

1452

Saving Sujeira's Soul

A renaissance adventure for levels 1-3
Pathfinder compatible with conversion notes for 5e/OSR

Ben Gibson

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Special thanks to play testers:
Chris, Michael, James, and Jason

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It is the year of our Lord 1452; the world is changing. But here in Village Sujeira, time seems to have stopped. From misty sunrise to dusty sunset, the ebb and flow of life remains the same. Although the animated gossiping of the women seems a little tense today. And are there perhaps a few more dirty travelers upon their burros than normal? And here is Father Olavo...does the prelate look a bit shifty?

Adventure Introduction

1452: Saving Sujeira's Soul is an adventure set in an alternate history Earth during the year 1452, in a world where history is much the same, but for the fact that the Rus are all hirsute dwarves, the hordes that poured out of central Asia were orcish (and half-orcs are mostly janissaries split among the Ottoman Empire's demesnes), and elves are creatures of rumors and myth. Halflings live among the English and Portuguese in villages and farms, while goblins are pests best left for dead in the wilds between civilized countries. The Church arms its inquisitors with holy blessings, for witches are not mere milk-souring old women but vile devil-pacted souls, and wizards and sorcerers seek human and kine for sacrifices to fuel their darkling magics. There be dragons on the edges of the world, and ogres and sea serpents and giants, but the alchemists of this world know things beyond mortal ken and fight these horrors with science and canny concoctions.

For all of this implied setting, this can be set in any number of other worlds or contexts. The adventure takes place in a tiny village that works in many advanced settings, and the technological level can be stepped down without difficulty as well.

In this adventure the players begin as locals recruited by Father Olavo, the priest in Village Sujeira, to seek out the local witch, Lucia, who seems to have disappeared. The good father is concerned for the woman, particularly as witch hunters from the Church have been corresponding with him lately; they're heard of witchcraft active in the area. What the father does not know is that while the Inquisition has not visited the village yet, a true and aggressive magic-user has. Cátia, a young woman new to the village, has brought with her an old grudge and dark new powers, and she has abducted Lucia and taken the old woman to her patron in the underworld.

The players will be exposed to an ancient relic of great power, which had been split into three parts by a saint long ago to prevent its being used, for the relic opens a pathway in the nearby swamp that leads to Limbo. An alchemist relic hunter named La Paz has one portion of the relic and knows the other two parts are near Sujeira; the players will need his part, as Cátia draws more and more of the villagers' souls into Limbo. To rescue the town, the players will need to go to the outskirts of Hell itself to defeat the young witch and her patron.

Notes for the Game Master

This adventure is designed first and foremost to help you, the DM, to run it at a table setting. To this end the various locations and adventure sites are designed in a modular fashion. Most sessions can be run from an open double page, with perhaps some consultation of the tables in the appendix for random encounters or conversions. Most of the sections are designed as two-page dungeons, and could be even used as one-shots in other adventures. You'll also encounter the following notes:

NPC Personalities are given in two or three adjectives for quick reference, at times with a range of different adjectives that may be chosen on the fly or rolled for, depending on GM preference.

NPC stats are called out on the map, generally in shorthand fashion. Quick-and-dirty assumption for saves, initiatives, perception scores, and CMB at +Hit Die won't be far off; the DM is welcome to adjust as seems reasonable within the system of choice (for instance, the wizard in Pathfinder will typically have a lower fortitude save and a higher will save).

This adventure is written for the Pathfinder system but page 20 has a few notes for conversion to both 5e compatibility and for OSR retro clones/OD&D.

Character Hooks:

Players as level 1 characters can of course be native villagers in Sujeira, recruited by the man who has blessed and confessed them all their lives, but there are other reasons to be in the village at the adventure's start.

- **Questers**, chasing rumors of an ancient and holy relic to be found in the area.
- **Mercenaries** guarding a rich pilgrim or merchant, or attracted to tales of a rich man hiring soldiers, or seeking Inquisition bounty work.
- **Stained souls** also might want to hunt rumored witches for the Inquisition, but rather than seeking gold for the black heart of a witch, they seek signed indulgences for mortal sins.

Of course, St. Lázaro himself might have also taken a miraculous hand in the player(s)' coming...

Regardless, after the initial investigation the focus shifts to recovering the Relic of St. Lázaro; Olavo promises the church will reward the finders of the relic with five thousand gold pieces per person as well as blessings, indulgences, and other aid.

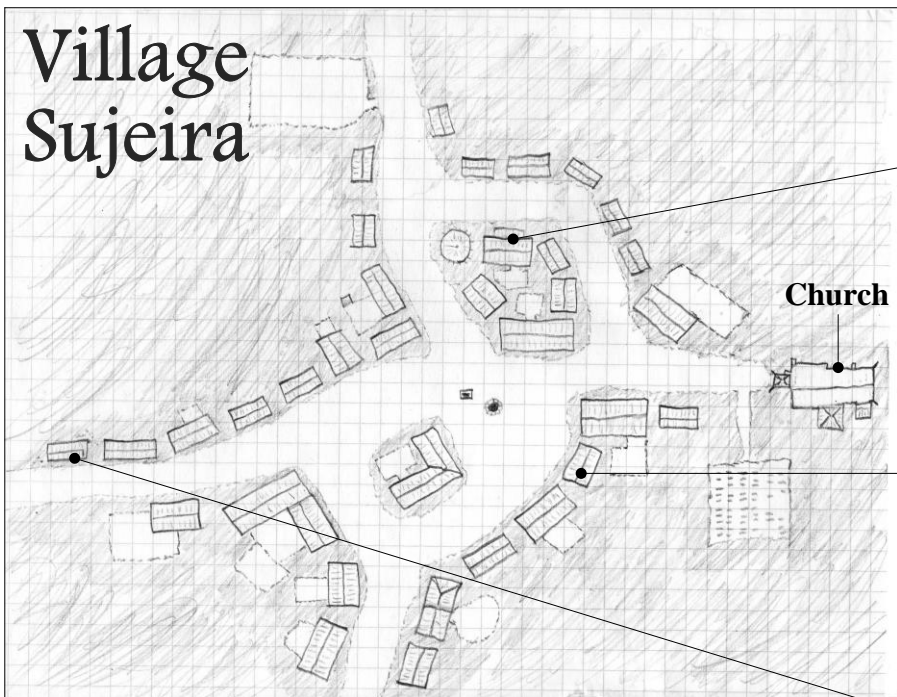
This adventure is designed with a classic "heroic tale" tone in mind, but there are numerous possible further adventures to be spawned from the end of this adventure, as explored in page 17.



Sujeira

The little farming Village Sujeira has been largely forgotten by the wider world; that's the way the villagers like it. The farmers content themselves with hard work, careful husbandry, and gossip. Wanderers are a prime source of the latter, so while the villagers are cautious, travelers are still welcome to the shops.

Village Sujeira



Gaspar's Shop

This freshly whitewashed house in the middle of town has a coiled snake sign in front. Within, Gaspar is at work binding an injured farmer's arm. He expresses pious disapproval of Lucia but doesn't hate the woman. Will offer to treat deadly wounds (Heal +7, +2 WIS bonus) or give haircuts/shaves to players at a discount.

Catia's House

This modest home near the church is well made but in poor repair. Catia is out visiting potential victims; her door is locked with a poor-quality latch. Within, the place is neat as a pin. A swamp-stained dress is hastily hidden beneath the bed; a rosary bead is in a dress fold. **Feliz the Imp** watches investigators in the form of a rat and will attack if they find clues implicating Catia.

Lucia's House

This dingy wooded cottage on the edge of the village has a thatched roof and no windows; the thin door is unlocked. Inside, the house is divided by burlap curtains, with the front half of the house where Lucia does her business, and the rear has her cot, cauldron, and is where her **two dogs** (13AC, 13hp, bite: +3 (1d4+3 plus trip)) are, confused and starving. The two dogs are under a geas that prevents them from leaving the cot. Within the cauldron is a chary sludge, the burned down remains of a batch of healing potions; 1d4 doses remain. A dose of the sludge will grant fast healing for 2d4 rounds, DC12 Fortitude or will sicken during the healing. Beneath the cot's rough pillow is a worn and broken rosary, a subtle sign of a struggle. Faint drag marks from the door head toward the Swamp Névoa

Village Rumors (d8):

1. Lucia sold her soul to the devil as a child; she's been working his bidding ever since. (F)
2. Lucia and Father Olavo are conducting a clandestine affair. (F)
3. Lucia picks her herbs in the nearby swamp, but she didn't need more; she just got back. (T)
4. Women around the town know much about Lucia's secret hideaways. (T)
5. Gaspar the Barber resented her taking his medical business. He must have killed her! (F)
6. There is new resident in town, the young widow Cátia, who seems to hate Lucia. (T)
7. The lonely tower north of the swamp has lights within, someone lives there again. (T)
8. Agents of the Inquisition have been investigating the village. (F)

Personalities:

