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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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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.

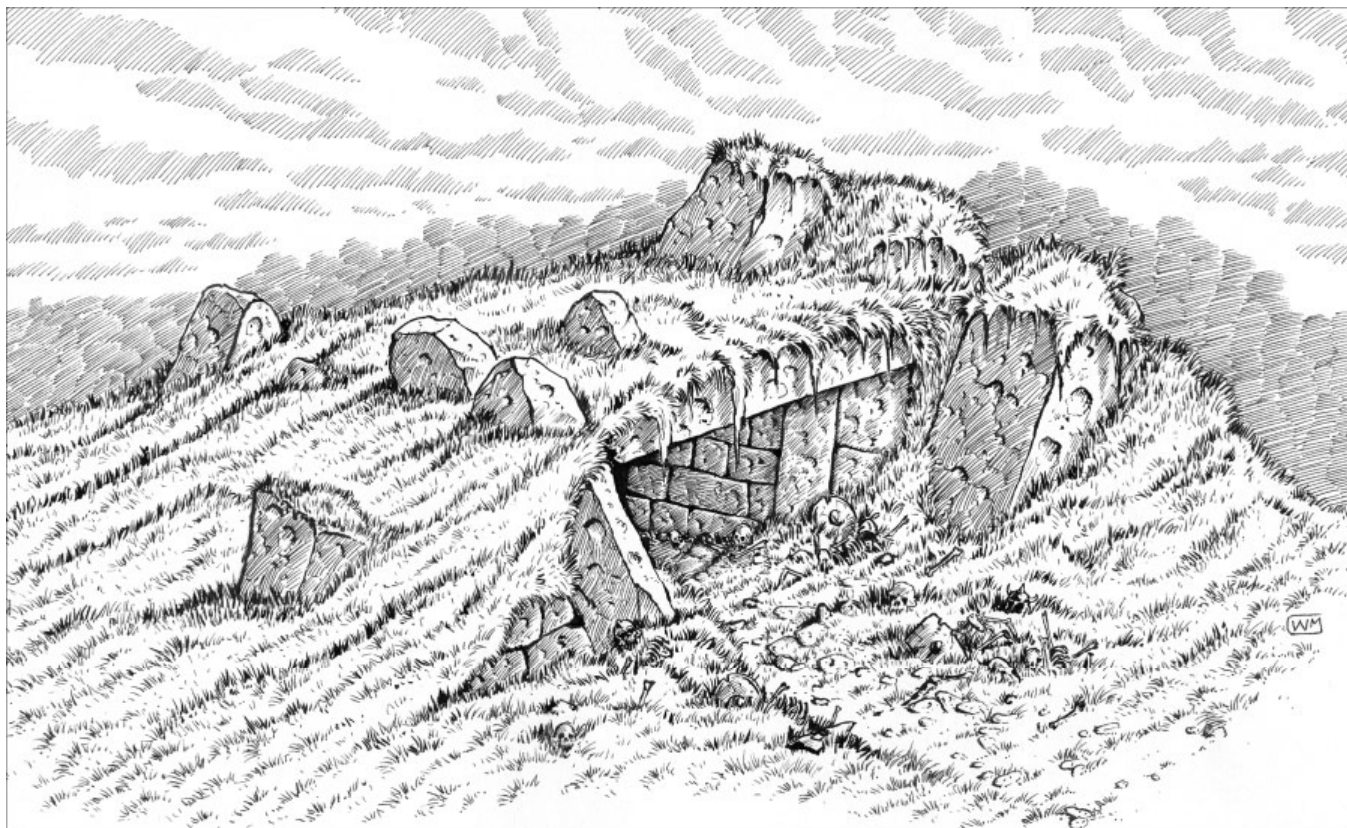
As almost anyone who has played in my campaign will tell you, I prefer gritty, low(ish) magic campaigns to high fantasy. Think the Conan stories (although those are a little low magic even for me) or the Riftwar series by Raymond E. Feist for the kind of theme and style of world I prefer; the Lonely 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

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.

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	4 miles	
	Hosford	12 miles	8 miles	
	Swallowfeld	6 miles	18 miles	14 miles
Oakhurst	8 miles	14 miles	26 miles	22 miles

TRAVEL TIMES (20 FT. BASE SPEED)

		Wolverton		
		Bossin	2 hours	
	Hosford	6 hours	4 hours	
	Swallowfeld	3 hours	9 hours	7 hours
Oakhurst	4 hours	7 hours	13 hours	11 hours

TRAVEL TIMES (30 FT. BASE SPEED)

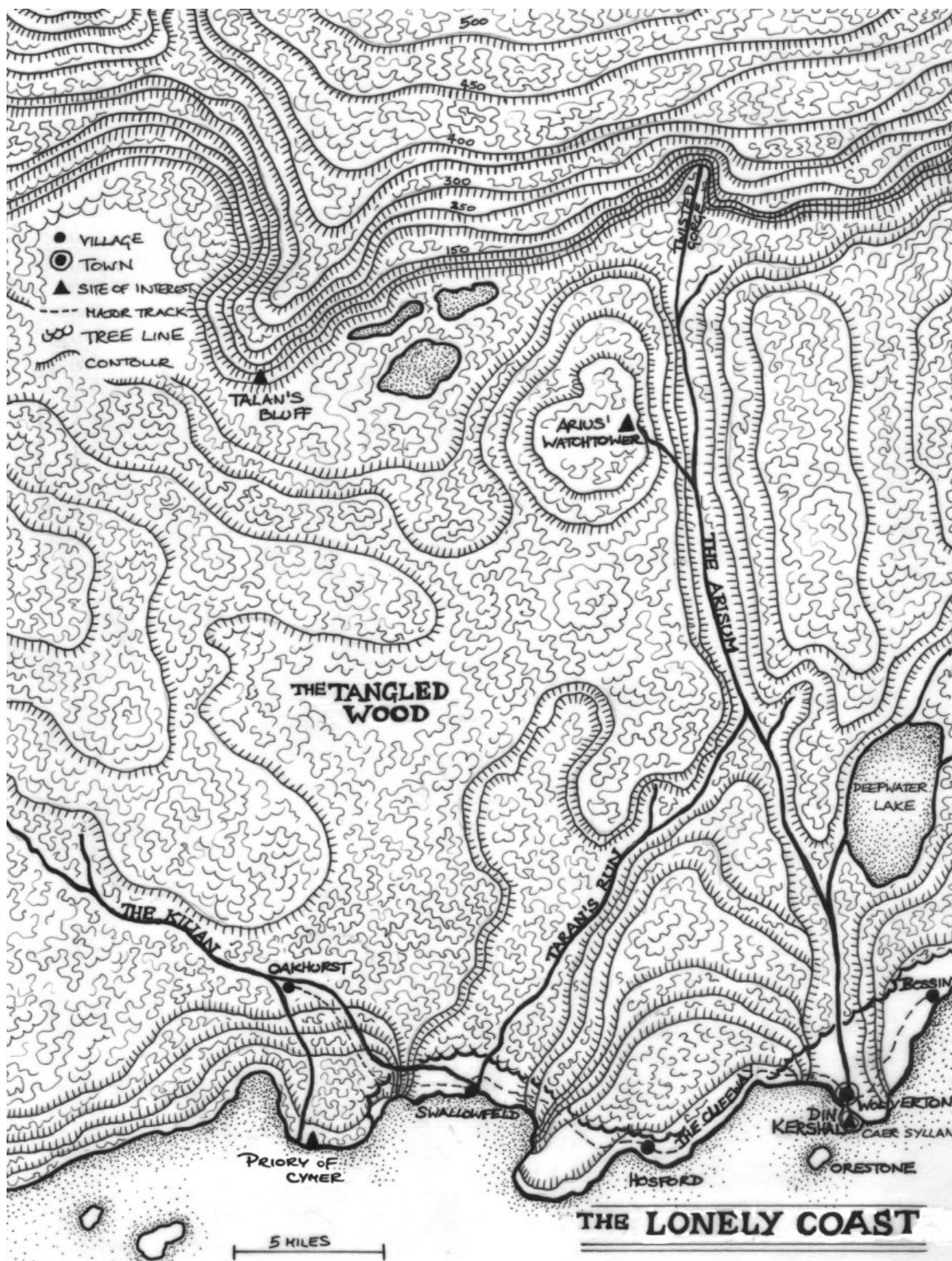
		Wolverton		
		Bossin	1 hour	
	Hosford	4 hours	3 hours	
	Swallowfeld	2 hours	6 hours	5 hours
Oakhurst	3 hours	5 hours	9 hours	7 hours

TRAVEL TIMES (40 FT. BASE SPEED)

		Wolverton		
		Bossin	1 hour	
	Hosford	3 hours	2 hours	
	Swallowfeld	2 hours	5 hours	4 hours
Oakhurst	2 hours	4 hours	7 hours	6 hours

TRAVEL TIMES (50 FT. BASE SPEED)

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

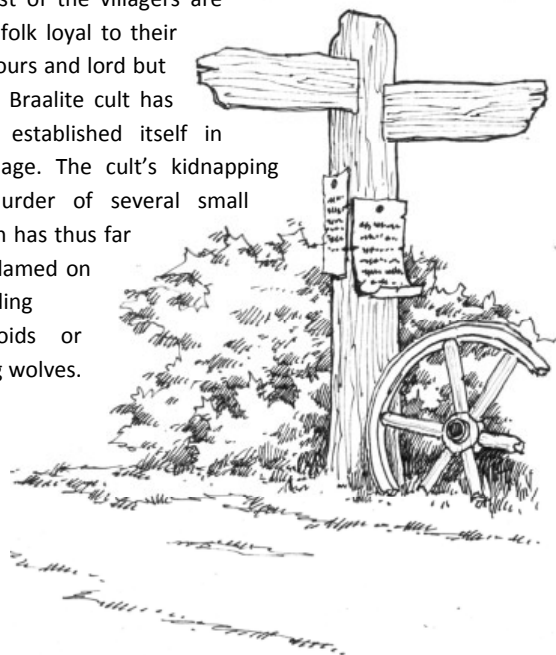
PRIORY OF CYMER [CHURCH]

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.



WOLVERTON [SMALL TOWN]

The Lonely Coast's only town, Wolverton stands at the social and industrial heart of Lord Locher's domain. Protected by a high earthen berm, dry ditch and rambling stockade, the town and the attendant fortification of Caer Syllan are the safest places on the Lonely Coast.

Home to around 1,900 souls, the town is a loud, malodorous place. Its muddy streets ramble along both of the Arisum's steep banks, straddling the river bank just north of where it widens into its estuary. Unfortunately, for the folk dwelling along the lower west bank much of the area is prone to flooding. Consequently, only the poorest and most desperate folk dwell there. Above the stench and detritus of the main town, the houses of a few well-to-do merchants and other wealthy folk perch upon steep-sided bluffs overlooking both Wolverton and the ocean.

No traditional thieves' guild controls the illicit activities of Wolverton's criminal fraternity. Instead, a loose confederation of master smugglers regulates their crews' nefarious activities so that none grows too powerful. Competition between the various crews is far from friendly; the bloated corpses of smugglers not skilled or lucky enough to defeat their competitors often wash up at low tide on the Arisum's steep, muddy banks.

Wolverton's docks are the pulsating mercantile heart of the town (and indeed the entire Lonely Coast). Without the constant flow of goods from more civilised states, life on the Lonely Coast would be all but impossible. A weekly market, held in the aptly

WOLVERTON: WHAT'S IN A NAME?

Since settlers first arrived on the Lonely Coast, the ancient woodlands and deep valleys have long been famed for the number and intelligence of wolves stalking the area. These creatures are no ordinary wolves, imbued as they are with the Tuath's ancient druidic magic.

Since their arrival, the settlers have endured many attacks by packs of wolves driven from the surrounding forests by harsh winters and scarce game. The worst of these attacks came during the settlers' first winter when a huge wolf pack emerged from the forest. Led by a beast of uncommon strength and intelligence, the wolves fell upon the village that would become Wolverton in an orgy of bloodshed and death. The villagers met the wolves with spear and flame. For three confused and terrifying days, the wolves ranged throughout the settlement, breaking into homes and slaughtering all they found. During the final night of battle amid the bloodstained snow and gnawed, frozen corpses, the pack's leader died upon Maban Locher's legendary spear, *Eirmiir*. When it was finally over, the dazed survivors emerged from their homes to bury their loved ones. Scores of frozen wolf corpses lay stark in the fields and homes of the survivors and the fledgling town had its name.

named and flood-prone Water Meadow, provides an opportunity for local traders and merchants to sell their wares and an excuse for villagers to visit Wolverton. Such events are the social highlight of the week and are usually busy.

The worship of Conn (Appendix 1) dominates the religious landscape of the town but a small temple of Darlen (that doubles as the town's magistrate's court) stands in its shadow. Few common folk worship there but as the clergy act as the local magistrates the faith clings to some measure of influence.

DIN KERSHAL & CAER SYLLAN

The headland of Din Kershal (*fortress of rock* in the old tongue of the Tuath), is little more than a huge granitic monolith linked to the mainland by a narrow, steep-sided ridge of exposed rock. Sheer cliffs, slick with spray, ring the promontory except in one spot where low tide reveals a narrow shingle beach. Din Kershal slopes downwards from west to east; its western cliffs are fifty-feet higher than those to the east.

The great fortress of Caer Syllan – seat of Family Locher's power – dominates Din Kershal. The fortress's upper and inner wards stand atop Din Kershal itself, while its lower ward (bounded by a great earthen ditch) controls access to the promontory.

The bulk of the fortification stands upon the western portion of the promontory but several small watchtowers stud the eastern and southern cliffs. The rest of the headland is unfortified. Occasionally, Lord Locher allows the villagers to drive their sheep and cattle onto Din Kershal to crop the patchy grass that grows there. A small garden, established in a natural fold in the rock, provides a quiet place of contemplation for the women of the court.

Lord Locher, his family, servants and a substantial garrison dwell within the fortress. In times of trouble, there is ample space for the populace of the Lonely Coast to retreat within the walls of the upper ward.

A large sea cave, Morveren's Gallery, bores right through the promontory. While it is possible to traverse the cave at low tide, the surge of water within is murderous. At high tide, the cavern is almost completely submerged; exploring the cave at this time is tantamount to suicide.

A few side caves and galleries (all cut-off at high tide) radiate outward from Morveren's Gallery. When Maban Locher arrived here 100 years ago, the witch Morveren lurked in these caves. Local tradition describes her as either a powerful spellcasting vampire or a degenerate mix of human and goblin. Whatever the truth, Maban drove her out, claiming Din Kershal for himself. Since then, few have dared to explore this small network of caves; the dangerous tides and Morveren's fearsome legend combine to dispel most people's interest.

FOLK OF THE LONELY COAST

The folk of the Lonely Coast are predominantly of human stock; comparatively few of the common non-human races call the place home. Of those that do, the vast majority are adventurers, retired adventurers, servants of important people or important personages in their own right.

HUMANS

The humans of the Lonely Coast are predominantly dark-haired, grey-eyed folk. Occasionally, some have light brown or even blond hair. Eye colour can also vary, individuals with blue eyes being relatively common. They are often heavily tanned, a legacy of countless hours spent stooped over their crops.

Peasants rarely have more than two or three sets of homemade rough wool or linen clothes. Men wear coarse tunics and long stockings as well as thick sheepskin cloaks and woollen mittens and hats in the winter (the more valuable of which are fur-lined). Women tend to wear long dresses and stockings. Most clothes are of brown hue or other drab colour such as ochre, sienna or gray. Everyone wears wooden clogs or shoes made of thick leather. Children dress as miniature adults.

NOMENCLATURE

Names come down through the family and are a source of great pride. When they are born, children are given their first name, but when they reach majority they are gifted their adult name, which they use for the rest of their life.

Male Names: Alan, Cadan, Cadon, Colan, Conan, Daveth,

Myghal, Digory, Gawen, Geren, Howel, Jacca, Jory, Jory, Kenan, Kenver, Kenwyn, Kevern, Kitto, Maban, Madern, Margh, Massen, Melor, Myghal, Peder, Perran, Petrok, Ruan, Talan, Talek, Tomas, Tristan, Wella, Jory and Ythel.

Female Names: Beryan, Blejan, Caja, Chesten, Crewenna, Sowena, Ebrel, Elowen, Eseld, Eva, Hedra, Jenifer, Jenna, Kensa, Kerensa, Kerra, Loveday, Lowenna, Mellyn, Melyor, Metheven, Morveren, Morwenna, Rosen, Sowena, Steren, Tamsyn, Tecca, Tegen, Tregereth, Tryfena and Wenna.

Surnames: Ahearn, Annear, Boden, Bonython, Cass, Crago, Dobell, Endean, Faul, Goninan, Jewell, Joliffe, Keast, Kersey, Lander, Mayne, Menadue, Nance, Nankervis, Negus, Odgers, Pascoe, Perrin, Tangye, Skewes, Tangye, Teague, Terrill, Uren, Veale, Vosper and Wearne.

DWARVES

Dwarves are not native to the Lonely Coast. In demand for their mining skills, however, most dwarves on the Lonely Coast have at one time or another served in Lord Locher's mines. Also in demand as doughty warriors and bodyguards some dwarves serve wealthy merchants and other well-to-do folk as bodyguards.

Male Names: Aldal Garsten, Anvar Erdurk, Erivar Kilak, Fargrim Harmek, Ovlon Torsten, Whurel Ovlag, Yurthic Farnoan.

Female Names: Barita Dellode, Dalasta Helmalk, Elren Darzak, Elren Kildann, Norren Weraln, Vonya Yurnoe.

HUNTER

CR 1/2 (XP200)

This rugged, dark-haired man wears leather armour and carries a well-worn longbow.

Human expert 1/warrior 1

LN Medium humanoid (human)

Init +1; **Senses** Perception +7, Sense Motive +0

Speed 30 ft.; **ACP** 0; **Climb** +5, **Stealth** +5, **Swim** +5

AC 13, **touch** 11, **flat-footed** 12; **CMD** 13

(+2 armour [leather], +1 Dex)

Fort +3, **Ref** +1, **Will** +2

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee handaxe +2 (1d6+1/x3) or

Melee dagger +2 (1d4+1/19-20)

Ranged longbow (range 100 ft.) +2 (1d8/x3)

Combat Gear arrows (20)

Abilities Str 12, Dex 13, Con 13, Int 9, Wis 10, Cha 9

Feats Skill Focus (Perception)^B, Skill Focus (Survival)

Skills as above plus Knowledge (geography) +3, Knowledge (nature) +3, Profession (hunter) +4, Survival +8

Languages Common

Gear as above plus explorer's outfit, backpack, belt pouch, flint and steel, bedroll, trails rations (2), waterskin

MERCHANT

CR 1/3 (XP 135)

Clad in fine clothes, this person is obviously wealthy. His eyes shine with interest and intelligence and a bulging coin purse is evident at his belt.

