

Appendix 1: The Clues



Injection

1. Uvelan and Fergal received an injection, probably with a syringe full of poison.
2. Seane the bard has some Violacine as well as a syringe.



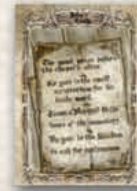
Saundra

1. Varigal Saundra has apparently been captured by bandits.
2. Saundra is actually held prisoner by Mac Snòr's henchmen.



Burned Paper

1. A burned sheet of paper was found near the bodies of Maec, Uvelan, and Fergal.



Jalan's Riddle

1. Sister Erwen has a riddle written by Jalan just before his death.
2. Solving the riddle allows the Players to discover Jalan's Will.



Tadeg

1. The former Rector was a Berenian.
2. He was stripped of his position because he had an affair with one of the monastery's guests.
3. Garan was an opponent of Tadeg's. He was appointed Rector in his place by his superiors, and with the Sigires' support.



Mac Snòr's Soldiers

1. Mac Snòr is infamous for being a tyrant with an entourage of grim brutes at his beck and call.
2. The lord's henchmen take some of the monastery's patients after they have been falsely declared dead by Mac Snòr's accomplices in the monastery.
3. The lord blackmails the Rector.



Redia

1. Sister Redia is dead, supposedly killed by Feondas while she was gathering medicinal herbs.
2. Redia had a love affair with one of the villagers, Meriadog.



Jalan

1. The young copyist sent a letter to his family just before his death.
2. He left Sister Erwen a riddle that leads to a hidden will.

Setting Up the Clues

All the clues that can be found through the associated cards by questioning the residents, or investigating other subjects, are listed below. They are listed in the same way as the chronology of the events: each clue is linked to one of the three important periods of the monastery's recent history.

First Period: Religious Feud

- 1- Rector Tadeg was disgraced because he had an affair with one of the monastery's residents ("Tadeg" Clue Card).
- 2- Tadeg was the leader of the Berenians.
- 3- Teda and Meriadog are the only known Berenians still in the monastery.
- 4- Fergal had a shady past before he became a monk.
- 5- Garan plotted to make Tadeg fall from his position.
- 6- Teda and Garan had a love affair, despite their opposing views.

Second Period: The Pact with Mac Snòr

- 7- The lord organizes the capture of travelers ("Saundra" Clue Card).
- 8- Mac Snòr is a tyrant surrounded by brutes and killers. He blackmails the Rector ("Mac Snòr's Soldiers" Clue Card).
- 9- Sister Redia died—supposedly killed by Feondas—while she was gathering medicinal herbs ("Redia" Clue Card).
- 10- Redia and Meriadog had a love affair ("Redia" Clue Card).
- 11- Jakez, the stableman, holds much influence over the Rector.
- 12- Jalan, the copyist, sent a letter just before his death ("Jalan" Clue Card).
- 13- Some patients who were declared dead are actually hidden elsewhere to be taken away by Mac Snòr's henchmen ("Mac Snòr's Soldiers" Clue Card).

This list gathers the bulk of the information the PCs may gather during their investigations. However, it is not meant to be exhaustive: Leaders should not hesitate to set up scenes of their own and make certain clues more accessible if they feel the gaming session is getting bogged down. Alternatively, they may make them more difficult to discover, for example by playing those who hold them as tight-lipped and distrustful.

Here is a summary of the Clue Cards and the important information they are linked to:

Third Period: The Cursed Book

- 14- Uvelan and Fergal bear the mark of an injection ("Injection" Clue Card).
- 15- One burned page can be found near each of the last victims' bodies: Maec, Uvelan, and Fergal ("Burned Paper" Clue Card).
- 16- Seane knows about the effects of Violacine.
- 17- Seane has some Violacine ("Injection" Clue Card).
- 18- Erwen has a riddle written by Jalan leading to his will ("Jalan's Riddle" Clue Card).
- 19- Bastian the Blade knight was knocked out before being hanged, and Serven the Sigire was strangled.
- 20- Jakez lost one of his jacket buttons.



