

THE LONELY COAST

A Pathfinder Roleplaying Game supplement by Creighton Broadhurst for PCs level 1-5



THE LONELY COAST

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

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



CREDITS

Design: Creighton Broadhurst

Development: Eric Menge

Editing: Eric Menge

Cover Design: Simon Butler

Layout: Creighton Broadhurst

Interior Artists: Pawel Dobosz, William McAusland, Brittany Michel and Maciej Zagorski. Some artwork copyright William McAusland, used with permission.

Cartography: Philippa Broadhurst

Dedicated to the Anoraks of the Coast

BONUS MATERIAL

Thank you for downloading *The Lonely Coast*; we hope you enjoy it and that you check out our other fine print and PDF products. We at Raging Swan are committed to providing first class web enhancements for our products. Visit ragingswan.com to download bonus materials including maps, reorganised stat block listings, additional encounters and more!

UPDATES AND NEWS

Visit ragingswan.com to sign up to our weekly newsletter containing regular updates about our print and PDF products as well as information on our range of free downloads and product previews.

ERRATA

We would like to think *The Lonely Coast* is completely error free and that absolutely no mistakes have crept in during design or editing. However, we are realists. So in that spirit, we shall post errata for this supplement three months after first release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

CONTACT US

Email borderland@ragingswan.com with questions and comments about this adventure.

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *The Lonely Coast* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Creighton Broadhurst to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988. ©Raging Swan Press 2010.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

To learn more about Raging Swan Press, visit ragingswan.com. To learn more about the Open Game License, visit wizards.com/d20.

1st printing, March 2010

CONTENTS

Introduction.....	4
In Your Campaign.....	4
History	5
The Lonely Coast.....	6
Settlements of Note.....	8
The Tangled Wood.....	10
Coastline and Cliffs	12
Adventure Hooks	14
Whispers & Rumours.....	14
Open Game License Version 1.0A.....	30

APPENDIX 1: NEW STUFF

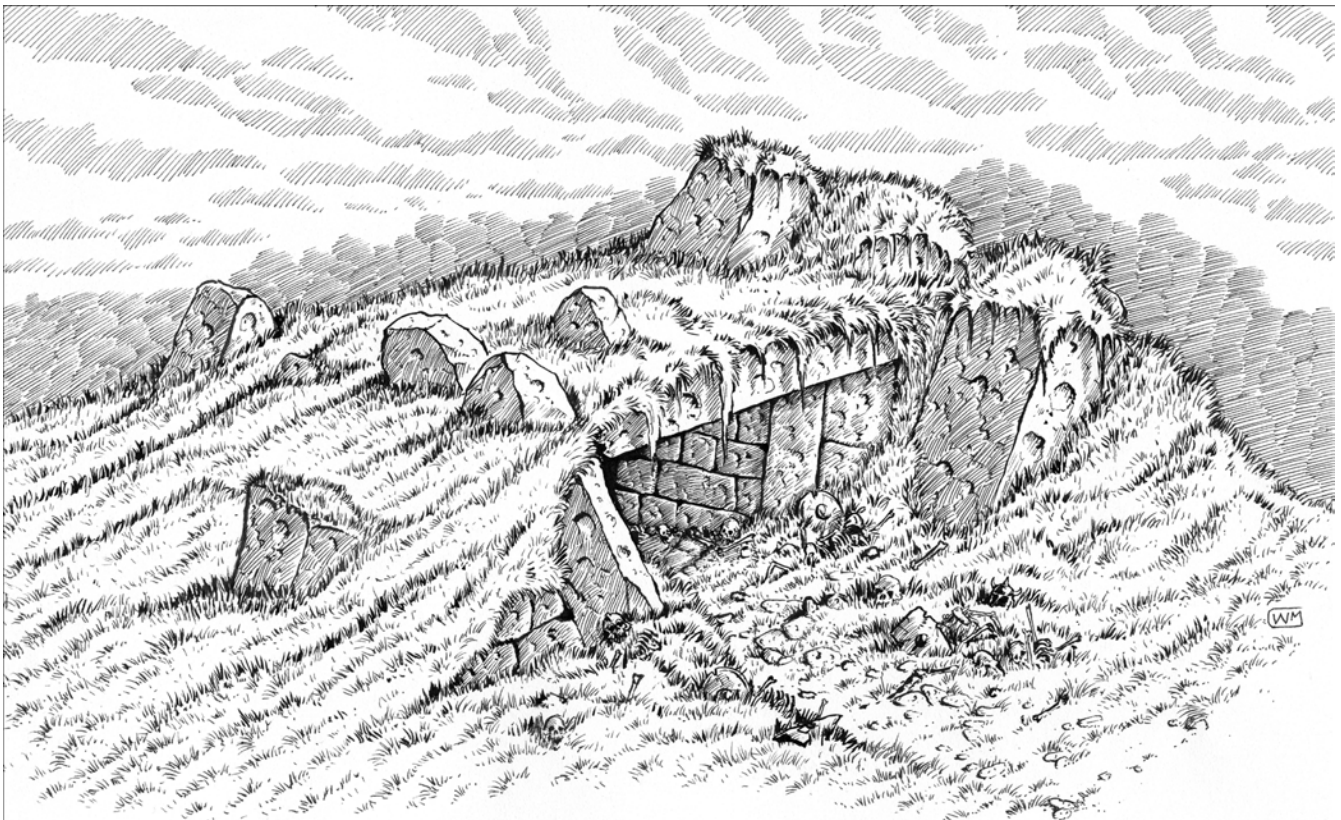
New Race: Half-Goblin.....	16
New Creature: Shadow Wolves	18
New Deities.....	19

