

# SWALLOWFELD

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A Pathfinder Roleplaying Game supplement by Creighton Broadhurst suitable for low-level play

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.

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

## BONUS MATERIAL

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Thank you for purchasing *Swallowfeld*; we hope you enjoy it and that you check out our other fine print and PDF products. We at Raging Swan are committed to providing first class web enhancements for our products. Visit [ragingswan.com](http://ragingswan.com) to download bonus materials including maps, reorganised stat block listings, additional encounters and more!

## UPDATES AND NEWS

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## ERRATA

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We would like to think *The Lonely Coast* is completely error free and that absolutely no mistakes have crept in during design or editing. However, we are realists. So in that spirit, we shall post errata for this supplement three months after first 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.

## CONTACT US

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Email [swallowfeld@ragingswan.com](mailto:swallowfeld@ragingswan.com) with questions and comments about this supplement.

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## CONTENTS

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Credits.....	2
Bonus Material.....	2
Updates and News.....	2
Errata.....	2
Contact Us.....	2
Contents.....	3
In Your Campaign.....	3
About the Designer.....	3
NPCs By CR.....	3
CR 1/3.....	4
CR 1/2.....	4
CR 1.....	5
CR 2.....	6
CR 3.....	7
CR 4.....	8
CR 6.....	10
Open Game License Version 1.0A.....	12

## 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.)

The *Lonely Coast*, a free web supplement, presents more details of the Tangled Wood and the surrounding area. Check out [ragingswan.com](http://ragingswan.com) for more information.

## ABOUT THE DESIGNER

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Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his very patient wife. He is famed locally for his unending love of booze and pizza.

His freelance credits include work with Wizards of the Coast, Paizo, and Expeditious Retreat Press. You can check out his blog at [raging-swan.livejournal.com](http://raging-swan.livejournal.com).

## NPCs BY CR

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The table below lists all the NPCs presented with a full stat block in *Swallowfeld*.

CR	NAME	STATISTICS
1/3	Villager	LN human commoner 1
1/2	Bleja Tangye	N female human expert 2
1/2	Hunter	LN human expert 1/warrior 1
1/2	Cutlist	NE human commoner 1/warrior 1
1/2	Maban Tangye	N male human expert 2
1/2	Man-at-Arms	LN male human warrior 2
1	Mercenary Guard	N male human warrior 2
2	Beryan Teague	NG female half-elf fighter 3
2	Kenan Dobell	LN male human cleric (Conn) 3
2	Melor Keast	LN male human expert 4
3	Kitto Joliffe	NE male human expert 3/warrior 2
3	Myghal Endean	N male human expert 3/warrior 2
3	Sir Talek Annear	LN male human fighter 4
3	Sowena	NE female human sorcerer (elemental fire) 4
4	Jory Mayne	N male human wizard (conjurer) 5
4	Tecca Joliffe	NE female human expert 2/adept 4
6	Tryfena	N female doppelganger rogue 3

### RETRIBUTION

*Retribution*, a Pathfinder Roleplaying Game adventure for four 1st-level characters takes place in the nearby Priory of Cymer.

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 forbearers. 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.

For more information check out [ragingswan.com](http://ragingswan.com)

## CR 1/3

**VILLAGER** CR 1/3 (XP 135)

Human commoner 1  
LN Medium humanoid  
**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/x3) or

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

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

**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 10 sling bullets, 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)

## CR 1/2

**BLEJA & MABAN TANGYE** CR 1/2 (XP 200)

Human expert 2  
N Medium humanoid  
**Init** -1; **Senses** Perception +6, Sense Motive +7  
**Speed** 30 ft.  
**ACP** 0

**AC** 12, touch 9, flat-footed 12; **CMD** 9  
(-1 Dex, +3 armour [mwk studded leather])

**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)

**CULTIST** CR 1/2 (XP 200)

Human commoner 1/warrior 1  
NE Medium humanoid  
**Init** +0; **Senses** Perception +1, Sense Motive +1  
**Speed** 30 ft.  
**ACP** 0; Climb +6, Swim +6