Human aristocrat 1

LN Medium humanoid (human)

Init +1; **Senses** Perception +4, Sense Motive +4

Speed 30 ft.; **ACP** 0; **Ride** +5

AC 11, **touch** 11, **flat-footed** 10; **CMD** 11

(+1 Dex)

Fort -1, **Ref** +1, **Will** +2

hp 3 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** +0

Melee dagger +0 (1d4/19-20)

Ranged dagger (range 10 ft.) +1 (1d4/19-20)

Abilities Str 10, Dex 12, Con 9, Int 13, Wis 10, Cha 13

Feats Skill Focus (Diplomacy), Skill Focus (Profession [merchant])

Skills as above plus Appraise +5, Diplomacy +8, Profession (merchant) +7

Languages Common, Elven

Gear as above plus noble's outfit, belt pouch, 12 gp, 4 sp, signet ring, flint and steel, scroll case, inkpen, ink, light riding horse

ELVES

The primal beauty and unspoilt nature of the Tangled Wood draws adventurous elves in search of ancient mysteries to the Lonely Coast. Such individuals eschew the stench and confines of Wolverton to either live in one of the four villages or in other even more remote locales.

Male Names: Arndul Baelaroarn, Caellynir Natityrr, Feradul Renriainn, Solalith Myloneir, Vilimzair Koehelvar.

Female Names: Aellian Cyelrae, Firatris Uthliavar, Janaela Ridriainn, Lamahs Nuninrae, Naillae Pyvinrae, Tahlys Pyloninn.

GNOMES

Fey creatures, and children of the wildlands, gnomes dwell in small numbers in remote warrens hidden deep in the Tangled Wood. They are a quiet, shy folk, but are implacable enemies of the goblins and half-goblins lurking in the wood's shadows.

Male Names: Daladin Aduren, Dinejan Ennalle, Ennafaer Beren, Erfael Heddig, Herlefaer Erfanen, Janel Folkor.

Female Names: Arumalenae Nackel, Gaeral Raulnor, Leneal Neblor, Rasal Pogor, Uralan Turen, Vanalenae Rurig.

HALFLINGS

As they do all over the world, halflings dwell among the other races. There are no exclusive halfling settlements on the Lonely Coast; most dwell in Wolverton, although some of the more adventurous individuals make their home in Swallowfeld and the other villages.

Male Names: Antal Hilltop, Dricolen Goodwater, Illioper Faststep, Opeelur Silverleaf, Reenor Longhole.

Female Names: Arveelenn Earthcloak, Ereoa Longwanderer, Lineeyon Quickfingers, Merla Underbough, Verna Thornhill.

HALF-ELVES

As wanderers, it is inevitable that many half-elves find their way to the Lonely Coast. Perhaps they are fleeing the prejudice of their birth or seek a place where their heritage counts for nought. Many become merchants or bards, travelling from community to community in search of tales and profit. Few, if any, are native to the area.

Names: Half-elves use the naming conventions of either their human or elven parent.

HALF-ORCS

Drawn to the conflict inherent in the Lonely Coast, half-orcs can be found among the ranks of Lord Locher's garrison as well as serving in the mines (where their great strength and ability to see in the dark prove most useful). Many also find a place among the smugglers of Wolverton.

Male Names: Ausk Axe-Ripper, Feng Splinter-Shield, Gor Strong-Arm, Oggor the Stabber, Yahg the Widow-Maker.

Female Names: Dergoka the Mighty, Kroran the Merciless, Myev the Ripper, Mzon the Shadowed, Uzlen the Terror.

Other Names: Some half-orcs – particularly those brought up among humans – take a human name.

SMUGGLER

CR 1/2 (XP 200)

Clad in dirty studded leather armour this dishevelled human has a distinctly unsavoury look about him.

Male human warrior 1/expert (sailor) 1

CN Medium humanoid (human)

Init +2; **Senses** Perception +7, Sense Motive +0

Speed 30 ft.; **ACP** -1; Climb +4, Stealth +5, Swim +4

AC 15, touch 12, flat-footed 13; **CMD** 13

(+3 armour [studded leather], +2 Dex)

Fort +3, **Ref** +2, **Will** +2

hp 16 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +1

Melee handaxe +1 (1d6/x3)

Ranged light crossbow (range 80 ft.) +3 (1d8/19-20)

Combat Gear bolts (10)

Abilities Str 11, Dex 14, Con 13, Int 9, Wis 10, Cha 8

Feats Skill Focus (Perception)^B, Toughness

Skills as above Profession (sailor) +5

Languages Common

Gear as above plus traveller's outfit, belt pouch, 1d8 sp, 2d10 cp, backpack, flint and steel, lantern, oil flask

VILLAGER

CR 1/3 (XP 135)

Clad in rough, homespun clothes this human has dark hair and gray eyes.

Human commoner 1

LN Medium humanoid (human)

Init +0; **Senses** Perception +1, Sense Motive +1

Speed 30 ft.; **ACP** 0; Climb +5, Swim +5

AC 11, touch 10, flat-footed 11; **CMD** 11

(+1 armour [padded])

Fort +2, **Ref** +0, **Will** -1

hp 6 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** +1

Melee dagger +1 (1d4+1/19-20)

Ranged sling (range 50 ft.) -4 (1d4+1)

Combat Gear bullets (10)

Abilities Str 13, Dex 11, Con 14, Int 10, Wis 8, Cha 9

Feats Alertness^B, Skill Focus (farmer or similar profession)

Skills as above plus Profession (farmer or similar profession) +6

Languages Common

Gear as above plus peasant's outfit, belt pouch, 2d6 cp

ADVENTURERS ON THE LONELY COAST

Many adventurers make their home on the Lonely Coast. Some were born there, while others have journeyed here to investigate the mysteries of the Tangled Forest.

BARBARIAN

As mercenaries, sellswords, freebooters and adventurers, barbarians are drawn to the Lonely Coast to win glory and loot from the savage tribes of the interior. Barbarians are not native to the Lonely Coast (at least among the human settlers and their allies).

Suitable Archetypes: Because barbarians are not native to the Lonely Coast a barbarian character can start play with any archetype. However, the barbarian would do well to pick an archetype suited to the Lonely Coast's challenges. (For example, the mounted fury archetype would be a bad choice as many adventures will take place in dense woodland).

BARD

As in more civilised places, bards are welcomed throughout the Lonely Coast. Famed for their great store of stories and ability to distract folk from the harsh realities of their daily lives bards can often live for free among the folk of rural communities.

Suitable Archetypes: Archaeologist, daredevil.

CLERIC

The folk of the Lonely Coast have much need of clerics. Whether offering spiritual guidance, protection from the lurking horrors of the Tangled Wood or magical healing, clerics are at the centre of every community of note on the Lonely Coast. In the main, such folk worship Darlen or Conn, although a few depraved individuals venerate Braal. The troglodytes dwelling deep below the Orestone yet cling to their worship of Amon-Pyr – the only creatures on the Lonely Coast to do so.

Suitable Archetypes: Cloistered, cleric, crusader, evangelist.

DRUID

The druids of the Lonely Coast dwell far from the noise and stench of Wolverton and its satellite villages. Tending hidden groves they are the friends of hunters and woodsmen alike. Drawn to the places of the Old People, they live in harmony with the wild, untamed Tangled Wood and protect it from the worst depredations of human and goblin alike.

Suitable Archetypes: Aquatic druid, animal shaman (bear, wolf).

FIGHTER

In humanity's most precarious enclave, the services of those skilled at arms are much in demand. Fighters can be found serving as bodyguards, men-at-arms, officers commanding Lord Locher's troops and in a myriad of other positions.

Suitable Archetypes: Archer, crossbowman, mobile fighter, shielded fighter, two-handed fighter.

MONK

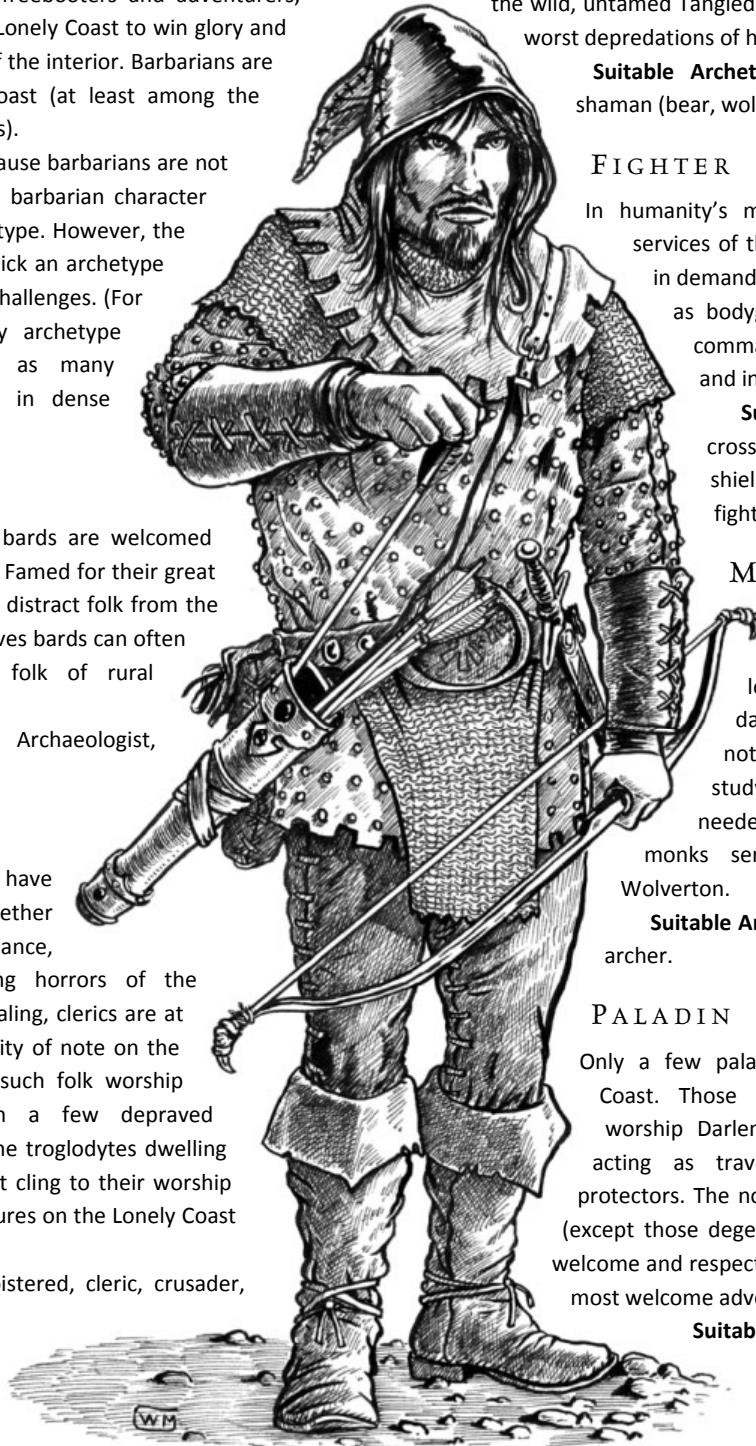
Monks are extremely rare on the Lonely Coast. The locale, climate and constant danger of humanoid attack are not conducive to the rigorous study of the ancient disciplines needed to become a monk. A few monks serve in Darlen's temple in Wolverton.

Suitable Archetypes: Weapon adept, zen archer.

PALADIN

Only a few paladins dwell upon the Lonely Coast. Those that do, almost exclusively worship Darlen and serve their patron by acting as travelling judges, arbiters and protectors. The normal folk of the Lonely Coast (except those degenerates dwelling in Oakhurst) welcome and respect paladins; they are among the most welcome adventurers in most places.

Suitable Archetypes: Divine defender, sacred servant, warrior of the holy light.



RANGER

A wild land, the Lonely Coast has many opportunities and attractions for rangers. Those skilled at hunting, tracking and surviving in the wilds are at a great advantage on the Lonely Coast. Rangers hunt in the Tangled Wood and those in service of the Lochers range deeply into its depths in search of the feral, savage humanoids of the interior.

Suitable Archetypes: Battle scout, beast master, deep walker, falconer, guide, infiltrator, skirmisher, trapper, warden, wild stalker.

ROGUE

Perched on the very edge of civilisation, and despite Lord Locher's best efforts, the Lonely Coast is a wild place in which opportunities for smugglers, thieves and others willing to bend, break or ignore the law abound. There are many rogues among the smuggler gangs of Wolverton, but others work freelance, berthing their meagre cargoes on isolated beaches in the dead of night. Beyond Wolverton's bounds, there is little worth stealing on the Lonely Coast except for the lost treasures of the Old People and accumulated wealth of the humanoids lurking in the Tangled Wood; thus, many rogues gravitate toward an adventurer's life.

Suitable Archetypes: Bandit, pirate, scout, sniper, spy, survivalist, swashbuckler, thug.

SORCERER

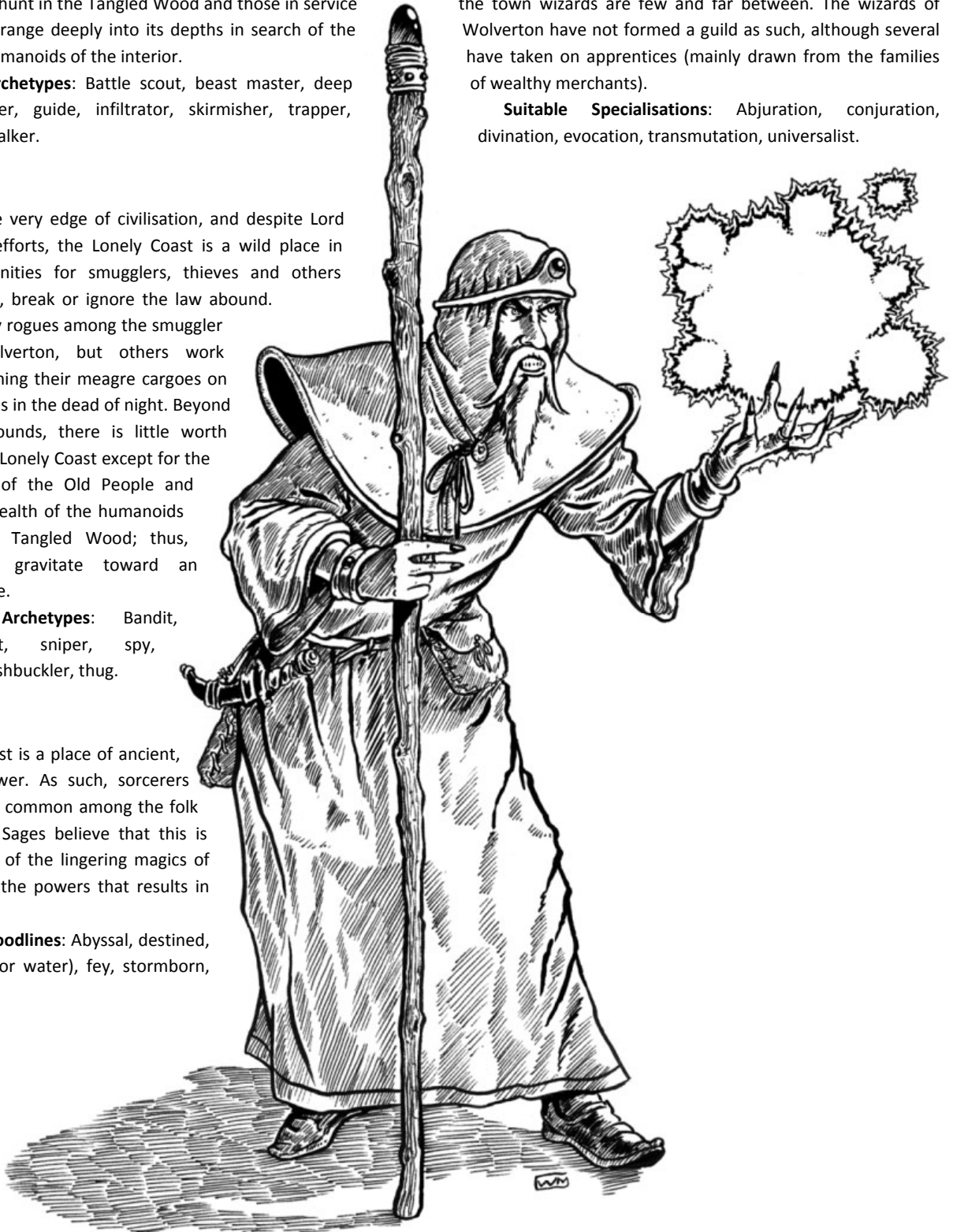
The Lonely Coast is a place of ancient, mysterious power. As such, sorcerers are surprisingly common among the folk dwelling here. Sages believe that this is largely a result of the lingering magics of the Tuath and the powers that results in their ruination.

Suitable Bloodlines: Abyssal, destined, elemental (air or water), fey, stormborn, verdant.

WIZARD

The rigours of living in such a wild, remote place do not allow much time for learning the esoteric mysteries of wizardry and so such folk are rare. A few wizards dwell in Wolverton, but without the town wizards are few and far between. The wizards of Wolverton have not formed a guild as such, although several have taken on apprentices (mainly drawn from the families of wealthy merchants).

Suitable Specialisations: Abjuration, conjuration, divination, evocation, transmutation, universalist.



THE TANGLED WOOD

The Tangled Wood is a truly ancient place; many of its trees are hundreds of years old. Sprawling for miles on end over a range of steep-sided, craggy hills some parts of the forests have never known the thread of human feet.

FLORA & FAUNA

Great thickets of brambles hinder exploration of the interior; these completely untouched portions of wilderness boast trees of great age and size. Mighty oaks, hornbeams and grey-brown-barked elms all grow here in profusion, interspersed with box elder and holly and occasional stands of birches, pines and willows. Many small streams and brooks wend their way through the murk.

The forest floor is a perpetually gloomy, twilight world. An almost impenetrable canopy of thickly woven branches and boughs allows but a little light to filter through to the forest floor.