-Father Olavo:
Sincere, fretful, cautious

-Barber Gaspar:
Chatty, excitable, joyful

-Widow Cátia:
Demure, mournful, proud

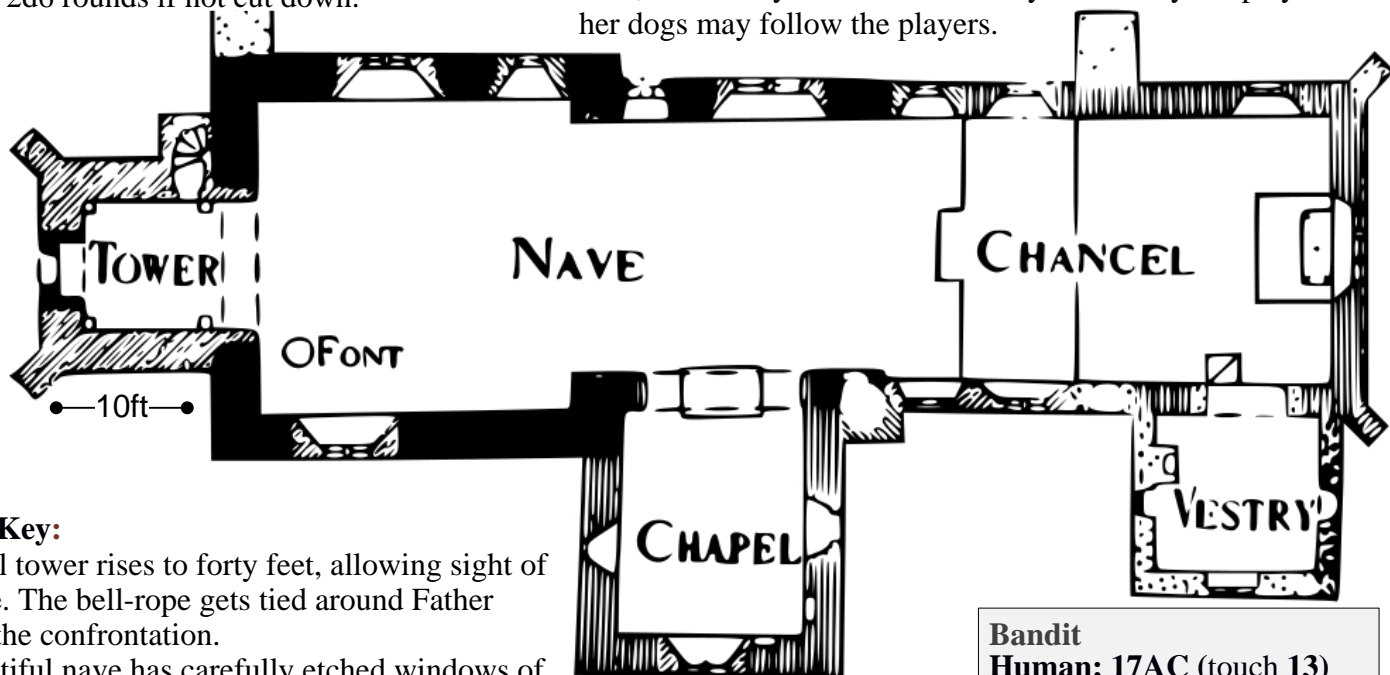
-Gonçalo the Lash:
Loud, boorish, contemptuous

-Villagers: Gossipy and 1d6 either; tired, drunk, pious, conspiratorial, xenophobic, greedy

Sujeira Events

The players are taken to the vestry of the village church by Father Olavo where he asks them to look for Lucia and bring her back alive. He can offer players various rewards based on their personalities, but at a minimum he offers 10,000sp to the party from the church's Inquisitorial fund. After players speak to the priest but before they leave the church, the front door slams open as Gonçalo, a mercenary working for La Paz, enters. The arrogant mercenary speaks dismissively to Father Olavo as he looks around the church. He won't notice the indications in the chancel that indicate the relic fragment is in the altar, but if the players notice the priest will give them the relic for safekeeping. Gonçalo will be offensive but the Father Olavo will beg the players to avoid violence within the church.

Most of the villagers of Sujeira think that Lucia is a witch, although many of them also feel guilty for using her services. Many of the rumors and clues point to the Swamp Névoa (page 10), and a few others point to interest within the Old Tower (page 8). However, two hours after Gonçalo leaves (or is detained) the church bell rings twice and then is cut off. Screams of terror alert players that something is wrong within the church; Gonçalo along with two bandits is smashing the church icons seeking the relic fragment. They have Olavo in the bell tower ready to be hung, and will push him down if the players burst in; the priest will suffocate within 2d6 rounds if not cut down.



Church Key:

Tower- This bell tower rises to forty feet, allowing sight of the entire village. The bell-rope gets tied around Father Olavo's neck in the confrontation.

Nave- This beautiful nave has carefully etched windows of imported glass. Olavo keeps the font here filled always.

Chapel- This tiny side chapel smells of bogwater-used by the local bogmen and hunters.

Chancel- Separated from the nave only by stairs, no lattice. The relic fragment is hidden within the altar, which is inlaid with silver that is mildly tarnished everywhere not near the fragment. The eyes of the icons all look to the fragment as well.

Vestry- Father Olavo's office contains no valuables save for his books and journals

Feliz the Imp

Devil; 17AC (touch 15), immune fire 16hp (3HD); fast healing 2, DR5/silver
Sting: +8 (1d4, poison)

Spell-Like Abilities:

Invisibility: at will, self only

Suggestion: DC15, 1/day can suggest an action

Augury: 1/day, will contain a certain lie

Beast Shape 1: at will, rat or raven; cannot sting

Poison Sting:

Fortitude DC12 negates, 1d2 DEX per round for 6 rounds. Cure: 1 save.

Further Village Interactions

Players are welcome to take their time within the village. If the players successfully save Father Olavo, the villagers will be friendly and welcoming, helpful to an actual fault as they offer numerous theories and suggested courses of action for the players. Without Lucia's contraceptives the young women of the town avoid showing gratitude as...enthusiastically as they would otherwise. GMs are encouraged to personalize several villagers who have had dealings with Lucia. The villagers feel shame from that and they'll be among the victims put into comas when Cátia gathers the guilty souls within town (page 16).

Useful items the villagers may spontaneously give are ropes, silver items, olives, wine, and flour (aids with invisibleimps). The geas upon Lucia's dogs will fade in time, and if they were treated kindly and fed by the players her dogs may follow the players.

Bandit

Human; 17AC (touch 13)

11hp (2HD)

Rapier: +3 (1d6+1/18-20)

Heavy Crossbow: +4 (1d10)

Gonçalo the Lash

Human; 17AC (touch 11)

20hp (3HD)

Whip: +5 (1d4+3, 15ft reach plus trip)

Alchemist's Fire (6): +3 (1d6 plus burn)

Treasure: 3d100gp, masterwork breastplate, potions cure light wounds (2)

WHAT'S HAPPENED SO FAR

It was all so much better yesterday...

Lúcia Pinhó, known as the Witch Lucia, was having a normal day; two minor herbal compresses, three willow bark extracts, and one “virility potion” made from swampwater given to a very embarrassed middle aged man.

Unfortunately while she was still chuckling...well, cackling...to herself about the last one, she did not notice her dogs stiffen, then go limp into sleep. She did see the young woman in a widow’s veil come into her house, but she didn’t recognize the widow. Until too late.

Cátia D’Sousa had been known as Catarina Natal thirteen years ago when, desperate, unwed, and pregnant, she had come to the witch of Sujeira looking for a potion to solve her problem. And the old woman’s potion did slay the child growing with Catarina...leaving her sterile and in constant pain. Even as she grew older and married she grew increasingly bitter. She prayed for the power to avenge herself upon the old woman and her village. And Something answered.

While being led into the swamp, Lucia has all of this explained to her by the raving young woman. The freshly minted summoner has been quietly tormenting Lucia for months now, leading the older woman, guilt-stricken and hopeless, to Father Olavo for the first confessions of her adult life. While helplessly marched under some kind of spell, Lucia wept, begging for forgiveness. The young diabolist just laughed and took the old woman still deeper into the swamp, down to an unusual tree. Lucia felt several sudden stings, and then weightlessness and cold. And then she found herself drawn deep into the tree.

Enter the heroes...

Father Olavo knows the black sins that weigh on Lucia’s heart. She has cheated and fooled people, she offered unsafe curatives, she quietly even encouraged her reputation as a witch for her gain. Yet Olavo feels that she can still seek redemption, even at this late hour. She missed confession the day before and he knows she is not one to miss her appointments. He is willing to even promise some of the church’s silver if someone can find her.

The problem, of course, is that the old woman has been taken to Limbo by Cátia’s patron, who wants to bring more mortals within the veil; every severed soul-and-body opens a tear a little more, perhaps enough to allow the patron to walk the Earth herself. So now Cátia quietly seeks the guilty souls in the village who have used the “witch’s” services. Their guilt gives a way in for her spells. Soon many in Sujeira will be falling asleep, and a procession of souls shall leave.

The Swamp and the Pathway

Within the Swamp Névoa lies a mystic pathway, the *Road of St. Lázaro*, that leads to a white tree with grey leaves; the tree is a mystic passage into Limbo. With all three parts of the woodcut of St. Lázaro recombined, a person who walks around the tree will be transported into Limbo. The tree itself is difficult to find without the woodcut map, although the body of Lucia, lying in a coma, provides an indicator. Once the bodies begin to fall asleep in Sujeira, their misty shades will be moving slowly to the tree as they pass into the underworld, which helps the players find it.

Investigating records or encountering pilgrims (page 7) may allow players to hear the tale of St. Lázaro.

The Tale of Saint Lázaro:

Legend states that a simple woodworking monk named Lázaro while walking the shoreline seeking driftwood happened upon a washed-up man clinging to a white board. The man could not be understood; his tongue was strange. Nevertheless, the pious Lázaro took the man in and nursed him back to health. Once the stranger was well, he began to work with Lázaro and tried to learn the monk’s language, though he struggled mightily. The stranger always looked with fear and attraction upon the small crucifix worn by the monk, and asked many questions, being unchurched.

Lázaro learned little of the man’s past, save that he came from a place he feared and dared not speak of. Unfortunately, his past sought him out, as a devil of great power came upon the man when he was hewing a tree and drove a claw into his heart. Lázaro, though afraid, asked for a way to talk further with his friend and was given a vision.

