

RAGING SWAN PRESS
RETRIBUTION

AN ADVENTURE FOR 1ST-LEVEL CHARACTERS



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 forbears. With the weather worsening, nerves fray and tempers snap as the wind howls its mournful dirge for the forgotten dead of a fallen time. But the worst is yet to come. One of those trapped within holds a murderous grudge that only blood can expunge, and as the storm reaches its savage height, terrible revenge is wrought amid the frigid halls and faded glories of a bygone age.



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Dedicated to

Christopher, Alexander, Alaric, Adam and Nathan

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ERRATA

We like to think *Retribution* 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 three months after *Retribution's* 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 retribution@ragingswan.com with questions and comments about this adventure.

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INTRODUCTION

Retribution takes place within the confines of the Priory of Cymer, a small temple complex dedicated to Darlen (LG god of Law, Order, Justice and the Sun [Appendix 3]). About Cymer hangs an aura of faded glory and neglect. Once a site of pilgrimage and sanctuary, few visitors now come to the priory. (Depending on how the GM sets up this adventure, this is probably because Darlen has fallen out of favour locally.) The temple is dilapidated; some areas are all but abandoned and everywhere the signs of neglect are evident. Where scores of worshippers once answered the call to prayer, only a remnant linger.

The priory is located in the wilderness on a little-used track leading to several nearby villages. (The specifics of these details are largely irrelevant to the adventure at hand and remain deliberately scant so that the GM can easily place the adventure in his own campaign). *Retribution's* default setting is the Lonely Coast (see page 6 for more details).

ADVENTURE BACKGROUND

In the twilight of his life, Father Ruan is a gentle man well loved by his acolytes and the few faithful that yet worship before the priory's high altar. Things were not always thus, however; intolerance and adherence to the extreme teachings of a fanatical sect – the Brotherhood of the Unalterable Way – governed his youth. The sect's extreme teachings (see "The Unalterable Way" [Appendix 3]) made

IN YOUR CAMPAIGN

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

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

Retribution features followers of two faiths – Darlen and Braal (both Appendix 3). These powers oversee relatively generic portfolios allowing a GM to easily substitute suitable deities from his own campaign.

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

him a harsh and unforgiving man given to savagely punishing his flock's transgressions.

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

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

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

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

Although Ythel quickly discovered that Ruan had long since renounced the radical teachings of his youth he cared not. Seeing his old teacher awakened the pit of hatred and worthlessness lurking deep in his soul. He thirsted for revenge and began fantasizing about punishing his old teacher. Almost without noticing, Ythel abandoned his belief in Darlen so consumed was he with dreams of bloody revenge. Braal (NE god of Hate, Malice and Revenge [Appendix 3]) sensed the depths of hatred in Ythel's soul and was pleased, slowly seducing him to his ebon worship. Pleased with his new acolyte (and seeing the destruction of the priory as a most welcome bonus) Braal revealed the Deep Caves below the priory to Ythel and their link to the undercroft. Finally, he gifted Ythel with minions and power to attain his dark goal of revenge.

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

ADVENTURE SYNOPSIS

The adventure opens as a winter storm hurtles toward the Priory of Cymer. The worsening weather catches the PCs, as they travel to the priory. As they struggle along the tree-fringed track, a small band of half-goblins (Appendix 3) – vicious, degenerate mongrel creatures – set an ambush. Defeating their assailants the PCs hurry on as the weather worsens.

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

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

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

Around midnight on the fourth day, a zombie and its goblin handlers burst into the PCs' chamber. After the PCs defeat their foe in a hard-won fight they see lights moving about other parts of the priory and hear screaming coming from the clergy's quarters. Investigating, they discover the priory is under attack; goblins and undead roam the halls and unless the PCs act quickly most of their hosts die.

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

After cleansing the Justicar's Hall, the PCs discover the door to the undercroft open. Investigating, they discover shrivelled goblin corpses, a vengeful spirit intent on destroying all evildoers and a passageway leading to the caverns below the priory. Quick-witted PCs can placate the ghostly cleric and even gain the *blessed aspergillum* (Appendix 3) – a holy relic – to help scourge the priory free of the evil infesting its halls.

Exploring the passageway, they discover a great cavern dominated by a dark chasm. Undead guard the

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

RUNNING RETRIBUTION

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

Each part of the adventure has a summary page that lists the experience points and treasure that the PC can acquire (as well as listing the various skill checks required to identify their loot). Remember, that some expendable items (such as potions or scrolls) may have been consumed during battle.

Appendix 1 presents a detailed view of the priory while Appendix 2 details its inhabitants. A GM should be fully conversant with these sections before beginning Part 2. Finally, Appendix 3 details the two new deities (Darlen and Braal), new race (half-goblin) and new magic item (the *blessed aspergillum*) appearing in *Retribution*.

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

DESCENT INTO DARKNESS

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

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

THE LONELY COAST

The furthest flung outpost of a mighty kingdom, turbulent waters and forbidding, trackless forests separate the Lonely Coast from the glittering lights of civilisation. The impregnable fortress of Caer Syllan and the redoubtable Lord Locher protect the folk of the Lonely Coast while they scratch a living from the surrounding farmland or toil in their lord's mines. From here flows the Locher's lifeblood – precious stones and metals – to the kingdom's bustling markets.

The gloomy, trackless Tangled Wood constricts humanity's tenuous grasp upon its most precarious of holdings. In the twilight world beneath the forest's boughs, goblins, orcs and kobolds incessantly war against

one another. Occasionally, a few tribes band together under a particularly charismatic or ambitious war leader to carry flame and sword against humanity's enclave and bloody war again engulfs the Lonely Coast.

Men whisper that ghosts of an elder age stalk the deepest, unknowable reaches of this most ancient woodland. Along with the forsaken holy places and forts of a long-fallen elder civilisation, a debased, twisted race of half-goblins haunts the remotest reaches and deepest thickets of the forests. Deep within the forest, a nameless range of rugged, tree-shrouded hills thrusts upwards. These monster-infested uplands are almost completely unknown to man but tales of their perils are legion. At the heart of the range, a deep gash in the rock shatters the hills. This narrow, rock-choked defile – the Twisted Gorge

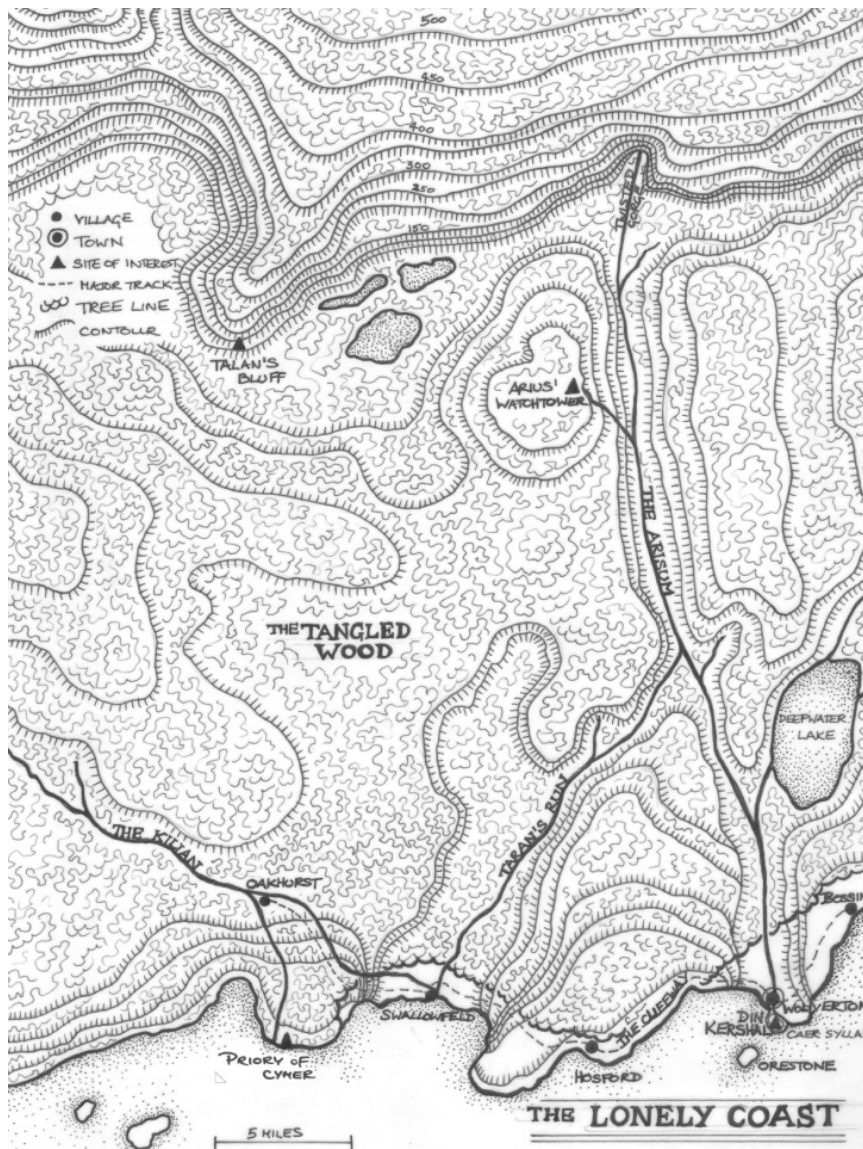
– features in many taproom tales. Here the frigid waters of a dark lake birth the swiftly flowing Arisum and the lofty cascades of an unnamed waterfall tumbles over slick, broken cliffs. A network of passageways and chambers honeycomb the unstable cliffs. Dangerous monsters dwell here in profusion.

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

Countless abandoned mine workings pierce the proud cliffs of the Lonely Coast. Many are but abandoned water-filled shafts. Others are truly ancient. Such mines often delve to great depths and in many cases are partially flooded.

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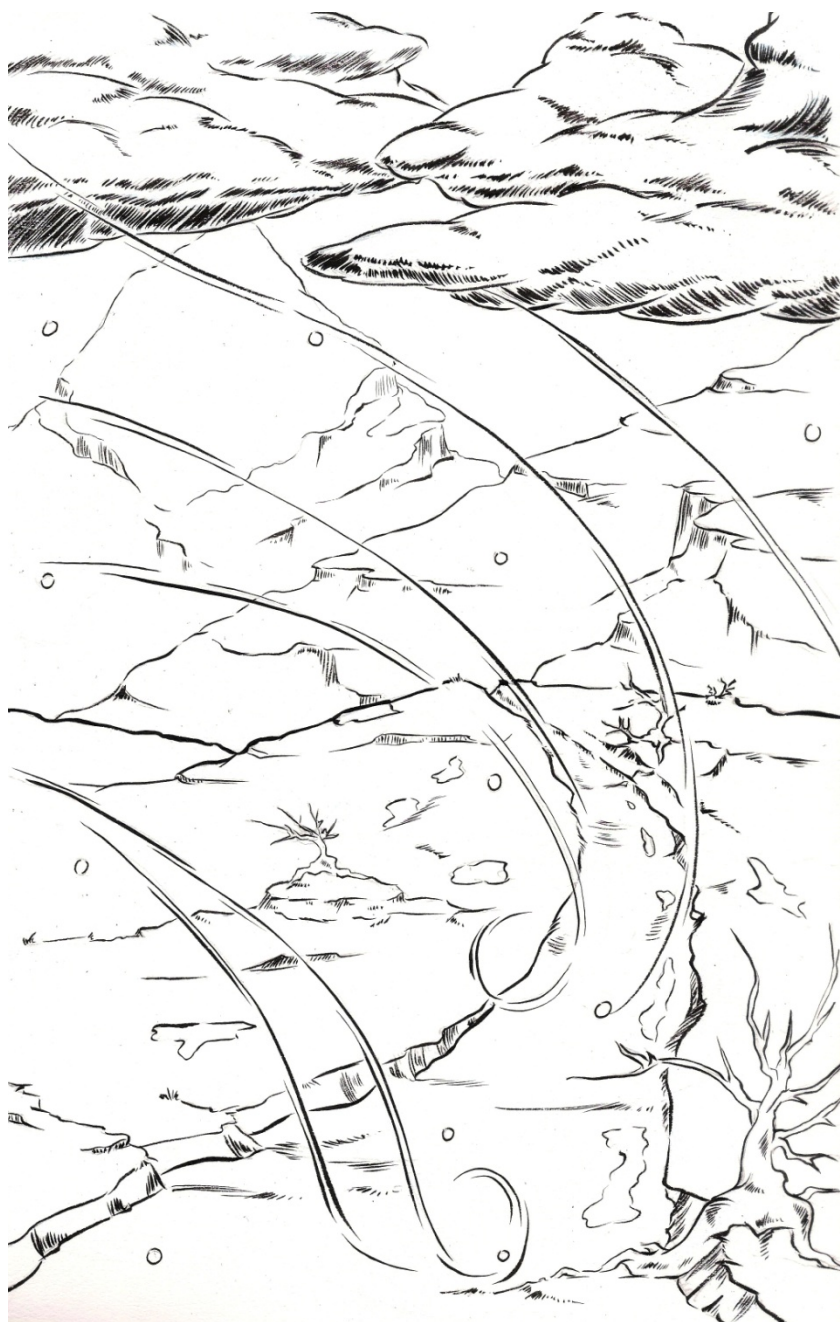
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PART 1: SANCTUARY

In which the PCs fight their way through a ferocious storm to reach the Priory of Cymer.

Part 1 portrays the PCs' journey to the Priory of Cymer. However, the encounters herein present more than a simple series of challenges to overcome. An integral part of *Retribution* is the weather and the isolation (both emotional and actual) it imposes upon the PCs. By the time the PCs reach the priory they should be under no illusions that further travel could prove fatal.



When the PCs set out, the weather is overcast and gloomy but the priory is little more than a half-day's journey away. However by mid-morning, behind them the sky darkens ominously, the weather deteriorates and a snowstorm hits the area. Conditions worsen and shortly afterwards the PCs encounter a small group of half-goblins (Encounter 1). Despaching them (and with little choice) the PCs continue onwards into the storm.

Encounter 2, which details the storm hitting the area is relatively freeform. (The GM can expand or contract this encounter to suit the gaming group.) Just when the storm reaches new, savage heights and travel becomes virtually impossible, the PCs hear bells ringing over the wind. Following this rhythmic sound, they eventually find sanctuary at the priory.

TROUBLESHOOTING

Retribution relies on the PCs reaching the Priority of Cymer before the storm renders travel all but impossible. Once the storm hits, however, some groups may elect to return to Swallowfeld or to sit it out (perhaps at the camp in Encounter 1).

Heading Back to the Village: The storm has come up behind the PCs and if they turn back, the weather rapidly worsens. If the PCs try to head back to Swallowfeld simply determine that they get lost – falling snow covers the faint trail and cuts visibility to almost nothing. This combined with their unfamiliarity with the surrounding terrain conspire to turn them around. Eventually, they end up at the Priory.

Take Cover: If the PCs elect to wait out the storm, relate how the temperature drops and the wind strengthens. Then describe how the wind begins to demolish their temporary shelter. At this point, even the most dim-witted adventurer should realise that to remain in the woods is to invite death.

INTRODUCTION

The adventure starts with the PCs travelling along a tree-fringed track on the way to the Priory of Cymer. Before play proper begins, determine why the PCs are visiting the priory. Also at this point, determine how the PCs know each other and call for character introductions.

Dark, ominous clouds hang low in the sky behind you and a strong, chill wind plucks at your cloaks. The muddy streets of Swallowfeld lie hours behind you on the tree-fringed trail. Occasionally, small flurries of sleet and strong winds swirl about you. Ahead lie hours of miserable travel.

Allow PCs that think of it to have purchased cold weather gear (8 gp each) at Swallowfeld before they set out.

HOOKS

Use one or more of the hooks below (or design your own) to explain why the PCs are visiting Cymer. Remember, different PCs could have different reasons for visiting the

PCs' KNOWLEDGE OF THE PRIORY

Although none of the PCs has previously visited Cymer, they likely know a bit about it; after all, the priory is their intended destination. Anyone who succeeds on a Knowledge (religion) check knows something about the priory. Cleric or paladin PCs of the same faith as those at Cymer automatically know the information revealed by a DC 10 check.

DC 10¹: The Priory of Cymer is a small, backwater shrine named after a local saint. The priory was founded at the behest of Cymer (a visionary believer) who foresaw that a great evil would arise at the site. It never did and over the last few decades, the place has fallen out of favour with the populace of the nearby villages; now few worship there.

DC 15: The curate at Cymer was once a member of an extreme sect – The Brotherhood of the Unalterable Way. Depending on whom you talk to within the clergy, becoming curate of Cymer was either a reward for leaving the sect or a punishment for not doing so sooner!

DC 15: The Brotherhood of the Unalterable Way is an ultra orthodox sect of Darlenites famed for their unbending view of holy scripture and their practise of self-flagellation which they believe literally scourges sin from the body.

DC 20: The priory is rumoured to be built above a network of caves; stonemasons sealed the caverns because they feared what might creep forth.

¹ A PC with Knowledge (local) can also make this check.

priory. Provide time during Part 2 to resolve each mission.

Injured: One (or more) of the PCs could be infected with a disease (or perhaps a virulent poison courses through their veins). Lacking the resources to deal with the problem themselves, they travel to the priory to seek aid. (Allow Ruan to make the necessary checks to cure them before Encounter 8 begins.)

Pilgrim: One of the PC is a devout follower of Darlen. He has come to the priory either to pray before the high altar or to gain Ruan's spiritual guidance on some important matter. Because fell things sometimes creep out of the deep woods to prey on travellers, the rest of the PCs have accompanied him.

PC Specific Hooks: One or more of the PCs could have been hired to perform a specific task at Cymer. Use one or more of these hooks as you see fit.

The half-elven warrior Malvenos is hiding from his father at the priory, while Eiravel Soleruil has recently stolen a set of earrings from a local merchant (which she wants back). Alternatively, perhaps a PC is bringing Ruan a gift from an old student. Appendix 3 presents additional details on all these hooks.

THE JOURNEY

The PCs have left the small village of Swallowfeld, which is roughly eight miles from the priory. At the start of the adventure, the PCs have been travelling for three hours.

The adventure assumes that the PCs have no random encounters during their journey. As it stands, the PCs face several challenging situations during their passage and additional encounters could make the journey a fatal one.

The table below shows total approximate travel times from Swallowfeld to the priory. The weather extends the PCs' initial travel somewhat. If the PCs leave the priory during the storm, double the normal time it takes to reach Swallowfeld.

GROUP'S BASE SPEED	NORMAL JOURNEY	MODIFIED TRAVEL TIME
20 ft.	5 hours	7 1/2 hours
30 ft.	4 hours	6 hours
40 ft.	2 1/2 hours	4 hours

1: WATCHERS IN THE STORM

EL 2; XP 600 XP; Timing three hours into the journey.

This encounter features half-goblins. Appendix 3 presents details on these new creatures.

Barsala and her lackeys guard the trail leading to the priory. Tasked with stopping anyone using the trail, they arrived late yesterday and have set up several crude shelters. The weather's sudden deterioration has surprised them and now, half-frozen and thoroughly miserable, they huddle around a small fire.

The encounter begins when the PCs notice the barricade. A PC making a DC 10 Perception check spots the barricade when they are 30 ft. away. For every 1 point by which they exceed the check, the PCs start the encounter an extra 10 ft. distant (to a maximum of 70 ft. away). If they fail this check, they see the barricade when they get within 20 ft. Read:

The wind and the intermittent sleet have been slowly increasing in tempo for the last few hours. Although the countless boughs of the forest protect you from the storm's worst effects, it is cold and miserable. Ahead, several fallen trees block the trail.

At this point, have the half-goblins make Perception checks equal to 1/10th the distance between the two groups to notice the PCs (unless the PCs are sneaking). Treat the half-goblins as distracted (-10 to this check) because they are huddling in the barricade.

TACTICS

The half-goblins aid each other when necessary. If reduced to one-quarter hit points, a half-goblin retreats but remains close by using its missile weapon to harass attackers.

Barsala favours ranged skirmishing over melee. She stays at the barricade as long as possible, but then uses her superior movement to move and shoot, trying to stay away from enemies.

Barsala's lackeys similarly try to avoid melee once the PCs reach the barricade. They use Stealth to hide so that they can sneak attack as often as possible. If one is engaged in melee, the other targets its mate's attacker in preference to all others.

AREA FEATURES

The area has several features of note:

Illumination: Although the sky is overcast, enough light filters through the tree canopy to brightly illuminate the trail. Off the trail, dim light (20% miss chance) cloaks the forest floor.

Trail: A muddy, rutted 10 ft. wide trail covered in a light dusting of sleet wends its way through the trees. Movement on the trail is uninhibited.

Undergrowth: Vines and roots cover any non-trail square. The sleet has not yet penetrated the tree canopy. It costs two squares of movement to enter such squares. The undergrowth also increases the DC of Acrobatics and Stealth checks by 2.

Barricade: The half-goblins have felled several trees and dragged them across the path to form a crude 10 ft. wide, 5 ft. high barricade. It costs four squares of movement to enter a barricade square. Alternatively, characters can leap over the barricade (DC 10 Acrobatics check) or clamber over it (DC 10 Climb check). The barricade provides cover (+4 to AC and +2 on Reflex saves). Characters in the barricade gain concealment (30% miss chance).

The half-goblins have created several roofed niches in the barricade in which to shelter. A variety of battered, but serviceable camping equipment fills these spaces.

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).

Treasure: The half-goblins have enjoyed some success waylaying travellers throughout the surrounding area. Two sacks stuffed into the barricade contain a set of masterwork thieves' tools, 2 vials of holy water, four bronze goblets (each worth 25 gp), a masterwork silver dagger, 148 cp, 209 sp and 19 gp.

DESIGNER'S NOTE

The treasure for this encounter includes several *potions of cure light wounds*. Do not allow the half-goblins to use these items; they appear here so that the PCs have greater access to healing magic during Parts 2 and 3 of the adventure.

THE WEATHER

The weather has worsened since the PCs began their journey and this encounter coincides with a flurry of sleet borne upon a strong southerly wind.

At the start of each round, use the table below to determine the prevalent weather. Characters on the trail suffer the storm's full force. Those off the trail treat the weather as one-step less as the forest shelters them from the weather's worst effects (except they suffer the full penalty for ranged attacks against a target on the trail).

D20	WEATHER
1-5	Moderate wind: does not affect combat.
6-15	Strong winds: -2 penalty to ranged attacks.
16-18	Strong winds and flurry of sleet*: -2 penalty to ranged attacks, visibility drops to 1d6 x 10 feet and -4 on Perception checks.
19-20	Severe winds and flurry of sleet*: -4 penalty to ranged attacks and Small creatures on the path are checked**, visibility drops to 1d6 x 10 feet and -4 on Perception checks.

***Spellcasting:** Characters casting spells must make a DC 5 + spell level concentration check or lose the spell.

****Checked:** Small or smaller creatures must make a DC 10 Strength check to move against the wind.

HALF-GOBLIN SKULKS (2)

CR 1/2 (XP 200)

Clad in leather armour this skinny, bald humanoid carries a light crossbow. Its head seems oversized for its body and its eyes burn with malevolence.

Male half-goblin rogue 1

NE Medium humanoid (goblinoid, human)

Init +7; **Senses** darkvision 60 ft.; Perception +4 (trapfinding), Sense Motive +0

Speed 35 ft.

ACP 0; Acrobatics +7, Climb +5, Escape Artist +7, Ride +5, Stealth +9, Swim +5

AC 16, touch 13, flat-footed 13; **CMD** 14

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

Fort +0, **Ref** +5, **Will** +0

hp 11 (1 HD)

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

Ranged light crossbow (range 60 ft.) +3 (1d8/19-20)

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

Atk Options sneak attack +1d6

Combat Gear *potion of cure light wounds*, tanglefoot bag

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

Feats Fleet^B, Improved Initiative

Skills as above plus Appraise +5, Disable Device +7, Intimidate +3

Languages Common, Goblin

Gear as above plus quiver with 20 bolts, belt pouch, 12 sp

INTERROGATION

Captured half-goblins are hostile. A successful Intimidate check or a Diplomacy check rendering them indifferent or better convinces them to provide some information.

They tell how their chief, Belvaig, ordered them to guard this trail and to stop any travellers going to or from the priory. They do not know why. Their tribal lair is far to the north. If the PCs make a subsequent successful check the half-goblin reveals that someone (they don't know who) paid Belvaig for their services. They believe more of their kin are in the area.

AFTERMATH

After the PCs have dealt with the barricade's defenders and carried out any immediate actions, the weather worsens. Read:

The sleet rapidly turns to snow as the wind intensifies.

Proceed to Encounter 2.

BARSALA

CR 1/2 (XP 200)

This short, scrawny and bald female has beady hate-filled eyes.

A sneer mars her already ugly countenance. She wears dirty studded leather armour and carries a longbow.

Female half-goblin ranger 1

NE Medium humanoid (goblinoid, human)

Init +3; **Senses** darkvision 60 ft.; Perception +5 (+7 vs. humans), Sense Motive +1 (+3 vs. humans)

Speed 35 ft.

