

RPGA®
LIVING
CITY™
CAMPAIGN

RUINS OF RAVENS BLUFF

"Remains of the Day"

RRB2: AN EL2 SCENARIO

Ladyrock Island is infested with undead and monsters. Under normal circumstances, there would be no good reason to set foot on the Ladyrock. These are not normal circumstances.

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Instructions to the Dungeon Master[®]

Before you can begin playing this Living City scenario, there are several things you must do.

Step One: Proof of Membership

The first thing to do is to check the eligibility of your players and their characters. To play in a Living City game with a character of higher than 1st level, a player must be a Living City member. Living City members have two valid forms of proof of membership: An ID card or a printed invoice.

Proof of Membership is required for any player that wishes to play in a Living City game with a Living City character of greater than 1st level. When asked, the player must show their valid proof of membership to you to be eligible for play in the campaign. Should the player not have such proof, or refuse to show it to you, you should instruct them to either stop playing their character until such time as they can show you proof of membership; or to make a 1st level character with which to play in the campaign.

Allowing a player without adequate proof of membership to play in this game may result in the game being disqualified for all participants when results are reported.

Step Two: Validate the PCs

This scenario is written for 4-6 PCs of 1st to 5th level. PCs that are 4th level or higher will earn half the normal XP award, and characters that are 6th level and above cannot play this scenario at all. Before play begins, make sure that the table consists of valid PCs.

Also make sure that the characters are either LC-approved pre-generated Ruins of Ravens Bluff characters or were designed using the Ruins of Ravens Bluff character design guide. "Classic" Living City characters are not permitted to play in the Ruins of Ravens Bluff.

Step Three: Encounter Levels and PCs

This scenario is written with a target EL of 2. That means that the encounters herein are expected to be challenging, but not deadly to characters of 2nd level. However, some encounters may be slightly easier and some encounters may be slightly tougher than the average.

Characters 2 or more levels below the EL are very likely to die during play. Characters 2 or more levels above the EL may find the scenario unchallenging and may be able to use spells, class features or magic items to short-circuit the scenario's challenges. Both of these conditions should be explained to any player with an affected character before play begins.

Scenario Format

Some of the text in this scenario is written so that you may present it to the players, while other text is for your eyes only. Text for the players is set in a box in a bold font, like this. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

When it is likely that an encounter may result in combat, the foes are summarized for quick reference like so:

Human Rogue (2): Rog 1, Init +2, 6 hp, AC 15, touch 12, flat-footed 13, Atk +0, Dmg 1d8 (19-20 x2) (Longsword), Fort +0, Ref +4, Will +0.

The type of foe (**Human Rogue**), the number appearing (**2**), and the level of the foe (Rog 1) are listed, followed by their initiative modifiers, and combat summaries, along with a brief description of their equipment and saving throw bonuses. Complete statistics for each opponent are usually included in an appendix. If the character is a monster, its abilities are listed, and a reference will be made to the source in which the monster's abilities can be found.

There are two hp values in the appendix in each stat block. The first is the typical value for the opponent, and the second is the maximum hp that opponent may have. If an opponent in the scenario is fighting a character 2 or more levels above the EL, use the latter value for those opponents.

Tournament Play

Ruins of Ravens Bluff exclusively uses the RPGA's "**No-vote scoring**" option. The players write their names and numbers on the scoring packet grid and you fill in the top of the grid. That is all.

Adventure Summary and Background

The Merchants' Consortium believes that in order to successfully re-open the harbor at the mouth of the Fire River, Ladyrock island must be secured. Ladyrock is infested with undead and in the years since the Fall it has become overgrown with thick forest hiding all details from observers in Southside. Previous expeditions to Ladyrock have given the Consortium some idea of current conditions, but the Consortium requires more information before it can devise a plan to take control of the island. During this scenario, the PCs will be engaged by the Consortium to help gather that information.

The players may be interested in The History of the Campaign, and the settlement of Southside. This background is contained supplemental documents your event organizer can provide on request.

Overview

Word has been passing through Southside's rumor mill for several days that the Merchants' Consortium is looking to hire a group of adventurers for an expedition to the Ladyrock. The PCs have followed up on those rumors and the scenario begins with the group gathered in the Consortium's offices.

A representative from the Consortium explains that plans are being drafted to take control of Ladyrock island and establish a permanent presence on the island as a part of the general work to re-open the harbor. However, the Consortium knows that the Ladyrock is infested with Undead (as is the rest of the ruined City), and the Consortium has also learned that there are a large number of shocker lizards who have colonized the island as well.

