

A RAGING SWAN PRESS COLLECTOR'S EDITION
RETRIBUTION

AN ADVENTURE FOR 1ST-LEVEL CHARACTERS



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RETRIBUTION: COLLECTOR'S EDITION

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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Dedicated to

Christopher, Alexander, Alaric, Adam and Nathan

Thank you for purchasing *Retribution: Collector's Edition*; we hope you enjoy it and that you check out our other fine print and PDF products.

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THE LONELY COAST

Retribution's default location is a dozen miles north of the village of Swallowfeld deep in the Tangled Wood on the Lonely Coast.

The Lonely Coast is a free mini-campaign setting available from ragingswan.com or from wherever you purchased this module.

- A brief overview of the Lonely Coast appears on pages 8-9.
- Brief details of Swallowfeld appear on pages 10-11.



STAT BLOCKS BY CR

CR		PAGE
1/3	Rosenn Ursell NG female human expert (scribe) 1	63
1/2	Barsala NE female half-goblin ranger 1	17
1/2	Brunk NE male goblin expert (scout) 2	37
1/2	Cymer's Profaned Dead NE male human fast zombie	52
1/2	Goblin Battledancer NE male goblin warrior 1/expert (acrobat) 1	42
1/2	Grelha NE female goblin cleric (Braul) 1	36
1/2	Half-Goblin Sneaks NE male half-goblin rogue 1	17
1/2	Immature Lemure Devil LE young lemure devil	57
1/2	Malvenos NG male half-elf fighter 1	61
1/2	Zombie NE undead	37
1	Eiravel Soleruil CN female tiefling rogue 1/wizard (enchanter) 1	60
1	Gark NE male goblin adept (Braul) 3	43
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1	Patrax NE male goblin rogue 2	43
1	Terl NE male half-goblin sorcerer (aberrant) 1	40
1	Tomas Lelean LN male human cleric (Daren) 2	64
1	Vartel NE male half-goblin fighter 2	54
1	Wolf N animal	19
2	Ythel NE male human cleric (Braul) 3	57, 65
3	Marel LG male ghost human cleric (Darlen) 2	44
4	Ruan Gloyne LE male human cleric (Darlen) 5	56, 63

GLOSSARY

Chapter-House: A building in which a religious community live and hold meetings.

Cloister: A covered walk with an open arcade or colonnade usually opening onto a courtyard or garth.

Frater: A room used for serving food; often connected to a kitchen.

Garth: An open courtyard enclosed by a cloister.

Sacristy: A room in a church used for storing sacred vessels and vestments.

Vestry: A room in, or a building attached to, a church, in which holy vestments and sometimes other sacred objects used during worship are kept.

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 and contact him at creighton@ragingswan.com.



READING STAT BLOCKS

Retribution 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 ^D 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.

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.

USING THIS ADVENTURE

The notes below describe how to use *Retribution*.

ANATOMY OF AN ENCOUNTER

Each encounter in this adventure has several distinct parts:

Title: This section includes the encounter's number, title, EL and total XP value. The second paragraph provides an at-a-glance overview of the encounter.

Initial Set-Up and Read Aloud: The next few paragraphs provide basic information about the encounter and a read aloud section describing what the PCs most likely see (dependant on PCs' actions, the GM may have to modify this text).

Tactics: Details of how the encountered creatures work together to defeat the PCs.

Area Features: This section describes any noteworthy features in the area. Details of items found in the area (but not those carried by the PCs' opponents) appear here.

Stat Blocks: The encounter includes full stat blocks for all creatures present.

Treasure: This section presents information on any noteworthy items carried by the creatures present in the encounter (as well as detailing the various checks the PCs can make to identify the items).

Scaling the Encounter: This section provides brief details of how to increase or decrease the encounter's EL by 1.

Sidebars: Occasionally, encounters include sidebars. Such inclusions could detail relevant (but little-used rules) like fighting in water or provide tips for running the encounter.

READING TRAP BLOCKS

These notes explain how to use the various traps appearing in the adventure. The following sections make up a trap block:

BASIC

Name, CR and XP: The trap's name, followed by its CR and XP value appear first.

Read Aloud: Text to read when the trap activates.

DETECT, DISARM, BYPASS

Search: The required DC to discover the trap.

Type: The trap's type.

Disarm: The Disable Device check required to disarm the trap. This section also includes how long it takes to make the check and the DC for accidentally activating the trap.

Bypass: If there is a special way to bypass the trap, it is noted here.