ACP -1; Climb +5, Ride +5, Stealth +8

AC 17, touch 13, flat-footed 14; **CMD** 16

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

Fort +3, **Ref** +5, **Will** +1

hp 12 (1 HD)

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

Ranged longbow (range 100 ft.) +5 (1d8/x3)

Melee longsword +3 (1d8+2/19-20)

Atk Options favoured enemy (human) +2

Combat Gear *potion of cure light wounds*, tanglefoot bag

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

SQ track +1, wild empathy +0 (magical beasts -4)

Feats Fleet^B, Weapon Focus (longbow)

Skills as above plus Bluff -1 (+1 vs. humans), Knowledge (dungeoneering) +4, Knowledge (nature) +4, Survival +5 (+6 tracking; +7 vs. humans or +8 tracking humans)

Languages Common, Goblin

Gear as above plus quiver with 20 arrows, belt pouch, 3 sp

2: DEATH IN THE STORM

EL 4; XP 1,200 (this encounter includes a 200 XP bonus for surviving the storm); **Timing** the storm strikes immediately after Encounter 1; the wolves attack after two hours of travel.

Wolves stalk the forest and with the onset of winter they hunger for food. In this encounter, two such beasts stalk the PCs as the weather continues to worsen. First, however, the PCs must contend with the weather.

GETTING LOST

The swirling snow partially obscures the trail and hides distant landmarks making navigation difficult. If the PCs stray from the trail, they may get lost. Every hour they remain in the forest they must make a DC 20 Survival check or get lost.

DEATH BY WEATHER

After five hours of travelling, the PCs must make a DC 15 (+1 per previous check) Fortitude saving throw every hour or take 1d6 nonlethal damage as the weather worsens further. (This damage takes the form of hypothermia and frostbite). Characters wearing cold weather gear gain a +5 circumstance modifier to this check. Characters making a DC 15 Survival check gain a +2 bonus to this check and can



apply the same bonus to one additional character for every one point by which their result exceeds 15.

Once a PC's nonlethal damage equals its hit point total, further damage is lethal damage. Be careful not to kill the PCs with this damage – the storm is dangerous (and sets the mood for later parts of *Retribution*) but it shouldn't kill anyone. Death by weather is no fun!

WOLVES

When the PCs are about one hour from the priory, they encounter a pair of wolves. The wolves are hungry and are leading the rest of their pack (which follows at a distance and takes no part in the fight).

This event begins with the wolves some way distant; in fact due to the terrible weather, the PCs may not even realize that a combat encounter has begun. The wolves are tracking the PCs using their scent ability. The PCs can make Perception checks opposed by the wolves' Stealth check to notice them when they get within 1d6 x 10 feet.

When the PCs first see a wolf, read:

Two long, gaunt and black furred forms slip through the falling snow toward you. Their jaws hang open exposing long, sharp fang and their powerful shoulder muscles bunch as they prepare to leap among you.

The wolves attack as soon as the PCs spot them.

Tactics: The wolves dart in and out of combat attacking vulnerable or isolated foes. They use trip to knock foes over before savaging prone opponents.

If a wolf is reduced to 3 hit points or less, it retreats, but keeps the party in sight. If the party allows it to do so, it shadows the group occasionally howling to guide its fellows toward their prey.

AREA FEATURES

During the storm, the forest has several features of note:

Illumination: Dim light (20% miss chance).

Strong Winds and Snow: The combination of strong winds and falling snow complicates this encounter.

The foul weather imposes a -6 on Perception checks and reduces visibility to 1d6 x 10 feet. Characters using ranged weapons suffer a -6 penalty on attack rolls.

The foul weather automatically extinguishes unprotected flames such as torches and has a 50% chance of extinguishing protected flames such as lanterns.

Characters casting spells must make a DC 5 + spell level concentration check or lose the spell.

Snowy Ground: A light covering of snow covers the trail. It costs 2 squares of movement to enter any square covered by snow. The snow also increases the DC of Acrobatics checks by 2.

Snow-Laden Trees: A creature 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).

A character making a successful melee attack against a tree dumps snow into an adjacent square. Any creature in that square is blind until the end of its next turn or until it spends a move action to clear the snow from its eyes.

Slick Undergrowth: Vines and roots cover any square not on the trail. It costs two squares of movement to enter such squares. The undergrowth in these squares increases the DC of Acrobatics and Stealth checks by 2.

AFTERMATH

Once the wolves have been defeated, the PCs can continue their journey. Snow keeps falling, however, and the PCs must make Fortitude saving throws every hour to avoid suffering the storm's effects. To instill a sense of urgency in the PCs describe the distant pack howls slowly drawing closer. Make it clear that the pack sounds large. If the PCs tarry, describe the half-seen forms of wolves slipping through the swirling snow and even run another easy EL 1 encounter against a lone wolf scout using the statistics here if the PCs overly tarry.

Proceed to Encounter 3.

3: THE BELLS!

Timing: Run this encounter when the PCs enter their last hour of travel.

With the storm's onset, the priory's clergy begin ringing the worship bells to act as a guide to any unfortunate travellers caught in the storm. Any PC succeeding on a DC 15 Perception check hears the distant sound of bells ringing. (Continue making such checks until the PCs eventually hear this).

If the PCs follow the sound of the bells, they reach the priory after another hour of freezing travel. During this time, make certain they realize that the weather continues to worsen; describe the snow beginning to form drifts and the cold seeping into their bones. It should be obvious that they must find shelter or risk the real possibility of freezing to death. Once the PCs have made their final Fortitude saving throw, read:

Finally, the trail breaks out of the trees. Ahead, the ground rises sharply and you can hear the distant sound of waves crashing on rocks and the clamour of ringing bells. Barely visible through the driving snow you can just make out a large building standing hard against the cliffs.

When the PCs leave the shelter of the trees they experience the storm's full force; the wind tears at them like a living thing, hurling snow into their faces and freezing exposed flesh. The PCs should hurry to the priory. When they do so proceed to Part 2 and run Encounter 4.

ADVANCED WOLF

CR 2 (XP 600)

This powerful, gray-furred canine has fearsome jaws and piercing yellow eyes.

N Medium animal

Init +4; **Senses** low-light vision, scent; Perception +10, Sense Motive +3

Speed 50 ft.

ACP 0; Stealth +8

AC 18, touch 14, flat-footed 14; **CMD** 18 (22 vs. trip) (+4 Dex, +4 natural)

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

hp 17 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +4

Melee bite +4 (1d6+3 plus trip)

Abilities Str 17, Dex 19, Con 19, Int 6, Wis 16, Cha 10

Feats Skill Focus (Perception)

Skills as above plus Survival +3 (+7 using scent to track)

WOLF

CR 1 (XP 400)

This powerful, gray-furred canine has fearsome jaws and piercing yellow eyes.

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8, Sense Motive +1

Speed 50 ft.

ACP 0; Stealth +6

AC 14, touch 12, flat-footed 12; **CMD** 14 (18 vs. trip) (+2 Dex, +2 natural)

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

hp 13 (2 HD)

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

Melee bite +2 (1d6+1 plus trip)

Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Feats Skill Focus (Perception)

Skills as above plus Survival +1 (+5 using scent to track)

REWARD SUMMARY

The bulk of *Retribution* takes place at the Priory of Cymer. Encounter 1 foreshadows the PCs' later battles with Ythel's half-goblin minions. If the PCs do particularly badly in this fight, consider removing Encounter 2 – there is no point the PCs dying before the adventure proper begins! If you decide to omit the wolf battle, however, still award the PCs 200 XP for surviving the storm. Although the PCs lose out on 1,000 XP they should still earn enough to level at the end of the adventure.

During their trek to the priory, the PCs can gain the following rewards:

1: WATCHERS IN THE SNOW (EL 2)

XP: 600 (Brasala 200, 2 half-goblin skulls each 200).

Treasure: mundane equipment; 19 gp, 236 sp, 148 cp, four bronze goblets (each worth 20 gp); 3 tanglefoot bags, 2 vials of holy water, masterwork thieves' tools, masterwork studded leather armour, 2 masterwork bucklers, masterwork silver dagger, 3 *potions of cure light wounds* (faint, DC 16).

2: DEATH IN THE STORM (EL 4)

XP: 1,200 (wolf 400, advanced wolf 600, surviving the storm 200).

Treasure: none.

IDENTIFYING MAGICAL TREASURE

Magic items can be identified with a variety of skills and spells.

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

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

Identify a magic item: Using *detect magic* and Spellcraft to identify a magic item takes three rounds. Success requires a DC 15 + item's caster level Spellcraft check. A character can attempt to identify a magic item once per day.

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

IDENTIFYING MUNDANE TREASURE

PCs can use Appraise to identify mundane treasures.

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

PART 2: SIGNS

In which blood is spilt, revenge is wrought and Ythel's scheming reaches its terrible climax.

RUNNING SIGNS

Part 2 takes place in and around the Priory of Cymer and is the most free-form part of *Retribution*. While Parts 1 and 3 deal with overcoming physical challenges, much of Part 2 focuses on role-play and investigation.

The GM should be fully conversant with the priory (Appendix 1) and its inhabitants (Appendix 2) before running Part 2, because the PCs can explore the priory as they choose. Use the information here and the Appendices to portray their investigations.

Remember that the early portions of Part 2 are role-play intensive; there are few opportunities for combat during the first three days of the PCs' stay. If the players prefer action over role-play, run Encounters 5, 6 and 7 quickly before starting Encounter 8. However, if the

“AND I WOULD HAVE GOT AWAY WITH IT...”

As it becomes clear to the PCs that something is terribly amiss at the priory, they will likely take steps to catch the perpetrator of these strange events. When adjudicating events, remember that Ythel is not stupid and that he won't take excessive risks – he has waited too long to exact his revenge to fail now.

The timings of the events in Encounter 5 - 7 are approximate – allow Ythel some leeway in instigating each event. If the PCs are extremely clever and catch Ythel red-handed, the adventure does not necessarily have to end. Ythel tries to talk his way out of the situation. As circumstances allow he could claim to be possessed by a demon, be merely playing a practical joke or that another of the clergy (probably Tomas) forced him to do. (In this last case, he hints of some terrible shame in his past making up details as appropriate to elicit the maximum amount of sympathy and to explain Tomas' alleged blackmail).

In all cases, he speaks eloquently and begs for the chance to redeem himself. This is nothing more than an act, however, and he reverts to his plan as soon as he is able. If imprisoned, he convinces one of the other clerics to release him and promptly disappears into the Deep Caves where he marshals his minions (to attack that very night).

If the PCs slay Ythel, the threat of those creatures lurking in the Deep Caves remains. Thrown into disarray by Ythel's death, they surge forth from the darkness to sack the priory. The attack is uncoordinated; the goblins hate the half-goblins and ghouls try to eat anyone coming within reach but the threat to the priory is real. The clergy will need the PCs' help to repel the attack.

players enjoy role-playing allow them as much time as they want to explore the priory.

When Ythel's minions assault the priory, the tone and pace of the adventure changes; after they deal with their initial assailants push the PCs to make quick decisions – the lives of their hosts depend on the choices they make.

TROUBLESHOOTING

The PCs may decide that the challenge posed by Ythel and his minions is too great for them to overcome. If they discuss their plans with Ruan he begs them to stay, but if they really wish to leave he does not stop them; simply describe their terrible journey to Swallowfeld.

Once the winter storm dies down the PCs can return to the priory if they wish. Returning PCs discover a massacre – the clergy lie dead in pools of their own gore and more than one of them shows signs of being horribly tortured. In addition, the priory has been comprehensively looted and all items of religious significance have either been stolen or destroyed.

Captured Half-Goblins: The capture of one or more of the half-goblins in Encounter 1, does not necessarily derail the adventure. Malvenos wants to slay the prisoner immediately, but Ruan restrains him arguing that no matter how foul the creature deserves a fair trial. The prisoner is tied up and locked in the stables. Unless guarded all night, the creature is found dead the next morning, its throat cut. Obviously, suspicions focus on Malvenos, but he angrily rejects any such accusations. The incident causes no small resentment among the clergy – and some of them wonder if the PCs were responsible in some way.

In any event, as detailed in Encounter 1, the half-goblins know little of value.

Catching Goblins: Interrogating captured goblins is difficult. All are extremely uncooperative and only speak Goblin. Initially hostile to the PCs, their attitude must be changed to at least friendly to get any information from them. If the PCs manage to get them to talk (through Diplomacy, Intimidate or magic) they can give a brief summary of Ythel's plan – that he plans to torture and kill Ruan before looting the priory, but they do not know his motivations. They can also provide a brief description of the caves below the priory, but wilfully omit details of any dangers therein.

DAILY LIFE AT CYMER

The worship of Darlen dominates life at the Priory of Cymer. Services begin and end each day.

The faithful arise early and file into the Justicar's Hall (Area D) for morning service. Afterwards, they break their fast in the frater (Area K) with a simple meal of bread and cheese before moving to the chapter-house (Area H) to read holy texts and to discuss matters of faith for several hours. Here, Curate Roan presides over the other clerics teaching religious lessons and answering their questions.

In the afternoon, the clerics prepare food, struggle outside to cut wood and complete other daily mundane, but vital, tasks.

As dusk falls, the clergy share a cooked meal before evening service (again in the Justicar's Hall). The clerics then enjoy a few hours of personal time before retiring.

THINGS TO DO AT CYMER

Initially, time passes slowly at Cymer. Although the weather traps PCs in the priory, the clergy are glad of the company as they have few interesting visitors. Initially, they question the PCs about recent events in the outside world, their religion and a hundred other inconsequential things. This is a good opportunity for the PCs to get to know their hosts. (Refer to Appendix 2 for write-ups of all the clergy).

The PCs can also curry favour with their hosts by helping out wherever possible. Wood still needs collecting, snow must be cleared from the cloisters and so on. PCs with the appropriate skills could spend some time performing maintenance on the various dilapidated buildings or repairing storm damage.

The PCs are also welcome to join the clerics for their religious discussions and for morning and evening services. Ruan also allows any PC helping out around the priory to investigate the library and to read any books therein (but he does not permit them to remove any books – they are far too precious for that).

SWALLOWFELD: LEARN MORE

To learn more about the village of Swallowfeld, and to access a number of free downloads, check out ragingswan.com

TRAPPED IN THE PRIORY

The weather plays a pivotal part in *Retribution*. Not only does the storm isolate the priory, but the numbing cold and howling wind play upon the nerves of those trapped within its crumbling walls. During the PCs' time at the priory, make certain to often describe the storm's effects.

PCs venturing outside suffer the storm's full force (use the notes below to describe the conditions they encounter). Try not to kill the PCs with weather; such a death is no fun. Make it clear to them, however, that such travel is extremely dangerous. (If the PCs decide to flee the priory because events become too dangerous for them, allow them to reach Swallowfeld cold and tired, but alive.)

Strong Winds and Snow: The foul weather automatically extinguishes unprotected flames such as torches and has a 50% chance of extinguishing protected flames such as lanterns. It also imposes a -6 penalty to Listen checks, a -4 penalty to Perception checks; visibility ranges are halved. Characters using ranged weapons suffer a -6 penalty to attack rolls.

Snowdrifts: The deeply heaped snow surrounding the priory hinder all attempts to move around outside. It costs 4 squares of movement to enter areas of deep drifting. All other areas in the woods cost 2 extra squares of movement to enter.

The Cold and Exposure: The cold and the strong winds could prove fatal to unprotected travellers. Characters outside must succeed on a DC 15 (+1 per previous check) Fortitude saving throw every hour or suffer 1d6 nonlethal damage. (Characters with the Survival skill may be able to add a bonus to this saving throw). Characters wearing a cold weather outfit gain a +5 circumstance bonus to these checks. Characters who take damage from the cold start to suffer from hypothermia; treat such individuals as fatigued (character cannot run or charge and suffer a -2 penalty to Strength and Dexterity). Once a character falls unconscious, the cold deals lethal damage at the same rate. Once all cold-inflicted nonlethal damage has been cured, the character is no longer fatigued.

Nearest Village: The nearby village, Swallowfeld, is approximately eight miles away. A small coastal settlement of 500 folk dominated by agriculture and fishing, little help is to be had at the village. A small garrison of troops keeps marauders slipping from the Tangled Wood at bay, but their commander, Sir Talek Annear (LN male human fighter 4), is not inclined to ride to the priory through such terrible weather.

The village has a single trader, the sly and greedy Tryfena (N female doppelganger rogue 3). She stocks most items of interest to travellers and villager alike, but has few weapons among her inventory. A lone priest, the handsome but superstitious Kenan Dobel (LN male human cleric 3), sees to the villager's spiritual needs.

4: REACHING THE PRIORY

Run this encounter, when the PCs reach the Priory. Read:

Ahead, through the driving snow and dusk's gathering gloom, looms the shadowy outline of a battlemented high wall and a gatehouse. Already, small snowdrifts are gathering at the wall's base.

As the PCs get closer, they see that the gate stands shut and that no guards brave the winds and snow to keep watch. Above the howl of the wind, the PCs can still hear the ringing of bells.

Use the notes presented in "Features of the Priory" (Appendix 1) to describe the general state of the priory, ad-libbing details as necessary.

GAINING SANCTUARY WITHIN

Although Malvenos (Appendix 2) is not maintaining an active watch in this weather, he is in his chambers (Area A) listening for anyone banging on the gate or ringing the entry bell.

Ring the bell or banging on the door quickly brings Malvenos to investigate. He is cautious, though, and does not just swing the gate open. Instead, he uses a small spy port set in the gate to view and converse with the PCs. He demands to know the PCs' names and business before granting them entry. As long as the party contains no obvious monsters (orcs, goblins and so on), he unbars the gate and grants them sanctuary.

Once Malvenos has admitted the PCs he swiftly bars the gate and leads them to Ruan's Lodgings (Area C) where they meet the aging curate.



MEETING RUAN

As Malvenos leads the PCs to meet Ruan, they get their first view of the priory. Read:

Beyond the priory's walls lies a snow shrouded courtyard surrounded on all sides by cloisters. It is still bitterly cold, but here the wind cannot reach you. Your guide leads you to a plain wooden door upon which he knocks. After a few moments, he opens it and ushers you into a comfortable but plain office. Behind a large writing desk sits a frail old man. As you enter, he sets down the book he was reading and rises unsteadily to his feet.

The purpose of the PCs' visit to the priory determines the course of their conversation with Ruan. Ad-lib such details as necessary, remembering that Ruan happily welcomes all travellers and provides them sanctuary. Regretfully, however, such a large group has not used the priory's guest quarters in years. Thus, they are dirty and ill prepared; chamberpots are rusty, the beds' thin sheets are mouldy and mildewed, and the mattresses are full of old, stale straw. Ruan can spare none of his folk to help clean them because they are currently preparing the priory to weather the sudden storm. He asks Malvenos to show them to the Guest Lodgings (Area N) and begs their forgiveness that they must prepare their own quarters. Fresh straw can be had in the stables where also can be found brushes and other cleaning implements.

Before they leave, Ruan invites them to join him and his acolytes for dinner. He also asks them to refrain from wandering the priory's halls fully armed and armoured as the priory is a place of peace and contemplation.

DESIGNER'S NOTES

In their initial meeting with Ruan, the elderly curate asks the PCs to refrain from wearing full adventuring regalia around the priory as it is a place of peace. If they refuse his request, they earn his disapproval but he does not throw them out into the storm. Ask the PCs to list exactly what they normally carry while in the priory and if they are taking any special precautions at night such as setting a guard. While they are highly unlikely to engage in combat before Encounter 8 this reminds the players that they are not in a dungeon. It can also have the subtle effect of hinting that danger – from some currently unknowable source – is lurking nearby; after all this information wouldn't be relevant if fighting wasn't going to take place!

MEETING THE CLERGY

This is a complicated encounter, although no combat takes place. In relatively quick succession, the PCs meet everyone in the priory with the exception of Eiravel who remains in the infirmary convalescing.

Before the Night Bell tolls and dinner begins, the PCs can wander about the priory as they desire. This is a great opportunity to introduce the clergy one at a time. Simply introducing them all at dinner will confuse many players and make it harder for them to differentiate between NPCs during subsequent encounters.

As early encounters in Part 2 consist of roleplay and investigation it is vital that the PCs get a feel for each NPC. Keep this in mind when running each encounter. Introduce the NPCs slowly, giving the players time to note who is who and so on. Play up the NPCs' personalities and mannerisms in this initial meeting so that the players get a strong first impression of each individual.

When the PCs arrive, the various members of the clergy are engaged in a variety of tasks. They can also move about the priory, however, if the PCs do not visit the relevant locations. Perhaps Rosenn delivers a book to Ruan or Ythel takes Tomas a drink, for example.

Eiravel: She remains in the infirmary recovering from her injury. If anyone speaks with her, she pretends to be in great pain. She doesn't want to speak with any outsiders, fearing that they have come to arrest or kill her.

Malvenos: Once he shows the PCs to their lodgings, Malvenos returns to his quarters and his vigil. However, from his vantage point he keeps an eye on the Guest Lodgings and notes the PCs' movement around the priory. PCs making a DC 10 Perception check see him at the window watching them.

Rosenn: Working in the library, Rosenn is among her beloved books. The arrival of strangers surprises her; it is obvious to anyone that she is scared. If a half-orc is among the group, she flees to her chambers and locks herself in for several hours.

Ruan: The aged curate remains in his chambers pondering the PCs' arrival. By the time dinner begins, he has decided to speak with the PCs about the troubles besetting the priory.

Tomas: Initially unaware of the PCs' arrival Tomas remains in the Justicar's Hall ringing the bell to guide any lost travellers to the priory. He greets any strangers and immediately tries to dominate proceedings by making a number of suggestions about how to improve their quarters and so on.

Ythel: Ythel is in the kitchen preparing dinner. The PCs' arrival surprises him for a moment, but he composes himself quickly. A DC 20 Sense Motive check reveals his discomfort. If challenged about his reaction, he blames his nerves and the storm's sudden onset.

A CHEERLESS SUPPER

The tolling of the Night Bell announces dinner. When the PCs arrive at the frater, read:

A large, cold room stands before you. Evidently meant to accommodate far more people than currently sit within some of the dining room's tables have obviously stood unused for years. At your arrival, the five people sat at the far table turn to face you. Ruan, a smile on his face, rises and gestures you forward.

This is the first chance the PCs have to interact with all their hosts (although PCs ranging about the priory in search of essentials for their quarters may, at the GM's discretion, meet one or more of the clerics).

Ythel has cooked the evening meal and serves it once everyone is seated. He serves Ruan first and then the PCs followed by his companions. At the end of the meal, everyone but Ruan tidies away.

While filling, dinner – bread, cheese and potage (a thick vegetable soup) – is cheerless; the subdued clergy speak of little beyond the storm's sudden onset. Some small heat comes from the frater's fire, but the room is cold. As the wind rattles the building's roof tiles, conversation gradually moves from the weather to the queer events of recent days. Ruan deliberately steers the conversation in that direction as he hopes the PCs will – perhaps out of a sense of duty or boredom – offer to investigate. During the ensuing conversation, Ruan listens carefully and interjects comments to move the conversation along if necessary. The other clergy are very respectful of Ruan.

Some of the acolytes are nervous about these events – the priory is far from the nearby villages and any aid would take hours if not days to arrive. They fear that marauders stalk the woods and that they are too few to safeguard the priory's remaining treasures. Tomas is notable exception to this, believing that Darlen would never allow his holy sanctuary to be defiled.

WHAT HAS GONE BEFORE

Either during supper or over the coming days, the PCs may wish to find out more about the strange events of recent days. This section provides useful information regarding these subjects and gives the PCs insights into the backdrop to upcoming events.

If the players enjoy role-playing, use the information here in conjunction with the NPC write-ups in Appendix 2. Otherwise, consider allowing them to make a series of Diplomacy or Bluff checks to gain the relevant information. Read or paraphrase sections in italics as appropriate.

LIGHTS WITHIN THE WOODS

Ruan relates that strange lights have recently been seen moving through the nearby woods at night.

- **Malvenos:** *I saw the lights in the trees about a week ago. Saw them twice, but couldn't tell what they were. The lights seem very dim and never left the trees so I didn't investigate further. Strange things dwell in the deeper parts of the woods – goblins and worse – and I thought it could be a trap.*
- **Tomas:** *The lights are nothing to worry about; perhaps a lost hunter or some strange, but natural beast. Malvenos, you worry too much.*
- **Ythel:** *The lights are nothing but the doomed spirits of the savages who claimed these lands centuries ago. They worshipped false gods and eternal damnation is their fate!*

If asked the clergy confess that no one was brave enough to investigate the lights and although a (cursory) search of the forest was made at daybreak, no sign of what caused the lights has been found. They add that the lights have not been seen for several days.

THE QUIET WOODS

Even though winter has arrived with the sudden storm, the surrounding forests have been quieter than normal. This concerns Malvenos.

- **Malvenos:** *Something is stirring; some doom is gathering about this sacred place. The forest is normally bustling with the sounds of woodland creatures preparing for winter, but not this year. Something has scared the creatures away – something unnatural has come to Cymer.*

Additional questioning reveals that the forest has been this way for a couple of weeks. Only Malvenos believes this to be a problem; the other folk are not as in tune with nature as the half-elf and dismiss his worries as paranoia.

