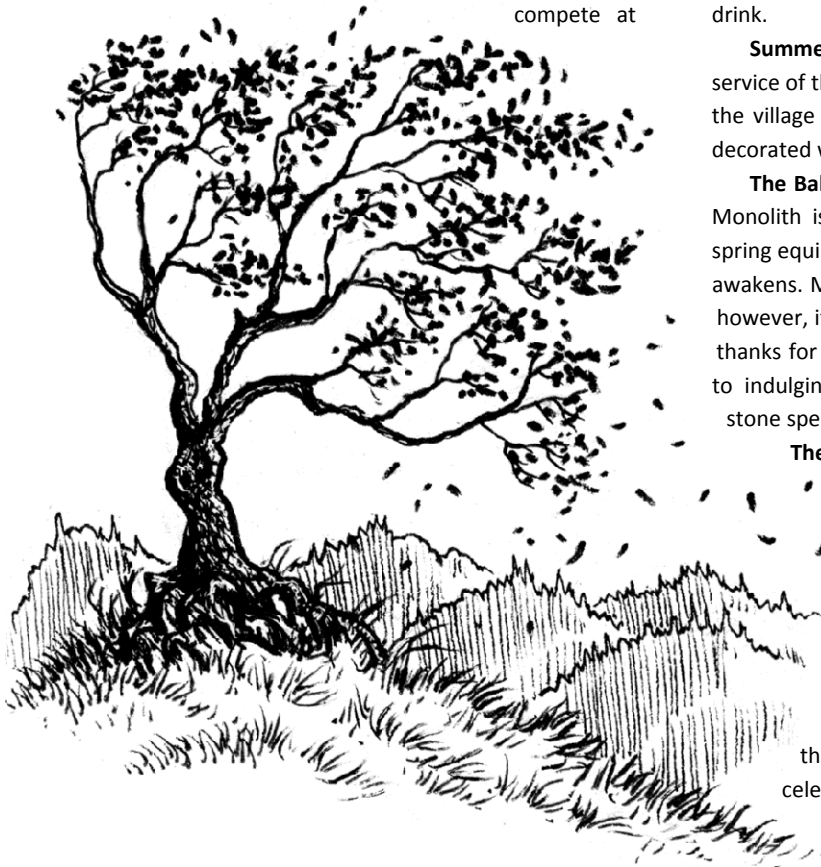
**Summer Solstice:** The villagers mark the summer solstice with a three-day celebration. On the first day, the villagers compete at

slinging and footraces. The second day features a wrestling competition while the final day features an inter-village tournament of hurling. Each day ends with a sumptuous outdoor feast. The Lochers provide the bulk of the provender for this but each family is expected to contribute a token amount of food or drink.

**Summer's End:** At summer's end, the villagers attend a service of thanksgiving for the harvest. Afterwards they gather in the village square at dusk before casting small wooden tokens decorated with lit candles from the bridges into the water.

**The Babbling Monolith:** Set across Taran's Run the Babbling Monolith is an ivy-shrouded remnant of an elder time. Every spring equinox when the sun first strikes the stone, the monolith awakens. Most years, the stone babbles nonsense; occasionally, however, it spouts a cryptic prophecy about the coming year. In thanks for the stone's proclamation, the village folk have taken to indulging in a nightlong revel, which culminates with the stone speaking to the inebriated villagers.

**The Hunt:** When the first autumn leaves fall, the villagers commemorate Maban Locher driving out the witch, Morveren from a cave below Din Kershal. (See *The Lonely Coast*). One takes the part of Morveren, even dressing the part in what the villagers believe is an authentic witch's costume. She then hides somewhere in the surrounding area and the villagers hunt her down. Once apprehended, they paraded the witch through the village before the celebrations proper begin. Such celebrations last long into the night; few rise early the next day.



## LOCAL EVENTS

Swallowfeld is a living, breathing society; things of local interest happen every day. Many of these have no impact on the exciting, danger-filled lives of adventurers while others can provide welcome relief or a minor diversion before the next daring trek into the wilderness. Alternatively, some minor events could foreshadow larger, more important events of the GM's own design.

Once a week, check on the table below to generate minor events of interest. Weave the indicated event into game play, introducing it in a logical fashion. For example, the PCs may hear the confused shouts of several farmers carrying an injured comrade through the village to the church or may notice an approaching ship as they carry out a minor errand. Allow the PCs to get involved if they so wish glossing over events in which they

show no interest. They may hear about other events over drinks in the Wolf's Head.

PCs helping to resolve the situation (if applicable) may make friends in Swallowfeld. If the event is important enough (for example, if the PCs defeat a party of raiders), the PCs may even come to the attention of Kenver Locher and be invited to Caer Syllan. While the majority of the populace are farmers with little wealth, even the poorest family can provide shelter, local information or other aid. Additionally, other locals with greater resources, such as Beryan Teague or Curate Kenan Dobell, may be more predisposed to offer future aid. Of course, PCs deliberately ignoring calls for aid may find themselves ignored or reviled by the local populace.

MINOR VILLAGE EVENTS		
%	EVENT	
01-05	<b>Proclamation</b>	Lord Locher issues a new law or desires the populace to be aware of some vital piece of news; the reeve, Melor Keast, makes several proclamations throughout the village.
06-10	<b>Birth</b>	A local gives birth to a healthy child.
11-20	<b>Visiting Merchant</b>	A visiting merchant arrives in the village and sets up a stall in the village square; Tryfena is unimpressed with the newcomer's arrival and engineers a (nonfatal) accident for him after a few days.
21-35	<b>Missing Child</b>	A child goes missing in the forest or disappears while foraging along the cliffs. It could simply be lost or trapped by the tide, or there could be a more sinister reason for the disappearance (perhaps the Braalite cult has stuck again).
36-40	<b>Death</b>	A villager dies of natural cause, such as illness or old age.
41-55	<b>Minor Accident</b>	A minor accident involves one casualty. Perhaps a farmer cuts himself with a scythe or a rock fall injures or traps a miner.
56-60	<b>Major Accident</b>	A major accident involves up to ten individuals. Perhaps a fishing boat overturns, a cave-in traps a small group of miners or a building collapses.
61-70	<b>Ship Arrives</b>	A ship arrives at Swallowfeld. The vessel is likely a merchantman, but could also carry travellers. Alternatively, the vessel could be crewed by pirates seeking loot and/or slaves.
71-80	<b>Brawl</b>	A brawl erupts over some mistaken insult or long-standing rivalry between families. Such an event almost certainly takes place at the Wolf's Head but could happen elsewhere at the GM's discretion.
81-84	<b>Predators</b>	A small pack of wolves or several bears appear near the village. The villagers organise a hunting party to eliminate the threat. The PCs are invited to help.
85	<b>Travellers</b>	Travellers emerge from the forest. Such individuals are viewed with great suspicion, as it is almost unheard of for someone to survive a long trip through the forest.
86-88	<b>Small Fire</b>	A small fire breaks out in the village. One building suffers minor damage but no one is hurt.
89-90	<b>Major Fire</b>	A major fire destroys one or more buildings. The conflagration could trap one or more people and could result in their deaths unless quick action is taken.
91-94	<b>Petty Crime</b>	A villager has an item of value stolen or is assaulted (probably by another villager). If the offender is identified he is dealt with at the next hallmote.
95-97	<b>Major Crime</b>	Someone is murdered, raped or is the victim of another serious crime. If the offender is caught, the Lord's Court convenes.
98	<b>Adverse Omen</b>	One of the villagers observes an adverse omen, news of which casts a pall over the village.
99	<b>Auspicious Omen</b>	One of the villagers observes an auspicious omen, news of which cheers the villagers.
100	<b>Raid</b>	Humanoids raid the village. They damage one or more buildings and carry off or kill several people. The villagers beg the PCs to save those taken before the raiders eat or sacrifice them to their dark gods.

## WHISPERS & RUMOURS

Whispers and rumours often swirl through Swallowfeld's populace. Many are nothing more than gossip about a neighbour's business or indiscretion. Others deal with the machinations and actions of the great and the good of the Lonely Coast or the exploits of local adventurers exploring the tangled depths of the Tangled Forest. Still other rumours are more local legend and detail the peasants' commonly held views on a particular subject or locale.

A character attempting to learn the current rumours must spend 1d4 hours chatting and gossiping with the villagers (perhaps at the Wolf's Head), spend 2d4 sp on drinks, gifts and bribes and make a Diplomacy check.

A DC 10 Diplomacy check reveals one rumour from the list below. A character making a successful check gains an additional rumour for every five points by which he exceeds DC 10.

%	RUMOUR
01-05	Sowena (Area 10) is a witch. I heard someone say she's got a pet skull. She must be worshipping dark powers. Why doesn't Kenan (Area 5) do something?
06-10	Bleja Tangye (Area 1) is a gossip – be careful what you say around her if you want it to stay secret. She is a good cook, though, and the Wolf's Head is a good tavern.
11-20	Kitto and Jecca (Area 2) have been heard arguing again. Kitto really wants a child, but after her son was stillborn several years ago, Jecca wants no part in it. She's been seen with Kenan Dobel a lot lately.
21-35	Tryfena (Area 7) drives a really hard bargain, but she can afford to – there aren't any other traders in the village. If you want anything see her. If she doesn't have it, she's got contacts all over the coast who can get most things given enough time and coin.
36-40	Jory (Area 4) is a drunk, but he is the most powerful user of magic in the village. If you want items enscrolling, he's your man (as long as he remains sober). He lives in the Crumbling Tower.
41-55	Beryan Teague (page 22) has lived here for several years and does a good job keeping us safe. She is very reticent over her past, but I've heard she's got a horrible black, claw-life scar on one shoulder.
56-60	Watch out for Melor Keast (Area 8); he's honest to a fault – although a bit of a coward – and will demand his lord's share of any treasure you recover. If you don't pay, he'll just come back with soldiers and take what is rightfully Lord Locher's.
61-64	Wolf packs have been seen in the deep woods. Some of the wolves are bigger and cleverer than their fellows and can even cast magic spells.
65-70	Many vessels have come to grief on the Orestone. I've heard the rock is riddled with passages and chambers, some of which are decorated with alien, time-worn carvings.
71-80	Mellyn Vosper (Area 9) is the best archer and hunter in the village. He knows the Tangled Wood like no other.
81-84	Myghal Endean (Area 6) is the village blacksmith. He's a good blacksmith, but a horrible letch. If you've any women in your group he's bound to come calling eventually. The women of the village avoid him whenever possible.
85	The goblins and half-goblins of the Tangled Wood hate each other. They are always fighting among one another.
86-88	The folk of Oakhurst are a queer, inbred lot given to worshipping strange, alien powers. More than one travelling pedlar or wandering merchant has gone missing after being seen heading in the direction of the village.
89-90	Talan's Bluff is the remnant of a hill fort of the Old People. A great slaughter happened there long ago and fragments of bones and weapons are still found there occasionally. During times of trouble, Lord Locher garrisons the hill fort, and sets warning beacons there, but such a duty is a virtual death sentence.
91-92	Deepwater Lake is very deep – no one knows exactly how deep – but it is said that its cold, black water hides lost treasures of the Old People.
93-94	Smuggling is rife on the Lonely Coast. The smugglers use hidden, inaccessible coves and old mines to hide and move their goods about. Wolverton is the centre of such activities, and Lord Locher has vowed to eradicate such practises.
95-97	The reeve of Bossin, Jacca Lander, is up to no good. Folk are unhappy at the taxes he is raising, but he's got a band of thugs who keep the quiet. Lord Locher doesn't care as long as he gets his fair share of the taxes.
98	Nameless things have been seen skulking in the shadows of the Tangled Gorge and strange sounds have been heard to emanate from its depths. It is said the Arisum's headwaters are particularly cold at the moment.
99	It seems that something or someone may once again be dwelling in the forsaken, blasted ruins of Arius' Watchtower. Lights have been seen among the rubble.
100	Figures have been seen skulking at night on the fringe of the woods to the north. They are never seen in numbers, although footprints have been found. Who they are or where they go is a mystery. They might be goblins, half-goblins, or something even worse! (In truth, these are Braalite cultists heading to their secret, blasphemous meetings).

## LOCATIONS OF INTEREST

The vast majority of Swallowfeld's buildings house hardworking peasants and their families. A few locations, however, are worthy of note and may be of interest to adventurers.

### 1: THE WOLF'S HEAD

The only tavern in Swallowfeld, the Wolf's Head is the social centre of the village. The building is a two-storey affair; one of the only such buildings in the village. A small stable block and barn comprise the three sides of a small courtyard. All are of local granite and slate.

The inn-keep, Maban Tangye (N male human expert 2; page 30), a tall, thin and perpetually bearded man is an important person in the community, much respected by his peers. Slightly less well respected, his inquisitive wife, Bleja (N female human expert 2; page 30), is famed for her overdone makeup. She runs the kitchen. The two are very much in love despite being married for more than two decades.

