

# 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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## ERRATA

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We would like to think *Swallowfeld* 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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## 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).

## INTRODUCTION

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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)

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### 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.

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dark embrace. Their machinations could soon cast an ebon pall over the small village.

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 and, thus, there is always a need for those skilled with sword and spell in Swallowfeld.

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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.)

## 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.

## LOCATIONS OF INTEREST

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

### 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), 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), 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.

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#### TARIFF

##### Lodgings

Simple Room	2 sp/night
Nice Room	5 sp/night
Common Rom	5 cp/night

##### Food

Thin stew	1 sp
Good stew	3 sp

##### Drink

Ale, normal	4 cp/pint
Old Man	1 sp/pint
Wine	2 sp/pitcher

**Old Man:** 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.

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#### 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.

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 letting bedrooms (each capable of holding two guests) account for the first floor. Three of the rooms are of superior quality.

**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, while others talk quietly among themselves.



## 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. Sadly, his social skills do not equal his blacksmithing skills.

Also, 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 liason with Beryan and partly because he likes to show off).

**Background:** Myghal's father was a wandering half-orc adventurer who settled in Swallowfeld and some of 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. His father's death has left him lonely.

**Mannerisms:** Myghal rarely looks 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.

**Distinguishing Features:** Myghal wears his hair in a topknot, in imitation of his father.

**Hooks:** 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 the 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.

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

### 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 he is 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 Attack1, Weapon Focus (falchion)

**Skills** as above plus Appraise +4, Handle Animal +3, Intimidate +7, Profession (miller) +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** 16

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

**Combat Gear** none

## 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.

**Background:** Arriving on the Lonely Coast destitute, Tryfena first traded in Wolverton, but the bustling town was too busy for her tastes. Discovering Swallowfeld's quiet, staid community, she purchased a ramshackle building transforming it into her store.

**Personality:** Tryfena's main goal is the accumulation of wealth. She is also somewhat of a coward and relies on

### TRYFENA CR 6 (XP 2,400)

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

**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)

**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*

**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.

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

### 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

(+0 Dex, +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)

**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 20 bolts, pouch, 2d10 sp, 1d8 gp

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 Tryfena form, she is inordinately proud of her hair – which is always perfect.

**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. 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).



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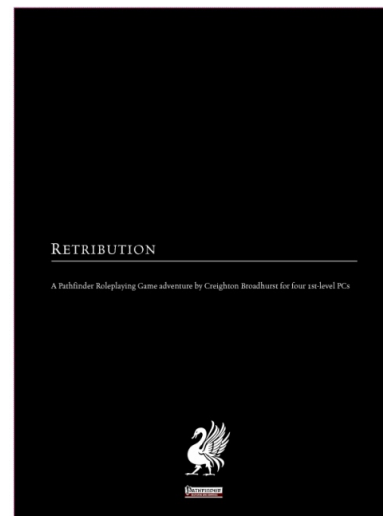
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