

BDK3–06

Quick ‘n’ Easy

A One-Round D&D LIVING GREYHAWK[®] Bandit Kingdoms Regional Adventure

Version 1.1

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One of Rookroost’s social elites is missing. Where has she gone? Why should you care? An adventure for less than honorable characters, APLs 2-12.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

Quick 'n' Easy is the third installment of the "Thorn in the Eye" series of Bandit Kingdoms regional scenarios. Please make a note of characters that fall under the following categories:

- ☛ Have been branded by Iuz's minions or have whip scars.
- ☛ Are members of the Rookroost Thieves Guild.
- ☛ Have abilities that prevent the detection of thought. These will impair the doppelganger's use of that special ability.
- ☛ Have abilities that permit true seeing. This will reveal the doppelganger's true form.

This scenario can be deadly if characters do not act discretely. It is possible to get off the beaten path or make a poor choice that results in an alternate ending. It is possible the characters may not even make it to the Green Lady's mansion. Rookroost is a dangerous place and most of the residents care only about their own hide. Few will offer help to a stranger.

Civil disturbances off The Peak will result in the standard Town Guard arriving in 5 minutes. The Town Guard can be bribed. A player's diplomacy or intimidation roll can be increased one point for every 10 gp offered. A successful DC 15 check will result in the players being let go. The Town Guard can be found in Appendix 1.

A commotion on The Peak will be answered by a squad from the Bonefist Legion. They cannot be bribed and will ask few questions. They will only take 1 minute to arrive. Legionaries are arrogant and they expect to be obeyed. They are quick to imprison any they feel are threatening the peace or festivities. Characters that choose to fight should first be warned that the Bonefist are capable fighters. If they still choose to do so then every three rounds after combat begins two squads will appear and join the battle. The Legion is expecting trouble and is ready to react.

Any who are simply detained should be charged an extra four TU for time spent in the Rookroost Jail. Due to the large number of people detained, drunkards from the Festival for example, the prisoners will not be properly searched for illegal contraband (such as holy symbols) and will be lumped together. PCs that are caught after attacking and killing members of the Bonefist Legion or the Town Guard will be executed and their bodies will be unrecoverable.

You may give out Player's Handout #1 whenever you wish. This might help the players grasp the mood of the city.

Adventure Summary

The party is enjoying a pint at the Drunken Dragon in Rookroost when an aged stranger offers them a job. He needs a book, a diary to be exact. It should be a quick in-and-out with little danger involved. The owner of the diary has dropped out of sight and the characters must enter her home to recover the diary. When characters inquire about pay, he admits that he possesses little gold with which to pay them; however, the house is packed full of valuables. After all, it is located in the most exclusive part of Rookroost, The Peak.

The job is to take place at the Green Lady's Mansion on The Peak. She is one of the crème de la crème of Rookroost. Her family has survived the many political challenges since the city was established. The current resident is Elara Mornstar and she has proven to be able to survive the change in rule by Iuz. Some have even whispered that she is a very close friend of Lord Mortoth. Maybe she got a little too close, for no one has seen her since the riot caused by the Rookroost Thieves Guild (RTG).

The old man emphasizes that now is a good time to gain entrance to the Green Lady's mansion, as accessibility to The Peak is greater. The Festival of the Raven traditionally begins on the morrow, and Lord Mortoth has permitted this celebration to continue. During this time, the common folk are allowed to visit the Ravens' Square. If asked why the contact does not do the job himself, he reveals whip scars. He would be turned away at the gate at best, because of his time working in Cranzer's silver mines. Worse, he fears that they might send him back to the mines despite his age.

Making it to the mansion should not be difficult. The party will have to undergo a cursory inspection at The Peak Gate and then slip past some barricades that segregate the Festival goers from those that dwell upon The Peak.

The characters will have no difficulty finding the Green Lady's mansion. Only Lord Mortoth's Fortress is larger and it is truly the most beautiful home in Rookroost. Mortoth's soldiers are posted at the front gate and they will not let anyone enter without an invitation. It should not be difficult to sneak around the corner and climb over the garden fence.

Their contact told them to find the room with the sweating door. The diary should be located beyond in this set of rooms. Once inside, the characters will have to slip past the servants and the home's guardians. Over the centuries, the household has paid wizards and trap masters to provide protection from outsiders. These protections include dozens of animated objects and even a golem.

The successful party will locate Elara's study and find a diary inside a chest along with a bag full of uncut diamonds, provided the characters survive the mimic and unseen servants that currently guard Elara's sanctuary. The characters will not understand the writing in the diary unless they can read Draconic. Even with the ability to read Draconic it will be difficult to comprehend her writings completely, as it is full of innuendo. If they do understand the book, they will realize that Elara Mornstar is high-ranking member of the RTG. Merely reading without deciphering the innuendo reveals a high volume of business, but nothing beyond the usual smuggling for which Rookroost is famous. The characters should take the diary and leave, as the diary will attract the attention of many guardians within the home.

The party's contact has arranged a meeting in the Market. It is crowded with celebrating folks that chose not to pass through The Peak Gate. He will give them a small amount of gold for their efforts and leave quickly, if allowed to. This encounter could be interesting. If the characters decide to turn on their contact, they will find he has brought backup and a melee will ensue in the middle of the festival. During the confusion the contact will seek to escape with the diary. He has an advantage when it comes to slipping away, for he is a doppelganger. The Old Goat currently takes his orders from Thorn, an individual that has tried to hurt the RTG in the past.

Some player characters might be members of the Rookroost Thieves Guild. If they attempt to contact their Training Master during the course of this adventure, take them aside and read the following: "The training master wants to see whatever you take on this job. Somehow you better make sure he gets a gander."

Introduction: The Offer

The adventure begins with the PCs enjoying a pint in Rookroost's Drunken Dragon Tavern. An old man introduces himself as the Old Goat. He seeks to interest a band of adventurers in retrieving a diary from a house full of vast riches. If good characters resist the offer, the Old Goat explains that the book will be used to subvert an Iuz backed smuggling operation.

Encounter One: The Mugging

If the characters ignore the offer, this encounter gives them a last chance to be induced into accepting. The Old Goat has two accomplices appear to mug him for information on the offer. He hopes that the party will accept the job out of pity for the Old Goat.

Encounter Two: The Peak

The Festival of the Raven has opened The Peak to the common folk. All are searched at The Peak Gate, but no

one will be charged a gate fee. The carnival is based in Ravens' Square, which is boisterous and loud. Hastily built barricades have been raised to keep the common folk from leaving Ravens' Square, but it should not be difficult to sneak across them.

Encounter Three: On the Outside

The party can find Elara's mansion easily if they follow the Old Goat's direction. Now they just have to avoid Mortoth's guards while breaking into the mansion.

Encounter Four: The Green Lady's Mansion

The party makes it inside the home. The first floor has a few servants going about their business. They know better than to go upstairs. The second floor has several guardians, mostly animated objects and constructs that will make things miserable for the party.

Encounter Five: Beyond the Sweating Door

The sweating door is the portal to Elara's personal chamber. The party may believe that it is a passage to hell. The guardians become more deadly and include a golem and mimic. A successful party will find the diary and a nice bit of treasure.

Encounter Six: Departure

The adventurers will now try to get out without facing more guardians. What they do not realize is that the diary acts as a beacon for its protectors.

Encounter Seven A: The Exchange

The Old Goat has arranged to meet the players in the Market. The market provides a secondary festival for those that do not want to brave The Peak. He will take the book and give the players a bag of gold in appreciation. If they attempt a double cross, he has minions ready to strike. The Old Goat will focus on getting the diary and leaving.

Encounter Seven B: Forget the Old Goat

If the players decide to keep the diary for themselves, they will be in store for a rude awakening. The Old Goat is a doppelganger employed by Thorn. This doppelganger will strike at the possessor of the book. He has no wish to fail his master.

Encounter Eight: Not Again

If the characters have the diary, any surviving constructs from Elara's mansion will attack them.

Introduction

Things are slow in Rookroost. You and your mates are enjoying a pint in the Drunken Dragon Tavern.

Fewer locals than normal sit in the pub this late afternoon as most folks are saving their coin for the Festival of the Raven, which starts on the morrow. One of the locals, a common room regular known as the 'Old Goat', keeps eyeing your group. He is a friendly old fellow and even more amiable when he approaches patrons in the hopes that they will fill his mug.

He heads toward you and the room dims a bit as clouds block the sun. The Old Goat might be a tall fellow, but it is hard to tell from his stooped back and bowed legs. His gait is comical and his blackened cane strikes the floor with a frequent staccato. Without even an invitation, he plants himself on an empty stool at the table. He stares at you and the cataracts in his eyes pulse. Then he gives a wide grin that reminds you of yellow and black plaid.

"Got a job for you, I do," he announces in a high squeaky voice. He slams his wooden cup on the table. "Fill it up and let's talk."

The party can now ask questions of the Old Goat. Until they fill his cup he will only make small talk and allude to a job. When they do fill his cup read the following:

"I know things are slow for you lot," The Old Goat states. "Banditry is down and trade is returning to normal. I need something and you can help me. It's real personal in nature, but for me it's important. You hear."

He pauses taking the time to look each of you in the eye. The Old Goat's smile turns to a wrinkled frown and his pallid eyes narrow to near slits. The fellow glances over his shoulder at the other patrons and then returns his focus to you.

"For you, it should be a simple, quick 'n' easy job. Get in, grab a book, and get out. No fuss. No muss. No killin'. Just some servants, try not to hurt 'em none. Ya' interested?"

He looks at the characters, his eyes widen, and his cataracts bulge. His pale lips form a straight line that his thin chin struggles to support.

The players may ask a few questions of the Old Goat. This is the information he will provide when asked:

- *"Cannot pay much myself. But the place you're goin' is rich. You will walk out a lot wealthier, trust me."*
- *"The home owner? The Green Lady is well known in Rookroost. For as long as folks can remember her family has been here. But now she's gone missin'!"*
- *"I have no idea where she go. But nobody seen her since the riots. You heard of them? Maybe took part I suspect. They started here in this bloody tavern.*

The Thieves Guild had a show down. Lots of dead thieves, and others. Power play against Rhaedrick Avenfear. You heard of Avenfear a'fore?"

- *"Worried about the Thieves Guild? I got it on good faith that the Green Lady has not greased their palms for a while now. Her home can be plucked without a worry about them interfering. Might need to beat them to it."*
- *"Why do I want the diary? A personal question that is. I prefer not to answer it."*
- *"Starting tomorrow will be the best time to do it. The Festival of Ravens opens up The Peak to the common folk. A good day for work is tomorrow, but if you think you'll be needin weapons, you best find a way to sneak em in."*
- *"Why do you need me? I knows the words that opens the door for the diary and the riches."*

This is the only information he will offer. Most other inquiries will be ignored. He is being completely honest in all of these remarks, so there is no need for him to make a Bluff check. If asked why he does not do the job himself read the following:

The Old Goat looks at you, his bottom lip puckering out. His eyes grow wide in astonishment. "I'm a little old for this sort of thing, don't ya' think. Plus I got these."

He stands up and turns his back to you. He raises his tunic enough to reveal dozens of whip scars across his back.

He slowly pivots back toward you and says, "Got them in the silver mines, I did. Sure, folks can enter the Rookroost Peak easy enough during the festival, but folks still gets checked. You see? I don't ever want to get sent back to the Rift, never. Help me please."

He cocks his head to rest on his shoulder as he awaits your reply.

If characters act concerned about committing robbery read the following:

"You're not hurting some innocent babe. That house is built with blood money, like this entire cursed town. The Green Lady is who she is because of smuggling. Maybe she don't do it herself, but you don't have to look too far up the family tree to find murderers and cheats. You won't be taking nuthin' that ain't been took before."

If the characters accept the work read the following:

"Tomorrow the Festival of the Ravens starts," he says. He gives you the address and directions to the Green Lady's mansion. Then he states, "The diary can be found in the Lady's chambers, which can be found on the second floor behind the 'Kidnapped Door'. Once inside this part of the house, you will look for yet another door. Folks be calling this door the 'Sweating Door'. Say 'Greetings Provider of the Seed', but ya got to say it in Draconic. Otherwise, you cannot open this door. I don't know the words myself. No good with languages, am I. You lot can learn somewhere in this town."

The characters have the rest of the afternoon and part of tomorrow to prepare. They may purchase items listed in the equipment section of the player's handbook. They may also purchase any number of potions that cost no more than 50 gp each. Each individual may also purchase one potion that costs no more than 100 gp (all potions must be found in the DMG). Go to 'Encounter Two: The Peak' when they are ready to continue. If they should refuse the job, go to 'Encounter One: The Mugging'.

If the characters attack the Old Goat, his stats are provided in Appendix #4. The Old Goat is a doppelganger in the employ of the Thorn. Thorn wants to take over the Thieves Guild. He believes there is information in Elara's diary that will assist him in achieving his goal and he is using the doppelganger to advance his plan. The Old Goat enjoys the intrigue and every now and then he gets to make a kill, the real Old Goat being one of his recent victims.

Should the characters attack the Old Goat, the locals will frown on this and the Town Patrol will be called for. They arrive in five minutes. See Appendix One for their stats.

The characters might detect that the Old Goat is a doppelganger. If his identity is discovered, read the following:

"Folks don't coddle to my kind. I'm not here to stab you in the back. I need this book and this place is rich; you can make a bundle. Why don't I do it? Them Iuz clerics don't care for my kind and they have ways of finding us, just like you did. I don't want to find myself in their dungeon. If you do this for me I swear you'll walk out loaded. It will also hurt some very bad people, the worst kind."