ATTACK

Trigger: How and when the trap activates.

Reset: How long it takes for the trap to reset.

Effect: The effect of the trap. If the trap has multiple effects, they are presented separately for clarity.

IDENTIFYING TREASURE

During the course of their adventure, the PCs will find treasure that they'll want to identify. Use the notes below to facilitate their efforts.

IDENTIFYING MAGICAL TREASURE

Magic items can be identified in a variety of ways:

Identify a magic item: When the PCs find a magic item it is presented in the following format: *boots of speed* (moderate [DC 18 Knowledge {arcana} transmutation], DC 25 Spellcraft identifies). The first part of the item's listing indicates the strength and type of magic emanating from the item and the Knowledge (arcana) check made in conjunction with *detect magic* needed to identify the magic type; the second part notes the DC required to identify the magic item using *detect magic* and Spellcraft. Using *detect magic* and Spellcraft to identify a magic item takes three rounds. A character can attempt to identify a magic item once per day. A PC failing to identify a magic item still determines the strength of the item's aura.

Appraising an Item: A DC 25 Appraise check made on a common item (a ring, piece of jewellery etc.) determines its value and whether it is magical or not (but does not identify the item's magical properties.) This check takes one round. Subsequent checks reveal the same result.

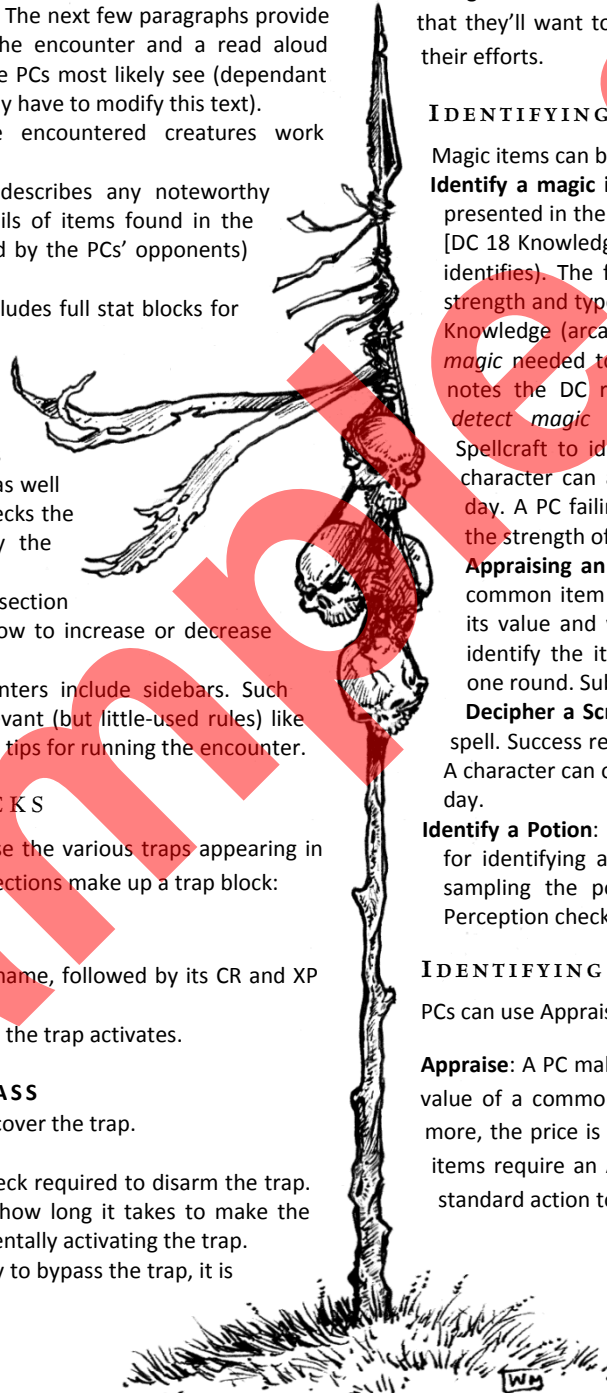
Decipher a Scroll: It takes three rounds to decipher each spell. Success requires a DC 20 + spell level Spellcraft check. A character can only attempt to decipher each spell once per day.

Identify a Potion: Potions can be identified using the method for identifying any normal magic item. Alternatively, a PC sampling the potion and making a DC 15 + spell level Perception check identifies the potion.