Taking the strange white board that had saved the man before, Lázaro carved it into a map, which he then followed deep into a bog. The map led to a singular white tree with grey and drooping leaves; walking along beside the tree Lázaro suddenly found it was grey with white leaves; he was within Limbo, land of the virtuous pagans. His friend’s spirit stood by the tree with a look a delight on his ghostly face. As Lázaro preached to him more spirits gathered. Lázaro walked as he spoke and soon they came upon two more trees, one black and one silver. Making signs of the Cross, most of the spirits walked into the silver tree, on to Purgatory. Some others recoiled in fear, and fled into the black tree to go beneath. Saint Lázaro, nodding after his friend’s departed spirit, walked back to the world unharmed, and broke his map, so no other mortals would know the way. The humble saint then returned to his hovel and took back up his hammer, to build once again.

Once passing into Limbo, the swamp will take on an even more dismal aspect; cold, grey, and ghostly (see pages 13-15), but the physical features will be similar near the tree. Player characters or friendly NPCs who have died can be brought in as ghosts to aid and guide the party.

Village Sujeira and Surrounding Region

The village and its surrounds

Sujeira is a tiny village largely isolated from the world; most of its near region consists mainly of rolling low hills dotted with farms and pastures. Most farms lie to the east and south of town. West of town lies the dark Swamp Névoa, home to wild bogmen and dire mysteries. To the north, the hills get higher and farms grow rare, as a lonely road leads past the forgotten Old Tower.

The Old Tower

In decades past, when the local region was a front in the Reconquista, an ambitious lord built a commanding fortification to loom over the main road of the region. The tower's original name is forgotten as earthquakes, not invaders, brought down its walls.

Now referred to as just the Old Tower, the abandoned fort lies neglected as it watches over the seldom-used north roads. La Paz, alchemist and relic hunter, has moved in to the tower where he commands a search for the remaining portions of the Relic of St. Lázaro and experiments on an ooze captured from the swamp.

Swamp Névoa

Most of the villagers of Sujeira shun the westward paths that lead to Névoa. Among stinking seeps and rotting logs, the furtive bogmen hunt and trap. For twenty-five trackless miles the swamp molders, birthing several streams that all flow into a newborn river. Snakes, wolves, and hideous oozes hunt among the waters of the swamp while hawks, owls, and the occasional swamp drake take to the skies and roost among the treetops. It's a dangerous place, and a land easy to get lost within.

Going past the sluggish but deep river bisecting the swamp, the sodden lands are increasingly treacherous, with quicksand, hidden ponds, and thickets of sharp thorns becoming ubiquitous. Finally, travelers come to low and barren hills where the swamp ends.

Wider Region

Sujeira is assumed here to be located vaguely in northeastern Portugal. The general details of the wide region are left to the GM's discretion; the most essential element is the little village's remote location.

Swamp and Wilds Encounters

Travel around Sujeira has never been completely safe, but lately the swamp and the dusty high roads seem fraught with danger at every turn. As the players travel to a fro they should roll for random encounters; twice per day out of the swamp, and within the swamp six times per day. A roll of a '1' gains the players a random encounter, with the die varying from a d8 (players moving carefully, slowly) all the way down to a d4 (players loudly crashing through at a hustle). Any time one of the players does something particularly loud or unsubtle, the GM is invited to have the player roll an extra d10.

Roll	Encounters typically seen with high (DC20) perception rolls, giving players chance to avoid.
1	Imp 17AC, 16hp, string +8 (1d4 plus poison), see page 5, tries to sneak behind the party to kill them later
2	Pilgrim of St. Lázaro seeking saint's grave (the saint's mortal remains actually in Limbo)
3	2d4 wolves with a fresh kill; 14AC, 13hp, bite +2 (1d6+1 plus trip), won't abandon their meat
4	Nest of 1d6 fire-shy snakes; tiny 16AC, 1hp, vite +4 (1d2 plus poison (DC12 or dealt 1 STR damage))
5	Talkative hermit gathering wood; will curse impolite players (as spell <i>bane</i> for 1 day), otherwise peaceful
6	Wicked tree; 16AC, 68hp, grab +10 (2d6 squeeze), this gnarled old cork is scarred and hatefully awake
7	Hunting swamp drake; 18AC, 44hp, bite +12 (1d6+6), can be distracted by shiny metal or pretty music
8	Paranoid bogman; 14AC, 12hp, bow +5 (1d6 plus snake poison), if players befriend him, he'll guide them
9	Swineherd seeking his pigs; if he can find them he'll give players his rusty but masterwork dragon pistol
10	Charging herd of possessed pigs seeking cliff; might try to kill themselves on player swords (+10 bull rush)
11	1d4+1 sexually voracious runaway nuns; 10AC, 4hp, knife +1 (1d4) +9 bluff, will try to rob players' gold
12	Sign of St. Lázaro on a rock; prayers to the saint give blessing (as spell <i>bless</i> , +1 attack for eight hours)

Once the players have all three parts of the Relic of St. Lázaro, they will notice mists begin to curl about them at times, making encounters harder to detect. Encounters in this later portion of the adventure should take on a slight note of desperation and unease, save for encounter 12; the saint's sign is a place to rest and gain respite.



The Old Tower

It's been decades since the tower thirty miles north of Sujeira has been used; few even remember the tower exists so far from the main roads. Only the careful research of Feddor La Paz, one alchemist from Sardinia, uncovered the tower's existence. La Paz took up residence within the tower hunting for a legendary relic; he indeed found part of one. He's hired various mercenaries to search for the other two pieces. After Gonçalo fails (or succeeds) to find the relic in Sujeira, La Paz sends his mercenaries out to the swamp seeking the legendary third piece.

Area around the tower

The old tower itself is reserved for La Paz and his immediate guardians. The grossly undisciplined mercenaries that the alchemist has attracted have set up camp below the tower cliffs. They're violent and uncaring, but they won't attack a well-armed party that doesn't threaten them. Speaking with the camp's **3d4** mercenaries will gain the players rolls on the rumor table below. The mercenaries won't stop the players from attacking La Paz if they can justify ignoring it.

Camp Rumors (d6):

1. La Paz is deaf from his constant experiments (T)
2. Two dwarven mercenaries have mined the path up to the tower of La Paz. (T)
3. Alchemist La Paz is a voracious womanizer and will let any woman into the tower at a whim. (F)
4. The alchemist thinks an ancient site is covered by the tower and has been seeking it. (T)
5. La Paz has sight beyond sight, and can read the minds of those nearby. (F)
6. The alchemist has a horrific servant, Gundin, the Ogre of India, who uses a hand cannon. (T)

The local area has been abandoned for a long time. If La Paz is slain the mercenaries will abandon the area quickly. They will be dispirited and greedy, but charismatic players may be able to enlist a few as low-morale henchmen.

The land around the tower is adequate pasture if player(s) want to make the tower a stronghold with a settlement.

Mercenary

**Human; 17AC (touch 13)
11hp (2HD)
Rapier: +3 (1d6+1/18-20)
Heavy Crossbow: +4 (1d10)**

Approaching the tower

The old tower is accessed by a winding narrow path. A mercenary old dwarven couple, Zbigniew and Rodica, are at one corner of the switchback; they've been mining their way into a seam that they suspect leads to the cavern (I) beneath the tower. They have prepared satchel charges to blow their way into the cavern, and characters with engineering experience can attempt to set off the charges to get in to the cavern (DC15 INT check).

The dwarves have set black powder mines going up the path; the lowest mine has gone off, shredding a deer. Each mine is set behind a shale rock outcropping. Mines are bigger as they go up, beginning at 1d4 damage (DC11 reflex halves) and going up a die each time. The outcrops are obsessively mined in a Fibonacci sequence.

Zbigniew son of Stanko

**Humanoid (dwarf); 16AC (touch 12)
17hp (3HD)
Melee: Musket Axe: +3 (1d8+1)
Ranged: Musket Axe: +4 (1d8, 30ft)**

Rodica daughter of Bogumil

**Humanoid (dwarf); 16AC (touch 12)
17hp (3HD)
Melee: Rapier: +3 (1d6+1)
Ranged: Dragon Pistol: +4 (1d6, 15ft)**

Zbigniew and Rodica are alerted by the first mine explosion; they'll take cover near a mine emplacement and attack if the mine goes off, or else wait for the mine to be bypassed/disarmed. They'll attempt to kill the players without negotiation but will not fight to the death.

Key:

A. Main Entry -The gate doors have been knocked down, dwarf pair retreats here.

B. Ruined Yard -Brush and crumbled masonry make this difficult terrain and conceal topaz marbles (Perception check number is how many found, 25gp each) that Gundin played with.

C. Improvised Stable -Two exceptionally fine-looking (200gp) horses here, if not given daily special feed (**G**) they fade into nags. Gundin sleeps here at night with the horses.

D. Tower Entry -The door is unlocked, in daytime Gundin is posted here to stop intruders.

E. Tower Basement -Decayed trapdoor down leads to a surprisingly clean set of halls; La Paz's **gelatinous cube** creation wanders in a pattern, squeezing through doors. A crack in the lower cell can be blown open and lead down to the cavern (**I**).

F. Tower Armory -In barrels over 1,000gp worth of gunpowder sits around. 20x silversheen, 4x oils of magic weapon, and hidden within one barrel is the indestructible relic part(s).

G. Tower Laboratory -Alchemist La Paz is largely deaf and prone to ignore outside commotion, but the numerous mirrors give him warning when the laboratory is breached.

H. Ruined Tower Top -The roof is crumbling and treacherous to walk on (X squares will crack for medium creatures). A captive bogman is chained here, exposed to the elements. La Paz has been interrogating him about the Stillwater Pond location (page 11).

I. Cavern -Old cave paintings in this cavern depict a naked fertility figure dripping blood, being slain, and having a tree planted over her. Patronia's (page 15) symbol is repeated everywhere. +1 devil-bane club and four devil-bane sling stones.

J. Cliffside Access -The cliff and the walls are difficult to climb; an alchemically-awakened assassin vine guards the cliff.