Developments: Characters can research the Green Lady if they wish. They can use the skills of Gather Information, Knowledge: local (Iuz's Border States), or Bardic Knowledge to learn the following things:

- DC 10. The Green Lady, or Elara Mornstar, is respected throughout Rookroost.
- DC 12. Rumor has it the family got their money the old fashioned way; they stole it.
- DC 15. No one has seen her in a while. Not since the Thieves Guild riots.
- DC 20. Most folks think she pays off the Thieves Guild for protection. Nothing new about that in this town. Makes good sense actually.
- DC 22. Lord Mortoth and Elara Mornstar are friends. Real good friends. Wink. Wink. Nudge. Nudge.
- DC 25. Elara Mornstar is unnaturally young. Nobody I know remembers her as a child.
- DC 30. Word on the street is she belongs to the Thieves Guild. Watch your back if you cross her.
- DC 40. She's a Thieves Guild big wig. How else do you explain her being left alone throughout these troubled times?

The party can make one roll for learning about the Green Lady for each hour spent gathering information. PCs with both Gather Information and appropriate Knowledge skills may receive a +2 synergy bonus and characters may assist another character. The characters can only gain one line of information for each hour they investigate. You can attain a higher level of information without possessing a lower item first.

A total of less than 10 on a gather information skill check indicates the characters have attracted the notice of the Thieves Guild. If a party member is a member of the RTG, he will be given the message, "The training master wants to see whatever you take on this job. Somehow you better make sure he gets a gander." If no member of the RTG is in the party, they will receive a note stating, "You're askin' questions that you might not need an answer to. Think about it and then shut your mouth." If they continue, the guild will have put the word out that the party is not to be talked to and the DC for any information will raise by 15.

Time spent researching the Green Lady cannot be used for rest or preparations for the visit to Elara's mansion.

RTG members within the party may contact their Training Master or Thief Master for advice on this job. If they do so, they will be given the same message as if they had rolled less than a 10 on gather information.

For 25 gp the characters can learn the words that must be spoken in Draconic. If a player already speaks Draconic, they should have no problem with the phrase.

Encounter One: The Mugging

(Skip this encounter if the party has already agreed to help the Old Goat.)

The party barely steps out of the tavern when you hear a commotion from around the corner. Muffled grunts and curses reach your ears.

The Old Goat has a pair of accomplices that are pounding on him. He hopes the characters will become more sympathetic to his cause, since others are beating him up for the information. He is playing the weak old man to the fullest of his ability. The accomplices will flee the minute the party rounds the corner. A third accomplice actually gives a signal so they can make a clean get away. The party will not be able to catch the accomplices, as they run around a corner, change form appearing like simple commoners, knocked aside by thugs who continued onward. When they reach the old man read:

"They heard me talkin' to you," he stops and spits out blood. "They wanted to know where the treasure was. It ain't no easy treasure but it's there. All I want is that book so I can knows... My Dad"

His eyes widen and then he coughs a bit before quieting down.

Now is the time to catch him in a bluff. The Old Goat will lie about his father being framed by Elara's father. He wants the diary to prove his papa's innocence. If the characters change their mind and accept, go to 'Encounter Two: The Peak'. The Old Goat will tell them what they need to know about the job. Characters still have the rest of the afternoon and tomorrow to prepare.

If they refuse to accept, game over.

Encounter Two: The Peak

The Festival of the Raven has opened The Peak to the common folk. All are searched at The Peak Gate, but no one will be charged a gate fee. The carnival is based in the square, which is boisterous and loud. Hastily built barricades have been raised to keep the common folk from leaving the Ravens' Square. It should not be difficult to sneak across them.

When the characters are finished with their preparations, they may go to The Peak. They will not be able to purchase adventuring items on The Peak. They may pass through the gate at any time after dawn and

before midnight. Read the following to them when they do go:

A long queue passes slowly through the gate. Orcs and half-orcs roughly pat down those that seek entrance. A dwarf openly wearing a short sword is ordered to leave. No weapons longer than a dagger are permitted and only light armor may be worn, for this is a celebration, not a battle.

A human with a holy symbol of Iuz watches the masses enter. Occasionally, he points at one of the festival goers and the orcs escort the individual over to him for a chat. It is impossible to hear the conversation from where you are standing. Currently, an obviously nervous human is talking to the servant of Iuz. The evil man commands two guards to come to him and they jerk the man's blouse up. All can see whip scars and a brand mark on his back that looks to be the Old One's mark. The man cries aloud as the guards drag him into The Peak Gate tower.

Characters that have whip scars or have been branded in a previous Bandit Kingdom module should be nervous. If they are caught here, they will be taken to the Rift for a life of slavery. You should have noted characters marked in this manner already. **Do not** select these characters to be brought before the priest. Just make them a little miserable. Pick an unscarred member of the party to go before the priest. All he or she has to do is answer a few questions. The priest will ask:

- ***"Are you a resident of Rookroost?"***
- ***"Do you oppose the Old One's rule?"***
- ***"Why should I believe you?"***
- ***"Have you ever been to the Rift?"***

The priest will be detecting for bluffs and spotting for holy symbols of good Gods. If a bluff is detected the characters back will be exposed. Again, do not select a character that is scarred or branded. Characters found with a good holy symbol will be imprisoned for 4 TUs.

As noted earlier, the guards will not allow anyone with bladed weapons that are larger than a dagger or blunt weapons larger than a light mace to enter. No bows or slings are permitted either. The same holds true for characters in medium or heavy armor. A walking staff will be allowed. Characters will have to sneak in their martial implements. Note that the priest and the guards change shift at nightfall. Their replacements will not be able to identify characters that were previously rejected from entering. The procedure remains the same for the new shift.

Characters that are allowed through The Peak Gate are not charged a gate fee during the Festival of the Raven.

RTG members may use their guild connections to sneak onto The Peak with their gear. Let them know that this option will require a 1 IP payment per character to the guild. Alternatively, the players may pay 100 gold pieces each for entry into The Peak, past the barricades, with their gear. Characters that take either of these options go straight to Encounter Three: On the Outside

Characters may also opt to go over the wall. Taking this option is dangerous. The characters will be spotted automatically if they attempt this in the daylight. After dark, the guards can still spot them. Players will want to use their Hide and Move Silently skills. Because of the noisy festivities, all characters will get a +2 on their Move Silently checks.

The walls consist of hewn stone, which entails a Climb check of DC 25. The walls are 30' tall. A grappling hook can be attached with a successful ranged touch attack against AC 15. Once a character reaches the top, a rope can be tied to the parapets to allow less skilled climbers a better chance to reach the ramparts. Do not forget to modify the roll for burdened and armored characters. Setting up a rope entails using the Use Rope skill. Characters using a rope can climb at DC 5. Once the first character starts the climb, the party has two minutes to get over before a patrol crosses the parapets on this part of the wall. There are plenty of shadowed nooks to hide in up here.

Once the characters have defeated the guards or blended in with the crowd on the square they may proceed.

The party in Ravens' Square is in the midst of the festivities. Jugglers and bards draw crowds about them. Children push through the crowd so they might attend the next puppet show. The boys and girls are dressed in their finest, with a black feather tied to their head by silvered thread. One child, obviously of rich parentage, wears an entire cloak made of crow feathers. Hawkers sing loudly about a variety of delicacies they offer to tantalize the tongue.

However, the carnival is not why you are here. You eye the barricade that blocks Ravens' Square from the fine homes and shops beyond. You see a makeshift gate, but the guards are not letting anyone pass.

Given a closer look the barricade is not much of a deterrent, just some flimsy wooden sheets nailed together.

Getting over the barricade will not present a huge problem. The party need only be discreet to get through

unnoticed in this crowd. If they want to try the gate, they will not succeed. Only people with a letter signed and sealed by Lord Mortoth are allowed to pass by the guards. Forgery and Bluff are possibilities. The characters must make an opposed check against the guards' Forgery or Sense Motive skills, which are both -1. The guards get a +10 bonus on Forgery and Sense Motive checks due to the personal risks of being wrong.

Guard Tactics: If the PCs are spotted climbing the wall, the spotting pair of guards will bang their swords on their metal shields and wait for reinforcements before they engage in melee. Another pair of guards will arrive every 2 rounds until the entire squad is present. The sergeant of the guard will arrive with the last pair. Each squad has 6 orcs and 3 goblins (2 goblins for APL 2). Another full squad appears two minutes later and then a third squad, which includes a Cleric of Iuz and a sorcerer, comes two minutes after that. These troops are extremely disciplined. On top of the wall they have enough room to form two ranks. The first rank will advance with sword and interlocking shields. The second rank will support the front rank with long spears. A third rank will engage the party with missile fire. The second squad will arrive from the opposite side of the first squad. The third squad comes from behind the first. When the spell casters arrive the cleric will use fear spells on the stronger fighters while the sorcerer will use offensive spells against the party's spellcasters. See Appendix One for descriptions of the guards.

A smart party will flee down into the crowd below them. This is the best solution, but it must be taken early in the situation before support arrives.

Encounter Three: On the Outside

No matter how the characters get by the barricades, read the following:

Ravens' Square is behind you. The Baron's Palace dominates the peak as you skirt along Peak Circle Street.

You find it difficult not to stare at the Baron's fortress. The stonework on the palace seems to glare back at you. Even with the noise from the crowd, you are certain that you can hear screams from inside. After a time you reach the far side of the keep, and from there the party can see several small mansions. You move off the road and duck through the manicured orchards that flank the road.

You see the Green Lady's mansion up ahead. It is almost as impressive as the palace. Further, down the road you see orcs in half plate guarding the mansion's

gate. Closer to you are the ivy-covered walls that surround the mansion.

The Green Lady's home is a small palace, larger than the other homes the party passed. 20-foot tall, rough, ivy-covered walls surround the place making it easier to surmount (DC 10). From the top of the wall, the party can see that this wall does not intersect the mansion. Several trees have branches that brush the wall.

The trees extend from the garden, which includes a huge hedgerow maze. The maze is filled with several benches and flowerbeds. The hedges reach a manicured height of 8'. The trees are quite old with large branches and the party can move through the branches with ease. The party can attempt the maze, but they will be slowed. PCs can attempt to jump 5 feet from the wall onto a tree branch that will support them. This is a DC 10 jump check for most characters. If any characters fail their jump checks, they will take 2d6 damage from the fall. Once in the trees it will take 5 balance checks, one per round, to clear the maze. Characters crossing the branches move at half their movement rate if they succeed at Balance checks of DC 10. If a PC fails their balance check by 5 or more, they will fall and take 2d6 falling damage.

A character that falls inside the maze will take some time to get out. They must pass a check using either their Survival or Intelligence modifier (DC 15). If they fall at the wall, they will have to make five checks, one per round. If characters fall beyond the wall, reduce the number of maze checks by the number of successful balance checks they made before falling out of the trees. For each maze check failed, increase the number of maze checks that must be passed by one. A player also makes the next roll at -1 and this is cumulative for each successive check that is failed. Players in the trees above can guide characters on the ground through the maze. This gives them a +2 on their roll and if they go the wrong way, they may return immediately without facing a penalty on their next roll. They do not progress out of the maze on that round however. A passed maze check reduces the number of maze checks by one. Once the maze checks equal zero the characters have reached the courtyard. A party member may drop a rope down to extract their mates. Climbing up the rope is a DC 5 climb check.

A cobblestone courtyard surrounded by a 3-foot high wall is all that separates the party from the house. A large fountain fills the center of the courtyard. The fountain depicts oversized sylvan creatures frolicking in the wild. Opposite the courtyard are three sets of glass double doors. Green curtains hide the contents of the room. Use DM's Aid #6 for the courtyard.

The glass double doors are locked separately, requiring a DC 20 Open Locks check. There are no traps present.

Encounter Four: The Green Lady's Mansion

The house is elegant yet simple. Wealth is displayed modestly to complement the home or to meet a need. There are no gaudy displays to sooth the owner's ego. The house is quiet as the party enters.

Most of the servants have gone to the festival. A few servants remain and if they see an intruder will flee for the gate without question or challenge. Roll a d20 every minute the characters are downstairs and outside of the ballroom. On a result of 1 a servant will enter the hallway. All servants make spot or search checks without modifiers. The servants are too scared to enter the second floor or ballroom at night.

Mortoth's guards at the gate will not investigate any noises inside the house, as they have firm orders to remain outside. However, they will come inside if a servant reports intruders. If the characters make loud noises in the hallways or ballroom, the servants will flee as well. The servants will report the noise to the guards. Use the stats in Appendix One for the guards. They do not have a cleric or sorcerer with them. The guards will take 5 minutes to arrive. If the guards are not able to report back then a Bonefist Legion Squad will show up 10 minutes after the guards arrived. In both cases none of the groups will initially go upstairs; instead they will ambush the party if they come back downstairs. They have orders to cause as little damage to the house as possible.

The house has many small pedestals for placing candleholders. The pedestals are spaced out every 10' along the hallway. Every third set is lit on the first floor, while none are lit on the second floor.

1 Lower Ballroom

The floor of this room is checkered with red and black marbled tile. The ceiling stands 25 foot above you from which dangle three large chandeliers that are currently unlit. A long banquet table splits the middle of the room and ten plush chairs are evenly spaced on both sides of the table. Two chairs are set at the south end of the table, while one is placed on the north. A buffet table sits barren against the east wall, while small round tables are placed in each corner. Two large doors are located on the east wall. One near the north and the other towards the south.

Two stairways wind up towards the orchestra, which is flanked by a pair of balconies. Each balcony

is supported by an intricately crafted column, one shaped like a goat-headed demon, the other a woman.