The Consortium is planning a series of expeditions to the far side of the island, but needs to scout the area first. For a fee of up to 800 gp, to be split equally by the PCs, the Consortium wants the PCs to travel to the east side of the island, to the ruins of the old paper mill. Transportation will be provided to and from the island. North of the paper mill is a small forest. Once through the forest, the PCs will be able to observe the old dock area. The PCs are to make maps of the ruined mill, and observe the dock area until just before sundown, then return to Southside and make their report.

Adventure Summary:

The following is a general description of the events of the scenario, and how to adjudicate them.

Introduction

The PCs have read a notice posted on the message board outside Badgerbane's seeking to recruit adventurers for a mission to Ladyrock island. They arrive at the Merchants' Consortium offices on the appointed day at the appointed time to volunteer.

Success: The characters can continue on with the adventure

Failure: The adventure is over

Encounter One:

The PCs travel from Southside to north end of the Ladyrock Island, the site of a ruined mill. The PCs must defeat undead in the ruins before it can be mapped.

Success: After defeating the undead and mapping the area, the PCs can continue to **Encounter Two**.

Failure: The adventure is over, and the oarsmen will row the PCs back to Southside if they do not wish to try again. Proceed to the **Conclusion**.

Encounter Two:

After leaving the ruined mill, the PCs need to travel through the forest. The forest is infested with undead that the PCs must overcome in order to reach the north side of the island.

Success: The PCs continue on to **Encounter Three**.

Failure: The PCs can abandon their mission if the challenge is over their heads and return to Southside, or they may be killed in a battle with undead. Proceed to the **Conclusion**.

Encounter Three:

The PCs need to find a place from which they can observe the docks on the west side of the island.

Success: The PCs find a safe place to hide and avoid detection while observing the docks. Proceed to **Encounter Four**.

Failure: The PCs are detected in the area and attacked by monsters, either being defeated or fleeing the area. Proceed to the **Conclusion**.

Encounter Four:

With the sun going down, conditions on the island start to get more dangerous. As sundown approaches, they will be able to spot signs of a kobold outpost in the area.

Success: The PCs deal with the kobolds and then make their way through the forest back to the east side of the island and escape. Proceed to the **Conclusion**.

Failure: The PCs are defeated by the kobolds or are unable to leave the island before sundown and perish to the terrors of the night. Proceed to the **Conclusion**.

Conclusion

Safely back in Southside, Dunweather will make good on the Consortium's agreement with the PCs and give them the promised reward if they succeeded in mapping the ruined mill area, observe the docks, and spotting the kobolds.

DM NOTE: Combat Encounters

The majority of the encounters in this scenario deal with undead. A summary of the particular qualities of undead is presented in the **Appendix: NPCs and Monsters**. Encounters dealing with undead are always dangerous for low-level groups, but more so without the aid of a cleric. This may cause the encounters to seem much tougher than a normal EL 2 encounter, but they can be overcome by an intelligent and tactically sound group of characters.

Also, one of the encounters (**Encounter Two**) deals with packs of tiny zombies. There are special rules for tiny creatures that you should keep in mind when running this encounter.

Tiny creatures do not threaten any area and they have no reach. Thus, actions that would normally provoke an attack of opportunity from a foe do not do so when facing a tiny creature. Since a Tiny creature also has no reach, it must enter an opponent's square to attack it. Making this move DOES provoke an attack of opportunity from the creature whose square the tiny creature enters. Up to 4 Tiny creatures may enter any given square. Combat rules for very small creatures are presented in the *Player's Handbook* (pp 131-2) and the *DMG* (pg 67).

Tiny creatures cannot take a 5-foot step. Any movement by a Tiny creature within a threatened area can potentially provoke an attack of opportunity. Note this exception: If all the Tiny creature does is move during the round, the 5 foot area from which the movement starts is not considered threatened. (*Player's Handbook*, pg 117.)

These creatures are also zombies, which can only take partial actions. In a single round, a zombie can move, or attack. A zombie may do both if they charge (a partial charge), but it is important to keep in mind that such an action takes at least 10 feet of movement, which must be in a straight line. Partial actions are explained in the *Player's Handbook* (pp 121-2, 127).

Introduction

Read the following text to the players once everyone is assembled and you are ready to begin:

Standing outside of Badgerbane's trading post is a gigantic section of an ancient redwood, braced upright and used as a message board by the community.