Alchemist La Paz

Humanoid (human); 17AC (touch 13) 26hp (4HD)

Melee: Dagger: +6 (1d4+1, poison)

Ranged: Bomb: +6 (2d6+3 touch, 20ft)

Extracts:

Bomber's Eye: +1 attack and +10ft range on all bombs.

Cure Light Wounds: Heals 1d8+5 hit points.

Endure Elements: Can exist comfortably in hot or cold regions.

True Strike: Next attack roll is +20.

Barkskin: +2 natural armor for five minutes.

Invisibility: Invisible for five minutes.

Potions:

Cure Light Wounds: Heals 1d8+5 hit points.

True Strike: Next attack roll is +20.

Mutagen:

One mutagen dose, gains +2 natural armor, +4 Dexterity, -2 Wisdom; lasts 1 hour

Gundin, the Ogre of India

Humanoid (giant); 17AC (touch 8) 30hp (4HD)

Melee: Slam: +7 (1d8+8)

Ranged: Culverin: +3 (2d8, 30ft cone)
Gundin fires holding the culverin in-hand; he's less effective than he'd like to be but very fearsome to see.

Gelatinous Cube

Ooze; 4AC (touch 4)

50hp (4HD)

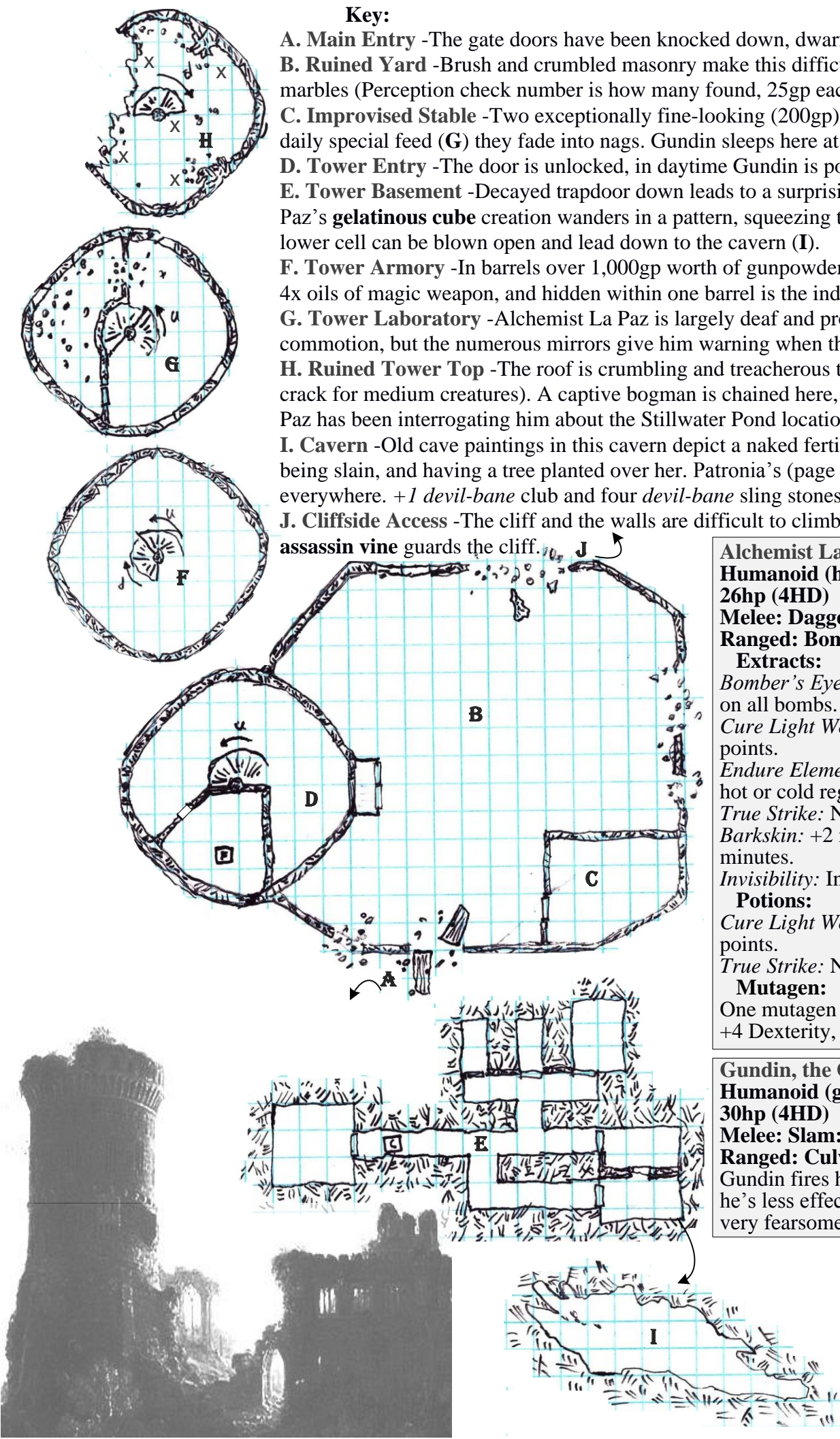
Slam: +2 (2d6 acid)

Assassin Vine

Plant; 15AC (touch 9)

30hp (4HD)

Slam: +7 (1d8+8, grab)



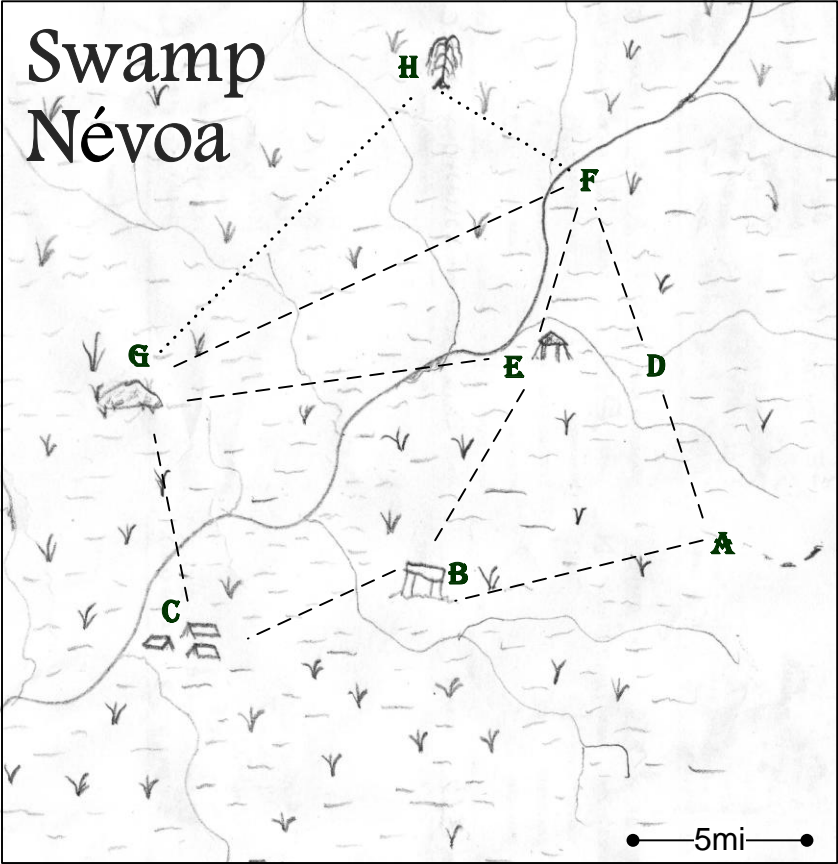


The Swamp Névoa

Dark and damp, the Swamp Névoa has a reputation as an uncanny place where good Christians dare not go; the careful and clever bogmen of the swamp know that there are fruits to be taken by those who respect the place. But lately, the swamp’s creatures, oozes, and bogs are no longer the only dangers. Mercenaries comb the place seeking part of the relic of St. Lazaro, while imps serving Patronia hunt in among the shadowy trees.

Pointcrawling in the Swamp:

Movement within Swamp Névoa works as a point crawl; beginning at the edge of the swamp, signs will point to several possible directions. Arriving at the next point, more signs will indicate other possible points of interest. Players can proceed through the swamp at a rate of one mile per hour. The map provided shows where players are; if they miss signs, crossing paths give the players other chances to find points.



Events in the swamp

The swamp is tense; the few dozen bogmen that once lived here have been chased out or killed by relic-seeking mercenaries working for La Paz. Only the bogman chief, the reclusive wild man known only as Thule, remains now. He sits in his hut now tending to the empty body of Lucia. He found her near a nondescript tree, unconscious and weak, and took her back to his shack. The bogmen adore the “witch”, protecting her when she comes into the swamp for herbs.

Finding the White Tree:

Deep within the swamp there grows an ancient tree planted over the body of an ancient priestess who was possessed by the demon Patronia; circling the tree leads the walker into Limbo (p14). The tree is covered by a glamour that light from the Relic of St. Lazaro dispels; it otherwise looks like a normal tree. If La Paz or another party uses the relic to enter Limbo around the tree they leave tracks, but Limbo will be an even more forbidding place without the saint’s boon.

Reactions to events

If La Paz gets the second relic fragment from the church in Sujeira, he’ll be pushing his mercenaries harder; each hour in the swamp the players have a 5% chance of encountering 3d4 mercenaries (page 8) searching for the final fragment. They can be followed, and eventually will find the Stillpond.

Once the Relic of St. Lázaró is restored, the devil Patronia moves to take whom she can from Sujeira; dark mists fill the swamp and all imps found within appear in doubled numbers and become murderously aggressive.