Both wield long swords. A lightly painted railing partitions the entire second floor. Two large glass bowls are placed on pedestals that extend from the orchestra's balcony. These bowls currently provide all the light in the ballroom.

The lights move and flicker and you notice little heads peeking out of each bowl. Their ears are pointed and one is male, while the other is female.

The female shouts out, "It's not the boss."

"No, uglier," the male replies and the pair giggles. "Looks like we get to have some fun. Intruders!"

With that said, the light is squashed.

Elara has several mephits she uses as personal guards. These are two fire mephits. They will leave the Upper Ballroom doors open as they intend to cast dispel magic on the creatures in the Trophy Room (room number 13). After the creatures are awakened, the mephits will lure them towards the Ballroom. The mephits have a network of ducts they use for moving about the second floor of the house. The ducts have hidden doors located in the ceilings. It is a free action to enter these, while exiting them requires a move action. The mephits leave to find their mates (three air mephits) and will prepare the other encounters. The mephits will not engage the party unless forced to do so.

ALL APLs (EL 7)

🔥 **Fire Mephits (2):** hp 13 ea; see Monster Manual page 182.

🔥 **Air Mephits (3):** hp 13 ea; see Monster Manual page 181.

This room contains nothing of value that the characters can easily transport. The characters should not want to lug heavy furnishings off The Peak. The furnishings are expensive, but also custom made and hard to fence. If the players choose to attempt to take something, have the mephits force the creatures from the trophy room into this one. Note, this may also alert the servants to the presence of the characters.

2 Library

The walls of this room are covered in shelving all the way up to the 12' ceiling. Another set of shelves splits the middle of the room. All the shelves are full of books. A set of square tables surrounded by four chairs can be found on either side of these shelves.

3 Gallery

Paintings of many important and infamous citizens of Rookroost fill this room. A large rug with the Raven crest covers the floor.

4 Wine Storage

This room looks like it could hold several thousand bottles of wine. Currently more than half of the racks are filled with vintages collected from all four corners of Oerth.

5 Parlor

This is a very comfortable attired room with a small stage on the west wall. A pair of lutes and a lyre are mounted on the wall. Several divans are dispersed across the chair as well as cushioned chairs. Small tables are strategically located about the room.

6 Entry

Two stairs lead to the second floor. Numerous paintings of the Mornstar family cover the wall. A huge chandelier dangles from the ceiling.

7 Downstairs Storage

This room contains various cleaning supplies and some broken furniture.

8 Downstairs Guests' Suites

This is a party house and when a party is thrown it may last a few days or weeks. That is why there are several suites provided for visitors.

Currently, no one seems to be expected, as the furnishings are covered with sheets to keep the dust off and all the valuable art pieces are in storage as well.

9 Downstairs Servants' Quarters

These rooms contain the servants' personal belongings. Nothing of value can be found here. Each room has a bed, table and chair.

10 Kitchen

This is a large kitchen with three large tables and numerous cabinets. A large fireplace fills the north wall.

11 Informal Dining

Servants probably use this room to eat. It has a table and some chairs, but very few accoutrements.

12 Upper Ballroom

This area is tiled in red and black similar to the Lower Ballroom. The floor is polished and slick. The only

furnishings are some small round tables in the corners of the east wall. Two large wooden doors are centered on the east wall.

This room has less to offer than the ballroom below. When they open the door read the following:

The hallway is dark and no sound can be heard. The floor is carpeted, which you hope will assist your sneaking about. A glance at the door reveals ornate carving. Both doors depict a huge celebration in the ballroom you are leaving. The engraved guests are a surprising mix of humans and devils.

13 Trophy Room

This room holds a variety of trophy animals. Many heads adorn the walls as well as a variety of weapons. There are also quite a few beautifully preserved animals on display. A variety of creatures are posed in the middle of the room. All are wearing leather collars.

The weapons on the walls are ornamental and will break in combat. Some of the creatures in the center of the room are actually held in Temporal Stasis. Wands of Dispel Magic are placed in the ductwork above this room. The mephits will use these wands to take the beasts out of Temporal Stasis. Once the spell is broken, they will lure the beasts towards the characters. The mephits that fetch the beasts from the Trophy Room must be careful, as these creatures will attack the mephits if they get too close.

The leather collars are arcane locked around the creatures' neck. Any removal of a collar will awaken that particular creature from Temporal Stasis. Awakened creatures will attack immediately. Possession of a collar could be quite beneficial to the individual holding it. Animated objects will not attack anyone touching these collars. These items produce transmutation and abjuration magical auras.

There is nothing of value besides the ornamental weapons, which weigh as much as regular weapons.

APL 2 (EL 2)

➤ Krenshar (2): hp 11 ea; see *Monster Manual* page 163.

APL 4 (EL 3)

➤ Krenshar (3): hp 11 ea; see *Monster Manual* page 163.

APL 6 (EL 4)

➤ Displacer Beast (1): hp 51; see *Monster Manual* page 66.

APL 8 (EL 8)

➤ Displacer Beast (4): hp 51; see *Monster Manual* page 66.

APL 10 (EL 10)

➤ Displacer Beast (4): hp 51; see *Monster Manual* page 66.

➤ Gorgon (1): hp 85; see *Monster Manual* page 137.

APL 12 (EL 12)

➤ Gorgon (4): hp 85; see *Monster Manual* page 137.

14 Guest Servants' Quarters

These rooms resemble the servants' quarters downstairs. They are probably intended for guests' servants.

15 Storage

Cleaning and laundry supplies and some old paintings are all that occupy this room.

16 Entry Overlook

This is the balcony overlooking the entry area.

17 Upper Guests' Suites

These suites are similar to the guests' suites on the first floor.

18 Elara's Foyer

The carving on the green door before you illustrates a cottage located in a copse within a dense forest. A devil is seen sneaking out the window with a smiling young woman. An elderly man is rushing out the front door gripping a hand ax.

This door is locked. It will take a DC 20 Open Locks check to unlock it. Once the door is opened, read the following.

This area is well lit. You can see a closed door in each wall. Comfortable divans covered in three shades of green embroidery sit on either side of the door through which you entered. The light is coming from two medium sized opaque bowls that are set upon columns that stop a foot short of reaching the ten-foot high ceiling. A painting on the east wall portrays Rookroost when only three walls surrounded the city. A well-dressed man of middle age is the subject of a painting on the west wall. A brightly colored rug covers the floor.

A small trap door opens in the roof. Two little heads peek out, grinning manically.

"They're still here," one squawks out with glee.

"Da boss ain't gonna like 'em in here," his female companion remarks.

"Intruders!" shouts out the male and the lid slams shut.

The paintings sway where they hang upon the wall. The divans bang against wall. The rug caresses your legs as you walk across it.

The characters have now entered the first room of Elara's private chambers. At this time the mephits will inform their mates that the party has arrived. The rooms will appear to come alive, but most items will not attack the party.

The mephits leave the room through trapdoors in the ceiling. Each room in this area has ceiling trapdoors linked by passages. Medium creatures cannot fit in this network. Small characters will need a boost to reach the trapdoors. The mephits will seek to chase the characters away. They will snipe at the party and duck back into the trapdoors if hurt. Then they will heal themselves before returning to harass the party.

19 Elara's Private Dining Room

The floor of this room is covered with green and black tiles. Six chairs with green striped cushions surround a rectangular table that appears to be mahogany. A large china cabinet takes up most of the north wall.

The chairs rock back and forth, as does the table. The drawers in the china cabinet open and slam shut over and over again. The dishes in the china cabinet rattle and rock back and forth. A large platter rolls back and forth along the back of the cabinet.

A lot of things are moving about in here, but it is just a lot of noise. It should mess with the characters, but not harm them. There is a mephit entry in the roof.

20 Elara's Sitting Room

This room has a sofa set in front of the window on the eastern wall. A long, low table rests in front of the sofa and two chairs are set opposite each other. A wicker basket rests upon the table. Two balls of green yarn and darning needles rest inside the basket. There is a suit of plate mail in each corner of the western wall, flanking the only door. Halberds rest in their gauntlets. Four columns offer support for this room, each having a finely crafted iron snake coiled around it.

The furniture taps loudly on the floor and the armor rocks back and forth in a threatening manner. The needles knit furiously at the green yarn as the basket spins about.

The mephits have access to this room through a trap door in the roof.

For all encounters, the creatures are commanded to kill anyone that comes through the door unless they say "Long live Drevinius Licentius" in Draconic.

APL 2 (EL 4)

🐉 **Iron Cobra (2):** 27 hp each; see Appendix Three.

APL 4 (EL 6)

🐉 **Caryatid Column (1):** 53 hp; see Appendix Three.

APL 6 (EL 8)

🐉 **Caryatid Column (2):** 53 hp each; see Appendix Three.

APL 8 (EL 10)

🐉 **Caryatid Column (Advanced) (3):** 75 hp each; see Appendix Three.

APL 10 (EL 12)

🐉 **Caryatid Column (Advanced) (3):** 118 hp each; see Appendix Three.

APL 12 (EL 14)

🐉 **Caryatid Column (Advanced) (4):** 146 hp each; see Appendix Three.

21 Elara's Private Library

Bookshelves cover the walls in this room. Rolled up scrolls and books of all sizes fill the shelves. A many faceted crystal globe rests upon a round display table. There are doors in both the north and south walls.

The books on the shelves bounce about. Books fly open and the pages loudly clap together. Scrolls open and close banging against each other.

The room activity is just here to make the characters nervous. None of the items will actually attack the characters. Again they are just making noise. There is a mephit entry in the roof.

The crystal globe has a value of 25gp and is extremely fragile (1 hp and 0 hardness). There are also three magic scrolls. The scrolls have the spells Alarm, Nystul's Magic Aura, and Arcane Sight.

22 Elara's Closet

This room is full of clothing, hats, and shoes. The great majority of these items are one shade of green or another. The clothing varies from simple peasant garb to gowns worthy of wearing to court.

The mephits do not have access to this room and have firm orders to stay out under all circumstances.

23 Elara's Bedchamber

The floor in here is covered in smoothly varnished hard woods. Several rugs dot the floor and a dozen small paintings hang on the wall. The walls are covered with mirrors and a large lit candelabrum hangs over the doorway. The bed is unusual, for it is round. Green silken spreads cover the mattress. On the west wall there is a mirror-covered door. Another door is located on the east wall, as is a fireplace, which is currently lit. A large vanity leans against the south side. A throne like chair is set before it.

The mephits will take great efforts to make the party miserable in this room. They aim to make things so uncomfortable for the party that they will leave (without directly attacking the party). If a mephit suffers a wound, it will flee the room through any open doors, the fireplace, or the three duct trap doors located in the ceiling. The mephits will heal themselves and plan their next attack.

Once the characters get rid of the mephits, they will be able to search the room. When they check out the west door read the following:

A quick look at the door on the west wall gives you pause. The window to its right provides a view of the home's western courtyard. It is quite apparent that this door must lead to stairs, or a ladder. You would be able to see stairs from your current vantage point, so it must be the latter.

The door is elegantly carved, though the scene depicted is disturbing. The scene is a view of hell, where agonized souls are digging into the burning earth. A human woman whips the souls, while in the background a devil looks on approvingly. It looks like the damned souls are sweating, but upon closer inspection you see that moisture has collected on the door. It is most peculiar, considering the time of the year and that the adjacent window shows no traces of condensation.

This is the sweating door and it leads to a pocket dimension that Elara uses to keep her most valuable items. The door is made of stone and is arcane locked (Break DC 38). If the characters say "Greetings Provider of the Seed" in Draconic, the door will unlock and open. Because the door leads to a location on another plane, there is no other way to reach this destination from Oerth.

Encounter Five: Beyond the Sweating Door

The door opens to a room that is disappointing when compared to the rest of the house; that is, until you realize it shouldn't be here at all. The floor is hardened stone and the walls are rough and uneven gray stone. The room is 30' wide by 70' long. On the far end is a desk and hard-backed wooden chair. A large portrait of a devil with his arm 'round a blond human woman fills the wall behind the desk. The woman is holding a child and looks content in the devil's embrace. The scenery behind them is a view of the city of Rookroost from the top of The Peak Gate.

The diary they seek is on the table. This room is a pocket dimension, a gift from someone close to Elara Mornstar. The room may only be entered through the door from Rookroost. They may not teleport or dimension door to gain access to the room. The only other way to get here, or depart for that matter, is planar travel. They will not be able to locate the room outside of using the door in Elara's Bedchamber.

The room has an unusual quality in that it will expand and contract. It is currently in its fully contracted state. When a character touches the diary the room will grow. This expansion extends the room 30' to the north south and east. The west wall is anchored and will not move. Characters will remain in their present location on the map. The door moves with the wall. A character standing next to the door will remain stationary while the door moves away. A character grasping the door handle will be dragged along with it. They must make a DC 15 Balance check or they will fall. A character may make a DC 15 STR check to retain their grip on the door handle each round after they lose their balance. Each round they are dragged the character suffers 1d4 points of nonlethal damage from the rough floor. A successful DC 20 Balance check will allow a character to regain their footing. The room will continue to expand for 6 rounds.

On the second round of expansion, defenders will enter the room via Dimension Doors. The defenders are constructs that are instructed to protect the contents of the room. They will attack the party until destroyed or the party has perished. The defenders will follow the party out of this room if the party takes anything out of the room. They will track the items wherever they are taken.

If the characters allow the door to close, it will lock itself. It will only remain open if a character holds it open or spikes it open. An arcane lock spell will also

come into affect on this side of the door, making the Break DC 38. The password will not work from this side. The door will open on its own if the party defeats the defenders.

Also on the desk is a small locked chest with a poison needle trap. The box holds diamonds and the APL determines their value. The box also holds some potions and items of magical nature. These are also set by APL.