APPENDIX 2: ON THE ROAD

Danger in the Shadows	22
Goblin Raiders.....	23
Merchant	24
Patrol	26
Company of the Green Cloaks	28

ABOUT THE DESIGNER

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children (“Genghis” and “Khan”) and his very patient wife. He is famed locally for his unending love affair with booze and pizza. An enduring GREYHAWK fan he has just (miraculously) survived the terrors of Baltron’s Beacon and unravelled the mysteries besetting the town of Saltmarsh. Tragically, many of his companions were less fortunate. His freelance credits include work with Wizards of the Coast, Paizo, and Expeditious Retreat Press. You can check out his blog at raging-swan.livejournal.com.



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 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 here 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

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 to sweep the humans away.

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 provides the GM with the option of running more roleplaying-intensive adventures.

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 forests 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 area 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. 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.

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

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 much 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 cliff's above.

Hills: A nameless range of rugged, tree-cloaked hills rises to the north. Beyond the range lies the deep Tangled Wood and, hundreds of miles away, the glittering northern kingdoms.

LOCATIONS OF NOTE

The Lonely Coast has several locations of interest to adventurers:

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

DISTANCES

	Wolverton			
	Bossin	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)

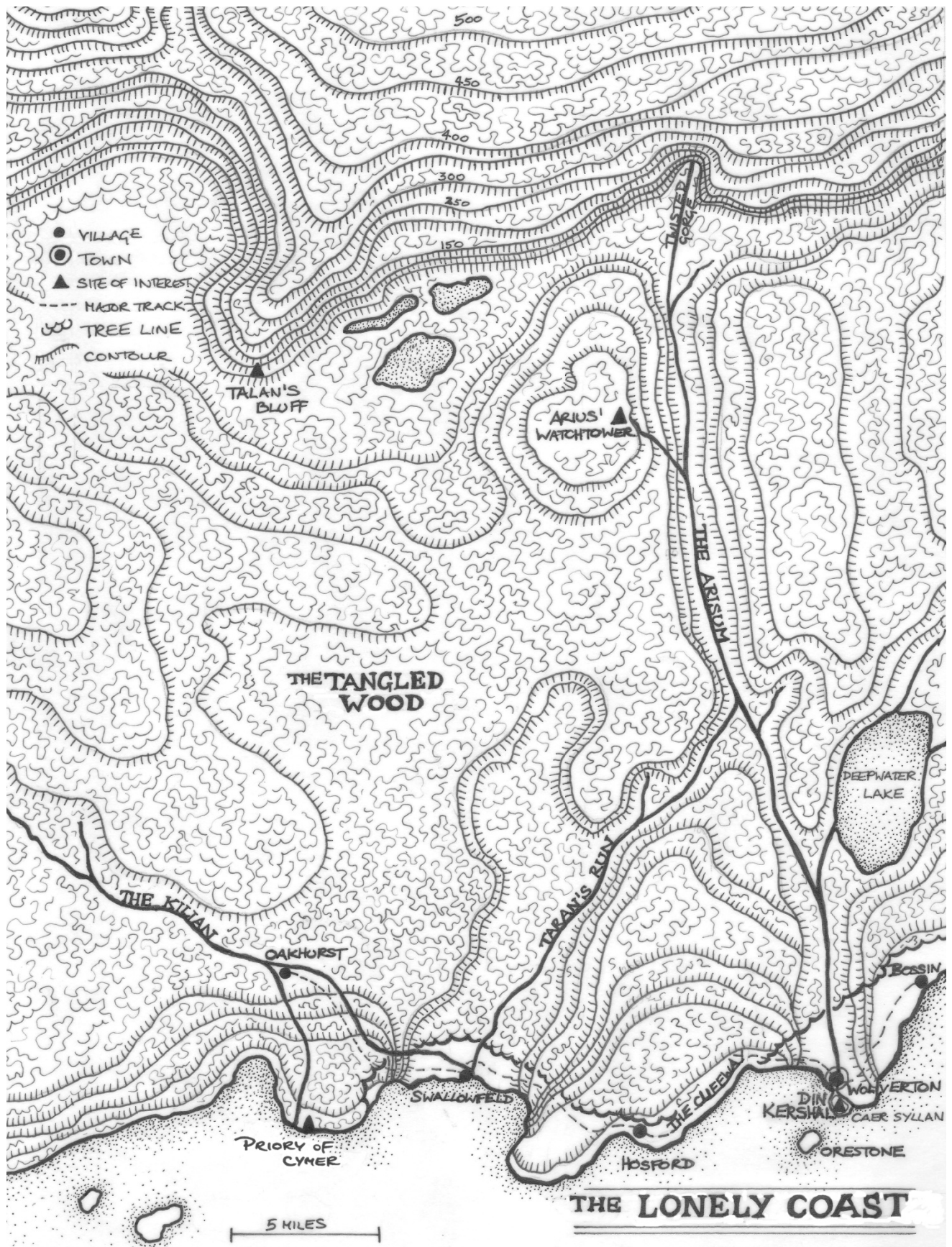
	Wolverton			
	Bossin	1 hour		
	Hosford	4 hours	3 hours	
	Swallowfeld	2 hours	6 hours	5 hours
Oakhurst	3 hours	5 hours	9 hours	7 hours