A common room and attendant kitchen dominate the ground floor (although the Tangye's do have a private dining room for hire). Unfortunately, while the room has a heavy door to ensure privacy from those in the common room it stands directly above the cellar. If those using the room seem

particularly suspicious or interesting, Bleja sneaks down to the cellar to eavesdrop before passing on gossip to her circle of trusted confidants.

Eight bedrooms (each capable of holding two guests) account for the first floor. Five are of simple quality, but three are of superior quality.

#### TARIFF

Lodgings	Common room	5 cp/night
	Simple room	2 sp/night
	Superior room	5 sp/night
	Stabling	1 sp/night
	Private dining room	5 sp/meal
Food	Thin stew	1 sp/bowl
	Good stew	3 sp/bowl
	Roast chicken	3 sp
Drink	Ale, normal	4 cp/pint
	Old Man <sup>1</sup>	1 sp/pint
	Wine	2 sp/flask

**1:** The Tangyes brew their own ale as well as buying excess production from the other villagers. Old Man, their speciality, is darkly coloured and has a bitter, nutty, herbal taste.

**Daytime:** The inn is quiet. Most of the villagers are hard at work in the fields or down the mines and have no time for rest and relaxation. The only people normally present are the Tangyes and the occasional lazy traveller. The Tangyes use this time to clean and tidy the common room and the various bedchambers, restock the bar and generally prepare for the evening.

**Night-time:** Their work done, many of the villagers head to the Wolf's Head to relax. Most arrive after dusk and stay for but a few hours. A few villagers play games of chance for pitifully small stakes, or sometimes a day's labour, while others talk quietly among themselves.



#### FREQUENT GUESTS

Some villager's are here more often than others:

**Myghal Endean** (Area 6) drinks to ease his loneliness.

**Petrok Lyon** (Area 6) does not drink much, but tries to talk adventurers into hunting down the goblins of the nearby forest.

**Jory Mayne** (Area 4) is often here in the evenings. If merchants or travellers from the kingdom are staying, he is almost certainly here, lurking in a shadowy corner.

## 2: GRIST MILL

Although owned by the Lochers, the Joliffes have operated Swallowfeld's grist mill for decades. The Lochers allow the Joliffes to levy a small toll on those using the mill and consequently they are relatively well off. Kitto (NE male expert 3/warrior 2; page 24) and Tecca (NE female human expert 3/adept 4; page 25) are arrogant and not well loved by their neighbours.

A decade ago, Tecca gave birth to a stillborn son. This experience shattered her belief in the Lawgiver; her rage and

CULTIST	CR 1/2 (XP 200)
Human commoner 1/warrior 1 NE Medium humanoid (human) <b>Init</b> +0; <b>Senses</b> Perception +1, Sense Motive +1 <b>Speed</b> 30 ft.; <b>ACP</b> 0; <b>Climb</b> +6, <b>Swim</b> +6	
<b>AC</b> 13, touch 10, flat-footed 13; <b>CMD</b> 12 (+3 armour [mwk studded leather])	
<b>Fort</b> +4, <b>Ref</b> +0, <b>Will</b> -1 <b>hp</b> 14 (2 HD)	
<b>Space</b> 5 ft.; <b>Base Atk</b> +0; <b>CMB</b> +2 <b>Melee</b> spear +2 (1d8/x3) or <b>Melee</b> dagger +2 (1d4+1/19-20) <b>Ranged</b> sling (range 50 ft.) +1 (1d4+1) <b>Combat Gear</b> bullets (10)	
<b>Abilities</b> Str 13, Dex 11, Con 14, Int 10, Wis 8, Cha 9 <b>Feats</b> Alertness <sup>B</sup> , Skill Focus (farmer or similar profession) <b>Skills</b> as above plus Intimidate +3, Profession (farmer or similar) +6 <b>Languages</b> Common	
<b>Gear</b> as above plus belt pouch, peasant's outfit	

**Unprepared, the cultist has the following statistics:**

<b>AC</b> 10, touch 10, flat-footed 10; <b>CMD</b> 12
<b>Melee</b> dagger +2 (1d4+1/19-20)
<b>Ranged</b> sling (range 50 ft.) +1 (1d4+1)

## BRAAL

NE god of Hate, Malice and Revenge

**Epithets:** The Hated, the Wrecker, Dweller in Shadows

**Symbol:** A cloven skull

**Domains:** Destruction, Evil and Trickery

**Favoured Weapon:** Morningstar

**Raiment:** Braal's faithful wear cowed black cloaks smeared with the blood of their sacrifices. Adherents also shave their heads (unless they must worship in secret).

**Teachings:** Strike from the shadows; punish those who have wronged you and show no mercy. Take what you want and destroy that which you cannot take.

**Holy Texts:** The worship of Braal is not as prescriptive as other religions. No universally agreed upon text exists, but several dark tomes are preferred by various sects.

despair acted like a lodestone to Braal to whose worship she subsequently converted. Now, she loathes and envies those lucky enough to have children. Tecca, along with her despicable husband, are responsible for the periodic disappearances of children foraging in the wood. Such events are very rare and the two are extremely careful; thus, hungry wolves or goblin raiders get the blame for these disappearances. The pair lead a small cult that either meets at the mill or in a hidden cave a mile or so from the village.

The cult meets once a month on the first night of the new moon. Tecca and Kitto have slowly built the cult up to include thirteen like-minded individuals. Most of their ceremonies comprise little more than chanting and wild adulation of Braal. Occasionally, the cult sacrifices children caught wandering the woods. Tecca is very much in charge of the cult; even her husband fears her wrath.

## 3: KERENSA'S HOLD

This small castle occupies a commanding position overlooking the village. From here, the garrison of 30 men have an excellent view of the Tangled Wood to the north and the ocean's turbulent waters to the south.

Led by Sir Talek Annear (LN male human fighter 4; page 31) the garrison protects the village and occasionally patrols the surrounding area. The soldiers are reluctant to enter the Tangled Wood, however, and only venture there in times of great need.

Two sergeants-at-arms aid Sir Talek in his duties. The two are a strange pair. The first is Gloriz Baxcral (LG female dwarf fighter 2) who seems the archetypal, if cunning, gruff dwarven warrior. The other, famed for his great anger and wilderness lore, is Feng Reterson (N male half-orc barbarian 1/ranger 1).

MAN-AT-ARMS	CR 1/2 (XP 200)
Male human warrior 2 LN Medium humanoid (human) <b>Init</b> +0; <b>Senses</b> Perception +0, Sense Motive +0 <b>Speed</b> 20 ft., base speed 30 ft.; <b>ACP</b> -6; <b>Acrobatics</b> -6 (-10 jumping), <b>Ride</b> -4	
<b>AC</b> 17, touch 10, flat-footed 17; <b>CMD</b> 14 (+6 armour [chainmail], +1 shield [buckler])	
<b>Fort</b> +4, <b>Ref</b> +0, <b>Will</b> +0 <b>hp</b> 18 (2 HD)	
<b>Space</b> 5 ft.; <b>Base Atk</b> +2; <b>CMB</b> +4 <b>Melee</b> longsword +5 (1d8+2/19-20) or <b>Melee</b> dagger +4 (1d4+2/19-20) <b>Ranged</b> heavy crossbow (range 120 ft.) +2 (1d10/19-20) <b>Combat Gear</b> bolts (20)	
<b>Abilities</b> Str 15, Dex 11, Con 13, Int 9, Wis 10, Cha 8 <b>Feats</b> Toughness <sup>B</sup> , Weapon Focus (longsword) <b>Skills</b> as above plus Handle Animal +3, Profession (soldier) +4 <b>Languages</b> Common	
<b>Gear</b> as above plus pouch, 2d6 sp	

## 4: THE CRUMBLLED TOWER

Constructed of weathered black stone the Crumbled Tower predates the village by several decades. Now, the once imposing edifice is well past its prime; the top two floors have collapsed in upon themselves leaving only the bottom three floors habitable. Heatless flames yet writhe about the surviving battlements, illuminating the tower at night and giving it an eldritch air. (A DC 22 Knowledge [arcana] check identifies this as many *continual flame* spells).

The surrounding land has lain uncultivated for decades; weeds, gorse and several small copses of trees cluster in upon the structure. Rubble litters the ground.

Jory Mayne (N male human wizard 5; page 23) has lived here for several years, having come to the Lonely Coast to escape some terrible, unspeakable event in his past. The villagers know him as a harmless drunk.

**Items for Sale:** Jory has the following magic items for sale:

- **Wondrous Item:** *Goggles of minute seeing* (2,500 gp).
- **Weapon:** *+1 spear* (2,302 gp).
- **Potions & Scrolls:** Jory scribes scrolls and brews potions for anyone with the necessary coin.

**Lore:** PCs making a DC 20 Knowledge (arcana) or Knowledge (history) check know that Kerimar Serpent-Hair constructed the tower. Kerimar was a powerful wizard obsessed with the Old People and their ancient places of power. Kerimar refused to swear loyalty to the Lochers but did not contest their claim to the area. The wizard has not been seen for fifty-odd years and is assumed to have died of old age.

The tower was shunned and empty, until Jory settled within. Some of the braver villagers have hunks of the tower's fallen battlements in their homes; *continual flames* still dance on such rock shards and they are much valued as a result. Superstitious villagers, including Kenan Dobell, believe the rocks to be cursed and view with suspicion anyone possessing one.

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### NEW DEITY: CONN

LN god of Community, Family and Rulership

**Epithets:** The Father, Lawgiver

**Symbol:** Two hands clasped in a handshake

**Domains:** Community, Law and Nobility

**Favoured Weapon:** Light mace

**Raiment:** White robes emblazoned with two clasped hands.

**Teachings:** Order brings prosperity. Together, believers can achieve safety and contentment. The family is the most important unit of society; its protection is the most sacred duty.

**Holy Texts:** *Law and Duty* – a dense, legalistic text setting out Conn's teachings and the place and duties of each community member.

## 5: CHURCH OF THE FATHER

A stout stone structure, the church is the second oldest building in the village. Inside, whitewash decorated with religious frescos covers the walls. The entirety of the ground floor is given over to worship.

The lone priest, Kenan Dobell (LN male human cleric [Conn] 3; page 26), dwells in chambers on the first floor. He has slowly transformed these rooms into comfortable apartments filling them with ostentatious, but faded furniture and other comforts. Here, he maintains the village's records of births, deaths and marriages, storing them in his cluttered office-library.

A small crypt lies below the church's altar; used to bury the priests of the church and devout villagers with the coin to buy a bier it is a cramped, cold and little-visited place. Kenan dislikes the atmosphere of the crypt and only visits it when he must do so to perform his duties.

**Items for Sale:** Kenan normally has the following magic items for sale (which he hides in the crypt to safeguard from light-fingered adventurers):

- **Armour:** *+1 heavy steel shield* (1,170 gp).
- **Potion:** *cure moderate wounds* (300 gp).
- **Scrolls:** *delay poison* (150 gp), *hide from undead* (25 gp).

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### TYPICAL DWELLING

All Swallowfeld's dwellings adhere to the same basic design, although each varies in size and quality dependant on the owner's wealth. Most families comprise husband, wife, one – five children and one or more surviving grandparents.

**Outside:** A small fenced yard lies between the road and the house. Here, chicken scratch about while behind the house higher fences and a ditch gird a much larger area used to cultivate vegetables and other crops.

**Inside:** Each dwelling comprises a single high-ceiling room, divided into a number of bays, each around fifteen-foot square. A raised central hearth dominates the hall and the floor is of hard, beaten earth covered with straw or rushes.

At one end of the house, stand small service rooms; the buttery for keeping drink and a pantry for foodstuffs, dishes, utensils and so on. A narrow passage between the two leads to the kitchen. In many houses, a solar above the service rooms houses a sleeping chamber.

Dwellings also lodge a peasant's livestock; these are kept at the other end of the house in the byre.

Few windows pierce the building's walls to admit light to the interior. Shuttered, but never glazed, they are open during the day to provide ventilation. The atmosphere inside is often smoky – a legacy of the perpetually burning central fire over which water, milk or porridge is always simmering.



## 6: BLACKSMITH

This large, rambling building stands behind a wide, open courtyard. The workshop overlooks the yard; many wind chimes dangle from the porch, jangling gently in the sea breeze.

The smith allows anyone into his forge to barter for work; Myghal (N male human expert 3/warrior 2; page 28) is a bit of a letch and although in peasant terms a catch (being comparably wealthy) his incessant and inept attempts at womanising have alienated all local, eligible women. He tries to ingratiate himself with female travellers, offering fast or cut-price work to worm his way into their affections.

