

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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Published by Raging Swan Press
1st printing, April 2010

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.

USING THIS WEB ENHANCEMENT

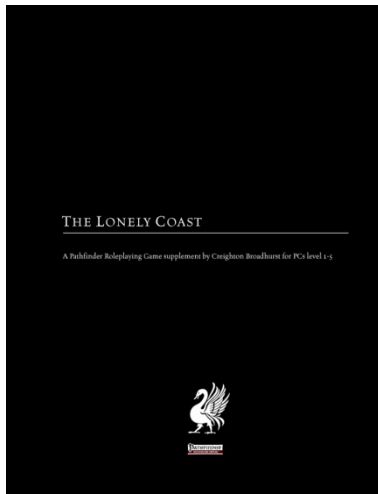
The GM can provide this handout to the players once they have become familiar with Swallowfeld and its folk. The handout contains only information generally available to the PCs through normal day-to-day interaction with the folk of the village. For example, it does not identify the

Joliffes as evil cultists or identify Tryfena as a doppelganger.

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.

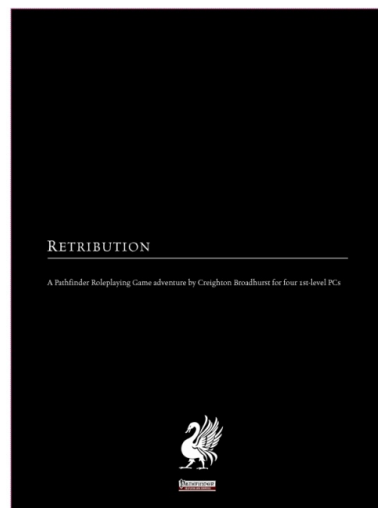
His freelance credits include work with Wizards of the Coast, Paizo, and Expeditionary Retreat Press. You can check out his blog at raging-swan.livejournal.com.



THE LONELY COAST

A Pathfinder Roleplaying Game adventure locale by Creighton Broadhurst suitable for PCs level 1-5

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.



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.

SWALLOWFELD

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: the Babbling Monolith, the 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

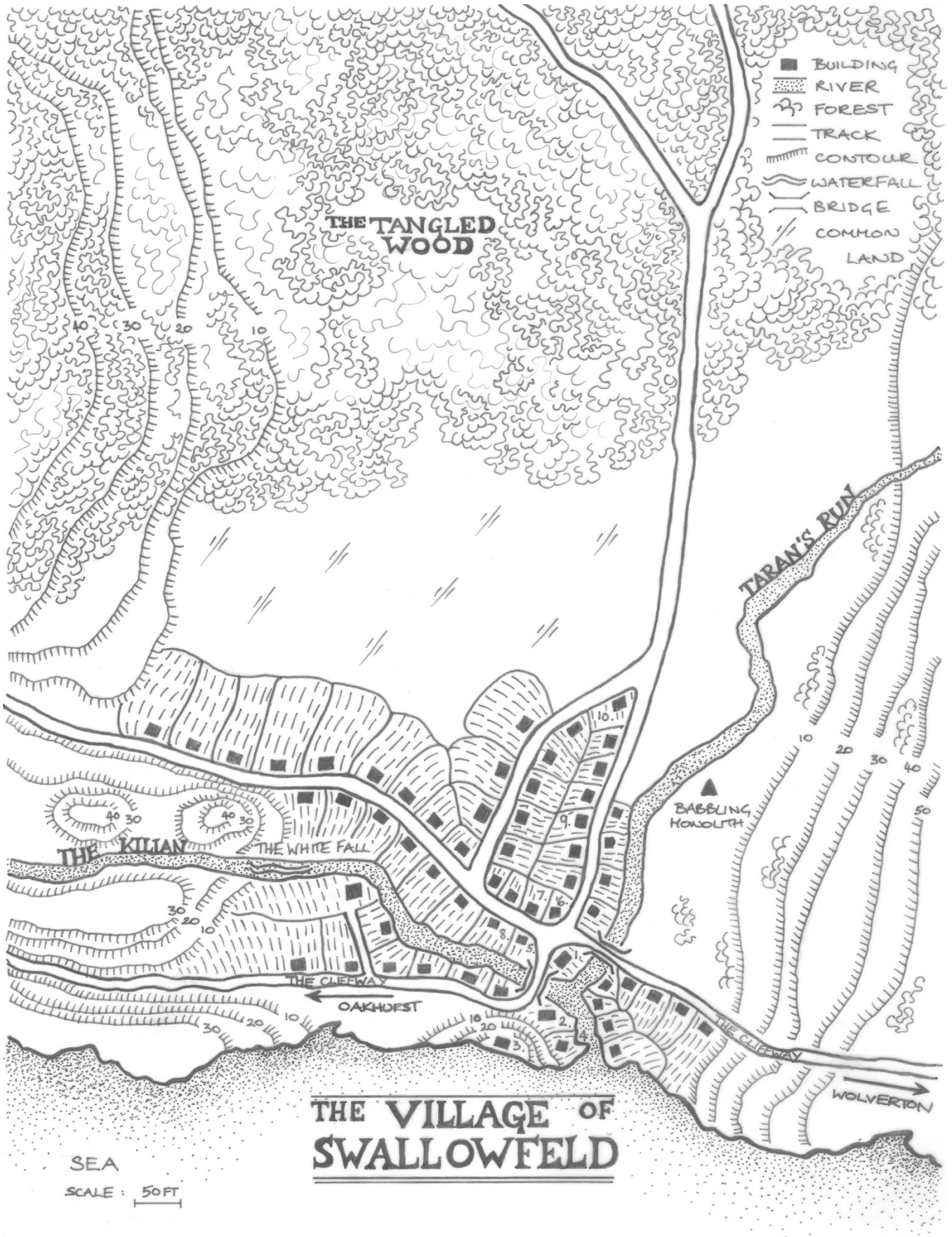
A few of Swallowfeld's buildings are noteworthy.

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 hunter): 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 sour 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).



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