Wild pigs, boars and deer as well as bears, packs of wolves and the feared shadow wolves (Appendix 1) all haunt the wood. Smaller creatures – foxes, rabbits, badgers, squirrels and so on – live here in profusion.

A deep, springy layer of leaf litter carpets the floor, enriching the soil and providing perfect growing conditions for a vast array of lichens, moss, mushrooms and berry bushes, which (at the forest's fringes) peasant harvest along with wild fruits (raspberries, blackberries and whortleberries) and nuts.

FOLK OF THE FOREST

Not all the Lonely Coast's populace dwell in Hosford, Swallowfeld, Bossin, Oakhurst, or Wolverton. Many folk live in isolated settlements on the forest's fringe. Some of these places have only one family within while others may have three or four houses clustered close together. Most such settlements have at least a stockade or thick hedge of brambles and suchlike protecting the homes. Folk living on the edge of the forest are normally hunters, trappers, woodsmen or charcoal burners. Theirs is an even more dangerous life than that of the folk dwelling beyond the Tangled Wood's bounds.

Several druids also dwell in the Tangled Wood – tending their deep, hidden groves and the surrounding woodland.

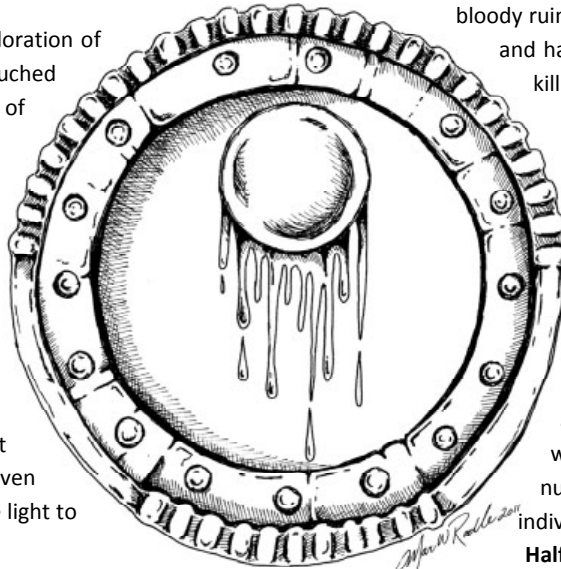
HUMANOIDS OF THE FOREST

Many goblin tribes lurk within the dim shadowy confines of the Tangled Wood. The tribes of the Tangled Wood spend their time incessantly struggling against one another or creeping forth to steal cattle or slaves. Occasionally, they band together to bring bloody ruin down upon the human settlers. Goblins and half-goblins hate each other and normally kill each other on sight.

Goblins: Known goblin tribes include the Blood Moon, Dripping Skulls, Broken Spear, Back Stabbers and Gut Rippers. Most tribes have fewer than 100 members; those of larger size have several holds scattered throughout the forest.

Bugbears: A vicious tribe of feral, vicious bugbears (the Gloom Stalkers) also hunt here. They live in the deep wood and slay all they come across. Not numerous, they number fewer than 50 individuals.

Half-Goblins: Several isolated clans of half-goblins (Appendix 1) dwell in the Tangled Wood. Known tribes include the Broken Spear, Gouged Eyes and Splintered Knees.



THE OLD PEOPLE

"The Old People" is the colloquial name given to the race of humans that lived on the Lonely Coast long ago. Learned scholars instead know these fallen folk as the Tuath – a race of proud, warriors who strove for centuries against the wicked goblins of the Tangled Wood before being overwhelmed in blood and slaughter.

While the Tuath have been dead centuries, remnants of the civilisation yet linger under the twisted boughs of the Tangled Wood. The ruins of the Old People – hidden beneath ten centuries of slow, inexorable growth, choked with bushes and ringed with near-impenetrable walls of thorn bushes – lie scattered throughout the forest. Tree-shrouded burial mounds, stone circles dominated by ancient oaks, and time-worn hill forts all slumber beneath the Tangled Wood's gnarled boughs. The humanoids of the forest always vigorously contest such places, seemingly drawn to them as a moth drawn to flame.

Occasionally, a previously unknown site is discovered and adventurers return to Wolverton laden with treasure; several wizards and sages in the town are particularly interested in the Tuath and pay good coin for relics of their civilisation.

ARIUS' WATCHTOWER

This impressive ruin stands upon the crown of a hill that struggles above the Tangled Wood's dense canopy. Set astride the headwaters of a minor tributary of the Arisum, several faint game trails lead to the ruin's general vicinity.

Arius was a mighty conjurer of little morality, skilled in binding otherworldly creatures to his service. Eighty years ago, a ritual went terribly wrong when he lost control of that which he had summoned. In the ensuing battle, his tower was devastated and at the height of the conflagration Arius disappeared. Only a single apprentice survived to reach Wolverton to tell of the disaster. For three days, an eldritch glow marked the night sky above the tower.

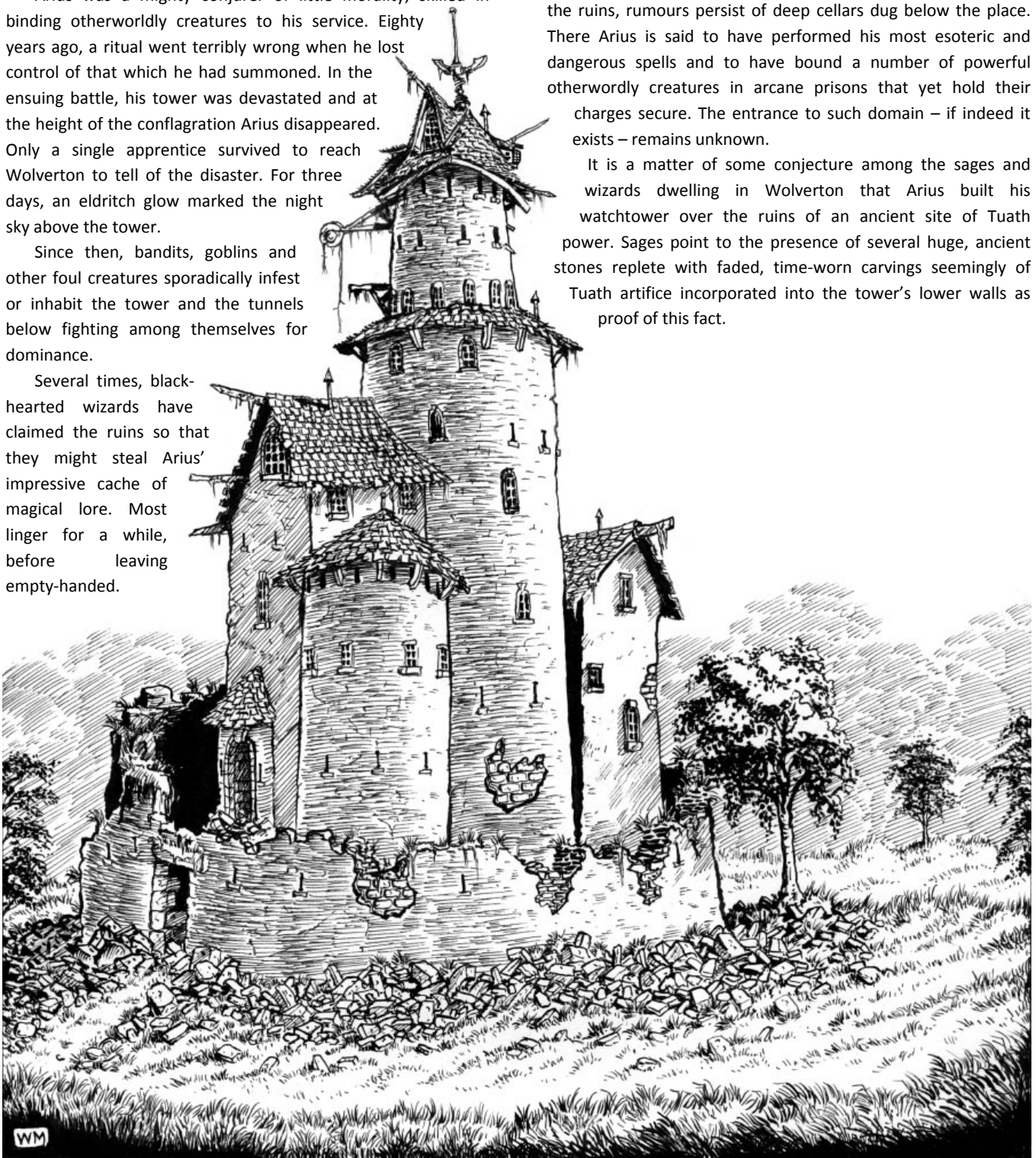
Since then, bandits, goblins and other foul creatures sporadically infest or inhabit the tower and the tunnels below fighting among themselves for dominance.

Several times, black-hearted wizards have claimed the ruins so that they might steal Arius' impressive cache of magical lore. Most linger for a while, before leaving empty-handed.

On occasion, the Lochers have sought to wrest control of the tower from such groups, but attrition of the garrison and the difficulty of keeping such a group supplied stymies such efforts. Neophyte adventurers often explore Arius' Watchtower before moving onto the Twisted Gorge's greater challenges.

As well as the above ground portions and upper dungeons of the ruins, rumours persist of deep cellars dug below the place. There Arius is said to have performed his most esoteric and dangerous spells and to have bound a number of powerful otherworldly creatures in arcane prisons that yet hold their charges secure. The entrance to such domain – if indeed it exists – remains unknown.

It is a matter of some conjecture among the sages and wizards dwelling in Wolverton that Arius built his watchtower over the ruins of an ancient site of Tuath power. Sages point to the presence of several huge, ancient stones replete with faded, time-worn carvings seemingly of Tuath artifice incorporated into the tower's lower walls as proof of this fact.



DEEPWATER LAKE

The cold waters of Deepwater Lake are over sixty feet deep; in several places, underwater currents lurk ready to drown the unwary. The lake is well stocked with fish of many kinds including trout, carp and several large pike.

Since the Lonely Coast was settled, the lake has claimed a few victims every decade prompting speculation that a great monster lurks in its depths. No definitive evidence of such a creature has ever been recovered, however; most deaths in the lake are the result of a combination of vicious currents, alcohol and darkness.

The tales of treasure hidden beneath the waters of the lake have similarly never led to any great find. Although this is the result of wild speculation late at night in many taverns and alehouses, adventurers and reckless locals alike occasionally explore the lake's environs.

TALAN'S BLUFF

The remnant of an ancient hill fort sprawls across the summit of this high hill. Two rings of timeworn earthen ramparts yet ward the bluff's summit. A single, wide gateway protected by a complex series of (now shallow) pits and smaller ramparts, designed to disrupt a charge, pierce each defensive ring.

Built untold centuries ago by the Tuath, it was the last human place of strength to fall before the goblins' might. During the final battle, a great slaughter was wrought on the defenders. In the summer, bluebells and other wild flowers carpet the hill's crest; the folk of Wolverton call the area Battle Meadow for the fragments of bone and weapons still found there.

Occasionally, travellers and adventurers use the ruin as a campsite or even dig there in search of forgotten antiquities. Most folk do not venture to Talan's Bluff; they believe that the shades of the ancient fallen yet haunt the area. During times of trouble, the garrison at Caer Syllan post lookouts atop the hill and set great bonfires upon the fort's ramparts to warn of marauders creeping from the hills. Most right-minded soldiers hate such duty as it is seen (rightly) as a virtual death sentence.

MINOR DISCOVERIES OF INTEREST

%	DISCOVER
01-05	An arrow stuck into a tree trunk. A DC 11 Knowledge (local) identifies it as of goblin or half-goblin artifice.
06-10	The smouldering remains of a campfire; of those who set it there is no sign.
11-20	The characters encounter a woodsman or hunter. The man knows the local area well and can guide them (for a fee).
21-35	The skeletal remains of a humanoid lie deep in tangled undergrowth. The creature died a violent death and its equipment is mouldering and rusted.
36-40	The butchered carcass of a deer lies below a tree. A DC 10 Survival check reveals it has been expertly butchered.
41-55	The cold remnants of a campfire are evident as is trash left behind by those resting here.
56-60	A game trail winds through the tangled trees. It follows the natural folds of the land, but in places Medium or larger characters must crawl through tunnels forced through dense undergrowth.
61-64	A small stream crosses the trail. Characters can refill their water flasks.
65-70	A fallen tree lies across the trail, blocking it.
71-80	Sudden sounds of movement in the undergrowth herald the retreat of pheasants away from the PCs.
81-84	A DC 14 Perception or Survival check reveals the tracks of a small pack of wolves. A DC 6 Knowledge (nature) identifies them as wolf tracks.
85	A mouldering backpack holding rotting camp gear (a bedroll, spare traveller's clothes, rotten food and so on).
86-88	The overgrown remains of a hut; lichen and vines cover the ramshackle building and the roof has long since caved in.
89-90	A small, steep-sided dell featuring a small stream and pond. The whole is difficult to find by accident and is an excellent campsite. The chance of random encounters in the dell is halved.
91-92	The trail is muddy and tracks are clearly visible (DC 10 Survival or Perception spots). A DC 11 Knowledge (local) check identifies them as goblin, half-goblin or human (at the GM's discretion).
93-94	A huge tree grows much higher than its lesser brethren. A character scaling the tree (DC 15 Climb) can get an excellent view of the surrounding area.
95-97	The trail traverses a very steep slope; characters ascending or descending the slope must make a DC 5 Climb check or fall.
98	This tumbled pile of stones overgrown with moss and ivy is the remains of a Tuath burial cairn. Digging into the pile reveals nothing of interest except the brittle, broken bones of a human dead centuries.
99	A dense mass of thorn bushes grow over a low hill. In fact, the hill is a Tuath burial mound (and at the GM's discretion could be as yet undisturbed and unlooted).
100	The mouldering remains of a goblin (or other evil humanoid) is pinned to a tree by a spear piercing his chest. The creature has been comprehensively looted.

TWISTED GORGE, THE

The Twisted Gorge runs for almost a mile, cutting through a range of steep, heavily wooded hills roughly 35 miles north of Wolverton. Like a great, festering wound, the Twisted Gorge draws creatures of evil to it as a corpse calls to a starving wolf.

The gorge is narrow and steep-sided. The ground is choked with rocks, boulders and trees fallen to ruin from the surrounding cliffs. Bleached bones, rotting corpses and rusted and mouldering equipment – legacy of the many battles fought here – lie intermixed among the tumbled mass of stones and boulders in mute testimony to the violence wrought in this place. An aura of bleak desolation hangs over the place like a foreboding cloud.

Huge trees throw their leafy crowns far out over the precipitous, crumbling cliffs, further adding to the gloomy shadows piled deep upon the gorge's floor. During the winter months, sunlight never reaches the gorge's deepest recesses. Even in summer, full daylight only illuminates the Arisum for several hours around noon sun.

Caverns and passageways honeycomb the cliffs. Tribes of kobolds and orcs claim many of these caverns while others are home to powerful and territorial monsters. Warfare between the tribes is frequent; alliances shift with the tide of war.

Other passages and chambers plunge still deeper to networks of caverns undiscovered by those dwelling in the sunlit surface world. This convoluted network of twisted caverns plunges deeply into the hills; what lurks within is unknown, as the creatures of the upper caverns in the main do not dare to explore these caverns and no adventurers are known to have survived an exploration of their depths.

At the head of the gorge, a nameless waterfall tumbles over the cliffs into the frigid waters of Dark Mere, a foreboding, ill-favoured lake of unknown depth that births the swiftly flowing Arisum. Above the lake – carved into the cliff's living rock – a rambling ruin of (presumably abandoned) precariously perched buildings and pathways flank the waterfall. Access to the ruins is via a steep, slippery flight of foot- and handholds carved into the cliff face.

The Twisted Gorge is a place of dangerous adventure and peril-laden battle from which many neophyte adventurers do not return. For a few, however, the tumbled rocks, dark shadows and lurking perils are the anvil upon which their legend is forged. These lucky few stumble from the gorge, their packs full of battle-booty, their sword arms aching from constant use and their desire for adventure and glory undimmed.



COASTLINE AND CLIFFS

Tall, sheer cliffs dominate the Lonely Coast. Of granite, they stand eternal guard against the sea's remorseless advance. Comparatively few pathways wend their way down these steep cliffs. Seaweed (and the occasional rock fall from the glowering cliffs above) make these rocks slick and dangerous to explore. Many of the cliffs' most inaccessible portions are home to noisy colonies of slender guillemots, black-and-white razorbills and the ever-present gulls. Small numbers of golden eagles and peregrine falcons that prey upon the rest and the rabbits infesting the cliff tops also nest here.

In places, sea caves cut into the cliffs; most are completely inundated at high tide. White-flowered rock samphire and rock sea lavender grow in profusion in spray-drenched crevices and on ledges toward the base of the cliffs. Peasants harvest these during the summer (the rock samphire as a pot-herb and the sea lavender for its fragrance).

Most of the coasts' beaches are all but inaccessible, and only good swimmers or those with a boat can reach them. Some of the more adventurous peasants hunt at low tide in the narrow,

rocky beaches' tidal pools for crabs and shellfish. The remainder graze their sheep atop the cliffs and trap rabbits for their meat and fur.

ABANDONED MINE

The cliffs of the Lonely Coast are littered with abandoned mine workings. Over the last hundred years or so the folk of the four villages have sunk many shallow exploratory shafts, searching for tin and other valuable metals. Many such mines failed to turn up any precious metals while others produced a little wealth before playing out.

Other older, much deeper mines of unknown origin stud the cliffs. A few delve so deeply into the cliffs and even out under the ocean that the sea has broken in. Such mines have a tidal system of sorts and are extremely dangerous. These places are invariably water-filled death-traps rife with unsafe workings and fatal dead-end passages.



SMUGGLER'S COVE

Those desiring to avoid the attentions of the Lochers' servants sometimes use this small, isolated cove to land particularly valuable (or illegal) commodities.

No pathway reaches the narrow shingle beach from the cliffs above. Instead, the only access to the cove is through a disused mine that cuts down through the granite cliffs. Atop the cliffs, the mine's entrance is well hidden beneath a great jumble of bramble-cloaked rocks. A small group of ne'er-do-wells use the mine to hide their contraband. Occasionally, they also allow fugitives use of the mine (for a hefty price).

GM Note: The GM can set this location anywhere he desires.

ORESTONE, THE

The Orestone is a forlorn, windswept and wave-lashed bare chunk of rock jutting out of the sea roughly 500 feet from shore. Cliffs encompass three of its sides with the fourth comprising a series of high rock shelves rising out of the surrounding, treacherous waters.