His long-suffering, but loyal apprentice, the slender and muscular Petrok Lyon (NG male human expert 2/warrior 1), acts as impromptu matchmaker for his master if circumstances allow. He hates the goblins of the Tangled Wood for the disappearance of his baby sister and tries to talk adventurers into hunting down “a few score of the bastards.” He offers to accompany any adventurers agreeing to his suggestion but Myghal – older and wiser – forbids it.

## 7: TRYFENA’S

A stout wooden stockade enclosing the main building, a barn and numerous other storage sheds, protects the village’s only trading post. Six surly and arrogant mercenary guards (male human warrior 3) protect Tryfena (N female doppelganger rogue 3; page 32) and her wares. During the day, they play interminable games of chance or carry out menial tasks. At night, some frequent the Wolf’s Head. Occasionally, trouble flares with off-duty soldiers from the garrison but nothing more serious than a bloody nose ever results.

### MERCENARY GUARDS (6)

CR 1 (XP 400)

Male human warrior 3

N Medium humanoid

**Init** +0; **Senses** Perception +2, Sense Motive +2

**Speed** 20 ft., base speed 30 ft.; **ACP** -6; Acrobatics -6 (-10 jumping), Ride -4

**AC** 17, touch 10, flat-footed 17; **CMD** 14

(+6 armour [chainmail], +1 shield [buckler])

**Fort** +4, **Ref** +1, **Will** +1

**hp** 25 (3 HD)

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

**Melee** mwk morningstar +7 (1d8+2) or

**Melee** dagger +5 (1d4+2/19-20)

**Ranged** heavy crossbow (range 120 ft.) +3 (1d10/19-20)

**Combat Gear** *potion of cure light wounds* (2)

**Combat Gear** bolts (20)

**Abilities** Str 15, Dex 11, Con 13, Int 9, Wis 10, Cha 8

**Feats** Alertness, Toughness<sup>B</sup>, Weapon Focus (morningstar)

**Skills** as above plus Intimidate +5, Profession (soldier) +4

**Languages** Common

**Gear** as above plus pouch, 2d10 sp, 1d8 gp

Tryfena charges between 20% and 30% above book prices for her stock; she knows she has a virtual monopoly on trade in the village and ruthlessly exploits it. Travelling merchants often suffer bizarre, but nonfatal, accidents while trading in the village and many avoid it as a result.

Five years ago, Tryfena hired miners to create a small network of tunnels under her compound. None of the miners survived their return journey to Wolverton and her mercenary guards know nothing of the tunnels (within which she stores her wealth and illicit goods purchased from the smugglers frequenting the Lonely Coast’s many hidden coves and beaches).

## 8: MELOR’S HOUSE

Home of the village reeve, this is the largest and most ostentatious dwelling in the village. Most villagers believe he hides much wealth inside, but all collected taxes are held at Kerensa’s Hold before being transported to Wolverton.

The craven and obsequious Melor (LN male human expert 4; page 27) conducts essential village business in a chamber at the front of the house. Howel (N male human expert 1) his son is often present at these meetings as Melor endeavours to teach his eldest the “family business.” If anything, Howel is even less liked than his father because of the boy’s sudden, cruel temper.

## 9: MELLYN VOSPER’S HOUSE

This simple dwelling is home to Mellyn Vosper (N female human ranger 3), a skilled tracker, hunter and bowyer and fletcher. The best archer in the village, she knows the surrounding territory better than anyone else. A quiet, shy woman, she finds solace in her self-imposed isolation. She is often asked by adventurers to guide them on their quests, but she rarely agrees.

## 10: HOVEL

Set at the very edge of the village, this partially collapsed building belongs to Sowena (CN female human sorcerer [elemental {fire}] 4; page 29). Neglect is evident everywhere; the front yard is hopelessly overgrown and the boundary fence leans drunkenly.

Horribly burnt and widely assumed to be mad, Sowena is shunned by most folk on the infrequent occasions when she emerges from her home to purchase supplies. Occasionally, children dare one another to sneak into the hopeless tangle of weeds surrounding her house to spy on the old woman. When she spots such intruders, she chases them away with liberal use of *ghost sound* and *prestidigitation*.

## FEATURES OF INTEREST

Swallowfeld is more than the sum of its buildings and folk. Several features of interest stand in around and the village; most are part of village life but some conceal unknown dangers.

### THE TANGLED WOOD

The Tangled Wood is an ancient, gloomy place. Most of Swallowfeld's residents only venture into its fringes. Village folklore populates the twilight world beneath its boughs with all manner of spirits and monsters.

Mighty oaks, hornbeams and grey-brown-barked elms grow here in profusion. Interspersed with box elder and holly and occasional stands of birches, pines and willows, great thickets of brambles hinder exploration of the interior. Many small streams and brooks wend their way through the murk.

Wild pigs, boars and deer as well as bears and packs of wolves all haunt the wood. Smaller creatures – foxes, rabbits, badgers, squirrels and so on – live here in profusion.

Goblins and a tribe of feral, vicious bugbears also lurk in this dim world of shadow and sudden ambush as do small tribes of feral half-goblins.

### CLIFFS

Swallowfeld stands at the mouth of a small valley. To the west and east, cliffs rise steeply. The sheer, granite cliffs shelters the village somewhat from some of the worst weather battering the coast, except when strong inshore winds force heavy storm clouds directly over the valley.

Small numbers of golden eagles and peregrine falcons prey upon the rabbits infesting the cliff tops and the large, raucous colonies of sea birds nesting below.

### THE CLIFFWAY

Hugging the Lonely Coast's high cliffs, the Cliffway links Swallowfeld to its sister-villages of Oakhurst, Hosford and Bossin as well as Wolverton.

Abandoned and active mine workings dot the nearby cliffs. Occasionally steep and treacherous side-paths lead to desolate beaches of shingle and rock. For much of its length, the Cliffway is little more than a wide, muddy track.

### THE WHITE FALL

The Kilian tumbles down the hills to the west of the village to form the White Fall, a thirty-foot-high waterfall. In warm weather, children play here in the spray.

A wide, lofty (and surprisingly dry) cave pierces the cliff behind the White Falls. Lovers seeking privacy often use the cave.

Year round inshore breezes blow the waterfall's spray into the village. This spray mingles with frequent, thick sea mists that periodically wreath the whole settlement.

### RIVERS

Two small rivers, the Kilian and Taran's Run, meet at Swallowfeld before flowing into the sea. Both rivers are tidal and at low water, the retreating waters reveal dark, viscous mudflats that are treacherous to those crossing them without the benefit of local knowledge. Stout wooden bridges span both rivers and the villagers moor their fishing boats at the rivers' confluence.

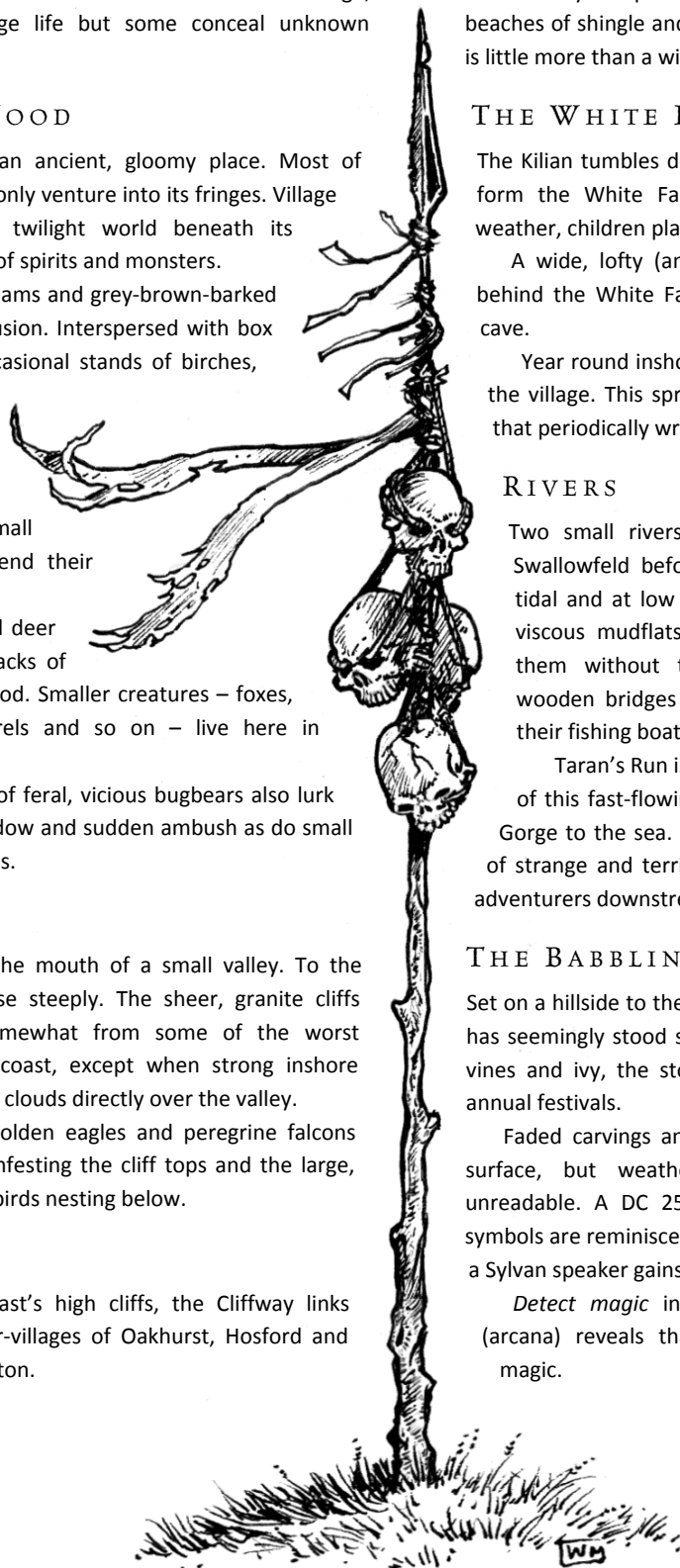
Taran's Run is a tributary of the Arisum; the cold waters of this fast-flowing river run all the way from the Twisted Gorge to the sea. Occasionally, the water bears the corpses of strange and terrible monsters or the mangled remains of adventurers downstream to terrify the villagers.

### THE BABBLING MONOLITH

Set on a hillside to the east of the village, the Babbling Monolith has seemingly stood since time immemorial. Wreathed in thick vines and ivy, the stone is the centre of one of the village's annual festivals.

Faded carvings and pictograms cover much of the stone's surface, but weather and graffiti have rendered them unreadable. A DC 25 Knowledge (nature) check reveals the symbols are reminiscent of an ancient form of Sylvan. (A druid or a Sylvan speaker gains a +4 bonus to this check).

*Detect magic* in conjunction with a DC 20 Knowledge (arcana) reveals that the stone radiates strong divination magic.



## VILLAGE FOLK

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## BERYAN TEAGUE

*Proud and stern, Beryan is Swallowfeld's diligent bailiff.*

Entrusted by Kenver Locher himself with Swallowfeld's safety, Beryan takes her role very seriously. The half-elf makes it her business to meet all newcomers to Swallowfeld soon after their arrival. She warns all such folk to keep the peace while in the village. Having once been an adventurer herself, she knows that trouble often follows such folk like flies drawn to offal. Thus, she takes a special interest in any such arrivals, spending extra time in the Wolf's Head to dissuade any alcohol-fuelled foolishness.

Beryan is able to call upon the garrison at Kerensa's Hold in times of need. She also leads the village militia and has enacted a monthly half-day training program (which has proved unpopular with most of the levy) but which she sees as vital for the village's security.

**Background:** Beryan came to Swallowfeld after a disastrous incursion into the Crypt of Ebon Nightmare ended in the death of all her companions. Traumatized by what she saw, she has lived quietly in the village for almost a decade. Although the villagers now accept her, they do not love her even though her vigilance and skill has made the village a much safer place.

**Personality:** Stern but fair, Beryan is a good teacher and a tenacious foe. She is ferociously loyal to her adopted home; the villagers' safety is her priority.



**Mannerisms:** Beryan weighs her words carefully and is abrupt in speech. She speaks forcefully and punctuates her points with strong hand gestures.

**Distinguishing Features:** A deep, black claw-like scar mars Beryan's left shoulder. (The scar is a legacy of her frantic escape from the Crypt of Ebon Nightmare and she does not display it willingly).

**Hooks:** Unbeknownst to Beryan, something dark survived her exploration of the Crypt of Ebon Nightmare and has crept forth to revenge itself upon her. The thing has tracked her to Swallowfeld (drawn to her scar like iron to a lodestone) where it begins to slaughter villagers. Beryan quickly realises what is going on, but tries to deal with the situation herself. Without the PCs' aid, the creature eventually slays her after killing a dozen or so villagers.