Two days ago a message was posted from the Merchants' Consortium seeking adventurers. Parties interested in a dangerous mission were encouraged to apply at the Consortium's offices.

At the appointed time, too early in the morning for most of Southside's residents to be up and about, you arrived at the offices and were escorted into a meeting room with several other fairly disreputable looking individuals. A minute later, Egon Dunweather, the Consortium's administrator in Southside, entered the room as well.

"Greetings," Dunweather began.

"On behalf of the Merchants' Consortium, I thank you for volunteering to assist us in our ongoing work to reopen the harbor. Today, we are taking the next step in this process, a reconnaissance of the far north side of Ladyrock island."

"Your mission, should you choose to accept it, will be to travel to east end of the island, examine the ruins there, then travel north across the island and observe the far side for the remainder of the day. Before sundown, you will return to your landing area and be returned to Southside for debriefing."

"In return, the Consortium will reward you with 700 gold to be split as you see fit between yourselves."

"Do you have any questions?"

Dunweather can provide the following information if asked:

The Consortium knows there are undead on the island, and it has reports that the undead include skeletons and ghouls

The Consortium has also had reports that

the island is also populated by shocker lizards

Unsubstantiated reports indicate that there may also be a kobold presence on the island as well

The north part of the eastern end of the island was used for docking ships bringing supplies from the old City

The south part of the eastern end of the island was once a large mill, and the ruins of the mill can be seen from Southside

The Consortium will provide transport to and from the island, but cannot provide equipment or other assistance to the adventurers

The Consortium considers the area relatively safe during the daylight and does not anticipate any problems that a well armed and armored group of adventurers shouldn't be able to handle on their own

Egon Dunweather, Exp 1, Init +0, 7 hp, AC 10, touch 10, flat-footed 10; Atk -1, Dmg 1d4-1 (19-20 x2) (Dagger), Fort +1, Ref +0, Will +4.

If the PCs succeed in a Diplomacy check (DC 13), Dunweather will increase the Consortium's offer to 800gp. He will not increase the fee more than that. The players must state that they are trying to use Diplomacy to increase the fee, or roleplay the effort to your satisfaction. This attempt cannot be made by characters with no ranks in Diplomacy.

Anyone who succeeds in a Sense Motive check vs. Dunweather's Bluff roll will believe that he is being truthful and not seeking to deceive the characters. Those who try and fail will find Dunweather's expression inscrutable. (remember that a Sense Motive check takes a minimum of 1 minute to complete.)

Specifically, the Merchants' Consortium requires that the PCs do the following to earn the promised reward:

1. Explore the ruins of the old Mill and map the area completely – though they do not need to enter the door floating in midair to complete this task
2. Travel through the forest, describing the route taken
3. Observe the docks area on the north side of the Island for the balance of the day
4. While observing the dock area, remain out of sight unless attacked - the Consortium does not know enough about the north side of the Island or the docks area in particular

to warrant unnecessary risk from being detected

5. Return to the landing area and leave the Ladyrock Island before sundown

If the PCs accept the mission, read the following:

"Excellent. The Consortium is always looking for those willing to take a few risks to help us reopen the harbor. Your help will be remembered in the future."

Dunweather rises and motions for you to follow him. He leads you out of the Consortium's offices and down to the docks where a sturdy rowboat crewed by a group of trained oarsmen waits.

"Some last words of advice. Previous expeditions to the Island have reported that the forest in the middle portions of the Island is filled with bands of ghouls that attack any that trespass within. The Consortium advises you to advance into the forest cautiously, to avoid the western parts of the Island, and to remain on the highest state of alert while out of sight of the shore."

With little ceremony, you're bundled aboard and the rowboat slips free of its mooring and begins to journey across the Fire River.

If one or more PCs decline the Consortium's offer, Dunweather will excuse them from the meeting, and for those characters, the scenario is over.

Encounter One:

Begin the encounter by reading the following:

As the oarsmen power the boat through the river, the dark shores of the Ladyrock Island draw closer. You can see ruined buildings amid the dense forest that carpets the Island. At the western point of the island you can see the ruins of the old lighthouse. To the east, your destination, you can make out the location of the remains of the mill.

Within minutes, the rowers ship their oars, and the coxswain drops anchor.

You plunge over the side, finding your footing on the loose rocks and gravel, and wade ashore.

In just a minute or two, you emerge from the surf and stride onto the Ladyrock, cold and wet.

You've come ashore about 300 feet from the eastern tip of the island. The ruins of the old mill are directly in front of you in a small clearing in the forest.