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

The four villages and single 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 burner. 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. Jacca makes certain that 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). See page 13 for more information.

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.

The Priory of Cymer is the setting for the adventure *Retribution*. Check out ragingswan.com for more details.

AVAILABLE MAGIC ITEMS			
SETTLEMENT	BASE VALUE	MINOR	MEDIUM
Bossin	500 gp	2d4 items	1d4 items
Hosford	500 gp	2d4 items	1d4 items
Oakhurst	500 gp	2d4 items	1d4 items
Swallowfeld	500 gp	2d4 items	1d4 items
Wolverton	1,000 gp	3d4 items	1d6 items

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 kidnap and murder of several small children has thus far been blamed on marauding humanoids or hunting wolves.

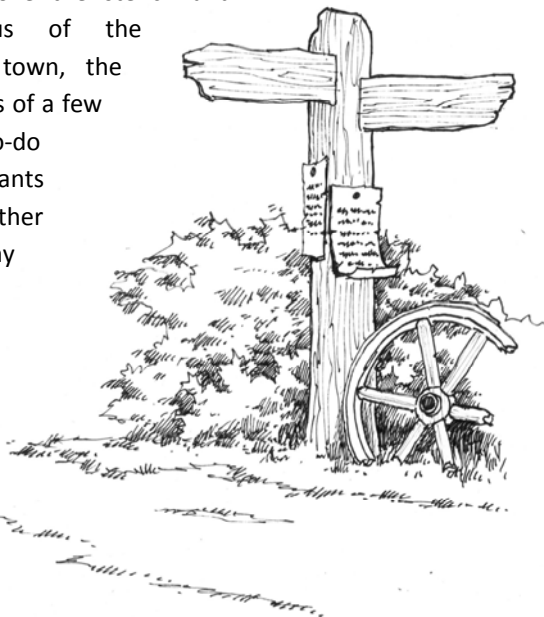
The supplement *Swallowfeld*, provides more details on the village. Check out ragingswan.com for more details.

WOLVERTON [SMALL TOWN]

The Lonely Coast's only town, Wolverton stands at the social and industrial heart of the Lonely Coast. 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 the bluffs overlooking the town.

No traditional thieves' guild controls the illicit activities of Wolverton's criminal fraternity. Instead, a loose confederation of master smugglers regulates their crew's 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 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 the clergy act as the local magistrates and so the faith clings to some measure of influence.

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 Tuath's ancient druidic magics.

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 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.

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. 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 fringes) villagers harvest along with wild fruits (raspberries, blackberries and whortleberries) and nuts.

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.