### BERYAN TEAGUE

CR 2 (XP 600)

Female half-elf fighter 3

NG Medium humanoid (elf, human)

**Init** +7; **Senses** low-light vision; Perception +6, Sense Motive +1

**Speed** 20 ft., base speed 30 ft.; **ACP** -4; Acrobatics -1 (-5 jumping), Climb +2, Ride +3

**AC** 22, touch 14, flat-footed 18; **CMD** 18

(+6 armour [mwk chainmail], +3 Dex, +1 dodge [Dodge], +2 shield [mwk heavy steel])

**Immune** sleep

**Fort** +4, **Ref** +4, **Will** +2 (+3 vs. fear); +2 vs. enchantments

**hp** 27 (3 HD)

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

**Melee** mwk longsword +7 (1d8+2/19-20)

**Ranged** mwk composite longbow (range 110 ft.) +7 (1d8+2/x3)

**Combat Gear** *potion of cure light wounds*, *potion of shield of faith* (+2), arrows (20), silver arrows (10), cold iron arrows (10)

**Abilities** Str 15, Dex 16, Con 13, Int 8, Wis 12, Cha 10

**SQ** armour training (1), bravery (+1), multitiered (fighter, ranger)

**Feats** Dodge, Improved Initiative, Skill Focus (Perception), Weapon Focus (longsword)

**Skills** as above plus Survival +5

**Languages** Common, Elven

**Gear** as above plus belt pouch, 3 gp, 13 sp

**When not prepared for battle, Beryan has the following stats:**

**Speed** 30 ft.; **ACP** 0; Climb +6, Ride +7

**AC** 17, touch 14, flat-footed 13; **CMD** 18

(+3 Dex, +1 dodge [Dodge], +3 armour [studded leather])

**Melee** mwk longsword +7 (1d8+2/19-20)

**Combat Gear** *potion of cure light wounds*, *potion of shield of faith* (+2)

*A drunkard, this hugely fat man hides a terrible secret.*

**JORY MAYNE**

CR 4 (XP 1,200)

*This corpulent man wears a wine-stained jerkin that stretches over his immense belly. A goatee frames his mouth and thick, lank red hair tumbles over his shoulders.*

Male human wizard (conjurer) 5

N Medium humanoid (human)

**Init** +5; **Senses** Perception +2, Sense Motive +2

**Speed** 30 ft.

**AC** 12, touch 12, flat-footed 11; **CMD** 13

(+1 deflection [*ring of protection* +1], +1 Dex)

**Fort** +2, **Ref** +2, **Will** +6

**hp** 25 (5 HD)

**Space** 5 ft.; **Base Atk** +2; **CMB** +1

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

**Ranged Touch** *acid dart* (range 30 ft.; 7/day) +3 (1d6+2 acid)

**Summoner's Charm (Su)** Whenever Jory casts a conjuration (summoning) spell the duration increases by two rounds.

**Wizard Spells Prepared** (CL 5th; concentration +9; barred schools: evocation, necromancy; Augment Summoning; bonded object [amulet], summoner's charm)

3rd—*dispel magic*, *stinking cloud* (DC 18), *summon monster III*

2nd—*resist energy*, *see invisibility*, *summon monster II*, *web* (DC 17)

1st—*expeditious retreat*, *grease* (DC 16), *mage armour*, *obscuring mist*, *summon monster I*

0 (at-will)—*acid splash*, *detect magic*, *mage hand*, *prestidigitation*, *read magic*

**Combat Gear** mwk silver dagger, *wand of summon monster II* (10 chgs.), *potion of cure moderate wounds*

**Abilities** Str 8, Dex 12, Con 13, Int 18, Wis 14, Cha 10

**Feats** Augment Summoning<sup>B</sup>, Brew Potion<sup>B</sup>, Craft Wand, Improved Initiative, Scribe Scroll<sup>B</sup> Spell Focus (conjuration)

**Skills** as above plus Knowledge (arcana) +12, Knowledge (dungeoneering) +12, Knowledge (engineering) +9, Knowledge (geography) +8, Knowledge (history) +12, Knowledge (local) +9, Knowledge (nature) +8, Knowledge (nobility) +8, Knowledge (planes) +12, Knowledge (religion) +8, Linguistics +11, Spellcraft +12

**Languages** Aquan, Auran, Celestial, Common, Draconic, Goblin, Ignan, Infernal, Terran

**Gear** as above plus spell component pouch, 15 gp, 20 sp

**Spellbook** (barred schools: evocation, necromancy) 3rd—*dispel magic*, *fireball*, *magic circle against chaos/evil/good/law*, *nondetection*, *stinking cloud*, *summon monster III*; 2nd—*arcane lock*, *glitterdust*, *knock*, *invisibility*, *resist energy*, *see invisibility*, *summon monster II*, *web*; 1st—*alarm*, *expeditious retreat*, *feather fall*, *grease*, *mage armour*, *obscuring mist*, *protection from chaos/evil/good/law*, *summon monster I*; 0—*acid splash*, *arcane mark*, *daze*, *detect magic*, *detect poison*, *ghost sound*, *mage hand*, *mending*, *message*, *prestidigitation*, *open/close*, *read magic*, *resistance*

Jory is well known around the village; the Tangyes (owners of the Wolf's Head) are particular friends of his as are the village's children. A genial man, Jory is on speaking terms with many of his neighbours (even though many of the populace are in awe of his awesome magical powers).

He spends his days in his tower or sitting atop the nearby cliffs watching the ocean and composing terrible poetry.

**Background:** Jory is not a native of Swallowfeld; he came here a decade ago and has never fully explained exactly why he chose to dwell in the village. The truth of the matter is that while an apprentice, he witnessed his master and several other cowed figures performing forbidden, blasphemous rites late one night. Terrified by what he saw, Jory fled to Swallowfeld hoping to lose himself in the frontier.

**Personality:** Jory is friendly and open but only to a point. He evades or ignores questions about his past but is happy to talk to scholars about magical matters (preferably over a cup or two of wine as he is a borderline alcoholic).

He loves to compose poetry and flowery literature, but is uniformly terrible at both. Sadly, for him, he knows this and sometimes a great moroseness comes upon him when he realises exactly how terrible his day's work has turned out.

Jory loves children and often uses his magic to entertain them; he views himself as their protector and would sacrifice his life in their defence. Anyone seriously injuring a child swiftly feels the full force of his wrath.

**Mannerisms:** Jory coughs incessantly and appears generally unwell in a nonspecific way.

**Distinguishing Features:** Jory is the fattest man in the village. His swollen belly and tight, ill-fitting and faded robe are a regular sight in the Wolf's Head. Invariably, his eyes are bleary and his red hair unkempt.

**Hooks:** Whenever a new ship arrives at Swallowfeld, Jory spends more time than usual in the Wolf's Head talking with sailors and merchants, seeking news of recent events in the kingdom. Afterward, he flees to his tower and does not emerge for several days. Lights burn at all hours and strange, many-hued smoke rises from its twin chimneys. Jory ignores any visitors during this time. Unless interrupted, he emerges several days later and acts as if nothing is wrong.

Jory makes minor magic items to order. Refer to his spells and feat lists to determine which items he can craft; he enjoys using short (atrocious) rhymes for command words.



*This foul couple head a small cult dedicated to the worship of the dark god, Braal.*

Ostensibly, the murderous Joliffes are pillars of the community. Universally seen as a dour, joyless couple, most observers put this down to the tragedy of their stillborn son.

Kitto is a fourth generation miller and has lived in Swallowfeld his entire life. Being a miller is the only life he has ever known.

His wife, Tecca, hails from Oakhurst. Her parents were charcoal burners dwelling deep in the forest. They died during a goblin raid, but Tecca survived because she was not at home. Leaving Oakhurst she moved to Swallowfeld where she caught Kitto's eye. The two were soon married, but found it hard to conceive a child. When Tecca finally fell pregnant, her son was stillborn. She has failed to conceive again and this double tragedy has propelled the couple into Braal's dark embrace.

## KITTO

*Joyless, the miller craves a son.*

**Personality:** The joy of life has long since faded for Kitto; in truth he is miserable. The death of his child weighs heavily upon

### KITTO JOLIFFE

CR 3 (XP 800)

Male human expert 3/warrior 2

NE Medium humanoid (human)

**Init** +4; **Senses** Perception +0, Sense Motive +6

**Speed** 20 ft., base speed 30 ft.; **ACP** -7; Acrobatics -7 (-11 jumping), Climb +0

**AC** 19, touch 10, flat-footed 19; **CMD** 16

(+7 armour [mwk splint mail], +2 shield [mwk heavy steel])

**Fort** +6, **Ref** +1, **Will** +3

**hp** 42 (5 HD)

**Space** 5 ft.; **Base Atk** +4; **CMB** +6

**Melee** mwk morningstar (Power Attack [-2/+6]) +8 (1d8+2) or

**Melee** dagger +6 (1d4+2/19-20)

**Ranged** mwk heavy crossbow (range 120 ft.) +5 (1d10/19-20)

**Combat Gear** bolt (10), *potion of cure moderate wounds* (2), *potion of invisibility*

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

**Feats** Improved Initiative, Power Attack, Toughness, Weapon Focus (morningstar)

**Skills** as above plus Appraise +5, Handle Animal +5, Intimidate +5, Profession (miller) +6

**Languages** Common

**Gear** as above plus belt pouch, 5 gp, 12 sp

**When unprepared, Kitto has the following statistics:**

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

**AC** 10, touch 10, flat-footed 10; **CMD** 16

**Melee** dagger (Power Attack [-2/+4]) +6 (1d4+2/19-20)

his mind and he takes no pleasure in material goods. He worships Braal because he hates all those living happily with their children. Of the two, Kitto would be easiest to pry from Braal's embrace.

**Mannerisms:** Kitto projects a smug, superior but slightly miserable demeanour to all but his wife and his social superiors.

**Distinguishing Features:** The miller has only four fingers on his left hand; he lost the other in an accident four years ago.

## TECCA

*A sadist, Tecca plots suffering and death for her fellows.*

**Personality** Tecca is abrasive and acts unaware of her elevated social status. In truth, she uses items – jewellery and clothing – to subtly underscore her relative wealth and position and delights in getting her own way.

Misery has stalked Tecca for much of her life. Her parents' violent deaths and her son's stillbirth have compounded her feelings of rage and woe.

### TECCA JOLIFFE CR 4 (XP 1,200)

Female human expert 2/adept 4

NE Medium humanoid (human)

**Init** -1; **Senses** Perception +9, Sense Motive +9

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

**AC** 13, **touch** 10, **flat-footed** 13; **CMD** 12

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

**Fort** +3, **Ref** +1, **Will** +9

**hp** 31 (6 HD)

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

**Melee** mwk morningstar +3 (1d8-1) or

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

**Ranged** spear (range 20 ft.) +2 (1d8-1/x3)

**Adept Spells Prepared** (CL 4th; concentration +6; share spells)

2nd—*invisibility*

1st—*bless*, *burning hands* (DC 13), *sleep* (DC 13)

0—*ghost sound* (DC 15), *guidance*, *mending*

**Combat Gear** feather token (whip), *potion of cure moderate wounds*, *scroll of web*

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

**SQ** summon familiar (stirge [Murh])

**Feats** Alertness, Great Fortitude, Improved Familiar, Toughness

**Skills** as above plus Appraise +6, Handle Animal +6, Knowledge (engineering) +6, Knowledge (planes) +7, Knowledge (religion) +8, Profession (miller) +7, Sleight of Hand +4, Spellcraft +8, Survival +7

**Languages** Common, Goblin, empathic link

**Gear** as above plus spell component pouch, silver holy symbol (Baal), 6 gp, 13 sp

**Unprepared, Tecca has the following statistics:**

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

(-1 Dex, +1 deflection)

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

Tecca has come to believe that her neighbours should experience the same suffering and pain that she has endured. She is patient, though, and works slowly to that end.

She hates goblins and delights in slaying or torturing any she captures (without revealing her powers to non-cultists, of course).

**Mannerisms** Tecca's perpetually purses her lips as if judging a person's worth. She never looks happy (except when worshipping her dark lord).

**Distinguishing Features:** Tecca wears much poorly applied makeup.

**Hooks:** Kitto wants a son who he could raise to follow in his footsteps and would adopt a suitable baby if one was available. After a raid by goblins or other marauders, he often appears ghoulishly interested in the fate of any children – particularly orphans. Tecca is uninterested in adoption; in Braal she has found her purpose in life and a child would only get in the way. This is a matter of much disagreement between the couple, and the subject of occasional blazing rows.