The forbidding forest of the Ladyrock has grown to the shoreline to the northeast and southwest, promising hours of hard work to clear a usable path in either direction.

The ground in this area is a combination of sand, broken rock, and turf consisting of stiff grassy leaves and tangled masses of roots. The ruined mill fills most of the unforested area as shown on the map.

The ruins walls are quite thick and in fairly good shape. Only a little of the interior area can be seen in cracks in the exterior walls. The roof was destroyed in some past calamity, and anyone scaling the walls (Climb vs. DC 10) can look into the interior spaces. There are enough cracks and gaps in the wall to permit entrance by those willing to fit through a tight squeeze.

Main Floor:

Inside the ruined mill, there are several features of note. In the southwest area, the flooring has rotted away, revealing the presence of a below-ground area. No part of the below-ground area can be seen by anyone standing further than 10 feet from the edge.

In addition to the gaping hole in the floor, a stout wooden door stands suspended unsupported in midair in the middle of the collapsed area.

An invisible span extends from the northern edge of the collapsed area to the floating door. This span is roughly six inches wide. Walking across this span requires a Balance check vs. DC 15. Attempting to use any other skill while standing unsupported on the invisible span imposes a -5 circumstance penalty.

Failing the Balance check means the character falls to the floor below, a total of 20 feet, resulting in 2d6 points of falling damage.

This invisible span can be detected by anyone who physically inspects the area in question, or using divinations that reveal the presence of conjuration magic such as *Detect*

Magic.

The door itself is stuck shut. It can be opened by succeeding at a Strength check vs. DC 14, or by using the Open Lock skill vs. DC 28.

Other than the collapsed floor and the floating door, there are no other remarkable features inside the old Mill on the Main Floor.

Floating Door:

The doorway opens into an extra-dimensional space, 60 feet by 90 feet. A continuous flow of river water 20 feet wide fills the far area of the chamber, powering a large metal waterwheel suspended in midair. The waterwheel shows no signs of rust. A broken wooden shaft extends from the center of the wheel. There is a circular hole in the floor directly beneath the broken end of the shaft. Anyone who peers through this opening will see the collapsed area of the main floor.

The Consortium will be quite interested to discover that this area exists.

An Ethereal Filcher guards this room. The Filcher will shift to the Ethereal as soon as anyone opens the door. It will attempt to steal any visible trinkets from anyone in the area, and will hide behind the water wheel (in the flowing water area) when it is not ethereal. It will not pursue anyone out of the extra-dimensional space.

Ethereal Filcher (1): Medium-Size Aberration, HD 5, Init +8, 22 hp, AC 17, touch 14, flat-footed 13; Atk +3 (bite), Dmg 1d4 (bite), Fort +1, Ref +5, Will +5, MM pg. 87.

If the PCs manage to kill the Ethereal Filcher, the Consortium will reward them with an additional 100gp if they return its body to Southside.

Lower Level:

The lower level of the mill reeks of mold and decay. A gap of 20 feet separates the floor of the lower level from the floor of the main level. The area beneath the collapsed flooring is a quagmire of mud. Anyone standing in the indicated area acts as if affected by an *Entangle* spell.

The seven closed rooms (labeled "A" to "G") were once storage areas. The doors to each are rotted and can be torn off their rusty hinges with any effort. The interior walls are made of stone, have a hardness of 15, and a break DC per 5 foot square area of 20.

Each room contains (in addition to decayed and rotted bags of milled flour) a skeleton.

Skeletons (7): Medium-Size Undead, HD 1, Init +5, 6 hp, AC 13, touch 11, flat-footed 12; Atk +0 (claws x2), Dmg 1d4 (claw), Fort +0, Ref +1, Will +2, MM pg. 165.

The Consortium will find the presence of skeletons in the ruined Mill interesting.

The Area labeled "H" is accessible via the secret door from Area "G". Finding the secret door requires a Search check vs. DC 15. The door is locked (Open Locks DC 20) and trapped (**Needle (trap):** no attack roll necessary (damage: 2d6); No save; Search (DC 15). Disable Device (DC 15)).

The contents of the secret area are:

1 suit of masterwork scale mail
1 masterwork weapon

These treasures are guarded by a Large Skeleton, which attacks anyone attempting to enter the area.

Skeleton, Large (1): Large Undead, HD 2, Init +5, 13 hp, AC 13, touch 10, flat-footed 12; Atk +2 (claws x2), Dmg 1d6+2 (claw), Reach: 10 ft. Fort +0, Ref +1, Will +3, MM pg. 165.