IDENTIFYING MUNDANE TREASURE

PCs can use Appraise to identify mundane treasures:

Appraise: A PC making a DC 20 Appraise check determines the value of a common item. If the PC fails the check by five or more, the price is wildly inaccurate. Particularly rare or exotic items require an Appraise check of 25 or more. It takes one standard action to appraise an item.



ADVENTURE BACKGROUND

In the twilight of his life, Father Ruan is a gentle man well loved by his acolytes and the few faithful that yet worship before Cymer's high altar. Things were not always thus, however; intolerance and adherence to the extreme teachings of a fanatical sect – the Brotherhood of the Unalterable Way – governed his youth. The sect's extreme teachings (see "The Unalterable Way" [page 12]) made him a harsh and unforgiving man given to savagely punishing his flock's transgressions.

Among those to feel Ruan's blinkered view of justice was Ythel, a lazy student who drifted into the priesthood through indifference, lack of direction and subconscious masochistic tendencies. (Ythel's father deliberately placed his wayward son with Ruan, hoping the intolerant priest would beat a sense of purpose and duty into him). Unsurprisingly, Ythel's lax attitude got short shrift from Ruan, earning him innumerable beatings and humiliating tirades over his three interminable years of instruction.

Ultimately, Ythel joined the priesthood (but not the Brotherhood of the Unalterable Way), giving many years of adequate, if uninspiring, service. Burning hatred for his tyrannical teacher festered deep within his heart, and while fate conspired to keep them apart, his desire for revenge never died.

Meanwhile, an aging Ruan mellowed, eschewing the harsh teaching that had so governed and guided his early years. Welcomed back into the mainstream church, Ruan was gifted the position of the curate of the Priory of Cymer to live out his final years.

Fate took a hand three years ago, reuniting Ruan with his wayward student at the priory when Ythel arrived to bolster the resolve of the remaining faithful.

Although Ythel quickly discovered Ruan had long since renounced the radical teachings of his youth he cared not. Seeing his old teacher awakened the pit of hatred and worthlessness lurking deep in his soul. He thirsted for revenge and began fantasizing about punishing his old teacher. Almost without noticing, Ythel abandoned his belief in Darlen so consumed was he with dreams of bloody revenge. Braal (NE god of Hate, Malice and Revenge [page 12]) sensed the depths of hatred in Ythel's soul and was pleased, slowly seducing him to his ebon worship. Pleased with his new acolyte (and seeing the destruction of the priory as a most welcome bonus) Braal revealed the Deep Caves below the priory to Ythel and their link to the undercroft. Finally, he gifted Ythel with minions and power to attain his dark goal of revenge.

It is deep winter as *Retribution* begins; driving snow and deep drifts soon all but cut off the priory making travel almost impossible. As Ythel's dark scheme unfolds, no help comes from the outside world; it is up to the PCs to save the priory from disaster and destruction.

IN YOUR CAMPAIGN

Retribution is designed to be easily inserted into a GM's home campaign. Thus, while the adventure locales themselves are richly detailed, the surrounding area (a range of heavily forested, sparsely populated hills) is only vaguely defined. (The priory itself stands upon a lonely cave-riddled cliff; it's only link to civilisation a single track leading to the nearby villages.)

Similarly, *Retribution's* plot does not rely on world-shattering events either past or present, famous personages or a particular kingdom or group.

Retribution features followers of two faiths – Darlen and Braal (both page 12). These powers oversee relatively generic portfolios allowing a GM to easily substitute suitable deities from his own campaign.

Finally, during the adventure heavy snowfall cuts off the priory. The GM can easily substitute the snow for a sandstorm or thunderstorm as appropriate.

PRIORY OF CYMER

Retribution takes place within the confines of the Priory of Cymer, a small temple complex dedicated to Darlen (LG god of Law, Order, Justice and the Sun). About Cymer hangs an aura of faded glory and neglect. Once a site of pilgrimage and sanctuary, few visitors now come to the priory. (Depending on how the GM sets up this adventure, this is probably because Darlen has fallen out of favour locally.) The temple is dilapidated; some areas are all but abandoned and everywhere the signs of neglect are evident. Where scores of worshippers once answered the call to prayer, only a remnant now linger.

The priory is located in the wilderness on a little-used track leading to several nearby villages. (The specifics of these details are largely irrelevant to the adventure at hand and remain deliberately scant so that the GM can easily place the adventure in his own campaign). *Retribution's* default setting is the Lonely Coast (see page 8 for more details).