Once the characters escape the room, they can go to 'Encounter Six: Departure'.

🗡️ **Stone Door:** 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28 (38 with Arcane Lock).

🦋 **Poison Needle Trap:** CR 2; +8 ranged (1) plus greenblood oil poison (1 Con/1d2 Con); Fort save resists DC 13; Search (DC 22); Disable Device (DC 20).

APL 2 (EL 4)

🦋 **Dread Guard (1):** 47 hp; See Appendix Four.

APL 4 (EL 5)

🦋 **Dread Guard (2):** 47 hp ea. See Appendix Four

APL 6 (EL 6)

🦋 **Dread Guard (3):** 47 hp ea. See Appendix Four

APL 8 (EL 10)

🦋 **Golem, Clay (1):** 90 hp; See *Monster Manual* page 134.

APL 10 (EL 12)

🦋 **Golem, Clay (2):** 90 hp ea. See *Monster Manual* page 134.

APL 12 (EL 14)

🦋 **Golem, Stone (1):** 107 hp; See *Monster Manual* page 136.

🦋 **Golem, Iron (1):** 129 hp; See *Monster Manual* page 136.

Encounter Six: Departure

This encounter will throw quite a gauntlet of activity at the characters. The house is alive and will actively attack anyone moving through it. Any servants that hear the commotion upstairs will flee. They have passwords that allow them to bypass all dangers safely.

At APLs 6 and lower the Mephits will have activated the animated objects in the ballroom. At higher APLs the mephits will also flee as the party is beyond their abilities

to defeat. Any surviving constructs from the Sweating Door will also pursue the party.

Any other of the creatures or constructs from previous areas will attack if they have survived to this point. Should the characters flee Elara's chambers they will be followed by any surviving constructs and trophy room beasts. The beasts will not attack a construct. The constructs will only attack the party.

The stairwells in the main entrance and the ballroom will be hostile after activation. They will flatten, turning into a slide, when the first character is halfway down. Characters will have to pass a DC 20 Balance check or they will fall. Characters grasping the banister will have a +5 on their check. Grabbing the banister is a Reflex save of DC 15. Failing characters will slide to the ground floor. Standing characters may be slid into by characters higher up the staircase and must make a DC 20 Balance check or they will be knocked prone. The check is modified by +5 for holding the banister and -2 for each additional sliding character, and -5 for each sliding character in medium or heavy armor. A Balance check must be made each turn until the character reaches the bottom.

If animated, the banquet table, chairs, and/or china cabinet will attack characters that slide down to the floor in the Ballroom. There will be nothing else to attack them if they go down the stairs in the Entry. Be aware that the banquet table is large enough to slap a character spider climbing on the ceiling.

Only the constructs or beasts will follow the characters outside of the house. The original half-orc guards will have gone to raise the alarm, giving the PCs 5 minutes to leave the grounds before a Bonefist Legion Squad shows up. Otherwise, the characters will have to fight the guards. Any servants waiting outside the house will flee the property when the characters exit the front door. The mephits will not go outside under any circumstance. The characters can jump the garden fence or exit the front gate. The constructs will continue to follow the room's contents across all of Oerth. The beasts will lose interest with the characters that flee into a tree or beyond a gate that blocks their pursuit.

The characters that leave through the garden will have to deal with the maze, unless they choose to climb up into the trees. This will require magic or some acrobatics, unless they left a rope dangling from their insertion. The lowest sturdy branch is 20' up.

Once the characters return to Ravens' Square they must once again sneak past the barricades and through the throng. This could prove to be quite interesting if any constructs are still following the party.

Once a party exits The Peak, you must ask them their intention. If they attempt to read the diary, they must be able to read Draconic. If they want to understand what

the diary says they must succeed at a Sense Motive check of DC 25 to read the innuendos in the book. The book is a record of smuggling activities and protection payments. It lists names of various people in Rookroost with strange terms that will require a DC 35 Sense Motive check to comprehend. Understanding this provides listings of members in the Rookroost Thieves Guild and the favors they owe to Elara Mornstar.

If the party chooses to meet the Old Goat and give him the diary go to 'Encounter Seven A: The Exchange'. Some parties may say the heck with the Old Man. These parties will use 'Encounter Seven B: Forget the Old Goat'. If the party does not defeat the constructs and still has the book, they will attack the possessor of the book just before sunrise. Go to 'Encounter Eight: Not Again'.

APL 2 (EL 2)

🔪 **Chair (Medium Animated Object) (1):** 31 hp; see *Monster Manual*/page 13.

APL 4 (EL 3)

🔪 **Chairs (Medium Animated Object) (2):** 31 hp each; see *Monster Manual*/page 13.

APL 6 (EL 6)

🔪 **China Cabinet (Large Animated Object) (1):** 52 hp; see *Monster Manual* page 14. Note: the cabinet was full of dishes...

🔪 **Banquet Table (Huge Animated Object) (1):** 84 hp; see *Monster Manual*/page 14.

Encounter Seven A: The Exchange

The marketplace is almost as packed as Ravens' Square. You discover that this an alternative site for celebrating during the Festival of the Raven as some folks fear the festival on The Peak and attend this celebration instead. While not as elaborate as The Peak's celebration, the participants are just as drunk and playful. This is where you will meet the Old Goat to give him the diary.

They will find the Old Goat is pleased to see them again. If they give him the diary without incident, he will hand over a bag of gold (50gp per character). The contents are nominal, but he told the characters from the start he did not have a lot. Everyone can go their own way without further incident.

If they attack the Old Goat, he will attempt to flee into the crowd. Talon has provided some guild assistance

to help the Old Goat in this circumstance. The stats for the Old Goat and the rogues are provided in Appendix 5. The thieves will seek to trip the characters and make flat-footed attacks against those that chase the Old Goat. Once the characters are tripped, they will seek to knock them out. They will cut any exposed pouches and flee into the crowd. The Old Goat will not attack unless he absolutely has to.

Encounter Seven B: Forget the Old Goat

If the characters decide that they went through too much trouble and they want to sell the diary themselves they will have some difficulty. The first complication is that the Old Goat is a doppelganger and has observed them from afar using its ability to change shapes. Once it realizes the characters will not meet him in the market, he will take measures to take the diary.

If a single character leaves the party, he will assume their shape and do his best to dress in a similar fashion. This will be difficult if the character impersonated maintains a higher than ordinary life style. The doppelganger is not going to attack the lone character, but rather seeks to mingle with the rest of the party long enough to steal the diary, while the copied character is away.

To make this work the DM must take the impersonated character aside and explain they are now trying to steal the diary. The impersonated character will not know any details of what occurred in the mansion or the plans for selling the diary. The doppelganger can detect thoughts, which should assist a bit in deceiving the party. Do not let any character know the Old Goat is the doppelganger. If the doppelganger realizes that he cannot steal the diary, he will leave.

The Old Goat has not given up on retrieving the book. His next plan is to impersonate a party member, possibly the same one, and try to use his Bluff skill to tell the party he has found a buyer for the diary. He will explain that they need to go to a certain location now and that the party needs to provide a watch out for him. The dealer will only cut the transaction with him. He will lead the party to an old abandoned shop on the north side of town. He tells the party to cover him and he goes inside. Once inside he will go into the RTG's tunnel system. He has the diary and the party will never see it again.

If the party turns the book over to the RTG they will receive 2 IP from the guild. They will also incur Enmity of the Talon.

Encounter Eight: Not Again

If the players do not destroy the constructs, they will have a rude awakening. The constructs will attack the characters two hours after they lay down to rest. They constructs will not have had any damage repaired.

Conclusion

If the characters still have the book and the Old Goat is dead, the party can receive 500 gps for it. Any character that keeps it beyond this module will receive the Enmity of the Rookroost Thieves Guild. The item is traceable and the RTG does not like the fact that it was stolen. If an RTG member possesses it, they are expected to return it without comment. If they comply, they will not incur the Enmity of the Rookroost Thieves Guild.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Four

Defeat creatures in the trophy room
APL2 60 xp; APL4 90 xp; APL6 120 xp;
APL8 240 xp; APL10 300; APL12 360.

Defeat or bypass the creatures in Elara's private library.
APL2 120 xp; APL4 180 xp; APL6 240 xp;
APL8 300 xp; APL10 360; APL12 420.

Encounter Five

Defeat the creatures behind the sweating door.
APL2 120 xp; APL4 150 xp; APL6 180 xp;
APL8 300 xp; APL10 360; APL12 420.

Encounter Six

Putting the furniture back in its place (or in a pile)
APL2 60 xp; APL4 120 xp; APL6 180 xp.

Discretionary roleplaying award

APL2 90 xp; APL4 135 xp; APL6 180 xp;
APL8 210 xp; APL10 255 xp; APL12 300 xp.

Total possible experience:

APL2 450 xp; APL4 675 xp; APL6 900 xp;
APL8 1050 xp; APL10 1275; APL12 1500.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter Four:

All APLs: L: 0 gp; C: 4 gp; M: scroll of *Alarm* (2gp), scroll of *Nystul's Magic Aura* (2gp), and a scroll of *Arcane Sight* (31gp)

Encounter Five:

APL 2: L: 0 gp; C: 237 gp; M: Potion of *Fly* (62gp),
Potion of *Heroism* (62gp).

APL 4: L: 0 gp; C: 312 gp; M: Potion of *Fly* (62gp),
Potion of *Heroism* (62gp), *Brooch of Shielding* (125gp)

APL 6: L: 0 gp; C: 483 gp; M: Potion of *Fly* (62gp),
Potion of *Heroism* (62gp), *Brooch of Shielding* (125gp),
Scroll of *Stoneskin* (79gp)

APL 8: L: 0 gp; C: 550 gp; M: Potion of *Fly* (62gp),
Potion of *Heroism* (62gp), *Brooch of Shielding* (125gp),
Scroll of *Stoneskin* (79gp), *Amulet of Health* +2 (333gp)

APL 10: L: 0 gp; C: 717 gp; M: Potion of *Fly* (62gp),
Potion of *Heroism* (62gp), *Brooch of Shielding* (125gp),
Scroll of *Stoneskin* (79gp), *Amulet of Health* +2 (333gp),
Glove of Storing (833gp)

APL 12: L: 0 gp; C: 1051 gp; M: Potion of *Fly* (62gp),
Potion of *Heroism* (62gp), *Brooch of Shielding* (125gp),
Scroll of *Stoneskin* (79gp), *Amulet of Health* +2 (333gp),
Glove of Storing (833gp), *Ring Mind Shielding* (666gp)

Potion of *Fly* (Adventure; DMG)

Potion of *Heroism* (Adventure; DMG).

APL 4: (All of APL 2 plus the following)
Brooch of Shielding (Adventure; DMG).

APL 6: (All of APLs 2-4 plus the following)
Scroll of *Stoneskin* (Adventure; DMG).

APL 8: (All of APLs 2-6 plus the following)
Amulet of Health +2 (Adventure; DMG).

APL 10: (All of APLs 2-8 plus the following)
Glove of Storing (Adventure; DMG).

APL 12: (All of APLs 2-8 plus the following)
Ring Mind Shielding (Adventure; DMG).

Encounter Seven A:

APL 2: L: 0 gp; C: 50 gp; M: 0 gp

APL 4: L: 0 gp; C: 50 gp; M: 0 gp

APL 6: L: 0 gp; C: 50 gp; M: 0 gp

APL 8: L: 0 gp; C: 50 gp; M: 0 gp

APL 10: L: 0 gp; C: 50 gp; M: 0 gp

APL 12: L: 0 gp; C: 50 gp; M: 0 gp

Total Possible Treasure

APL 2 Total: 450 gp

APL 4 Total: 650 gp

APL 6 Total: 900 gp

APL 8 Total: 1300 gp

APL 10 Total: 2300 gp

APL 12 Total: 3300 gp

Special

Encounter Seven B:

2 Influence Points from Rookroost Thieves Guild

Enmity of the Talon

Conclusion:

Enmity of the Rookroost Thieves Guild

Items for the Adventure Record

Item Access

APL 2:

Appendix I: The Gate Guard

APL 2 (EL 4)

🐉 **Orcs (6):** hp 5 ea; see *Monster Manual* see page 203.

🐉 **Goblins (2):** hp 5 ea; see *Monster Manual* see page 133.

🐉 **Human Clr1 of Iuz:** CR 1; Medium Humanoid (5 ft 10in.); HD 1d8; hp 4; Init +1; Spd 30 ft.; AC 15 (+4 chain shirt, +1 dex); Base Atk/Grapple +0/+0; Atks +0 melee (1d8, light flail); SQ Rebuke Undead; AL CE; SV Fort +2, Ref +1, Will +5; Str 10, Dex 12, Con 11, Int 12, Wis 16, Cha 9.

Skills and Feats: Concentration +4, Knowledge (Religion) +5, Knowledge (Iuz's Border States) +5, Spellcraft +5; Combat Casting, Spell Penetration.

Spells Prepared (3/3; base DC = 13 + spell level): 0 — [*detect magic, light, resistance*]; 1st — [*entropic shield, magic weapon, protection from good**].

*Domain spell. *Domains:* [Evil (evil spells cast at +1 caster level); Chaos (chaos spells cast at +1 caster level)].

Possessions: light flail, chain shirt armor, and silver holy symbol of Iuz.

🐉 **Human Sor1:** CR 1; Medium Humanoid (5 ft. 10in. tall); HD 1d4; hp 6; Init +2 (+2 dex); Spd 30 ft.; AC 12 (+2 dex); Base Atk/Grapple +0/-1; Atks -1 melee (1d4-1 [crit 19-20] daggers); +2 ranged (1d4-1 [crit 19-20], daggers); AL CE; SV Fort +0, Ref +2, Will +2; Str 8, Dex 14, Con 11, Int 12, Wis 10, Cha 16.