Swamp Key:

A. Swamp's Edge -Grey moss drapes the trees here as a damp mist rolls from the dark swamp. Frog calls with the swamp are almost deafening, but they go suddenly silent as the players pass within, resuming slowly. Wandering around looking for tracks, players will find subtle game trails that the bogmen use leading to the dolmen (B). Crushed vegetation marks where the mercenaries entered the swamp, leading to signs of their expedition (D).

B. Old Dolmen -The Celts worshiped here long ago. The dolmen has toppled away from the relic in the Stillpond. Thule worships here, and his fresh tracks lead back to his shack (E). Heavier but older marks, including mule prints show the way to the camp (C).

C. Bogmen Camp -The camp, a tiny set of five stick tents, lies abandoned. An **imp** rifles through the camp at the present, curious. Mercenaries hired by La Paz drove out the bogmen, capturing one. One terrified bogman hides in the trees; if found and reassured or he sees the players defeat the imp he will lead them to the Stillpond (G).

D. Mule Corpse -Mercenaries abandoned this mule, stuck in a bog, continuing on toward the clearing near the river (F).

Two swamp oozes hide within the corpse.

E. Thule's Shack -Thule, the ragged chieftain of the bogmen, lives in this little shack. He has Lucia's body here; he cannot rouse her. He's desperate and worried, but if he believes the players will help her he will guide them to the Stillpond (G).

F. Clearing -The bogs and trees clear here near the river for a few hundred feet of pleasant grass. The mercenaries set up a camp here. They went downriver until they came to the bogmen camp (C) and returned with a captive, missing Thule in his shack (E). They then crossed the river at a shallow ford and continued on to the Stillpond (G). Most of the mercenaries died to the Spirit of the Swamp, the few who returned were killed at the fords by a **large swamp ooze**, which still waits within the water. There are three potions of cure light wounds and an alkali flask hidden at the campsite.

G. The Stillpond -This dark pond (100ft diameter, 30ft deep at its deepest) quivers in response to wind and other sounds. The great ooze, the **Spirit of the Swamp**, sits within, will attack the players if pond is touched. A relic section is on the pond's bottom. Completing relic leads to tree, (H).

H. White Tree -This strange white tree with grey leaves seems to glow slightly. **Two hidden imps** guard the tree but cannot touch it themselves; touching the bark of the tree cures victims of imp poison. After the relic is put together and the mists begin to manifest, a better defender is summoned to drive off intruders (see page 12).

The Relic of Saint Lázaro

Once all three sections of the relic have been rejoined, the this white woodcut map faintly glows in deep darkness. The relic pieces are indestructible individually and upon rejoining the whole map cannot be broken again. The holder of the relic gets +4 on all saving throws against spells cast by devils and gets +6 on survival checks within Névoa or Limbo. A shade in Limbo who touches the relic becomes solid.

Spirit of the Swamp

Huge Ooze; 8AC (touch 3), immune: ooze traits 60hp (8HD); split (piercing or slashing) 5hp Slam: +9 (1d8+5 acid plus grab) 15ft reach

Special:

Constriction: If the ooze hits it gets a free grapple attempt at +10. A grappled creature is constricted, taking 2d6 acid damage.

Split:

Piercing or slashing damage of over 5 causes the ooze to split, becoming two **large oozes** at half its hp. Slashing a large one splits it into two **Swamp Oozes**.

Rejoin:

These oozes can rejoin at will, merging with all remaining hit points combining into the larger form.

Large Swamp Ooze

Large Ooze; 8AC (touch 5), 30hp (4HD); immune: ooze traits Slam: +7 (1d6+3 acid plus grab) 10ft reach

Special:

Constriction: If the ooze hits it gets a free grapple attempt at +8. A grappled creature is constricted, taking 1d8 acid damage.

Swamp Ooze

Medium Ooze; 8AC (touch 7), 15hp (2HD); immune: ooze traits Slam: +5 (1d4+1 acid plus grab)

Special:

Constriction: If the ooze hits it gets a free grapple attempt at +6. A grappled creature is constricted, taking 1d4 acid damage.

Imp

Devil; 17AC (touch 15), immune fire 16hp (3HD); fast healing 2, DR5/silver Sting: +8 (1d4, poison)

Spell-Like Abilities:

Invisibility: at will, self only

Suggestion: DC15, 1/day can suggest an action

Augury: 1/day, will contain a certain lie

Beast Shape 1: at will, rat or raven; cannot sting

Poison Sting:

Fortitude DC12 negates, 1d2 DEX per round for 6 rounds. Cure: 1 save.



Sujeira in Mists

Acceleration

Once the three portions of the Relic of Saint Lázaro have been recovered, the devil Patronia knows her chance is coming to walk the earth again. Whispering to her servant Cátia, the banished devil summons mists that begin to blanket the swamp and nearby village. The mists are subtle at first; as the players return to the village from either the tower or the swamp visibility is still good, although any randomly encountered imps will be much more aggressive.

By the time players reach Sujeira, however, the mists grow thicker and the air holds a chill. The village is hushed, with villagers whispering among themselves at the approach of the players. Two dozen villagers have fallen into comas like Lucia. Their shades are drawn even now toward the white tree in the middle of Swamp Névoa, which is weakening the veil between Limbo and the mortal world. Patronia will draw Cátia in to Limbo if all of Sujeira's souls are drawn in. She will possess the widow and walk the Earth in her host. They will then proceed to murder the sleeping villagers and set fire to Sujeira, attempting to kill all witnesses and fade into society to sow chaos.

What if they just run?

Players who are cautious might lobby for delivering the relic to Father Olavo, taking the money, and skipping town. Olavo will beg the players' aid, asking for them to follow the relic into the swamp and beyond to solve the problem plaguing the village, but as an honorable man he'll give them their script if they insist. Patronia will be able to complete her plan in this case, and possessing Cátia, she will carefully pursue the players to ensure their silence. This pursuit, and other resultant further adventures, are outside of the scope of this module.

As panic begins to set in among his parishioners, Father Olavo looks west and contemplates the path of St. Lázaro. He is convinced that following the map depicted on the relic will show where the souls of the lost are departing. He will bless the players if they agree to follow the relic and offer two masterwork silver light maces holy to the church and a vial of holy water to them, to aid in their quest.

In the ever-thickening mists odd twittering calls echo. Anyone leaving the village is attacked by a **trio of imps** (page 9), who will mock their victims, hailing the "old goddess" who will return to Earth soon. The imps will address the players by name, promising doom. The supernatural apparition of the imps terrify the villagers.

Father Olavo will message the Inquisition about the situation. Inquisition agents will not arrive in time to prevent the devil's breakout, but they will be able to reward the players if Patronia is defeated.

A world in mists

Swamp Névoa in the mists is a difficult, otherworldly place. Voices crying for help will sound, leading those who followed into quicksand or swamp oozes. A player holding the Relic of St. Lázaro will hear the voices as guttural.

Widow Cátia at the white tree

Players investigating the souls who leave Sujeira draw the attention and ire of Cátia. She will first send the Whisperwraith, a devil who looks like an oily patch of cloying smoke, to attempt hit and run attacks against the party. As the party nears the white tree, she'll summon a dretch who will attempt to summon another; then she'll attack the party as they near the tree.

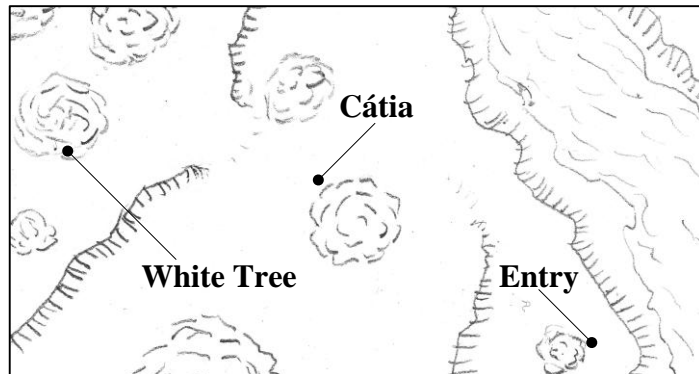
The Whisperwraith, eidolon of Cátia

Shadow Eidolon (outsider); 20AC (touch 12)

26hp (4HD), shadow blend (20% miss chance)

Melee: 2 claws: +8 (1d6+4) / 2 wing buffets +3 (1d4+2)

Spell-like Ability (3 per day): Darkness: 20ft of darkness



Cátia the Devilsworn

Humanoid (human); 16AC (touch 12)

32hp (5HD)

Melee: Dagger: +4 (1d4)

1st level Spells (5 per day):

Shield: +4AC shield bonus for 5 minutes

Summon Minor Monster: Summon 1d3 tiny fiendish animals for 5 rounds

Grease: Slick grease covers a 10ft square or object. DC16 Reflex or fall prone/drop item

Obscuring Mist: Fog cloud surrounds self in a 20ft radius for 5 rounds

2nd level Spell (4 per day):

Create Pit: Open a 10ft wide, 20ft deep pit in the ground. DC17 Reflex or fall into the pit

Levitate: Can raise up 20ft per round for 5 minutes. Attacks are at -1 per round.

Spell-like Ability (7 per day, lasts five minutes):

Summon Monster III: Standard action, as spell, if eidolon is gone. She prefers to summon:

-Dretch: 14AC, DR5/silver, 22hp, bite +6 (1d4+3)/2 claws +6 (1d4+3)

Spell: *cause fear* (DC11), *stinking cloud* (DC13), *summon dretch* (35%)

-Lemures (1d3): 14AC, DR5/silver, 17hp, 2 claws +4 (1d4+2)

-Fiendish Dog (1d4+1): 13AC, 8hp, bite +4 (1d4+3)

Transition to Limbo

At the white tree

Walking around the white tree deep within the swamp will allow passage into Limbo. To follow the path a walker must touch the bark of the tree itself; the smooth bark hurts evil mortals; magic-users will find their flesh actually sears. Any mortal person may walk the path, however, evil or good.