ADVENTURE SYNOPSIS

The adventure opens as a winter storm hurtles toward the Priory of Cymer. The worsening weather catches the PCs, as they travel to the priory. As they struggle along the tree-fringed track, a small band of half-goblins (Appendix 1) – vicious, degenerate mongrel creatures – set an ambush. Defeating their assailants the PCs hurry on as the weather worsens.

Snow begins to fall and the wind picks up as the PCs continue their journey. A small pack of wolves finds the PCs' trail and attack forcing the party into a desperate battle as the snow falls around them.

Once they reach the priory, the aged curate, Ruan, meets them and grants them leave to remain until the storm abates. That night at dinner, the PCs meet the rest of the priory's staff and learn that strange events have befallen the church in the last few weeks. Learning of these – strange tracks about the gate and sinister lights in the surrounding woods – the PCs offer to investigate.

Over the next few days, the isolation, howling wind and cold begin to affect the remaining inhabitants; tempers fray and arguments become commonplace. To make matters worse a series of strange events and dark portents puts the inhabitants on edge.

Around midnight on the fourth day, a zombie and its goblin handlers burst into the PCs' chamber. After the PCs defeat their

foe in a hard-won fight they see lights moving about other parts of the priory and hear screaming coming from the clergy's quarters. Investigating, they discover the priory is under attack; goblins and undead roam the halls and unless the PCs act quickly most of their hosts die.

During the course of the night, the PCs discover Ruan has been abducted and evidence identifying Ythel as the culprit.

After cleansing the Justicar's Hall, the PCs discover the door to the undercroft open. Investigating, they discover shrivelled goblin corpses, a vengeful spirit intent on destroying all evildoers and a passageway leading to the caverns below the priory. Quick-witted PCs can placate the ghostly cleric and even gain the *blessed aspergillum* (page 45) – a holy relic – to help scourge the priory free of the evil infesting its halls.

Exploring the passageway, they discover a great cavern dominated by a dark chasm. Undead guard the chamber and attempt to hurl the PCs into the chasm. After defeating the undead and descending the chasm, they discover a further network of passages and chambers. Most of the inhabitants are already dead – slain by the PCs in the priory above – but a few final guards remain. Eventually, the PCs discover Ythel in his Dark Fane, arriving as he tortures his one-time tutor. Using diplomacy or brute force the PCs (hopefully) free the helpless curate and end Ythel's rampage.

RUNNING RETRIBUTION

Retribution uses the Medium advancement track for experience points. Therefore, new 1st-level characters require 2,000 XP to reach 2nd-level. By the end of the adventure, if they defeat Ythel, the PCs should gain the requisite XP to reach 2nd-level.

Retribution is broken down into three parts for ease of use. In these sections, combats and other challenging or significant encounters are listed numerically while area descriptions are listed alphabetically, for the GM's convenience.

DESCENT INTO DARKNESS

Retribution deals with Ythel's unfolding plan for revenge against his old tutor, Ruan. Once a cleric of Darlen, Ythel has secretly converted to Braal's fell worship but has not yet fully fallen into darkness. One thing yet remains: the torture and killing of Ruan.

As a young man, although lazy, Ythel was essentially good. Ruan's treatment of him and his subsequent lingering grudge have pushed him towards evil. As *Retribution* opens Ythel's alignment is true neutral. Because of this *detect evil* (and similar spells) do not identify him as a threat. Once he unleashes his minions into the priory, however, he slips into darkness.

- **Sanctuary (Part 1):** The PCs are travelling to Cymer. In this section of the adventure, their main opponent is the gathering winter storm that will trap them in the priory. At the end of the section, the party should be inside Cymer – and have no intention of venturing back into the storm.
- **Signs (Part 2):** Trapped in the priory, the party meet their hosts and start to realise something bad is happening. Part 2 is heavy on roleplaying and the GM should be conversant with all the priory's occupants before beginning this section of the adventure. Strange events of fell portent set the inhabitants on edge and these culminate in a savage attack by Ythel's minions. By the end of this part, the party should have pieced together – at least in part – what is going on and should know who is responsible.
- **Darkness (Part 3):** In a desperate bid to save Ruan, the party plunges into the caverns below Cymer to confront Ythel and his remaining minions. Here they have a chance to learn of Ruan and Ythel's shared history and can choose to use honeyed words or the sword to save the aged cleric.

THE LONELY COAST

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 (LN male human aristocrat 2/fighter 6)

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:

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 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 the distance and travel times between settlements. To calculate the distance or travel time between two places, find the intersecting table entry. Table entries list distances to the nearest mile and journey times to the nearest hour.