Any noise in the quagmire area (such as people talking, spellcasting, or the thud of a body falling into the lower level) will trigger a response from the medium-size skeletons in 3 rounds. They will burst their doors and rush anyone stuck in the quagmire area (the skeletons are not affected by the quagmire).

The skeletons have no way to climb out of the lower floor and cannot pursue if the PCs retreat to the main floor.

Other than the contents of Area H, there is no other treasure in the lower level.

Encounter Two:

After the PCs have finished exploring the ruins of the old mill and are preparing to enter the forest, read the following:

The gloom of the forested interior of the Island is relieved here and there by occasional shafts of light which pierce the canopy formed by the spreading branches of the trees.

The forest is filled with undead of various types. The western portion of the Island is filled with roaming packs of ghouls and ghosts (and probably worse). The eastern tip of the island is the lair of roaming packs of zombie squirrels that viciously defend their territory.

Zombie Squirrels (3 packs, 12 zombies in each pack): Tiny Undead, 1/2 HD, Init -1, 6 hp, AC 11, touch 11, flat-footed 11; Atk +2 (slam), Dmg 1d3 (slam), Fort +0, Ref -1, Will +2. MM pg. 191.

These nasty creatures are the stuff of nightmares. Their skin has rotted away in patches, revealing their worm-eaten insides. Those who still possess eyes will stare at the characters with an insane hatred. They will scamper through the forest, leaping from tree to tree, and bounding over fallen logs and small bushes, chittering with maniacal shrieks.

One of the packs roams the southeast portion of the map, one roams the west portion of the map and one roams the northeast portion of the map. The packs are somewhat aware of each other and they will all know if one of the packs is attacked by living beings.

The pack in the southeast area will be watching the characters from the edge of the forest and will attack as soon as the PCs are 30 or more feet into the woods. It will take the other two packs 2 minutes (20 rounds) to arrive once a fight begins.

There are three areas indicated on the Ladyrock Island map as "Sunlight zones". In these three spaces, the overhead foliage thins enough to allow the sunlight to penetrate to the forest floor, and the zombies cannot enter these areas.

Similarly, the area indicated as the remains of the Ladyrun Road are also exposed to the sun and cannot be entered by the zombies. Because each square on the Ladyrock Island map represents 30 square feet, assume that characters standing in the protected spaces are beyond the reach of any zombies.

The zombies will not pursue fleeing PCs beyond the borders of the forest.

If the PCs accidentally attract the attention of the ghoul packs, the ghouls will follow them into the sunlight zones and across the Ladyrun Road. They will chase the characters back across the beach, but will not enter the Fire River itself, remaining at the shoreline and howling their anger at any visible living being.

The PCs will only attract the attention of a

ghoul pack if they move west off the edge of the area described on the map. In that case, they are immediately set on by a ghoul pack.

Ghouls (12): Medium-Size Undead, 2 HD, Init +2, 13 hp, AC 14, touch 12, flat-footed; Atk +3 (bite), +0 (claws x2), Dmg 1d6 +1 and paralysis (bite), 1d3 and paralysis (claw), Fort +0, Ref +2, Will +5. *Special Attack: Paralysis, Create Spawn.* MM pg. 97.

The Consortium will find information about the presence of the ghouls interesting.

Encounter Three:

Once the PCs defeated the roaming packs of zombies and proceed to the docks area, read the following text:

The rotted pilings and sunken decking of the old docks can be seen making a large reversed "L" shape in the northern shore of the island. Surrounding the docks area is a zone of crumbling masonry and burned timbers, covered with vines and spiky shrubs. This zone of debris makes it impossible to get an unobstructed view of the area. Light colored sand has covered all the ground between the edge of the forest and the waterline.

Unavoidably, your eyes are drawn to the ruins on the far side of the Island: across the Fire River you can see the shores of the area once known as Crows End. To the northeast is the tip of Burnt Gables, guarding the entrance to Clearwater harbor. The harbor moves with odd ripples as if some unknown creature of vast size was swimming just beneath the surface.

A dark haze obscures the ruins farther northward, as if the City was attempting to hide its present decrepit state from the eyes of strangers.

The PCs have to locate an area where they can observe the docks without being seen themselves.

The PCs will be seeking for a place to hide where they can observe the entire dock area. The only such location is a collapsed building at the northwestern portion of the dock area (indicated on the map as "Observation Point

Ruins"). This structure projects about 25 feet above the surrounding terrain, and will allow the adventurers an unobstructed view of the entire dock area while providing them with enough concealment to ensure that they cannot be seen.