After one circuit around the tree the terrain around seems shift and twist; highly disorienting. The tree is now grey and glowing in the suddenly dark realm. The land right next to the tree is the same and there is more swampland in the miles around, but going farther from the tree the land shifts and twists; knowing the geography of Névoa will not aid navigation in Limbo.

Living in Limbo

No living being belongs in Limbo, so the players will experience no passage of time in their physical bodies. While in Limbo time passes normally but players do not need to eat, drink, or sleep, and they do not age. On the other hand, however, resting will allow player abilities to recharge but ability or hit point damage will not heal naturally from overnight resting in most locations. Heal checks can be made normally and magical restoration and healing work as usual. Returning to the mortal world does not suddenly cause aging or starvation.

The lost goddesses

In the distant ancient past, even before the coming of the Celts, two primordial spirits controlled the lush vales around what would be eventually know as Sujeria. Their worshipers gave them regular sacrifices of grain and infants, and their diabolical goddesses in turn gave them power and ecstatic visions. And so for centuries the tribes continued on, content in their ways.

But in time the milder and weaker of the two goddesses, River, offended the greater, Patronia, who led her frenzied followers to slaughter River's priests and the lesser goddess herself. The war between the two goddesses' followers continued for years, however, eventually leading to the slaying of Patronia herself. Both goddesses were chained within Limbo, watched over by the few virtuous among their followers.

Mortals, even dead mortals, never linger in a single place forever however. The watchers have long since passed, and the devilish spirits are free; River, the weaker, sits by the banks of a dark stream and plots her revenge, but Patronia has never forgotten her former days of glory, and she has gathered a remnant of her power.

This module assumes the players at this point will be focused on thwarting Patronia, who knows them by name. Further adventures in Limbo are left to GM discretion.

Limbo Encounters

The dim and sleepy Limbo is normally a safe, if disturbing, place to tread for mortal souls. Of late, however, a sulfurous crack has opened and agents of Patronia roam the cold wetlands, stirring up the normally apathetic shades and awakening tiny ancient bones into hungry and hostile swarms. Most dangerously, large and aggressive devils have begun to slide through; these horned devils are frustrated by a lack of targets and will gleefully welcome mortals into this world with violence and carnage.

Roll	Encounters typically seen with high (DC20) perception rolls, giving players chance to avoid.
1	Horned devil, 14AC, 38hp, mace +8 (2d6+6) gore +5 (1d8+2), see page 15; immediately charges in rage
2	Emotional shade; dominated by one emotion (rage, sorrow, embarrassment), amps it in players massively
3	Sump of dreams; this deep pond puts anything within 10ft to sleep, giving heavenly, addictive, dreams
4	Tree of humility; this beautiful tree lashes at knees in 40ft, crippling them (halved speed), kneeling cures
5	Crack in the ground, falling into a cave stirs a skeletal swarm, 16AC, 18hp, swarm (2d6) that attacks
6	Draining mists; this cloud of mist is slightly greenish and does 1d4 strength damage to the unwary
7	Dirge procession; shades sing a dirge for a mile, crossing them without singing induces suicidal despair
8	Healer angel; small and gentle mute stone angel who will weep for hurt players, healing 2d8hp with tears

Most shades are mute and uncommunicative, and any devils met will default to violence. That said, attempting communication with shades might yield results if the players can give one something that interests them. If a player has dead loved ones in a back-story that are plausibly pagan then this would be an excellent opportunity to have them meet. Devils are irredeemably evil and pathological liars to a fault but fear and pain can motivate a captured devil to talk and he will betray his compatriots if forced. The devils are confident in Patronia and will boast about her advent upon the waking world, promising inventive punishments against the players for their interference.



Limbo

Limbo, the quiet and sighing outer edge of Hell, is the dim realm of virtuous pagans and lost unshriven souls. Since Saint Lázaro walked among the spirits no mortal has tread here, but an ancient devil of great power now stirs, looking into the waking world and remembering the time when she was free to roam there. Known now as Patronia, she now beckons guilty sleepers of Sujeira into her realm through the conduit of her servant, Cátia.

Conditions in Limbo:

Unless otherwise noted, Limbo has permanent low-light conditions, the sky black with silvery clouds and the horizon glowing faint grey in every direction. The temperature is cool and even, and despite constant distant moaning no winds ever stir. Misty souls float aimlessly through the swamp; they are attracted to the warmth of the living. Imps serving Patronia lurk in the area, looking for shades to herd to their mistress.

After entering Limbo

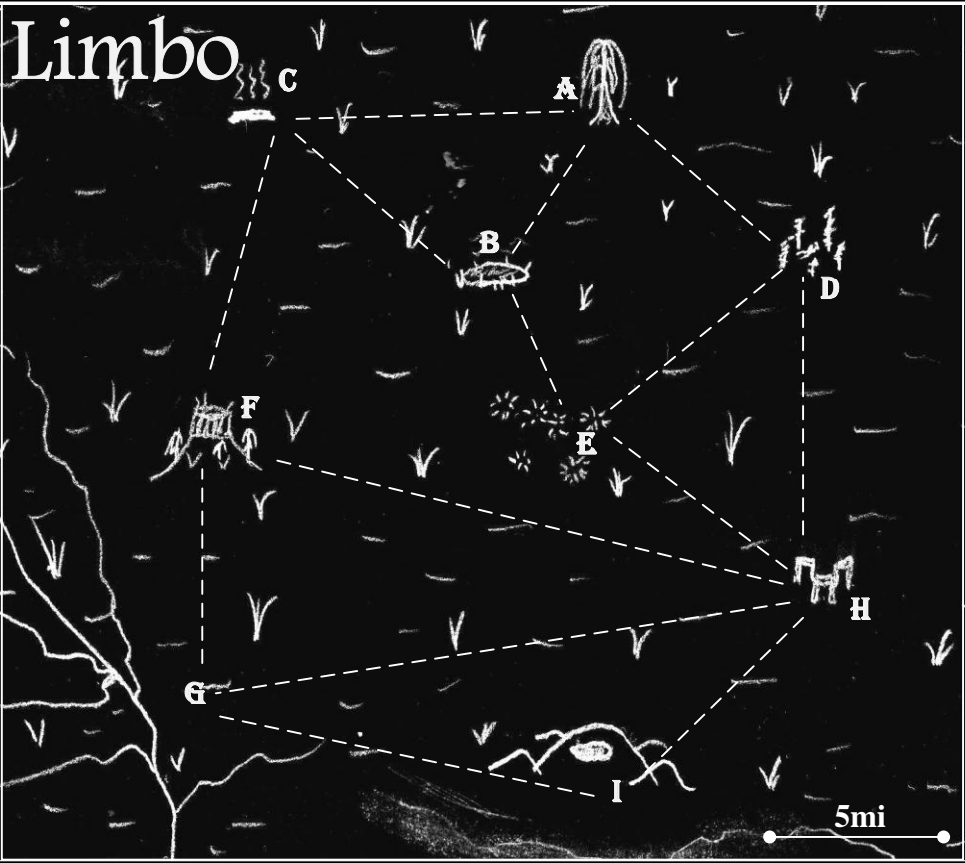
Without any immediate threat at the tree, the players can take their time to get oriented within the alien environment. Souls flicker in and out of visibility at the edge of light. If players try to communicate with a shade they will learn the Limbo shades are mute but able to mime some things.

Imps use the tree to pass between worlds but they loathe the feel of it. If the players linger overlong an imp may pass to or from the Crack of Hell (C), giving the players a potential direction if they are unable to detect tracks or note the significance of the children going toward the saint's bones.

If the players were defeated by Cátia then this is where the summoner enters; she'll shepherd the shades of some straggling villagers through the tree and then slowly walk through the mire (B), going past the procession (E), to the circle (H) and finally to her mistress in the hollow (I). Her tracks will be easy to follow if surviving players or new agents enter Limbo on her trail.

Reactions to events

Limbo is timeless but Patronia is growing impatient; if at any point the players retreat to later return they'll find 1d3 additional imps in each location, actively searching for mortal interlopers.



Limbo Key:

A. St. Lázaro's Tree: This grey tree with white leaves shines softly, illuminating the area within a 50ft radius. Limbo souls do not step in to the illumination, and wandering imps cannot go invisible within the tree's glow. Souls leaving through the tree are drawn towards the mire (B), numerous imp tracks show the way to the Crack (C), and notably neither souls nor imps go towards St. Lázaro's remains, save for rare souls of children who appear no more than once an hour (D).

B. The Cold Mire: It gets noticeably colder and moans get louder nearing this shallow mire. Hundreds of souls stir in the area, many genuflecting towards the banished goddess (G). Imps from the crack (C) regularly arrive to prod souls into the procession (E). The cold souls swarm the living looking for warmth.

C. Crack of Hell: The bog water begins to get warm, moving all the way to boiling near this deep chasm, which smells of sulfur. The three-headed hydra, **Maculosus**, guards the crack, attempting to drag intruders into the boiling waters. Many imps who emerge from the crack beeline the mire (B), but horned devils emerging go directly to the hill (F)

D. Saint's Bones: A soft golden glow shows as the ground firms up here. A copse of straight trees encircles the neatly folded bones of St. Lázaro, clad in a simple habit with a leather apron; wearing the apron grants DR5/good to the wearer. Child souls who come to the bones either age or simply disappear, the aged ones head to the procession (E). A trail of tiny burned bones come from the circle (H) to the south.

E. Procession Point: Multiple confused souls are brought here by imps and slowly march to the druid's circle (H). Occult images made by bent branches here have a *fascinate* (DC14 Will) effect that draws mortals that direction as well, to be ambushed by a **skeletal swarm**.

F. Sentry Hill: A scarred hill of black basalt rears out of the surrounding swamp. Two horned devils stand watch on top, looking to the river goddess (G) and the standing stones (H) through fixed looking glasses.