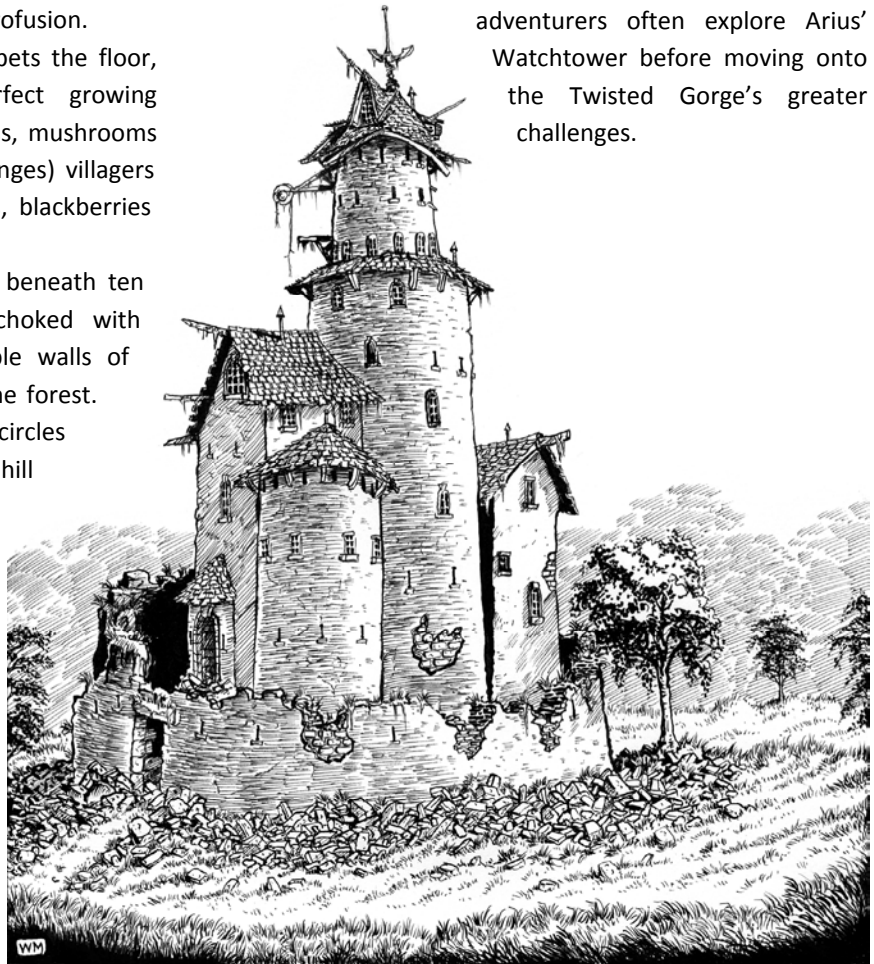
ARIUS' WATCHTOWER

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.



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. The result of wild speculation late at night in many taverns and alehouses this does not stop the occasional adventurer or reckless local exploring 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 goblin's 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 men-at-arms hate such duty as it is seen (rightly) as a virtual death sentence.

TWISTED GORGE, THE

The Twisted Gorge runs for almost a mile, cutting through a ranged 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.

At the head of the gorge, a nameless waterfall tumbles over the cliffs into the frigid waters of a foreboding, ill-favoured lake of unknown depth that births the swiftly flowing Arisum.

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. Other passages and chambers plunge still deeper to networks of caverns undiscovered by those dwelling in the sunlit surface world. 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 shifting with the tide of war.

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 forge upon which their legend is formed. 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.

TRIBES OF THE TANGLED WOOD

Many goblin tribes lurk within the dim shadowy confines of the Tangled Wood. A vicious tribe of feral, vicious bugbears also hunt here, as do isolated clans of half-goblins (Appendix 1). These tribes 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. Known goblin tribes include the Blood Moon, Dripping Skulls, Broken Spear, Back Stabbers and Gut Rippers.

COASTLINE AND CLIFFS

Tall, sheer cliffs dominate the Lonely Coast. Comprised primarily 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) makes 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.