### MURH

CR —

*This tiny insectoid creature has two pairs of bat-like wings, a tangle of thin legs and a needle-sharp proboscis.*

Stirge

N Tiny magical beast

**Init** +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +1, Sense Motive +1

**Speed** 10 ft., fly 40 ft. (average); **ACP** 0; **Fly** +8, **Stealth** +16

**AC** 19 (15 attached), **touch** 16, **flat-footed** 15; **CMD** 9 (17 vs. trip)

(+4 Dex, +3 natural, +2 size)

**Fort** +2, **Ref** +6 (Improved evasion), **Will** +8

**hp** 15 (6 HD)

**Space** 2-1/2 ft.; **Base Atk** +3; **CMB** +5 (+13 grapple if attached)

**Melee Touch** probosis +9 (attach and blood drain plus diseased)

**Atk Options** deliver touch spells

**Attach (Ex)** When Murh hits with his touch attack, his barbed legs anchor him in place. While attached he can be struck with a weapon or grappled; if its prey wins a grapple or Escape Artist check, Murh is removed.

**Blood Drain (Ex)** Murh inflicts 1 Constitution damage by draining its blood at the end of his turn if attached to prey. Once he has drained four points of Constitution he detaches and flies off to digest his meal.

**Diseased (Ex)** If Murh drains a victim's blood, the victim has a 10% chance of being exposed to blinding sickness (onset 1d3 days; *freq.* 1/day; 1d4 Str damage; if more than 2 Str damage inflicted, victim must make another Fortitude save or be permanently blinded). Once this check is made, the victim cannot be affected by Murh's disease attack.

**Abilities** Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6

**Feats** Weapon Finesse

**Languages** empathic link, speak with master

## KENAN DOBEL

*Seemingly of noble blood, this village priest believes in the forces of darkness and sees their insidious influence everywhere.*

Now middle-aged, Kenan has dwelled in Swallowfeld for much of his adult life. Popular with his flock, he is extremely charismatic and influential among the peasants. They think very highly of him as he uses his magical powers without any demands for contribution to the church's coffers and he also acts as an unofficial arbiter in disputes between the faithful.

**Background:** The church forms the structure for Kenan's entire life. An orphan, his earliest memories are of religious instruction. His is a life spent in service to his god and he is an ardent follower.

He arrived in the village a neophyte priest to replace the previous incumbent who had died of old age. To impress the locals, he alluded to noble origins and his lie has stuck; in truth, he has no idea of his parents' identity and fears the truth coming out. Lord Locher knows Kenan's secret and occasionally uses knowledge of it to force the cleric to do his bidding.

**Personality:** Kenan is devoted to his god and often holds impromptu sermons around the village. He is wildly superstitious and those commanding or using "dark magic" earn his ire. He fears and distrusts Sowena who he suspects of trafficking with dark powers.



Ironically, he spends much time with Tecca Joliffe, believing he is comforting her in her grief. In fact, she uses these meetings to ascertain if he suspects the presence of Braalites in the village, but Kenan suspects nothing.

**Mannerisms:** When he gets excited (particularly when preaching), Kenan dribbles and spits.

**Distinguishing Features:** Kenan is handsome in a middle-aged, fatherly way. He is very proud of his hair and always makes sure it is clean and well arranged.

**Hooks:** A child in the village begins to exhibit magical powers (unexplained burnings, small items levitating and so on when the child is nearby). Kenan determines that demons possess the child (when really the child's sorcerous abilities are beginning to manifest themselves) and decides to fight fire with fire. He tries to burn the child, and the terrified parents beg the PCs for aid.

### KENAN DOBEL

CR 2 (XP 600)

Male human cleric (Conn) 3

LN Medium humanoid (human)

**Init** -1; **Senses** Perception +4, Sense Motive +10

**Speed** 30 ft.; **ACP** 0

**AC** 9, touch 9, flat-footed 9; **CMD** 11

(-1 Dex)

**Fort** +4, **Ref** +0, **Will** +5

**hp** 20 (3 HD)

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

**Melee** mwk light mace +3 (1d6)

**Special Actions** calming touch, channel positive energy (6/day DC 14, 2d6), inspiring word

**Calming Touch (Sp; [standard; 5/day])** With a touch, Kenan can heal a creature of 1d6+3 nonlethal damage and remove the fatigued, shaken and sickened conditions.

**Inspiring Word (Sp; [standard; 5/day])** Kenan can speak an inspiring word to a creature within 30 ft. That creature receives a +2 bonus on attack rolls, skill checks, ability checks and saving throws for 1 round.

**Cleric Spells Prepared** (CL 3rd; concentration +5; Domains: Community, Nobility)

2nd—*delay poison, make whole, shield other*<sup>B</sup>

1st—*bless*<sup>B</sup>, *comprehend languages, remove fear, sanctuary*

0—*create water, detect poison, purify food and drink, stabilise*

**Combat Gear** holy water (2), feather token (bird), scroll of *bless* (2), scroll of *consecrate*, wand of *cure light wounds* (50 chgs.)

**Abilities** Str 10, Dex 8, Con 12, Int 13, Wis 15, Cha 16

**Feats** Alertness<sup>B</sup>, Persuasive, Skill Focus (Diplomacy)

**Skills** as above plus Diplomacy +14, Heal +8, Intimidate +5, Knowledge (nobility) +7, Knowledge (religion) +7

**Languages** Celestial, Common

**Gear** as above plus silver holy symbol, spell component pouch, 4 gp, 23 sp



## MELOR KEAST

*The craven reeve hides behind the power of his office.*

Because of the nature of his role, Melor is not well loved by the populace. No one, however, seriously wishes him ill and all are aware of his inflexible nature.

Although he is unscrupulously honest, his father's morals were more flexible and so the Keast family has built up sizable holdings in and around the village. Consequently, Melor is Swallowfeld's richest man.

**Background:** Melor hails from the most prominent and wealthiest local family. Both his father and his grandfather were village reeve; Melor diligently continues the family tradition.

Obsessed with status and position he occasionally brings his young son, Howel, with him on business so that the youth can learn the family "trade." Sadly, the youth seems ill-suited to the role and this vexes Melor greatly for if the family lose the power and influence that comes with the position, their fortune will inevitably suffer.

**Personality:** Precise and punctilious, Melor is an inquisitive fellow who hides behind his title. He enjoys poking his nose into other people's business but is not physically brave. At the first sign of trouble, he backs off and calls for aid (either from Beryan, other nearby villagers or the garrison).

Melor is obsequious in the extreme to those above him in

the social order. He is loyal to the Lochers, and because he is too terrified of being caught he deals honestly with all. (Much to the chagrin of the villagers, this renders him immune to bribery). He holds grudges indefinitely.

**Mannerisms:** Melor rubs the side of his nose when stressed or under pressure.

**Distinguishing Features:** Melor (and his family) dress in fine robes to underscore their status and rarely perform any form of physical labour.

**Hooks:** Melor is responsible for collecting taxes and levying fines on those dwelling in the village. This includes adventurer-types temporarily resident in Swallowfeld. When the PCs return from a successful foray, Melor quickly seeks them out to request his lord's due share (10% of the total recovered) of their booty. If he does not receive it, he warns them their refusal to pay the tithe will have consequences (the confiscation by force of goods of appropriate value). Thereafter, he scurries to the garrison for aid.

Melor's son, Howel, is a nasty piece of work. A bully who uses his father's position to terrorise the other local children, Howel finally pushes another child too far and receives a severe beating. The PCs witness the attack; if they intervene, Howel demands they take his attacker to his father for punishment.

### MELOR KEAST

CR 2 (XP 600)

Male human expert 4

LN Medium humanoid (human)

**Init** +4; **Senses** Perception +10, Sense Motive +10

**Speed** 35 ft.; **ACP** -1; Ride +6

**AC** 15, touch 10, flat-footed 15; **CMD** 13

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

**Fort** +1, **Ref** +1, **Will** +5

**hp** 18 (4 HD)

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

**Melee** mwk dagger +4 (1d4-1/19-20)

**Ranged** light crossbow (range 80 ft.) +4 (1d8/19-20)

**Combat Gear** bolts (20)

**Abilities** Str 8, Dex 10, Con 11, Int 13, Wis 12, Cha 12

**Feats** Alertness<sup>B</sup>, Fleet, Improved Initiative

**Skills** as above plus Appraise +8, Diplomacy +8, Intimidate +8, Knowledge (local) +8, Knowledge (nobility) +8, Profession (reeve) +8

**Languages** Common, Goblin

**Gear** as above plus belt pouch, 5 gp, 34 sp, 67 cp, silver chain of office (worth 100 gp), courtier's outfit

**When unprepared, Melor has the following statistics:**

**ACP** 0; Ride +7

**AC** 10, touch 10, flat-footed 10; **CMD** 13

**Melee** mwk dagger +4 (1d4-1/19-20)



## MYGHAL ENDEAN

*An inept, but incessant womaniser, Myghal is lonely and desperately craves the love of a woman – any woman.*

Myghal is the village blacksmith and one of the most skilled craftsmen in the village. He is also wealthy in comparison to most of the villagers. Sadly, his social skills do not equal his blacksmithing skills and so he lives alone with only his apprentice for company.

A relatively skilled warrior Myghal is one of the most dangerous folk in the village. He owns his father's battered weapons and armour and relishes the opportunity to use them. He trains enthusiastically with the militia (partly because he has not given up on a romantic liaison with Beryan and partly because he likes to show off) and the other peasants have grown wary of his great strength.

**Background:** Myghal's father was a wandering half-orc adventurer who settled in Swallowfeld and his father's ancestry yet lingers in his son's veins. Myghal's mother died a decade ago of a terrible wasting disease. He shared a rare bond with his father until he also died (of old age) and is now intolerably lonely.

**Personality:** Although outwardly human, Myghal has his father's coarse, lecherous demeanour which makes him particularly unpopular with the women of the village. (Instead of

seeing this as a character flaw, he sees himself as a man's man).



**Mannerisms:** Myghal rarely looks at a non-hideous woman in the eye, instead casting his covetous gaze over her body. He knows he does this and is trying to stop, but cannot help himself.

When he thinks no one is looking, he likes to pick his nose.

**Distinguishing Features:** Myghal wears his hair in a topknot, in imitation of his father. He appears human, although his skin looks a little gray.

**Hooks:** Myghal spends almost every evening at the Wolf's Head. Female travellers staying there inevitably attract his attention.

Myghal takes a liking to a female PC and pursues her relentlessly. He finds excuses to talk to her and presents her with many small gifts of his own creation (wind chimes and such like). After a short while, he professes his love for her. If rebuffed, he takes it badly and takes to drinking heavily at the Wolf's Head. If she seems taken with one of her adventuring companions, Myghal provokes a brawl to show how tough and fearless he is in the mistaken belief this will increase his chances with the object of his desire.

### MYGHAL ENDEAN

CR 3 (XP 800)

Male half-orc warrior 2/expert 3

N Medium humanoid (human, orc)

**Init** +0; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +6  
**Speed** 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -5 (-9 jumping), Climb +2

**AC** 19, touch 10, flat-footed 19; **CMD** 17

(+9 armour [mwk full plate])

**Fort** +6, **Ref** +1, **Will** +3

**hp** 36 (5 HD); ferocity

**Ferocity (Ex [1/day])** Myghal can fight on for one more round as if disabled when brought below 0 hit points. At the end of his turn, he falls unconscious unless brought above 0 hit points.

**Space** 5 ft.; **Base Atk** +4; **CMB** +7

**Melee** mwk falchion (Power Attack [-2/+6]) +9 (2d4+4/18-20) or

**Melee** dagger (Power Attack [-2/+4]) +7 (1d4+3/19-20)

**Atk Options** Cleave

**Combat Gear** *potion of cure moderate wounds*

**Abilities** Str 16, Dex 11, Con 14, Int 9, Wis 10, Cha 8

**Feats** Cleave, Power Attack, Weapon Focus (falchion)

**Skills** as above plus Appraise +4, Handle Animal +3, Intimidate +7, Profession (blacksmith) +5

**Languages** Common, Orc

**Gear** as above plus belt pouch, 13 gp, 19 sp

**When unprepared, Myghal has the following statistics:**

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

**AC** 10, touch 10, flat-footed 10; **CMD** 17

**Melee** dagger (Power Attack [-2/+4]) +7 (1d4+3/19-20)

*Tragedy and suffering fills this wizened old crone's life.*

The folk of Swallowfeld variously hate, fear or revile this bitter, old woman. She has no friends and few acquaintances (a notable exception to this is the merchant Tryfena who she almost sees as a friend and who she senses is also an outcast of sorts).

She only occasionally emerges from her hovel, and when she does she rarely has a kind or good word to say to those she meets.

**Background:** Sowena was born in Swallowfeld almost 60 years ago. At the age of five, the fast-advancing tide trapped her while she was exploring a beach. Swept out to sea she would have died if a slaving vessel had not fished her out of the sea. Its master kept her as his slave for the next two long decades and subjected her to horrific abuse.