The "Protagonists and Motives" sheet lists the clues known by each character. Here are the other sources of clues:

- The monastery's records: [1](#), [2](#), [3](#), [4](#)
 Examining Uvelan's or Fergal's body: [14](#), [15](#)
 Examining Serven's and Bastian's bodies: [19](#), [20](#)
 Examining Little Elia's "body": [13](#)
 Searching the belongings of the monastery's residents: [17](#) and [20](#) (from Act 2, Scene 3)
 Watching the arrival of Mac Snòr's soldiers: [7](#), [8](#), and possibly [13](#)
 Watching Redia's grave: [10](#)
 Solving Jalan's riddle: [7](#), [8](#), [13](#)

Appendix 2: Chronologies

This appendix details the events prior to the beginning of the adventure as well as the events that may occur from the moment the PCs arrive at the monastery, showing two dates: one according to the Tri-Kazelian calendar and one according to the Temple's.

902/1405: *The Religious Struggle*

Garan reports Tadeg and is appointed the new Rector. Several opponents are expelled or handed to the Sigires.

903/1406:

Pasker's death (from "indigestion"). Erle's death (from a "bad fall").

904/1407:

Brother Lormel, refugee from a destroyed monastery, dies "in his sleep."



905/1408: *The Pact with Mac Snòr*

Five patients "die" and are handed over to the insane lord. Redia and Joel are "killed by Feondas." The adept Magar leaves the monastery after an argument with the Rector (Fergal captures him and gives him to Mac Snòr).

906/1409:

A patient suffering from tuberculosis leads to the death of six residents, among them one adept and two monks. Two of the "victims" are actually given to Mac Snòr.



907/1410: *The Cursed Book*

Ten weeks before the PCs arrive: Jalan discovers the truth about Garan and Mac Snòr's dealings.

He is murdered, but his book becomes the medium of his revenge.

Five weeks before the PCs arrive: Jalan's family becomes worried.

Four weeks before the PCs arrive: Seane the bard reads Jalan's book and becomes the agent of his revenge.

About twelve days before the PCs arrive: Sigire Serven sets off on a journey to the vale.

Nine days before the PCs arrive: Maec is murdered by Seane.

Two days before the PCs arrive: Uvelan is killed by Seane.



The Course of Events in "Vengeful Words"

Starting with the Characters' arrival, here is a default chronology for this sequence of key scenes. It includes different options and will most probably have to be altered, due either to the Leader's choices or the Players' actions.

Scene 1: The PCs' arrival (Act 1, Scene 1), investigation into the deaths (Act 1, Scene 3)

Scene 2: Elia is declared dead (Act 1, Scene 5)

Scene 3: The arrival of Sigire Serven and Blade knight Bastian (Act 1, Scene 6)

Scene 4: Seane kills Fergal during the night and is caught red-handed (Act 2, Scene 1)

Scene 5: The arrival of a wounded traveler (Act 2, Scene 2)

Scene 6: The murders of Serven and Bastian (Act 2, Scene 3)

Scene 7: A new victim (Act 2, Scene 4)

Events alterable according to the circumstances:

- Examination of Uvelan's body (Act 1, Scene 2)
- Garan's sermon (Act 1, Scene 4)
- Discovery of Redia's grave (Act 2, Scene 5)
- Garan's flogging (from Day 8 – Act 3, Scene 1)
- Encounter with Mac Snòr's soldiers and their prisoners (from Day 5 - Act 3, Scene 2)
- Discovery of Jalan's Will (Act 3, Scene 3)
- Argument between Teda and Jakez (from Day 8 – Act 3, Scene 4)
- The final confrontation with Garan (Act 3, Scene 5)



Appendix 3: Protagonists and Motives

Monks and Adepts

Garan, Monk – The Rector

Comes across as a charismatic and fervent orthodox.
A criminal careerist manipulated by Mac Snòr, torn by guilt.
Known clues: 1, 2, 3, 4, 5, 6, 7, 8, 9, 11, 13, 15

Fergal, Monk – The Right-Hand Man

A former bandit turned monk, and the last of Garan's accomplices.
An authoritative man, disliked by the monastery's other residents.
Known clues: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 13, 15

Eber, Monk – The Taciturn Physician

Immersed in his metaphysical thoughts and his many personal prayers, he is a man of few words.
Known clues: 1, 2, 3, 9

Selwyn, Monk – The Nurse

Compassionate and idealistic, he exhibits a limitless admiration toward Rector Garan, whom he sees as a true spiritual mentor.
Known clues: 1, 2, 3, 9, 11, 15

