

# RETRIBUTION: SCALING THE ADVENTURE

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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

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*Dedicated to*

*Christopher, Alexander, Alaric, Adam and Nathan*

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## ERRATA

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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](http://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

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Email [retribution@ragingswan.com](mailto:retribution@ragingswan.com) with questions and comments about this adventure.

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## ABOUT THE DESIGNER

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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>.

## INTRODUCTION

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The free web enhancement for *Retribution* presents notes and suggestions for modifying the various combat encounters present in the adventure.

These notes have been kept deliberately brief so that a GM can simply print page 4 to take to the game. Additionally, they have been designed so that the GM can modify encounters "on the fly" (in case he is feeling particularly merciful [or mean]). The GM may also want to modify this adventure because the group is either bigger or smaller than the assumed party size (four) or because the PCs are of higher level.

When modifying an encounter by removing or adding a combatant, remember to subtract or add the relevant amount of treasure. For example, in Encounter 1 if the GM removed a half-goblin sneak the half-goblin's possessions shouldn't appear in the encounter's treasure listing.

Three encounters (13, 14 and 19) have special notes regarding treasure. This is because although the EL changes the number of opponents remains the same.

## 1: WATCHERS IN THE STORM (EL 2)

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Use the notes below to modify the encounter to the desired EL:

**EL 1 (XP 400):** Remove one half-goblin skulk.

**EL 3 (XP 800):** Add one half-goblin skulk.

## 2: DEATH IN THE STORM (EL 4)

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Use the notes below to modify the encounter to the desired EL:

**EL 3 (XP 800):** Remove the wolf.

**EL 5 (XP 1,600):** Add one wolf.

## 8: SCREAMS IN THE DARK (EL 3)

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Use the notes below to modify the encounter to the desired EL:

**EL 2 (XP 600):** Remove Brunk.

**EL 4 (XP 1,200):** Add two zombies.

## 13: ROSENN'S CHAMBER (EL 1)

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Use the notes below to modify the encounter to the desired EL:

**EL 2 (XP 600):** Apply the advanced creature template to Terl (+2 on all rolls [including damage], spell DCs +2, AC 20, touch 14, flat-footed 18, CMD 19, hp 18).

Add a *potion of invisibility*.

## 14: THE INFIRMARY (EL 1)

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Use the notes below to modify the encounter to the desired EL:

**EL 2 (XP 600):** Apply the advanced creature template to the ghoul (+2 on all rolls [including damage], ghoul fever DC 14, paralysis DC 15, AC 18, touch 14, flat-footed 16, CMD 18, hp 17).

Add two plain gold rings (each worth 100 gp).

## 15: UPON THE ALTAR (EL 4)

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Use the notes below to modify the encounter to the desired EL:

**EL 3 (XP 800):** Remove Partrax.

**EL 5 (XP 1,600):** Add two goblin battledancers.

## 16: THE RESTLESS DEAD (EL 3)

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Use the notes below to modify the encounter to the desired EL:

**EL 2 (XP 600):** Apply the young creature template to Marel (+2 on all Dex-based rolls, -2 on all other rolls, hp 16).

**EL 4 (XP 1,200):** Apply the advanced creature template to Marel (+2 on all rolls [including damage], corrupting touch DC 17, channel positive energy DC 17, spell DC +2, AC 17, touch 15, flat-footed 13, CMD 18, hp 24).

## 17: ATOP THE EBON CHASM (EL 2)

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Use the notes below to modify the encounter to the desired EL:

**EL 1 (XP 400):** Remove one zombie.

**EL 3 (XP 800):** Add one zombie.

## 19: THE BLACK POOL (EL 2)

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Use the notes below to modify the encounter to the desired EL:

**EL 1 (XP 400):** Apply the young creature template to the half-goblin archer (+2 on all Dex-based rolls, -2 on all other rolls; hp 15).

Remove the *potion of cure light wounds*.

**EL 3 (XP 800):** Apply the advanced creature template to the half-goblin archer (+2 on all rolls [including damage], AC 22, touch 16, flat-footed 18, CMD 20, hp 23).

Add three small opaque dark gray with red flecked stones (bloodstone, 50 gp each).

## 20: THE DARK FANE (EL 4)

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Use the notes below to modify the encounter to the desired EL:

**EL 3 (XP 800):** Remove two immature lemure devils.

**EL 5 (XP 1,600):** Add two immature lemure devils; Ythel has two channel negative energies remaining.

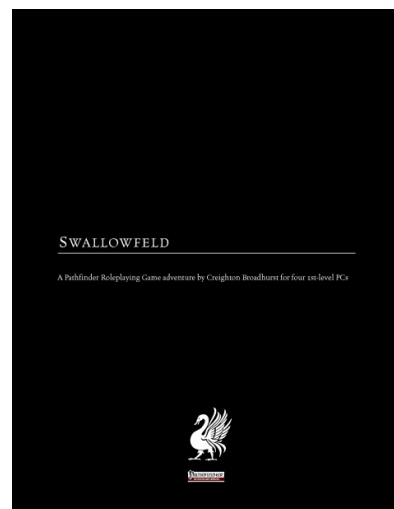
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