Any PC can make an Intelligence check vs. DC 10 to realize that their view of the docks area is obstructed and/or they do not have sufficient cover at any other location.

Though the PCs will not be aware of their presence until the end of the scenario, a number of kobolds are resting beneath some of the rotted docking timbers (at the space indicated as the "Kobold Lair" on the Dock Detail map), waiting for sundown. The kobolds are on the Island to pay homage to the shocker lizards, their tribal totem.

There is a small nest of shocker lizards in the western end of the debris zone surrounding the dock area, just inside the forest. The lizards constantly generate a field of static electricity, which they use to detect the presence of nearby living creatures. This area is noted on the Dock Detail map as the "Shocker Lizard Warning Zone". The lizards cannot be surprised in their lair (noted on the map as "Shocker Lizard Lair") if any living being crosses the Warning Zone first.

The nest consists of newborn shocker lizards. Because the lizards are so young, their normal "Lethal Shock" supernatural ability is only capable of delivering subdual damage.

Immature Shocker Lizards (3): Small Magical Beast, 1 HD, 6 hp, Init +2, AC 16, touch 13, flat-footed 13; Atk +2 (bite), Dmg 1d4-1 (bite), Fort +3, Ref +5, Will +1. *Special attack: Stunning Shock (Su), Lethal Shock (Su).* MM pg. 164.

The shocker lizards will use their *Lethal Shock* ability against any creature that spends more than 1 round in their warning zone, and will react violently to anyone who attempts to enter their lair. They have burrowed into the soil beneath a large mass of collapsed building materials and tangled roots, leaving an entrance of approximately 2 ft. wide (size Small creatures can wriggle through the entrance). The interior of the lair is the equivalent of a 5 foot cubical chamber, which is unlit and pitch dark.

The Consortium will find information about the presence of shocker lizards on the island interesting.

Encounter Four:

Read the following text after the PCs have dealt with the challenges of finding a suitable hiding/observation point, have dealt with the shocker lizards if necessary, and have completed their mission of observation:

After a long afternoon spent observing the deck area, the time is nearing to depart. The sun sits low in the western sky. You estimate that about a half hour of daylight remains.

As you begin preparing to depart, motion in the dock area catches your attention.

This encounter begins 30 minutes before sundown.

The kobolds are stirring, preparing for their nightly exploration of the area in search of shocker lizards.

Warrior Kobolds (5): Small Humanoid (Reptilian), War 1, 1 and 1/2 HD, Init +1, 6 hp, AC 15, touch 12, flat footed 13, Atk +1 (adjusted for light conditions) melee (halfspear), Dmg 1d6-2 (halfspear), Fort +2, Ref +1, Will +2, *Special Qualities: Darkvision 60 ft., light sensitivity*, MM pg. 123.

Shaman Kobold (1): Small Humanoid (Reptilian), Sor 1, 1 and 1/2 HD, Init +1, 4 hp, AC 13, touch 12, flat footed 13, Atk +0 (adjusted for light conditions) melee (halfspear), Dmg 1d6-2 (halfspear), Fort +0, Ref +1, Will +4, *Special Attacks: Spells, Special Qualities: Darkvision 60 ft., light sensitivity*, MM pg. 123.

Have the characters make Hide checks. Give them a +10 circumstance bonus if they're ensconced in the observation ruins. The Shaman kobold will make a Spot check vs. the character's Hide checks, with the 5 warrior kobolds aiding her. If the Shaman spots the characters, the kobolds will not emerge from their lair unless the adventurers approach to within 50 feet of their hiding place, in which case the kobolds will emerge and prepare to defend themselves.

Each time a PC takes a move action greater than a 5 foot step, re-roll the Spot vs. Hide contest between the PCs and the Kobolds. Once the PCs have traveled 30 feet into the forest, the kobolds will no longer have a chance to spot them.

If the Shaman fails to notice the PCs, the kobolds will spend a few minutes stretching, scratching, settling gear, and making other preparations for their shocker lizard hunt. Two of the warrior kobolds are carrying long wooden poles with loops of rope at the ends for use as snares against the lizards.

The kobolds will begin their search at the eastern tip of the debris zone. They will spend roughly 1 minute per 30 ft. square searching for signs of the shocker lizards. It will therefore take them just over a half hour to search the long axis of the debris field.