Teda, Nun – The Herbalist

She still has feelings for Garan, with whom she had a love affair, but she dreads his mystical fits. Ashamed that she does not feel a deeper faith, she has become a Berenian, but it did not change anything.
Known clues: 1, 2, 3, 4, 6, 9, 11, 15

Erwen, Nun – The Copyist

A young, naive and pure woman who entered the monastery soon after her Acceptation one year ago. Worried about the recent events, she seeks to be reassured. As the only friend of the late copyist Jalan, she was entrusted with the means to discover his will (Clue Card - "Jalan's Riddle").
Known clues: 1, 2, 3, 9, 12, 15, 18

Alan, Adept – The Apprentice Herbalist

A reserved young man, he devotes himself to his duties. He is convinced that the recently deceased lacked spiritual purity and discipline.
Known clues: 1, 2, 3, 4, 9, 12, 15, 16

Loeiz, Adept – The Marked One

She has become an adept out of gratitude for the care that diminished the unsightly, purplish birthmark on her face. She distrusts Jakez, who seems to hold some sway over the Rector, and she fears Fergal.
Known clues: 1, 2, 3, 4, 9, 15

Meriadog, Adept – The Dissenter

A dedicated Berenian, this villager entered the monastery a few years ago. No one knows that before that, he had had a love affair with the late Sister Redia. He hates Garan and Fergal.
Known clues: 1, 2, 3, 4, 9, 10, 15

Jakez, Familiar – The Stableman

This honey-tongued spy works for Mac Snòr and will stop at nothing, even murder, to serve his master. Fascinated by the occult, he sees the recent deaths as intriguing phenomena. He is the intermediary between the lord and the Rector, who is under his thumb.
Known clues: 1, 2, 3, 4, 6, 7, 8, 9, 11, 13, 15, 19, 20

Madel, Familiar – The Cook

While outwardly pious, Madel is a real gossip at heart, and has nothing against taking money in exchange for her silence. However, she will never flout the Rector's authority.
Known clues: 1, 2, 3, 9, 11

Dalaigh, Guest – The Varigal

A man in his early fifties who has been staying in Tuath since the monks saved him from pneumonia a few months ago. He wonders about the meaning of his life. He knows the vale very well as he offers his talents as a trapper to the community. Dalaigh has suspicions about Sister Redia's death.
Known clues: 1, 2, 3, 9, 11

Seane, Guest – The Bard

A young, sincere, and pious woman who is determined to stand out in the history of the bards on the peninsula. She is the daughter of a herbalist and keeps some doses of a poison called Violacine to protect herself. Possessed by Jalan's cursed book, she uses this poison to kill her victims, with no memory of her acts.
Known clues: 1, 2, 3, 9, 16, 17

Other Protagonists

The Donraic Family

A couple, Padraig and Mag—weavers from Expiation—came to the monastery so that their daughter, Elia, who suffers from an illness of the lungs, may be treated. They are in their thirties and Elia is close to ten years old.

Bastian

As a Blade knight, he escorts Sigire Serven, whom he regards not only as his superior, but also his mentor. He tries to act with piety and resorts to violence only out of necessity.

Serven

An experienced Sigire who was among those who stripped Rector Taded of his position. Though outwardly intimidating, he tries to show mercy when those he questions sincerely wish to redeem themselves. He has heard rumors about the monastery and suspects the Berenians of being responsible for the events, whether directly or through their behavior, which may have evoked the Creator's wrath.

Jorm

A mercenary who appears soon after Seane has been unmasked. He believes he was attacked by bandits. He does not know what has become of Garalt, his employer, and Varigal Sandra, their guide. Jorm is too concerned to stay at the monastery and will go on his way in the hope of rescuing his companions.

Appendix 4 : Acts and Scenes of "Vengeful Words"

Act 1: The Threat Looms

≈ Scene 1: The Arrival at the Monastery

When the PCs arrive, they can see Jakez and Dalaigh digging a new grave for Brother Uvelan. They are welcomed by the community and offered some beds in the guests' dormitory.

≈ Scene 2: Uvelan's Body

It is in the mortuary. An examination may show that he died from an injection of poison.