MISSING ICONS

Over the last few months a half-dozen gold and silver icons have gone missing from around the priory. The remainder now sit in the priory's locked Treasury (Area J). Except Eiravel, the priory has had no other visitors.

- **Tomas:** Someone has stolen six of our most precious icons – representations of Darlen himself! This blasphemy must not be allowed to stand.
- **Malvenos:** I have searched the priory, but there are so many places such things could be hidden. The thief's identity remains unknown.

CREATURES AT THE GATE

Two days ago, Malvenos discovered tracks in the mud outside the priory's gate.

- **Malvenos:** *The tracks were plentiful and were made by at least six creatures. I didn't hear anything while they were made, so they must have been stealthy. They seemed to mill about the gate before returning down the trail. They could have been goblins.*
- **Tomas:** *Bah. This is nothing more than peasant children from the nearby village here on a dare, perhaps to steal our treasure or play some pathetic joke. If I catch them, they'll get a sound thrashing!*
- **Rosenn:** *Malvenos thinks we are safe behind the priory's walls; no creatures of the forest can reach us here. What do you think? Will we be safe?*

Malvenos is not a skilled tracker and although he managed to follow the tracks toward the forest, he quickly lost them.

AFTERMATH

After dinner, Ruan invites the PCs to join him and his acolytes for the evening service in the Justicar's Hall (Area D) before retiring for the night. Refer to Appendix 1 to describe this place. Remember that this is the first time the PCs will likely see the priory's spiritual heart. Apart from the howl of the storm, nothing disturbs the PCs overnight, although it gets very cold in the predawn hours.

The next morning the dawn is cold and hard; the storm yet rages dumping more snow about the priory's walls. No one has slept particularly well.

Proceed to Encounter 5.

CONVERSATION & CONVERSION

Use the brief notes here in conjunction with the information in Appendix 2 to portray the PCs' fellow diners. Remember that although the folk detailed below all ostensibly worship Darlen, they do not share identical opinions. They have disagreements like any other group and they are not shy at airing them in front of strangers.

If some of the PCs do not worship Darlen, the clergy politely enquire about their religious beliefs and briefly talk about Darlen. Such PCs are the target of multiple "soft" conversion attempts over the next few days.

Eiravel: The tiefling does not appear at dinner. As the PCs seat themselves, Rosenn scurries to the infirmary carrying a covered tray. She returns a few minutes later. Any of the clergy can relate that they have an injured female guest. They do not allow anyone to visit her until the next morning as she is still weak.

Malvenos: The half-elf initially assumes that the PCs are here at his father's behest. Accordingly, he is defensive around the PCs and speaks little; only providing the bare minimum of information.

If, however, a woman with an above average Charisma is among the party, Malvenos is somewhat more approachable. He has been starved of female company since coming to the priory and as an incorrigible flirt concentrates his attention on any female guests.

Rosenn: A shy, timid woman, Rosenn says little at the dinner and at no time allows herself to be alone with any of the newcomers.

If any half-orcs are among the party, a DC 20 Sense Motive check reveals that she is very afraid of something. She only speaks when asked a direct question and excuses herself early, claiming tiredness.

Ruan: The aging curate is genuinely happy to have guests as it does his old heart good to aid folk in need.

He sees Darlen's hand in the PCs' arrival; hoping that they will uncover the truth behind recent events. He is aware that some of his acolytes can be difficult to deal with and can come across a bit like a parent apologising for a child's idiosyncrasies.

Tomas: Arrogant and overbearing, Tomas nevertheless takes great pains to agree with pretty much everything Ruan says. A decisive man of action he tries to "help" the PCs make plans and offers lots of advice. If the PCs reject his "sage" advice, he takes this as a personal insult and sulks.

Ythel: Ythel is cautious around the PCs and a DC 20 Sense Motive check reveals that he is not happy. (He is not happy because strangers have suddenly arrived mere days before he wreaks his final revenge upon Ruan). If asked about this, he replies that he believes that the storm was sent by some sinister power bent on the priory's destruction.

5: DAY TWO

Before launching the final phase of his plan – a bloody assault by his goblin and undead minions – Ythel wants to cause as much mental and physical anguish as possible. To that end, he has devised a number of strange events, accidents and portents to sap the will of his fellow priests.

The following events occur in the order they appear. Each event includes notes on its timing, location, individuals involved and so on. The GM should modify them as necessary, keeping in mind the objective of building an atmosphere of fear and suspicion among those trapped within the priory.

Use the information below to facilitate play over the next three days. When investigating these events and moving about the priory, allow the PCs plenty of time to

TIMELINE OF EVENTS

The events of *Retribution* take place over several days as Ythel torments those unfortunate enough to be trapped in the priory. Once he unleashes his final assault, however, events proceed quickly; the PCs won't have much time to save Ruan and his acolytes from a terrible fate.

The timeline below presents a brief overview of major events occurring on each day. Ad-lib other events as required.

Day 1: The PCs reach the priory after defeating Ythel's watchers and a pack of wolves. They meet Ruan and he grants them leave to remain in the priory until the weather eases. A winter storm blasts the area. The PCs must prepare their own quarters and afterwards meet their hosts at dinner.

Day 2: Eiravel remains in the infirmary, tended by Tomas. Snow continues to fall. Run the "Dead Birds" and "Sounds in the Night" events.

Day 3: Eiravel appears for breakfast for the first time, but subsequently does not move her possessions into the guest quarters. Run the "Open Shutters" and "Falling Lintel" events. Snow falls sporadically throughout the day.

Day 4: With dawn comes a short respite from the storm. Run "Gathering Wood" and "Fallen Icons". Around midnight, Ythel unleashes his final revenge upon Ruan (run Encounter 8). This triggers Encounters 9 – 16 and leads to the final confrontation in Part 3.

Spellcasting: Some of the events occur at night, which means that they may disrupt the PCs' rest. Spellcasting PCs who have their rest disrupted may not be able to memorize spells the next morning, which could put them at a disadvantage in subsequent encounters. However, remember that only strenuous exercise interferes with a spellcaster's rest.

chat with the residents.

During this portion of play, emphasise the terrible weather, the isolation and the aura of faded glory hanging over the priory.

The PCs' arrival slightly delays Ythel's plans as he seeks to learn as much as much about the newcomers as possible. Ythel is subtle, however, and he does not reveal his sinister interest in their abilities. He acts politely toward the PCs, doing little direct questioning himself, instead preferring to "harmlessly gossip" with his fellows.

During these events, keep in mind the personalities and goals of the priory's staff, referring to their write-ups (Appendix 2) for more information.

It is highly likely that Eiravel comes under suspicion at some point. When portraying her, remember that she is suffering from the after-effects of being poisoned and that she is a wanted thief in the nearby village. Thus, she is quiet and subdued. A DC 20 Sense Motive checks reveals she is hiding something.

5.1: DEAD BIRDS

Timing: Day two, early morning.

Location: The Garth (Area B).

Event: Rosenn finds the tiny, frozen crumpled corpses of four birds atop freshly fallen snow in the garth and becomes very upset. PCs in the nearby area become aware of the situation after Rosenn cries for her companions to come and see what she has found. (If the PCs do not investigate, a cleric mentions the dead birds soon afterwards). It appears that the birds simply froze to death; however, a DC 14 Heal check reveals discolouration around their beaks that suggests poisoning. Subsequent questioning of the clerics reveals that the priory has a rat and mice problem and that the clerics sometimes leave out poisoned food to deal with them. It is possible that the birds ate this poisoned food. (The poison is kept in the kitchen store, but it is not possible to determine if any is missing).

5.2: SOUNDS IN THE NIGHT

Timing: Day two, just after midnight.

Location: Justicar's Hall (Area D).

Event: After the PCs retire to bed, their sleep is untroubled until just after midnight. At that point, a distant banging sound (the hall's main door banging in the wind) wakes any PC making a DC 10 Perception check. If none of the PCs investigates, the sound stops after a couple of minutes. If the PCs reach the hall within five minutes, they arrive before Tomas enters the hall to investigate. As far as he knows, his fellows are all abed in their quarters.

If one or more of the PCs investigates, read:

As you get closer to the Justicar's Hall, the banging sound gets louder. Atop the snow-slick steps you easily make out the hall's main door banging in the wind. Beyond, darkness shrouds the interior.

Once the PCs enter the hall, they discover the frozen, mutilated corpse of a fox partially hidden by a small heap of windblown snow. A DC 15 Heal check reveals that the fox's heart is missing (PCs searching the area do not find it). Unfortunately, because of the condition of the body it is impossible to tell when the fox was killed. A PC making a DC 15 Knowledge (religion) check knows that worshippers of Braal often cut out their sacrifices' heart and that to them a fox signifies the hunt.

A DC 21 Survival or Perception check outside the door reveals a partially obscured Medium-sized footprint leading away from the hall, but falling snow has obscured its fellows.

If the PCs investigate the chapter-house, Rosenn refuses to open her door to the PCs – the banging has brought back terrible memories of bandits breaking into her house - but she will speak with them through it. Ythel opens the door, ostensibly very tired. Ruan and Malvenos are asleep in their chambers, while Eiravel slumbers in the infirmary.

TROUBLESHOOTING

If none of the PCs investigates, no one wakes them. However, this event is the only topic of conversation over breakfast the next day. However, there is no physical evidence for the PCs to examine – the corpse has been disposed of and the snow swept from the hall.

ROLE-PLAYING THE CLERGY

A key part of encounters five - seven is the clergy's reactions to unfolding events. Remember when portraying these that the NPCs' reactions are uniformly negative and that as time passes the storm makes their perception of events worse. What well-rested folk would view as nothing more than an accident or bizarre coincidence takes on sinister connotations to the tired and scared clergy.

Eiravel: Weakened by poison and virtually bedridden for the first few days of the adventure, Eiravel feels extremely vulnerable. She does not like this and does her best to attach herself to the most confident member of the party. If accused of being a thief, she tearfully confesses and returns the stolen items to the PCs. On day three, she does not leave the infirmary unless in the company of her chosen protector.

Malvenos: Frustrated by his inability to protect the clergy from these strange events, Malvenos begins to suspect the PCs of being involved somehow. He takes a particularly dislike to the PC with the lowest Charisma, following that individual around, asking questions and so on. When not keeping an eye on the PCs, Malvenos patrols the priory's walls. After the "Fallen Icon" event, Malvenos wears his armour at all times.

Rosenn: Since the tortured events of her childhood, Rosenn's grasp on reality has been tenuous at best. The darkening gloom and strange, ominous events cause her to alternate between bouts of sobbing and periods of self-imposed isolation in her chambers.

Ruan: The aged curate is resigned to whatever fate has in store for him. He cares deeply about his acolytes, however, and constantly beseeches Darlen to punish him for his sins but to spare Rosenn, Tomas and Ythel.

Tomas: Tomas is angered at the turn of events. Already incensed by how the local populace has turned away from Darlen's worship, he believes that these events are the work of local villagers bent on driving out the remaining clergy. As events continue, he becomes extremely militant in his views, eventually declaring that he will execute those he deems responsible.

Ythel: Ythel plays the part of the dutiful, loyal acolyte as events unfold. He spends as much time with Ruan as possible, ostensibly to keep him safe and to distract his aged master from the doom gathering about the priory. In reality, he greatly enjoys witnessing the distress his scheme is causing and if possible fuels Ruan's sadness with surreptitious observations.

6: DAY THREE

6.1: OPEN SHUTTERS

Timing: Day three, early morning.

Location: Ruan's Lodgings (Area C).

Event: After breakfast, Ythel creeps into Ruan's chambers and opens the shutters. Subsequently, much snow blows into the chamber, soaking Ruan's bed and ruining several rugs.

Once Ruan discovers this, he asks the other clerics to clean up the mess (which they do). PCs that help, earn Ruan's thanks.

If asked, he is certain that when he left the room the shutters were shut and barred. After a slow search of the room, he concludes that nothing is missing. The incident upsets him, however, and he remains quiet and subdued for the rest of the day.

6.2: FALLING LINTEL

Timing: Day three, morning.

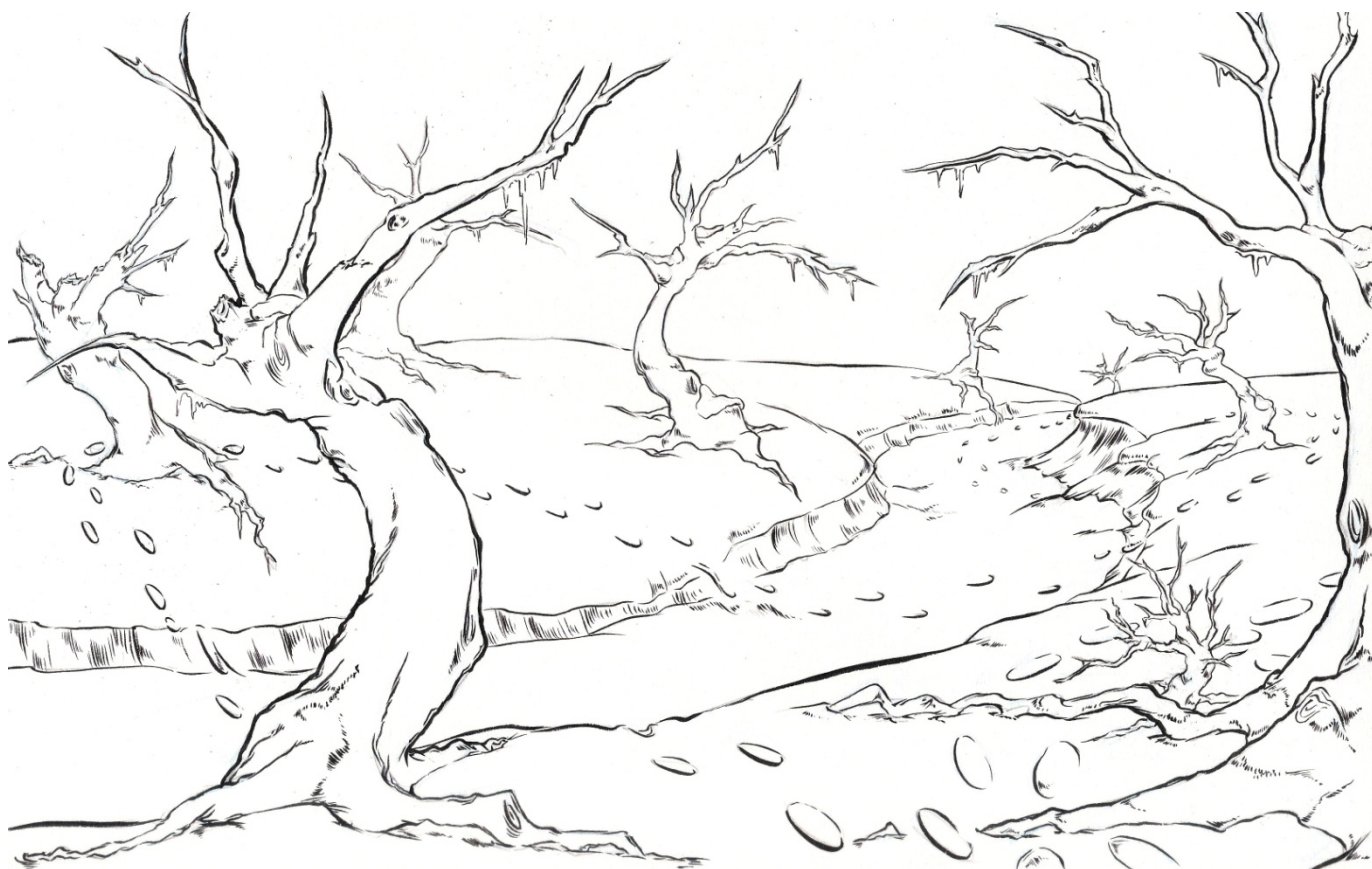
Location: Outside Ythel's chamber (Area H).

Event: Ythel orchestrates this event to misdirect any suspicion away from himself. Over the last few weeks, he has secretly worked to loosen a large stone from his room's lintel. When no one else is about, he pulls the stone loose and shouts loudly as it crashes to the ground, alerting anyone nearby (at the very least this alerts anyone in the chapter-house).

When others arrive to investigate (and all the other clerics do so), he breathlessly explains how the stone seemed to leap from the lintel as he passed beneath. A DC 10 Knowledge (engineering) check reveals that someone deliberately loosened the stone.

Ythel appears shaken, but is unharmed. Stone and plaster dust in his hair and clothes attests to his close call.

Any PC wanting to repair the damage must make a DC 15 Knowledge (engineering) check and spend three hours working. Success earns Ruan's thanks.



7: DAY FOUR

7.1: GATHERING WOOD

Timing: Day four, afternoon.

Location: Fringes of the wood near the priory.

Event: At breakfast, Tomas indicates that he plans to take advantage of a break in the weather to gather firewood and gratefully accepts any assistance. Reaching the woods, which are a few hundred yards away, is a hard slog through snowdrifts of varying depths. Once there, Tomas hacks branches from the trees with a small axe. He piles the cut timber into a wheelbarrow.

The first character to make a DC 17 Survival check spots a few Small-sized footprints not obscured by the overnight snow. (A band of goblins lurked here last night). A subsequent DC 17 Survival check reveals that the location and direction of the footprints suggest that creatures watched the priory. Wind and driven snow have obscured all other footprints, making it impossible to determine where they came from (or where they went).

Troubleshooting: If no one accompanies Tomas he returns to the priory with news of the footprints.

7.2: FALLEN ICONS

Timing: Day four, just before dusk.

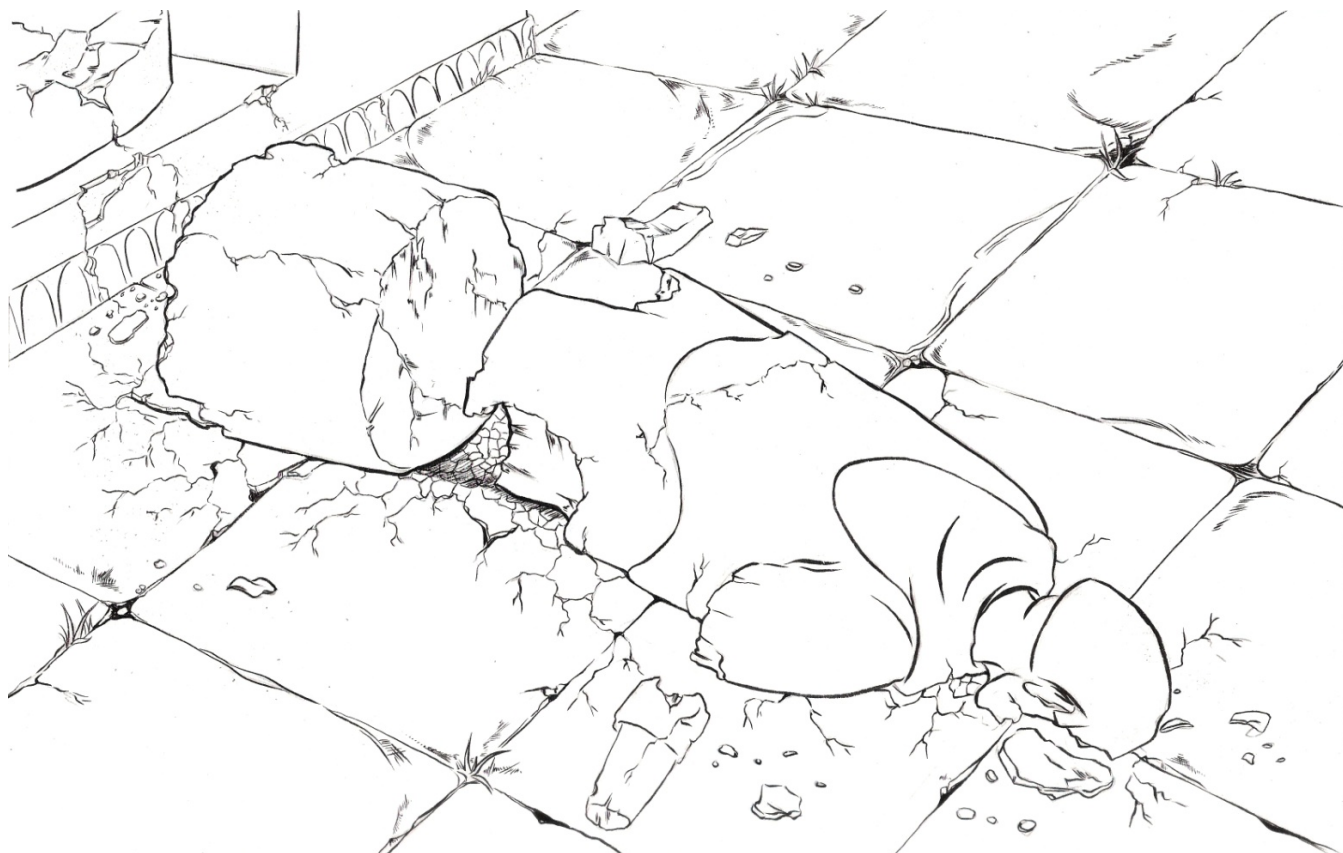
Location: Justicar's Hall (Area D).

Event: Ythel creeps into Justicar's Hall, casts *silence* and topples several icons. They shatter upon the floor; the faithful discovered the when they gather for evening worship.

This desecration affects Ruan deeply. As the others tidy away the shattered statues (placing them in the stables [Area M] for repair), he explains that he believes this is a sign of Darlen's displeasure. He is uncomfortable saying more, but a DC 16 Diplomacy check gets him to explain that in his youth he belonged to the Brotherhood of the Unalterable Way. He eventually saw the error of his ways and cast off its radical teachings. However, he was a member for many years and beat and harangued many students. He believes that either Darlen is punishing him for his error or that some demon is testing his devotion.

DEVELOPMENT

After the evening service, the clergy retire to their beds. Proceed to Encounter 8, when the PCs retire.



8: SCREAMS IN THE DARK

EL 3; XP 800 (this encounter includes a 200 XP bonus because the PCs are likely unprepared; **Location:** Guest Lodgings (Area N); **Timing:** Day four, around midnight.

This event heralds the final phase of Ythel's scheme. In the dead of night, as a gale howls outside, he unleashes his minions into the priory with orders to slay everyone. Concerned that the PCs may disrupt his plan, he dispatches a small group of minions to dispose of the outsiders. By the time Grelha shepherds her small band to the guest lodgings, Ythel's attack is well underway.

SET UP

If the PCs are maintaining a watch over the garth, they may see the zombie shambling towards the building. (Brunk and Grelha approach more cautiously; PCs must succeed on a Perception check opposed by the goblins' Stealth checks to notice them). If the PC has low-light vision or darkvision it is immediately apparent that something is terribly wrong; other PCs may just assume that a cleric is coming to speak with them. Otherwise, this encounter starts when Brunk tries to open the door.

When the zombie reaches the door, Brunk darts forward and tries to open it. If the door is unbarred, he automatically succeeds. Read:

A sudden blast of cold air and the wind's howl jolt you awake. The outside door bangs open and beyond you see several sinister shapes lurking in the storm's gloom.

If Brunk fails (the bar is too heavy for him) any PC making a DC 0 Perception check hears his attempt (sleeping PCs suffer a -10 penalty to this check). If any PC hears Brunk fail to open the door, read:

Above the storm's howl, you hear something scratching at the door.

This provides the PCs with a round of actions before the zombie begins to break the door down. If Brunk fails to open the door, Grelha commands the zombie to smash it down. Because of the door's hardness, this likely takes a minute or so giving the PCs time to prepare (likely by barricading the door or hastily donning armour).

TACTICS

Ythel has ordered Grelha to slay the PCs; Grelha is terrified of Ythel and fully intends to carry out this task.

Zombie: The zombie shambles inside and beats the nearest target to death, moving to the nearest opponent if its target falls. It follows Grelha's commands.

Brunk: Brunk snipes at obvious spellcasters while staying near the door. If the zombie is destroyed, he flees into cloisters. There he takes cover and shoots at PCs emerging from the guest quarters.

Grelha: Grelha casts *protection from good* just before the zombie destroys the door and *bless* once it moves inside. She uses channel energy to heal the zombie and saves *cause fear* for any enemy engaging her in melee. She fights to the death.

GRELHA

CR 1/2 (XP 200)

This small, bald humanoid has a flat soot-stained face, squashed nose and a wide mouth full of fangs. She is clad in studded leather armour.

Female goblin cleric (Baal) 1

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +2, Sense Motive +2
Speed 30 ft.

ACP -1; Escape Artist +4, Ride +6, Stealth +12

AC 18, touch 14, flat-footed 15; **CMD** 13

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

Fort +4, **Ref** +3, **Will** +4

hp 10 (1 HD)

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

Melee morningstar +0 (1d6-1) or

Melee Touch *touch of evil* +0 (sickened [1 round])

Ranged light crossbow (range 80 ft.) +4 (1d6/19-20)

Atk Options *touch of evil* 3/day

Special Actions channel negative energy 3/day (DC 10, 1d6), *copycat*, spontaneous casting (*inflict* spells)

Copycat (Sp) 3/day, Grelha creates an illusionary double of herself (as a single *mirror image*); duration 1 round (or until destroyed).