If the PCs leave their place of concealment, have the kobolds repeat the contested Hide vs. Spot check. If the kobolds see the adventurers, they'll abandon their search for the lizards and attempt to flee. They have a concealed dugout canoe stored under the overhang of debris they used as cover during the afternoon.

The Shaman will attempt to cast *sleep* on visible adventurers while the rest of the kobolds make best speed to the hidden canoe. After spellcasting, the Shaman will join them, and any surviving kobolds will row upstream at a rate of 20 ft. per round.

While in the debris field, the kobolds move at normal speed, and have 1/2 cover at all times. Medium-size or larger characters move at half speed in the debris field and have 1/4 cover at all times.

If the shocker lizards are still in their lair, they will emerge at the sound of the approaching kobolds and flee north to the edge of the island, and will use their *Lethal Shock* ability on any PCs who get between them and the waterline. They will continue to use *Lethal Shock* on any target within the 25 ft. radius of the effect.

The Consortium will be interested in any information the characters can provide on the kobold presence on the island.

The adventurers need to get into the forest, travel south back across the Ladyrock, and return to their landing point before the sun sets. Assume that any PC still on the island when the sun sets (30 minutes after Encounter Four begins) is horribly killed and the body is irretrievably lost.

Conclusion

After a quick row back across the Fire River, you're relieved to step up to the Consortium's dock in Southside. The sun dips below the horizon, giving a last spectacular flash of light which turns the

evening clouds into a beautiful display of red hues from deep crimson to light pink. At the zenith, the first stars of evening begin to emerge from the glare.

Dunweather is waiting for you to disembark. As soon as you're all assembled on the deck, he inquires as to your success.

At a minimum, the PCs should provide Dunweather with written maps of the Mill area and their route through the forest to the northern side of the island.

Once the PCs are debriefed, assuming the PCs were successful in returning with a map of the area, Dunweather will produce a sack of gold coins in the agreed amount, and leave the PCs to divide the coin as they see fit. He'll let the PCs know that the Consortium is satisfied with their results, and expresses interest in hiring them in the future for further exploration of the Ladyrock.

The End

Experience Point Summary

To calculate experience awards for the PCs, follow these steps:

1. Award 68 XP to each PC for each **Encounter** they participated in.
2. Award 68 XP to each PC for each **Encounter** if the PC lived through the encounter and the [Success] condition was met
3. Divide the total award in half if the PC is level 4 or 5. Award no XP if the PC is level 6 or above.
4. Note the final XP award on the PC's Character Log Sheet.

1st, 2nd, and 3rd level PCs that started and successfully finished (and survived) all four encounters in this scenario can earn a total of 630 XP.

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below:

Treasure Summary:

Encounter One

Ethereal Filcher corpse returned to Southside earns PCs 100gp
Masterwork Weapon
Masterwork Scale Mail

Encounter Two

None

Encounter Three

None

Encounter Four

Up to 12 halvespears and 4 small sets of leather (shocker lizard hide) armor: 2 halvespears and 1 set of armor per dead kobold (the Shaman isn't wearing armor).

Conclusion

Payment from the Merchant's Consortium.

Appendix: NPCs & Monsters

Egon Dunweather: Male human Exp1: Medium-size humanoid; HD 1d6+1; hp 7; Init +0; Spd 30; AC 10, touch 10, flat-footed 10; Atk -1 melee or +0 ranged (1d4-1/19-20, Dagger); AL N; SV Fort +1, Ref +0, Will +4; Str 8, Dex 10, Con 12, Int 15, Wis 14, Cha 13.

Skills and Feats: Appraise +6, Bluff +5, Diplomacy +7, Gather Information +5, Innuendo +6, Intimidate +5, Read Lips +6, Sense Motive +8, Spellcraft +6: Magical Training, Smooth Talk.

Special Abilities: *dancing lights*, *daze*, & *mage hand* 1/day

Ethereal Filcher: Medium-size Aberration; HD 5d8; hp 22 (40); Init +8; Spd 40 ft.; AC 17, touch 14, flat-footed 13; Atk +3 melee (1d4, bite); SQ: Ethereal jaunt, detect magic; SV Fort +1, Ref +5, Will +5; AL N; Str 10, Dex 18, Con 11, Int 7, Wis 12, Cha 10.

Skills & Feats: Listen +8, Pick Pocket +12, Spot +8; Improved Initiative

Ethereal Jaunt (Su): An ethereal filcher can shift from the Ethereal to the Material Plane as part of any move action, and shift back again as a free action. It can remain on the Ethereal Plane for 1 round before returning to the Material. The ability is otherwise identical with *ethereal jaunt* cast by a 15th level sorcerer.

