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THE LONELY COAST



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THE LONELY COAST

A Pathfinder Roleplaying Game Campaign Setting by Creighton Broadhurst

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.



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Thank you for purchasing *The Lonely Coast*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

To the Anoraks of the Coast

ERRATA

We like to think *The Lonely Coast* is completely error free, but we are realists. So in that spirit, we shall post errata three months after 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.

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.

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Published by Raging Swan Press
1st printing, March 2013
ISBN 978-0-9575570-0-0

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1/2	Hunter LN human expert 1/warrior 1	12
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FOREWORD

Well, I've utterly failed. When I started planning Raging Swan's third birthday celebrations I didn't originally plan to revisit the Lonely Coast. Raging Swan's second product and technically its most popular (being free) was a labour of love for me, but one that ended well over three years ago. However, as I was updating *Swallowfeld*, I fell in love again with the setting and once I'd finished that work, I felt compelled to dive back into the Lonely Coast.

You have the result in your hands.

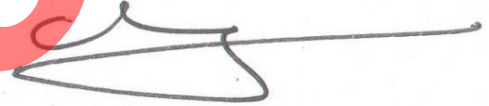
As almost anyone who has played in my campaign will tell you, I prefer gritty, low(ish) magic campaigns to high fantasy. Think the Conan stories (although those are a little low magic even for me) or the Riftwar series by Raymond E. Feist for the kind of theme and style of world I prefer; the Lonely Coast is my version of such a mini-setting. (You'll also note that the level of most of the folk dwelling on the Lonely Coast is pretty low. I'm not a fan of 8th-level commoners or 20th-level experts; I just don't see where such folk would have gained their experience and I've designed the setting this way so that the PCs are the heroes).

As part of my revision, I've added tons of extra details: roughly 10,000 extra words, 16 extra pages and more art (some

of which was specifically commissioned for this product). I'm really happy with the result – I've applied the lessons I've learnt over the last three years ago and I think that shows in this final, polished result.

Of course, The Lonely Coast remains a free download – enjoy it with my compliments, but for the first time ever (and as part of Raging Swan's birthday celebrations) I'm making a print version also available. (I'm also releasing print versions of *Swallowfeld* and *Dark Waters Rising* as part of the celebrations so that along with *Retribution* and *Road of the Dead* you've got a campaign that should be able to transform neophyte adventures into hardened 5th-level heroes!)

In any event, I hope you enjoy this updated version of *The Lonely Coast*. I get a real kick out of knowing that people all over the world are using it in their campaigns and I'd love to hear stories about how it featured in your game. Why not drop me a line at creighton@ragingswan.com.



READING STAT BLOCKS

The Lonely Coast 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

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.

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.

INTRODUCTION

The furthest flung outpost of a mighty kingdom, turbulent waters and forbidding, twisted forests separate the Lonely Coast from the glittering lights of civilisation.

The gloomy, trackless Tangled Wood constricts humanity's tenuous grasp upon the Lonely Coast. In the twilight world beneath the forest's boughs, goblinoid tribes incessantly war against one another. Occasionally, a few tribes band together under a charismatic war leader and bloody war engulfs the Lonely Coast.

Men whisper that ghosts of an elder age stalk the deepest, unknowable reaches of this ancient woodland. Along with the forsaken holy places and forts of a long-fallen elder civilisation, a debased, twisted race of half-goblins haunts the forest's remotest reaches.

Deep within the forest, a nameless range of rugged, tree-shrouded hills thrusts upwards. Tales of these scarcely explored, monster-infested uplands are legion. At the heart of the range, a deep gash shatters the hills. This narrow, rock-choked defile – the Twisted Gorge – features in many taproom tales. Here the

frigid waters of the Dark Mere birth the swiftly flowing Arisum and a lofty series of cascades tumble over slick, broken cliffs. Passageways and caverns honeycomb the unstable canyon walls. Dangerous monsters dwell there in profusion.

The impregnable fortress of Caer Syllan and the redoubtable Lord Locher protect the folk of the Lonely Coast while they scratch a living from the surrounding farmland or toil in their lord's mines. From here flows the Locher's lifeblood – precious stones and metals – to the kingdom's bustling markets.

Pirates sail the surrounding storm-tossed waters while smugglers ply their trade on moonless, fog-shrouded nights eluding pirates and Lord Locher's patrols alike in pursuit of gold. The lost treasure of Peder Uren, a famed pirate who disappeared almost fifty years ago, yet lies hidden somewhere along the coast. Legend and rumour of it have spawned many fated, ill-advised expeditions.