Skills and Feats: Concentration +4(+8 when casting defensively, grappled, or pinned), Knowledge (Arcana) +5, Spellcraft +5; Combat Casting, Toughness.

Spells Known (5/4; base DC 13 + spell level): 0 — [*dancing lights, daze, ghost sound, light*]; 1st — [*magic missile, shield*].

Possessions: Robes, belt pouch holding 10 sp each, dagger, *potion of cure light wounds*.

APL 4 (EL 6)

🐉 **Orcs (6) Ftr1:** CR 1; Medium Humanoid (6 ft.); HD 1d10; hp 10; Init +0; Spd 20 ft.; AC 14 (+4 scale mail); Base Atk/Grapple +1/+3; Atk +3 melee (1d6+2, club); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Listen +2, Spot +2; Alertness, Power Attack.

Possessions: club, scale mail, and belt pouch holding 3 gp each.

🐉 **Goblins (3):** hp 5 ea; see *Monster Manual* see page 133.

🐉 **Human Clr1 of Iuz:** CR 1; Medium Humanoid (5 ft 10in.); HD 1d8; hp 4; Init +1; Spd 30 ft.; AC 15 (+4 chain shirt, +1 dex); Base Atk/Grapple +0/+0; Atks +0 melee (1d8, light flail); SQ Rebuke Undead; AL CE; SV Fort +2, Ref +1, Will +5; Str 10, Dex 12, Con 11, Int 12, Wis 16, Cha 9.

Skills and Feats: Concentration +4, Knowledge (Religion) +5, Knowledge (Iuz's Border States) +5, Spellcraft +5; Combat Casting, Spell Penetration.

Spells Prepared (3/3; base DC = 13 + spell level): 0 — [*detect magic, light, resistance*]; 1st — [*entropic shield, magic weapon, protection from good**].

*Domain spell. *Domains:* [Evil (evil spells cast at +1 caster level); Chaos (chaos spells cast at +1 caster level)].

Possessions: light flail, chain shirt armor, and silver holy symbol of Iuz.

🐉 **Human Sor1:** CR 1; Medium Humanoid (5 ft. 10in. tall); HD 1d4; hp 6; Init +2 (+2 dex); Spd 30 ft.; AC 12 (+2 dex); Base Atk/Grapple +0/-1; Atks -1 melee (1d4-1 [crit 19-20] daggers); +2 ranged (1d4-1 [crit 19-20], daggers); AL CE; SV Fort +0, Ref +2, Will +2; Str 8, Dex 14, Con 11, Int 12, Wis 10, Cha 16.

Skills and Feats: Concentration +4(+8 when casting defensively, grappled, or pinned), Knowledge (Arcana) +5, Spellcraft +5; Combat Casting, Toughness.

Spells Known (5/4; base DC 13 + spell level): 0 — [*dancing lights, daze, ghost sound, light*]; 1st — [*magic missile, shield*].

Possessions: Robes, belt pouch holding 10 sp each, dagger, *potion of cure light wounds*.

APL 6 (EL 8)

🐉 **Orcs (6) Ftr2:** CR 2; Medium Humanoid (6 ft.); HD 2d10; hp 15; Init +0; Spd 20 ft.; AC 14 (+4 scale mail); Base Atk/Grapple +2/+4; Atks +4 melee (1d6+2, club); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Listen +2, Spot +3; Alertness, Cleave, Power Attack.

Possessions: club, scale mail, and belt pouch holding 3 gp each.

🔥 **Goblins (3) Ftr2:** CR 2; Small Humanoid (4 ft. tall); HD 2d10; hp 11; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 dex, +3 studded leather); Base Attack/Grapple +2/-3; Atks +1 melee (1d4-1 [crit 19-20] daggers); +2 ranged (1d6 [X3], short bows); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +2, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +7, Listen +3, Move Silently +4 Spot +3; Alertness, Far Shot, Point Blank Shot.

Possessions: studded leather armor, and belt pouch holding 10 sp each, short bows, quiver holding 12 arrows, and dagger.

🔥 **Human Clr2 of Iuz:** CR 2; Medium Humanoid (5 ft. 10in.); HD 2d8; hp 12; Init +1; Spd 30 ft.; AC 15 (+4 chain shirt, +1 dex); Base Atk/Grapple +1/+2; Atks +2 melee (1d8+1, light flail); SQ Rebuke Undead; AL CE; SV Fort +3, Ref +1, Will +6; Str 12, Dex 12, Con 11, Int 10, Wis 16, Cha 9.

Skills and Feats: Concentration +5, Knowledge (Religion) +6, Knowledge (Iuz's Border States) +6, Spellcraft +6; Combat Casting, Spell Penetration.

Possessions: light flail, chain shirt armor, and silver holy symbol of Iuz.

Spells Prepared (4/4; base DC = 13 + spell level): 0 — [*detect magic, light, mending, resistance*]; 1st — [*cause fear, entropic shield, magic weapon, protection from good**].

*Domain spell. *Domains:* [Evil (evil spells cast at +1 caster level); Chaos (chaos spells cast at +1 caster level)].

🔥 **Human Sor2 (2):** CR 2; Medium Humanoid (5 ft. 10in. tall); HD 2d4; hp 9; Init +2; Spd 30 ft.; AC 12 (+2 dex); Base Atk/Grapple +1/+0; Atks +0 melee (1d4-1 [crit 19-20] daggers); +3 ranged (1d4-1 [crit 19-20], daggers); AL CE; SV Fort +0, Ref +3, Will +2; Str 8, Dex 14, Con 11, Int 12, Wis 10, Cha 16.

Skills and Feats: Concentration +5, Knowledge (Arcana) +6, Spellcraft +6; Combat Concentration, Toughness.

Possessions: Robes, belt pouch holding 10 sp each, dagger, *potion of cure light wounds*.

Spells Known (6/5; base DC 13 + spell level): 0 — [*dancing lights, daze, flare, ghost sound, light*]; 1st — [*magic missile, shield*].

APL 8 (EL 10)

🔥 **Orcs (6)Ftr4:** CR 4; Medium Humanoid (6 ft.); HD 4d10; hp 23; Init +0; Spd 20 ft.; AC 14 (+4 scale mail); Base Atk/Grapple +4/+6; Atks +6 melee (1d8+2 [crit 19-

20, X3], longspear), or (1d8+2, longsword); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +1, Will +0; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Listen +4, Spot +4; Alertness, Cleave, Great Cleave, Power Attack.

Possessions: longsword, longspear, scale mail, and belt pouch holding 3 gp each.

🔥 **Goblins (3) Ftr4:** CR 4; Small Humanoid (4 ft. tall); HD 4d10; hp 19; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 dex, +3 studded leather); Base Atk/Grapple +4/-1; Atks +3 melee (1d4-1 [crit 19-20] daggers); +5 ranged (1d6 [X3], short bows); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +3, Will +1; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +7, Listen +4, Move Silently +4 Spot +4; Alertness, Dodge, Far Shot, Point Blank Shot.

Possessions: studded leather armor, and belt pouch holding 10 sp each, short bows, quiver holding 12 arrows, and dagger.

🔥 **Human Clr4 of Iuz:** CR 4; Medium Humanoid (5 ft. 10in.); HD 4d8; hp 24; Init +1; Spd 30 ft.; AC 15 (+4 chain shirt, +1 dex); Base Atk/Grapple +3/+3; Atks +4 melee (1d8, light flail); SQ Rebuke Undead; AL CE; SV Fort +4, Ref +2, Will +7; Str 10, Dex 12, Con 11, Int 12, Wis 17, Cha 9.

Skills and Feats: Concentration +6, Knowledge (Religion) +7, Knowledge (Iuz's Border States) +7, Spellcraft +7; Combat Casting, Spell Penetration, Weapon Focus (light flail).

Possessions: light flail, chain shirt armor, *scroll of summon monster II*, and silver holy symbol of Iuz.

Spells Prepared (5/5/4; base DC = 13 + spell level): 0 — [*detect magic, light, mending, read magic, resistance*]; 1st — [*cause fear, entropic shield, magic weapon, protection from good*, shield of faith*]; 2nd — [*death knell, hold person, shatter*, spiritual weapon*].

*Domain spell. *Domains:* [Evil (evil spells cast at +1 caster level); Chaos (chaos spells cast at +1 caster level)].

🔥 **Human Sor4 (2):** CR 4; Medium Humanoid (5 ft. 10in. tall); HD 4d4; hp 15; Init +2; Spd 30 ft.; AC 13 (+2 dex, +1 protection); Base Atk/Grapple +2/+1; Atks +1 melee (1d4-1 [crit 19-20] daggers); +4 ranged (1d4-1 [crit 19-20], daggers); AL CE; SV Fort +1, Ref +4, Will +3; Str 8, Dex 14, Con 11, Int 12, Wis 10, Cha 17.

Skills and Feats: Concentration +6, Knowledge (Arcana) +7, Spellcraft +7; Combat Concentration, Dodge, Toughness.

Possessions: Robes, and belt pouch holding 10 sp each, dagger, *ring of protection* +1, 2 *potions of cure light wounds*.

Spells Known (6/7/4; base DC 13 + spell level): 0 —[*dancing lights*, *daze*, *flare*, *ghost sound*, *light*, *ray of frost*]; 1st—[*enlarge person*, *magic missile*, *shield*]; 2nd—[*bull's strength*].

APL 10 (EL 12)

🐉 **Orcs (6) Ftr6:** CR 6; Medium Humanoid (6 ft.); HD 6d10; hp 40; Init +0; Spd 20 ft.; AC 14 (+4 scale mail); Base Atk/Grapple +6/+8; Atks +8/3 melee (1d8+2 [crit X3], longspear), or (1d8+2, longsword); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4, Ref +2, Will +1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Listen +5, Spot +4; Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack.

Possessions: longspear, longsword, scale mail, and belt pouch holding 3 gp each.

🐉 **Goblins (3) Ftr6:** CR 6; Small Humanoid (4 ft. tall); HD 6d10; hp 29; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 dex, +3 studded leather); Base Atk./Grapple +6/+1; Atks +5/+0 melee (1d4-1 [crit 19-20] daggers); +7/+2 ranged (1d6 [X3], short bow); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +4, Will +2; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +7, Listen +4, Move Silently +6 Spot +4; Alertness, Dodge, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: studded leather armor, and belt pouch holding 10 sp each, short bows, quiver holding 12 arrows, and dagger.

🐉 **Human Clr6 of Iuz:** CR 6; Medium Humanoid (5 ft 10in.); HD 6d8; hp 30; Init +1; Spd 30 ft.; AC 16 (+5 chain shirt, +1 dex); Base Atk/Grapple +4/+4; Atks +5 melee (1d8, light flail); SQ Rebuke Undead; AL CE; SV Fort +5, Ref +5, Will +8; Str 10, Dex 12, Con 11, Int 12, Wis 17, Cha 9.

Skills and Feats: Concentration +8, Knowledge (Religion) +9, Knowledge (Iuz's Border States) +9, Spellcraft +9; Combat Casting, Lightning Reflexes, Spell Penetration, Weapon Focus (light flail).

Possessions: light flail, +1 chain shirt, potion of protection from elements (fire), scroll of summon monster II and silver holy symbol of Iuz.

Spells Prepared (5/5/4/4; base DC = 13 + spell level): 0 —[*detect magic*, *light*, *mending*, *read magic*, *resistance*]; 1st—[*cause fear*, *entropic shield*, *magic weapon*, *protection from good**, *shield of faith*]; 2nd—

[*death knell*, *hold person*, *shatter**, *spiritual weapon*]; 3rd—[*bestow curse*, *invisibility purge*, *magic circle against good**, *prayer*].

*Domain spell. *Domains:* [Evil (evil spells cast at +1 caster level); Chaos (chaos spells cast at +1 caster level)].

🐉 **Human Sor6 (2):** CR 6; Medium Humanoid (5 ft. 10in. tall); HD 6d4; hp 20; Init +2; Spd 30 ft.; AC 13 (+2 dex, +1 protection); Base Atk/Grapple +3/+2; Atks +2 melee (1d4-1 [crit 19-20] daggers); +5 ranged (1d4-1 [crit 19-20], daggers); AL CE; SV Fort +2, Ref +4, Will +5; Str 8, Dex 14, Con 11, Int 12, Wis 10, Cha 17.

Skills and Feats: Concentration +8, Knowledge (Arcana) +9, Spellcraft +9; Combat Concentration, Dodge, Spell Penetration, Toughness.

Possessions: Robes, and belt pouch holding 10 sp each, dagger, *ring of protection* +1, *potion of invisibility*, 2 *potions of cure light wounds*.

Spells Known (6/7/6/4; base DC 13 + spell level): 0 —[*dancing lights*, *daze*, *flare*, *ghost sound*, *light*, *open/close*, *ray of frost*]; 1st—[*enlarge person*, *grease*, *magic missile*, *shield*]; 2nd—[*bull's strength*, *Melf's acid arrow*]; 3rd—[*displacement*].

APL 12 (EL 14)

🐉 **Orcs (6) Ftr8:** CR 8; male Medium Humanoid (6 ft.); HD 8d10+16; hp 60; Init +4; Spd 20 ft.; AC 18 (+8 full plate); Base Atk/Grapple +8/+13; Atks +16/+11 melee (1d8+9 [X3], duom); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +8, Ref +2, Will +5; Str 20, Dex 10, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Listen +5, Speak Language(Orc, Common), Spot +6; Exotic Weapon Proficiency (duom), Greater Weapon Focus (duom), Improved Bullrush, Improved Init, Iron Will, Power Attack, Weapon Focus (duom), Weapon Specialization (duom).