### SOWENA

CR 3 (XP 800)

*This wizened old crone is horrifically disfigured. Much of her face withered by fire, and her left arm is missing at the elbow. Wisps of thin, snow-white hair poke out from under a dirty woollen bonnet.*

Female human sorcerer (elemental [fire]) 4

NE Medium humanoid

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

**Speed** 30 ft.; **ACP** 0

**AC** 10, touch 10, flat-footed 10; **CMD** 9

(+1 deflection [*ring of protection* +1], -1 Dex)

**Resist** fire 10

**Fort** +1, **Ref** +2, **Will** +5

**hp** 24 (4 HD)

**Space** 5 ft.; **Base Atk** +2; **CMB** -1

**Melee** unarmed strike -1 (1d3-3 nonlethal)

**Ranged Touch** elemental ray (range 30 ft.; 7/day) +1 (1d6+2 fire) or

**Ranged Touch** ray (range var.) +1 (spell effect)

**Sorcerer Spells Known** (CL 4th; concentration +8; bloodline arcana)

2nd (4/day)—*flaming sphere* (DC 16)

1st (7/day)—*burning hands* (DC 15), *mage armour*, *obscuring mist*

0 (at-will)—*acid splash*, *detect magic*, *ghost sound* (DC 14), *mending*, *prestidigitation*, *read magic*

**Bloodline Arcana** When Sowena casts a spell that deals energy damage she can change the spell to deal fire damage.

**Combat Gear** *wand of bane* (10 chgs.)

**Abilities** Str 5, Dex 9, Con 11, Int 17, Wis 13, Cha 18

**Feats** Eschew Materials<sup>B</sup>, Magical Aptitude, Skill Focus (Intimidate), Toughness<sup>B</sup>

**Skills** as above plus Intimidate +14, Knowledge (arcana) +10, Knowledge (planes) +10, Spellcraft +12, Use Magic Device +13

**Languages** Abyssal, Common, Draconic, Goblin

**Gear** as above plus 28 sp, 136 cp

Finally, she broke free, burning the ship down to its keel in the process and killing the crew. Unfortunately, all the other slaves – chained to the vessel's oars – also died; their screams remain with her to this day, but she does not regret her actions for she had her revenge and her fellow slaves gained a freedom of sorts. As a trophy, she took the head of her abuser and eventually returned to her home to discover her parents dead and her siblings long gone.

**Personality:** Sowena is a bitter, old woman, crushed by the many hardships heaped upon her. She is not classically evil; she does not mercilessly destroy those who oppose her or mete out pain for pleasure. Rather, her treatment at the hands of the superstitious and frightened neighbours has compounded the mental damage inflicted by the slavers.

Sowena is a loner; earning her trust is practically impossible.

**Mannerisms:** Sowena often mutters to herself, shaking her head as if in disagreement with an unspoken provocateur. (Sowena believes that the oar slaves she accidentally slew long ago yet haunt her and she constantly argues with them; in reality, she is more than a little mad).

She shuffles along with the aid of a staff.

She keeps the bleached skull of her long-time tormentor hidden in her hovel and sometimes brings it forth to berate or lovingly caress (as her unpredictable mood takes her).

**Hooks:** Sowena only occasionally emerges from her home to purchase supplies. When she does so, she is often the target of the village children. While they are too scared to actually get close to the horribly disfigured woman, they taunt her from a distance; the particularly brave ones hurl stones. PCs intervening do not earn her gratitude, simply garnering a hard stare and a tirade that she can look after herself. However, she does not forget their kindness and may offer them some small measure of assistance in the future.

A brave child – on a dare – creeps to Sowena's house and peeked through a window. He sees her stroking her "beloved" skull and his story quickly spreads through the village. Some of the hotter-headed villagers, led by Kenan Dobel, gather outside her house. Talk of witchcraft and a burning pass quickly through the fledgling mob. If the PCs do not intervene, Sowena uses her powers to fight off the mob, with dire (and fatal) consequences for many of its members. Such an act cannot go unpunished and the next day Sir Talek Annear arrests her. Shortly thereafter she is taken to Wolverton to await Lord Locher's justice.

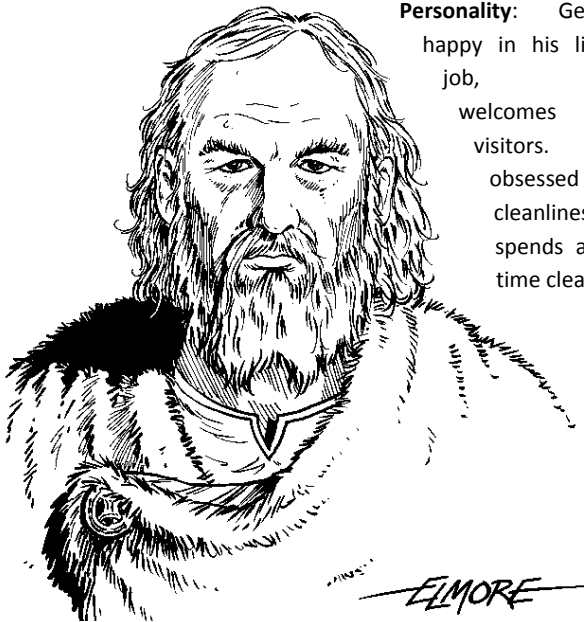
## TANGYES, THE

The Tangyes run the Wolf's Head. Happily married for over two decades, they are still very much in love. Maban is particularly liked throughout the village, but although Bleja has a close circle of female friends, jokingly referred to as "the Coven" by other villagers, she is seen as too inquisitive for her own good.

Three of their four children – Jenna, Kevern and Kew (all N human expert 1) work at the tavern. Their eldest son, Cadan (LN male human warrior 2), serves in the garrison.

### MABAN

*Cleanliness-obsessed innkeeper with an open mind.*



**Personality:** Genuinely happy in his life and job, Maban welcomes all visitors. He is obsessed with cleanliness and spends a lot of time cleaning.



**Mannerisms:** Maban feels the cold terribly and consequently wears a fur cloak almost constantly. Bleja ridicules him good-naturedly about this and the two often argue about the temperature much to the joy of those listening.

**Distinguishing Features:** Maban wears his thinning hair in an obvious comb over. Comments about this upset him greatly.

**Hooks:** A wandering mercenary spills a full beer in the taproom. An argument quickly escalates.

### BLEJA

*Inquisitive and friendly cook who enjoys a good gossip.*

**Personality:** Bleja likes to know what is going on in the village and eavesdrops whenever possible. She also likes people to know she knows other's business. She is loud and friendly.

**Mannerisms:** Whenever relating another person's secret, she starts with, "Don't tell anyone, but..."

**Distinguishing Features:** Bleja does not willingly appear in public without her makeup. She is famed throughout the village for her terrible application of such.

**Hooks:** Bleja overhears another group of adventurers discussing their next foray into the Tangled Wood. She mentions it to the PCs in passing and acts surprised when she "discovers" they know nothing about it.

#### BLEJA & MABAN TANGYE

CR 1/2 (XP 200)

Human expert 2

N Medium humanoid (human)

**Init** -1; **Senses** Perception +6, Sense Motive +7

**Speed** 30 ft.; **ACP** 0

**AC** 12, touch 9, flat-footed 12; **CMD** 9

(+3 armour [mwk studded leather], -1 Dex)

**Fort** +1, **Ref** -1, **Will** +3

**hp** 11 (2 HD)

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

**Melee** shortspear +0 (1d6-1)

**Melee** dagger +0 (1d4-1/19-20)

**Ranged** dagger (range 10 ft.) +0 (1d4-1/19-20)

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

**Feats** Alertness<sup>B</sup>, Skill Focus (Diplomacy)

**Skills** as above plus Appraise +4, Diplomacy +9, Handle Animal +6, Knowledge (geography) +4, Knowledge (local) +4, Profession (brewer) +4, Profession (innkeeper) +5

**Languages** Common

**Gear** as above plus belt pouch, 3 gp, 15 sp, 37 cp

**Unprepared, Maban and Bleja has the following statistics:**

**AC** 9, touch 9, flat-footed 9

(-1 Dex)

**Melee** dagger +0 (1d4-1/19-20)

**Ranged** dagger (range 10 ft.) +0 (1d4-1/19-20)

## SIR TALEK ANNEAR

*This energetic warrior dislikes living in Swallowfeld.*

A nobleman and skilled warrior, Sir Talek commands the garrison charged with protecting Swallowfeld and the surrounding villages. The only nobleman in the village, he rarely mixes with the common folk.

When not overseeing the garrison or travelling between the villages under his protection, he often journeys to Wolverton to further ingratiate himself with the Lochers.

**Background:** Talek is the third son of a minor nobleman. Born into wealth and privilege, he hungers for a greater role in his family. Always athletic, he chose war as a means of advancement and trained rigorously in the martial arts. Having gained some small success in border skirmishes, Talek was sent to train with the Lochers (an allied noble house) who appointed him Lord Warden of the Lonely Coast.

**Personality:** Sir Talek resents his older brothers and greatly desires to improve his standing. A driven man, he seeks glory and fame wherever it is to be found.

### SIR TALEK ANNEAR

CR 3 (XP 800)

Male human fighter 4

LN Medium humanoid (human)

**Init** -1; **Senses** Perception +2, Sense Motive +2

**Speed** 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -6 (-10 jumping), Climb +2, Ride +1, Swim +2

**AC** 20, touch 9, flat-footed 20; **CMD** 16

(+9 armour [mwk full plate], -1 Dex, +2 shield [mwk heavy steel])

**Fort** +6, **Ref** +0, **Will** +5 (+6 vs. fear)

**hp** 38 (4 HD)

**Space** 5 ft.; **Base Atk** +4; **CMB** +7

**Melee** mwk bastard sword (Power Attack [-2/+4]) +9 (1d10+5/19-20)

**Atk Options** Cleave

**Combat Gear** *potion of cure moderate wounds*

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

**SQ** armour training (1), bravery (+1)

**Feats** Cleave, Exotic Weapon Focus (bastard sword), Iron Will<sup>B</sup>, Power Attack, Weapon Focus (bastard sword) Weapon Specialisation (bastard sword)

**Skills** as above plus Handle Animal +6, Knowledge (engineering) +5, Profession (soldier) +7

**Languages** Common

**Gear** as above plus noble's outfit, belt pouch, 15 sp, 3 gp

**When not prepared for battle, Talek has the following stats:**

**Speed** 30 ft.; **ACP** 0; Acrobatics -1, Climb +7, Ride +6, Swim +7

**AC** 12, touch 9, flat-footed 12; **CMD** 16

(+3 armour [mwk studded leather], -1 Dex)

**Melee** mwk bastard sword (Power Attack [-2/+6]) +9 (1d10+5/19-20)

He chafes at being stuck in such a backwater village as Swallowfeld but carries out his duties to the best of his ability. A snob, he believes in divine right and the inherent value of nobility.

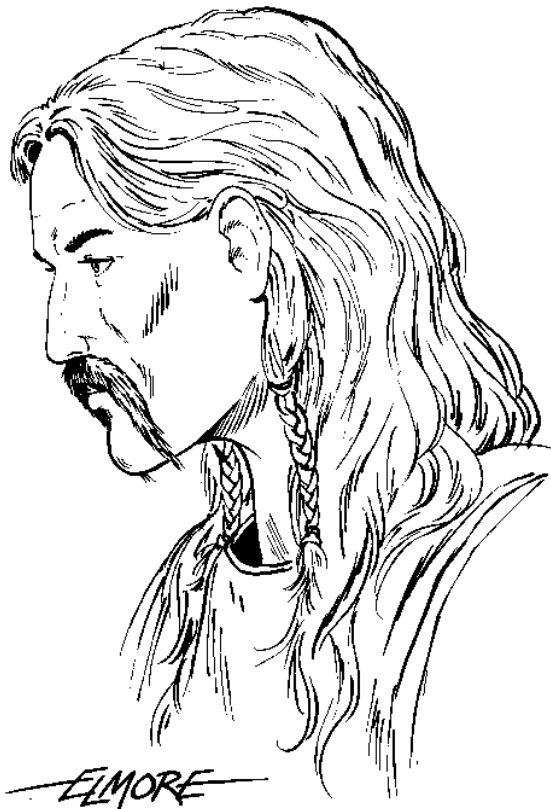
Confident and self-sufficient, Sir Talek has no patience with those exhibiting sloth, incompetence or indecision. Consequently, many of the garrison hate him.

Sir Talek studies military history and has a small supply of such tomes in his chambers.

**Mannerisms:** Sir Talek either patronises or berates those of a lower social standing to himself dependant on his mood. To those of equal or greater station he is unfailingly polite.

**Distinguishing Features:** Interested in old stories of military valour, Sir Talek affects the braided hair and drooping moustache of the heroes of old.