Many vessels have come to grief on the Orestone; their wrecks litter the surrounding sea floor. When a ship strikes the Orestone, every boat-owning peasant descends on the location

to both assist the unfortunate mariners and to recover as much cargo as possible.

Atop the Orestone's highest point stands a pile of jumbled rounded boulders. Worn smooth by the wind and rain, the stones conceal a small sinkhole that penetrates deep into the living rock before intersecting a large, partially flooded tidal cavern. Here faded alien carvings cover many of the walls. Several passages tunnel deeper into the rock; most are little more than dead-ends, inundated by the sea at high tide. One, however, plunges ever deeper over a series of treacherous escarpments until far below the sea bed it follows a circuitous route northeast. Eventually, the passage breaks into a partially flooded ancient mine several miles south east of Wolverton.

In ancient times, fell creatures lurked within the caverns, creeping forth when a gibbous moon hung in the sky and strong winds whipped the foaming sea into a frenzy to perform terrible, sanity-shattering, half-forgotten rites. Remnants of those folk – degenerate troglodytes (page 29) – yet linger in the tunnels and still faithfully serve their aboleth master, Irfel-Thoth (LE advanced giant aboleth), among the squat, cyclopean ruins of the ancient troglodyte city of Kar-Loth.



WEATHER

Use these tables to determine the weather on the Lonely Coast. These tables are not designed to be hyper-realistic; rather they provide the tools for a GM to describe the weather in generalities; the exact temperature, for example, is rarely of crucial importance.

SPRING

In spring, use the following table to determine the Lonely Coast's weather.

d20	COLD (1-8)	COOL (9-20)
1	Heavy fog	Heavy fog
2	Heavy fog	Light fog
3	Light fog	Light fog
4	Light fog	Light fog
5	Light fog	Light fog
6	Clear sky	Clear sky
7	Clear sky	Clear sky
8	Clear sky	Clear sky
9	Light cloud	Light cloud
10	Light cloud	Light cloud
11	Light cloud; drizzle	Light cloud
12	Light cloud; drizzle	Light cloud; drizzle
13	Light cloud; rain	Light cloud; drizzle
14	Overcast	Light cloud; rain
15	Overcast	Overcast
16	Overcast	Overcast
17	Overcast	Overcast
18	Overcast; hail	Overcast; drizzle
19	Overcast; sleet	Overcast; drizzle
20	Overcast; light snow	Overcast; rain

SUMMER

In summer, use the following table to determine the Lonely Coast's weather.

d20	WARM (1-13)	COOL (14-20)
1	Light fog	Light fog
2	Light fog	Light fog
3	Light fog	Light fog
4	Clear sky	Clear sky
5	Clear sky	Clear sky
6	Clear sky	Clear sky
7	Clear sky	Clear sky
8	Clear sky	Clear sky
9	Clear sky	Light cloud
10	Clear sky	Light cloud
11	Clear sky	Light cloud
12	Light cloud	Light cloud
13	Light cloud	Light cloud
14	Light cloud; drizzle	Light cloud; drizzle
15	Light cloud; drizzle	Light cloud; drizzle

16	Light cloud; rain	Light cloud; rain
17	Overcast	Light cloud; rain
18	Overcast; rain	Overcast
19	Overcast; rain	Overcast; rain
20	Thunderstorm	Overcast; rain

AUTUMN

In autumn, use the following table to determine the Lonely Coast's weather.

d20	COLD (1-9)	COOL (10-20)
1	Heavy fog	Heavy fog
2	Heavy fog	Light fog
3	Heavy fog	Light fog
4	Light fog	Light fog
5	Light fog	Clear sky
6	Light fog	Clear sky
7	Clear sky	Clear sky
8	Clear sky	Light cloud
9	Clear sky	Light cloud
10	Light cloud	Light cloud
11	Light cloud	Light cloud; drizzle
12	Light cloud	Light cloud; drizzle
13	Overcast	Light cloud; rain
14	Overcast	Light cloud; rain
15	Overcast	Overcast
16	Overcast; drizzle	Overcast
17	Overcast; rain	Overcast; drizzle
18	Overcast; rain	Overcast; drizzle
19	Overcast; sleet storm	Overcast; rain
20	Overcast; light snow	Overcast; rain

USING THESE TABLES

To determine the weather on any given day:

- **Temperature:** Determine the temperature by rolling d20 and consulting the relevant season table.
- **Weather:** Determine the general weather conditions by rolling d20 and consulting the relevant temperature column of the appropriate season table.
- **Precipitation Duration:** If precipitation is indicated for a given day, determine the duration by consulting the Weather Duration table and rolling the appropriate dice.
- **Wind Direction:** Roll d20 and consult the Wind Direction table. Note, the wind's direction may only be relevant if the PCs are on the coast or aboard ship.
- **Wind Speed:** Roll d20 and consult the Wind Speed table.

WINTER

In winter, use the following table to determine the Lonely Coast's weather.

D20	COLD (1-13)	COOL (14-20)
1	Heavy fog	Heavy fog
2	Heavy fog	Light fog
3	Light fog	Clear sky
4	Light fog	Clear sky
5	Light fog	Clear sky
6	Clear sky	Light cloud
7	Clear sky	Light cloud
8	Light cloud	Light cloud
9	Light cloud	Light cloud; drizzle
10	Light cloud	Light cloud; rain
11	Overcast	Light cloud; rain
12	Overcast	Overcast
13	Overcast	Overcast; drizzle
14	Overcast; sleet storm	Overcast; rain
15	Overcast; hail storm	Overcast; rain
16	Light cloud; light snow	Overcast; sleet storm
17	Light cloud; light snow	Overcast; hail storm
18	Overcast; light snow	Overcast; light snow
19	Overcast; heavy snow	Overcast; light snow
20	Overcast; heavy snow	Overcast; heavy snow

WEATHER ON THE LONELY COAST

The Lonely Coast's weather is changeable, but predictable.

Winters are cold and harsh; snowfall is not uncommon and storms are common. During particularly hard winters, trade and commerce on the coast shudder to all but a grinding halt as peasants huddle in their homes and the is Cliffway choked with great drifts of snow driven by the savage north wind. In particularly brutal winters, the coast is cut off by gale-force winds and high seas making ocean-going travel impossible for all but the bravest (or desperate mariners).

With spring, comes a general thaw and although sea fog often blankets coastal regions, the winds are less harsh and temperature generally warmer. During the spring, the winds gradually shift to the south (where they generally stay through to the autumn) and lessen in force. Rain is common and many trails (and stretches of the Cliffway) degenerate into morasses of mud.

In the summer, the clouds clear, the winds further drop off and the climate becomes markedly more pleasant. The frequency and strength of rain also drops off, although during particularly hot periods thunderstorms often blow in from the south. Much commerce is carried out during these months as travel is easy by land and sea.

WEATHER DURATION

PRECIPITATION

Drizzle	1d10 hours
Hail storm	1d4 hours
Heavy fog	2d4 hours, then 1d4 hours of light fog
Heavy rain	1d12 hours
Heavy snow	4d6 hours
Light fog	2d4 hours
Light rain	1d12 hours
Light snow	2d6 hours
Sleet storm	1d6 hours
Thunderstorm	1d4 hours

WIND DIRECTION

D20	SPRING	SUMMER	AUTUMN	WINTER
1-3	S	S	S	S
4	S	S	S	SW
5	SE	S	SE	SW
6	SE	S	SE	SE
7	SE	S	SE	SE
8	SW	SE	SW	SE
9	SW	SE	SW	E
10	SW	SE	SW	E
11	W	SW	W	E
12	W	SW	W	W
13	E	SW	E	W
14	E	W	E	NW
15	E	W	E	NW
16	NE	E	NE	NW
17	NW	E	NW	NE
18	NW	NW	NW	NE
19	NW	NE	NW	NE
20	N	N	N	N

WIND SPEED

D20	SPRING/ AUTUMN	SUMMER	WINTER
1-3	Light	Light	Light
5	Light	Light	Moderate
6	Light	Light	Moderate
7	Moderate	Light	Moderate
8-9	Moderate	Moderate	Moderate
10	Moderate	Moderate	Strong
11	Moderate	Moderate	Strong
12	Moderate	Moderate	Strong
13	Strong	Moderate	Strong
14	Strong	Moderate	Severe
15	Strong	Moderate	Severe
16	Strong	Moderate	Severe
17	Severe	Moderate	Severe
18	Severe	Moderate	Severe
19	Severe	Severe	Windstorm
20	Windstorm	Severe	Windstorm

ADVENTURE HOOKS

Almost limitless opportunities for adventure lurk on the Lonely Coast. This section presents a small selection of adventure seeds for the GM's convenience.

A GATHERING STORM

The PCs are in Swallowfeld when a traveller staggers into the village. A storm is gathering and the traveller is obviously very unwell (he is suffering from a terrible, wasting disease). His only chance is to get to the healers at the Priory of Cymer before the storm hits in hope that the clerics there can heal him. None of the villagers will take the dangerously ill man and it falls to the PCs to aid him.

Note: This adventure hook can be used to begin *Retribution* (a module for 1st-level characters by Raging Swan Press).



ARIUS' WATCHTOWER

Hunters and rangers have reported that flickering lights have once again been seen in the upper windows of Arius' Watchtower. Lord Locher has not garrisoned the place lately and no adventurers are known to have journeyed to the ruin. Who or what now lurks in the ruins is a matter of much rumour in the taverns and markets of the Lonely Coast and the PCs decide to investigate.

PESTILENCE

A number of travellers arrive at Wolverton aboard a merchant vessel. Several days pass and suddenly one of the travellers falls gravely ill. Examinations reveal that the unfortunate is suffering from plague (or some other highly infectious, lethal disease) and he is immediately quarantined (as are those he is staying with). Panic grips the town as the populace wait to see if anyone else is infected.

The doomed plague carrier could be a follower of the god of disease seeking to spread his lord's "gift," a dupe of those working against Family Locher or simply an unfortunate traveller. In any event, the man soon dies (as likely do those he was lodging with).

The extent of the infection is up to the GM but the PCs could get involved enforcing the quarantine, searching for herbs, helping maintain law and order or hunting down the doomed man's "employers."

PLACE OF THE OLD FOLK

Adventurers returning from a foray into the Tangled Wood have been spreading tales of discovering a previously unknown place of the Tuath. Searching for shelter from an impending thunderstorm, the adventurers took cover in a relatively intact burial cairn. A natural shaft at the back of the cairn descended some distance into a large natural cavern. Lacking the necessary equipment to make a safe descent, they returned to Wolverton and are now offering a map for sale purporting to show the location of the hitherto unknown cairn.

Note: This location is described in *Road of the Dead* (a module for 3rd-level characters by Raging Swan Press).

SHIPWRECK

A merchant vessel has grounded in sight of the coast and heavy seas are slowly breaking it up. A few of its crew have made it to shore, but others remain trapped on the disintegrating vessel. Many villagers immediately set to sea, not to save the crew but to salvage what they can before the Lochers claim salvage.

A merchant begs the PCs to retrieve several choice items for him, promising a large reward for doing so. Industrious villagers

have already salvaged some of the items and the PCs must track them down. Exactly what the merchant wants recovered is up to the GM, but they should be items not immediately useful to the villagers. Possibilities include small quantities of exotic spices, letters of credit or a small box containing a few treasure maps or confidential letters.

RAIDERS

Goblins raid a village in search of slaves and wealth. The militia and Caer Syllan's garrison fight them off but a small patrol despatched to harry them back to their lair is now overdue. The PCs are asked to investigate.

RANDOM ENCOUNTERS

During their travels, the PCs are likely to randomly encounter the folk and denizens of the Lonely Coast.

ON THE ROAD

Use this table to determine what the PCs encounter as they travel the roads and trails of the Lonely Coast. The PCs have a 4 in 20 of having a significant encounter during any given day of travel. (They will likely have many insignificant encounters – wandering peasants and such like – during that time).

D12	EL	ENCOUNTER
1	1/2	Hunter (1; page 12); thus far he has caught nothing and engages in idle chat for a while
2	1	Commoners (3); travelling to market
3	1	Dogs (3); these wild dogs are looking for food scraps and are quite friendly
4	2	Hunter (1; page 12) and riding dogs (2)
5	2	Smugglers (4); masquerading as merchants they escort a cart full of illicit brandy and wine
6	2	Bandits (8); lurking near the path in hopes of waylaying a rich merchant. They ignore adventurers unless they are obviously carrying a lot of loot. Even then, they simply try to levy a toll and avoid a fight
7	2	Burne the Merchant (1; page 12) and mercenary guards (2; page 41)
8	3	Company of the Green Cloaks (page 36); travelling to the nearest settlement before planning their next adventure, these adventurers welcome the PCs' company
9	3	Danger in the Shadows (page 38); Davy sees the PCs and yells for help
10	4	Goblin Raiders (page 39); they attack from ambush
11	6	Merchant (page 40); Kerra tries to get the PCs to accompany her to Swallowfeld
12	6	Patrol (page 42); they stop the PCs to make sure they aren't up to no good

THE TWISTED GORGE

A badly injured adventurer staggers into Wolverton. The only survivor of his adventuring party, the Warriors of the Blood Spear, he seeks others to accompany him to the Twisted Gorge to recover his comrades' remains.

When the PCs reach the Gorge, they discover that many of the tribes dwelling there have formed an uneasy alliance and are preparing to sack Wolverton. With no time to return to Wolverton to warn of the impending danger they must do what they can to disrupt the fragile compact.

THE TANGLED WOOD

Use this table to determine what the PCs encounter as they explore the Tangled Wood. The PCs have a 1 in 20 chance of an encounter every day or night they spend in the Tangled Wood.

D20	EL	ENCOUNTER
1	1/2	Hunter (1; page 12)
2	1	Goblins (3)
3	1	Wolf (1)
4	1	Hunters (2; page 12)
5	2	Bat swarm (1; night only)
6	2	Goblins (6)
7	2	Bandits (8 [use smuggler stat block]); lingering around a campfire as they cook a deer, they pretend to be hunters, but aren't very convincing
8	2	Boar (1)
9	2	Yellow musk creeper (1)
10	2	Half goblin archers (2; page 30) and elite half-goblins archer (1; page 32)
11	3	Assassin vine (1)
12	3	Danger in the Shadows (page 38)
13	4	Boar (2)
14	4	Goblin Raiders (page 39)
15	4	Owlbear (1); hunting for prey the creature crashes through the trees oblivious to the sound it makes
16	4	Yellow musk creeper (1) and yellow musk zombies (3)
17	4	Shadow wolf (1; page 34); gliding through the gloom, the shadow wolf is trailing a pack of normal wolves it plans to bind to its service
18	5	Wolves (4)
19	6	Shambling mound (1)
20	8	Treant (1)

WHISPERS & RUMOURS

Whispers and rumours often swirl through the Lonely Coast's populace. Many are nothing more than gossip about a neighbour's business or indiscretion. Others deal with the machinations and actions of the great and the good of the Lonely Coast or the exploits of local adventurers exploring the tangled depths of the Tangled Forest. Still other rumours are more local legend and detail the peasants' commonly held views on a particular subject or locale.

A character attempting to learn the current rumours must spend 1d4 hours chatting and gossiping, spend 2d4 sp on drinks, gifts and bribes and make a Diplomacy check.

A DC 10 Diplomacy check reveals one rumour from the list below. A character making a successful check gains an additional rumour for every five points by which he exceeds DC 10.

%	RUMOUR
01-05	Tracks discovered in the forest show where bands of goblins have been spying on Wolverton. Lord Locher worries they might be planning an attack.
06-10	Strange lights have been seen in the upper floors of Arius' Watchtower.
11-20	A hunter discovered a stretch of forest around one of the Old People's monoliths that have begun to wither and die. The cause of the deforestation is unknown.
21-35	Hunters have reported the appearance of several new sinkholes at Taran's Bluff. No one has of yet dared the sink holes but they are thought to lead to a hitherto unknown chamber buried deep below the hill fort.
36-40	A smuggler's ship went down off the Orestone a few nights ago. Fishermen and beachcombers have been finding wreckage ever since (and a few bodies).
41-55	The Company of the Green Cloaks recently bested a group of Blood Moon goblins north of Bossin. They report many of the goblins were already injured and they seemed to be in a hurry to flee.
56-60	Recently, something large has been swimming in Deepwater Lake. (Drunk) witnesses report it as being almost 20 ft. long and akin to a dragon! Much treasure lies in Deepwater Lake but this creature is sure to put off treasure hunters.
61-64	Lord Locher is about to raise taxes again. This time, there'll be trouble.
65-70	The folk of Oakhurst have become even more unwelcoming of late. Two itinerant merchants have gone missing in the vicinity and others are refusing to visit the village until the matter is resolved.
71-80	The smugglers are engaged in a vicious war – with themselves! Whispers of a rising new power have been swirling about Wolverton's docks for several weeks now. The fighting is vicious, clandestine and sustained. Several bodies have been pulled from the surf
81-84	A new band of bandits – thought to be the remnants of a shipwrecked pirate crew – have begun to haunt the area between Swallowfeld and Hosford.
85	Lord Locher is planning to once again garrison the ruin of Arius' Watchtower. He is looking for brave individuals to scout the ruins and discover what if anything lurks within.
86-88	Hunters have found dead goblins in several places throughout the Tangled Wood recently. The dead belong to several tribes and it is thought the goblins are fighting among themselves.
89-90	Three nights ago, a faint flickering light was seen atop the Orestone. It has not been seen since.
91-92	A large winged creature has been seen flying over the Twisted Gorge. Its scales were bright green and a long spike grew out of its tail.
93-94	A strange body was discovered in the depths of a mine near Wolverton. The creature had gray scales, a long tail, crests on its head and back and long claws. Strange tattoos covered its scales. It had been killed by a rock fall and no obvious reason for its presence was evident.
95-97	Wolves have again been seen in large numbers in the deep woods. Several different packs have been seen – each led by a wolf of fearsome size – some say these larger wolves are almost as big as a horse!
98	The Priory of Cymer is an isolated place where few people now go to worship. The clerics there believe some obscure legend about an ancient evil that lurks below waiting to arise once again but the clergy in Wolverton is growing tired of funding the outpost; many believe it may soon be abandoned.
99	Incessant mining nearby and under Hosford is putting the village in danger. Several decades ago half the cliff fell into the sea and they haven't stopped digging. Lord Locher wants the mine to remain operational, but some of the villagers are terrified of the danger of collapse.
100	Sea caves and tunnels honeycomb the headland of Din Kershal upon which stands Caer Syllan. The witch Morveren once lived in the caves, but was slain by Maban Locher 100 years ago. Some say her ghost still lingers in the dark waiting to wreak revenge on the Lochers. Others say she worshipped before a dripping stone altar of ancient and alien design and that her treasures were never found.