Possessions: masterwork duom, full plate, 2 *potions of cure serious wounds*, and belt pouch holding 5 gp each.

🐉 **Goblins (3) Ftr5/Rog3:** CR 8; Small Humanoid (4 ft. tall); HD 5d10+3d6+16; hp 54; Init +4; Spd 30 ft.; AC 19 (+1 size, +4 dex, +4 chain shirt); Base Atk/Grapple +7/+3; Atks +14/+9 ranged (1d6+2 [X3], small longbow) or +12/+12/+9 ranged (1d6+2 [X3], small longbow) or +8/+4 melee (1d4-1 [crit 19-20] daggers); SA sneak attack +2d6; SQ Darkvision 60 ft., Evasion, trapfinding, trap sense +1; AL NE; SV Fort +7, Ref +8, Will +4; Str 10, Dex 18, Con 14, Int 10, Wis 14, Cha 6.

Skills and Feats: Bluff +4, Hide +9, Speak Language(Common, Goblin, Orc), Move Silently +13,

Jump +7, Sense Motive +8, Spot +6, Tumble +11; Arterial Strike, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow).

Possessions: masterwork chain shirt, masterwork small longbow, and belt pouch holding 2 gp each, quiver holding 40 arrows, and dagger.

☛ **Human Clr8 of Iuz:** CR 8; Medium Humanoid (5 ft 10in.); HD 8d8; hp 40; Init +1; Spd 15 ft.; AC 23 (+10 full plate, +2 heavy shield, +1 dex); Base Atk/Grapple +6/+6; Atks +7/+2 melee (1d8+1, heavy mace); SQ Rebuke Undead; AL CE; SV Fort +6, Ref +5, Will +10; Str 10, Dex 12, Con 11, Int 12, Wis 18, Cha 9.

Skills and Feats: Concentration +14 (+18 for defensive casting), Knowledge (Religion) +11, Knowledge (Iuz's Border States) +11, Spellcraft +11; Spell Focus(Enchantment), Combat Casting, Heighten Spell, Lighting Reflexes, Skill Focus (Concentration).

Possessions: +1 heavy mace, +2 full plate, heavy steel shield, potion of protection from elements (fire), scroll of summon monster II and silver holy symbol of Iuz.

Spells Prepared (6/6/5/5/4; base DC = 14 + spell level; **enchantments DC = 15 + spell level**): 0 — [*detect magic, guidance, light, mending, read magic, resistance*]; 1st—[*cause fear, detect good, entropic shield, magic weapon, protection from good*, shield of faith*]; 2nd—[*death knell, **hold person**, owl's wisdom, shatter*, spiritual weapon*]; 3rd—[*bestow curse, dispel magic, invisibility purge, magic circle against good*, prayer*]; 4th—[*divine power, **heighten hold person, heighten hold person, unholy blight****].

*Domain spell. *Domains:* [Evil (evil spells cast at +1 caster level); Chaos (chaos spells cast at +1 caster level)].

☛ **Human Sor8 (2):** CR 8; Medium Humanoid (5 ft. 10in. tall); HD 8d4; hp 25; Init +2; Spd 30 ft.; AC 13 (+2 dex, +1 protection); Base Atk/Grapple +4/+3; Atks +3 melee (1d4-1 [crit 19-20] daggers); +6 ranged (1d4-1 [crit 19-20], daggers); AL CE; SV Fort +2, Ref +4, Will +6; Str 8, Dex 14, Con 11, Int 12, Wis 10, Cha 18.

Skills and Feats: Bluff +15, Concentration +11 (+15 for defensive casting), Knowledge (Arcana) +12, Spellcraft +12; Combat Casting, Chain Spell, Extend Spell, Toughness.

Possessions: Robes, and belt pouch holding 10 sp each, dagger, *ring of protection* +1, *potion of invisibility*, 2 *potions of cure light wounds* and a *Wand of Magic Missile* (5th-level caster)(20 charges remaining).

Spells Known (6/7/7/6/4; base DC 14 + spell level): 0 —[*dancing lights, daze, flare, ghost sound,*

light, open/close, ray of frost]; 1st—[*enlarge person, grease, magic missile, magic weapon, shield*]; 2nd—[*bear's endurance, bull's strength, Melf's acid arrow*]; 3rd—[*displacement, heroism*]; 4th—[*greater invisibility*].

Appendix II: The Bonefist Legion

Fort Skagund is an outpost of Iuz along the northern Fellreev, dedicated to the destruction of the forest. The majority of the troops stationed there are unruly chaotic warriors, who are corralled more than commanded in battle. However, in the last few years a leader rose within the ranks of the Fort's soldiers, frequently attaining his rank through the public murder of his superiors.

This leader, Kargus, not only attained rank, but convinced his masters to allow him to keep it through his discipline and martial prowess. From the chaff of Fort Skagund he has raised an elite force dedicated only to himself and to Iuz. While technically under the command of Jumper, a member of the Greater Boneheart, the infrequent appearances of the illusionist means that Kargus is largely free to pursue his own agenda. As a favor to Cranzer, he has been stationed in Groucester for the last two years, watching over Xavendra and marauding over the border into the Barrens.

The Mistress of Groucester requested that Kargus take his troops south into Rookroost to assist Lord Marshall Mortoth in cleansing the city of its underworld. Encouraged by further orders from Cranzer, the Bonefist Legion has marched towards the City of Ravens.

The Legion has now set up shop in the city, replacing or reinforcing the local town guard. Surprising to most, Lord Mortoth and Kargus appear to be working together. Rumors now say that Mortoth is helping expand the size of the Legion, exactly how big is still speculation.

Organization

The Bonefist Legion is made up of at least two phalanxes, each of 60 men. Each phalanx is further divided into six squads of ten men. In addition, Kargus maintains a command squad, which he personally leads in battle.

Each squad is led by at least an 8th level sergeant, with the members of each squad being at least 4th level. Phalanx commanders are at least 10th level.

The majority of the troops are hobgoblin, with humans most frequently in command positions. There are several ogres, gnolls, and bugbears, as well; however, they are mostly relegated to shock troop roles.

Tactics

Bonefist Legionnaires are disciplined, well-trained, and well-equipped, especially when compared to many other armies in Iuz's service. They have been trained

to seek advantage in combat, including flanking, elimination of opposition spell casters and harriers (rogues), and marching formations that reduce effectiveness of mass combat spells (i.e. not marching in straight columns, scattering when fireballs are employed, etc).

While many of the creatures in the Legion are not normally prone to use of such precise tactics, Kargus has beaten the knowledge into them. Those who could not learn did not survive the lesson.

Appearance

The Bonefist is one of the few organized forces in Iuz's service that maintains a standard of dress for the troops. Regardless of armor, the breastplate displays a skeletal fist enameled in white over a lacquered or dyed black background. Soldiers in heavy armor (most frequently splint or chain) wear full helmets, with the faceplate enameled with a skull. Soldiers in light armor wear skull shaped half masks that cover their face above the mouth.

Officers wear no insignia, relying on reputation and appearance to identify themselves to the troops.

Below are the statistics for a "typical squad" of Boneheart Legionnaires, as well as three different sergeants. While it is not expected that the PCs will engage in combat with a squad during the course of this scenario, it is possible. If it occurs, simply select one of the sergeants to lead the unit. Each time the PCs engage, use a different sergeant.

Bonefist Squad

Any APL (EL 11)

➤ **Bonefist Warrior (4):** male hobgoblin Ftr 4; CR 4; medium humanoid (goblinoid); HD 4d10+12; hp 40; Init +2; Spd 20 ft.; AC 21 (touch 11, flat-footed 20) [+1 Dex, +2 heavy steel shield, +8 full plate]; Base Atk/Grapple +4/+7, Atk +9 melee (1d8+5 (x3), masterwork battleaxe) or +7 ranged (1d6+3 (x3), masterwork composite shortbow [+3 Str bonus]); SQ Darkvision 60ft.; AL LE; SV Fort +7, Ref +3, Will +2, Str 16, Dex 15, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -2, Jump +2, Knowledge (History) +2, Move Silent -2; Cleave, Combat Reflexes, Power Attack, Weapon Focus (Battleaxe), Weapon Specialization (Battleaxe).

Possessions: Full plate, heavy steel shield, masterwork battleaxe, masterwork composite shortbow [+3 Str Bonus], 20 arrows, 10 cold iron

arrows, 10 alchemical silver arrows, *Potion of Bull's Strength*, *Potion of Cure Moderate Wounds*.

➤ **Bonefist Harrier (4):** male hobgoblin Ftr1/Rog3; CR 4; medium humanoid (goblinoid); HD 1d10+3d6+8; hp 30; Init +8; Spd 30 ft.; AC 18 (touch 13, flat-footed 17) [+4 Dex, +4 Chain shirt]; Base Atk/Grapple +3/+5, Atk +7 melee (1d8+3 (x3), masterwork longspear) or +8 ranged (1d6+2 (x3), masterwork composite shortbow[+2 Str Bonus]); SA Sneak attack +2d6; SQ Darkvision 60ft., evasion, trapfinding, trap sense +1; AL LE; SV Fort +5, Ref +7, Will +1; Str 14, Dex 18, Con 15, Int 12, Wis 10, Cha 8.

Skills and Feats: Balance +5, Bluff +5, Climb +4, Intimidate +8, Jump +8, Knowledge (History) +3, Listen +5, Move Silent +11, Search +6, Sense Motive +2, Spellcraft +2, Spot +7, Tumble +12; Combat Reflexes, Improved Initiative, Weapon Focus (longspear).

Possessions: Masterwork chain shirt, masterwork longspear, dagger, masterwork composite shortbow [+2 Str Bonus], 20 arrows, 10 cold iron arrows, 10 alchemical silver arrows, *Potion of Blur*, *Potion of Cure Moderate Wounds*, 4 Tanglefoot bags, 4 Thunderstones.

➤ **Bonefist Warden:** human Clr4; CR 4; medium humanoid; HD 4d8+8; hp 31; Init -1; Spd 30 ft.; AC 17 (touch 9, flat-footed 17) (-1 Dex, +8 full plate); Base Atk/Grapple +3/+5, Atk +6 melee [1d10+3 (19-20/x2), greatsword]; SA Spells; AL CE; SV Fort +3, Ref +0, Will +6; Str 14, Dex 8, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +9 (+13 casting defensively, grappled, or pinned), Heal +8 (+10 with healer's kit), Knowledge (Religion) +2, Knowledge (History) +2, Spellcraft +5; Combat Casting, Martial Weapon Proficiency (greatsword), Spell Focus (Enchantment).

Spells Prepared (5/5/4; base DC = 12 + spell level, **enchantments DC 14 + spell level**): 0—*create water, cure minor wounds, detect magic, light*; 1st—*protection from good**, **bane**, **bless**, **doom**, **shield of faith**; 2nd—*invisibility**, **hold person**, **shatter**, *remove paralysis*.

*Domain spell. *Domains:* [Evil (evil spells cast at +1 caster level); Trickery (bluff, disguise, and hide are class skills)].

Possessions: Full plate, masterwork greatsword, silver hold symbol of Iuz, healer's kit, 2 *scrolls of cure moderate wounds*, *scroll of death knell*, 3 *scrolls of magic weapon*, and 2 *scrolls of hold person*.

Sergeant Reslan: male human Ftr8; CR 8; medium humanoid; HD 8d10+8; hp 60; Init +2; Spd 30 ft.; AC 20

(touch 11, flat-footed 19) (+1 Dex, +9 +1 full plate); Base Atk/Grapple +8/+11; Atk +10/+5 melee (1d8+6, +1 dire flail) and +10 (1d8+4, +1 dire flail), or +12/+7 melee (1d8+7, +1 dire flail) or +11/+6 ranged (1d8+3 (x3), masterwork composite longbow [+3 Str Bonus]); AL LE; SV Fort +9, Ref +5, Will +3; Str 16, Dex 15, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +5, Jump +9, Knowledge (History) +2; Combat Expertise, Exotic Weapon Proficiency (Dire Flail), Improved Trip, Knockdown, Leadership, Power Attack, Two-Weapon Fighting, Weapon Focus (Dire Flail), Weapon Specialization (Dire Flail).

Possessions: +1 full plate, +1/+1 dire flail, masterwork composite longbow [+3 Str Bonus], 20 arrows, 10 cold iron arrows, 10 alchemical silver arrows, *Potion of Bull's Strength*, *Potion of Displacement*, *Potion of Cure Serious Wounds*.

➤ **Sergeant Lanik:** human Ftr2 / Evoker4 / Spellswrd2; CR 8; medium humanoid; HD 2d10+4d4+2d8; hp 38; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 Studded Leather]; Base Atk/Grapple +5/+7; Atk +8 melee [1d8+2 (19-20/x2), longsword]; SA Spells, channel spells, ignore spell failure 10%; AL LE; SV Fort +6, Ref +3, Will +8; Str 14, Dex 14, Con 10, Int 16, Wis 12, Cha 8.

Skills and Feats: Concentration +11 (+15 casting defensively), Handle Animal +4, Jump +7, Knowledge (Arcana) +6, Knowledge (History) +5, Ride +11, Spellcraft +12, Spot +5, Tumble +6; Combat Casting, Improved Initiative, Leadership, Mounted Combat, Ride-by Attack, Scribe Scroll, Spell Focus (Evocation).

