

SWALLOWFELD

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) 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

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 to download bonus materials including maps, reorganised stat block listings, additional encounters and more!

UPDATES AND NEWS

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ERRATA

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. 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

Email swallowfeld@ragingswan.com with questions and comments about this supplement.

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IN YOUR CAMPAIGN

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 for more information.

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 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.

USING THIS WEB ENHANCEMENT

The GM can use the illustrations contained in this web enhancement to show the players what many of the folk of Swallowfeld look like. Alternatively, a GM could use the illustrations herein to depict NPCs of his own design.

BERYAN TEAGUE

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



KITTO JOLIFFE

Joyless, the miller craves a son.



TECCA JOLIFFE

The miller's wife, Tecca is an abrasive person.



KENAN DOBEL

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



MELOR KEAST

The craven reeve hides behind the power of his office.



MYGHAL ENDEAN

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



MABAN TANGYE

Cleanliness-obsessed innkeeper with an open mind.



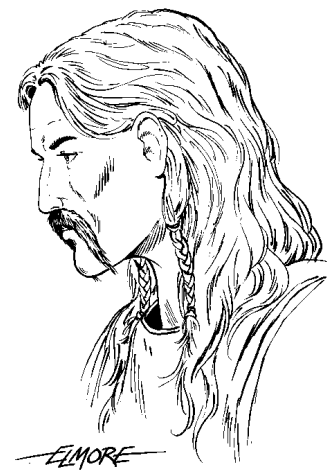
BLEJA TANGYE

Inquisitive and friendly cook who enjoys a good gossip.



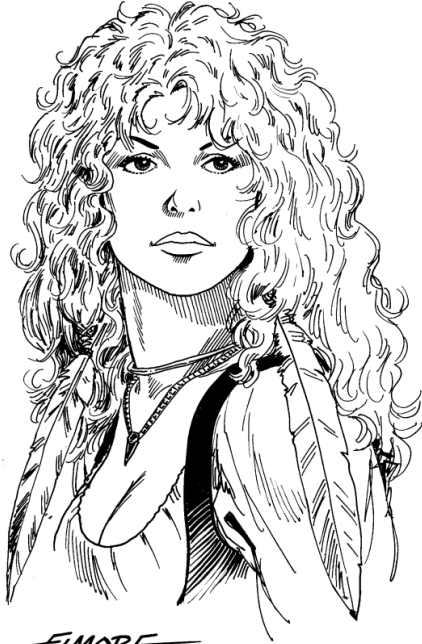
SIR TALEK ANNEAR

This energetic warrior dislikes living in Swallowfeld.



TRYFENA

Avarice and secrecy govern Tryfena's life.



RETRIBUTION

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

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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