APPENDIX 1: NEW STUFF

DEITIES & DEMONS

The GM can use these deities – perhaps as local powers – or can replace them with gods from his own campaign.

AMON-PYR

Epithets: The Elder One, Lord of Slime

Symbol: A tentacled whip

Alignment: Chaotic evil

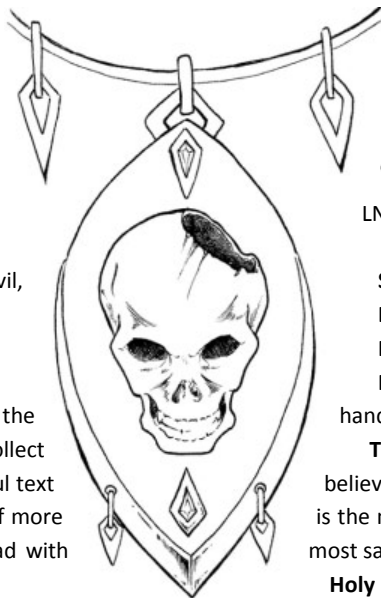
Portfolios: Troglydte god of darkness, evil, madness and water

Domains: Chaos, Darkness, Evil and Water

Favoured Weapon: Whip

Holy Text: None survive intact, but the acolytes of the Ebon Lake have managed to collect several fragments of the *Amoninomicon* – a foul text so depraved that possession and knowledge of more than a few pages can drive the possessor mad with terror.

Additional Notes: Amon-Pyr is an ancient demonic power worshipped by troglodytes since the earliest days of the race's long-fallen empire. A tentacled demon that crawled from the unknown depths of the frigid, slime-coated waters of the Sea of Perpetual Misery, Amon-Pyr is a terrible figure from the world's pre-history. Only a few isolated troglodyte clans yet cling to his worship. Guarding fragments of ancient knowledge, these groups yet perform rituals the meaning and significance of which they have long since forgotten.



Holy Texts: The worship of Braal is not as prescriptive as other religions. No universally agreed upon text exists, but several dark tomes are preferred by various sects.

CONN

LN god of Community, Family and Rulership

Epithets: The Father, Lawgiver

Symbol: Two hands clasped in a handshake

Domains: Community, Law and Nobility

Favoured Weapon: Light mace

Raiment: White robes emblazed with two clasped hands

Teachings: Order brings prosperity. Together, believers can achieve safety and contentment. The family is the most important unit of society; its protection is the most sacred duty.

Holy Texts: *Law and Duty* – a dense, legalistic text setting out Conn's teachings and the place and duties of each community member.



DARLEN

LG god of Law, Order, Justice and the Sun

Epithets: The Justicar, the Shining Light, the Noble One

Symbol: The rising sun

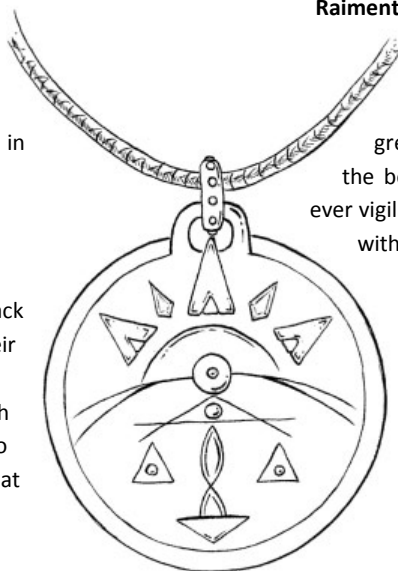
Domains: Good, Law, Protection and Sun

Favoured Weapon: Longsword

Raiment: Voluminous, white cowled habits. Unless expecting battle, clerics do not wear armour.

Teachings: The strong must protect the weak, for this is the natural order. Those with great abilities or aptitudes must use their gifts for the betterment of their fellows. The faithful must be ever vigilant for evil's rise, but must show mercy in dealing with its tools.

Holy Texts: Darlen's teachings are set down in the *Scripture of Law* – a vast tome containing teaching, stories and lessons by some of his early, prominent followers. *Divine Order* and *On Darkness' Rise* are important early commentaries penned by legendary high priests.



BRAAL

NE god of Hate, Malice and Revenge

Epithets: The Hated, the Wrecker, Dweller in Shadows

Symbol: A cloven skull

Domains: Destruction, Evil and Trickery

Favoured Weapon: Morningstar

Raiment: Braal's faithful wear cowled black cloaks smeared with the blood of their sacrifices. Adherents often shave their heads.

Teachings: Strike from the shadows; punish those who have wronged you and show no mercy. Take what you want and destroy that which you cannot take.

DEGENERATE CREATURE

Living in a feral state, degenerate creatures dwell in the wild places of the world, scavenging for what they need to survive. Often the survivors of fallen civilisations or those that dwell in isolated places removed from the light of civilisation, they live a simple, primitive existence.

ECOLOGY & SOCIETY

Degenerate creatures live in a state of regressed barbarism. While they may dwell amid the ruins of their fallen civilisation, they have forgotten almost all the higher knowledge possessed by their forebears. Incapable of industry they live as hunter gatherers and scavengers, taking what they need from the surrounding area.

Normally dwelling in small tribal groups, degenerate creatures often believe in elder, primitive powers shunned by more civilised folk. Normally led by the most physically powerful member of the group, degenerate creatures care nothing for the trappings of civilisation.

Tribal groups of degenerate creatures live where generations of their forebears dwelled. Their lairs are filthy, communal affairs often decorated with crude wall paintings depicting their day-to-day lives.

DEGENERATE TROGLODYTE CR 2 (XP 600)
Dark gray scales cover this emaciated, but muscular humanoid. It has a long tail and large, powerful claws.

CE Medium humanoid (reptilian)

Init +3; **Senses** darkvision 90 ft.; Perception +2, Sense Motive +2
Speed 30 ft.; **ACP** 0; **Stealth** +4 (+8 in rocky areas)

AC 17, touch 9, flat-footed 17; **CMD** 12
(-1 Dex, +8 natural)

Fort +8, **Ref** -1, **Will** +0

hp 15 (2 HD)

Space 5 ft. (stench aura 30 ft.); **Base Atk** +1; **CMB** +3

Stench (Ex) All creatures not immune to poison must make a DC 14 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee club +3 (1d6+2),
claw -2 (1d6+1) and
bite -2 (1d4+1) or

Melee 2 claws +3 each (1d6+2) and
bite +3 (1d4+2)

Ranged javelin (range 30 ft.) +0 (1d6+2)

Abilities Str 14, Dex 9, Con 16, Int 8, Wis 11, Cha 9

Feats Alertness^B, Great Fortitude, Improved Initiative^B

Skills as above plus Survival +8

Languages Draconic

Gear as above

COMBAT & TACTICS

Degenerate creatures are vicious combatants. Most degenerate creatures use only their natural attacks in combat or crude weapons (such as clubs). A rare few use better weapons scavenged from the bodies of their fallen enemies.

Degenerate creatures with class levels often have levels in barbarian or ranger. Occasionally, they have levels in sorcerer or druid, but clerics, monks and wizards are unknown among them.

CREATING A DEGENERATE CREATURE

"Degenerate" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A degenerate creature retains all the base creature's statistics and abilities except as noted here.

CR: Same as the base creature +1 (minimum 1).

Type: The creature's type remains unchanged. Do not recalculate HD, BAB or saves.

Armour Class: The creature's natural armour bonus improves by +2.

Melee: Degenerate creatures gain an enhanced natural attack. Such weapons are treated as a primary attack and deals damage as if it is one size larger. If a creature has more than one primary attack, enhance the first such attack listed in its listing.

Abilities: Str +2, Con +2, Cha -2.

Skills: A degenerate creature gains a +4 racial bonus to Survival checks and always treats Survival as a class skill.

Feats: A degenerate creature gains Alertness and Improved Initiative as bonus feats.

DEGENERATE CREATURE LORE

A character making a Knowledge check (of the type required to identify the base creature) may know some information about a degenerate creature. A successful check reveals all information gained by a lesser check.

DC 10 + creature's CR: This is a degenerate creature. Degenerate creatures have regressed into a more primitive state than their predecessors. More primitive than other creatures of the same ilk, they have forgotten much they once knew and live in a state of barbarism.

DC 15 + creature's CR: Degenerate creatures are stronger than their more civilised brethren and skilled in surviving in harsh conditions. They use only the crudest weapons in battle, but their natural attacks often deal more damage than normal for their size.

HALF-GOBLIN

*Half-breed savages in tight-knit clans,
Bitter and twisted, shaping evil plans,
No friends have they among other races,
Fear and loathing etched in their faces,
The mongrel spawn of monsters and men,
Civilisation's light is lost to them,
Neither man nor beast, there's no trace of good,
In these half-goblins of the Tangled Wood...*

Men whisper that ghosts of an elder age stalk the deepest, unknowable reaches of the Lonely Coast's ancient woodlands. Along with the forsaken holy places and forts of a long-fallen elder civilisation, a debased and twisted race of half-goblins haunts the forest's deepest thickets. The mongrel descendants of a tribe of humans subjugated by goblins centuries ago, half-goblins are a bitter, evil folk. Never numerous, and dedicated to dark powers, they skulk about civilisation's fringe weaving terrible plots to destroy their neighbours.

ECOLOGY & SOCIETY

Although thoroughly evil and despicable, half-goblins have nevertheless developed a tight-knit, hierarchical society. Assailed by innumerable external threats, half-goblins have learnt that personal survival and advancement depends on that of the clan.

Half-goblins dwell in small clans – little more than extended family groups – of no more than forty individuals. Although the clans compete among themselves for glory and wealth, contact and trade between groups is brisk and relatively peaceful. An

HALF-GOBLIN ARCHER

CR 1/2 (XP 200)

This bald, scrawny humanoid wears studded leather armour and carries a shortbow.

Male half-goblin fighter 1

NE Medium humanoid (goblinoid, human)

Init +3; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1

Speed 35 ft.; **ACP** -1; Climb +5, Ride +5, Stealth +4

AC 18, touch 14, flat-footed 14; **CMD** 16; Dodge, Mobility (+3 armour [studded leather], +3 Dex, +1 dodge [Dodge], +1 shield [mwk buckler])

Fort +3, **Ref** +3, **Will** +1

hp 12 (1 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee hand axe +3 (1d6+2/x3)

Ranged shortbow (range 60 ft.) +4 (1d6/x3)

Combat Gear arrows (20), *potion of cure light wounds*

Abilities Str 15, Dex 16, Con 13, Int 10, Wis 12, Cha 8

Feats Dodge, Fleet^B, Mobility

Skills as above

Languages Common, Goblin

Gear as above plus 1d6 sp

elder, assisted by the learned folk of the clan, rules each clan. Groups of clans, in turn make up a tribe. No one individual rules the tribe except in times of great crisis or war. Normally, clan elders form a council which loosely directs the tribe's activities.

Relations: Half-goblins hate all other races, viewing them as potential aggressors. In particular, they hate goblins (who hunt them) and humans (who treat them as normal goblins to be killed on sight).

HALF-GOBLIN TRAITS

Taller than their goblin antecedents but shorter than humans, half-goblins are scrawny creatures. Like their goblin kin, their heads seem oversized for their bodies. Their eyes are black or dark brown and hair is similarly of a dark hue while their ears are slightly pointed. Roughly one in ten can pass for a human (albeit a freakishly short and ugly one).

Half-goblin advance by class level and have the following racial traits:

- **+2 to One Ability Score:** Half-goblins get a +2 bonus to one ability score to represent their varied nature.
- **Medium:** Half-goblins are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Half-goblins have a base speed of 30 ft.
- **Darkvision:** Half-goblins can see in darkness for 60 ft.
- **Goblin Blood:** Half-goblins count as both human and goblin for any effect related to race.
- **Swift:** At 1st-level, half-goblins receive Fleet as a bonus feat.
- **Rider:** Half-goblins receive a +2 racial bonus on Ride checks.
- **Stealthy:** Half-goblins receive a +2 racial bonus on Stealth checks.
- **Languages:** Half-goblins begin play speaking Common and Goblin. Those with high Intelligence scores can also choose from Abyssal, Dwarven, Gnome, Infernal and Orc.

HALF-GOBLIN RANDOM HEIGHT AND WEIGHT

TITLE	BASE HEIGHT	BASE WEIGHT	MODIFIER	WEIGHT MODIFIER
Male	4 ft. 10 in.	90 lbs.	2d4	x3 lbs.
Female	4 ft. 4 in.	75 lbs.	2d4	x3 lbs.

HALF-GOBLIN STARTING AGE

ADULTHOOD	MARTIAL	ARCANE	DIVINE
13	13	17	15

HALF-GOBLIN AGING EFFECTS

MIDDLE AGE	OLD	VENERABLE	MAX. AGE
26	38	50	50 + 2d10

Alignment and Religion: Half-goblins are sadistic, hate-filled creatures concerned only with the survival and advancement of their clan at the expense of others. In the main, they worship Braal (NE god of hate, malice and revenge [Appendix 1]) a few worship fell demonic powers or the ancient, atavistic spirits of the woodland in which they dwell. Others stray toward lawful evil. Most such individuals dream of uniting the disparate clans under a strong leader (normally themselves) and scourging the Tangled Wood clear of both the human and goblin infestations.

Adventurers: Most half-goblins do not stray far from their clan home. A few venture farther abroad on specific missions while others, fleeing some terrible punishment, are forced to endure civilisation's perils.

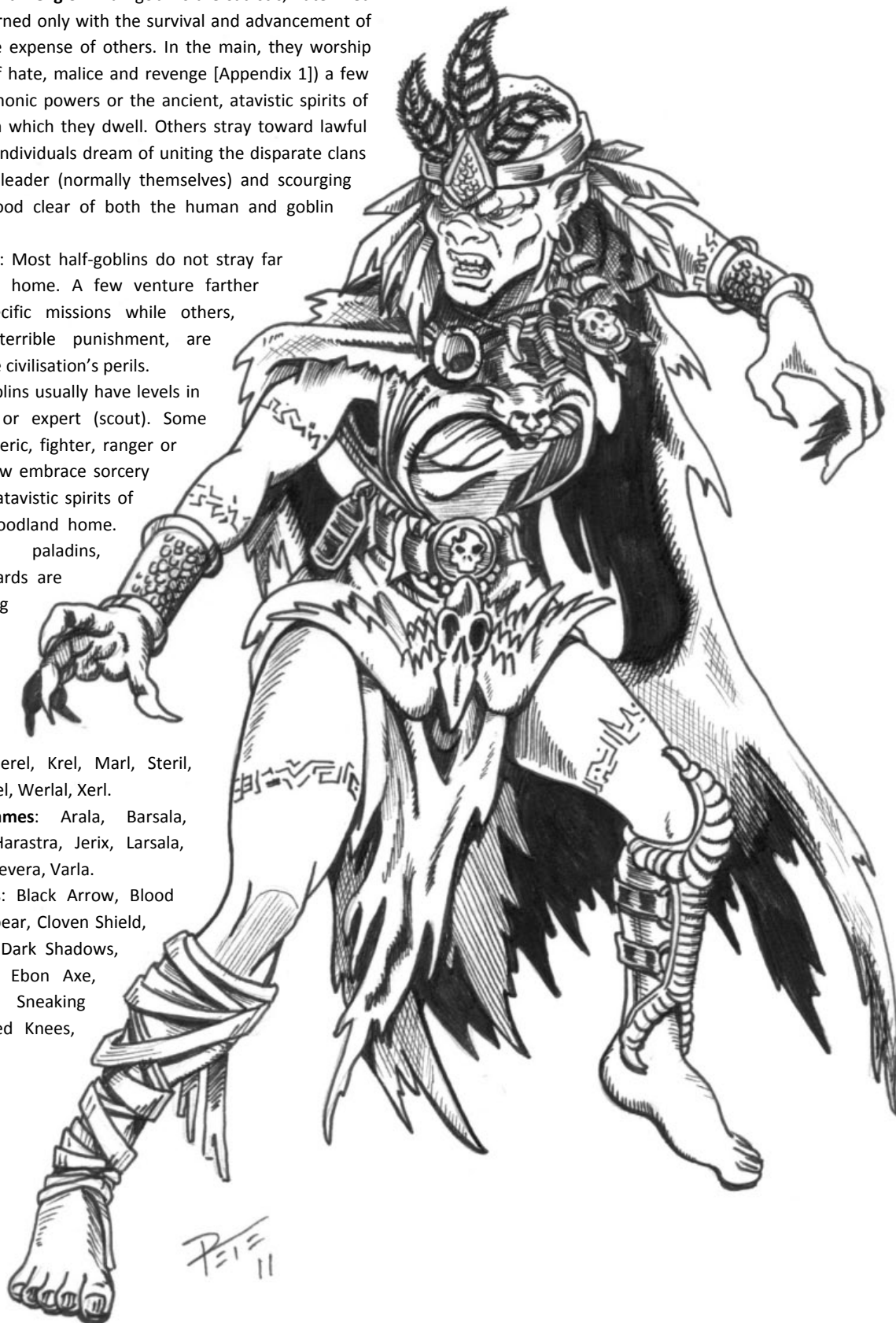
NPC half-goblins usually have levels in warrior, adept or expert (scout). Some have levels in cleric, fighter, ranger or rogue. A rare few embrace sorcery or worship the atavistic spirits of their ancient woodland home. Unsurprisingly, paladins, monks and wizards are unknown among them.

Male

Names: Anarl, Bartrel, Carlai, Cerlal, Destrel, Earlal, Estrel, Ferel, Krel, Marl, Steril, Terlal, Terl, Vartel, Werlal, Xerl.

Female Names: Arala, Barsala, Carlix, Eratla, Harastra, Jerix, Larsala, Narlix, Oparlix, Severa, Varla.

Clan Names: Black Arrow, Blood Knife, Broken Spear, Cloven Shield, Crimson Blade, Dark Shadows, Dripping Blade, Ebon Axe, Gouged Eyes, Sneaking Death, Splintered Knees, Twisted Neck.