Spells Prepared (4/4/3/2; base DC = 13 + spell level, evocations DC 14 + spell level): 0—*[arcane rune, detect magic, ray of frost (2)]*; 1st—*[burning hands, **magic missile** (3), shield]*; 2nd—*[flaming sphere, glitterdust, levitate, mirror image]*; 3rd—*[dispel magic, fireball (2)]*.

Channel Spell (Su): Once per day as a free action, Lanik can cast a spell through his weapon as he attacks with it. The channeled spell counts against his normal daily limit and must specify a target. The maximum spell level is 1st. A channeled spell targets the creature hit by the spellsword's weapon, which still gets a saving throw if the spell allows one.

Possessions: +1 *studded leather* (15-10=5% arcane spell failure), masterwork longsword, scroll of *haste*, *potion of bull's strength*, *potion of blur*, spell component pouch, heavy warhorse with light chain barding (+4 AC) and military saddle.

Heavy Warhorse: hp 30; AC 18; see *Monster Manual*/page 197.

Sergeant Gresik: gnoll Bbn1/Ftr6; CR 8; medium humanoid; HD 2d8+1d12+6d10+27; hp 83; Init +2; Spd 40 ft.; AC 18 (touch 12, flat-footed 16) [+2 Dex, +1 Natural, +5 Chain Shirt]; Base Atk/Grapple +7/+12; Atk +15/+10 melee [2d4+10, spiked chain]; SA Rage 1/day; SQ Darkvision 60ft; AL LE; SV Fort +13, Ref +4, Will +3; Str 20, Dex 14, Con 16, Int 8, Wis 12, Cha 6.

Skills and Feats: Jump +9, Listen +5, Spot +5; Cleave, Exotic Weapon Proficiency (spiked chain), Great Cleave, Instantaneous Rage, Leadership, Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

Rage (Ex): The barbarian can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. The following changes are in effect as long as he rages: Str 24, Con 20, hp 101, Fort +15, Will +5, AC 15, spiked chain attack bonus +17/+12, spiked chain damage 2d4+13. His fit of rage lasts for 8 rounds. The barbarian may voluntarily end the rage prematurely. After raging, the barbarian is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the duration of that encounter. He can fly into a rage only once per encounter and only one time per day. Entering a rage takes no time by itself, but the barbarian can do it only during his action, not in response to someone else's action.

Possessions: +1 chain shirt, +1 spiked chain.

Appendix III: Private Library Guardians

Tactics: At APL 2, the iron cobras are among the books on the shelf hiding (DC 23 Spot check to see) waiting for an adventurer to come close enough to attack. If the PC's do not approach the bookshelf, the cobras will attempt to sneak up on the PC's for a surprise attack. At APL 10 and 12, the caryatid columns will use their awesome blow feat and "bounce" the PC's off each other because they will incur no damage in the process.

APL 2 (EL 4)

🐍 **Iron Cobra** (2):CR 2; Small Construct; HD 3d10+10; hp 27; Int +3; Spd 30ft.; AC 17 (touch 14, flat-footed 14) [+1 size, +3 Dex, +3 natural]; BA/G +2/+3; Atk +2 melee (1d6+1, bite); Full Atk +2 melee (1d6+1, bite); SA Poison; SQ Construct Traits, Damage Reduction 5/adamantite, stalk victim, stealth; SR 19; AL N; SV Fort +0, Ref +4, Will +0; Str 12, Dex 17, Con –, Int –, Wis 11, Cha 1. Length 3ft.

Skills and Feats: Hide +13, Move Silently +13

Poison (Ex): An iron cobra delivers its poison after a successful bite attack. An iron cobra's internal poison reservoir holds three doses of poison; refilling the reservoir takes 1 minute. There are three doses of blue whinnies (p. 297, DMG) in these iron cobras.

Construct Traits: An iron cobra is immune to mind effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effects that require fortitude saves unless it works on objects. The creature is not subject to critical hits, subdual damage, ability drain, energy drain, or death from massive damage. It cannot heal itself, but can be healed through repair. It cannot be raised or resurrected.

Stalk Victim (Su): An iron cobra can be ordered by its creator to stalk down and attack any creature whose name is known to the creator. The iron cobra can detect this creature's location, as if by the *locate creature* spell at 12th caster level.

Stealth (Ex): An iron cobra gains a +10 enhancement bonus on Hide and Move Silently Checks.

APL 4 and 6

🐍 **Caryatid Column:** CR 6; Medium Construct; HD 6d10+20; hp 53; Init +3; Spd 30ft.; AC 22 (touch 13, flatfooted 19)[+3 Dex, +9 natural]; BA/G +4/+9; Atk +12 melee (1d10+9 +2 *bastard sword* 19-20/x2 two-handed); or +9 melee (1d4+7 slam); Full Atk +12 melee (1d10+9 +2 *bastard sword* 19-20/x2two-handed) or +12 melee

(1d10+7 +2 *bastard sword* 19-20/x2) and +4 melee (1d4+2 slam) or +9 melee (1d4+7 2slams); SQ Break Weapon, Column Form, Construct Traits, darkvision 60ft., hardness 8, Magic Weapon; AL N; SV Fort +2, Ref +5, Will -3; Str 20, Dex 16, Con –, Int 6, Wis 1, Cha 1. Height 6ft.

Skills and Feats: Diplomacy -3, Sense Motive +4; Improved Sunder, Power Attack, Weapon Focus (bastard sword) (B)

Break Weapon (Su): A caryatid column is imbued with a super natural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a Fortitude save (DC 13) or break and become useless dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielder's save bonus or its own save bonus, whichever is better. Non magic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a Fortitude save (DC 13) to resist this effect.

Column Form (Ex): When at rest (not commanded, or waiting to fulfill a command), a caryatid column takes the form of a simple column of stone. This column is about 2 feet in diameter, and it extends up to the ceiling of the chamber or to a height of 25 feet, whichever is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (Climb check DC 15). A caryatid column in column form looks like a pillar in most respects. It does not radiate magic, and *true seeing* does not reveal its humanoid form. Careful examination of the column (Search check DC 25) reveals very faint and distorted lines that make the pillar resemble a woman with a sword. Anyone who successfully makes a Knowledge (architecture and engineering) check (DC 12) notes that the column serves no structural purpose since it bears none of the ceiling's weight. A close examination of the top of the column (Search check DC 15) or a keen eye (Spot check DC 20) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with stonecunning receive a free Search check as though actively looking when they pass within 10 feet of a caryatid column. Changing forms is a free action, and a caryatid column can change once per round.

Construct Traits: A caryatid column is immune to mind affecting effects, and to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it

also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A caryatid column has darkvision (60-foot range).

Hardness (Ex): Link an animated object made of stone, a caryatid column has a hardness of 8.

Magic Weapon: A magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +2 *bastard sword*, functions in all respects like a normal magic weapon of its type, with one exception: Whenever it is out of the caryatid column's hands, it reverts to stone and becomes a nonmagical sculpture. Should the caryatid column then pick up the weapon, it gains its normal form and magical qualities. If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column's body and can be retrieved by the caryatid column as any character would draw a weapon.

APL 8 (EL 10)

☛ **Caryatid Column(3):** CR 7; Medium Construct; HD 10d10+20; hp 75; Init +3; Spd 30ft.; AC 22 (touch 13, flatfooted 19)[+3 Dex, +9 natural]; BA/G +7/+12; Atk +15 melee (1d10+9 +2 *bastard sword* 19-20/x2 two-handed); or +13 melee (1d4+7 slam); Full Atk +15/+10 melee (1d10+9 +2 *bastard sword* 19-20/x2 two-handed) or +15/+10 melee (1d10+7 +2 *bastard sword* 19-20/x2) and +8 melee (1d4+2 slam) or +13 melee (1d4+7 2slams); SQ Break Weapon, Column Form, Construct Traits, darkvision 60ft., hardness 8, Magic Weapon; AL N; SV Fort +3, Ref +6, Will -2; Str 21, Dex 16, Con -, Int 6, Wis 1, Cha 1. Height 6ft.

Skills and Feats: Diplomacy -3, Sense Motive +8; Improved Bull Rush, Improved Sunder, Power Attack, Weapon Focus (bastard sword) (B)

Break Weapon (Su): A caryatid column is imbued with a super natural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a Fortitude save (DC 13) or break and become useless dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielder's save bonus or its own save bonus, whichever is better. Non magic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a Fortitude save (DC 13) to resist this effect.

Column Form (Ex): When at rest (not commanded, or waiting to fulfill a command), a

caryatid column takes the form of a simple column of stone. This column is about 2 feet in diameter, and it extends up to the ceiling of the chamber or to a height of 25 feet, whichever is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (Climb check DC 15). A caryatid column in column form looks like a pillar in most respects. It does not radiate magic, and *true seeing* does not reveal its humanoid form. Careful examination of the column (Search check DC 25) reveals very faint and distorted lines that make the pillar resemble a woman with a sword. Anyone who successfully makes a Knowledge (architecture and engineering) check (DC 12) notes that the column serves no structural purpose since it bears none of the ceiling's weight. A close examination of the top of the column (Search check DC 15) or a keen eye (Spot check DC 20) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with stonecunning receive a free Search check as though actively looking when they pass within 10 feet of a caryatid column. Changing forms is a free action, and a caryatid column can change once per round.

Construct Traits: A caryatid column is immune to mind affecting effects, and to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A caryatid column has darkvision (60-foot range).

Hardness (Ex): Link an animated object made of stone, a caryatid column has a hardness of 8.

Magic Weapon: A magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +2 *bastard sword*, functions in all respects like a normal magic weapon of its type, with one exception: Whenever it is out of the caryatid column's hands, it reverts to stone and becomes a nonmagical sculpture. Should the caryatid column then pick up the weapon, it gains its normal form and magical qualities. If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column's body and can be retrieved by the caryatid column as any character would draw a weapon.

APL 10 (EL 12)

➤ **Caryatid Column(3):** CR 9; Large Construct; HD 16d10+30; hp 118; Init +2; Spd 40ft.; AC 22 (touch 11, flatfooted 20)[-1 size, +2 Dex, +11 natural]; BA/G +12/+22; Atk +26 melee(2d8+18 +3 *bastard sword* 17-20/x2 two-handed); or +22 melee (1d6+10 slam); Full Atk +26/+21/+16 melee (2d8+18 +3 *bastard sword* 17-20/x2 two-handed) or +26/+21/+16 melee (2d8+13 +3 *bastard sword* 17-20/x2) and +17 melee (1d6+5 slam) or +22 melee (1d6+10 2slams); Face/Reach 10ft./10ft.; SQ Break Weapon, Column Form, Construct Traits, darkvision 60ft., hardness 8, Magic Weapon; AL N; SV Fort +5, Ref +9, Will +2; Str 30, Dex 15, Con –, Int 6, Wis 1, Cha 1. Height 10ft.

Skills and Feats: Diplomacy -3, Sense Motive +14; Awesome Blow (p. 303 MM), Improved Bull Rush, Improved Critical (bastard sword), Improved Sunder, Power Attack, Weapon Focus (bastard sword) (B)

Break Weapon (Su): A caryatid column is imbued with a super natural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a Fortitude save (DC 13) or break and become useless dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielder's save bonus or its own save bonus, whichever is better. Non-magic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a Fortitude save (DC 13) to resist this effect.

Column Form (Ex): When at rest (not commanded, or waiting to fulfill a command), a caryatid column takes the form of a simple column of stone. This column is about 2 feet in diameter, and it extends up to the ceiling of the chamber or to a height of 25 feet, whichever is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (Climb check DC 15). A caryatid column in column form looks like a pillar in most respects. It does not radiate magic, and *true seeing* does not reveal its humanoid form. Careful examination of the column (Search check DC 25) reveals very faint and distorted lines that make the pillar resemble a woman with a sword. Anyone who successfully makes a Knowledge (architecture and engineering) check (DC 12) notes that the column serves no structural purpose since it bears none of the ceiling's weight. A close examination of the top of the column (Search check DC 15) or a keen eye (Spot check DC 20) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with stonecunning receive a free Search check as though actively looking when they

pass within 10 feet of a caryatid column. Changing forms is a free action, and a caryatid column can change once per round.

Construct Traits: A caryatid column is immune to mind affecting effects, and to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A caryatid column has darkvision (60-foot range).

Hardness (Ex): Link an animated object made of stone, a caryatid column has a hardness of 8.

Magic Weapon: A magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +2 *bastard sword* (+3 in this case), functions in all respects like a normal magic weapon of its type, with one exception: Whenever it is out of the caryatid column's hands, it reverts to stone and becomes a nonmagical sculpture. Should the caryatid column then pick up the weapon, it gains its normal form and magical qualities. If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column's body and can be retrieved by the caryatid column as any character would draw a weapon.

APL 12 (EL 14)

➤ **Caryatid Column(3):** CR 11; Large Construct; HD 21d10+30; hp 146; Init +3; Spd 40ft.; AC 23 (touch 12, flatfooted 20)[-1 size, +3 Dex, +11 natural]; BA/G +15/+25; Atk +30 melee(2d8+19 +4 *bastard sword* 17-20/x2 two-handed); or +25 melee (1d6+10 slam); Full Atk +30/+25/+20 melee (2d8+18 +4 *bastard sword* 17-20/x2 two-handed) or +30/+25/+20 melee (2d8+14 +4 *bastard sword* 17-20/x2) and +20 melee (1d6+5 slam) or +22 melee (1d6+10 2slams); Face/Reach 10ft./10ft.; SQ Break Weapon, Column Form, Construct Traits, darkvision 60ft., hardness 8, Magic Weapon; AL N; SV Fort +6, Ref +9, Will +3; Str 30, Dex 16, Con –, Int 6, Wis 1, Cha 1. Height 10ft.