Countless old mine workings pierce the Lonely Coast's proud cliffs. Many are nothing but abandoned water-filled shafts. Others are truly ancient. All are dangerous.

IN YOUR CAMPAIGN

The Lonely Coast is an isolated borderland territory isolated by thick forests and stormy waters. (In a GM's campaign, the Lonely Coast can be the far-flung holding of practically any kingdom).

Populated by hardy, industrious folk such a remote place is the perfect breeding ground for heroes. Characters growing up in the locality are probably of hardy peasant stock determined to better their lot for some reason.

Alternatively, characters new to the Lonely Coast could have arrived on one of the many merchantmen coming here to procure slate and tin or to trade for the furs and pelts gathered under the Tangled Wood's glowering boughs. Some visitors come in search of adventure while others embrace the anonymity of the frontier. Still others, tiring of civilisation's decadence, come to start a new life. Adventurers are normally intent on battling the ferocious humanoids of the interior or on uncovering the ancient ruins and hidden treasure caches of the Old People lying forgotten in the untamed places of the Tangled Wood.

This supplement provides a backdrop for dungeon delving and wilderness exploration. Adventure can also come to the villages and town, though. Occasionally wolves or other marauders take a lone woodsman or foraging villager. Other times, small bands of marauders raid a village, before melting away into the forest's trackless depths. The intrigues of the

villagers can also lead to adventure as old feuds and imagined (or real) insults turn to violence.

The presence of the politically powerful Lochers also provides the GM with the option of running more roleplaying-intensive adventures.

A PERSONAL DEMESNE

In high-level campaigns, the Lonely Coast could serve as a PC's personal fief.

For example, the GM could rule that the Lochers have fallen from favour or been implicated in some treasonous scheme. Consequently, stripped of their lands and exiled (or perhaps even executed) the Lochers are no longer a power on the Lonely Coast.

The PC, as a loyal subject of the crown, has been gifted the fief with the dual charges of keeping it safe from the ravages of the raiding humanoids and of weeding out any surviving Locher loyalists. Such campaigns could centre around the machinations of Locher loyalists, or even a surviving family member intent on reclaiming his birthright.

Alternatively, for those more interested in battle-glory, the tribes of the Tangled Wood could unite and once again boil forth from the forest with sword and flame, intent on sweeping the humans from the Lonely Coast.

HISTORY

Twenty centuries ago the first humans to creep forth from the forests – the Tuath – constructed a great hill fort atop Talan’s Bluff. Built as a place of refuge from their ancient enemies – the goblins of the Tangled Wood – the stronghold was their greatest (and final) bastion.

The Tuath also raised crude temples to venerate the primitive spirits of earth and water they believed dwelled in the forest, sought precious metals deep below the towering cliffs and built great monuments to their fallen hero-kings.

They warred incessantly with the goblins that pressed ever inwards upon their lands. This bloody, merciless struggle lasted for centuries until eventually the Tuath’s strength was shattered in a final battle of terrible carnage at Talan’s Bluff. The few survivors – remnants of a broken people – disappeared back into the deep forest from whence they came.

Their holy places and strongholds fell into neglect, the forest reclaiming those not occupied or destroyed during the fighting and the many tombs they built to honour their dead were broken into and systematically looted. Within a century little remained to tell of the Tuath’s hold upon the Lonely Coast. Now they are remembered simply as the “Old People;” subjects of fanciful, half-remembered tales of fallen glory.

For centuries, the Lonely Coast was a lawless place; roving bands of goblins and other predators drifted northward as they

tested the boundaries of the fledgling kingdoms struggling to establish themselves there and the coast became a haven for pirates and smugglers.

Occasionally, vessels sheltered in isolated bays from fierce storms or put ashore a party to replenish water supplies and to hunt the boar and deer of the forest, but in the main the forests knew not the tread of human feet for many long years.

A century ago, one such expedition carrying a powerful noble noted the defensive properties of Din Kershal. The noble – Maban Locher – instantly realised the potential of such a site to act as a check against both the pirates that often preyed on the realm’s shipping and the humanoids infesting the area. Claiming the area, he set about building Caer Syllan and in the process discovered the vast quantities of slate and some smaller deposits of tin buried in the bay’s towering cliffs.