**AC** 13, touch 10, flat-footed 13; **CMD** 12  
(+3 armour [mwk studded leather])

**Fort** +4, **Ref** +0, **Will** -1

**hp** 14 (2 HD)

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

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

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

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

**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 Intimidate +3, Profession (farmer or similar) +6

**Languages** Common

**Gear** as above plus 10 sling bullets, belt pouch, peasant's outfit

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

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

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

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

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**HUNTER**

CR 1/2 (XP 200)

Human expert 1/warrior 1

LN Medium humanoid

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

**Speed** 30 ft.

**ACP** 0; Climb +5, Stealth +5, Swim +5

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

(+1 Dex, +2 armour [leather])

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

**hp** 13 (2 HD)

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**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)

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**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

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**Gear** as above plus 20 arrows, backpack, belt pouch, explorer's outfit

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

**AC** 11, touch 11, flat-footed 10, **CMD** 13

(+1 Dex)

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

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**MAN-AT-ARMS**

CR 1/2 (XP 200)

Male human warrior 2

LN Medium humanoid

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

**Speed** 20 ft., base speed 30 ft.

**ACP** -6; Acrobatics -6 (-10 jumping), Ride -4

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

(+0 Dex, +6 armour [chainmail], +1 shield [buckler])

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

**hp** 18 (2 HD)

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**Space** 5 ft.; **Base Atk** +2; **CMB** +4

**Melee** longsword +5 (1d8+2/19-20) or

**Melee** dagger +4 (1d4+2/19-20)

**Ranged** heavy crossbow (range 120 ft.) +2 (1d10/19-20)

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

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

**Skills** as above plus Handle Animal +3, Profession (soldier) +4

**Languages** Common

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**Gear** as above plus 20 bolts, pouch, 2d6 sp

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CR 1

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**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

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

(+0 Dex, +6 armour [chainmail], +1 shield [buckler])

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

**hp** 25 (3 HD)

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**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)

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**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

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**Gear** as above plus 20 bolts, pouch, 2d10 sp, 1d8 gp

## CR 2

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### **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

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

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

**Immune** *sleep*

**Fort** +4, **Ref** +4, **Will** +2; +2 vs. enchantments, +1 vs. fear

**hp** 27 (3 HD)

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**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, 10 silver arrows, 10 cold iron arrows

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

**SQ** armour training 1, multitalented (fighter, ranger)

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

**Skills** as above plus Survival +5

**Languages** Common, Elven

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**Gear** as above plus 20 arrows, 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

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

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

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

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

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### **KENAN DOBEL**

CR 2 (XP 600)

Male human cleric (Conn) 3

LN Medium humanoid

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

**Speed** 30 ft.

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

(-1 Dex)

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

**hp** 20 (3 HD)

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

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

**Special Actions** calming touch 5/day, channel positive energy 6/day (DC 14, 2d6), inspiring word (5/day)

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

**Inspiring Word (Sp; 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—*bles*<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 *bles* (2), scroll of *consecrate, wand of cure light wounds* (50 charges)

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**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

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

### **MELOR KEAST**

CR 2 (XP 600)

Male human expert 4

LN Medium humanoid

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

**Speed** 35 ft.

**ACP** -1; Ride +6

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**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)

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**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)

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**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 20 bolts, 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

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

## CR 3

### KITTO JOLIFFE

CR 3 (XP 800)

Male human expert 3/warrior 2  
NE Medium humanoid

**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 +8 (1d8+2) or

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

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

**Atk Options** Power Attack

**Combat Gear** *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 20 bolts, 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 +6 (1d4+2/19-20)

**Combat Gear** none

### 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)** Once per 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 +9 (2d4+4/18-20) or

**Melee** dagger +7 (1d4+3/19-20)

**Atk Options** Cleave, Power Attack

**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 +7 (1d4+3/19-20)

**Combat Gear** none

### SIR TALEK ANNEAR

CR 3 (XP 800)

Male human fighter 4

LN Medium humanoid

**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

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

**Fort** +6, **Ref** +0, **Will** +5; +1 vs. fear

**hp** 38 (4 HD)

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

**Melee** mwk bastard sword +9 (1d10+5/19-20)

**Atk Options** Cleave, Power Attack

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

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

**SQ** armour training -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

**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

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

**Melee** mwk bastard sword +9 (1d10+5/19-20)

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

(-1 Dex, +1 deflection)