Cleric Spells Prepared (CL 1st; concentration +3, Evil, Trickery)

1st—*bless*, *cause fear*, *protection from good*^P

0—*bleed*, *detect magic*, *resistance*

Combat Gear *potion of cure light wounds*, smokestick, tanglefoot bag

Abilities Str 8, Dex 16, Con 14, Int 8, Wis 15, Cha 11

SQ evil aura (faint)

Feats Stealthy

Skills as above plus Knowledge (religion) +3

Languages Goblin

Gear as above plus 10 bolts, wooden holy symbol, spell component pouch, belt pouch, 2 gp, 15 sp

AREA FEATURES

The area has several features of note:

Illumination: Darkness cloaks the garth. Inside, the level of illumination is dependent on PC action.

The Storm: Characters attempting listen-based Perception checks in the garth suffer a -4 penalty because of the howling wind. The swirling snow provides concealment (20% miss chance). Ranged attacks made into or out of the garth suffer a -2 penalty because of the wind. A character casting spells in the garth must make a DC 5 + spell level concentration check or lose the spell.

Door: A single door provides access to the guest quarters (AC 3, hardness 5, hp 20, DC 25 Break check if barred). A bar stands propped against the wall nearby.

Furniture: Six beds stand here. They can be tipped over to provide cover (+4 to AC, +2 on Reflex saves) with a DC 10 Strength check. Small creatures under a bed have superior cover (+8 to AC, +4 on Reflex saves). Characters can leap atop a bed to gain the benefits of higher ground (+1 on melee attacks) with a DC 8 Acrobatics check or by spending 2 squares of movement.

Wooden Partitions: These 4 ft. high walls (hardness 5, hp 10) provide cover (+4 to AC, +2 on Reflex saves). It costs two squares of movement to cross a partition.

BRUNK

CR 1/2 (XP 200)

Clad in dirty, but serviceable, studded leather armour this small, squashed-nosed humanoid carries a loaded heavy crossbow.

Male goblin expert (scout) 2

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +4, Sense Motive -1
Speed 30 ft.

ACP -1; **Acrobatics** +7, **Climb** +4, **Ride** +6, **Stealth** +15

AC 18, **touch** 14, **flat-footed** 15; **CMD** 15

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

Fort +0, **Ref** +3, **Will** +2

hp 9 (2 HD)

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

Ranged heavy crossbow (range 120 ft.) +5 (1d8/19-20)

Melee dagger +2 (1d3/19-20)

Atk Options Point Blank Shot

Combat Gear caltrops (2), thunderstone

Abilities Str 10, Dex 17, Con 11, Int 10, Wis 9, Cha 6

Feats Point Blank Shot

Skills as above plus Disable Device +8, Knowledge (dungeoneering) +4, Knowledge (nature) +4

Languages Goblin

Gear as above plus 10 bolts, backpack, belt pouch, thieves' tools, sack, 17 sp, 34 cp, 2 gold rings (each worth 100 gp)

INTERROGATING GRELHA OR BRUNK

To gain useful information, one of the PCs must speak Goblin. Such PCs can use Diplomacy (making the goblin indifferent or better) or Intimidate (DC 11 against Brunk or DC 13 against Grelha) to glean useful information. Coerced captives tell of Ythel's general plan and provide brief details of the Deep Caves.

TROUBLESHOOTING

The PCs may not be in the Guest Lodgings. If Ythel knows where they are, run this encounter but adjust the attackers' tactics (remembering Grelha's low intelligence). If one of the PCs is elsewhere, he may witness Ythel's minions creep forth. Ad-lib events as appropriate, but allow the PC to warn his fellows of impending attack.

AFTERMATH

Once the PCs are victorious, proceed to Interlude: Cymer's Fall.

HUMAN ZOMBIE

CR 1/2 (XP 200)

A partly decomposed corpse shambles toward you. Grave dirt clings to its body and tattered burial shift. Its cold, dead eyes regard you with merciless indifference.

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +0

Speed 30 ft.

AC 12, **touch** 10, **flat-footed** 12; **CMD** 14

(+2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +0, **Ref** +0, **Will** +3

hp 12 (2 HD); **DR** slashing/5

Space 5 ft.; **Base Atk** +1; **CMB** +4

Melee slam +4 (1d6+4)

Atk Options staggered

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

Abilities Str 17, Dex 10, Con —, Int —, Wis 10, Cha 10

SQ undead traits

Feats Toughness^B

Gear rotting burial garments, a gold and silver chain below its burial garments (worth 300 gp)

INTERLUDE: CYMER'S FALL

Once the PCs have defeated the initial attack upon their persons, they have time to heal, don armour and so on. However, while they do so Ythel's remaining troops are far from idle, looting the priory and torturing and killing its clergy.

THE ATTACK

As Grelha and her troops attacked the PCs other groups were also abroad in the priory. One group, led by Ythel, broke into Ruan's lodgings and abducted the aging curate, another snuck into the Chapter-House to deal with Tomas and Rosenn. A small group of goblins attacked Malvenos in his chambers while a ghoul was despatched to slay Eiravel. At the start of this interlude, doom stalks the folk within the priory's walls.

Eiravel: Having defeated Eiravel, the ghoul lurks in the infirmary. Twenty minutes after this interlude begins, the ghoul ransacks the infirmary and begins to consume her corpse.

Malvenos: Malvenos is in his chambers. He has killed the goblins sent to slay him, but is gravely injured.

Rosenn: Trapped in her room and driven mad by terror, a foul half-goblin sorcerer is abusing Rosenn. Ten minutes after this interlude begins, he kills her.

Ruan and Ythel: Captured by Ythel, Ruan is already in the Deep Caves where Ythel is preparing to begin his one-time teacher's last torment.

Tomas: Captured by goblins, Tomas lies atop the altar in the Justicar's Hall enduring terrible torture. Thirty minutes after the attack begins, after revealing nothing to his tormentors, he dies of blood loss and shock moments before Gark cuts out his heart.

MOVING OUT

Outside, the storm howls and snow falls, quickly erasing the attacker's tracks. However, PCs making Perception checks to hear or spot activity in the other parts of the priory may gain some valuable clues as to what is going on. When the PCs look into the garth, read:

In the garth, the winter storm howls and snow swirls in the air dramatically reducing visibility so that you can barely make out the priory's other buildings. Above the howling

of the wind, you can hear the faint, undulating screams of someone in terrible pain.

PCs making a DC 15 Perception check believe the screaming comes from the Chapter-House. PCs making a DC 20 check identify the screamer as Rosenn.

STAYING PUT

If the PCs elect to stay put, Ythel eventually remembers Grelha and her mission and dispatches the goblins detailed in Encounter 15. This second group is extremely cautious when approaching the guest lodgings. As soon as they face opposition, they retreat to warn Ythel that not all resistance has been crushed. Design additional combats using Ythel's remaining minions, but do not immediately overwhelm the PCs; give them time to decide to carry the fight to their enemy.

EXPLORING THE PRIORY

When ready, the PCs can explore the rest of the priory. Ensuing noncombat encounters appear here and overleaf. Subsequent pages present the remaining combat encounters of Part 2. With the exception of Encounter 15, the remaining encounters in Part 2 are designed so that even a single PC can resolve (or avoid) them (in case the group splits up).

If the PCs investigate Rosenn's chamber, run Encounter 13.

When the PCs reach the infirmary, run Encounter 14.

If the PCs investigate Justicar's Hall, proceed to Encounter 15. In all likelihood, the PCs will then proceed to Encounter 16 in the undercroft.

OTHER AREAS

Ythel's minions have ranged throughout the entire priory in search of victims and loot; use the notes here to describe their rampage.

Cloisters and Garth: Ythel's minions used the cloisters to move about the priory; footprints of many humanoids are evident in the snow. A DC 17 Survival check reveals two distinct set of tracks – those of small humanoids (goblins) and the shuffling gait of larger creatures (zombies).

Library and Treasury: The treasury's door easily resisted the goblin's puny strength. A small pile of

scorched books in front of the door shows how they tried to burn it down.

Kitchen: Ythel's minions have comprehensively ransacked this area. Sacks of food are slashed open, cooking equipment lies scattered about and the so on.

9: TOMAS' CHAMBER (AREA H)

Tomas' chamber is in disarray. Read:

A battle has clearly been fought here. Tomas' unsheathed longsword lies unbloodied on the floor amid the shattered remnants of the chamber's door. Other mundane possessions lie scattered about. A bloody smear near the door suggests that someone was dragged from the room.

All of Tomas' wealth has been stolen, but his masterwork splint mail and large steel shield (too large for goblins to use) remain on their rack.

10: YTHEL'S CHAMBER (AREA H)

The recent violence and looting have left this chamber almost completely untouched. The door is shut. Read:

This room seems completely untouched by the recent violence.

A DC 10 Perception check reveals that Ythel's books and religion icons here have been defaced. Ythel has taken everything of value to his lair (Area F) in the Deep Caves.

11: RUAN'S CHAMBERS (AREA C)

Ythel himself led his minions here to capture Ruan. Although Ruan tried to defend himself, the feeble cleric was no match for his attackers and was quickly subdued. The front door to Ruan's chambers stands open and snow has started to blow inside. Read:

Snow has blown into Ruan's private office. Within, doors to his private chambers and chapel similarly stand open. All the rooms have been comprehensively looted.

If the PCs search Ruan's dwelling, they may find some small clues as to his fate.

Bed Chamber: A DC 15 Perception check reveals a small amount of splattered blood on his bed. A DC 15 Heal check indicates that the wound was probably not fatal.

Private Chapel: The altar has been defaced and the icons upon it smashed on the floor. Scratches in the stone show were someone has slashed at it.

12: MALVENOS (AREA A)

Of all the priory's occupants, Malvenos is the only one to defeat his attackers – saved by his armour and skill-at-arms. When the PCs reach this area he is badly wounded, but all his attackers lie dead. The ground floor of the gatehouse is essentially untouched by the battle, but the outer door has been forced open.

The bodies of two goblins lie sprawled on the stair; both slain my powerful sword blows from above. Two more lie at the top of the stairs in a bloody pile. Moaning and the sound of movement emanate from the partially open door ahead.

If Malvenos hears movement on the stairs (oppose his Perception check against the PCs' least successful Stealth check) he assumes the PCs are more attackers and prepares for battle.

Tactics: Malvenos hides behind the chamber door and prepares to slam it into the first person to reach it. Treat this as a bull rush attack with a +4 modifier that does not provoke attacks of opportunity. He then moves around the door, but stops attacking when he sees the PCs.

SPEAKING WITH MALVENOS

Malvenos was badly wounded in his fight against the goblins (he is on 2 hit points) and gratefully accepts any offered healing. He relates that he heard the goblins breaking in downstairs and defeated them. Malvenos is very keen to go to the clergy's aid (particularly Rosenn's) and explains that he was just preparing to do so when the PCs arrived.

While searching the priory Malvenos is brave, but not foolhardy. He offers any assistance he can to those rescued and when the PCs descend into the undercroft stays behind to guard any survivors. If there are no survivors, however, he joins the PCs if they dare the undercroft.

13: ROSENN'S CHAMBER

EL 1; XP 400; Location: Rosenn's chamber in the Chapter-House (location H); **Timing:** The first time the PCs reach this place after Encounter 8.

If the PCs trigger this encounter within ten minutes of Grelha's attack (Encounter 8), Rosenn is still alive. If they arrive after this deadline, she is dead. Refer to the relevant section below.

ROSENN DEAD

The PCs are too late; Rosenn is dead and Terl is searching the chamber. Read:

Rosenn's corpse lies on the bed, her throat cut. Her blood soaks the bed and nearby floor. A scrawny but muscular man wearing bloodstained robes has his back to you – he is searching the room and has not yet noticed you.

TERL	CR 1 (XP 400)
<i>This scrawny creature stands about 5 ft. tall. Slightly pointed ears frame the man's freakishly oversized, bald head. His scarred face is twisted into a cruel grimace.</i>	
Male half-goblin sorcerer (aberrant) 2 NE Medium humanoid (goblinoid, human)	
Init +2; Senses darkvision 60 ft.; Perception -1, Sense Motive -1	
Speed 35 ft.	
ACP -0; Ride +4, Stealth +4	
AC 16, touch 12, flat-footed 14; CMD 15 (+2 Dex, +4 armour [<i>mage armour</i>])	
Fort +1, Ref +2, Will +2	
hp 14 (2 HD)	
Space 5 ft.; Base Atk +1; CMB +3	
Melee mwk morningstar +4 (1d8+2)	
Ranged Touch (Sp; 5/day) <i>acidic ray</i> (range 30 ft.) +3 (1d6+1 acid)	
Sorcerer Spells Known (CL 2nd; concentration +4) 1st (5/day [4 remaining])— <i>colour spray</i> (DC 13), <i>mage armour</i> 0—acid splash, <i>dancing lights</i> , <i>daze</i> (DC 12), <i>detect magic</i> , <i>mage hand</i>	
Combat Gear <i>scroll of expeditious retreat</i> , <i>scroll of identify</i> , <i>scroll of sleep</i>	
Abilities Str 15, Dex 14, Con 12, Int 10, Wis 8, Cha 15	
SQ bloodline arcana (aberrant)	
Feats Fleet ^B , Toughness	
Skills as above plus Knowledge (arcana) +4, Knowledge (dungeoneering) +4, Spellcraft +5	
Languages Common, Goblin	
Gear as above plus 10 pp, 50 gp, spell component pouch, belt pouch	

ROSENN ALIVE

Terl (a burly and vicious half-goblin) is brutalizing Rosenn as the PCs approach the chamber. They first hear her screams when they enter the Chapter-House. When they reach her chamber, read:

Rosenn's door stands open; its frame smashed inwards. Within the room, a scrawny but muscular humanoid writhes on the bed pinning Rosenn below him. The room is in disarray and bloody handprints decorate the wall at the head of the bed.

Terl's brutal attack has severely traumatised Rosenn and she can barely speak. Battered and bruised she has suffered several minor injuries during Terl's attack. Although not severely physically injured, his attack has crushed her fragile sanity and if rescued she does little but hug herself and rock back and forth on her bed.

TACTICS

Terl does not want to be trapped in the room and even if faced with only one visible foe tries to escape immediately. He uses *colour spray* to subdue opponents before making a run for it. (If his *colour spray* subdues all his enemies he stops briefly to loot, but he does not take the time to administer coup de graces).

If he escapes, he hides in the priory and watches developments; he is not particularly loyal to Ythel and takes no risks to warn his master that the PCs yet live.

If trapped in the room he sells his life dearly, trying to slay as many enemies as possible before he falls. He prefers to target humans in this instance.

AREA FEATURES

The area has several features of note:

Illumination: Two candles provide shadowy illumination.

Door: The wooden door has been kicked in; pieces lie on the floor and the frame is broken in several places.

Walls: Parts of the whitewashed wall by the head of the bed are smeared with blood.

Furniture: The room has a single bed, a small chest containing Rosenn's clothes and a small shrine-niche.

14: THE INFIRMARY

EL 1; XP 400; Location: Infirmary (location O); **Timing:** The first time the PCs reach this place after Encounter 8.

If the PCs reach this area within 20 minutes of Grelha's attack (Encounter 8) Eiravel yet lives. If the PCs arrive later, she is dead. Refer to the relevant section below.

EIRAVEL ALIVE

When the PCs enter the infirmary, Eiravel is unconscious, but stable (hp -2). Read:

The infirmary is in disarray; several beds lie on their sides and scattered equipment covers the floor. A hairless man-shaped creature clad in ancient robes crouches in one corner, riffling a backpack. Eiravel's unmoving body lies beneath an overturned bed.

If the ghoul is defeated, the PCs can heal Eiravel. If they do so, she is extremely grateful for their help. A small-time thief used to fleecing merchants and other easy marks recent events have terrified her. She has no interest in helping the PCs clear the priory of other wandering monsters and barricades herself into the infirmary.

EIRAVEL DEAD

When the PCs enter the infirmary, they interrupt the ghoul feasting on Eiravel's corpse. Read:

The infirmary is in disarray; several beds lie on their sides and scattered equipment covers the floor. A hairless man-sized creature clad in ancient robes crouches over Eiravel's body. Red gore covers the surrounding flagstones.

TACTICS

The ghoul fights savagely until destroyed. If it paralyzes a

DESIGNER'S NOTE

Paralysis and ghoul fever make ghouls dangerous opponents. However, if the PCs know who has (or has not) resisted ghoul fever's onset much of the flavour of this encounter is lost. Consider making the relevant saving throws yourself and keeping the result secret until afflicted characters begin to feel unwell. Such developments can breed uncertainty in the group and add to the general level of anxiety and paranoia the PCs should be feeling by now.

foe, it makes a full-attack against its helpless target (+4 to attack and the target has a Dexterity of 0 [-5 modifier]) before attacking another opponent.

AREA FEATURES

The area has several features of note:

Light: Shadowy illumination from several candles fills the chamber.

Beds: Rows of beds stand here. Squares containing beds are difficult terrain but characters can leap atop one with a DC 8 Acrobatics check. Characters atop a bed gain the benefit of higher ground (+1 on melee attacks).

Storerooms: Unless they've already been found, PCs searching the storerooms and making a DC 20 Perception check find two healers' kits and a glass vial containing a slightly sparkling white liquid (a potion of *cure light wounds* [faint conjuration; DC 16 Spellcraft]).

GHOUL

CR 1 (XP 400)

This humanoid's hairless skin is pallid and drawn tightly over its almost skeletal frame. It has long, sharp teeth, an unnaturally long tongue and red-hued eyes.

CE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +2
Speed 30 ft.

ACP 0; Acrobatics +4, Climb +6, Stealth +7, Swim +3

AC 14, touch 12, flat-footed 12; **CMD** 14
(+2 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

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

hp 13 (2 HD)

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

Melee bite +3 (1d6+1 plus *ghoul fever* and paralysis) and 2 claws +3 each (1d6+1 plus paralysis)

Ghoul Fever (Su) Fort DC 12; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul retains none of the abilities it possessed in life. A slain humanoid of 4 or more Hit Dice rises as a ghast.

Paralysis DC 13 Fort negates; duration 1d4+1 rounds; elves are immune to this effect.

Abilities Str 13, Dex 15, Con –, Int 13, Wis 14, Cha 14

SQ undead traits

Feats Weapon Finesse

Languages Common

15: UPON THE ALTAR

EL 4; XP 1,200; Location: Justicar's Hall (Area D); **Timing:** When the PCs first reach this place after Encounter 8.

Rapacious, but dim witted, these goblins believe that the clergy's most valuable items are hidden somewhere in this chamber. Originally, tasked with killing Tomas, Gark (their leader) instead decided to sacrifice him to Braal here as an insult to Darlen. While preparing to do so, Partrax convinced him to first force the hapless priest (through torture) to reveal the priory's hidden treasures. Thus far, Tomas, stubborn to the end, has refused to do so.

A scrawny goblin stands before the hall's high altar, blood dripping from the dagger in its hand. Atop the altar lies Tomas wearing his bloodstained robes. Nearer to you, two more goblins clad in studded leather armour are investigating the pews.

SET UP

Gark is behind the altar while the goblin battledancers are poking about in the main chamber. Partrax is investigating the bells atop the tower and is not immediately visible.

TACTICS

The goblins act quickly in the face of a new threat.

Goblin Battledancers: These warriors immediately tumble toward the PCs keeping pews between themselves and archers or spellcasters. They flank foes whenever possible, using Two-Weapon Fighting unless their foes are proving difficult to hit.

Gark: Gark attacks Tomas trying to plunge a dagger into his chest (resolve this attack normally; see "Tomas' Fate") as soon as battle begins. (Surprised by the PCs' presence, he does not take the time to administer a coup de grace). He stays behind the altar using it (and Tomas) as cover and hurls darts at approaching enemies. Gark uses *burning hands* when a target enters range and, if hard pressed, *obscuring mist* to flee.

Partrax: As soon as he hears the sounds of battle (DC -3 Perception check [already modified for distance and distraction]) he positions himself at the top of the ladder leading down to the hall and hides (gaining cover from the open trapdoor). He then fights from range, hiding so that he can sneak attack with his shortbow. If injured, he

retreats up the ladder and snipes at any pursuers. If trapped in the tower, he fights to the death.

TOMAS' FATE

If the PCs are slow to reach this place – arriving more than 30 minutes after finishing Encounter 8 – Tomas dies from shock and blood loss moments before Gark cuts out his heart as a sacrifice to Braal. A DC 15 Heal check reveals that he has been tortured. If he is still alive, use Tomas' unprepared statistics (Appendix 2) with these modifications:

AC 5, touch 5, flat-footed 5
hp 1

Tomas has his normal complement of spells available. If he survives the battle, he is immensely grateful, using them to heal himself and the PCs. He also relates that he saw Ythel dragging Ruan into the undercroft. He refuses to accompany the PCs below, however, saying that he must see to Rosenn (or to her corpse if she has not survived).

GOBLIN BATTLEDANCERS (2)	CR 1/2 (XP 200)
<i>This small humanoid has a flat face, squashed nose and a wide mouth full of fangs. Clad in stained studded leather armour it wears two rusted and pitted spiked gauntlets.</i>	
Male goblin warrior 1/expert (acrobat) 1	
NE Small humanoid (goblinoid)	
Init +3; Senses darkvision 60 ft.; Perception +3, Sense Motive -1	
Speed 30 ft.	
ACP 0, Acrobatics +8, Climb +5, Ride +7, Stealth +15, Swim +1	
AC 17, touch 14, flat-footed 14; CMD 15	
(+1 size, +3 Dex, +3 armour [mwk studded leather])	
Fort +2, Ref +3, Will +1	
hp 13 (2 HD)	
Space 5 ft.; Base Atk +1; CMB +2	
Melee spiked gauntlet +3 (1d3) or	
Melee spiked gauntlet +1 (1d3) and	
spiked gauntlet +1 (1d3)	
Atk Options Two-Weapon Fighting	
Combat Gear vial of small centipede poison (DC 11; 1 rd. for 4	
rds.; 1 Dex)	
Abilities Str 10, Dex 17, Con 11, Int 10, Wis 9, Cha 6	
Feats Two-Weapon Fighting	
Skills as above plus Perform (dance) +7	
Languages Goblin	
Gear as above plus belt pouch, sack, 15 sp	

AREA FEATURES

The area has the following features of note:

Illumination: Two *everburning torches* provide normal light around the altar and dim light for a further 20 ft. beyond.

Ceiling: The ceiling is 25 ft. high.

Walls: The walls are of whitewashed dressed stone. In places, the whitewash is faded and peeling.

Floor: Coloured tiles (red, brown, white and gold) cover the floor. Many of these are faded and worn; several are cracked.

High Altar: A white sheet soaked in Tomas' blood covers the altar.

Statuary and Icons: A half-dozen life-sized statues normally flank the high altar, three to a side. Now, three niches are empty. Each of the statues represents Darlen or an important saint. Characters standing behind a statue gain cover (+4 to AC, +2 on Reflex saves).

Pews: Rows of dusty pews fill much of the chamber. Count squares containing a pew as difficult terrain; characters moving between pews are squeezing (-4 on attack rolls, -4 to AC and it costs 2 squares of movement

to enter a square between pews).

Characters leaping atop a pew (DC 8 Acrobatics check) gain the benefits of higher ground (+1 to melee attacks). Characters can jump from pew to pew with a DC 5 Acrobatics check.

Characters moving at full speed along a pew must make a DC 10 Acrobatic check; those moving at half speed need make no check.

Pews grant cover (+4 to AC, +2 on Reflex saves) to characters standing behind them while characters prone behind a pew gain improved cover (+8 to AC, +4 on Reflex saves and improved evasion).

Frescos: The painting behind the altar depicts Darlen sitting in judgment on a great multitude of souls. The picture to the left shows souls found wanting being cast into hell while that to the right depicts a fanciful view of the afterlife.

Undercroft: Ythel has unlocked the door leading to the undercroft and left it slightly open.

Treasure: Two *everburning torches* set in scones light the hall. Apart from the various ceremonial objects, the goblins carry the only other treasure found here.

GARK

CR 1 (XP 400)

This bald and skinny, seemingly malnourished humanoid wears crudely hacked off, dirt-streak white robes.

Male goblin adept (Braal) 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, Mobility (+1 size, +2 Dex, +1 armour [*bracers of armour* +1], +1 dodge)

Fort +2, **Ref** +3, **Will** +4

hp 16 (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*, *protection from good*

0—*detect magic*, *ghost sound*, *touch of fatigue* (DC11)

Combat Gear *potion of cure moderate wounds*, *scroll of invisibility*, *scroll of obscuring mist*

Abilities Str 6, Dex 15, Con 12, Int 10, Wis 13, Cha 7

SQ summon familiar

Feats Dodge, Mobility

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

PARTRAX

CR 1 (XP 400)

Lean and lithe, this small humanoid moves with speed and skill. He wears a fine chain shirt and wields a shortbow.