Ten years later, Caer Syllan was complete and the Lochers turned their attention to the profitable business of mining the cliffs and hurling back the tribes of humanoids that periodically sought to exterminate the newcomers.

To this day, Wolverton and the nearby villages suffer raids from humanoids and pirates alike but these are never enough to seriously threaten the Locher’s grip on the area.



THE LONELY COAST AT A GLANCE

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 (Appendix 1) 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 distance and travel times between settlements; simply find the intersecting table entry to determine a journey's distance or time. Table entries list distances to the nearest mile and times to the nearest hour.

DISTANCES

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

TRAVEL TIMES (20 FT. BASE SPEED)

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

TRAVEL TIMES (30 FT. BASE SPEED)

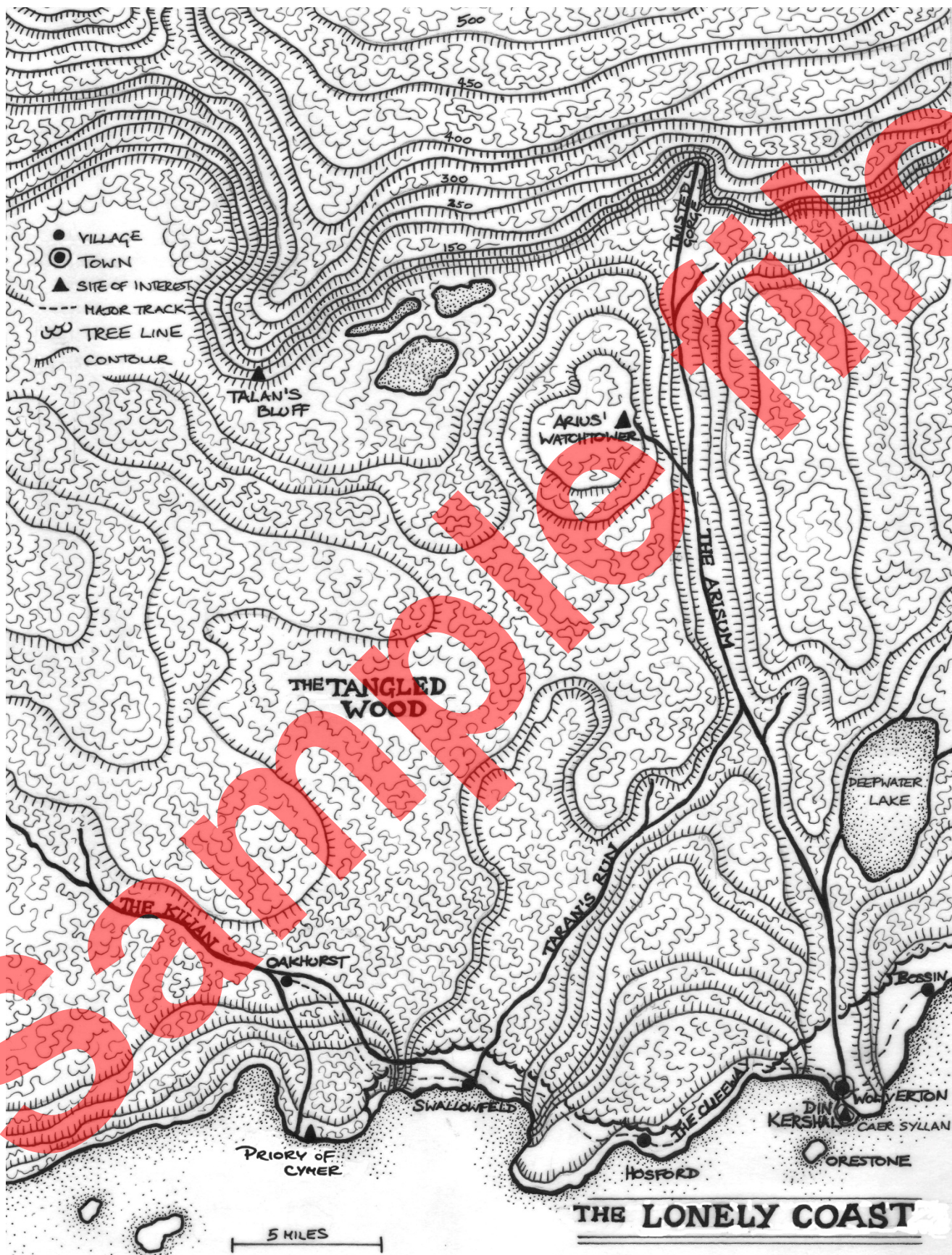
		Wolverton		
		Bossin	Hosford	Oakhurst
		1 hour	3 hours	5 hours
	Bossin		4 hours	6 hours
	Hosford	2 hours		4 hours
	Swallowfeld	2 hours	6 hours	
	Oakhurst	3 hours	5 hours	

