

Defending Nesting Swallow

Total Able-Bodied Workers: 50

Required Tasks:

Task	Time Required	NPC Requirements	PC requirements
Bringing in the Harvest	6 Days	Minimum 20 villagers. Each additional 10 villagers reduce time by 1 day.	None, but PCs count as 5 farmers. DC 15 Profession (farming) or Knowledge: Nature increases yield.

Optional Tasks:

Task	Time Required	NPC Requirements	PC Requirements
Archery Training	Up to 4 days' training, plus additional days to craft more bolts	Only 10 villagers can be archers.	BAB +1, proficiency with light crossbows. DC 15 Craft: Bows check to craft additional ammunition.
Combat Training	1 day per 10-person unit. Each unit can only benefit from 2 days' training	Up to 40 villagers, in 10-person units (the other 10 are archers; see above)	BAB +1 Training requires 1 PC per unit per day. DC 15 Intimidate check increases effectiveness.
Constructing Barricades	6 days using 30 villagers	Each additional 10 villagers reduce days to completion by 2; each 10 fewer increases days by 2.	None. DC 15 Knowledge: Engineering or Profession (woodcutter) counts for 10 workers (one per day only).
Trapping Barricades	1 day per barricade	None; only PCs can construct traps	DC 15 Craft: Traps or Disable Device successfully incorporates traps.
Flooding the Fields	2 days	20 villagers	None. DC 15 Knowledge: Engineering reduces time by 1 day.
Posting Scouts	Variable.	Each 5 villagers grant +1 Perception (base +4)	None. Successful Perception check indicates the number of days until the attack, ± 3 . Further checks increase accuracy of the result.