Male goblin rogue 2

NE Small humanoid (goblinoid)

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

Speed 30 ft.

ACP -1, Acrobatics +8, Climb +4, Escape Artist +8, Ride +7, Stealth +16, Swim +1

AC 20, touch 16, flat-footed 15; **CMD** 17; Dodge

(+1 size, +4 Dex, +1 dodge, +4 armour [*mwk chain shirt*])

Fort +2, **Ref** +7 (evasion), **Will** +0

hp 18 (2 HD)

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

Melee short sword +6 (1d4/19-20)

Ranged mwk shortbow (range 60 ft.) +7 (1d4/x3)

Atk Options sneak attack +1d6

Combat Gear *potion of blur*

Abilities Str 11, Dex 19, Con 14, Int 12, Wis 10, Cha 6

SQ rogue talent (finesse rogue)

Feats Dodge, Weapon Finesse^B

Skills as above plus Disable Device +10 (+11 vs. traps), Knowledge (dungeoneering) +6, Sleight of Hand +8

Languages Common, Goblin

Gear as above plus 12 arrows, masterwork thieves' tools, belt pouch, 3 gp, 14 sp, 37 cp

16: THE RESTLESS DEAD

EL 3; XP 1,000 (includes 200 XP for gaining the *blessed aspergillum*); **Location** the undercroft; **Timing** When the PCs first reach this place after Encounter 8.

Below the Justicar's Hall lies the undercroft. When the PCs descend the stair, read:

The steep spiral stair leads to an obvious crypt. The floor is flagged and the walls are of brick (each bearing the symbol of a rising sun). An altar decorated with a rising sun motif stands ahead while many sealed burial niches pierce the walls.

Ythel is cautious and has not yet dared to plunder Cymer's tombs, fearing guardian spirits and protective wards. Some of his goblin minions, however, did not share his caution and came here for plunder after Ythel carried Ruan below. Their desecration awoke Marel (a priest of the priory himself slain by goblin raiders decades ago). Marel slew the goblins and lingers here ready to slay any other evil-doers.



When the PCs reach the undercroft, Marel is hovering near his sarcophagus. Alerted either by footsteps or lights upon the stairs, Marel sinks into the wall adjacent to the stairs. While within the wall, he cannot hear or see the PCs, but can sense creatures passing his position. He waits for several rounds after he senses the last person passing by before emerging. Read:

The spectral image of an old man clad in clerical vestments bursts from the wall near the stairway. As he flies toward you, he screeches, "Death and damnation to all Braal's servants."

If the PCs fight, refer to "Tactics." If they immediately negotiate, proceed to "Parley." If combat begins and the PCs subsequently parley they must make DC 24 Diplomacy check to stop Marel fighting. For each PC openly wearing Darlen's holy symbol give a +2 bonus to this check.

TACTICS

Marel is a merciless opponent of evil but cannot leave the undercroft. He uses corrupting touch to slay his enemies.

UNDERCROFT FEATURES

The undercroft has several features of note:

Illumination: Darkness fills the undercroft.

Staircase: This steep spiral staircase is difficult terrain. Characters cannot run here and the DC of all Acrobatics checks made on the stairs increases by 4. Characters on the stairs gain higher ground (+1 to melee attacks) against opponents below them. The stairs descend 30 ft.

Walls: The undercroft's walls are of brick (hardness 8, hp 90, DC 20 Climb check) faced onto stone. A rising sun motif decorates each brick.

Shattered Wall: Guided by Braal, Ythel broke through this wall to reveal a passageway leading to the Deep Caves. A pile of bricks (difficult terrain) lies to one side.

Ceiling: The arched and vaulted ceiling is 20 ft. high and in good repair. Faded murals of rising suns adorn it.

Floor: The flagged floor is in good condition. A dusty mosaic of a rising sun covers the floor.

Altar: A rising sun motif decorates this stone altar.

Burial Niches: Cover stones (hardness 8, hp 60, DC 28 Strength check to lift) graven with the incumbent's name protect each burial niche. Pushing aside a cover stone reveals a small dust-filled cavity. Bones and scraps of cloth cover the floor, but none contains treasure except Marel's

which holds the *blessed aspergillum*. A few of the niches are empty, awaiting occupants.

Goblin Corpses: Three goblin corpses lie in front of Marel's burial niche. Slain by his corrupting touch, each corpse is horribly shrivelled. The PCs can recover a total of 12 gp, 37 sp and 132 cp from the corpses.

PARLEY

The PCs must convince Marel that they are not evil's agents; they can use Bluff, Diplomacy or Intimidate checks to this end. Award a +2 bonus for good role-playing or a -2 penalty for bad role-playing to each checks.

Success or Failure: The PCs must make four successful checks before three failures to befriend Marel.

Bluff: If the PCs lie, Marel opposes the Bluff check with a Sense Motive check.

Diplomacy (DC 19): PCs making Diplomacy checks either quote holy scripture or tell Marel of Ruan's kidnap and the doom falling upon the priory.

Intimidate: Using Intimidate against Marel automatically counts as a failed check. Marel is already dead and cannot be forced into abandoning his self-appointed task. A DC 20 Sense Motive check made immediately beforehand reveals that Intimidate will fail.

Knowledge (religion; DC 15 or 20): The PCs can quote passages from religious tracts to aid their case. Quoting from either *The True and Present Light* or *The Encroaching Darkness* (Marel's favourites; found in the library [Area I]) gains a +2 bonus to this check. The PCs may make one such check before a Bluff, Diplomacy or Intimidate check.

A successful check bestows a +2 circumstance bonus to the PCs' next Diplomacy check. A DC 20 check bestows a +4 bonus. A PC failing a DC 10 Knowledge (religion) check suffers a -2 penalty. Any penalty or bonus accrued only applies to the next check.

Success: If the PCs achieve four successful Bluff or Diplomacy checks they convince Marel of their good intentions. Marel becomes much more talkative. He explains that his remains bind him to the crypt but that the priory must be cleansed of the evil lurking within its halls. He begs the PCs to do so.

If the PCs accrued one or fewer failures, he brings forth what appears to be a silvered light mace. This is in fact a *blessed aspergillum* (Appendix 3) which he gives them. He uses channel positive ability to heal the PCs' wounds.

Failure: If they fail two checks, Marel becomes agitated and accuses them of being Braal's servants; if they fail a subsequent check, he attacks.

AFTERMATH

If the PCs convince Marel to let them pass, award them XP as if they had defeated him. Additionally, if he gifts them the *blessed aspergillum*, award another 200 XP.

When the PCs enter the passageway to the Deep Caves, proceed to Part 3.

MAREL

CR 3 (XP 800)

The transparent image of an old man clad in burial vestments hovers before you. His face is contorted as if in great pain and his hands clutch a gaping wound in his stomach from which his entrails tumble.

Male human ghost cleric (Darlen) 2

LG Medium undead (augmented humanoid, incorporeal)

Init -1; **Senses** darkvision 60 ft.; Perception +13, Sense Motive +10

Speed fly 30 ft. (perfect)

ACP 0; Fly +7, Stealth +7 (incorporeal)

AC 13, touch 13, flat-footed 9; **CMD** 14
(-1 Dex, +4 deflection)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); critical hits and precision-based damage (except from *ghost touch* weapons); nonmagical attacks; **Resist** channel resistance +4

Fort +7, **Ref** -1, **Will** +6

hp 20 (2 HD); half damage from corporeal spells or weapons

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

Melee (incorporeal touch) corrupting touch +1 (3d6; DC 15 Fortitude halves)

Special Actions channel positive energy 9/day (1d6 [1d6+2 vs. undead and attack bypasses channel resistance], DC 15), spontaneous casting (*cure* spells), *touch of good*

Touch of Good (Sp; 6/day) When Marel touches a good creature he grants it a +1 sacred bonus on attack rolls, skill checks, ability checks and saving throws for 1 round.

Cleric Spells Prepared (CL 2nd; Good, Sun)

1st—*cause fear* (DC 14), *detect evil*, *protection from evil*^P

0—*detect magic*, *light*, *resistance*, *stabilise*

Abilities Str —, Dex 8, Con —, Int 12, Wis 17, Cha 18

SQ incorporeal, good aura (moderate), rejuvenation

Feats Alertness^B, Extra Channel

Skills as above plus Heal +8, Knowledge (history) +5, Knowledge (religion) +6, Knowledge (planes) +5, Spellcraft +5

Languages Celestial, Common

Rejuvenation (Su) If slain, Marel's spirit reforms in 2d4 days.

Gear burial vestments

REWARD SUMMARY

During Part 2, the PCs can gain the following rewards:

8: SCREAMS IN THE DARK (EL 3)

XP: 800 (Grelha 200, Brunk 200, zombie 200, situation bonus 200 XP).

Treasure: mundane equipment; 2 gp, 32 sp, 34 cp, 3 gold rings (each worth 100 gp); 2 masterwork studded leather, smokestick, tanglefoot bag, thunderstone, *potion of cure light wounds* (faint, DC 16).



13: ROSENN'S CHAMBER (EL 1)

XP: 400 (Terl 400).

Treasure: mundane equipment; 10 pp, 50 gp; masterwork morningstar, scroll of *expeditious retreat*, *identify* and *sleep*.

14: THE INFIRMARY (EL 1)

XP: 400 (ghoul 400).

Treasure: 2 healers' kits, *potion of cure light wounds* (DC 16); Eiravel's equipment (if slain by the ghoul).

15: UPON THE ALTAR (EL 4)

XP: 1,200 (2 battledancers 200 each, Gark 400, Partrax 400).

Treasure: mundane equipment; 7 gp, 41 sp, 37 cp; masterwork studded leather, masterwork chain shirt, masterwork shortbow, masterwork thieves' tools, cold iron dagger, *bracers of armour +1* (moderate, DC 22), *potion of cure moderate wounds* (faint, DC 18), *scroll of invisibility* and *obscuring mist*, *potion of blur* (faint, DC 18), 2 everburning torches.

16: THE RESTLESS DEAD (EL 3)

XP: 1,000 (Marel 800, gaining the *blessed aspergillum* 200).

Treasure: *blessed aspergillum* (moderate; DC 23).

IDENTIFYING MAGICAL TREASURE

Magic items can be identified with a variety of skills and spells.

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

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

Identify a magic item: Using *detect magic* and Spellcraft to identify a magic item takes three rounds. Success requires a DC 15 + item's caster level Spellcraft check. A character can attempt to identify a magic item once per day.

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

IDENTIFYING MUNDANE TREASURE

PCs can use Appraise to identify mundane treasures.

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

PART 3: DARKNESS

In which the PCs explore the Deep Caves beneath the priory and thwart Ythel's evil plan.

RUNNING DARKNESS

The final part of *Retribution* takes place in the Deep Caves below the priory. Here the PCs (hopefully) thwart Ythel's evil plan and rescue Ruan from his clutches. The tone of this final part is different to the preceding parts. In Parts 1 and 2, the PCs either struggled against the winter storm or were at the mercy of an unseen and unknown assailant. Now, with Ythel's identity and scheme revealed, the PCs can take positive action to defeat the growing evil.

PACING

To a certain extent, the PCs control the course of events in Part 3 because they are now the aggressors. Ythel, assuming that his minions have expunged all resistance in the priory, believes he has as much time as he needs to revenge himself against Ruan. Once the PCs make their first foray into the caves, Ythel quickly realises that this is not the case. In this instance, he slays Ruan quickly, but the forced change in his plans angers him greatly. After

EXPANDING THE CAVES

Retribution presents a relatively small network of caves below Cymer (although the long, rambling passageway in the north eastern portion of the caves could lead to other networks of inhabited caves).

If the GM desires, it is a simple matter to expand the caves. This can be accomplished in several ways. For example, a particularly low tide could expose a hitherto unknown passageway or a rock fall could open up new areas for exploration. Of course, the actions of miners from below could link the caves to other deeper networks or the PCs could simply spot a concealed passageway that Ythel and his minions had not noticed.

If you wish, the winter could be a particularly harsh and the PCs could be effectively trapped in the priory for months. The PCs may return to the caves in an attempt to dispel their boredom. This is an excellent time to introduce the new areas of the caves.

The deeper passages and caverns can be as extensive as the GM desires. Remember when preparing these areas that they have been cut off from all surface contact for many years; thus the kind of creatures encountered therein will be markedly different to those faced in the upper caverns.

Degenerate troglodytes hold much of the immediate surrounding caverns and savagely defend them from incursions from above. No doubt, the PCs could spend months exploring the tangled network of caverns and passages below the priory.

killing his mentor, Ythel gathers any surviving minions and attacks the PCs – gambling all in one hate-filled final battle.

Alternatively, if the GM wishes to introduce Ythel as a reoccurring villain (a particularly effective tactic if one of the PCs worships the priory's god) he manages to escape either into the storm or through yet deeper caves (see "Expanding the Caves").

TROUBLESHOOTING

Part 3 is the most dangerous segment of the adventure and as such PC fatalities are most likely in this section.

Captured PC: If Ythel's minions capture a PC, not all is lost. Ythel does not immediately slay the interloper as he is far too busy to trouble himself with such a diversion. The PC is slung into Area D (a small, noisome cave used as a dump) and left there until Ythel finds the time to deal with him. This gives his companions a day to rescue him.

If one of the PCs is careless enough to get captured this complicates the final fight (Encounter 20) because if Ythel is warned of intruders he drags his hapless captive into the area to use as a living shield.

Slain PC: Winter storms cut off the priory making the introduction of a replacement PC tricky. The unfortunate player could play any of the NPCs surviving Ythel's initial attack. Alternatively, a new PC could be a prisoner of Ythel – a lone traveller taken by the half-goblin sentinels in Encounter 1. Finally, a hardy or foolhardy traveller with urgent business at the priory (perhaps using one of the plot hooks in "Hooks") could arrive to join the party. He arrives at an opportune moment.

Running Away: If the PCs decide that the dangers of the Deep Caves are too much for them, they have two options. They can either barricade themselves into one of the priory's buildings or brave the storm. If they flee, allow them to eventually reach safely. If they stay and barricade themselves into a building (the gatehouse offers the best chance of success), Ythel takes his time in winking them out. Ad-lib encounters using Ythel's remaining minions. Have the action play out over several nights – Ythel is in no hurry, and he has only a limited number of troops at his disposal.

BRAAL'S GIFTS

To ensure Ythel's descent into darkness, Braal has gifted him a variety of minions. His profane influence upon the priory is responsible for the creation of the zombies and ghouls and his commands have forced a variety of goblins and half-goblins to serve Ythel.

Normally, half-goblins and goblins hate each other – attacking the other without the slightest provocation – but strangely, here they work together. (This is an important hint that something is going on behind the scenes in *Retribution* and that Ythel may be more important than even he knows.) Of course, even Braal's edicts cannot completely erase centuries of antipathy and a number of incidents have resulted. The most severe of these occurred when Terl subdued a lone goblin with *colour spray* before feeding him to the ghoul (Area C).

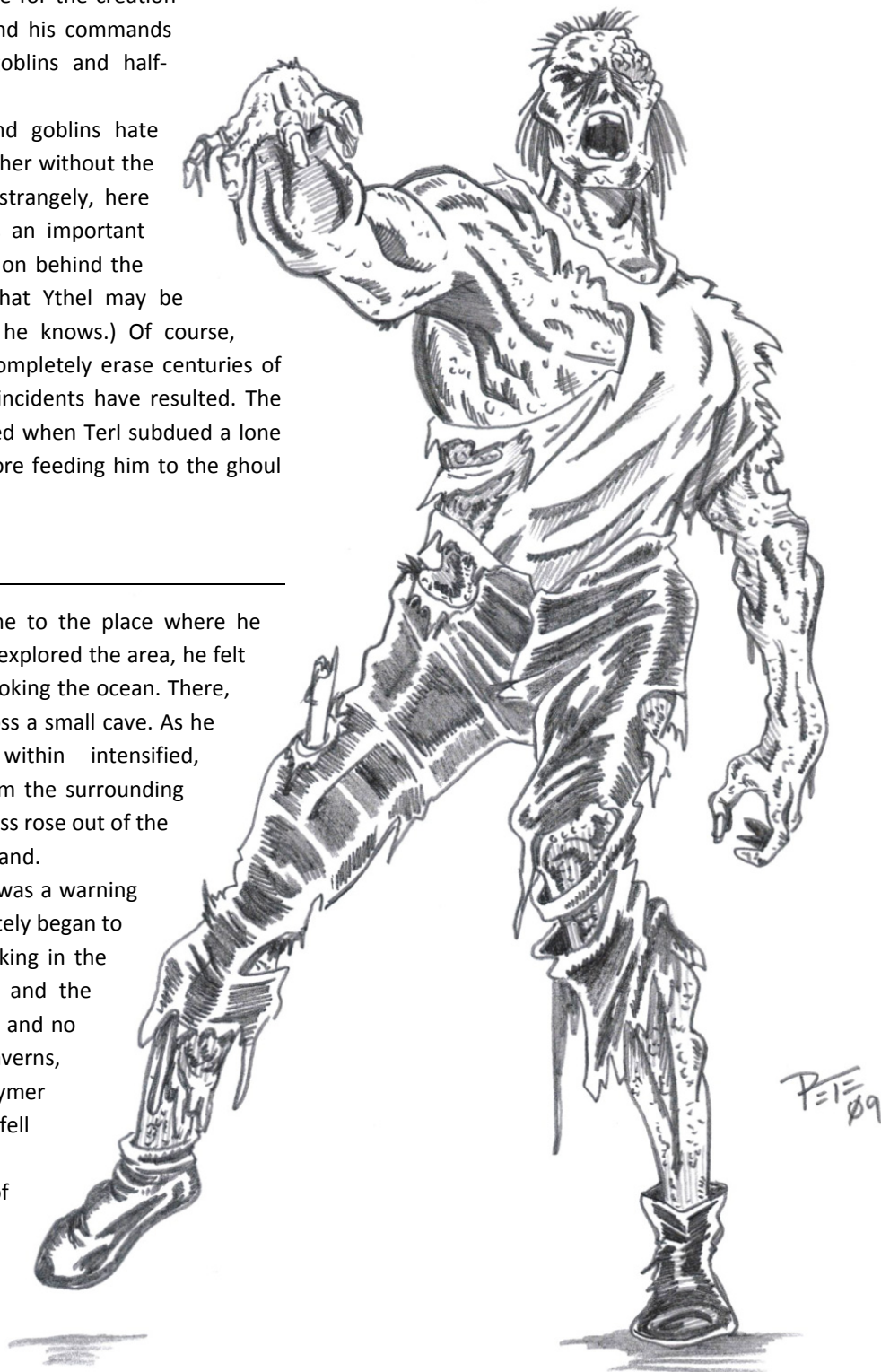
THE PROPHECY

During a dream, Cymer came to the place where he would build his priory. As he explored the area, he felt drawn to a rugged hill overlooking the ocean. There, near its crown, he came across a small cave. As he watched, the blackness within intensified, seeming to draw in light from the surrounding area before a cloud of darkness rose out of the cave and began to cover the land.

Realising that the dream was a warning from Darlen, Cymer immediately began to preach about the danger lurking in the cave. His pleas were heard and the priory built. As time went on and no darkness rose from the caverns, people began to discredit Cymer and eventually Darlen's faith fell into decline.

Ironically, the threat of which Darlen warned was Ythel's fall into evil. Thus, by founding the priory, Darlen's faithful brought this terrible doom upon

themselves. (If the PCs do not defeat Ythel he eventually becomes one of Braal's most powerful and feared servants).



THE DEEP CAVES

This deep network of natural caves descends hundreds of feet below the priory to the base of the cliffs. Several submerged caves provide access to lonely, rock-covered beaches. The only entrance to the Deep Caves known to the clergy is through the priory's undercroft. Other entrances do exist, but are located miles away; the exact extent of the caves depends on the GM; a passageway leading away from Area D represents this on the map.

Stonemasons building the priory sealed up the original cave leading to the deeper caverns long ago. Only the curate knew of the tunnel's exact location and he only passed this secret onto his successor.

The Deep Caves have remained sealed off from the outside world until Braal gifted Yethl with the location of the sealed up tunnel. Having rediscovered the caves, Ythel used them as barracks for the many creatures Braal sent to help him wreak his vengeance.

FEATURES OF THE DEEP CAVES

The Deep Caves have several features of note:

Illumination: Darkness.

Walls: Of natural origin, the Deep Cave's walls (hardness 8, hp 900, Break DC 65, DC 15 Climb check) are rough and feature many cracks, crevices and ledges. In places, they are slick with moisture (DC 20 Climb check).

Ceiling: In many places, stalactites hang down from the ceiling (DC 25 Climb check). In corridors, the ceiling varies between 5 ft. and 15 ft. in height.

Floor: In most areas, the floor is smooth and unimpeded. The denizens of the cave have cleared away much rubble and broken off stalagmites to facilitate movement through the caves.

IMPROVISING ENCOUNTERS

When the PCs reach these caves, they are probably mostly unoccupied. However, if the PCs have had an easy time up to this point, or if they have rested before entering the caves (and did not deal with all the intruders in the priory), they may encounter Ythel's remaining minions here.

Use the statistics and tactical notes presented in the omitted encounters in Part 2 to design such encounters. Take particular care to keep the EL of any encounters below 3 otherwise when the PCs reach The Dark Fane (Encounter 20) they may have expended too many resources to prevail.

In chambers, squares adjacent to walls contain a mixture of broken stalagmites, piles of loose stones and so on. Such squares increase by 2 the DC of Acrobatics checks made within them and cost 2 squares of movement to enter.

Stalagmites: Squares containing stalagmites (AC 4, hardness 8, hp 250, DC 28 Break) provide partial cover (+2 to AC, +1 on Reflex saves) but cost 2 squares of movement to enter. Destroyed stalagmites create difficult terrain in the square in which they stood.

DUNGEON DRESSING

Use the entries below to describe minor areas of interest in the Deep Caves.

- The PCs discover 2d10 silver coins scattered on the floor. Looted from above, they dropped from a ripped sack.
- A bloody, smeared handprint on the cavern wall. (Here, Ruan tried to break away from his captors). The handprint points in the direction that Ruan was taken.
- The passageway passes under a natural stone archway. At first glance, the arch looks unsafe, but a DC 10 Knowledge (engineering) check reveals that it is safe.
- The odd acoustics of the caves allows the sound of the sea in Encounter 19 to travel some distance. A DC 5 Perception check enables the PCs to hear the faint sounds of the waves crashing against the cavern walls.
- A rock fall blocks some of the passageway ahead. (Depending on the location of the rock fall, the GM could use this area as a link to deeper caverns; see "Expanding the Caves" for more information).

ENCOUNTER AREA SUMMARY

The Deep Caves comprise the following areas:

17 and 18: The Ebon Chasm **20:** The Dark Fane

19: The Black Pool

A: Goblin Lair

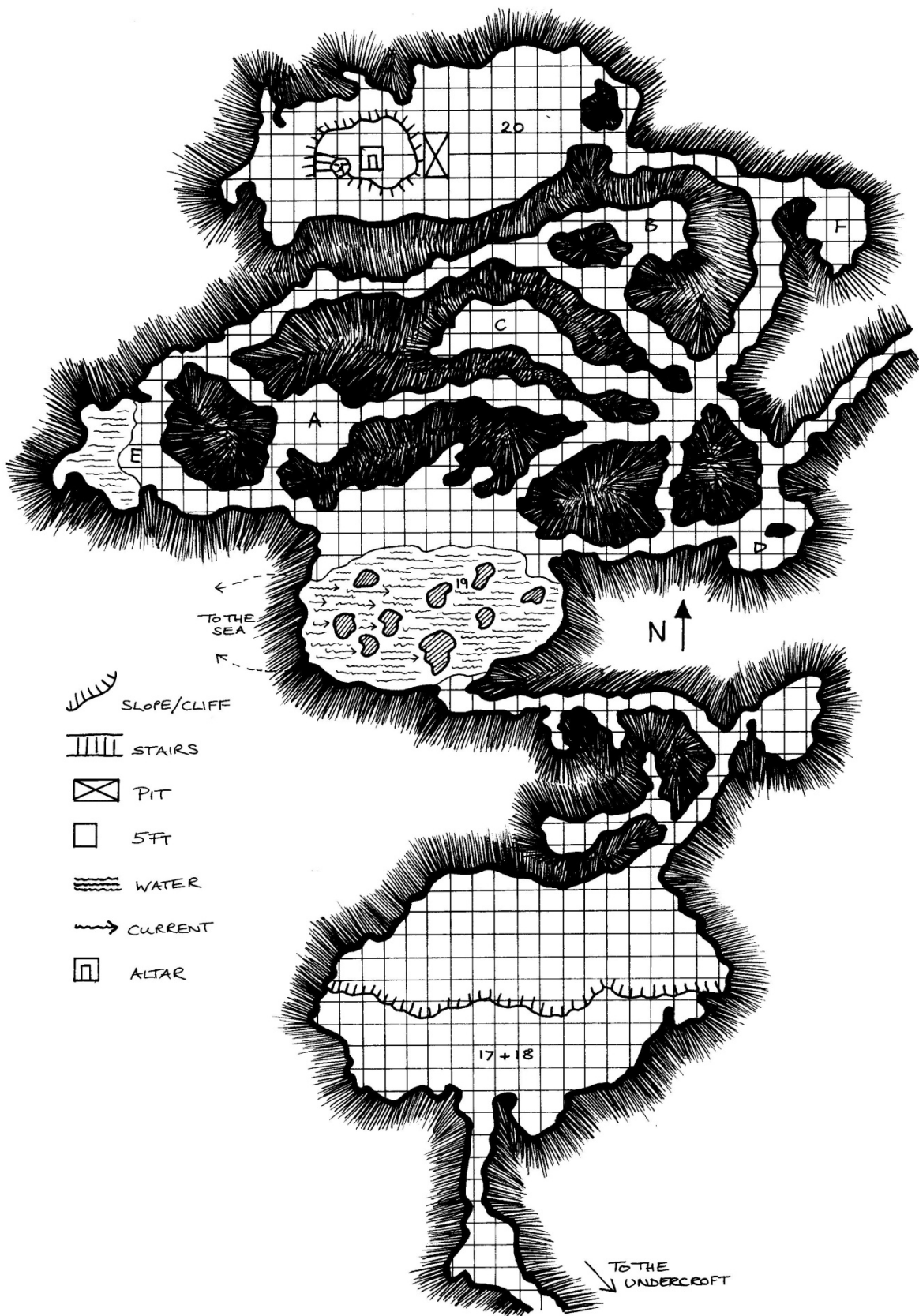
D: Dump

B: Lair of the Mongrels

E: Pool Chamber

C: Lair of the Dead

F: Ythel's Chamber



17: ATOP THE EBON CHASM

EL 2; XP 600 (this encounter includes a 200 XP bonus for the additional danger posed by the Ebon Chasm).