TRAVEL TIMES (40 FT. BASE SPEED)

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

TRAVEL TIMES (50 FT. BASE SPEED)

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



SETTLEMENTS OF NOTE

Four villages and a small town are home to around 4,000 souls. A further 2,000 settlers dwell in the surrounding lands, surviving as best they can. A few hardy folk dwell in isolated farmsteads on the forest's fringes. Such individuals are mostly hunters, trappers or charcoal burners. A rudimentary stockade, thick hedge of brambles and thorns or a ditch often surround their homes.

The Cliffway links the villages of Swallowfeld, Hosford and Bossin to Wolverton.

BOSSIN [VILLAGE]

Set roughly five miles to the east of Wolverton, life in Bossin revolves around mining and farming. Located near several rich mines, the village stands in a deep dell a short distance back from the cliffs. Thus protected from the worst gales battering the coast, the lower parts of the village, where the poorest folk dwell, are unfortunately prone to flooding during fierce storms.

No fortification protects the folk of Bossin, but weekly patrols from Caer Syllan pass through the village. Further to the east lies nothing but broken cliffs and unexplored forest. Few villagers dare to travel far in that direction.

A scheming, duplicitous man, the village reeve, Jacca Lander, lines his own pockets at his fellows' expense. He makes certain the Lochers always receive their due and so the situation has not yet reached Kenver Locher's ear. The scheming reeve's retention of a small band of toughs keeps the locals in line.

CAER SYLLAN [FORTRESS]

The impregnable fortress of Caer Syllan stands proudly upon Din Kershal, a rocky, steep-sided promontory linked only to the mainland by a narrow, slick neck of land. Lord Locher has his seat here and it is within its lofty walls that most of his men-at-arms reside. The fortress comprises the entire promontory, which has enough open ground to temporarily house the residents of Wolverton. This is a refuge of last resort, however, as murderous onshore winds renders such a sanctuary extremely cold (at best).

HOSFORD [VILLAGE]

A fishing and mining village, Hosford sits upon the Cliffway roughly equidistant between Swallowfeld and Wolverton. The village is the site of the Lonely Coast's largest operational mine.

Several decades ago, the mine collapsed dropping a large proportion of the nearby cliffs (and a few unfortunates and their cottages) into the sea. The collapse created a large, sheltered cove in which the villagers still mine, honeycombing the cliffs with narrow passageways. The village's fishing vessels also use the cove as a harbour. The cove is too shallow to allow ocean-going ships within; many rocks lurk just beneath the surface ready to rip the hull apart of any such vessel daring entry.

OAKHURST [VILLAGE]

Set deep in the Tangled Wood, Oakhurst is a place of hunters, trappers and foragers. Rumours of inbreeding and strange religious practises swirl about the settlement, which is the smallest and most isolated of the four villages. Few travellers, except peddlers and merchants, come here, as the village's residents are dour and unwelcoming. Some of the village's buildings are so old and dilapidated that they have partially collapsed.

PRIORY OF CYMER [CHURCH]

A lonely outpost dedicated to the veneration of Darlen (Appendix 1) the Priory of Cymer is a place of faded glory and neglect. Once a site of pilgrimage and sanctuary, few travellers now visit the priory. 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 linger to worship their patron and to watch for the evil foretold to one day arise from the deep caverns below the temple.

SWALLOWFELD [VILLAGE]

Named for the vast numbers of swallows nesting in the surrounding forest, Swallowfeld is a relatively quiet place. Protected by the garrison at Kerensa's Hold the folk work hard in the fields or nearby mines. Sir Talek Annear (LN male human fighter 4), Lord Warden of the Lonely Coast, has his seat at Swallowfeld.

Most of the villagers are simple folk loyal to their neighbours and lord but a small Braalite cult has quietly established itself in the village. The cult's kidnapping and murder of several small children has thus far been blamed on marauding humanoids or hunting wolves.