**Hooks:** Word reaches Talek of the death of one of his brothers. The news sends him into a black mood. For several weeks, he sinks into a deep lethargy and drinks heavily before emerging from his chambers in a terrible rage. He takes to his horse and disappears into the Tangled Wood in search of enemies to slay. If left to his own devices, he dies on his third foray after surprising a large goblin raiding party.



## TRYFENA

*Avarice and secrecy govern Tryfena's life.*

The merchant Tryfena has dwelled in Swallowfeld for over a decade. Intelligent and possessing a natural talent for accumulating wealth she has thrived in the village. Ostensibly, she mainly does business with travellers and adventurers but on dark, moonless light smugglers visit her compound to buy and sell contraband.

**Background:** Arriving on the Lonely Coast destitute, Tryfena first traded in Wolverton, using her natural mind-reading ability to always strike an excellent deal. However, the bustling town was too busy for her tastes and discovering Swallowfeld's quiet, staid community, she purchased a ramshackle building and transformed it into her store. From her time in Wolverton she has contacts with several smuggling groups and such folk store particularly valuable goods in the tunnels below her home.

**Personality:** Tryfena's main goal is the accumulation of wealth and she has little or no regard for anyone else but herself. While she is not evil, she doesn't hesitate to do what she must to survive and prosper.

She is also somewhat of a coward and relies on her mercenary guards to keep troublemakers at bay.

**Mannerisms:** Tryfena enjoys the use of sarcasm, employing it to belittle those who bargain with her.



**Distinguishing Features:** In her normal form, that of a beautiful human woman, she is inordinately proud of her hair – which is always perfect. She wears several feathers in her hair, the colours of which are chosen to match her blue eyes.

**Hooks:** Tryfena is aware of the Joliffes' true nature, but does not know of the terrible deeds they have perpetrated. She takes care not to cross them; actively avoiding them wherever possible and thus she has not yet learnt how far they have fallen into darkness. She has learnt, though, from reading the thoughts of another cultist that Braalites hide within the community. She befriends newly arrived adventurers (so that she may lighten their purses with ease).

### TRYFENA

CR 6 (XP 2,400)

Female doppelganger rogue 3

N Medium monstrous humanoid (shapechanger)

**Init** +6; **Senses** darkvision 60 ft.; Perception +12 (+13 vs. traps; trapfinding), Sense Motive +9

**Speed** 30 ft.; **ACP** 0; Acrobatics +11, Climb +8, Stealth +16, Swim +7

**AC** 21, touch 16, flat-footed 14; **CMD** 26; Mobility, +1 vs. traps (+6 Dex, +1 dodge [Dodge], +4 natural)

**Immune** charm, sleep

**Fort** +7, **Ref** +14 (+15 vs. traps; evasion), **Will** +8

**hp** 49 (7 HD)

**Space** 5 ft.; **Base Atk** +6; **CMB** +9

**Melee** 2 claws +9 (1d8+3)

**Ranged** +1 repeating heavy crossbow (range 120 ft.) +13 (1d10+1/19-20)

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

**Special Actions** change self (*alter self*; perfect copy), mimicry

**Perfect Copy (Su)** When Tryfena uses change shape, she can assume the appearance of specific individuals.

**Mimicry (Ex)** Tryfena is proficient with all weapons, armour and shields. In addition, she can use any spell trigger or spell completion item as if the spells were on her spell list. Her caster level is equal to her racial hit dice.

**Spell-Like Abilities** (CL 18th)

3/day—*detect magic* (CL 3rd)

At-Will—*detect thoughts* (DC 14)

**Combat Gear** *potion of cure moderate wounds*, bolts (20)

**Abilities** Str 16, Dex 22, Con 14, Int 17, Wis 14, Cha 15

**SQ** rogue talent (minor magic)

**Feats** Dodge, Great Fortitude, Mobility, Skill Focus (Appraise)

**Skills** as above plus Appraise +16, Bluff +10 (+14 while using change shape ability), Diplomacy +11, Disable Device +19, Disguise +10 (+20 while using change shape ability), Profession (merchant) +12, Sleight of Hand +16

**Languages** Common, Dwarven, Elven, Halfling

**Gear** as above plus *cloak of resistance* +1, masterwork thieves' tools, 20 gp, 20 sp, 50 cp

## PLAYER'S GUIDES

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After the PCs get to know the village, provide them with these handouts to facilitate play

## SWALLOWFELD AT A GLANCE

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Named for the vast flocks of swallows found here by the first settlers, Swallowfeld is an isolated place, perched upon the very edge of civilisation. Pressed closely on three sides by the near-trackless expanse of the Tangled Wood and bounded to the south by the turbulent sea, the village is a hard, frontier place.

**Ruler:** Lord Kenver Locher

**Government:** Feudal fief

**Population:** 526

**Alignments:** LN, N, CN, NG, NE

**Languages:** Common, Goblin

**Fortifications:** Kerensa's Hold

**Resources:** Lumber, foodstuffs, furs, slate and tin

**Sites of Interest:** Babbling Monolith, White Fall

**Authority Figures:** Beryan Teague, bailiff (female half-elf warrior-type); Kenan Dobell, village priest (male human priest); Melor Keast, reeve (male human); Sir Talek Annear, Lord Warden of the Lonely Coast (male human warrior-type)

### NOTABLE LOCATIONS

A few of Swallowfeld's buildings are noteworthy.

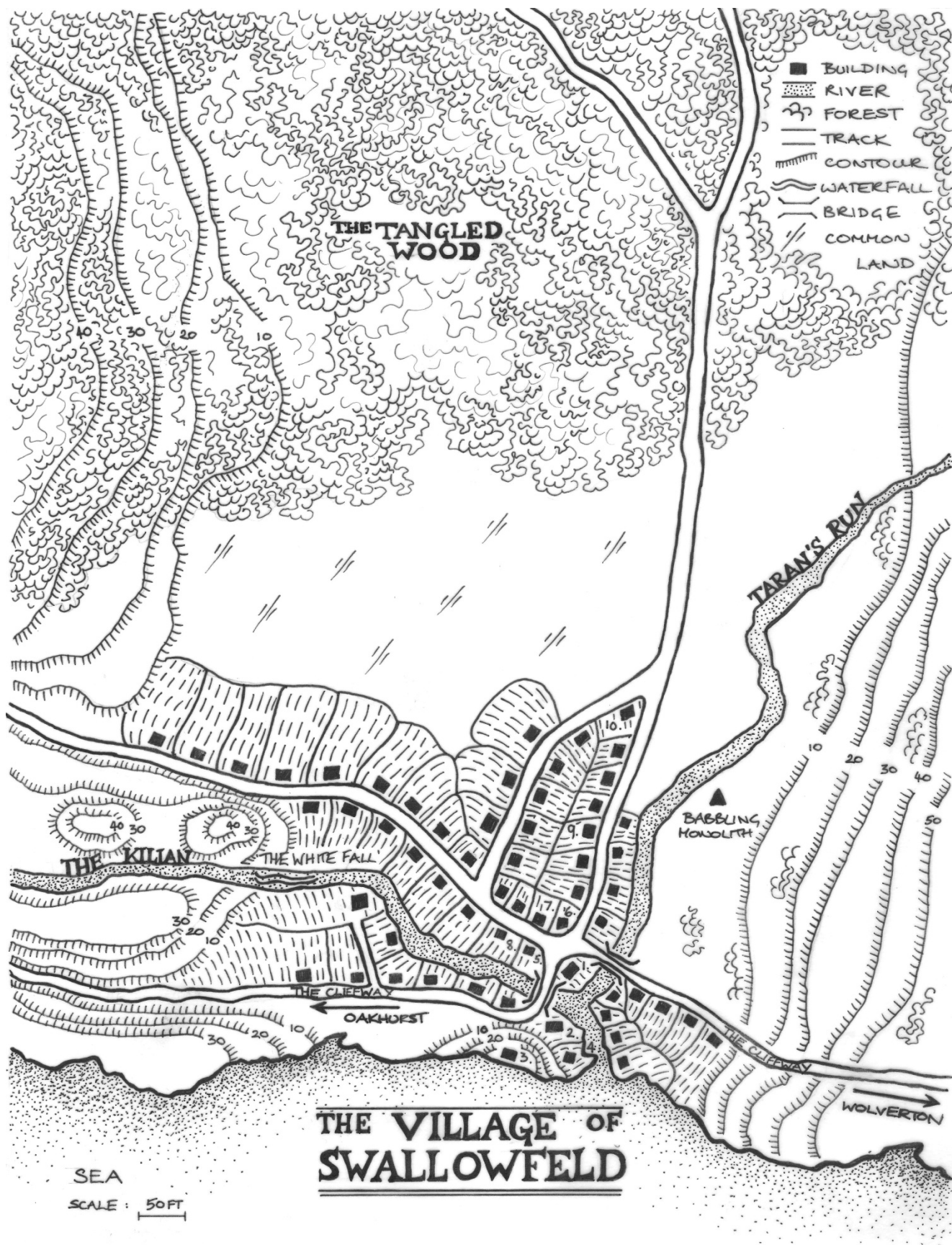
1. **The Wolf's Head:** Swallowfeld's only tavern and the social centre of the village. Maban Tangye and his inquisitive wife know much of what occurs in the village.
2. **Grist Mill:** The childless Kitto and Tecca Joliffe run the mill. Devastated by the tragedy of a stillborn son there is little joy in their lives.
3. **Kerensa's Hold:** Built by the ferocious warrior woman Kerensa Faull, a garrison commanded by Sir Talek Annear now use this small fortress to patrol the locality.
4. **The Crumbled Tower:** The drunkard Jory Mayne dwells within the Crumbled Tower. A moderately skilled mage, Jory is a slave to alcohol and willingly crafts minor magic items in return for gold.
5. **Church of the Father:** This simple building is the village's spiritual heart and home to Kenan Dobell.
6. **Blacksmith:** Wind chimes hang thickly from the gables of Myghal Endean's home.
7. **Tryfena's:** Swallowfeld's trading post and the only place in the village selling finished goods of interest to adventurers. A stockade protects the trading post as does a motley band of six guards.
8. **Melor's House:** Here dwells the village reeve; his house is the most impressive in the village.
9. **Mellyn Vosper's House:** A small, impeccably kept house.
10. **Hovel:** The oft-shunned Sowena dwells in a ramshackle house at the edge of the village.

### NOTABLE FOLK

A few of the villagers are of interest to adventurers.

- **Beryan Teague** (female half-elf warrior-type): Once an adventurer, Beryan takes her role as village protector very seriously. If not loved by the villagers, she has earned their respect many times over.
- **Jory Mayne** (male human wizard): A wizard and a drunkard, Jowen's drink-fuelled exploits are the butt of many village jokes and anecdotes.
- **Kenan Dobell** (male human priest [Conn]): A pleasant, but superstitious man.
- **Kitto Joliffe** (male human): Kitto is the village miller. A strong, sour-faced man, Kitto's desire for a child is well known throughout the village.
- **Maban Tangye** (male human): Welcoming to all, the innkeeper is obsessed with cleanliness and rents his rooms to anyone with coin.
- **Mellyn Vosper** (female human): Shy and quiet, Mellyn is the best archer and hunter in the village; she knows the near reaches of the Tangled Wood better than anyone else.
- **Melor Keast** (male human): The village reeve, Melor is unpopular but honest.
- **Myghal Endean** (male human): The village flirt and an incorrigible leech, the blacksmith lives above his workshop. In his early forties, he is (unsurprisingly) unmarried.
- **Sir Talek Annear** (male human warrior-type): Commander of Kerensa's Hold and son of a minor nobleman, Sir Talek is obsessed with duty and honour. He is a dour individual.
- **Sowena** (female human): The village children fear this terribly scarred, wizened old woman.
- **Tecca Joliffe** (female human): Wife of Kitto, Tecca enjoys showing off her comparative wealth to her neighbours.
- **Tryfena** (female human): The only trader in the village, Tryfena can procure almost any item from her contacts in Wolverton (given time and coin).





## THE LONELY COAST AT A GLANCE

Turbulent waters and forbidding, trackless forests separate the Lonely Coast from the gaudy lights of civilisation. Pirates and slavers ply the storm-tossed waters while goblins and other foul things creep through the gloom of the Tangled Wood that chokes the forgotten holds and sacred places of the Old People. Deep within the forest, a narrow, rock-choked defile piled deep with shadow cuts through a nameless range of rugged, tree-shrouded hills birthing dark, fearsome legends of terrifying monsters and glittering, doom-laden treasures.