To reach the bulk of the caverns, the PCs must traverse the Ebon Chasm. Unfortunately, Ythel has set a few undead here to ward against incursion from above.

The natural corridor opens out into a large chamber. The stalactite-festooned ceiling towers thirty feet above. Ahead, the floor drops away into a black chasm.

From their position, the PCs cannot see the small cave and the lurking zombies. Likewise, the zombies cannot see the PCs. As soon as the PCs get within 10 ft. of the chasm, the zombies notice the intruders and attack.

TACTICS

The zombies' tactics are simple. Ythel has ordered them to push anyone not accompanied by a Braalite into the chasm. Thus, unless at least one of the intruders is bald and displaying Braal's holy symbol the zombies attack.

When able to make a full attack, they use quick strike to make two bull rush attacks. They target characters

closest to the chasm. If two bull rush attacks fail against a target, they revert to normal attacks.

CAVERN FEATURES

The cavern has several features of note:

Illumination: Darkness.

Ceiling: The stalactite-festooned ceiling stands 30 ft. above the floor. Water drips from the stalactites onto the floor, making it slightly slippery. Characters making a DC 10 Perception check hear the soft patter of water falling onto rock and into pools emanating from the chasm.

Large Stalagmites: Large stalagmites (AC 4, hardness 8, hp 400, DC 35 Break) provide cover (+4 to AC, +2 on Reflex saves). Additionally, characters cannot be bull rushed through a square containing a stalagmite.

Cavern Walls: The bare, slippery rock of the cavern's walls is difficult to scale (DC 20 Climb check).

Chasm: The chasm is 70 ft. deep and 30 ft. wide. Refer to "Falling into the Chasm" if a character tumbles into it. A natural niche hides a flight of crude, carved steps leading downwards. Refer to "The Stair."

AFTERMATH

The PCs must climb down the chasm to investigate the rest of the caves. Proceed to Encounter 18.

FAST HUMAN ZOMBIE (2)

CR 1/2 (XP 200)

Clad in a ragged burial shift, that barely covers its rotting body, this corpse charges toward you with preternatural speed.

NE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 40 ft.

AC 14, touch 12, flat-footed 12; **CMD** 16
(+2 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +0, **Ref** +2, **Will** +3

hp 12 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +6

Melee slam +4 (1d6+4)

Atk Options quick strike

Quick Strike (Ex) When making a full-attack, the fast human zombie makes an additional slam attack at its normal bonus.

Abilities Str 17, Dex 14, Con –, Int –, Wis 10, Cha 10

SQ undead traits

Feats Toughness^B

Gear ragged and stained burial shifts

FALLING INTO THE CHASM

If a character falls into the chasm either during the battle with the zombies or as they attempt to scale its walls, use the chart below to determine their fate.

Reflex Save	Result
1*	The character falls 20 ft. onto a ledge (taking 2d6 damage) and lands prone.
2-5	The character falls 10 ft. onto a ledge (taking 1d6 damage) and lands prone.
6-13	The character falls 10 ft. onto a ledge (taking 1d6 damage).
14-19	The character falls into the chasm, but catches himself after tumbling only 5 ft. He takes no damage and begins his next turn clinging to the rock face. He can climb up or down with a DC 20 Climb check.
20+	The character falls prone in the last square it occupied in the cavern and does not fall into the chasm.

*A character rolling a natural 1 always uses this result.

18: DESCENT INTO DARKNESS

XP 200 (this encounter includes a 200 XP bonus for the danger posed by the Ebon Chasm).

Getting safely to the chasm floor is difficult. Ythel's followers have concealed the crudely cut stair that leads to the rest of the caverns. Read:

Before you, the ebon darkness drops away into the bowels of the earth.

If the PCs simply climb down the chasm, refer to "Area Features" below to adjudicate their efforts. If they look for another way down, refer to "The Stair."

THE STAIR

The 90 ft. long stairs take a rambling route down the chasm wall.

Find the Stairs: To traverse the stair, the PCs must first find it. Several skills can help them do so.

Climb (DC 5): A successful Climb check reveals that scaling the chasm's walls will be extremely difficult.

Knowledge (dungeoneering) (DC 15): A successful check does not reveal the stair's location but provides a +2 bonus to Perception checks made to do so.

Knowledge (religion) (DC 11): A successful check reveals that zombies would be unable to climb up the sheer, slippery cavern walls.

Perception (DC 10): A successful check uncovers a crude carving of a cloven skull in the rock. A subsequent DC 10 Knowledge (religion) check identifies the symbol as Braal's. Finding this symbol bestows a +2 bonus to Perception checks made to find the stair.

Perception (DC 15): A successful check reveals the location of the stair. A character failing the check by 5 or more believes he has found a safe route down. This error is revealed when the first PC makes his Climb check (against DC 20 instead of DC 5).

Use the Stairs: Once the PCs have found the stair, they can climb down to the caves below.

Climb (DC 5): A successful check indicates that a PC moves to one-quarter his normal movement. If the PC fails this check by five or more, he falls; refer to "Falling into the Chasm."

AREA FEATURES

The chasm has several features of note:

Illumination: Darkness.

Depth: The chasm is 70 ft. deep.

Width: The chasm is 30 ft. wide.

Walls: The bare, slippery rock of the chasm is difficult to scale (DC 20 Climb check). If the PC fails his check by five or more, refer to "Falling into the Chasm."

AFTERMATH

When the PCs reach the chasm floor, read:

Many small pools dot the floor at the base of the chasm. A single tunnel continues off into the darkness.



19: THE BLACK POOL

EL 2; XP 600.

Characters within 60 ft. of the chamber who make a DC 5 Perception check hear the sound of water rushing and crashing on rocks. Characters within 30 ft. automatically hear this sound and smell the tang of salt on the air.

A large rock-strewn pool dominates this chamber. Linked by a flooded tunnel to the Lonely Coast's stormy waters, tidal surges regularly inundate the cavern. One of Ythel's most trusted soldiers guards the cavern.

A large pool dominates this chamber. Suddenly, water surges from a hidden passageway deluging the many slick rocks piercing the pool's surface. Seaweed and other flotsam cover the chamber's floor.

The half-goblin is alert, although he initially assumes that creatures approaching the cavern are Ythel's allies.

TACTICS

The archer takes cover (+4 to AC, +2 on Reflex saves) in a rock niche from where he can shoot at opponents trying to cross the pool. If he runs out of arrows, he carries the fight to the intruders.

HALF-GOBLIN ARCHER

CR 1 (XP 400)

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

Male half-goblin fighter 2

NE Medium humanoid (goblinoid, human)

Init +3; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1
Speed 35 ft.

ACP 0; Acrobatics +4, Climb +6, Ride +6, Stealth +5

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

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

hp 19 (2 HD)

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

Melee hand axe +4 (1d6+2/x3)

Ranged mwk shortbow (range 60 ft.) +6 (1d6/x3)

Atk Options Point Blank Shot

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, Point Blank Shot

Skills as above plus Handle Animal +3

Languages Common, Goblin

Gear as above plus 20 arrows, 19 sp

AREA FEATURES

The cavern has several features of note:

Illumination: Darkness.

Ceiling: The ceiling is 20 ft. high.

Walls: Characters must make a DC 20 Climb check to scale the cavern's slick rock walls.

Seaweed: Seaweed covers any floor square adjacent to the pool. It costs two squares of movement to enter such areas.

Tidal Pool: A 15 ft. deep pool of frigid seawater dominates the chamber. The Swim DC to move in the pool depends on the tidal surge's strength (see table below). Characters in the pool have improved cover (+8 to AC, +4 on Reflex saves) from opponents on land. Completely submerged characters have total cover from such attacks.

Slick Rocks: Many slick, barnacle-encrusted rocks thrust from the pool. It costs two squares of movement to enter such squares (unless a character is jumping).

Characters can leap between rocks with a successful Acrobatics check. (The distance between rocks determines the DC). Characters failing this check by 4 or less can make a DC 20 Reflex save to grab hold of the rock they were trying to reach. Success indicates the character can use a move action to make a DC 10 Strength check to climb out of the water and stand up.

THE TIDAL SURGE

CR 1/2 (XP 200)

Init: +1

Odd-Numbered Rounds: On every odd-numbered round, use the table below to determine the power of the water surging into the cavern. On its initiative, a strong or powerful tidal surge makes a bull rush attack against any opponent on the slick rocks or in the water.

Even-Numbered Rounds: Every even-numbered round, the strength of the tidal flow diminishes by one step. It may still make bull rush attacks.

D20	TIDAL SURGE
1-5	Negligible tidal surge (DC 10 Swim check).
6-13	Moderate tidal surge (DC 15 Swim check; failure sweeps the characters 1d4 squares eastwards).
14-18	Strong tidal surge (DC 15 Swim check; failure sweeps the characters 1d6 squares eastwards). The tidal surge makes a bull rush attack (+4 modifier) against characters on the slick rocks or in the water.
19-20	Powerful tidal surge (DC 20 Swim check; failure sweeps the characters 1d6+2 squares eastwards). The tidal surge makes a bull rush attack (+9 modifier) against characters on the slick rocks or in the water.

LIVING QUARTERS

Ythel uses the small network of caverns beyond The Ebon Chasm as living quarters for his minions and the few undead servitors he keeps nearby for protection. Currently, these chambers are unoccupied – their occupants having been unleashed into the priory earlier.

A: GOBLIN LAIR

This small chamber shows obvious signs of habitation. A half-dozen crude sleeping pallets cover the floor. The room reeks of sweat and stale food.

The goblins eat, sleep and socialise here. Bored goblins have daubed pictures on the wall. Most show primitive representations of goblins killing and eating humans. A very crude map of the priory covers one wall.

There is nothing of value here.

B: LAIR OF THE MONGRELS

Two half-goblins dwelled here. Both are likely dead at the PCs' hands. If they have not already been slain (Encounters 13 and 19) they are encountered here. Read:

This small chamber rises steeply to your left. Perched atop the ledge two neat sleeping pallets lay next to a small jumble of camping equipment.

The items here are mundane; nothing of real value remains. Investigation reveals the creatures have probably been here for a month or so.

C: LAIR OF THE DEAD

Ythel's most powerful undead servitor – the ghoul (Encounter 14) – laired here. Read:

This chamber seems unoccupied. A large pool of dried blood on the floor shows where something almost certainly died. Blood splatter leads toward the far wall.

PCs succeeding on a DC 5 Perception check find a partially eaten goblin corpse shoved under a natural rock shelf. (The ghoul ate one of its goblin "allies" after Terl gifted it to the ghoul; its kin noted the warrior's absence but were too terrified of the ghoul to investigate).

If the PCs did not slay the ghoul in Encounter 14, it is here. The PCs discover it feasting on Eiravel's corpse.

D: DUMP

Used as an informal dump and toilet, this chamber stinks. PCs approaching the area who make a DC 10 Perception check smell the stench while 30 ft. away. When the PCs see the cavern, read:

Rubbish and the detritus of life cover the uneven floor of this cavern. The room reeks of decay.

PCs searching through the trash get very dirty and very smelly, but find nothing beyond bodily wastes, gnawed animal carcasses, broken equipment and so on.

E: POOL CHAMBER

PCs approaching this chamber that make a DC 10 Perception check, hear the sounds of dripping water ahead. Read:

Water drips through the ceiling of this cavern into a clear pool.

The inhabitants get their fresh water here. The pool is cold and 5 ft. deep.

F: YTHEL'S CHAMBER

Ythel dwells in this small, unassuming chamber. As he has not yet spent much time here, furnishings are sparse; he plans to take the choicest items from the priory once he has dealt with Ruan. Read:

A curiously almost empty cavern opens before you. Strangely, all the stalagmites that once stood here have been hacked down and their pieces carted away. A small chest stands against one wall.

Treasure: The small chest contains the defaced icons filched by Ythel over the last few months. Each is now little more than hunks of gold and silver. (Ythel had planned to melt them down to make new icons dedicated to Braal). In total, they are worth 130 gp as scrap metal. Additionally, in a small locked iron chest (1 in. thick, hardness 10, hp 10, DC 20 Disable Device; Ythel has the key) the PCs find 12 pp, 257 gp, four small green gems speckled with red spots (bloodstones worth 50 gp each) and one violet stone (a garnet worth 500 gp).

20: THE DARK FANE

EL 4; XP 1,200 (if the PCs defeat Ythel without resorting to violence, award them the full XP total for this battle).

In this encounter, the PCs enter Ythel's Dark Fane as the revenge-obsessed cleric tortures Ruan; if they act promptly, they can rescue the aging curate. The PCs can resolve this encounter using diplomacy or violence.

Flickering torchlight fills this large natural chamber. Roughly in the centre of the cave a rocky plateau rises about 15 ft. Atop the rock stands a crude altar upon which Ruan lies bound. Ythel, a cloven skull symbol covered in burnt flesh in hand, stands behind the altar haranguing the helpless curate. A pit, filled with corpses, pierces the floor in front of the plateau. Fell symbols daubed in blood cover the walls.

A DC 15 Perception check reveals that the corpses in the pit seem to be shifting slightly. When the PCs get within 20 ft. of the pit, the immature lemures emerge, read:

The corpse-pit begins to undulate and shift as three creatures composed of pulsating waves of melted flesh ooze haltingly from it and across the floor. Within the creatures' form wriggle half-formed clawed arms and a dripping face twisted into a bestial scowl.

The lemures attack all intruders. Only a symbol of Braal, strongly presented, keeps them at bay.

Ythel is initially dismayed to see the PCs – he had hoped to despatch Ruan at his leisure – but he quickly recovers his poise. During battle, he rants about Ruan's sins. PCs feigning interest with a full-round action and a successful Bluff check opposed by Ythel's Sense Motive get him to waste an entire round ranting.

TACTICS

The lemure devils ooze toward intruders, intent on battering them to death. They attack the nearest active target and fight until destroyed.

Ythel uses his lackeys as a screen, casting *bless*, *protection from good* and *bull's strength*. He uses his remaining channel negative energy (with selective turning) once his lemures are destroyed. He stays close to Ruan and if it looks as if the battle is lost, attacks the

helpless curate. Unless persuaded to surrender (see "Speaking with Ythel") he fights to the death.

SPEAKING WITH YTHEL

The PCs can speak with Ythel before or during battle. A DC 16 Diplomacy check (rendering him temporarily indifferent) gets him to stop fighting and start talking.

Although his scheme is far advanced, Ythel is not yet irredeemably evil. While the PCs cannot bully him into surrendering, persuasive religious arguments can make him realize his terrible mistake.

If circumstances allow, he cannot resist justifying his actions. He tells the PCs of the beatings and humiliations he received at Ruan's hands, even ripping his robe off to reveal some of the scars. Read:

Ythel screams "He did this to me! He whipped and scourged me, all in the name of his god. Now he will reap that which he has sown."

To convince Ythel of the error of his ways; the PCs can attempt a variety of skill checks. Award a +2 bonus for good role-playing or a -2 penalty for bad role-playing to these checks.

Success or Failure: The PCs must make six successful checks before three failures to succeed.

Bluff (opposed by Ythel's Sense Motive): Threatening Ythel with dire consequences to his actions earns the PC a -2 circumstance penalty.

Diplomacy (DC var): Using honeyed words, the PC attempts to persuade Ythel to surrender. Ythel begins the encounter hostile to the PCs, but each successful check moves him one step closer to helpful. PCs empathising with him gain a +2 bonus to the check, while those asking him to spare Ruan suffer a -2 penalty.

Intimidate (DC n/a): Ythel is angry and cannot be bullied into backing down; attempts to do so fail and count as one failure. PCs attempting an Intimidate check can make a DC 20 Sense Motive check to realise that this tactic will fail.

Knowledge (history) (DC 15): A successful check brings to mind an example of Braal's treachery. For example, Ferdera, a priest of Darlen who converted to Braal's worship long ago, was betrayed by Braal and consigning to eternal torment. The stories illustrate Braal's treacherous nature and base traits.

Knowledge (religion) (DC 15): Drawing on his knowledge of the tenets of Darlen's and Braal's religions the PC tries to turn Ythel from his dark path.

Alternatively, a PC making a DC 10 check, gains a +2 circumstance bonus to the next Bluff or Diplomacy check as he weaves religious arguments into his speech.

Stealth (opposed by Ythel's Sense Motive): A PC winning a Stealth check can perform a single move action without drawing Ythel's attention. While this does not count as a success, such actions can provide tactical advantages in any ensuing battle. Adjudicate such actions carefully; some automatically fail (for example, removing Ruan's bonds). At the GM's discretion, a PC could substitute Sleight of Hand for this check.

YTHEL FRAYNE

CR 2 (XP 600)

Male human cleric (Baal) 3

NE Medium humanoid (human)

Init -1; **Senses** Perception +3, Sense Motive +9

Speed 20 ft., base speed 30 ft.

ACP -3; Acrobatics -4 (-8 jumping)

AC 17, touch 9, flat-footed 17; **CMD** 13

(-1 Dex, +7 armour [+1 *breastplate*], +1 shield [mwk light steel])

Fort +3, **Ref** +0, **Will** +6

hp 23 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +3

Melee mwk longsword +4 (1d8+1/19-20)

Atk Options destructive smite 6/day (+1)

Special Actions channel negative energy 4/day (1 remaining; DC 12 2d6; Selective Turning [1]), copycat, spontaneous casting (*inflict* spells)

Copycat (Sp) 3/day Ythel can create an illusionary double of himself (as a single *mirror image*); duration 1 round (or until destroyed).

Destructive Smite (Su) Ythel deals 1 additional point of damage with his next successful melee attack.

Cleric Spells Prepared (CL 3rd; concentration +6, destruction, trickery)

2nd—*bull's strength*, *cure moderate wounds*, *invisibility*^D

1st—*bless*, *cure light wounds*, *true strike*^D, *protection from good*

0—*bleed* (DC 13), *detect magic*, *guidance*, *light*

Combat Gear *scroll of cure moderate wounds*, *scroll of silence* (2)

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

Feats Selective Turning, Toughness^B, Martial Weapon Proficiency (longsword)

Skills as above plus Diplomacy +7, Knowledge (planes) +8, Knowledge (religion) +8, Spellcraft +8,

Languages Celestial, Common, Infernal

Gear as above plus silver holy symbol (Baal), wooden holy symbol (Darlen), spell component pouch, key, 36 gp, 57 sp, key (unlocks chest in Area F)

AREA FEATURES

The chamber has several features of note:

Illumination: Many guttering torches shoved into cracks in the rock provide bright light.

Ceiling: The ceiling is 30 ft. high.

Walls: Symbols of evil, religious significance daubed in blood cover the walls. A DC 15 Knowledge (religion) checks reveals the symbols are sacred to Braal.

Plateau: PCs can scale the plateau's 15 ft. high walls with a DC 10 Climb check or use the rough-hewn steps cut into its flank. It costs 2 squares of movement to enter a square containing stairs.

Altar: Ythel uses the rough, bloodstained altar as a place of worship and torture. The altar provides cover (+4 to AC, +2 on Reflex saves). Ruan (AC 5, hp 4) lies limply upon the altar. PCs making a DC 15 Perception check (modified by distance) see the aged curate's lips moving – as if whispering a prayer.

Corpse-Pit: This shallow pit holds the decomposing bodies of Ythel's previous victims. All are naked and show signs of torture. There are five corpses in the pit; three goblins (who displeased Ythel) and two humans (travellers waylaid in the surrounding forest). Among the corpses are three immature lemures feeding on the vital essences of the slain. The pit is difficult terrain.

AFTERMATH

Once the PCs have defeated Ythel, proceed to "Conclusion".

IMMATURE LEMURE DEVILS (3)

CR 1/2 (XP 200)

A pulsating wave of melting flesh oozes forward. Within the creature's fetid form, wriggle half-formed limbs and a dripping timorous face.

LE Small outsider (devil, evil, extraplanar, lawful)

Init +2; **Senses** darkvision 60 ft., see in darkness; Perception +0, Sense Motive +0

Speed 20 ft.

ACP 0; Acrobatics +2 (-2 jumping)

AC 15, touch 13, flat-footed 13; **CMD** 11

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

Immune fire, mind-affecting effects, poison; **Resist** acid 10, cold 10

Fort +4, **Ref** +5, **Will** +0

hp 9 (2 HD); **DR** good or silver/5

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

Melee 2 claws each +0 (1d3-2)

Abilities Str 7, Dex 14, Con 8, Int –, Wis 11, Cha 5

CONCLUSION & AFTERMATH

Use the relevant section below to describe the consequences of the PCs' exploits.

VICTORY

If the PCs defeat Ythel, they may be the only people alive in the priory. After they have buried the dead, the remainder of the winter will be very boring. Until the snows melt, no one visits the priory. Once travel becomes easier, the PCs can either guard the priory until the church sends a new curate or leave in search of new adventures. If Ruan did not survive, the church could appoint a suitable PC as the priory's new curate in recognition of his exploits. This allows them to use the priory as a base from which to explore the surrounding area (and provides a good source of non-combat challenges).

If Ruan survives Ythel's revenge, he uses his spells to heal his captors; he also attempts to heal Ythel – wracked by guilt and a desire to save his old pupil's soul he believes that he can turn his tormentor from his dark path. Any

IDENTIFYING MAGICAL TREASURE

Magic items can be identified with a variety of skills and spells.

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

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

Identify a magic item: Using *detect magic* and Spellcraft to identify a magic item takes three rounds. Success requires a DC 15 + item's caster level Spellcraft check. A character can attempt to identify a magic item once per day.

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

IDENTIFYING MUNDANE TREASURE

PCs can use Appraise to identify mundane treasures.

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

other clergy surviving the attack remain at the priory, vowing to return it to its former glory. Such folk are extremely grateful toward the PCs.

DEFEAT

If the PCs flee the priory, allow them to reach civilisation cold and dishevelled but alive. If they raise the alarm, eventually they secure a small contingent of men-at-arms to aid in retaking the priory. By the time they reach the priory, Ythel and his remaining followers have disappeared leaving several grisly displays behind.

In this scenario, Ythel could become the PCs' nemesis (particularly if they seem keen to avenge Ruan's death.)

REWARD SUMMARY

During Part 3, the PCs can gain the following rewards (the listings assume the PCs do not loot the priory):

17: ATOP THE EBON CHASM (EL 2)

XP: 600 (2 zombies 200 each, chasm hazard 200).

18: DESCENT INTO DARKNESS (EL -)

XP: 200 (chasm hazard 200).

19: THE BLACK POOL (EL 2)

XP: 600 (half-goblin archer 400, tidal surge 200).

Treasure: mundane equipment; 19 sp, masterwork shortbow, masterwork studded leather, masterwork buckler, *potion of cure light wounds* (faint, DC 16).

LIVING QUARTERS (AREA F)

Treasure: 12 pp, 257 gp, defaced icons (worth 130 gp as scrap), four small green gems speckled with red spots (bloodstones worth 50 gp each), violet stone (a garnet worth 500 gp).

20: THE DARK FANE (EL 4)

XP: 1,200 (Yethl 600, 3 immature lemur devils 200 each).

Treasure: mundane equipment; 36 gp, 57 sp; masterwork steel shield, masterwork longsword, +1 *breastplate* (faint, DC 18) *scroll of cure moderate wounds* (faint, DC 18), 2 *scrolls of silence*.