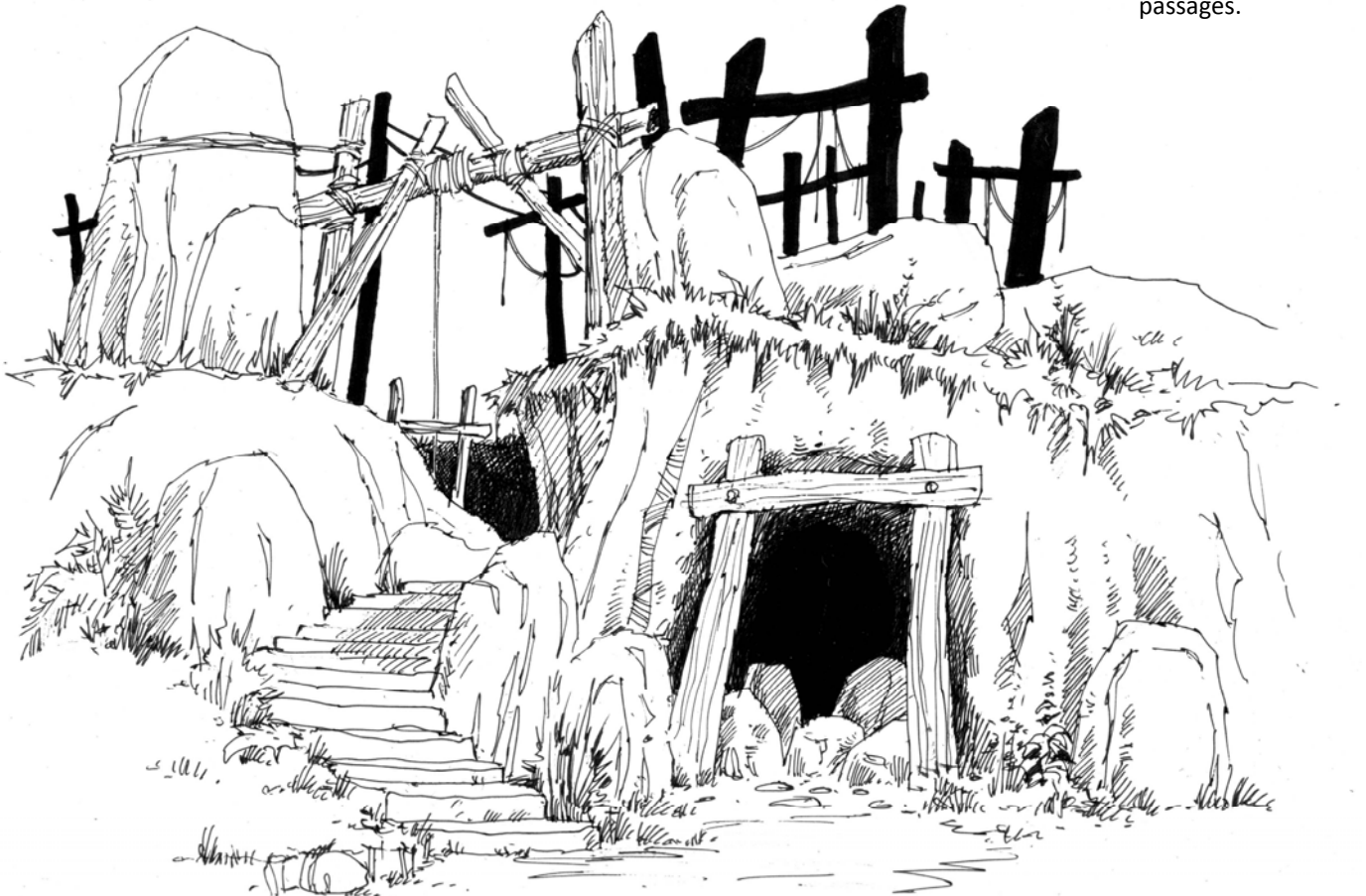
In places sea caves cut into the cliffs; most are completely inundated at high tide. White-flowered rock samphire and rock sea lavender grow in profusion in spray-drenched crevices and on ledges toward the base of the cliffs. Peasants harvest these during the summer (the rock samphire as a pot-herb and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

Most of the beaches at the base of the cliffs are all but inaccessible, and only good swimmers or those with a boat able to reach them. Some of the more adventurous peasants hunt at low tide in the multitude of tidal pools on the narrow, rocky beaches 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.



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 here. 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 complete 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 legends combine to dispel most people’s interest.

SMUGGLER’S COVE

Those desiring to avoid the attentions of the Locher’s 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 near-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, plummets 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 – yet linger in the tunnels and still faithfully serve their aboleth master.

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.

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."

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.

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.

WHISPERS & RUMOURS

Events occur all the time on the Lonely Coast. Use the table below to furnish the PCs with rumours of such occurrences. The veracity of each rumour is, of course, the purview of the individual GM.

D20	RUMOUR
1-4	Tracks discovered in the forest show where bands of goblins have been spying on Wolverton.
5-6	Strange lights have been hovering in the air above Arius' Watchtower.
7	A hunter discovered a stretch of forest around one of the Old People's monoliths that had begun to wither and die. The cause of the deforestation is unknown.
8	Hunters have reported the appearance of several new sinkholes at Taran's Bluff. The hunters have not penetrated the sink holes but believe they lead to a large chamber.
9-12	A smuggler's ship went down off the Orestone a few nights ago. Fishermen and beachcombers have been finding wreckage ever since.
13-14	The Company of the Green Cloaks recently bested a group of Blood Moon goblins north of Bossin.
15-16	Recently, something large has been swimming in Deepwater Lake. (Drunk) witnesses report it as being almost 20 ft. long and akin to a dragon!
17	Lord Locher is about to raise taxes again. This time, there'll be trouble.
18	The folk of Oakhurst have become even more unwelcoming of late. Two merchants have gone missing in the vicinity and others are refusing to visit the village until the matter is resolved.
19	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 and sustained.
20	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.

APPENDIX I: NEW STUFF

Many strange and terrible things dwell upon the Lonely Coast.

NEW RACE: HALF-GOBLIN

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.

Physical Description: 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 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 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

Society: Although thoroughly evil and despicable, half-goblins have 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.