DISTANCES

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

TRAVEL TIMES (20 FT. BASE SPEED)

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

TRAVEL TIMES (30 FT. BASE SPEED)

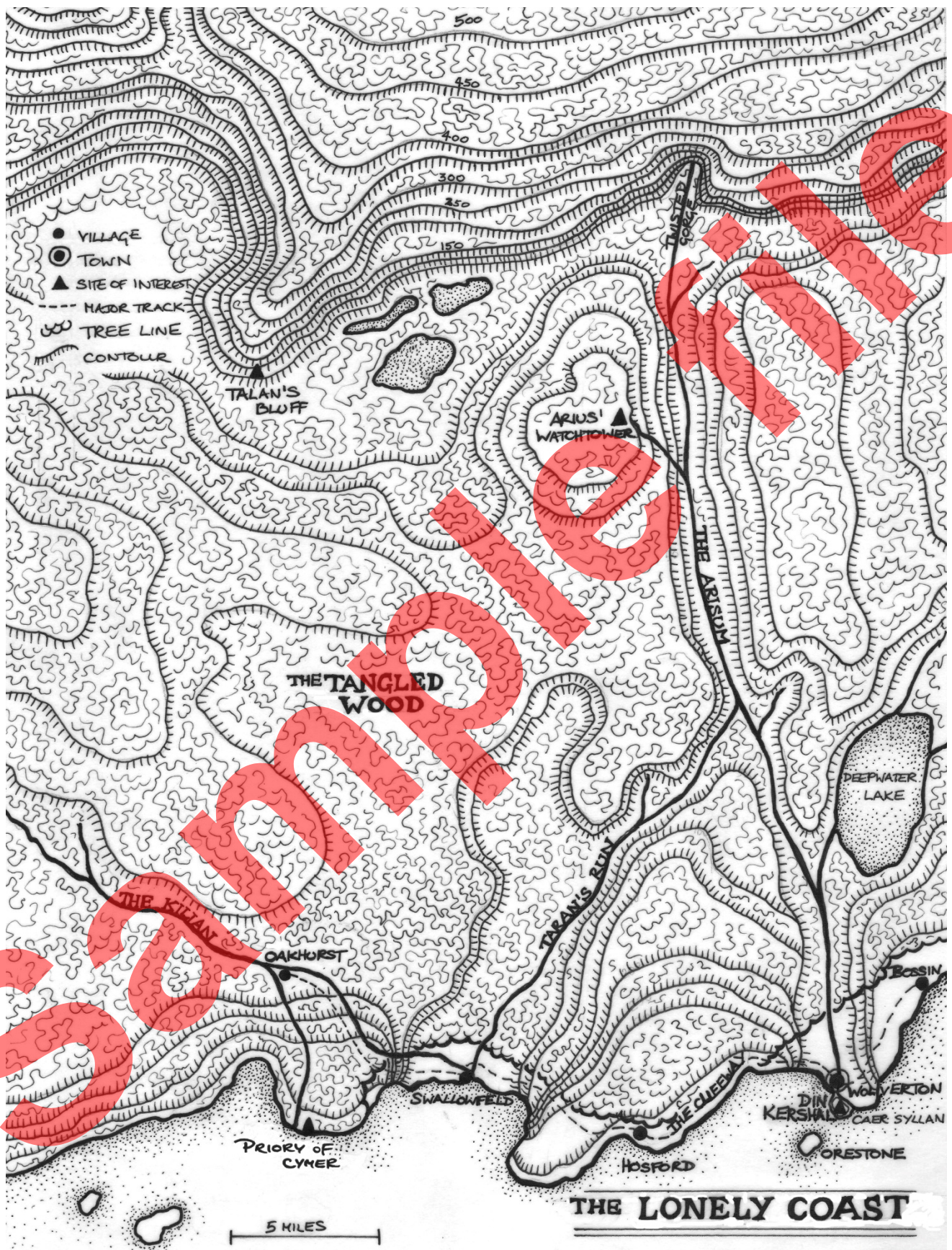
	Wolverton			
		Bossin	Hosford	Oakhurst
Bossin		1 hour	4 hours	6 hours
Hosford			3 hours	5 hours
Oakhurst				2 hours
Swallowfeld				3 hours

TRAVEL TIMES (40 FT. BASE SPEED)

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

TRAVEL TIMES (50 FT. BASE SPEED)

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



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.

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.

- **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 leech, 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.