G. Banished River Goddess: Near this cold river a light rain is falling. A shadowy female demon sits along the river; this former river goddess hates Patronia and will advise the players for a price. If the players insult her or she is unimpressed with them, she'll send them to the druid circle (H), but she'll direct them toward the hollow otherwise (I). She'll tell the players about the hidden *javelins* in the hollow.

H. Druids' Circle: These black stones stand within a field of tiny animal bones. A **horned devil** watches over the shades of three druids who lure souls into the bones, making skeletal swarms. One **swarm** can be animated every three rounds if players are in combat. The ragged shade of a river priest hides south of the circle and will speak to players and lead to his goddess (G). The few souls who refuse offers of service to Patronia by animating bones slowly drift toward the white tree (I), and souls released by smashing the bones flee to the black tree (I).

I. Hollow of Two Trees: **Patronia** lurks within this hollow in the low hills, waiting for the veil to weaken between Limbo and the waking world. See map; a narrow pass leads into the hollow where Patronia waits. A 15ft high ledge on the west side of the hollow has a cairn that hides five +1 *devil-bane* javelins. If she defeats the players, she will possess the comeliest and walk back to the silver tree and cross over.

Leaving Limbo:

Once Patronia is slain in Limbo, the Black Tree animates and pulls her screaming within itself. The relic map shifts and twists, showing a safe path through Limbo back to the White Tree. Emerging from Limbo, the players find all of Sujeira awake.

Imp, War-Prepared

Devil; 17AC (touch 15), immune fire 16hp (3HD); fast healing 2, DR5/silver Sting: +8 (1d4, poison)

Spell-Like Abilities:

Invisibility: at will, self only

Poison Sting:

Fortitude DC12 negates, 1d2 DEX per round for 6 rounds. Cure: 1 save.

Horned Devil

Large Devil; 14AC (touch 9)

38hp (5HD), DR5/silver

Melee: mace +8 (2d6+6)/gore: +3 (1d8), reach

Awesome Blow: As a standard action, devil makes a maneuver at +8. If successful, target takes 2d6+6 damage and flies back 10ft.

Maculosus the Three-Headed

Large magical beast; 15AC (touch 10)

38hp (4HD), fast healing 3

Melee: 3 bites: +5 (1d6+3) 10ft reach, pounce

Regeneration: Attacking heads with slashing can decapitate (4hp) but regrows in 1d4 rounds.

Skeletal Swarm

Large undead swarm; 16AC (touch 12)

18hp (4HD), half damage from weapons

Damage: swarm (2d6)

Vulnerability: brittle bones: These ancient animated bones take full bludgeoning damage.

Patronia

Devil; 20AC (touch 15), DR8/silver

44hp (8HD)

Melee: 2 claws: +8 (1d6+3)

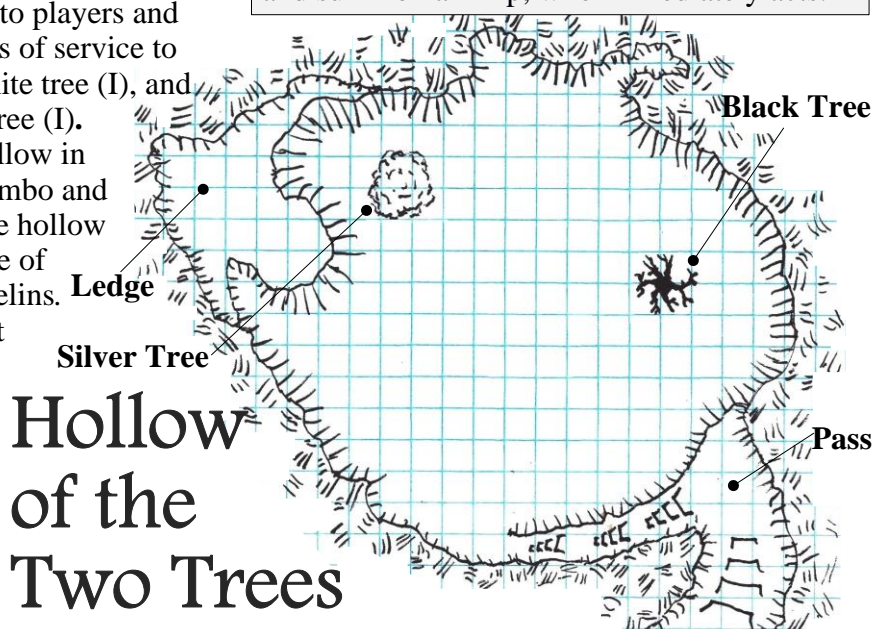
Ranged: spines: +8 (1d8+3, 20ft)

Spell-like abilities:

Murderous Command: 3/day; target is must attack an ally for a round, DC15 Will negates

Contagion: Inflicts *slimy doom* on target, doing 1d4 CON damage 1/day, beginning immediately. DC14 Fortitude negates.

Summon Minion: As a swift action once every 1d4 rounds, Patronia can touch the black tree and summon an imp, who immediately acts.



To be continued...

Recovering Sujeira's souls

Defeating Patronia scatters her remaining servants; Limbo remains uncomfortable and alien to mortals, but nothing nearby is hostile or aggressive. Adventuring further in Limbo can be left to the GM's discretion.

The villagers are confused and scarred by their experiences. They recall their time within Limbo as a series of misty dreams all filled with whispers. Seeking absolution, many of the victims seek out Father Olavo for comfort but will hail the players as heroes.

Surviving NPCs

If Father Olavo survives, his near-death experience has left him if anything more firm in his faith and purpose. He's grateful to the players and will lobby his bishop for favors if they ask. Despite getting the attention of the Inquisition, he loves Sujeira and will fight to remain in the village for as long as he can.

Lúcia Pinho is traumatized by her experiences and is wracked with guilt for her ruse of witchcraft. She will labor to make it up to her clients, while also teaching Gaspar the barber many of her herblore secrets. She works to integrate the few surviving bogmen into village life, perhaps even marrying their chief, Thule.

If Feddor La Paz survives his encounter with the players he'll still be attempting to recover the relic. If the players relinquish the relic into the care of the church, he may attempt to steal it in transit, which might lead to another task for the players.

Without her patron (assuming she still remains unpossessed), Cátia D'Sousa will primarily be focused on escape at first; she knows she'll be hunted by agents of the church. Her dreams of vengeance against Lucia and her old home still molder, however. Stripped of her powers, she may attempt to find other ways to bring ruin upon Sujeira, and the players who thwarted her.

Investing in the region

Should the players so desire, there is a need for leadership in the local region. The old tower can be repaired; it would take five months and cost ten thousand gold but the friendly local bishop may be willing to lobby Alfonso, the fifth king of that name, King of Portugal and the Algarves, to create a title and a grant of land to the heroes who rescued the town. This might, of course, create friction with the local nobility, even ruffling the feathers of the halfling Duke of Bragara, Paio the Glutton. Players who want to embrace the task of building up their own little realm are welcomed, but anything further passes beyond the scope of this module.

Further adventure seeds

In addition to possible continued shenanigans of escaped antagonists, within Limbo the banished old demon River may begin to stir with her rival no longer present nearby. Less directly powerful than Patronia, River will default to wielding subtle influence upon her tools; if the players aided her in defeating her rival she marks them as useful. She wants to return to the world as well but she is content to be patient. She may begin to foster a cult among the bogmen and others who make their living from the river.

The Inquisition definitely takes note of the players after their recovery of the relic and rescue of Sujeira. If the players are willing, or more interestingly unwilling, inquisitors may recruit them as agents. Hunting down the defrocked cannibal priest Marcão Cadu, leading an investigation of the rumored vampire of the city of Bragara, or delving deep into the dark Chasm of the Hellhound Pack are all possible missions the Inquisition would love to send proven killers of devils on, and would pay well for.

On the other hand, a different direction to go would be for inquisitors to seek to silence anyone involved with the dark events in Sujeira, starting with the players themselves.

Relic Hunters:

If the players choose to take the Relic of St. Lázaro and keep it, they can certainly expect teams from the Inquisition to hunt them.

Seeking further relics, either on the behalf of the church or for their own gain, can be fodder for countless adventures. A few sample relics:

- **Mace of St. Peles:** This holy weapon was used by St. Peles the Just three hundred years ago when he smote a splinter sect of Moorish mystics who sought to summon a blood-hungry genie. Seeks out heresy.
- **Censer of the Child:** A hermit cult venerates this incense burner which miraculously hid children from a dragon in a siege long ago. It's smoke hides its user from anyone older than thirteen.
- **Miriga's Altar Stone:** The last remaining stone of the first church in the Algarves, A venial baron uses it now, proclamations made standing on it are always believed.

Although most pilgrims into the area are simply inspired by the story of the craftsman evangelist, the heretical Order of St. Lázaro takes the saint's tale a very different direction; obsessed with avoiding death and transcending the bounds of the Earth, the order will be very interested in rumors of a path that leads to Limbo. Or rather, another path. Acolytes of the order seem to be appearing in the swamp, but they don't trek there from anywhere around Sujeira...