≈ Scene 3: Investigating the Deaths

By questioning the residents, the PCs can learn of the conflict between Orthodox and Berenians, the fact that Garan became a Rector following Tadeg's arrest by the Sigires, and that several deaths have occurred over the last few years. This scene is central, since how it unfolds will largely depend on the way the PCs go about their research.

≈ Scene 4: Garan's Sermon

The PCs attending mass will see how convinced Garan is that a divine punishment has stricken the monastery, but they may also notice that the back of his robe bears suspicious blood stains, a sign that he often flogs himself.

≈ Scene 5: A Mourning Family

In the morning, the Rector announces little Elia's death, which occurred during the night. If the little girl's body is examined, the PCs will notice that she is still alive. Fergal, who is present at that moment, will call it a miracle, but the PCs may understand his surprise is feigned. A medically competent PC may discover that Elia has actually been drugged.

≈ Scene 6: Emissaries from Ard-Amrath

Sigire Serven and Blade knight Bastian arrive at the monastery with the intent of clarifying the events of the recent years. The PCs may learn that Serven was among the Sigires who took Rector Tadeg away and that he seems to consider Garan to be worthy of his position.



Act 3: Revelations

≈ Scene 1: Garan's Flogging

The Players may stumble upon Garan in the act of flogging if they go past his room at the right time, or they may have noticed the blood stains on his robe during one of the masses (Act 1, Scene 4). It will become obvious that he is far from sane.

≈ Scene 2: Mac Snòr's Soldiers

A carriage escorted by a dozen soldiers will make a stop at the monastery. It is used for the transport of prisoners, and through its window, the PCs can see the face of a red-haired woman: Varigal Sandra. According to the soldiers, she and her companion are bandits who must be taken to Lord Mac Snòr.

≈ Scene 3: Jalan's Will

If the PCs are in good terms with Sister Erwen, she will give them Jalan's riddle which, once it has been solved, will allow them to discover the will he has hidden under a flagstone of the monastery. The will clearly points out Rector Garan as the culprit.

≈ Scene 4: The Argument

Jakez and Teda are having an argument: the stableman accuses the nun of still having an interest in the Rector, with whom she had a love affair. The PCs may notice that one button of Jakez's jacket is missing.

≈ Scene 5: Facing Death

The murderer who took over from Seane will directly attack one of the PCs, trying to make the victim read the cursed book. The altercation will quickly attract the other residents of the monastery, and the killer will accuse Garan of being a murderer. Whatever the outcome of this scene, Garan will be unmasked as the culprit of at least some of the monastery's deaths.

Act 2: Deaths

≈ Scene 1: Fergal's Death

Seane kills the Rector's right-hand man, but someone witnesses the crime. This scene is important, since the witness can be one of the other monastery's residents or one of the PCs. The bard will be unmasked, but unbeknownst to everyone, the witness will in turn be possessed by the cursed book. Sigire Serven will demand that all the residents—including the PCs—stay at the monastery for the time being in order to collect written testimonies. Seane will maintain that she is innocent, and there indeed is no good reason for her to have attacked the monastery's residents.

≈ Scene 2: A Wounded Traveler

The mercenary Jorm will arrive at the monastery's doors, explaining that he has been attacked by bandits and has lost his fellow travelers, Garalt and Sandra. Jorm will leave quickly to look for them. The description he gives of Sandra will allow the Players to identify her later.

≈ Scene 3: The Sigire's Death

Bastian and Serven's bodies are found hanging in the Great Scriptorium. It quickly becomes apparent that they have been murdered—by Jakez and some of Mac Snòr's henchmen on the lord's orders—and that the macabre scene is just a set-up. Among the clues surrounding this double murder, the PCs can find a jacket button belonging to Jakez on the floor.

≈ Scene 4: A New Victim

This scene is left at the Leader's discretion: the new murderer—the witness of Fergal's death—will kill another resident of the monastery. This scene will take place when it seems appropriate for the Leader, and can be repeated—the murderer will kill another victim—a few days later if the PCs remain too passive.

≈ Scene 5: Redia's Grave

If the PCs visit the graveyard for one reason or another, they may notice that the nun's grave is carefully maintained. On it, they can find a small Hexcelsis made of wood, on which the letter M is engraved. The pendant belongs to Meiriadog; it was a present from the nun, who was his lover. The adept is the only one who regularly volunteers to maintain the graveyard.