**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** (Sp; 7/day) elemental ray (range 30 ft.) +1 (1d6+2 fire) or**Ranged Touch** ray (range var.) +1 (spell effect)**Special Actions** bloodline arcane**Bloodline Arcana** When Sowena casts a spell that deals energy damage she can change the spell to deal fire damage.**Sorcerer Spells Known** (CL 4th; concentration +8)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***Combat Gear** *wand of bane* (10 charges)**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 *ring of protection* +1, 28 sp, 136 cp**CR 4****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

**Init** +5; **Senses** Perception +2, Sense Motive +2**Speed** 30 ft.**AC** 12, touch 12, flat-footed 11; **CMD** 13

(+1 Dex, +1 deflection)

**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 (Sp; 7/day)** *acid dart* (range 30 ft.) +3 (1d6+2 acid)**Special Actions** bonded object (amulet), summoner's charm**Bonded Object (Sp)** Jory can use his bonded object once per day to cast any one spell that he has in his spellbook.**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)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 charges), *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 *ring of protection* +1, 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*

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

Female human expert 2/adept 4

NE Medium humanoid

**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

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

**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)**Special Actions** share spells**Adept Spells Prepared** (CL 4th; concentration +6)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 *ring of protection +1*, spell component pouch, silver holy symbol (Brael), 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)**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) (+2 size, +4 Dex, +3 natural)**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 its touch attack. Its barb legs anchor it 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 point of Constitution damage at the end of its turn if attached to its prey by draining its blood. 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, that victim has a 10% chance of being exposed to blinding sickness (onset 1d3 days; 1/day frequency; 1d4 Str damage; if more than 2 Str damage inflicted, victim must make another an additional Fortitude save or be permanently blinded). Once this check is made, the victim cannot be affected by Murh (but other stirges can still infect him).**Abilities** Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6**Feats** Weapon Finesse**Languages** empathic link, speak with master

## CR 6

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### TRYFENA

CR 6 (XP 2,400)

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Female doppelganger rogue 3

N Medium monstrous humanoid (shapechanger)

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

**Speed** 30 ft.

**ACP** -0; Acrobatics +11, Climb +8, Stealth +16, Swim +7

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**AC** 21, touch 16, flat-footed 14; **CMD** 26; Dodge, Mobility, +1 vs. traps

(+6 Dex, +1 dodge, +4 natural)

**Immune** charm, sleep

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

**hp** 49 (7 HD)

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

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

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

**Atk Options** sneak attack +2d6

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

3/day—*detect magic* (CL 3rd)

At-Will—*detect thoughts* (DC 14)

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

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

**SQ** change self (*alter self*), perfect copy, mimicry, 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

**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.

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

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

## READING STAT BLOCKS

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*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.

Each stat block is arrayed in four sections: basic, defensive, offensive and supplemental. The information in stat blocks appears in the following order:

### 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 affect 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 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. 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. 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 the creature's attacks. Subsequent listings describe all but the most basic abilities in more 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, its relevant attack bonus is included. Spells available appear in reverse order from highest to lowest. Spells noted <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 a creature's ability scores and any special qualities that appear nowhere 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 barred schools.

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## SPECIAL ABILITIES

Special abilities appear in the section which they best suit. 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 affects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

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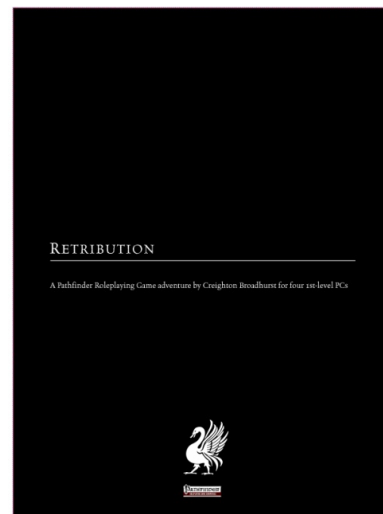
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