Normally found in small enclaves of several family groups, half-goblins dwell in wild, remote places. 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.

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

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 *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 20 arrows, 1d6 sp

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

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); a few worship other fell powers.

Adventurers: Most half-goblins do not stray far from their clan home. A few venture further 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.

Male Names: Anarl, Destrel, Ferel, Terl, Terl.

Female Names: Barsala, Harastra, Jerix, Severa.

HALF-GOBLIN TRAITS

+2 to One Ability Score: Half-goblins get a +2 bonus to one ability score to represent their varied nature.

HALF-GOBLIN ADEPT	CR 3 (XP 800)
<i>This tall but scrawny woman is bald; her eyes burn with a terrible malevolence.</i>	
Female half-goblin adept (Braal) 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 Dex, +1 armour [<i>bracers of armour +1</i>]) 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— <i>invisibility, web</i> (DC 15) 1st— <i>bless, burning hands</i> (DC 14), <i>obscuring mist</i> 0— <i>detect magic, ghost sound</i> (DC 13), <i>stabilise</i>	
Combat Gear <i>potion of cure moderate wounds, 3 screaming bolts, scroll of protection from good</i>	
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 10 bolts, spell component pouch, 12 gp	

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 Abyssal, Dwarven, Gnoll, Gnome, Infernal and Orc.

HALF-GOBLIN LORE

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

DC 15: This creature is a half-goblin. A debased and twisted mongrel race they dwell in the secluded, wild places of the world.

DC 20: Half-goblins are stealthy and fleet of foot. They can see in the pitch darkness and are skilled riders.

HALF-GOBLIN ARCHER	CR 1 (XP 400)
<i>This lean, muscular humanoid wears studded leather armour and carries a battleaxe.</i>	
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 17; Dodge, Mobility (+2 Dex, +3 armour [<i>studded leather</i>], +1 shield [<i>mwk buckler</i>], +1 dodge) Fort +4, Ref +2, Will +1; +1 fear hp 20 (1 HD)	
Space 5 ft.; Base Atk +1; CMB +5 Melee mwk battleaxe +7 (1d8+3/x3) Ranged shortbow (range 60 ft.) +4 (1d6/x3) Combat Gear 2 <i>potions of cure light wounds</i>	
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	

NEW CREATURE: SHADOW WOLVES

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.

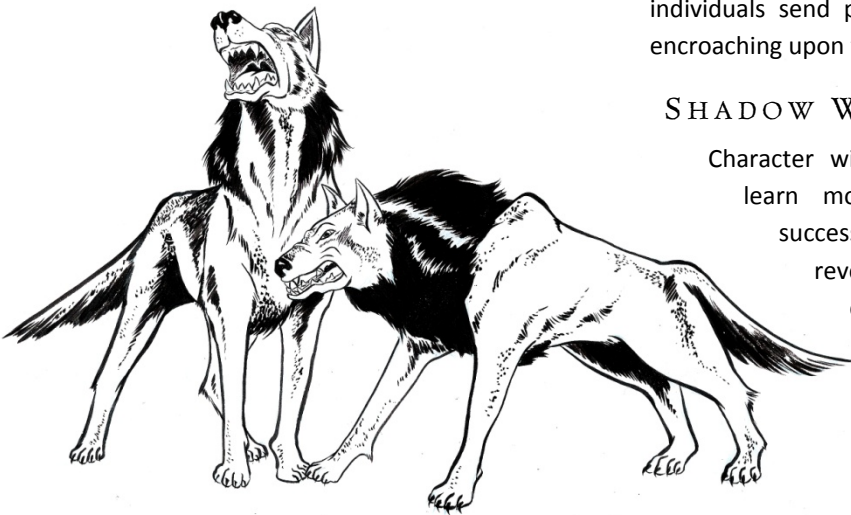
COMBAT & TACTICS

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



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)
(-1 size, +2 Dex, +6 natural)

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) If the shadow wolf hits with its bite attack it can attempt to trip its opponent as a free action without provoking an attack of opportunity. If the attempt fails, the shadow wolf 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

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.

NEW DEITIES

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

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 also 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.

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

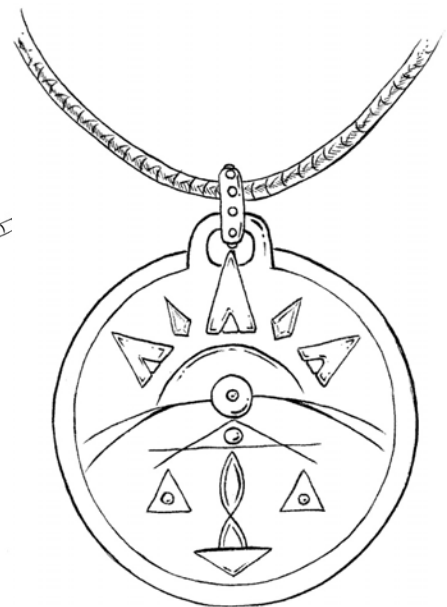
Domains: Good, Law, Protection and Sun

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.