Skills and Feats: Diplomacy -3, Sense Motive +14; Awesome Blow (p.303 MM), Combat Reflexes, Improved Bull Rush, Improved Critical (bastard sword), Improved Sunder, Power Attack, Weapon Focus (bastard sword) (B)

Break Weapon (Su): A caryatid column is imbued with a super natural defense against weapon attacks. Whenever a creature strikes a caryatid column with a

melee weapon, the weapon must succeed on a Fortitude save (DC 13) or break and become useless dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielder's save bonus or its own save bonus, whichever is better. Non magic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a Fortitude save (DC 13) to resist this effect.

Column Form (Ex): When at rest (not commanded, or waiting to fulfill a command), a caryatid column takes the form of a simple column of stone. This column is about 2 feet in diameter, and it extends up to the ceiling of the chamber or to a height of 25 feet, whichever is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (Climb check DC 15). A caryatid column in column form looks like a pillar in most respects. It does not radiate magic, and *true seeing* does not reveal its humanoid form. Careful examination of the column (Search check DC 25) reveals very faint and distorted lines that make the pillar resemble a woman with a sword. Anyone who successfully makes a Knowledge (architecture and engineering) check (DC 12) notes that the column serves no structural purpose since it bears none of the ceiling's weight. A close examination of the top of the column (Search check DC 15) or a keen eye (Spot check DC 20) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with stonecunning receive a free Search check as though actively looking when they pass within 10 feet of a caryatid column. Changing forms is a free action, and a caryatid column can change once per round.

Construct Traits: A caryatid column is immune to mind affecting effects, and to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A caryatid column has darkvision (60-foot range).

Hardness (Ex): Link an animated object made of stone, a caryatid column has a hardness of 8.

Magic Weapon: A magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +2 *bastard sword* (+4 in this case), functions in all respects like a normal magic weapon of its type, with one exception: Whenever it is out of the caryatid column's hands, it reverts to stone and becomes a nonmagical sculpture. Should the caryatid

column then pick up the weapon, it gains its normal form and magical qualities. If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column's body and can be retrieved by the caryatid column as any character would draw a weapon.

Appendix IV: Behind the Door

APL 2 -6

☛ **Dread Guard:** CR 3; Medium Construct; HD 5d10+20; hp 47; Int +0; Spd 20ft.(can't run); AC 17 (touch 10, flat-footed 17) [+6 banded mail, +1 light steel shield]; BA/G +3/+6; Atk +6 melee (1d8+3 [19-20/x2], longsword); SQ Cold Resistance 10, Construct Traits, Fire Resistance 10; AL N; SV Fort +1, Ref +1, Will +2; Str 17, Dex 11, Con –, Int 6, Wis 13, Cha 2.

Skills and Feats: Spot +9; Cleave, Power Attack.

Construct Traits: A Dread Guard is immune to mind affecting effects, and to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A dread guard has darkvision (60-foot range).

Appendix V: The Old Goat and Friends

All APLs

🐐 **Old Goat:** Sor6 Doppelganger: CR 9; Medium Monstrous Humanoid (Shapechanger); HD 4d8+6d4+27; hp 60; Init +3; Spd 30; AC 18 (+4 natural, +3 Dex, +1 Deflection); Base Atk/Grapple+7/+7; Atk +8/+3 melee (1d4+1, dagger) or +7 melee (1d6, 2 slams), +8/+3 base ranged (1d4+2 Dagger); SA: Detect Thoughts (Su); SQ: Change Shape, Immunity to *sleep* and charm effects; AL NE; SV Fort +6, Ref +9, Will +11; Str 10, Dex 16, Con 16, Int 14, Wis 14, Cha 18.

Skills and Feats: Concentration +8 (+12 when casting defensively), Bluff +21, Diplomacy +11, Disguise +19 (with change shape +29, with change shape and Detect Thoughts +33), Sense Motive +9, Speak Language (common, elf, halfling); Combat Casting, Eschew Materials, Greater Spell Focus (Illusion), Spell Focus (Illusion).

Possessions: +1 *Dagger*, belt pouch holding 300 gp, *potion of cure moderate wounds*, +1 *ring of protection*, *slippers of spider climbing*.

Spells Known (6/7/6/4; base DC 14 + spell level, **illusions DC 16 + spell level**): 0 —[*dancing lights*, *daze*, *flare*, ***ghost sound***, *light*, *open/close*, *ray of frost*]; 1st —[***color spray***, *expeditions retreat*, *magic missile*, *shield*]; 2nd —[***hypnotic pattern***, ***mirror image***]; 3rd —[***displacement***].

🐐 **Halflings (2) Rog9:** CR 9; male Small Humanoid; HD 9d6+9; hp 43; Init +4; Spd 20 ft.; AC 21 (+1 size, +5 studded leather, +4 dex, +1 deflection); Base Atk/Grapple+8/+3; Atk +11/+6 melee (1d4+2, [crit 18-20/x2] rapier) or +14/+9 ranged (1d3, non-lethal, bolas) or +9/+4 melee (1d4 non-lethal, sap); SA sneak attack +5d6; SQ evasion, improved uncanny dodge, racial +2 bonus to fear saving throw, trap finding, trap sense +3, uncanny dodge; AL CE; SV Fort +4, Ref +12, Will +4; Str 10, Dex 19, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +6, Bluff +11, Climb +14, Hide +20, Jump +16, Move Silently +18, Tumble +18, Search +12, Sense Motive +11, Slight of Hand +18, Speak Language (common, elven, gnome, halfling, gnoll, goblin, orc), Spot +13; Combat Expertise, Exotic Weapon Proficiency (Bolas), Improved Feint, Improved Trip.

Possessions: +2 *small rapier*, 3 sets of small bolas, +2 *small studded leather*, small sap, 3 tanglefoot bags, 2 thunderstones, *potion of displacement*, *potion of cat's grace*, *potions of darkvision*, *potion of invisibility*, +1 *ring of protection* and belt pouch holding 5 gp each.

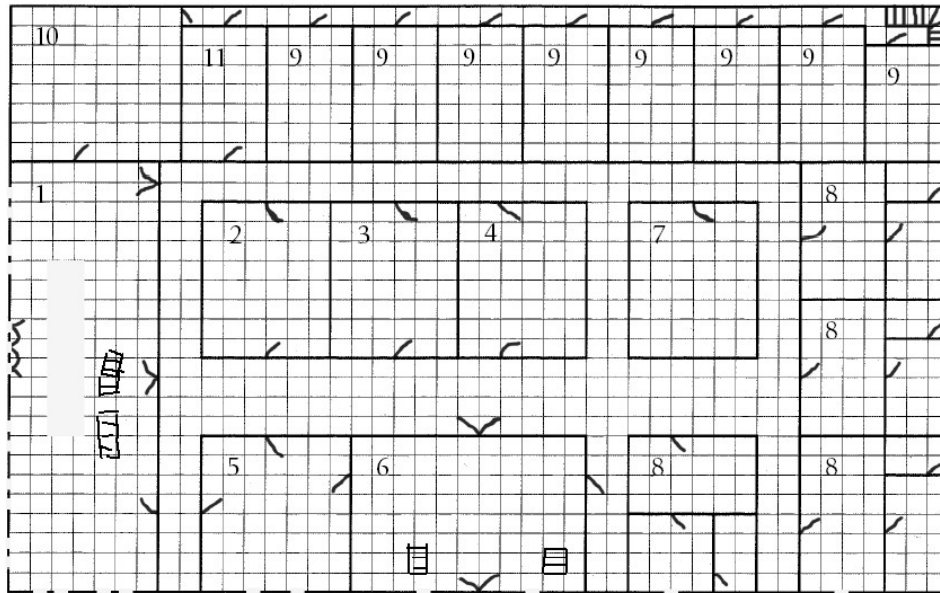
🐐 **Humans (4) Rog9:** CR 9; male Medium Humanoid; HD 9d6+9; hp 43; Init +7; Spd 30 ft.; AC 19 (+5 studded leather, +3 dex, +1 deflection); Base Atk/Grapple+8/+9; Atk +11/+6 melee (1d6+3, [crit 18-20/x2] rapier) or +11/+6 ranged (1d4+1 non-lethal, bolas) or +9/+4 melee (1d6+1 non-lethal, sap); SA sneak attack +5d6; SQ evasion, improved uncanny dodge, trap finding, trap sense +3, uncanny dodge; AL CE; SV Fort +3, Ref +10, Will +3; Str 12, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +5, Bluff +11, Climb +13, Hide +15, Intimidate +11, Jump +15, Move Silently +15, Tumble +17, Search +12, Sense Motive +11, Slight of Hand +17, Speak Language (common, elven, halfling, gnoll, goblin, orc), Spot +13; Combat Expertise, Exotic Weapon Proficiency (Bolas), Improved Feint, Improved Initiative, Improved Trip.

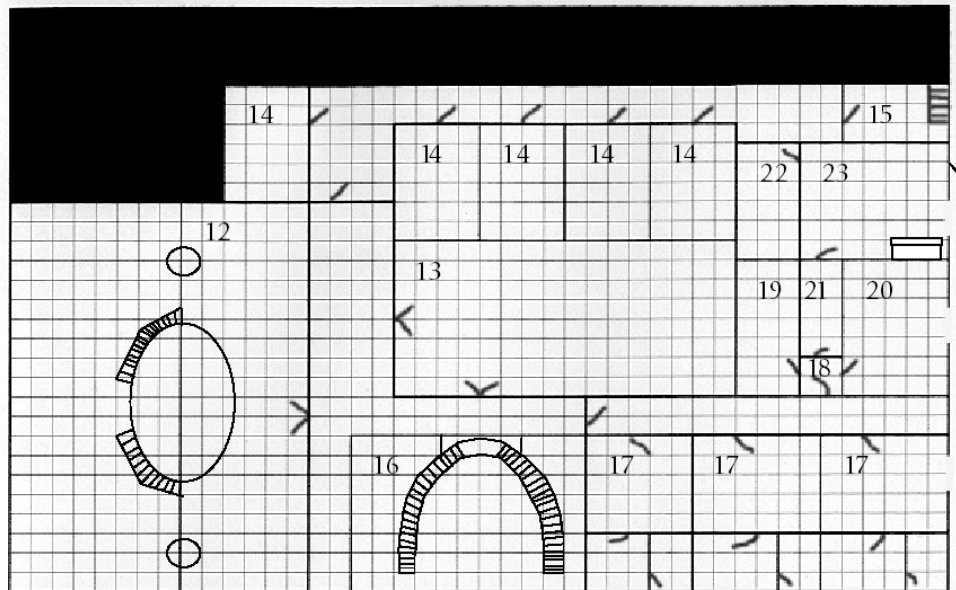
Possessions: +2 *rapier*, 3 sets of bolas, +2 *studded leather*, sap, 3 tanglefoot bags, 2 thunderstones, *potion of displacement*, *potion of cat's grace*, *potions of darkvision*, *potion of invisibility*, +1 *ring of protection* and belt pouch holding 5 gp each.

Appendix VI: The House

First Floor



Second Floor



Appendix VII: Builder Book Feats and Equipment

Chain Spell [Metamagic]

You can cast spells that arc to other targets in addition to the primary target.

Benefit: You can chain any spell that specifies a single target and has a range greater than touch. The chained spell affects that target (the primary target) normally, and then arcs to a number of secondary targets equal to your caster level. Each arc affects one secondary target. You choose the secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be affected more than once. You can affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half as many dice of damage as the primary target (rounded down) and can attempt Reflex saving throws for half of the secondary damage. For spells that do not deal points of damage, the save DC's against arcing effects are reduced by 4. A chained spell uses up a slot three levels higher than the spell's actual level.

Knock-Down [General]

Your mighty blows can knock foes off their feet.

Benefit: Whenever you deal 10 or more points of damage to your opponent in melee, you make a trip attack as a free action against the same target.

Duom

The duom is a longsword with a standard spearhead, as well as two blades curved so that they point backward along the shaft. The weapon has reach. Those proficient with the duom can also attack adjacent foes with the reversed heads using a practiced "reverse thrust." Apply a –2 penalty on the attack roll if you use the duom to attack a second, adjacent opponent in the same round you attacked the first opponent.

Players Handout #1

Festival of the Raven

When Latavius established his hill fort in 299 CY, he not only attracted the attention of competing Robber Barons, but the ravens as well. No one knows if Latavius set up his home on the birds nesting ground or if they were attracted by the food source. Latavius is known for staking his enemies on the walls of the fort and letting the ravens eat his foes. This is how Rookroost is rumored to have gotten its name.

Even after Latavius had been murdered the name stuck, as did the tradition of feeding the birds. The years passed and though many Robber Barons were replaced and more walls were built round the city, it never succumbed to an invader. Around 350 CY the rumors first circulated: as long as the birds nested on The Peak, the city would be safe from outside forces.

In 403 CY, Metrinus organized the Festival of Ravens. He thought the creation of the festival would secure his place with the people and prolong his rule. He chose the raven as a symbol of the city's strength. The people enjoyed that first celebration. The fashionable folk took to wearing a raven's feather and this tradition is passed down even to today. While Metrinus did not live to see a second festival, the city now had a common time to enjoy themselves and visit The Peak just like the rich and mighty.

The festival is enjoyed today as it has been for years. Children will wear black feathers to honor the ravens. The common folk join the lords and merchants on The Peak for the chance to indulge in good wine and delicious culinary treats. Bards employ their trade, imploring people to join them in the feather dance, to sing the words to Latavius's Eyes or Metrinus Has Lost His Gloves (Or Was It His Head). Even Lord Mortoth allows the festival to continue, as it lessens some of the tension between Rookroost's population and the Old One's forces.