STORY AWARDS

Each PC can also earn the additional story awards:

Defeating Ythel and saving Ruan: 200 XP

Saving Rosenn: 100 XP

Saving Tomas: 100 XP

Individual missions (see "Hooks"): 50 XP each

APPENDIX 1: CYMER

Appendix 1 presents the layout and locations of interest within the Priory of Cymer.

THE PRIORY OF CYMER

The priory has stood for almost 300 years. Its founder, Cymer, came to this place after following a vision in which Darlen warned him of a terrible darkness that would one day manifest itself in the area. Travelling to this remote area, Cymer discovered a small cavern that plunged deep into the headland's bedrock. Believing that this would be the source of the great evil, Cymer founded his priory above it gathering a small group of clerics dedicated to defeating the evil should it appear. Local people aided in the priory's construction and many attended the services to hear the message of eternal vigilance against the gathering darkness.

When the priory was built, the worship of Darlen was at its zenith. Pilgrims, bringing much wealth, came here to worship in the Justicar's Hall. However, over the years, the prophesised evil failed to materialize and the local folk lost faith with the priory's clergy. As the number of visitors dwindled so did the priory's treasury and the buildings slowly slipped into disrepair.

FEATURES OF THE PRIORY

The priory has several generic features:

Illumination: At night, most areas of the priory are unlit. During the day, because of the weather, window shutters remain firmly shuttered. Even then, enough light filters inside to dimly illuminate most areas.

Signs of Neglect: Portray the priory as having an aura of faded grandeur about it and of suffering from neglect and poor maintenance. In some places, windows are boarded over, stone walls sag, floorboards creak alarmingly and so on.

Empty Areas: Some chambers are effectively abandoned. Such areas normally contain old, disused furniture and dust thickly covers the floor. Signs of neglect and damage are more evident. Ceilings may leak, any paintings have long since faded and flagstones may be cracked. Improvise such details as appropriate.

Ceilings: The ceilings in most areas are 9 ft. high.

Floor: Ground floor rooms have flagstone floors. In most areas these remain in good repair, but in places (normally in unused areas) the flags have buckled and cracked hindering movement (it costs 2 squares of movement to enter such areas).

Higher floors have wooden floorboards laid over thick, joists. While in general good repair most floorboards creak alarmingly when stood upon (-2 on Stealth checks).

External Walls: The priory's outer walls are very thick, in places up to 10 ft. thick. The snow and ice make them slick and difficult to climb (DC 25 Climb check).

Internal Walls: Internal walls are of sturdy brick (hardness 8, hp 90, DC 35 Break); crumbling mortar provides hand and footholds for would-be climbers (DC 20 Climb check). Most walls are unadorned, although in places faded remnant of paintings depicting various events of religious significance can still be made out.

Shuttered Windows: Narrow window slits high up in the walls illuminate ground floor rooms. First floor rooms have normal, shuttered (hardness 5, hp 10) windows that can be barred from the inside (DC 15 Break check).

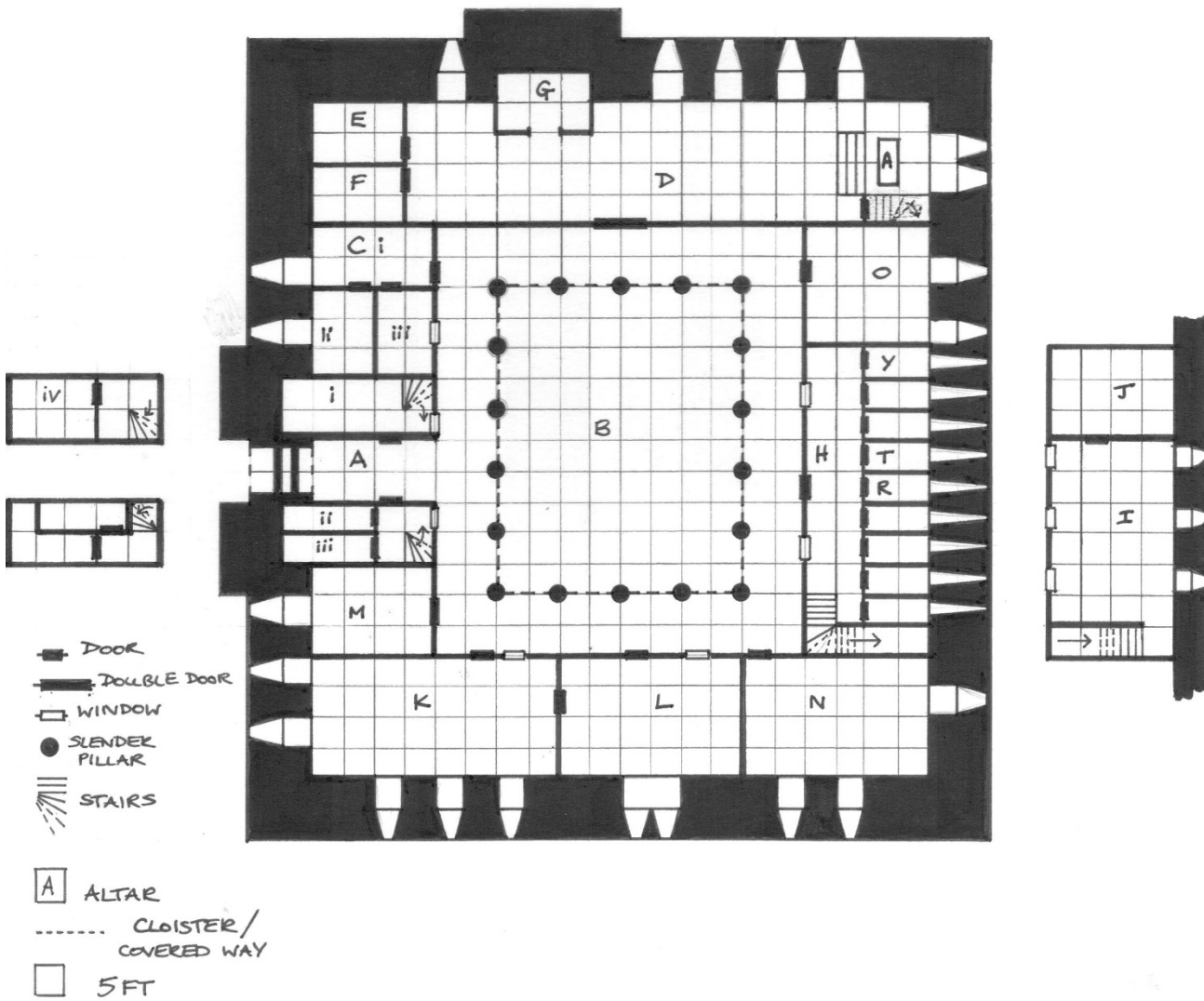
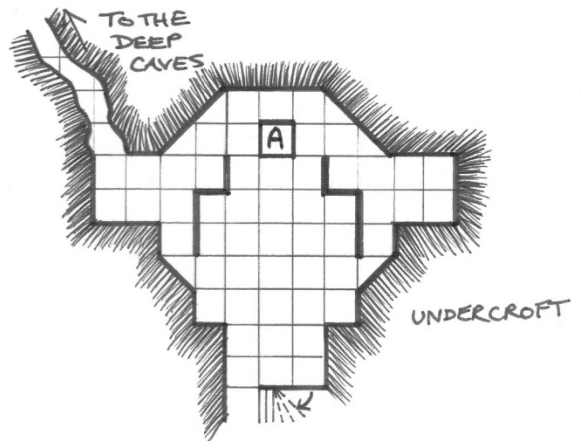
External Doors: External doors are of stout wood reinforced with iron bands (hardness 5, hp 20). They can all be barred (DC 25 Break check) from the inside.

Internal Doors: Internal doors are of stout wood (hardness 5, hp 15). Most cannot be barred.

KEYED LOCATIONS

Subsequent pages present the following areas:

A: Saint's Gate	J: Treasury
B: Cloisters and Garth	K: Frater
C: Ruan's Chambers	L: Kitchen
D: Justicar's Hall	M: Stables
E: Vestry	N: Guest Lodgings
F: Sacristy	O: Infirmary
G: Bell Tower	Cemetery
H: Chapter-House	Fields and Gardens
I: Library	Undercroft



A: SAINT'S GATE

A single gate (hp 60; DC 25 Break check) set into a stoutly built gatehouse pierces the priory's curtain wall. A nearby bar (DC 28 Break check) allows the gate to be secured. Intricate scrollwork around the gate tells the story of Cymer, his vision and the building of the priory.

A rope pull, leading to a bell in the gatehouse, dangles by the gate.

The gatehouse has two floors. The ground floor comprises an unused barracks (i), storeroom (ii) and armoury (iii). These chambers contain nothing but dust and mouldering furniture that hints at their former roles. Malvenos' quarters (iv) are on the first floor in the sparsely-furnished quarters once reserved for the garrison commander. A winding stair connects the two floors and provides access to the battlemented roof.

B: CLOISTERS AND GARTH

Snow lies deeply heaped in the garth. Covered walkways surround it on all sides. Slender pillars support the cloister's roof. Most of the pillars are plain and unadorned. A few have scurrilous graffiti carved by bored travellers or rebellious students. Ornate scrollwork decorates the pillars in front of the Justicar's Hall. A few benches stand in the cloisters.

In good weather, the clerics gather here to discuss matters of faith in the open air.

C: RUAN'S CHAMBERS

This small building features an office (i), living quarters (ii) and private chapel (iii). All are small and austere. Ruan receives visitors in his office, but does not allow anyone into the other chambers. He keeps no treasure here beyond his personal possessions.

A DC 10 Perception check reveals a scourge set upon the wall behind Ruan's desk. (He keeps the scourge here as a reminder of the errors of his youth). A subsequent DC 15 Perception check reveals dried blood upon it. A DC 15 Heal check reveals that the blood is very old. If asked, Ruan explains that the scourge is a reminder of his past stupidity. A DC 15 Knowledge (religion) check reveals that members of the Brotherhood of the Unalterable Way use scourges to wipe away their sins

D: JUSTICAR'S HALL

The High Altar, flanked by three statues on either side representing important saints, dominates this chamber. Dusty pews fill much of the remainder of the hall.

Except for periods of worship, the hall is normally empty except when one of the clergy cleans and dusts the chamber.

More Information: Refer to Encounter 8 for more information regarding this area, ignoring references to looting goblins, the attack and such like.

E: VESTRY

Lines of pegs stud the walls of this small chamber. Upon four hang ceremonial robes of white edged with silver trim. There is nothing of interest here.

F: SACRISTY

Shelves line the walls of this small chamber. Dusty prayer and hymn books as well as a plethora of small icons (many of which are damaged) fill the shelves. A small coffer holds six vials of holy water.

G: BELL TOWER

This small three-storey tower juts from the priory's north east corner and contains the priory's four bells (which drew the PCs here through the storm). A wooden ladder (DC 0 Climb) propped under a trapdoor provides access to the tower's upper reaches. Four thick ropes hang down through a hole in the middle of the ceiling.

The upper storeys are dusty and have evidently lain undisturbed for years. More ladders, stacked against one wall enable access to the bells.

H: CHAPTER-HOUSE

This two-storey building houses the clergy, their library and treasury. Only Ythel, Tomas and Rosenn dwell here; the other chambers are empty. Although each of the occupied chambers has minor personal touches (detailed below) they are essentially identical.

Occupied Chambers: These rooms have a plain, single bed, a chest for the occupant's possessions and a small shrine-niche for personal prayer and guidance.

Unoccupied Chambers: These areas – furnished as occupied chambers – are dusty and obviously unused. The furniture within is worn and sagging. Piles of broken furniture fill several of the chambers.

Tomas' Chamber (T): A weapons and armour rack stands against one wall of this immaculately tidy chamber; Tomas' weapons (a masterwork longsword and spear) and armour (masterwork splintmail and large steel shield) are of high quality and in good repair. A well-thumbed book – *Art of Command* by Anudian Restiral – lies atop his bed.

Rosenn's Chamber (R): This chamber is very messy. Her chest is open and contains a disorganized mass of personal possessions and clothes. A DC 20 Perception check reveals a bloody knife hidden within a bloodstained shift. (This is the knife she uses to cut herself).

Ythel's Chamber (Y): Ythel's chamber is extremely tidy. His shrine-niche contains the usual icons and two prayer books. A DC 20 Perception check reveals the books are dusty – they have obviously not been opened in some time. Ythel keeps nothing damning in his chambers; he keeps all such objects in the Deep Caves.

I: LIBRARY

Sagging bookshelves crammed with scores of large, dusty books line the walls from floor to ceiling. Six reading desks stand in the chamber's centre.

This chamber contains the priory's accumulated holy texts and other esoteric tomes. Most of the books are well-worn and obviously old – no new books have been added to the library for some time. Unless travellers demonstrate their good intentions to the priory and its folk, Ruan does not allow strangers to peruse the library.

Several books lie open on the desks. Most are religious treatises. One, *On Cymer*, is a short account of the priory's founding. It mentions the discovery of the Deep Caves. Anyone spending an hour leafing through the book discovers references to the caves, but no mention of how they may be reached.

The faithful hold their daily religious discussions here during bad weather.

J: TREASURY

A sturdy iron-bound door (AC 2, hardness 8, hp 60, DC 28 Break check) protected by a large, ornate lock (AC 11, hardness 15, hp 30, DC 30 Disable Device) to which Ruan

holds the only key wards this chamber. The small, windowless room beyond is all but empty. Shelves along one wall hold a number of dusty religious icons, four small sacks and a bunch of keys. Several open, empty chests cluster in the centre of the chamber.

Treasure: The shelves hold a score of religious icons. Some are of gold and quite bulky while others are little more than painted statues. The PCs could raise a total of 600 gp from selling these but all very obviously belong to the priory and selling them in a nearby settlement is impossible.

The sacks contain the priory's coin-hoard: 4,027 cp, 876 sp, and 465 gp.

K: FRATER

Many long tables and benches furnish this large chamber. A shuttered window overlooks the cloisters and garth. This room can seat many more people than currently gather here for meals. The current occupants only use the table nearest the fire; dust covers the rest.

Except during meal times, this place is abandoned.

BOOKS IN THE LIBRARY

The library contains many books. Examples include:

- **Leril's Grimoire:** A thick tome detailing fantastic and terrifying creatures (manticores, dragons, trolls and so on). It is luridly illustrated.
- **The True and Present Light:** This is a thin, pamphlet-style book written to educate the reader on the basic tenants of Darlen's faith.
- **Collected Wisdoms:** A collection of essays and sermons given by high priests. The book is dog-eared and annotated with comments in a number of different hands.
- **The Encroaching Darkness:** This alarmist tract written in a very apocalyptic style warns of the dangers posed by the "malign forces of darkness and corruption." Chief among them is the god Braal.
- **Lexicon of the Dead:** This book describes in graphic detail the various lesser kinds of undead (zombies, skeletons, ghouls and ghosts) that serve evil clerics. It provides detailed information on their strengths and weaknesses.
- **Other books include:** *Restimon's Commentary*, *Dorian's Lexicon of Dark Tongues*, *Ubiquitous Truths* and *The Justicar's Breviary*.

L: KITCHEN

A huge fireplace dominates the kitchen. Sideboards run around much of the rest of the room. Various cooking utensils hang from the walls. The kitchen is the warmest room in the priory and when it gets bitterly cold, many of the clerics gather here for warmth and companionship.

Subterranean Chambers: These chambers - cut into the bedrock of the hill – are accessible via narrow, steep staircases. The food stored here is basic, but wholesome. Several small barrels of weak wine are also here. This area does not intersect with the Deep Caves.

A side chamber contains several small barrels of fermenting weak ale. Five finished barrels stand along another wall. Paraphernalia required for brewing lies upon a workbench.

M: STABLES

A row of unused stalls, their floor covered with old, brittle straw, stand at the rear of this low, one-storey building. This area has been unused for months. A storeroom contains a small supply of mouldering grain as well as all the paraphernalia required for tending horses. A dusty cart, in very bad repair, stands in one corner.

N: GUEST LODGINGS

This low, single-storey building shows serious signs of neglect. Much of the stonework is crumbling and the roof sags dangerously. Shutters, firmly shut against the incessant wind, keep the foul weather at bay.

Before the PCs' arrival, this building hasn't been used for months. Consequently, the rooms are extremely dusty. One of the clergy can provide the PCs with the relevant equipment to clean their chambers. He also directs the PCs to the stables where they can find hay to refill their mattresses.

Common Chamber: This large chamber features four bays each of which can house three travellers. Four-foot high wooden partitions separate the bays. Each bay features sagging beds complete with mouldering straw mattress. Spiders and mice are commonplace here. Dust lies thickly. Small pieces of graffiti – traveller's names and so on – decorate the walls near the beds.

More Information: Refer to Encounter 8 for more information regarding this area's features.

O: INFIRMARY

Rows of beds set against the walls fill this large chamber. When the PCs first arrive at the priory, Eiravel is recuperating here. Even when she is well, she does not transfer her belongings to the guest quarters preferring the seclusion to be found here.

The clergy keep this area in a state of semi-repair in readiness for the sudden arrival of an injured or sick traveller. A small storeroom contains various equipment of use to healer.

Treasure: The PCs can find the equivalent of two healer's kits in the storeroom. A PC succeeding on a DC 20 Perception check finds a forgotten dusty glass vial containing a slightly sparkling white liquid (a *potion of cure light wounds* [faint; DC 16 Spellcraft identifies]).

CEMETERY

Buried beneath deep drifts, the low walls of the cemetery are no more than indistinct humps in the snow. Carven stones poking above the drifts mark graves. A lonely tree, its boughs laden with snow, stands in one corner.

Two score graves - all obscured by drifting snow - dot the cemetery. If a PC spends one hour scooping away the snow, it becomes obvious that several of the graves have been dug open and the corpses removed. (This is the source of Ythel's undead minions.) Few clues remain to determine the grave-robber's identity, but a DC 20 Perception check reveals that one of the gravemarkers has been defaced with a cloven skull. A DC 15 Knowledge (religion) check confirms that this is Braal's symbol.

FIELDS AND GARDENS

Extensive fields and gardens – now bounded by tumbled walls – once surrounded the priory, but with its decline, they have reverted to nature; nothing of interest remains.

THE UNDERCROFT

No one treads the hallowed, dust-shrouded halls of the Undercroft without Ruan's permission, something that he rarely grants. The clergy only enter the undercroft to bury fallen comrades (which has not happened for years). Refer to Encounter 16 for more details.

APPENDIX 2: THE FOLK OF CYMER

Appendix 2 presents extensive write-ups of the folk dwelling in Cymer.

EIRAVEL SOLERUIL

Masquerading as a wizard, this woman has a dark secret.

Eiravel is Cymer's only other guest. Recently (and correctly) accused of several thefts from the nearby village, Eiravel arrived at the priory a day ago. Suffering from a poisoned wound (a dart laced with Medium spider venom) received during her last theft, she is convalescing in the infirmary. She told Ruan that goblins attacked her, and although he knows she is lying, he allows her to remain. Similarly, Tomas does not trust her, but the other clergy have yet to form an opinion. Malvenos is biding his time until she is well enough to seduce.

Background: Although always marked as different, Eiravel had no idea of her true heritage until she was 13-years-old. The slum in which she was dwelling caught fire when a wizard accidentally summoned a fire elemental that subsequently ran amok. Surviving the resultant fire (thanks to her heritage), she found the wizard's smouldering corpse and looted his spellbook, which she then parleyed for formal training.

Personality: Eiravel's childhood was tough and loveless. She constantly acts assured but really just wants someone to protect her. If someone is not strong enough to do so, she uses them mercilessly. She loves to carve wooden figurines of animal and can craft beautiful sculptures. She rarely shows her creations to anyone.

Mannerisms: When upset or stressed, Eiravel compulsively taps her right foot on the floor.



Distinguishing Features: Outwardly Eiravel is human, but a few subtle clues point to her true heritage. A faint smell of

brimstone hangs in the air around her (which she disguises with a heavy perfume) and when she is in darkness her eyes give off a faint red glow (she always keeps a candle burning nearby to mitigate this effect).

Hook: Eiravel recently stole a pair of silver earrings set with three red stones (jade [DC 13 Appraise, 130 gp] from Tryfena (a merchant dwelling in Swallowfeld). She wants the earrings back, but does not care what happens to Eiravel. She offers 100 gp for their return.

EIRAVEL SOLERUIL

CR 1 (XP 400)

Female tiefling rogue 1/wizard (enchanter) 1

CN Medium outsider (native)

Init +7; **Senses** darkvision 60 ft.; Perception +4 (trapfinding), Sense Motive +4

Speed 30 ft.

ACP 0; Acrobatics +7, Climb +3, Escape Artist +7, Stealth +9, Swim +0

AC 13, touch 13, flat-footed 10; **CMD** 12 (+3 Dex)

Resist cold 5, electricity 5, fire 5

Fort +1, **Ref** +5, **Will** +2

hp 13 (2 HD)

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

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

Melee Touch *dazing touch* -1 (dazed [1 HD, 1 round])

Ranged dagger (range 10 ft.) +2 (1d4-1/19-20)

Atk Options *dazing touch* 6/day (1 HD), sneak attack +1d6

Special Actions arcane bond (amulet)

Wizard Spells Prepared (CL 1st; evocation, necromancy)

1st—*charm person* (DC 14), *mage armour*, *sleep* (DC 14)

0—*daze* (DC 13), *detect magic*, *ghost sound* (DC 13), *mage hand*

Spell-Like Abilities (CL 2nd)

1/day—*darkness*

Combat Gear *elixir of hiding*, *elixir of tumbling*

Abilities Str 8, Dex 17, Con 12, Int 16, Wis 10, Cha 11

SQ cantrips, fiendish sorcery

Feats Improved Initiative, Scribe Scroll^B

Skills as above plus Appraise +7, Bluff +8, Diplomacy +6, Disable Device +9, Disguise +4 (+6 with disguise kit), Intimidate +2, Knowledge (arcana) +7, Knowledge (local) +7, Knowledge (planes) +7, Sleight of Hand +7, Spellcraft +7

Languages Abyssal, Common, Goblin, Infernal, Undercommon

Gear as above plus masterwork thieves' tools, disguise kit, spell component pouch, 11 gp, 15 sp, set of earrings with three red stones (worth 130 gp; see "Hook")

Spellbook 0—all; 1st—*charm person*, *detect secret doors*, *expeditious retreat*, *mage armour*, *obscuring mist*, *sleep*

While poisoned, Eiravel has the following statistics:

Climb +1, Swim -2

Melee mwk dagger -2 (1d4-3/19-20) or

Melee Touch *dazing touch* -3 (dazed [1 HD, 1 round])

Abilities Str 4

MALVENOS LIAIAMNE

Arrogant and vain, Malvenos hides here from his father.

Malvenos is a refugee from a far off land. Not for him were the terrors of racist persecutions by dim-witted farmers or the haughty indifference of the elves the catalyst of his flight. Rather, a manipulating father and the terror of a loveless arranged marriage precipitated his self-imposed exile.

At the priory, he acts as gatekeeper and guardian. Occasionally he hunts in the surrounding woodland, returning with venison and rabbit for the clergy.

Background: The product of a brief tryst between a human woman and a skilled, elven mercenary warrior, Malvenos spent his formative years with his mother. When she died, he went to live with his father who had become rich and powerful over the intervening years. His father cared little for Malvenos, but saw him as a useful tool for strengthening certain political relationships.

MALVENOS LIAIAMNE

CR 1/2 (XP 200)

Male half-elf fighter 1

NG Medium humanoid (elf)

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

Speed 20 ft., base speed 30 ft.

ACP -5; Acrobatics -2 (-2 jumping), Climb +1

AC 20, touch 14, flat-footed 16; **CMD** 16

(+3 Dex, +1 dodge, +5 armour [scale mail], +1 shield [buckler])

Immune sleep

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

hp 12 (1 HD)

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

Melee cold iron longsword +4 (1d8+2/19-20)

Melee spear +2 (1d8/x3)

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

Combat Gear *potion of cure light wounds* (2), *potion of protection from evil*

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

SQ elf blood, multitiered (fighter, ranger)

Feats Dodge, Skill Focus (Perception)^B, Weapon Focus (longsword)

Skills as above plus Profession (soldier) +5

Languages Common, Elven

Gear belt pouch, 6 gp, 13 sp, 74 cp

When not prepared, Malvenos has the following statistics:

Speed 30 ft.

ACP 0; Acrobatics +3, Climb +6

AC 14, touch 14, flat-footed 10

Atks only carries longsword

He fled here to escape his father's machinations and now bides his time; hoping his father will forget him.

Personality: Malvenos is a fiercely private man but an extrovert who loves the company of women. He believes himself to be suave and is genuinely surprised if a woman rebuffs him. He is fiercely suspicious of any elves (or anyone asking too many questions) – believing that they may be his father's agents.