SAMPLE CLANS

The following half-goblin clans dwell in the Tangled Wood:

Broken Spear: The Broken Spear dwell near Oakhurst in an extensive burrow tunnelled into a high hill. From their vantage point, the clan keep watch on their hated enemies and sometimes creep forth to steal cattle, destroy property and generally cause mischief. Other half-goblins view the clan's warriors as craven for they rarely join in battle and kill few humans. The truth of the matter, however, is that the clan elder, Carlai (NE male half-goblin rogue 4) has secretly forged a precarious truce with certain ill-favoured humans of the nearby village. In return for being left alone, the humans deliver travellers into the half-goblins' clutches. Such travellers disappear completely – most assume they fall victim to the ferocious denizens of the forest (which is true after a fashion).

Gouged Eyes: One of the largest clans in the Tangled Wood, the Gouged Eyes is particularly aggressive in its hunt of goblins. Once they have slain their foes, the clan's warriors gouge the eyes from their enemies' skulls and consume them to ritually assert dominance over their vanquished foes.

Splintered Knees: The Splintered Knees dwell in a network of interconnected tombs hewn from the rock by the Old People. The half-goblins have enlarged and improved the tombs, creating a confusing network of interlinking secret passages. Led by Varla (NE female cleric [Braul] 7) the Splintered Knees take perverse pleasure in carrying off the bloodied corpses of vanquished foes to be later animated for the clan's defence. The clan hideously mutilates all such guardians before setting them to their eternal vigil.

HALF-GOBLIN ELITE ARCHER CR 1 (XP 400)

This lean, muscular humanoid wears studded leather armour and carries a battleaxe.

Male half-goblin fighter 2
NE Medium humanoid (goblinoid, human)
Init +6; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1
Speed 35 ft.; **ACP** -1; Climb +7, Ride +5, Stealth +3
AC 17, touch 13, flat-footed 14; **CMD** 18; Dodge, Mobility (+3 armour [studded leather], +2 Dex, +1 dodge [Dodge], +1 shield [mwk buckler])
Fort +4, **Ref** +2, **Will** +1; +1 fear
hp 20 (1 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +5
Ranged shortbow (range 60 ft.) +4 (1d6/x3)
Melee mwk battleaxe +7 (1d8+3/x3)
Combat Gear arrows (20), *potions of cure light wounds*(2)
Abilities Str 16, Dex 15, Con 13, Int 10, Wis 12, Cha 8
Feats Dodge, Fleet^B, Improved Initiative, Weapon Focus (battleaxe)
Skills as above
Languages Common, Goblin
Gear as above plus 20 arrows, 2d6 gp

Twisted Neck: The Twisted Neck clan dwell deep in the forest among a stand of gigantic, ancient oak trees. The trees ring a tumbled temple of the Old Folk and from them the half-goblins hang the bodies of their enemies. Several among them have mastered the druidic arts and many animals dwell in the environs of their lair. The clan is not numerous but are vicious in the extreme.

LAIRS

Half-goblin clans dwell deep in the Tangled Wood, in places well hidden from the prying eyes of their enemies. They often choose defensible caverns, but the elder places of the world – places where ancient peoples raised mighty temples or high fortresses – also attract them.

COMBAT & TACTICS

Keenly aware of their low numbers, half-goblins avoid stand-up fights wherever possible. Rather, they prefer striking from ambush unleashing missile weapons and spells upon their hapless foe.

Alternatively, they love to manipulate their foes into fighting each other. For example, half-goblin scouts could lead a goblin raiding party to a human settlement or (disguised as goblins) attack wandering adventurers.

HALF-GOBLIN ADEPT

CR 3 (XP 800)

This tall but scrawny woman is bald; her eyes burn with a terrible malevolence.

Female half-goblin adept (Braul) 5
NE Medium humanoid (goblinoid, human)
Init -1; **Senses** darkvision 60 ft.; Perception +3, Sense Motive +3
Speed 35 ft.; **ACP** 0; Ride +1, Stealth +1
AC 10, touch 9, flat-footed 10; **CMD** 10
(+1 armour [bracers of armour +1], -1 Dex)
Fort +1, **Ref** +2, **Will** +7
hp 27 (5 HD)
Space 5 ft.; **Base Atk** +2; **CMB** +1
Melee dagger +1 (1d4-1/19-20)
Ranged light crossbow (range 80 ft.) +1 (1d8/19-20)
Adept Spells Prepared (CL 5th)
2nd—*invisibility*, *web* (DC 15)
1st—*bless*, *burning hands* (DC 14), *obscuring mist*
0—*detect magic*, *ghost sound* (DC 13), *stabilise*
Combat Gear bolts (10), *potions of cure moderate wounds*,
screaming bolts (3), *scroll of protection from good*
Abilities Str 8, Dex 9, Con 10, Int 11, Wis 16, Cha 12
SQ summon familiar
Feats Fleet^B, Lightning Reflexes, Scribe Scroll, Toughness
Skills as above plus Heal +8, Knowledge (nature) +5, Knowledge (religion) +5, Spellcraft +5, Survival +8,
Languages Common, Goblin
Gear as above plus spell component pouch, 12 gp

PLAYER CHARACTERS

Most player character half-goblins are outcasts from their tribe for some reason. Perhaps their outlook on life is different to their brethren, or maybe the same burning hatred for human kind does not surge through their veins.

Few half-goblins wander the world without a compelling reason. A few of the more learned folk – sorcerers and druids

GOBLIN SORCERER BLOODLINE

The blood of your goblin forefathers courses through your veins.

Class Skill: Stealth.

Bonus Spells: *charm person* (3rd), *hideous laughter* (5th), *heroism* (7th), *confusion* (9th), *dominate person* (11th), *greater heroism* (13th), *mass hold person* (15th), *mass charm person* (17th), *mass hold monster* (19th).

Bonus Feats: Alertness, Deceitful, Heighten Spell, Improved Initiative, Skill Focus (Ride), Skill Focus (Stealth), Spell Focus, Stealthy.

Bloodline Arcana: Whenever you cast a spell of the charm subschool, increase the DC by +2.

Bloodline Power: You delight in confusing and controlling your enemies.

Confusing Bolt (Sp): At 1st-level, you can cause a creature within 30 ft. to become confused (as the *confusion* spell) with a successful ranged touch attack. This effect persists for a number of rounds equal to half your sorcerer level (minimum 1). Once a creature has been affected by *confusing bolt*, it is immune to its effects for 24 hours. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Woodland Stride (Ex): At 3rd-level, you can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas and similar terrain) at your normal speed without taking damage or suffering any other impairment. Thorns, briars and overgrown areas magically manipulated to impede motion, however, still affect you.

Deepening Shadows (Sp): At 9th-level you can summon a zone of deep shadows equal to *deeper darkness* in a 10-foot-radius centred on yourself. You can see through this effect normally, but otherwise the shadows provide concealment (50% miss chance) to any creature within. The shadows remain in existence for a number of rounds equal to your sorcerer level. At 9th-level, you can use this ability once per day. At 17th-level, you can use this ability twice per day. At 20th-level, you can use this ability three times per day.

Aspect of the Goblin (Sp): At 15th-level, the range of your darkvision increases by 30 ft. Additionally, you gain a *worg* (*Bestiary*) as a familiar.

Unbreakable Will (Ex): At 20th-level, you become immune to all spells and effects from the charm or compulsion subschools.

mainly – search for ancient knowledge and power and the life of an adventurer suits them very well as it enables them to plunder ancient sites of power and accumulate power and wealth.

Alternatively, raiding goblins could have destroyed the character's clan; the life of an adventurer – particularly one that fights goblins – suits such fellows perfectly. Finally a half-goblin PC could have fled his home to escape death at the hands of his enemies or rivals. In both cases, perhaps he quests to gain enough power to return and crush his enemies.

Most wandering half-goblins fall into the small portion of the race that can pass for human.

HALF-GOBLIN LORE

Character with ranks in Knowledge (local) can learn more about half-goblins with a successful skill check. A successful check reveals all information revealed by a lesser check.

DC 11: This creature is a half-goblin. A debased and twisted mongrel race they dwell in secluded, wild places. They hate humans and goblins with equal vigour.

DC 16: Half-goblins are stealthy and fleet of foot. They can see in pitch darkness and are skilled riders.

DC 21: Half-goblins normally worship Braal.

HALF-GOBLIN ADEPTS

Half-goblin adepts worshipping Braal enjoy access to a different spell list to that of normal adepts.

0—*create water, detect magic, ghost sound, guidance, know direction, mending, purify food and drink, read magic, stabilise, touch of fatigue.*

1st—*bleed, burning hands, cause fear, command, cure light wounds, detect chaos, detect evil, detect good, detect law, faerie fire, magic fang, obscuring wind, protection from chaos, protection from evil, protection from good, protection from law, sleep.*

2nd—*aid, bear's endurance, bull's strength, cat's grace, cure moderate wounds, darkness, delay poison, miasma of hatred, owl's wisdom, resist energy, scorching ray, see invisibility, tree shape, undetectable alignment.*

3rd—*animate dead, bestow curse, contagion, cure serious wounds, deeper darkness, miasma of enervation, neutralize poison, poison, remove curse, remove disease, tongues, wind wall.*

4th—*cure critical wounds, freedom of movement, ice storm, stonewall, unholy blight, wall of fire.*

5th—*cloudkill, commune, greater command, harm, heal, true seeing, unhallow, waves of fatigue.*

SHADOW WOLF

CR 4 (XP 1,200)

This large, powerful wolf has mottled grey and black fur as well as a mouth full of sharp fangs.

N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +6, Sense Motive +2

Speed 50 ft.; Nimble Moves; **ACP** 0; Acrobatics +6 (+14 jumping), Climb +8, Stealth +10

AC 17, touch 11, flat-footed 15; **CMD** 22 (26 vs. trip) (+2 Dex, +6 natural, -1 size)

Fort +7, **Ref** +6, **Will** +3

hp 39 (5 HD)

Space 10 ft.; **Base Atk** +5; **CMB** +10

Melee bite +9 (1d8+6 plus trip)

Trip (Ex [free]) If the shadow wolf hits with its bite it can attempt to trip its foe without provoking an attack of opportunity. If it fails, it is not tripped in return.

Spell-Like Abilities (CL 4th; +7 concentration)

1/day—*charm animal* (DC 13), *hold animal* (DC 14), *speak with animals*

Abilities Str 19, Dex 14, Con 17, Int 9, Wis 14, Cha 8

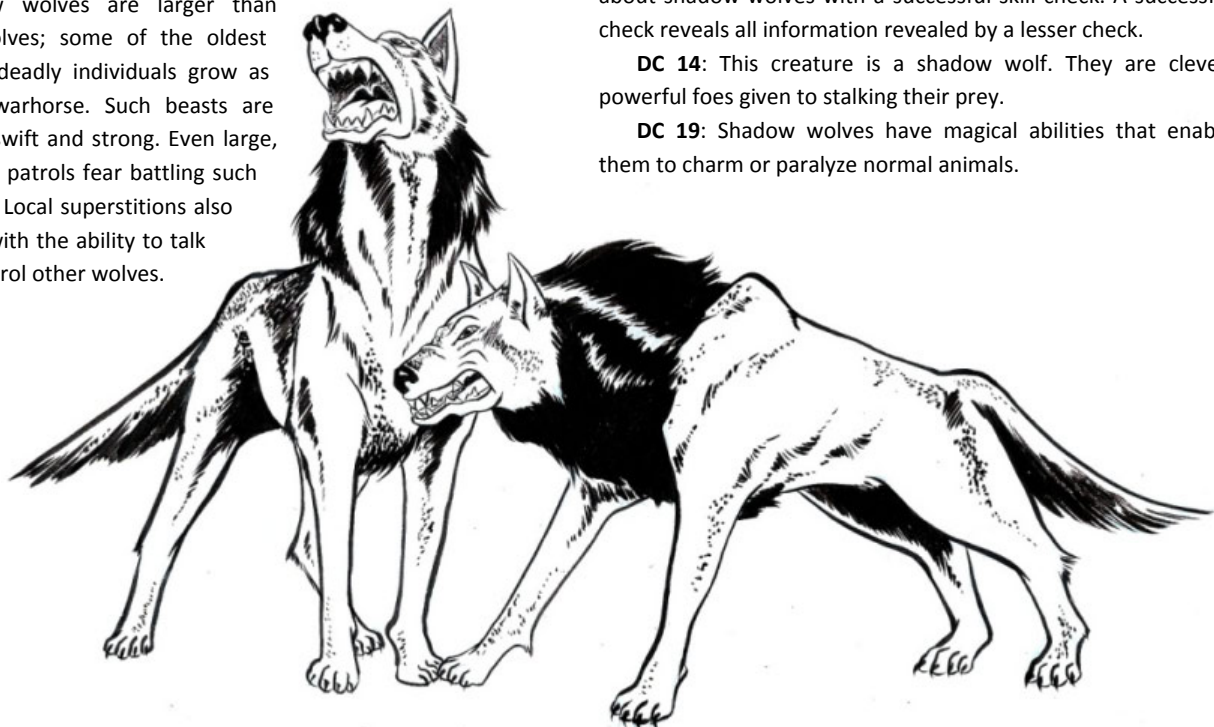
Feats Nimble Moves, Skill Focus (Stealth), Weapon Focus (bite)

Skills as above plus Survival +3 (+7 tracking by scent)

Racial Modifiers +4 to Stealth, +4 to Survival when tracking by scent

The progeny of ancient druidic magics, these savage and cunning hunters dwell deep within the gloom of the Tangled Wood. When food is scarce, they burst forth from the forest to feed upon the humans of the Lonely Coast and their livestock.

Shadow wolves are larger than normal wolves; some of the oldest and most deadly individuals grow as big as a warhorse. Such beasts are incredibly swift and strong. Even large, well-armed patrols fear battling such a creature. Local superstitions also gift them with the ability to talk to and control other wolves.



COMBAT & TACTICS

A shadow wolf's mottled black and gray fur aids it to lurk in the deep thickets and tangled undergrowth of the forest. Creatures of stealth and sudden ambush, they prefer stalking prey to running it down.

If a pack is hunting men, and the men have horses or other animals with them, the wolves first use *hold animal* or *charm animal* in conjunction with *speak with animals* to slow down their targets. In battle, they prefer hit and run tactics, darting in and out of combat until they trip a foe. They mercilessly savage prone targets.

ECOLOGY & SOCIETY

Shadow wolves are drawn to ancient places of druidic power; packs often claim such lost or abandoned sites as their own. They dwell in groups of up to a dozen individuals and follow the lead of the largest, most aggressive male. Shadow wolves mate for life and are viciously protective of their mate and young.

Shadow wolves are creatures of nature warped by ancient magics; a rare few possess far greater druidic powers than their lesser brethren. Occasionally such individuals send packs of lesser wolves to harry those encroaching upon their woodland fastness.

SHADOW WOLVES LORE

Character with ranks in Knowledge (arcana) can learn more about shadow wolves with a successful skill check. A successful check reveals all information revealed by a lesser check.

DC 14: This creature is a shadow wolf. They are clever, powerful foes given to stalking their prey.

DC 19: Shadow wolves have magical abilities that enable them to charm or paralyze normal animals.

APPENDIX 2: ON THE ROAD

COMPANY OF THE GREEN CLOAKS (EL 3; XP 800)

Dozens of adventuring bands wander the tracks and byways of the Lonely Coast in search of adventure. Many such groups are altruistic, pursuing their danger-filled lives to protect those unable to protect themselves. Others seek glory and gold or work toward other dark schemes.

Currently, the Company of the Green Cloaks seek glory and gold but they could become a reoccurring feature in a campaign as the PCs' allies, rivals or enemies.

TACTICS

Loyal to one another, the adventurers aid each other in combat and fight intelligently. Torthic wades into battle, attempting to kill the toughest-looking opponent while Kildeth and Madern target any obvious spellcasters with ranged attacks. Caelthar manoeuvres to target as many foes as possible with *colour spray*.

If a fight goes badly, they retreat to fight another day.

KILDETH WHURGYTH

CR 1/2 (XP 200)

Dark of hair with black eyes, this short, stocky female dwarf moves with surprising grace.

Female dwarf rogue 1

N Medium humanoid (dwarf)

Init +6; **Senses** darkvision 60 ft.; Perception +4 (+5 vs. traps, +6 vs. unusual stonework, +7 vs. stonework traps; stonecunning), Sense Motive +0

Speed 20 ft.; **ACP** -1; Acrobatics +5 (+1 jumping), Climb +5, Stealth +5

AC 15, touch 12, flat-footed 13; **CMD** 14 (+18 vs. bull rush or trip); +4 vs. giant-type creatures (+2 armour [leather], +2 Dex, +1 shield [buckler])

Fort +2 (+4 vs. poison), **Ref** +4, **Will** +0; +2 vs. spells and spell-like abilities

hp 11 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** +2

Melee short sword +2 (1d6+2/19-20)

Ranged light crossbow (range 80 ft.) +2 (1d8/19-20)

Atk Options +1 attack vs. orc- and goblin-type foes, sneak attack (+1d6)

Combat Gear bolts (20)

Abilities Str 14, Dex 15, Con 15, Int 12, Wis 10, Cha 10

SQ trapfinding (+1), weapon familiarity (dwarven)

Feats Improved Initiative

Skills as above plus Appraise +5 (+7 to value nonmagical metal and gemstones), Disable Device +6, Knowledge (dungeoneering) +5, Knowledge (local) +5, Sleight of Hand +5

Languages Common, Dwarven, Goblin

Gear as above plus backpack, thieves' tools, trail ration (1), waterskin (1), tinderbox, 9 sp, 1 gp

CAELTHAR TIAKASH

Background: Young for an elf, Caelthar has left his woodland home to search for the source of his powers.

Personality: Intense and fascinated by magic and the undead, Caelthar is a very focused individual. He enjoys using his charm and good looks to bend people to his will. Like a petulant child, he gets angry and upset if he doesn't get his own way. Being linked to the undead worries him; he fears that an ancestor willing embraced living death.

Mannerisms: Caelthar has a way of concentrating his attention on someone that makes that person feel like they are the most important person in the world.

Distinguishing Features: Caelthar's ears are strangely shrunken (a legacy of his unusual heritage); he grows his hair long to conceal them.

CAELTHAR TIAKASH

CR 1/2 (XP 200)

This tall and slender elf's hair is a deep golden colour and tumbles over his shoulders. His age is unguessable.