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.

Each stat block is arrayed in four sections: basic, defensive, offensive and supplemental. The information in stat blocks appears in the following order:

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,

SPECIAL ABILITIES

Special abilities appear in the section which they best suit. 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 affects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

resistance or a vulnerability to an affect 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 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. 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. 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 the creature's attacks. Subsequent listings describe all but the most basic abilities in more 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, its relevant attack bonus is included. Spells available appear in reverse order from highest to lowest. Spells noted ^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 a creature's ability scores and any special qualities that appear nowhere 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 barred schools.

APPENDIX 2: ON THE ROAD

Five ready-made encounters to drop into play while adventuring on the Lonely Coast.

ANGER 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 the 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

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

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

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

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)

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 20 arrows, backpack, belt pouch, explorer's outfit

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 check) gains partial cover (+2 to AC, +1 on Reflex saves).

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

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 2 (600 XP): Apply the young template to the bear.

EL 4 (1,200 XP): Use the statistics for a grizzly bear.

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

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. When the PCs first see them, read:

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

A DC 15 Knowledge (local) reveals that 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

The goblins prefer to start any battle with several rounds of haphazard missile fire. After the initial barrage, the raiders charge into battle while the scout shoots at obvious spellcasters. The adept likewise hangs back from

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 (Braul) 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; Dodge (+1 size, +2 Dex, +1 armour [bracers of armour +1], +1 dodge)

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 *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 5 darts, wooden holy symbol, spell component pouch, black gem (onyx [50 gp]), 4 gp, 12 sp

melee, directing the battle from cover.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 3 (805 XP): Remove three raiders.

EL 5 (1,615 XP): Add one scout and two raiders.

HOOKS

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

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

(+1 size, +3 Dex, +2 armour [leather], +1 shield [buckler])

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)

Abilities Str 11, Dex 16, Con 11, Int 9, Wis 10, Cha 6

Feats Weapon Finesse

Languages Goblin

Gear as above plus 20 arrows, 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

(+1 size, +3 Dex, +2 armour [leather], +1 shield [buckler])

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 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 20 bolts, backpack, belt pouch, 2d6 sp

MERCHANT

EL 6: XP 2,400 (the listed XP or EL does not include Kerra's and Captain Perdyr's riding horses as these creatures are docile and take little part in any combat).

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 bulky 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

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)
(-1 size, +2 Dex)

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

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.

KERRA TERRILL

Background: Kerra came to the Lonely Coast to escape the stigma of her mixed heritage.

KERRA TERRILL

CR 3 (XP 800)

This burly woman wears flamboyant, patterned clothes. A jutting, thickset jaw and dense, lank hair hints 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

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

(-1 Dex, +4 armour [mwk chain shirt], +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 Once per day, when brought below 0 hit points, Kerra can continue acting for one more round as if disabled.

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 rounds; 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 charges), *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)

Skills as above plus Appraise +10, Bluff +9, Diplomacy +7 (+9 with versatile performance), handle Animal +9, Intimidate +11, Knowledge (geography) +9, Knowledge (local) +9, Perform (wind instruments) +12 (+14 with masterwork pipe), Profession (merchant) +8

Languages Common, Draconic, Goblin, Orc

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

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.

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

Distinguishing Features: None.

THE MERCENARIES

Led by Captain Perdyr Skewes this small mercenary unit is well-trained. 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.

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.

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.

Perran Vosper: This balding middle-aged man appears miserable most of the time. A malingerer, his fellows barely tolerate him.

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.

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 equal to Captain Perdyr and one guard.

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. See warns all she meets of Tryfena's blackheart and boundless greed.

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

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

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

(+1 Dex, +7 armour [mwk banded mail], +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 2 potions of cure light wounds, 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 20 bolts, pouch, 25 sp, 9 gp, gold ring (DC 20 Appraise, worth 100 gp)

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

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

(+0 Dex, +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. Each of the soldiers wears chainmail and carries a buckler emblazoned with the Locher crest.

Caja Uren makes it his business to speak with every group he 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.

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.

MAN-AT-ARMS (7) CR 1/2 (XP 200)

Male human warrior 2
LN Medium humanoid
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
(+0 Dex, +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)
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 20 bolts, backpack, 1 trail ration, water flask, pouch, 2d6 sp

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 foe twice in succession.

CAJA UREN SERGEANT-AT-ARMS

Background: A Lonely Coast native, Caja has spent her entire life on the frontier.

