

RETRIBUTION COLLATED STAT BLOCKS

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.



CREDITS

Design: Creighton Broadhurst

Development: Andy Glenn, Andrew Hodges and Eric Menge

Editing: Andrew Hodges and Eric Menge

Cover Design: Simon Butler

Layout: Creighton Broadhurst

Interior Artists: Larry Elmore, Brittany Michel, Dave Peterson and V Shane. Some images copyright Erisian Entertainment, used with permission.

Cartography: Philippa Broadhurst

Playtesters: Creighton Broadhurst, Andy Lewis, Andrew Hodges, Robert Wills and Neil Wright

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

This free web enhancement for *Retribution* contains all the stat blocks that featured in that adventure. For the GM's convenience, stat blocks appear by type. Thus, all goblins appear together as do all undead, outsiders and so on. Furthermore, this PDF's settings allow the user to extract any of the information herein so that the GM may use the stat blocks in his own campaign.

For information on how to read the stat blocks in this document, refer to "Reading Stat Blocks."

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ANIMALS

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)

CLERGY & GUESTS

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 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, multitalented (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

ROSENN URSELL CR 1/2 (XP 200)

Female human expert (scribe) 1

NG Medium humanoid

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 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 Channeling, 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

TOMAS LEAN 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*^D (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 CR 2 (XP 600)

Male human cleric (Braul) 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 illusory 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*, *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 (Braul), 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)

GOBLINS

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)

GARK CR 1 (XP 400)

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

Male goblin adept (Brael) 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

GOBLIN BATTLEDANCERS (2) CR 1/2 (XP 200)

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.

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

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 (Brael) 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 illusory double of herself (as a single *mirror image*); duration 1 round (or until destroyed).

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

1st—*bleed*, *cause fear*, *protection from good*^D

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

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

HALF-GOBLINS

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

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

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

TERL CR 1 (XP 400)

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.

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 [mage armour])

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) *acidic ray* (range 30 ft.) +3 (1d6+1 acid)

Sorcerer Spells Known (CL 2nd; concentration +4)

1st (5/day [4 remaining])—*colour spray* (DC 13), *mage armour*

0—*acid splash*, *dancing lights*, *daze* (DC 12), *detect magic*, *mage hand*

Combat Gear *scroll of expeditious retreat*, *scroll of identify*, *scroll of sleep*

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

OUTSIDERS

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

UNDEAD

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

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

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)

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

READING STAT BLOCKS

Retribution includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers.

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

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an affect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number hit dice it possesses. A bracketed hit point total indicates

that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect the creature's attacks. Subsequent listings describe all but the most basic abilities in more depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, its relevant attack bonus is included. Spells available appear in reverse order from highest to lowest. Spells noted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list a creature's ability scores and any special qualities that appear nowhere anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its barred schools.

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.

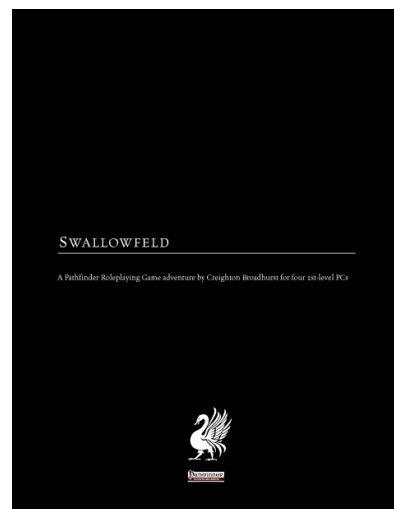
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