

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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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.

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

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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). 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 under the barricade to escape the foul weather.

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

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

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 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. They meet Ruan and he grants them leave to remain in the priory until the weather eases. A winter storm blasts the area.

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).

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.

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 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 possible 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 check 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 discoloration 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 some hours 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

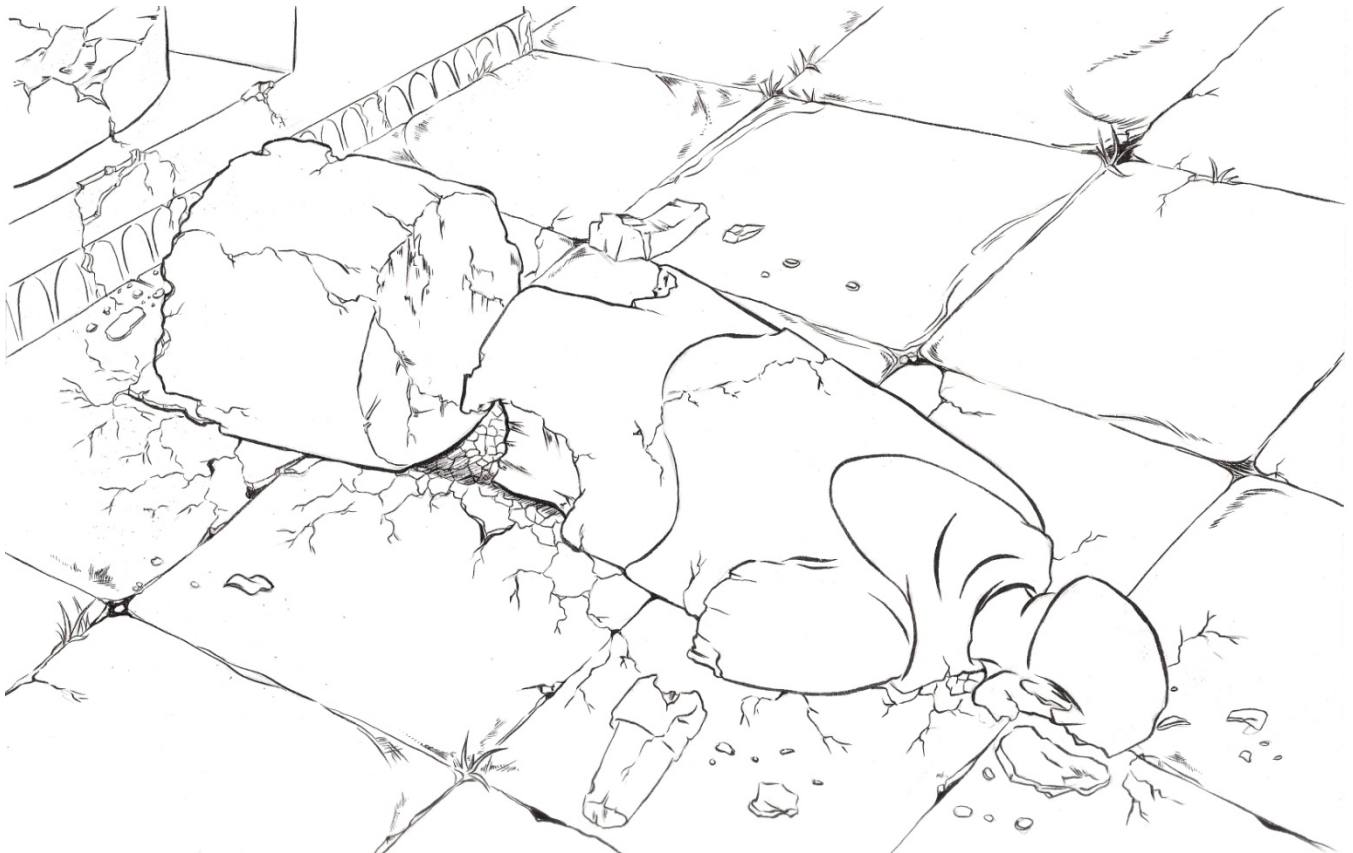
it). Unfortunately, because of the condition of the body it is impossible to tell when the fox was killed. A PC making a DC 15 Knowledge (religion) check knows that worshippers of Braal often cut out their sacrifices' heart and that to them a fox signifies the hunt.

A DC 21 Survival or Perception check outside the door reveals a partially obscured 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 orcs trying to break 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 is in the infirmary (asleep).

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.



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). He slew the goblins and lingers here ready to slay any other evil-doers.



When the PCs reach the undercrofts, 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; he uses corrupting touch to slay his enemies but cannot leave the undercroft.

UNDERCROFT FEATURES

The undercroft has several features of note:

Illumination: Darkness fills the undercrofts.

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 contains 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 two 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* (found in the library [Area I]) gains a +2 bonus to this check. The PCs may make one such check before each 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 binds 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 so that they may cleanse the priory. 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*^D

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

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, of course, 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 large 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 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.

AC 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, bringing venison and rabbit to the priory.

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, 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

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.

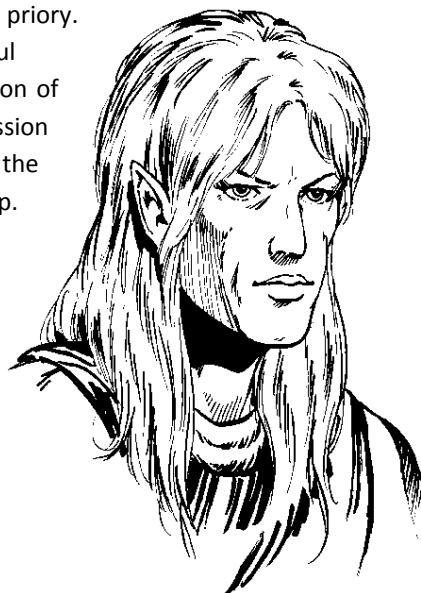
He is very inquisitive – both because he wants to hear of far-off lands and because he fears his father's agents.

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.



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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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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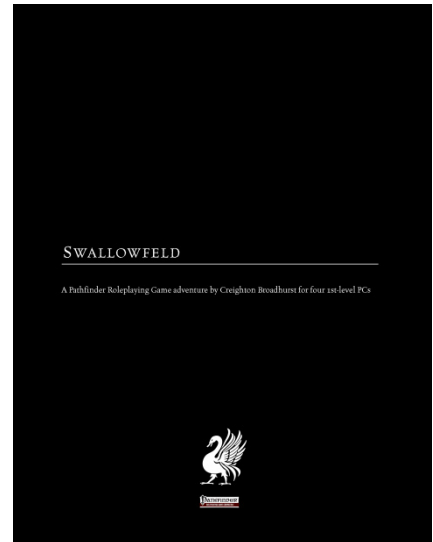
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