Male elf sorcerer (undead) 1

CN Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +3, Sense Motive +1

Speed 30 ft.; **ACP** 0

AC 13, touch 13, flat-footed 10; **CMD** 13 (+3 Dex)

Immune *sleep*

Fort +0, **Ref** +3, **Will** +3; +2 vs. enchantments

hp 6 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** +0

Melee rapier +0 (1d8/18-20) or

Melee Touch grave touch (range 30 ft.; 5/day) +0 (shaken [1 round])

Ranged shortbow (range 60 ft.) +3 (1d6/x3)

Special Actions bloodline arcana

Bloodline Arcana Corporeal undead are treated as humanoids in regards to Caelthar's mind-affecting spells.

Sorcerer Spells Known (CL 1st; concentration +3, spell penetration +3)

1st (4/day)—*colour spray* (DC 14), *mage armour*

0—*acid splash* (+3 ranged touch), *dancing lights*, *detect magic*, *message*

Combat Gear arrows (20)

Abilities Str 10, Dex 16, Con 11, Int 10, Wis 12, Cha 15

SQ elven weapon familiarity

Feats Eschew Materials^B, Spell Focus (illusion)

Skills as above plus Knowledge (arcana) +4, Knowledge (religion) +4, Spellcraft +4 (+6 to identify magic items)

Languages Common, Elven

Gear as above plus backpack, belt pouch, spell component pouch, 2 gp

KILDETH WHURGYTH

Background: Sister to Torthic, Kildeth is his older sister and was an accomplished locksmith from an early age.

Personality: Kildeth is hard-hearted and possesses the normal dwarven lusts for precious metals and beer. A suspicious person, she trusts only her brother completely. A desire for wealth has propelled her into the company.

Mannerisms: Kildeth is adept at holding still, when not actively doing something she is able to remain virtually motionless for long periods.

Distinguishing Features: Kildeth has a birthmark resembling a shooting star on her left shoulder.

MADERN WEARNE

Background: The bastard of an elven maiden and a swaggering human sellsword, Madern endured a miserable childhood in Wolverton. He abandoned his mother, as soon as he was able.

Personality: Angry and aggressive, Madern is often at odds with this companions. He is impulsive and gets into situations without considering the consequences.

Mannerisms: When arguing (which is often) Madern shouts loudly and wildly gesticulates with his hands.

Distinguishing Features: From his appearance, it seems that Madern's hair has never been washed (or cut).

TORTHIC WHURGYTH

Background: Kildeth's younger brother, Torthic grew up in Kildeth's shadow. A stalwart member of his clanhold's militia, Torthic has come adventuring to protect his sister.

Personality: Torthic is a stickler for details and he abides by the letter of any agreement. Weaponry fascinates Torthic and he maintains a collection of fine axes and hammers in Wolverton. He is energetic and foolhardy in battle.

Mannerisms: When thinking, he strokes or idly plaits his beard. When he frowns, his bushy eyebrows merge to form one impressive eyebrow.

Distinguishing Features: Torthic has a birthmark resembling a shooting star on his left shoulder. He thinks it's a sign that he is born for greatness.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 2 (600 XP): Remove Madern.

EL 4 (2,400 XP): Add one fighter equal to Torthic (Elgal Araral [an insanely brave warrior]) and another fighter equal to Madern (Gyric Frewer [the bastard son of one of Lord Locher's most favoured advisors]).

TORTHIC WHURGYTH

CR 1/2 (XP 200)

Wide and heavily muscled this dwarf's thick black beard is elaborately plaited. Black, glittering eyes regard you from beneath thick, bushy eyebrows.

Male dwarf fighter 1

LN Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; Perception +2 (+4 vs. unusual stonework; stonecunning), Sense Motive +2

Speed 20 ft.; **ACP** -6; **Acrobatics** -5 (-9 jumping), **Climb** +0

AC 18, touch 11, flat-footed 17; **CMD** 14 (+18 vs. bull rush or trip); +4 vs. giant-type creatures

(+5 armour [scale mail], +1 Dex, +2 shield [heavy steel])

Fort +5 (+7 vs. poison), **Ref** +1, **Will** +2; +2 vs. spells and spell-like abilities

hp 17 (1 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee dwarven waraxe +4 (1d10+2/x3)

Ranged heavy crossbow (range 120 ft.) +2 (1d10/19-20)

Atk Options +1 attack vs. orc- and goblin-type foes

Combat Gear bolts (10)

Abilities Str 15, Dex 13, Con 16, Int 10, Wis 14, Cha 6

SQ weapon familiarity (dwarven)

Feats Toughness, Weapon Focus (dwarven waraxe)

Skills as above plus Appraise +0 (+2 to value nonmagical metal and gemstones), Knowledge (engineering) +4

Languages Common, Dwarven

Gear as above plus backpack, sack, 2 trail rations, 1 waterskin, 15 sp

MADERN WEARNE

CR 1/2 (XP 200)

Of medium build, this warrior's bearded countenance is fixed in a scowl. His unkempt and bedraggled dark brown hair almost completely covers his long, elven ears.

Male half-elf fighter 1

CN Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; Perception +6, Sense Motive +1

Speed 30 ft.; **ACP** -2; **Climb** +4

AC 17, touch 13, flat-footed 14; **CMD** 15

(+3 armour [studded leather], +3 Dex, +1 shield [buckler])

Immune sleep

Fort +4, **Ref** +3, **Will** +1; +2 vs. enchantments

hp 13 (1 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee longsword +2 (1d8+1/19-20)

Ranged longbow (range 100 ft.; Point Blank Shot, Precise Shot) +4 (1d8/x3)

Combat Gear arrows (20)

Abilities Str 13, Dex 17, Con 14, Int 10, Wis 12, Cha 8

SQ multitalented

Feats Point Blank Shot^B, Precise Shot, Skill Focus (Perception)^B

Skills as above plus Profession (bowyer/fletcher) +5

Languages Common, Elven

Gear as above plus backpack, bedroll, 1 trail rations, 1 waterskin, 8 sp, 2 gp

DANGER IN THE SHADOWS (EL 3; XP 800)

Near to the track, in the very fringes of the Tangled Wood, a ferocious black bear surprises a lone hunter and his dogs. Read:

From deep within the trees, you suddenly hear the sound of snapping branches, the roar of a large creature and the barking of dogs quickly cut off. Shouts and the clamour of battle fill the dim space below the tightly-packed trees.

PCs entering the wood easily find the cause of the noise. Davy is badly injured and is trying to get away from a black bear (which has already killed his dogs) while making as much noise as possible in a bid to attract aid. Until now, he has managed to keep trees between himself and the bear, but eventually it will catch and kill him. Davy knows this and as soon as he sees the PCs, he shouts for help and runs toward them.

TACTICS

The bear is powerful, but stupid. It attacks the nearest foe damaging it and fights to the death. Davy aids his rescuers with ranged attacks, but does not melee with the bear.

DAVY MAYNE

Background: A rugged outdoorsman, Davy has lived on the Lonely Coast his whole life.

Personality: Davy is taciturn and moody. Used to his own company, he is not a great conversationalist.

Mannerisms: Davy blinks often – particularly when tired.

Distinguishing Features: Davy's hair is long, lank and filthy.

Hooks: Davy is very glad to be rescued and insists the PCs spend the night at his isolated cottage. He also tells them of an abandoned burial cairn of the Old People he recently stumbled across. The cairn is about fifteen miles north of the cottage and Davy believes it is yet sealed.

BLACK BEAR

CR 3 (XP 800)

This black bear is powerfully muscled. Its open mouth reveals many sharp teeth.

N Medium animal

Init +3; **Senses** low-light vision, scent; Perception +6, Sense Motive +1

Speed 40 ft.; Run; **ACP** 0; Acrobatics +3 (+7 jumping), Swim +12
AC 17, touch 13, flat-footed 14; **CMD** 19 (+23 vs. trip)
(+3 Dex, +4 natural)

Fort +6, **Ref** +7, **Will** +2

hp 32 (5 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +6 (+10 grapple)

Melee 2 claws +6 each (1d4+3 plus grab) and
bite +6 (1d4+3)

Abilities Str 17, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Feats Endurance, Run, Skill Focus (Survival)

Skills as above plus Survival +5

AREA FEATURES

The woodlands have several features of note:

Illumination: The light level on the trail is dependent on the time of day. Below the trees, the light level decreases by one step.

Trail: A muddy, rutted 10 ft. wide trail wends its way through the trees. Movement on the trail is uninhibited.

Undergrowth: Vines and roots cover any many non-trail squares. It costs two squares of movement to enter such squares. It also increases the DC of Acrobatics and Stealth checks by 2.

Trees: A creature standing in the same square as a tree (AC 4, hardness 5, hp 150, DC 15 Climb) gains partial cover (+2 AC, +1 Reflex).

Massive Trees: Huge trees (AC 3, hardness 5, hp 600; DC 15 Climb check) fill an entire square. They provide cover (+4 AC, +2 Reflex).

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 2 (600 XP): Apply the young creature template to the bear (+2 on all Dex-based rolls, -2 on all other rolls; hp 22).

EL 4 (1,200 XP): Use the advanced creature template to the bear (+2 on all rolls [including damage]; AC 21, touch 17, flat-footed 18; CMD 23 [27 vs. trip]; hp 42).

DAVY MAYNE

CR 1/2 (XP 200)

Dirty and muddy, this injured, dark-haired, blue-eyed man wears leather armour and carries a longbow.

Human expert 1/warrior 1

LN Medium humanoid (human)

Init +1; **Senses** Perception +7, Sense Motive +0

Speed 30 ft.; **ACP** 0; Climb +5, Stealth +5, Swim +5

AC 13, touch 11, flat-footed 12; **CMD** 13

(+2 armour [leather], +1 Dex)

Fort +3, **Ref** +1, **Will** +2

hp 11 (currently 3) (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee handaxe +2 (1d6+1/x3) or

Melee dagger +2 (1d4+1/19-20)

Ranged longbow (range 100 ft.) +2 (1d8/x3)

Combat Gear arrows (20)

Abilities Str 12, Dex 13, Con 13, Int 9, Wis 10, Cha 8

Feats Skill Focus (Perception)^B, Skill Focus (Survival)

Skills as above plus Knowledge (geography) +3, Knowledge (nature) +3, Profession (hunter) +4, Survival +8

Languages Common

Gear as above plus backpack, belt pouch, explorer's outfit

GOBLIN RAIDERS (EL 4; XP 1,210)

Having crept forth from the shadowed world of the Tangled Wood, this small band is hunting for loot and slaves. They avoid large or well-armed groups but ambush any others they meet. They prefer to attack at night and may stalk the PCs for quite some time (waiting for them to camp for the night). When the PCs first see them, read:

Skinny humanoids clad in leather armour and carrying shields bearing the device of a moon dripping blood advance toward you.

BLOOD MOON RAIDER (5) CR 1/3 (XP 135)
Clad in leather armour this dirty, skinny humanoid carries a shortbow and short sword.

Goblin warrior 1
NE Small humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft.; **ACP** -1; Climb +3, Ride +6, Stealth +10

AC 17, touch 14, flat-footed 14; **CMD** 13
(+2 armour [leather], +3 Dex, +1 shield [buckler], +1 size)
Fort +2, **Ref** +3, **Will** +0
hp 6 (1 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +0
Melee short sword +5 (1d4/19-20)
Ranged shortbow (range 60 ft.) +5 (1d4/x3)
Combat Gear arrows (20)

Abilities Str 11, Dex 16, Con 11, Int 9, Wis 10, Cha 6
Feats Weapon Finesse
Languages Goblin
Gear as above plus belt pouch, 1d6 sp

BLOOD MOON SCOUT (1) CR 1 (XP 135)
Covered in mud and with many twigs stuck to its leather armour, this small skinny humanoid looks vaguely ridiculous.

Goblin expert 1
NE Small humanoid (goblinoid)
Init +7; **Senses** darkvision 60 ft.; Perception +5, Sense Motive +1
Speed 30 ft.; **ACP** -1; Acrobatics +6, Climb +2, Ride +6, Stealth +14

AC 17, touch 14, flat-footed 14; **CMD** 13
(+2 armour [leather], +3 Dex, +1 shield [buckler], +1 size)
Fort +0, **Ref** +3, **Will** +3
hp 5 (5 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -2
Melee light mace +0 (1d4-1)
Ranged light crossbow (range 80 ft.) +4 (1d6/19-20)
Combat Gear bolts (20), tanglefoot bag

Abilities Str 9, Dex 17, Con 10, Int 9, Wis 12, Cha 6
Feats Improved Initiative
Skills as above plus Survival +5
Languages Goblin
Gear as above plus backpack, belt pouch, 2d6 sp

A DC 15 Knowledge (local) check reveals the goblins are of the Blood Moon tribe. A character making a DC 20 check also knows that the tribe claims a rambling network of caverns in the Twisted Gorge.

TACTICS

Before battle, the adept reads his *scroll of bless*.

The goblins prefer to start any battle with several rounds of haphazard missile fire. (If they do so at night, they aim their attacks at any guards). After the initial barrage, the raiders charge into battle while the adept hangs back from melee, directing the battle from cover. Once injured, a raider retreats to the adept for healing.

HOOKS

A captured goblin offers to guide the party to its tribal lair, in return for its freedom.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 3 (805 XP): Remove three raiders.

EL 5 (1,615 XP): Add three raiders.

BLOOD MOON ADEPT (1) CR 1 (XP 400)
This bald and skinny humanoid's head seems too large for its body. It wears dirty robes

Male goblin adept (Baal) 3
NE Small humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1
Speed 30 ft.; **ACP** 0; Ride +6, Stealth +10

AC 15, touch 14, flat-footed 12; **CMD** 12
(+1 armour [bracers of armour +1], +2 Dex, +1 dodge [Dodge], +1 size)
Fort +2, **Ref** +3, **Will** +4
hp 19 (3 HD)

Space 5 ft.; **Base Atk** +1; **CMB** -2
Melee cold iron dagger +0 (1d3-2/19-20)
Ranged dart (range 20 ft.) +4 (1d3-2)
Adept Spells Prepared (CL 3rd; concentration +4)
1st—*burning hands* (DC 12), *cure light wounds* (2)
0—*detect magic*, *ghost sound*, *touch of fatigue* (DC 11)
Combat Gear darts (5), *potion of cure moderate wounds*, *scroll of invisibility*, *scroll of bless*

Abilities Str 6, Dex 15, Con 12, Int 10, Wis 13, Cha 7
SQ summon familiar
Feats Dodge, Toughness
Skills as above plus Heal +6, Knowledge (religion) +6, Spellcraft +6
Languages Goblin
Gear as above plus wooden holy symbol, spell component pouch, black gem (onyx [50 gp]), 4 gp, 12 sp

MERCHANT (EL 6; XP 2,400)

A few merchants make the difficult and occasionally dangerous journey between the settlements of the Lonely Coast, carrying finished items not normally found in the smaller villages. Such folk always travel with guards and are a useful source of gossip, rumour and news.

When the PCs encounter this group, read:

A burly woman driving a cart pulled by a single horse comes into view on the track. An armoured man on horseback precedes the cart while five scale mail-clad warriors bring up the rear.

At sight of strangers, Captain Perdyr rides forward to investigate. Unless the PCs take hostile actions, Kerra and the rest of her guards make no special preparations.

TACTICS

Neither Kerra nor her guards want trouble, but react forcefully in the face of theft or violence. The guards cooperate in a fight, even using the aid another action in battle to hit particularly troublesome foes. Captain Perdyr seeks out tough-looking warriors in battle and attempts single combat.

If either a guard or Captain Perdyr is reduced to below one-quarter hit points he retreats from battle. Kerra is similarly pragmatic; if combat goes against her she retreats, abandoning her trade goods if necessary.

TRADE GOODS

Given sufficient time, Kerra can acquire almost any item. However, she rarely carries expensive or rare items as the common folk with whom she usually deals have little call for such things. Normally, bales of cloth, cooking pots, household utensils and so on fill her cart.

RIDING HORSE (2)

CR 1 (XP 400)

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +6, Sense Motive +1

Speed 50 ft.; Run; **ACP** 0; Acrobatics +2 (+10 jumping)

AC 11, touch 11, flat-footed 9; **CMD** 17 (21 vs. trip)
(+2 Dex, -1 size)

Fort +6, **Ref** +5, **Will** +1

hp 15 (2 HD)

Space 10 ft.; **Base Atk** +1; **CMB** +5

Melee 2 hooves -2 (1d4+1)

Abilities Str 16, Dex 14, Con 17, Int 2, Wis 13, Cha 7

SQ docile

Feats Endurance, Run^B

Gear bit and bridle, riding saddle

KERRA TERRILL

Background: Kerra came to the Lonely Coast to escape the stigma of her mixed heritage. She has prospered, trading both goods and stories throughout the area.

Personality: Kerra is friendly and polite to all she meets. An extravert, she loves to share stories and news. She is always looking to make a sale and rarely takes no for an answer.

Mannerisms: When drunk (which is often), Kerra becomes very crude, making inappropriate remarks about nearby handsome men and flirting outrageously.

Distinguishing Features: Kerra's orcish heritage is obvious.

KERRA TERRILL

CR 3 (XP 800)

This burly woman wears flamboyant, patterned clothes. A jutting, thickset jaw and black, lank hair hint at orcish ancestry.

Female half-orc bard 4

N Medium humanoid (human, orc)

Init -1; **Senses** darkvision 60 ft.; Perception +8, Sense Motive +8

Speed 30 ft.; **ACP** -2; Climb +3, Swim +3

AC 15, touch 9, flat-footed 15; **CMD** 13

(+4 armour [mwk chain shirt], -1 Dex, +2 shield [mwk heavy steel])

Fort +3, **Ref** +4, **Will** +6; +4 vs. bardic performance, sonic and language-dependant effects

hp 29 (4 HD); orc ferocity

Orc Ferocity (EX [1/day]) When brought below 0 hit points, Kerra can continue acting for one more round as if disabled before falling unconscious.