Pregenerated Characters

CHARACTER NAME: Alexander "Misha" Popov PLAYER: _____
 CLASS: Gunslinger LEVEL: I RACE: Dwarf ALIGN: LN
 STRENGTH: 12 CONSTITUTION: 15
 INTELLIGENCE: 12 DEXTERITY: 16
 WISDOM: 16 CHARISMA: 6
 HIT POINTS: 12 (Id10) WOUNDS: _____ SAVE: F4/R5/W3
 ARMOR: Chain Shirt OFF-HAND: _____ WEAPON: Musket +4(Id12)

Deeds and Feats	EQUIPMENT	GOLD/LOOT
Rapid Reload (muskets)	Dwarf Waraxe (d10)	47 sp
Point Blank Shot	20 Cartridges	Potion, Cure
Grit (3/day, recouped)	Healer's Kit	Light Wounds
Deed: Steady Aim	SKILLS	
Deed: Deadeye	Craft (Alchemy) +5	
Deed: Quick Clear	Heal +7, Engineer +5	
	Perception +7	ENCUMBRANCE
	Survival +7	Light (30ft)

Wasted decades of life in service of the Byzantines have left Misha a jaded dwarf. No fool, he left Constantinople before the siege and has been wandering as far away as possible. Horribly scarred, beard patchy, and prone to obsessively muttering to his battered musket Ola, Misha is looking for coin as he walks in to Sujeira. He's heard some rich man is hiring, and he doesn't care about the morality of the job. When the priest walks in looking for rough men of violence, Misha is an obvious choice. It won't be the first time the dwarf has taken the church's silver.

CHARACTER NAME: Stephan O'Keefe PLAYER: _____
 CLASS: Investigator LEVEL: I RACE: Halfling ALIGN: NG
 STRENGTH: 8 CONSTITUTION: 10
 INTELLIGENCE: 16 DEXTERITY: 18
 WISDOM: 10 CHARISMA: 12
 HIT POINTS: 9 (Id8) WOUNDS: _____ SAVE: F0/R6/W2
 ARMOR: Chain Shirt OFF-HAND: _____ WEAPON: Pistol +5(Id6)

Feats and Extracts	EQUIPMENT	GOLD/LOOT
Extract of True Strike	Rapier (Id4)	92 sp
Extract of Shield	Mobile Alchemy Lab	2 Potions, Cure
Weapon Finesse	SKILLS	Light Wounds
Inspiration (4/day):	Disable +8, Heal +4	Potion,
Can burn a point of inspiration	Knowledge (three)+7	Monkeyfish
to add a d6 to any skill roll, or	Perception +4	
two points for an attack or	Sense Motive +4	ENCUMBRANCE
save.	Stealth +10, UMD+5	Light (20ft)

The Irish monks who raised the orphaned halfling boy Stephan tried; they really did. He was a bright student, and a willing and cheerful worker, but Stephan was allergic to oaths. Insatiably curious, his studies have led him down some worryingly esoteric paths. Alchemy led him to mind-altering potions, and in these fiery visions he keeps seeing visions of a black tree reaching toward him. Now desperate to quiet the ever louder voices, Stephan seeks out holy relics. One is rumored to be near Sujeira, and perhaps this priest can aid him if the priest's little problem gets sorted.

CHARACTER NAME: Constance Moreau PLAYER: _____
 CLASS: Swashbuckler LEVEL: I RACE: Human ALIGN: CN
 STRENGTH: 10 CONSTITUTION: 12
 INTELLIGENCE: 8 DEXTERITY: 18
 WISDOM: 10 CHARISMA: 16
 HIT POINTS: 11 (Id10) WOUNDS: _____ SAVE: F1/R5/W0
 ARMOR: Chain Shirt OFF-HAND: _____ WEAPON: Rapier +6(Id6+4)

Deeds and Feats	EQUIPMENT	GOLD/LOOT
Weapon Focus (rapier)	4 daggers (d4)	78 sp
Fencing Grace	Spyglass	Fancy clothes;
Panache (3/day, recouped)	50ft silk rope	impressive to
Deed: Derring-Do	SKILLS	peasants
Deed: Dodging Panache	Acrobatics +8	
Deed: Opportune Parry/Riposte	Bluff +7, Climb +4	
	Escape Artist +8	ENCUMBRANCE
	Slight of Hand +8	Light (30ft)

Daughter of a duelist and his exotic mistress, Constance lived a loving and chaotic life until a wronged dueling victim took her mother's life. Now the inheritor of her father's blade, she wanders searching for her mother, praying she'll find the dimly remembered woman. Led ever southward, she finds herself in Sujeira confused and a little lost. Ever in awe of the church, she leapt to help Father Olavo when he came in. As much as she relies on her rapier, what has actually drawn her here are the dreams where a ghostly woman weeps within a cold dark swamp.

CHARACTER NAME: João da Costa PLAYER: _____
 CLASS: Cavalier LEVEL: I RACE: Human ALIGN: LG
 STRENGTH: 18 CONSTITUTION: 14
 INTELLIGENCE: 12 DEXTERITY: 14
 WISDOM: 7 CHARISMA: 12
 HIT POINTS: 13 (d10) WOUNDS: _____ SAVE: F4/R2/W-2
 ARMOR: Chainmail OFF-HAND: Shield WEAPON: Lance +5(Id8+4)

Abilities and Feats	EQUIPMENT	GOLD/LOOT
Power Attack	Longsword (Id8)	13 sp
Cleave	20ft grapnel	Poro, noble steed
Challenge (1/day): challenge a	Shortbow (Id6+2)	AC 15, HP 19
target, getting +1 attack and +1	SKILLS	50ft speed
AC vs that target.	Diplomacy +5	Bite +5 (Id4+5)
Tactician: As standard action,	Handle Animal +5	Hoof +0 (Id6+2)
share Precise Strike feat with	Intimidate +5	ENCUMBRANCE
allies within 30ft for 4 rounds.	Ride +6, Swim +8	Medium (20ft)

More errant than knight, João de Casta is the least son of a minor noble. With a horse, weapons, and just enough training to be dangerous, João wanders the countryside looking to smite evildoers and rescue fair maidens. He's had less success finding evildoers than he'd prefer, but he has found a few bandits from time to time. And although he's never rescued a fair maiden, he has helped out the occasional homely widow. Naturally, he will leap to the aid of Father Olavo if asked, although he might find the task at hand a little dismaying.

CONVERSION NOTES, 5e

Generally at the low levels seen here, Pathfinder monsters can be directly put in to 5e without things completely breaking. A rule of thumb would be to drop the Pathfinder AC by -1 per challenge rating, upping the HP by 50% at the same time; this brings combat in line with the “hit more, more hits” shift between versions. Saves should be assumed to drop at about -1 per 2 CR, with Fortitude, Will, and Reflex going to roughly Con, Wis, and Dex. Common sense can be used, and given the levels covered here, not changing the numbers at all for DCs should be perfectly fine.

Example quick-converted statblocks:

Feliz the Imp

Devil (outsider); 14AC 20hp

Vulnerability to silver

Immune to fire

Resistant to bludgeoning, slashing, piercing

Sting: +5 (1d4+3 plus DC10 CON or 2d6 poison damage)

Spells:

Invisibility: Concentration, at will.

Suggestion: DC12 INT, once per day.

Special:

Shapechange: turn into a rat or a raven

Gundin, the Ogre of India

Humanoid (giant); 13AC 45hp

Melee: Slam: +5 (2d8)

Ranged: Culverin: +3 (2d8, 15/60)

Bandit

Human; 15AC 11hp

Rapier: +4 (1d6+2)

Heavy Crossbow: +4 (1d8+2)

Patronia

Devil (outsider); 17AC 66hp

Vulnerability to silver

Immune to fire

Resistant to bludgeoning, slashing, piercing

Melee: 2 claws: +8 (1d6+3)

Ranged: spines: +8 (1d8+3, 20/80)

Spells:

Murderous Command: 3/day; target is must attack an ally for a round, DC15 Will negates

Contagion: Inflicts *slimy doom* on target, doing 1d4 CON damage 1/day, beginning immediately. DC14 Fortitude negates.

Darkness: Inflicts darkness in a 20ft radius.

Summon Minion: As a bonus action once every 1d4 rounds, Patronia can touch the black tree and summon an imp that immediately acts.

Assassin Vine

Plant; 12AC 45hp

Slam: +7 (1d8+7, grapple +12)

CONVERSION NOTES, OSR

Confident game masters versed in the old school should have little difficulty converting hit boni and AC numbers to THAC0 and descending AC; hit die totals for most of the monsters included in this adventure correspond to class levels. So for example:

Imp - AC 4 (16), HD 2, #AT 1, D 2-5

Ogre - AC 6 (14), HD 4, #AT 2, D 1-8 / D 1-8

Patronia - AC 2 (18), HD 8, #AT 2, D 3-8 / D 4-11

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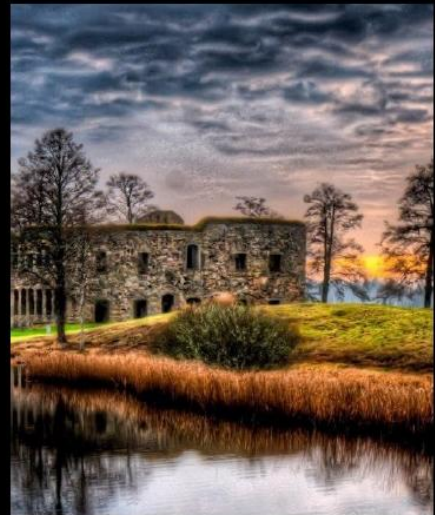
Up here in the mountains, the sun sets fast. The path has narrowed yet again as it diverts into this small slot valley. A gentle stream parallels the path; it's pretty, but the smell of rotting vegetation dissuades one from lingering long. In the lengthening shadows, birdsong seems oddly muted. As the forest clears up ahead, a small manor upon a little pond comes into view. The birds have gone completely still.

K1: Night at Fausen's Manor is a One Session Kit© designed to be all you need for a single night of play, with a dark adventure set in a remote manor and a complete set of printable maps, tokens, pregens, and handouts ideal for a game at the con or at home with your friends.

"Everything for a night of fun, again, but this time it might be accurate..."

-Bryce Lynch, Tenfootpole.

ONE SESSION KITS ©



K1: NIGHT AT FAUSEN'S MANOR

An adventure for level 3 characters
Pathfinder/5e compatible with conversion notes for OSR

Ben Gibson
With maps by Dyson Logos