Personality: Strong-willed and determined, Caja is the archetypal sergeant. She cares for those under her

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
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
(+0 Dex, +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 +7 (1d8+2/19-20) or
Melee dagger +5 (1d4+2/19-20)
Atk Options Power Attack
Combat Gear 4 *potions of cure light wounds*
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 20 bolts, backpack, 1 trail ration, water flask, pouch, 2d6 sp

THUNDERER (WARHORSE) CR 2 (XP 600)

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

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)
(-1 size, +2 Dex, +4 armour [hide barding], +2 natural)
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

protection and is the consummate professional soldier. 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, Kaja rubs her broken nose as if trying to smooth it.

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

Hooks: Caja takes a liking to a warrior PCs. While she is not obvious in her interest, she takes the time to find out the PCs' names and other details. She carries a torch for the PC and will help him in the future.

MEN-AT-ARMS

By and large, the men-at-arms are loyal, motivated members of Lord Locher's guard. The notes below present a brief description of each individual.

Cador Odgers: A failed bard, Cador has a terrible singing voice. Oblivious to this, Cador 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. This attitude annoys Kevern and Yestin who see him as a "sergeant's pet."

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.

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.

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 – desire to speak with them on an important matter.

ALTERNATIVE ENCOUNTERS

The GM can use these characters 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.

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.

Alternatively, one of the men-at-arms could be a spy for one of the PCs' enemies or for someone who wishes the Lonely Coast ill. The spy 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. If they confront the spy, he confesses all and begs them for aid.

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.

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*.

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

Init +6; **Senses** darkvision 60 ft.; Perception +4 (+5 vs. traps, +6 vs. unusual stonework, +7 vs. stonework traps; stonecunning, trapfinding), 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 Dex, +2 armour [leather], +1 shield [buckler])

Fort +2 (+4 against 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 on attack rolls vs. orc- and goblin-type foes, sneak attack +1d6

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

SQ 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 20 bolts, backpack, thieves' tools, 1 trail ration, 1 waterskin, tinderbox, 9 sp, 1 gp

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

KILDETH WHURGYTH

Background: Sister to Torthic, Kildeth is his older sister and 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.

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

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

Init +1; **Senses** darkvision 60 ft.; Perception +2(+2 more 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 more vs. bull rush or trip); +4 vs. giant-type creatures

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

Fort +5 (+7 against 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 on attack rolls vs. orc- and goblin-type foes

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 10 bolts, backpack, sack, 2 trail rations, 1 waterskin, 15 sp

foolhardy in battle.

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

Distinguishing Features: Torthic has a birthmark resembling a shooting star on his left shoulder.

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

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
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 grave touch (Sp; 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*

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 20 arrows, backpack, belt pouch, spell component pouch, 2 gp

they are the most important person in the world.

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

MADERN WEARNE

Background: The bastard of an elven maiden and a swaggering human sellsword, Madern endured a miserable childhood in Wolverton. As soon as he was old enough to do so, he abandoned his mother.

Personality: Angry and aggressive, Madern is often at odds with his 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).

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 and another fighter equal to Madern.

MADERN WEARNE CR 1/2 (XP 200)
Of medium build, this warrior's bearded countenance is perpetually 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** 16 (+3 Dex, +3 armour [studded leather], +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** +3
Melee longsword +3 (1d8+2/19-20)
Ranged longbow (range 100 ft.) +4 (1d8/x3)
Atk Options Point Blank Shot, Precise Shot

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 20 arrows, backpack, bedroll, 1 trail rations, 1 waterskin, 8 sp, 2 gp

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including

as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE: Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

System Reference Document: ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game. ©2008, 2009, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder RPG Bestiary. ©2009 Paizo Publishing LC; Author Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook and Skip Williams.

The Book of Experimental Might. ©2008, Malhavoc Press; Author: Monte Cook.

Tomb of Horrors. ©2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content by TSR.

Retribution. ©Raging Swan Press 2010; Author: Creighton Broadhurst.

Swallowfield. ©Raging Swan Press 2010; Author: Creighton Broadhurst.

The Lonely Coast. ©Raging Swan Press 2010; Author: Creighton Broadhurst.

RETRIBUTION

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

In the frozen depths of winter, murderous winds mercilessly batter the crumbling Priory of Cymer. Within, trapped by their duty and the heaped snowdrifts that render travel near impossible, the few remaining faithful huddle together and tend the sacred places of their forbearers. With the weather worsening, nerves fray and tempers snap as the wind howls its mournful dirge for the forgotten dead of a fallen time. But the worst is yet to come. One of those trapped within holds a murderous grudge that only blood can expunge, and as the storm reaches its savage height terrible revenge is wrought amid the frigid halls and faded glories of a bygone age.

Learn more at www.ragingswan.com



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.

Visit us at www.ragingswan.com



PATHFINDER
ROLEPLAYING GAME COMPATIBLE