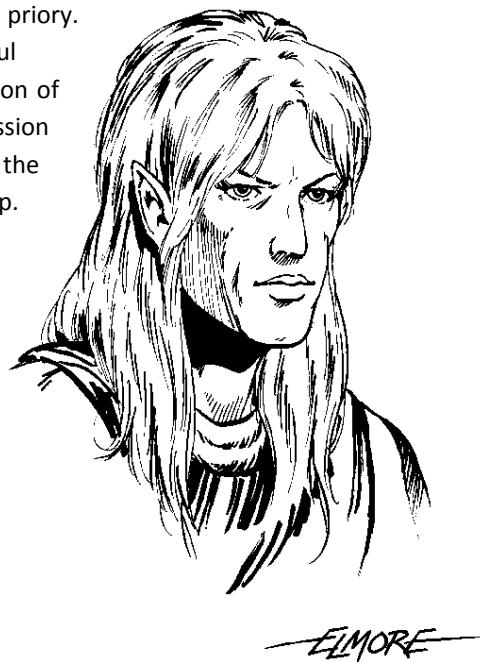
He is very inquisitive – both because he wants to hear of far-off lands and because he fears his father's agents.

Mannerisms: Although an intensely private person, Malvenos is an insatiable flirt. Sadly, for Malvenos, life at the priory affords him few opportunities to meet women. (indeed the only woman in permanent residence is Rosenn who has made it very clear that she is not interested in a romantic relationship). If any of the PCs are women, Malvenos relentlessly seeks them out in an attempt to quench his desires.

Distinguishing Features: Malvenos wears tight-fitting, clothing, to accentuate his physique.

Hooks: Elven or half-elven character could travel to Cymer, at the behest of Tahllian Liaiamne (Malvenos' father). Tahllian, recently hearing stories of a half-elven warrior watching over the priests at Cymer, has despatched the PC to investigate. The PC's mission is simple; to determine whether the half-elf is indeed Malvenos but not to alert him to his father's interest in the priory.

Successful completion of the mission earns the PC 100 gp.



ROSENN URSELL

Barely sane, Rosenn desperately tries to forget her past.

Rosenn came to the priory over a decade ago after surviving the destruction of her village. The curate at the time, Relf, took pity on her and allowed her to join his clergy even though she is not a fully trained cleric. Relf trained her as a scribe and she is now responsible for maintaining the priory's library. She takes great pride in her job, loving the quiet and solitude it brings her.

Background: Rosenn's childhood in a small village on the edge of the kingdom was idyllic until bandits burnt down much of her village and killed most of the populace (including her entire family). She survived the experience, but was brutalised by the half-orc leading the raid. The experience shattered her sanity and she retreated to the sanctuary of the priory. Now in her mid thirties, the wounds of her youth have begun to heal thanks to Darlen's wisdom. Her recovery is fragile, however.

Personality: The brutal end to Rosenn's youth also gravely damaged her sanity. While still a caring person, she is extremely nervous around people she does not



know. She cannot bear to be around half-orcs, particularly large warrior types. Such folk terrify her and if she cannot leave the area immediately, she puts as much distance between herself and the individual as possible.

Rosenn has a dark secret. In the dead of night, she often cuts her arms and legs. (She hides these self-mutilations beneath her robes so they are not immediately evident). She does this because of the trauma she suffered when her village was destroyed. She also suffers nightmares about that terrible day and is tormented by survivor's guilt – she feels that she could have done something more to save her family or that she should have died with them.

Ythel has spent considerable time getting to know Rosenn and is the only one in the priory except Ruan that knows the full horror of her past.

Mannerisms: Rosenn is not an emotionally demonstrable person. She rarely expresses her own feelings and speaks in a low monotone. Consequently, many people find her remote and standoffish.

Hooks: Even now, Rosenn has trouble sleeping. Often dark dreams beset her from which she wakes screaming. Such episodes unsettle Tomas (who half suspects that she is possessed). Ythel (knowing of her history) ignores them. She can normally be found in the library tending to her beloved books.

ROSENN URSELL

CR 1/2 (XP 200)

Female human expert (scribe) 1

NG Medium humanoid (human)

Init +1; **Senses** Perception +6, Sense Motive +6

Speed 30 ft.

ACP 0; **Escape Artist** +5, **Swim** +1

AC 11, **touch** 11, **flat-footed** 10; **CMD** 11
(+1 Dex)

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

hp 4 (1 HD)

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

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

Abilities Str 10, Dex 12, Con 11, Int 13, Wis 10, Cha 9

Feats Alertness^B, Skill Focus (Profession [scribe])

Skills as above plus Appraise +5, Craft (books) +5, Knowledge (religion) +5, Linguistics +4, Profession (scribe) +7

Languages Common, Elven, Goblin

Gear as above plus belt pouch, scroll case containing doodles and pictures, 9 sp, 34 cp

RUAN GLOYNE

Tired and ready to meet his god, Ruan still works to atone for his youthful sins.

Ruan does not carry his eighty years easily. Failing eyesight and a weak heart have precluded him leaving the priory's confines for several years. He philosophically bears these burdens, though, seeing them as penance for past transgressions.

Background: Ruan came from humble beginnings to rise to the lofty rank of curate. This combined with his links to the Brotherhood of the Unalterable Way have made him an object of veiled contempt among his fellow curates. He was gifted the post of curate at the backwater

RUAN GLOYNE

CR 4 (XP 1,200)

Male human cleric (Darlen) 5

LG Medium humanoid (human)

Init -4; **Senses** Perception +8, Sense Motive +16

Speed 30 ft.

AC 7, touch 6, flat-footed 7; **CMD** 6

(-4 Dex, +1 natural [amulet of natural armour +1])

Fort +4, **Ref** -1, **Will** +12

hp 19 (5 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +0

Melee unarmed strike +0 (1d3-3 subdual)

Special Actions Selective Channelling, Turn Undead, channel positive energy 9/day (3d6, DC 18 Will halves), *resistant touch* 9/day, spontaneous casting (*cure* spells), *touch of good* 9/day

Resistant Touch (Sp) By touching a creature, Ruan grants it a +2 resistance bonus for 1 minute. Using this power reduces his saving throw bonuses by 2 for 1 minute.

Touch of Good (Sp) By touching a creature, Ruan grants it a +2 sacred bonus on attack rolls, skill checks, ability checks and saving throws for 1 round.

Cleric Spells Prepared (CL 5th; Good, Protection)

3rd—*magic circle against evil*^D, *remove curse*, *remove disease*

2nd—*align weapon*^D, *delay poison*, *lesser restoration*, *silence*, *status*

1st—*death watch*, *command* (DC 17), *endure elements*, *entropic shield*, *protection from evil*^D, *sanctuary* (DC 17)

0—*detect magic*, *detect poison*, *purify food and drink*, *stabilize*

Combat Gear feather token (whip), scroll of cure moderate wounds (2)

Abilities Str 4, Dex 2, Con 6, Int 19, Wis 22, Cha 22

Feats Alertness^B, Selective Channelling, Skill Focus (Knowledge [religion]), Turn Undead,

Skills as above plus Diplomacy +14, Heal +12, Knowledge (planes) +9, Knowledge (religion) +15, Spellcraft +9

Languages Celestial, Common, Draconic, Elven, Infernal

Gear as above plus silver holy symbol, spell component pouch

priory to live out his days after the previous incumbent, the aged and infirm Relf, died in his sleep.

His one-time membership of the Brotherhood of the Unalterable Way now embarrasses him, and he does not voluntarily speak of it. Persistent questioning gets him to reveal basic information about the cult. He also reveals that Ythel was one of his students many years ago. The Adventure Background presents other relevant portions of Ruan's background.

Personality: A firebrand in his youth with no tolerance for dissenting opinions, Ruan has mellowed as he has aged. Now a peaceful, gentle man he is friendly and open with all he meets.

He is interested in history and spends much of his time in the library or in his chambers writing a commentary dissecting *On the Nature of Law* – an examination of how different high priests interpreted Darlen's teachings.

Mannerisms: Softly spoken he barely raises his voice above a whisper.

Hooks: Ruan is an old man and no longer instructs new acolytes. In the past, though, he trained hundreds of clerics. Some remained within the Brotherhood of the Unalterable Way, while others embraced the mainstream church. A PC could be the child of one of his old students. His parent yet holds Ruan in high esteem and has despatched the PC with a gift for the aging cleric – a finely illustrated copy of *Book of Exalted Prayers*. He rarely leaves his quarters and then only for meals and prayer.



TOMAS LELEAN

Tomas is single-minded bent on his self-imposed destiny.

Tomas serves Cymer through a strong sense of familial duty and a belief that his destiny is to be the curate that resurrects Cymer's glory.

Background: Tomas comes from a long line of servants of Cymer who dwelling in Swallowfeld. His grandfather and his father served at Cymer with honour and distinction. Throughout his childhood, Tomas' parents unwittingly indoctrinated him; he genuinely believes that a position at Cymer will elevate him above the peasants with whom he grew up.

Personality: Tomas is extremely ambitious and seeks advancement through Ruan's favour. This is not because of any sinister lust for power; rather he greatly desires to best his father who never reached the lofty position of curate and who often denied him the validation he so desperately craved.

He prefers action to debate and can come across as arrogant and overbearing because of his need to "win" any given debate or situation. He believes himself an expert on almost everything and that the folk of the nearby villages are idiots for eschewing the worship of Darlen. It is evident to him that once they return to the faith, their fortunes will improve dramatically.



Mannerisms: Tomas believes himself to be wise and knowledgeable. He loves to interrupt other people when they are speaking to offer unwanted advice and anecdotes. He does this even at inappropriate times and does not notice when this irritates people.

Hooks: Stemming from his need to "win" every conversation, Tomas places great value on converting unbelievers to the faith. To this end, he bombards unbelievers with religious teachings, particularly if they express even the slightest interest in his views. Most of the time he remains close to Ruan to further ingratiate himself with the aging curate.

TOMAS LELEAN

CR 1 (XP 400)

Male human cleric (Darlen) 2

LN Medium humanoid (human)

Init -1; **Senses** Perception +2, Sense Motive +6

Speed 20 ft., base speed 30 ft.

ACP -4; **Acrobatics** -5 (-9 jumping)

AC 15, touch 9, flat-footed 15; **CMD** 12

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

Fort +4, **Ref** -1, **Will** +5

hp 16 (2 HD)

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

Melee mwk longsword +4 (1d8+2/19-20)

Special Actions Turn Undead (DC 13 Will negates), channel positive energy 5/day (1d6, DC 13 Will halves), spontaneous casting (*cure* spells), *touch of good* 5/day, *touch of law* 5/day

Touch of Good (Sp) By touching a creature, Tomas grants it a +1 sacred bonus on attack rolls, skill checks, ability checks and saving throws for 1 round.

Touch of Law (Sp) By touching a creature, Tomas enables it to treat all attack rolls, skill checks, ability checks and saving throws as if rolled a natural 11 on a d20 for 1 round.

Cleric Spells Prepared (CL 2nd; Good, Law)

1st—*bless*, *protection from evil*^P (2), *sanctuary* (DC 13)

0—*detect magic*, *light*, *resistance*, *stabilize*

Combat Gear *potion of cure light wounds*, *oil of magic weapon*, holy water (2)

Abilities Str 14, Dex 8, Con 12, Int 10, Wis 15, Cha 15

SQ good aura (moderate)

Feats Skill Focus (Diplomacy)^B, Turn Undead

Skills as above plus Diplomacy +10, Heal +6, Knowledge (religion) +4

Languages Common

Gear as above plus silver holy symbol, spell component pouch, 8 gp, 15 sp

When not prepared, Tomas has the following statistics:

Speed 30 ft.

ACP 0; **Acrobatics** -1

AC 9, touch 9, flat-footed 9

Atks only carries longsword

YTHEL FRAYNE

Bent on a terrible revenge, Ythel has almost irredeemably fallen into darkness.

Ostensibly, a devout member of the faith, in reality Ythel has allowed his hate of Ruan to consume him utterly. He has willingly fallen under the thrall of Braal, although darkness has not yet fully claimed him.

YTHEL FRAYNE

CR 2 (XP 600)

Male human cleric (Baal) 3

N Medium humanoid (human)

Init -1; **Senses** Perception +3, Sense Motive +9

Speed 20 ft., base speed 30 ft.

ACP -3; **Acrobatics** -4 (-8 jumping)

AC 17, touch 9, flat-footed 17; **CMD** 12

(-1 Dex, +7 armour [+1 *breastplate*], +1 shield [mwk light steel])

Fort +3, **Ref** +0, **Will** +6

hp 23 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +3

Melee mwk longsword +4 (1d8+1/19-20)

Atk Options destructive smite 6/day (+1)

Special Actions channel negative energy 4/day (DC 12 2d6; Selective Turning [1]), copycat, spontaneous casting (*inflict* spells)

Copycat (Sp) 3/day Ythel can create an illusionary double of himself (as a single *mirror image*); duration 1 round (or until destroyed).

Destructive Smite (Su) Ythel deals 1 additional point of damage with his next successful melee attack.

Cleric Spells Prepared (CL 3rd; concentration +6, destruction, trickery)

2nd—*bull's strength*, *cure moderate wounds*, *invisibility*^D

1st—*bleed*, *cure light wounds*, *true strike*^D, *protection from good*

0—*bleed* (DC 13), *detect magic*, *guidance*, *light*

Combat Gear *scroll of cure moderate wounds*, *scroll of silence*, *silversheen*

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

Feats Selective Turning, Toughness^B, Martial Weapon Proficiency (longsword)

Skills as above plus Diplomacy +7, Knowledge (planes) +8, Knowledge (religion) +8, Spellcraft +8

Languages Celestial, Common, Infernal

Gear as above plus silver holy symbol (Baal), wooden holy symbol (Darlen), spell component pouch, 36 gp, 57 sp, key (unlocks chest in Area F [Deep Caves])

When not prepared, Ythel has the following statistics:

Speed 30 ft.

ACP 0; **Acrobatics** -1

AC 9, touch 9, flat-footed 9; **CMD** 12

Melee unarmed strike +3 (1d3+1 nonlethal)

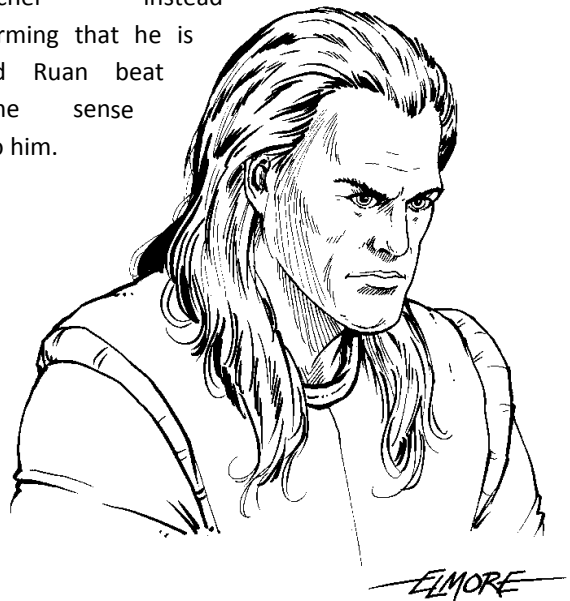
Background: Ythel is the fourth son of a minor noble much given to rank and privilege. When his father forced him to join the clergy, he was completely unprepared for the experience. His stubborn arrogance and mannerisms collided violently with Ruan's harsh outlook on life. Ruan's subsequent beatings and humiliations twisted his soul and bred a deep hatred for the aging curate. The Adventure Background presents more detail on Ruan's and Ythel's shared history.

Personality: Outwardly Ythel is a devout member of the faithful; he always attends services and is a vocal participant in any religious conversation, but otherwise is quite taciturn. Inside, however, a twisted anger consumes him for the many humiliations and beatings heaped upon him by Ruan. He believes that Ruan must pay for his sins even if he now regrets them.

Ythel is very cautious and does nothing without fully thinking through the consequences.

Mannerisms: Ythel's eyesight is not perfect, and as such he has developed a terrible squint. He always wears voluminous clothes to conceal his heavily scarred back and arms – a legacy of Ruan's beatings.

Hooks: Ythel is friendly toward the PCs, although he does not seek them out – playing the part of a shy, naive priest. He pretends to know little of the outside world, listening in seeming wonder to stories of previous adventures. If challenged regarding his shared history with Ruan, he professes to hold no grudge against his one-time teacher instead affirming that he is glad Ruan beat some sense into him.



READING STAT BLOCKS

Retribution includes all necessary stat blocks; these notes explain how to read them. 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, 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.

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.

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 3: NEW RULE ITEMS

Appendix 3 presents details of all new rule items featured in *Retribution*.

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

HALF-GOBLIN WARRIOR

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

the world – places where ancient peoples raised mighty temples or high fortresses – also attract them.

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 LORE

A character making a Knowledge (local) check may know some information about half-goblins. 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 pitch darkness and are skilled riders.

HALF-GOBLIN TRAITS

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

Medium: Half-goblins are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Half-goblins have a base speed of 30 ft.

Darkvision: Half-goblins can see in darkness for 60 ft.

Goblin Blood: Half-goblins count as both human and goblin for any effect related to race.

Swift: At 1st-level, half-goblins receive Fleet as a bonus feat.

Rider: Half-goblins receive a +2 racial bonus on Ride checks.

Stealthy: Half-goblins receive a +2 racial bonus on Stealth checks.

Languages: Half-goblins begin play speaking Common and Goblin. Those with high Intelligence scores can also choose Abyssal, Dwarven, Gnoll, Gnome, Infernal and Orc.

NEW MAGIC ITEM

BLESSED ASPERGILLUM

This silver object resembles a light mace, but many tiny holes perforate its head. A cap at the end of the handle unscrews revealing that the item is hollow. Runes decorate its shaft.

Lore A character succeeding on a DC 10 Knowledge (religion) check identifies this as an aspergillum. Priests use such items to sprinkle holy water over penitents or items of religious significance. A character able to read Celestial can translate the runes upon it, which read "Light smites the darkness."

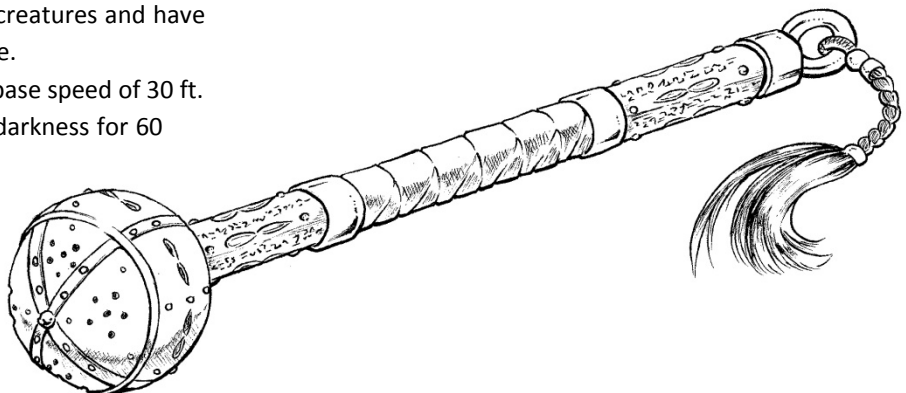
Abilities Sprinkling a weapon with holy water from a *blessed aspergillum* has the same effect as a *bless weapon* spell. The aspergillum can hold an entire vial of holy water and such an amount of liquid can cover three weapons. Doused weapons glow with radiance equal to a candle (increasing the light level by one step in a 5 ft. radius) while blessed. The *holy aspergillum* can affect a maximum of three weapons a day in this fashion.

The *blessed aspergillum* doubles as a silvered light mace. If filled with holy water, the first successful attack coats the target in holy water (affecting undead or evil outsiders as normal [2d4 damage and any such creatures within 5 ft. take 1 damage from the splash]). Refilling the *blessed aspergillum* is a move action.

Activation: use activated (standard action)

Aura: faint transmutation (DC 16 Spellcraft); **CL** 3rd

Requirements: Craft Wondrous Item, *bless weapon*; **Cost** 2,250 gp



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, Trickery

Favoured Weapon: Morningstar

Raiment: Braal's faithful wear cowed 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.

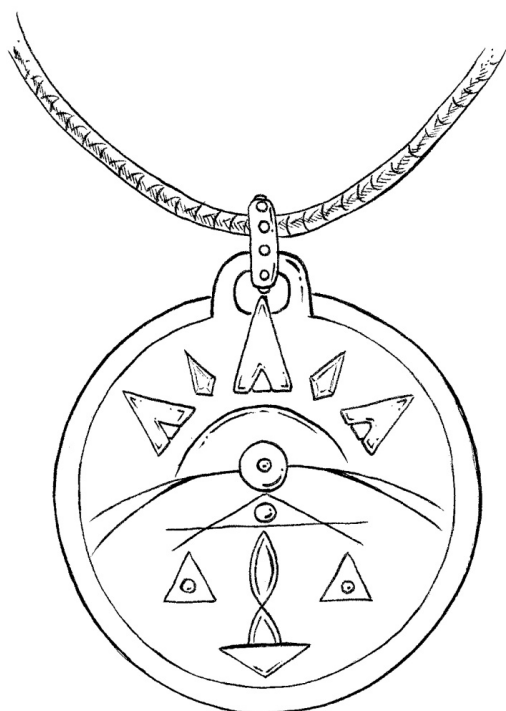
DARLEN

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, Sun



Favoured Weapon: Longsword

Raiment: Voluminous, white cowed 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 prominent early followers. *Divine Order* and *On Darkness' Rise* are important early commentaries penned by legendary high priests.

THE UNALTERABLE WAY

An ultra-orthodox sect of Darlenites, the Brotherhood of the Unalterable Way believes that the lessons appearing in the *Scriptures of Law* are the literal words of their divine patron. Darlen is a god and thus perfect. Therefore, his lessons are perfect; changing or interpreting them is a mortal sin.

Their most central belief, that to attain salvation believers must physically cleanse themselves of sin, is also their most controversial. Members of the Brotherhood interpret an obscure passage in the *Scriptures of Law* describing true believers as the "scourges of sin" to mean

that adherents should whip the sin from their own flesh. Some extremists go further forcibly whipping anyone guilty of committing sin. Such extreme beliefs make the sect very unpopular.

GLOSSARY

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

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

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

Garth: An open courtyard enclosed by a cloister.

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

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

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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 <http://raging-swan.livejournal.com>.

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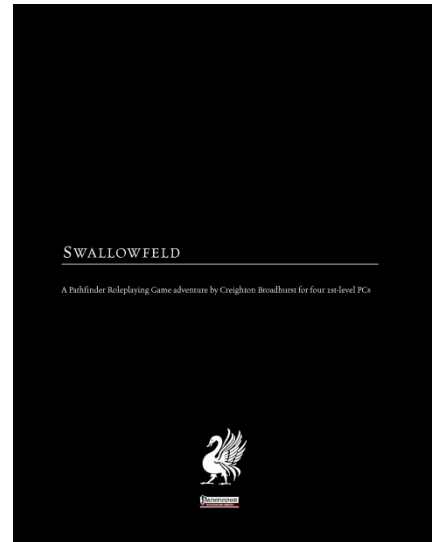
SWALLOWFELD

A Pathfinder Roleplaying Game supplement suitable for low-level play by Creighton Broadhurst

The furthest flung outpost of a mighty kingdom, turbulent waters and forbidding, trackless forests bound the village of Swallowfeld.

Swallowfeld presents detailed information on village life as well as ten locations and nine NPCs of note. Designed to be the perfect base from which neophyte adventurers can explore the surrounding area or as a waystop on the road to adventure, Swallowfeld is easy to include in any GM's campaign.

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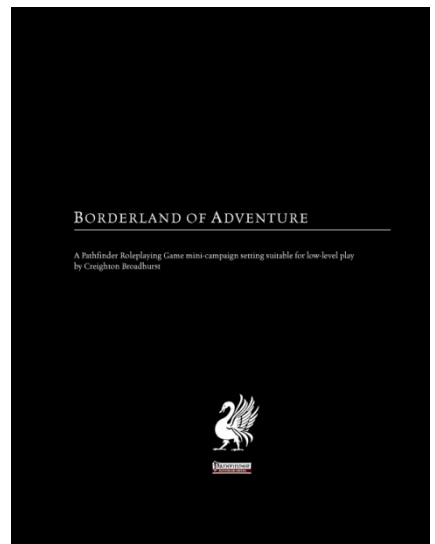


BORDERLAND OF ADVENTURE

A Pathfinder Roleplaying Game mini-campaign setting suitable for low-level play by Creighton Broadhurst

The furthest flung outpost of a mighty kingdom, turbulent waters and forbidding, trackless forests separate the folk of the Lonely Coast from the gaudy lights of civilisation. Pirates and slavers ply the southern storm-tossed waters while goblins and other foul things creep through the gloom of the Tangled Wood that seemingly chokes the forgotten holds and sacred places of the Old People. Deep within the forest, a narrow, rock-choked defile piled deep with shadow cuts through a nameless range of rugged, tree-shrouded hills birthing dark, fearsome legends of terrifying monsters and glittering, doom-laden treasures. The perils of the Lonely Coast are legion and thus there is always a need for those with stout hearts and skill with blade and spell or for those merely hungry for glory to defend humanity's most tenuous enclave.

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

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