**Ruler:** Lord Kenver Locher

**Government:** Feudal fief

**Population:** 6,200

**Alignments:** LN, N, CN, NG, NE

**Languages:** Common, Goblin

**Towns:** Wolverton (pop. 1,826)

**Villages:** Bossin (pop. 648); Hosford (pop. 678); Oakhurst (pop. 413); Swallowfeld (pop. 526)

**Fortifications:** Caer Syllan

**Resources:** Lumber, tin and slate

**Sites of Interest:** Arius' Watchtower, Deepwater Lake, the Priory of Cymer, the Orestone, Talan's Bluff, the Twisted Gorge.

## FEATURES OF THE LONELY COAST

The Lonely Coast has the following major features:

**Dense Woodland:** The Tangled Wood shrouds most of the coast. Much of it is unexplored.

**Trails and Tracks:** Meandering tracks link the main settlements with a patchwork of farms and the isolated farmsteads of hunters and charcoal burners.

**Cliffs:** Lofty cliffs dominate the approaches to the Lonely Coast. In a few places, shingle beaches stand at their base, but most are inaccessible from the cliffs above.

**Hills:** A nameless range of rugged, tree-cloaked hills rises to the north. Beyond the range lies the deep Tangled Wood.

## LOCATIONS OF NOTE

The Lonely Coast has several locations of interest to adventurers:

**Talan's Bluff:** The remains of an ancient hill fortress, sprawl across the summit of a high hill giving impressive views over the Tangled Wood.

**Arius' Watchtower:** A ruined tower hidden deep in the Tangled Wood, the watchtower is famous for the powerful conjurer who once dwelled within (and for the eldritch manner of his disappearance).

**The Twisted Gorge:** Many caves and passageways honeycomb the steep, overhanging cliffs of this foul place. Ferocious monsters dwell here in profusion.

**Deepwater Lake:** This lake's cold and deep waters are rumoured to hide much treasure (and a ferocious beast).

**Priory of Cymer:** An isolated, rundown church dedicated to Darlen (Appendix 1) and the defeat of a slumbering evil said to lurk beneath the priory.

**The Orestone:** A wind-swept and wave-lashed shard of rock upon which many ships have come to grief, the Orestone is clearly visible from Wolverton.

## DISTANCES & JOURNEY TIMES

These tables show distance and travel times between settlements; simply find the intersecting table entry to determine a journey's distance or time. Table entries list distances to the nearest mile and times to the nearest hour.

### DISTANCES

		Wolverton		
		Bossin	4 miles	
	Hosford	12 miles	8 miles	
	Swallowfeld	6 miles	18 miles	14 miles
Oakhurst	8 miles	14 miles	26 miles	22 miles

### TRAVEL TIMES (20 FT. BASE SPEED)

		Wolverton		
		Bossin	2 hours	
	Hosford	6 hours	4 hours	
	Swallowfeld	3 hours	9 hours	7 hours
Oakhurst	4 hours	7 hours	13 hours	11 hours

### TRAVEL TIMES (30 FT. BASE SPEED)

		Wolverton		
		Bossin	1 hour	
	Hosford	4 hours	3 hours	
	Swallowfeld	2 hours	6 hours	5 hours
Oakhurst	3 hours	5 hours	9 hours	7 hours

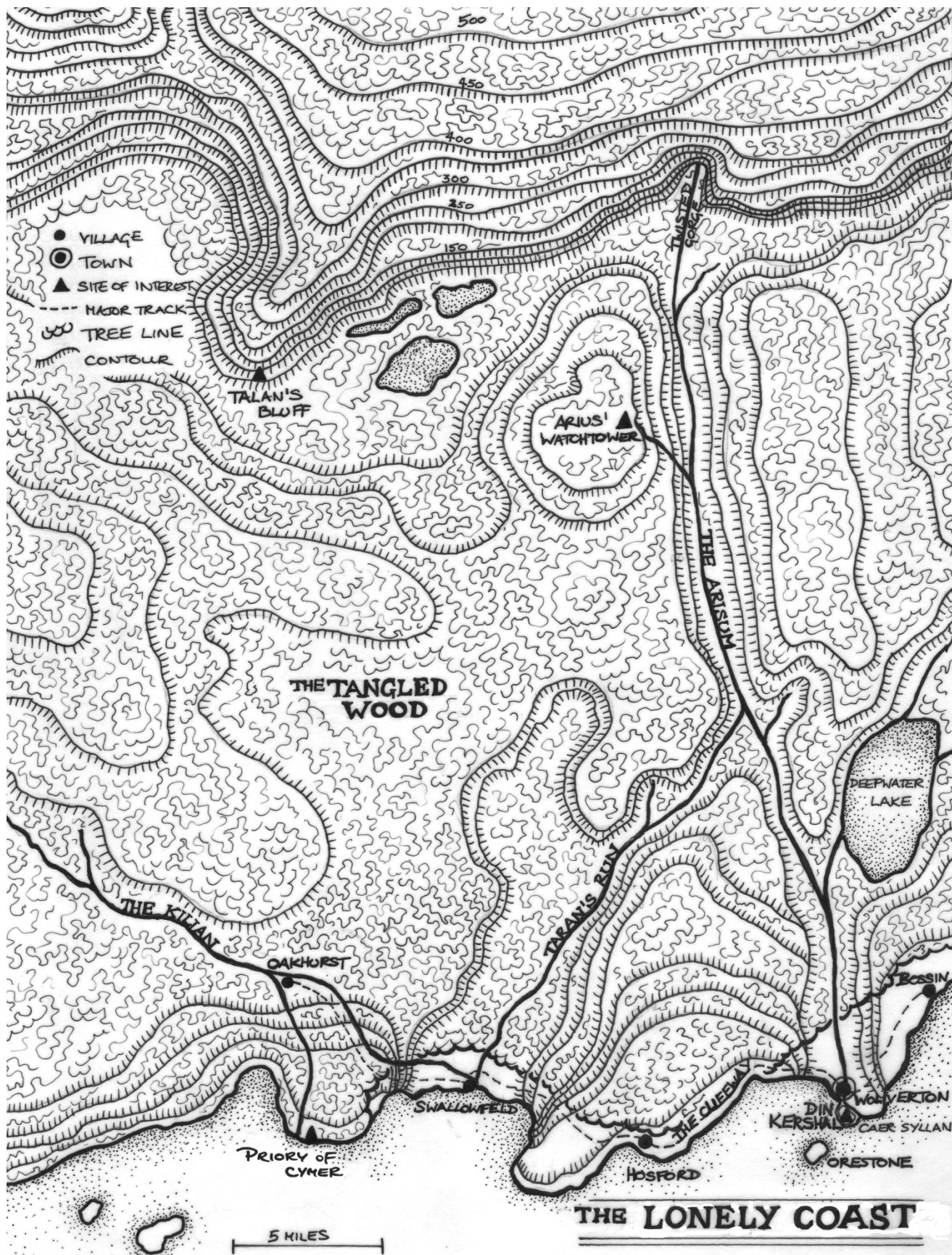
### TRAVEL TIMES (40 FT. BASE SPEED)

		Wolverton		
		Bossin	1 hour	
	Hosford	3 hours	2 hours	
	Swallowfeld	2 hours	5 hours	4 hours
Oakhurst	2 hours	4 hours	7 hours	6 hours

### TRAVEL TIMES (50 FT. BASE SPEED)

		Wolverton		
		Bossin	1 hour	
	Hosford	2 hours	2 hours	
	Swallowfeld	1 hour	4 hours	3 hours
Oakhurst	2 hours	3 hours	5 hours	4 hours







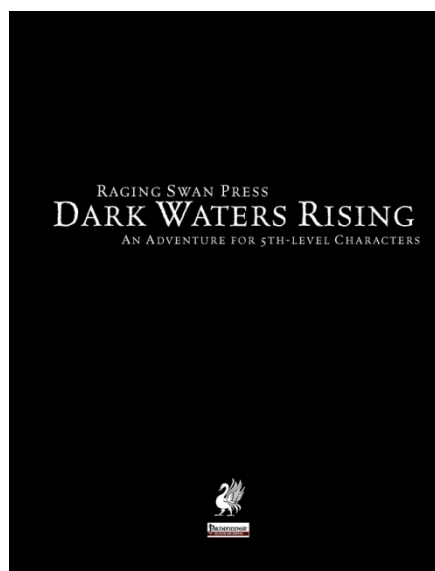
## DARK WATERS RISING

Catastrophe strikes the frontier village of Swallowfeld! With a grinding groan, the village's mill slews into the Kilian River and breaks through the ceiling of an ancient subterranean dungeon. This accident frees a long-imprisoned evil to prey upon the shocked villagers. When several Swallowfeld residents—some innocent and some not so innocent—are spirited away into the rapidly flooding dungeon, it falls to a brave group of heroes to venture underground and rescue the missing before dark, rising waters seal their fate.

A Pathfinder Roleplaying Game compatible adventure by Ron Lunden for 5th-level characters.

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## THE LONELY COAST

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A Pathfinder Roleplaying Game compatible mini-campaign setting by Creighton Broadhurst

The furthest flung outpost of a mighty kingdom, turbulent waters and forbidding, trackless forests separate the folk of the Lonely Coast from the gaudy lights of civilisation. Pirates and slavers ply the southern storm-tossed waters while goblins and other foul things creep through the gloom of the Tangled Wood that seemingly chokes the forgotten holds and sacred places of the Old People. Deep within the forest, a narrow, rock-choked defile piled deep with shadow cuts through a nameless range of rugged, tree-shrouded hills birthing dark, fearsome legends of terrifying monsters and glittering, doom-laden treasures. The perils of the Lonely Coast are legion and thus there is always a need for those with stout hearts and skill with blade and spell or for those merely hungry for glory to defend humanity's most tenuous enclave.

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Kevin Ray (five stars)

*"A neat and elegant adventure setting"*

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Darren Ehlers (five stars)

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A Pathfinder Roleplaying Game adventure for 1st-level PCs by Creighton Broadhurst

In the frozen depths of winter, murderous winds mercilessly batter the crumbling Priory of Cymer. Within, trapped by their duty and the heaped snowdrifts that render travel near impossible, the few remaining faithful huddle together and tend the sacred places of their forbears. With the weather worsening, nerves fray and tempers snap as the wind howls its mournful dirge for the forgotten dead of a fallen time. But the worst is yet to come. One of those trapped within holds a murderous grudge that only blood can expunge and as the storm reaches its savage height terrible revenge is wrought amid the frigid halls and faded glories of a bygone age.

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KTFish (five stars)

*"For me personally, I still will settle on 5 stars for this nail-biting, old-schoolish and fast-paced dungeon-crawl."*

Endzeitgeist (five stars)

*"The layout is phenomenal...This is a great 4 to 6 hour module that can easily be expanded with a creative DM. There are not a lot of twists and turns, but the heart racing pacing makes this a blast to play through."*

Nathan C (five stars)

## SWALLOWFELD

---

A Pathfinder Roleplaying Game compatible supplement by Creighton Broadhurst

The village of Swallowfeld stands hard against the turbulent waters of the Lonely Coast and the forbidding depths of a trackless, primeval forest. A hard, frontier place hemmed in by danger without and threatened by a lurking darkness within, the village is in dire need of doughty protectors.

*"And a village is what you get with this product! Swallowfeld is a great launching pad for your PFRPG campaigns."*

Darren Ehler (five stars)

*"This work contains a wonderfully-detailed coastal village"*

Megan Robertson (five stars)

## ROAD OF THE DEAD

---

A Pathfinder Roleplaying Game adventure for four 3rd-level PCs by Creighton Broadhurst

Centuries ago, the Tuath were a mighty folk who strove against the goblins of the Tangled Wood for dominion over that ancient place. Defeated by treachery and their feral, warlike enemies the Tuath's civilisation was thrown down. Their settlements were sacked, their places of strength broken open and their holy places despoiled; the few survivors melted away into the trackless gloom of the deep forest leaving behind nothing but remnants of their once-great culture. The Road of the Dead, a ceremonial pathway representing a soul's journey to the underworld, is one such fragment that yet lingers in the Tangled Wood awaiting the brave or the foolhardy. A cunningly designed death-trap, it hides the forgotten treasures and legends of a fallen people.

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Sean Holland (five stars)

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The village of Swallowfeld stands hard against the turbulent waters of the Lonely Coast and the forbidding depths of a trackless, primeval forest. A hard, frontier place hemmed in by danger without and threatened by a lurking darkness within, the village is in dire need of doughty protectors.

*The Village of Swallowfeld* presents detailed information on village life as well as ten locations and twelve NPCs of note. A GM can use the village as the perfect base from which neophyte adventurers can explore the surrounding area or as a waystop on the road to adventure. Although Swallowfeld's default location is *The Lonely Coast* (a free 46-page, extensively bookmarked PDF available from [ragingswan.com](http://ragingswan.com)) it is easy to include in any GM's campaign.

Visit us at [ragingswan.com](http://ragingswan.com) to learn more.