Space 5 ft.; **Base Atk** +3; **CMB** +4

Melee mwk longsword +6 (1d8+1/19-20)

Ranged throwing axe (range 10 ft.) +2 (1d6+1)

Special Actions bardic performance (18 rds.; countersong, distraction, fascinate, inspire courage [+1], inspire competence [+2])

Bard Spells Known (CL 4th; concentration +6)

2nd (2/day)—*heroism*, *suggestion* (DC 14)

1st (4/day)—*comprehend languages*, *cure light wounds*, *expeditious retreat*, *unseen servant*

0—*detect magic*, *read magic*, *lullaby* (DC 12), *open/close*, *prestidigitation*, *summon instrument*

Combat Gear *wand of sleep* (25 chgs.), *potion of invisibility*

Abilities Str 12, Dex 8, Con 12, Int 15, Wis 12, Cha 15

SQ bardic knowledge, versatile performance

Feats Extra Performance, Skill Focus (Perform [wind instruments])

Skills as above plus Appraise +10, Bluff +9, Diplomacy +9, Handle Animal +9, Intimidate +11, Knowledge (geography) +9, Knowledge (local) +9, Perform (wind instruments) +14, Profession (merchant) +8

Languages Common, Draconic, Goblin, Orc

Gear as above plus *cloak of resistance* +1, masterwork pipe, 37 sp, 13 gp, 2 pp

THE MERCENARIES

Led by Captain Perdyr Skewes this small mercenary unit is well-trained. Ready to deal with goblins and wolves, they are men of their word and will risk their lives for Kerra.

Use these notes to portray them:

Captain Perdyr Skewes: A professional warrior, Perdyr dreams of making enough money to lead a large mercenary company. Brave in battle he is loyal to both his patron and men. Middle-aged, he has seen his fair share of blood and death and sees guarding merchants as easy work.

Perdyr is cautious around adventurers – he well knows the magical powers some possess.

Ahearn Melor: A native of Wolverton, Ahearn wants to become an adventurer. Tortured by feelings of inferiority and self-doubt he has yet to overcome, however, he settles for the relatively boring life of a guard-for-hire. If he forges a strong bond with a PC, he may ask to join their group.

Cadan Mayne: Sporting a unibrow and a ferocious squint, Cadan is crude and unsubtle. He has fallen for Kerra's charms several times – something which his fellows find highly amusing – and this has been the source of some arguments between the men. Consequently, he keeps his distance from half-orc PCs.

Pascoe Margh: A career soldier, this grizzled veteran is unshakeable. The backbone of the group, Pascoe unofficially fills the role of sergeant. He has served with Captain Perdyr longer than anyone else and the two are good friends.

CAPTAIN PERDYR SKEWES

CR 2 (XP 600)

Clad in ornate, but dented, banded mail and carrying a large warhammer this black-haired warrior is an imposing sight. Several scars cross-cross his face.

Male human warrior 4

LN Medium humanoid (human)

Init +1; **Senses** Perception +2, Sense Motive +2

Speed 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -4 (-8 jumping), Ride -1

AC 19, touch 11, flat-footed 18; **CMD** 17

(+7 armour [mwk banded mail], +1 Dex, +1 shield [mwk buckler])

Fort +5, **Ref** +2, **Will** +3

hp 30 (4 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +6

Melee mwk warhammer +8 (1d8+2/x3) or

Melee dagger +6 (1d4+2/19-20)

Ranged mwk heavy crossbow (range 120 ft.) +6 (1d10/19-20)

Combat Gear bolts (20), *potions of cure light wounds* (2), *screaming bolt*

Abilities Str 15, Dex 12, Con 13, Int 9, Wis 10, Cha 8

Feats Alertness, Iron Will^B, Weapon Focus (warhammer)

Skills as above plus Intimidate +5, Profession (soldier) +5

Languages Common

Gear as above plus pouch, 25 sp, 9 gp, gold ring (DC 20 Appraise, worth 100 gp)

Perran Vosper: This balding middle-aged man appears miserable most of the time. A malingerer, his fellows barely tolerate him. He is a good cook, however, and this more than his ability as a soldier has kept him employed.

Ruan Jewell: A quiet fellow, Ruan has a sharp wit. A reluctant soldier, he would much rather be a farmer, but bankruptcy has forced him into his current role. He is keen to quickly earn enough to pay off his debts and buy back his family's farm.

HOOKS

A few months ago, Kerra had an unpleasant encounter with the merchant Tryfena of Swallowfeld. Tryfena objected to Kerra's low prices and so burnt Kerra's wagon to the ground one night. Kerra strongly suspects Tryfena of the act and has hired guards to make certain such an incident does not occur again. She warns all she meets of Tryfena's blackheart and boundless greed.

When Kerra returns to Swallowfeld, an ugly confrontation is inevitable.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 5 (1,600 XP): Remove four guards.

EL 7 (3,200 XP): Add a lieutenant (Dunn Isgar) equal to Captain Perdyr and one guard (Ulf Othen).

MERCENARY GUARD (5)

CR 1/2 (XP 200)

Wearing scale mail and carrying shield, spear and longsword this warrior looks tough and capable.

Male human warrior 2

LN Medium humanoid (human)

Init +0; **Senses** Perception +0, Sense Motive +0

Speed 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -5 (-10 jumping)

AC 16, touch 10, flat-footed 16; **CMD** 14

(+5 armour [scale mail], +1 shield [light steel])

Fort +4, **Ref** +0, **Will** +0

hp 18 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee longsword +5 (1d8+2/19-20) or

Melee shortspear +4 (1d6+2)

Ranged shortspear (range 20 ft.) +2 (1d6+2)

Abilities Str 15, Dex 11, Con 13, Int 9, Wis 10, Cha 8

Feats Toughness^B, Weapon Focus (longsword)

Skills as above plus Handle Animal +3, Intimidate +2, Profession (soldier) +4

Languages Common

Gear as above plus, backpack, bedroll, water flask, pouch, 2d6 sp

PATROL (EL 6; XP 2,400)

The PCs encounter a small group of men-at-arms patrolling the tracks between the Lonely Coast’s settlements. On the lookout for marauders or bandits, the patrol closely questions any armed group of strangers they encounter. When the PCs meet the patrol, read:

A half-dozen soldiers led by a mounted sergeant march down the track toward you. Each of the soldiers wears chainmail and carries a buckler emblazoned with the Locher crest.

Caja Uren makes it her business to speak with every group she encounters. Refer to the notes on her personality and mannerisms to facilitate the ensuing conversation. In conversation, Caja asks for the PCs’ names and their current business and destination. Unless the PCs are obviously hiding something or act abusively, she allows them to continue, although she may pass on information about nearby threats and so forth.

TACTICS

These soldiers are not soft and pampered palace guards; they are hardened border guards well used to skirmish and battle. They do not panic in battle and work together to defeat their foe. Initially, they shoot their crossbows at foe before closing to melee.

Any warrior reduced below 5 hit points retreats from battle but continues to use his heavy crossbow to support his fellows.

Caja prefers to fight from horseback. Her horse is trained for war and attacks any adjacent foe. Initially, Caja uses Power

Attack, but reverts to normal attacks if she fails to strike her target twice in succession.

CAJA UREN SERGEANT-AT-ARMS

Background: A Lonely Coast native, Caja has spent her entire life on the frontier. She has served the Locher’s for much of her adult life and has fought in countless border skirmishes.

Personality: Strong-willed and determined, Caja is the archetypal sergeant. She cares for those under her protection and is the consummate professional soldier. She cares deeply for the safety of the men under her command and does not ask them to do anything which she hasn’t done before.

Long content to sacrifice her personal happiness for her career, Caja is lonely and craves the love of a strong, independent man.

Mannerisms: When self-conscious, Caja rubs her broken nose as if trying to smooth it.

Distinguishing Features: Caja’s nose has clearly been broken many times.

Hooks: Caja takes a liking to a warrior PC. While she is not obvious in her interest, she takes the time to find out the PC’s names and other details. She carries a torch for the PC and will help him in the future (but will not betray the Lochers or the men under her command).

MAN-AT-ARMS (7)

CR 1/2 (XP 200)

Male human warrior 2

LN Medium humanoid (human)

Init +0; Senses Perception +0, Sense Motive +0

Speed 20 ft., base speed 30 ft.; ACP -6; Acrobatics -6 (-10 jumping), Ride -4

AC 17, touch 10, flat-footed 17; CMD 14

(+6 armour [chainmail], +1 shield [buckler])

Fort +4, Ref +0, Will +0

hp 18 (2 HD)

Space 5 ft.; Base Atk +2; CMB +4

Melee longsword +5 (1d8+2/19-20) or

Melee dagger +4 (1d4+2/19-20)

Ranged heavy crossbow (range 120 ft.) +2 (1d10/19-20)

Combat Gear bolts (10)

Abilities Str 15, Dex 11, Con 13, Int 9, Wis 10, Cha 8

Feats Toughness^B, Weapon Focus (longsword)

Skills as above plus Handle Animal +3, Profession (soldier) +4

Languages Common

Gear as above plus backpack, trail ration (2), water flask, pouch, 2d6 sp

CAJA UREN, SERGEANT-AT-ARMS

CR 1 (XP 400)

Broad shouldered and with an impressively broken nose, this woman’s brown hair is cut short and her hands and forearms bear a warrior’s scars.

Female human warrior 3

LN Medium humanoid (human)

Init +0; Senses Perception +0, Sense Motive +0

Speed 20 ft., base speed 30 ft.; ACP -6; Acrobatics -6 (-10 jumping), Ride -3

AC 17, touch 10, flat-footed 17; CMD 15

(+6 armour [breastplate], +2 shield [heavy steel])

Fort +4, Ref +1, Will +1

hp 25 (3 HD)

Space 5 ft.; Base Atk +3; CMB +5

Melee mwk longsword (Power Attack [-1/+2]) +7 (1d8+2/19-20) or

Melee dagger +5 (1d4+2/19-20)

Combat Gear potions of cure light wounds (4)

Abilities Str 15, Dex 11, Con 13, Int 9, Wis 10, Cha 8

Feats Power Attack, Toughness^B, Weapon Focus (longsword)

Skills as above plus Handle Animal +3, Profession (soldier) +5

Languages Common

Gear as above plus backpack, trail ration (2), water flask, pouch, 2d6 sp

MEN-AT-ARMS

By and large, the men-at-arms are loyal, motivated members of Lord Locher's guard. They are all loyal to Caja and carry out her orders quickly and without question. The notes below present a brief description of each individual.

Cador Odgers: A failed bard, Cador has a terrible singing voice. Oblivious to this, he sings at every opportunity. So starved of appreciation is he, any positive comment or applause causes him to launch into an interminable round of songs.

Geren Kersey: Dull and unimaginative, Geren is an adequate warrior. Oblivious to the various personality clashes in the unit, he follows Caja's orders to the letter. Geren has a deep knowledge of heraldry and he can speak for some time on the subject. Due to his low monotone delivery, such conversations are skull-crushingly boring.

Howel Faull: A boisterous, bald, middle-aged warrior, Howel is friendly and open. He takes to any task with enthusiasm and determination, particularly any given by Caja. This attitude annoys Kevern and Yestin who see him as a "sergeant's pet," but in truth he has fallen in love with Caja (but has told not a soul).

Kevern Boden: Kevern is ambitious, seeking advancement at every opportunity. He resents Howel, seeing in him a future rival for the rank of sergeant. Kevern is from extremely humble stock – his mother abandoned him when he was young and since then he has vowed to never be reliant on another person.

Margh Boden: Cheerful, but nervous, Margh is newly entered into the Locher's service. Keen to impress Caja (he has a crush) he puts himself in a position of danger (particularly if the sergeant is in peril).

Yestin Crago: Cynical and nearing retirement, Yestin hates Howel seeing him as an officer's toady. He takes great delight in belittling and insulting Howel at every opportunity. Yestin is

always out for himself and actively solicits bribes and gifts

Tamsyn Dobel: Drawn to a soldier's life through a love of danger, Tamsyn chaffs at inactivity and has a reputation as a daredevil in combat. Quick with her fists, but equally quick to forget, her fellows alternatively love and loath Tamsyn. She does not shirk from battle and always aids a downed comrade.

HOOKS

The patrol could be on a routine sweep of the area or be tasked with a specific mission. Missions could involve searching for marauders or spies, carrying a proclamation to every village or they could even have been despatched to find the PCs. If they are searching for the PCs, it is certain that someone in authority – perhaps Lord Locher or one of his close family – desires to speak with them on an important matter.

ALTERNATIVE ENCOUNTERS

The GM can use these soldiers in a number of different ways. Obviously, the characters could be exactly what they say they are – warriors loyal to Lord Locher – but they could also have other agendas.

Bandits: They could be bandits who have taken a defeated patrol's equipment so that they can extort tolls from gullible travellers, surprise lone individuals or simply move about without arousing suspicion. In this situation, any PC making a DC 20 Perception check notices that the patrol's armour seems ill-fitting and in need of repair. PCs speaking with any of the warriors and making a DC 20 Sense Motive check get a hunch that something is wrong with the group.

Spy: Alternatively, Geren Kersey could be a spy for one of the PCs' enemies or for someone who wishes the Lonely Coast ill. He is being coerced (one of his family has been kidnapped) into providing information and is not very good at concealing his interest in the PCs. A PC making a DC 20 Sense Motive check gets a hunch that Geren is hiding something. If they confront him, he confesses all and begs them for aid.

Help: Finally, if the PCs find themselves outmatched in another encounter, the GM can determine that the patrol hears the sound of battle and hurries to investigate.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 5 (1,600 XP): Remove four men-at-arms.

EL 7 (3,200 XP): Add four men-at-arms (Aelfgar Osmer, Cuthred Leavins, Gyric Sirett and Waldere Stannard).

STAMPER (WARHORSE)

CR 2 (XP 600)

Large and powerfully muscled, this warhorse has a dappled, dark brown coat and wears hide barding.

Advanced horse

N Large animal

Init +4; **Senses** low-light vision, scent; Perception +8, Sense Motive +3

Speed 35 ft., base speed 50 ft.; Run; **ACP** -3; Acrobatics +1 (+5 jumping)

AC 17, touch 13, flat-footed 15; **CMD** 21 (25 vs. trip)
(+4 armour [hide barding], +2 Dex, +2 natural, -1 size)

Fort +8, **Ref** +7, **Will** +3
hp 19 (2 HD)

Space 10 ft.; **Base Atk** +1; **CMB** +7

Melee bite +5 (1d4+5) and

Melee 2 hooves -2 (1d6+1)

Abilities Str 20, Dex 18, Con 21, Int 6, Wis 17, Cha 11

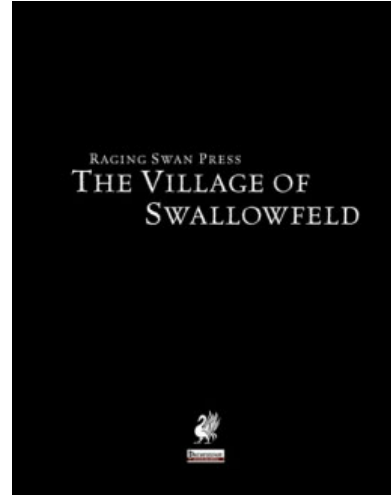
Feats Endurance, Run^B

Gear as above plus bit and bridle, military saddle

THE VILLAGE OF SWALLOWFELD

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.



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THE LONELY COAST

A Pathfinder Roleplaying Game compatible mini-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.

"A perfect starting area for a new campaign, small enough to be dropped into just about any GM's campaign."

Kevin Ray (five stars)

"A neat and elegant adventure setting"

Megan Robertson (five stars)

"Download this pdf for free and you will get a taste of how great their products generally are."

Darren Ehlers (five stars)

RETRIBUTION

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

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.

"A fantasy roleplaying campaign can always use spooky, atmospheric low-level adventures, and RETRIBUTION is a solid, useful foray. It's 'old school' in the best sense of that term: the adventure, its setting, its characters, and its new elements have all been carefully and lovingly detailed and thought through. The result is truly ready-to-use, and its elements lend themselves to easy re-use in an ongoing campaign. Recommended."

Ed Greenwood

"A gripping gothic yarn. Retribution is one part classic pulp, one part Name of the Rose, and all around a compelling narrative with exciting encounters and absorbing NPCs. It will no doubt leave a lasting impression on every adventurer who dares winter on the Lonely Coast."

Stephen Radney-MacFarland

"Retribution ranks among the best first level adventures I've ever read. It's not over the top, it's personal. And it's better off for it. Check it out. It's better than almost any first level adventure I've read for PFRPG and its predecessors."

Endzeitgeist (five stars)

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DARK WATERS RISING

A Pathfinder Roleplaying Game compatible adventure for 5th-level PCs by Ron Lundeen

Catastrophe strikes the frontier village of Swallowfeld! With a grinding groan, the town's mill slews into the Kilian River and breaks through the ceiling of an ancient subterranean dungeon. This accident frees a long-imprisoned evil to prey upon the shocked townsfolk. When several Swallowfeld residents—some innocent and some not so innocent—are spirited away into the rapidly flooding dungeon, it falls to a brave group of heroes to venture underground and rescue the missing before dark, rising waters seal their fate.

"...a well written, fast paced adventure with an emphasis on a stress filled rescue operation against an entrenched enemy with the advantage of home field in their favour. Bringing to the table all of the great things about a classic dungeon trek without bogging down to deep into unnecessary side paths, this is a focused and well handled adventure..."

KTFish (five stars)

"For me personally, I still will settle on 5 stars for this nail-biting, old-schoolish and fast-paced dungeon-crawl."

Endzeitgeist (five stars)

"The layout is phenomenal...This is a great 4 to 6 hour module that can easily be expanded with a creative DM. There are not a lot of twists and turns, but the heart racing pacing makes this a blast to play through."

Nathan C (five stars)

ABOUT SWALLOWFELD

A Pathfinder Roleplaying Game compatible supplement by Creighton Broadhurst

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.

"And a village is what you get with this product! Swallowfeld is a great launching pad for your PFRPG campaigns."

Darren Ehler (five stars)

"This work contains a wonderfully-detailed coastal village"

Megan Robertson (five stars)

ROAD OF THE DEAD

A Pathfinder Roleplaying Game adventure for four 3rd-level PCs by Creighton Broadhurst

Centuries ago, the Tuath were a mighty folk who strove against the goblins of the Tangled Wood for dominion over that ancient place. Defeated by treachery and their feral, warlike enemies the Tuath's civilisation was thrown down. Their settlements were sacked, their places of strength broken open and their holy places despoiled; the few survivors melted away into the trackless gloom of the deep forest leaving behind nothing but remnants of their once-great culture. The Road of the Dead, a ceremonial pathway representing a soul's journey to the underworld, is one such fragment that yet lingers in the Tangled Wood awaiting the brave or the foolhardy. A cunningly designed death-trap, it hides the forgotten treasures and legends of a fallen people.

"Superb layout and support transforms a basic genre scenario into a strong and easy to use adventure. Raging Swan has done excellent work with Road of the Dead."

Sean Holland (five stars)

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