Detect Magic (Su): Ethereal filchers continuously *detect magic* as the spell cast by a 5th-level sorcerer. A filcher can suppress or restart the ability once per round as a free action.

Kobold (Shaman): Small humanoid (Reptilian); HD 1d4; hp 4; Init +5; Spd 30; AC 12, touch 10, flat-footed 12; Atk -1 base melee or +1 ranged (1d6-2/x3, halfspear); SQ: Darkvision, light sensitivity; AL LE; SV Fort +0, Ref +0, Will +2; Str 6, Dex 10, Con 10, Int 10, Wis 10, Cha 13.

Skills and Feats: Craft (Trapmaking) +2, Hide +5, Profession (Miner) +2, Search +2, Spot +2; Improved Initiative

Spells Known: 0 - *Dancing Lights*, *Daze*, *Disrupt Undead*, *Ray of Frost*, 1st - *Mage Armor*, *Sleep*

Spells Per Day: 5/4

Kobold (Warrior): Small humanoid (Reptilian); HD 1d8; hp 8; Init +1; Spd 30; AC 16 (+3 Hide Armor, +2 Natural Armor, +1 Dex), touch 11,

flat-footed 12; Atk -1 base melee or +3 ranged (1d6-2/x3, halfspear); SQ: Darkvision, light sensitivity; AL LE; SV Fort +2, Ref +1, Will +0; Str 6, Dex 13, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (Trapmaking) +2, Hide +5, Profession (Miner) +2, Search +2, Spot +2; Alertness

Light Sensitivity (Ex): Kobolds suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Shocker Lizard (Immature): Small Magical Beast, HD 1d10, 6 hp (10), Init +2, AC 16, touch 13, flat-footed 13; Atk +2 melee (1d4-1, bite), SA: Stunning Shock (Su), Sublethal Shock (Su); SQ: Electricity Sense (Ex); AL N; Fort +4, Ref +5, Will +1; Str 10, Dex 15, Con 13, Int 5, Wis 12, Cha 6.

Skills and Feats: Climb +8, Hide +10

Stunning Shock (Su): Once per round, a shocker lizard can deliver an electrical shock to a single opponent within 5 feet. This attack deals 2d8 points of subdual damage to living opponents (Reflex half DC 12)

Sublethal Shock (Su): Whenever two or more shocker lizards are within 256 feet of each other, they can work together to create a lethal shock. This effect has a radius of 25 feet, centered on any one contributing lizard. The shock deals 2d8 points of subdual damage for each lizard contributing to it (Reflex half DC 10 + number of lizards contributing.)

Electricity Sense (Ex): Shocker lizards automatically detect any electrical discharges within 100 feet.

The undead in this scenario have the following traits:

Ghoul: Medium-size undead; HD 2d12; hp 13 (24); Init +2; Spd 30; AC 14, touch 12, flat-footed 12; Atk +3 melee (1d6+1 and paralysis, bite), +0 melee (1d3 and paralysis, 2 claws); SA paralysis, create spawn; SQ undead (see **Undead** at the end of this section), +2 turn resistance; SV Fort +0, Ref +2, Will +5; AL CE; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7; Multiattack, Weapon Finesse (bite)

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+4 minutes. Elves are immune to this paralysis.

Create Spawn (Su): In most cases, ghouls devour those they kill. From time to time, however, the bodies of their humanoid victims lie where they fell, to rise as ghouls themselves in 1d4 days. Casting *protection from evil* on a body before the end of that time averts the transformation.

Skeleton: Medium-size undead; HD 1d12; hp 6 (12); Init +5; Spd 30 ft.; AC 13, touch 11, flat-footed 12; Atk +0 melee (1d4, 2 claws); SQ undead (see **Undead** at the end of this section), immunities; AL N; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11.

Skills and Feats: Improved Initiative

Skeleton (Large): Large Undead; HD 2d12, 13 hp (24); Init +5; Spd 30 ft.; AC 13 (+1 Dex, +2 Armor), touch 10, flat-footed 12; Atk +2 melee (claws x2), Dmg 1d6+2 (claw), Reach: 10 ft. SQ: Undead Immunities (see **Undead** at the end of this section), Skeleton Immunities; Fort +0, Ref +1, Will +3; Str 14, Dex 12, Con -, Int -, Wis 10, Cha 11.

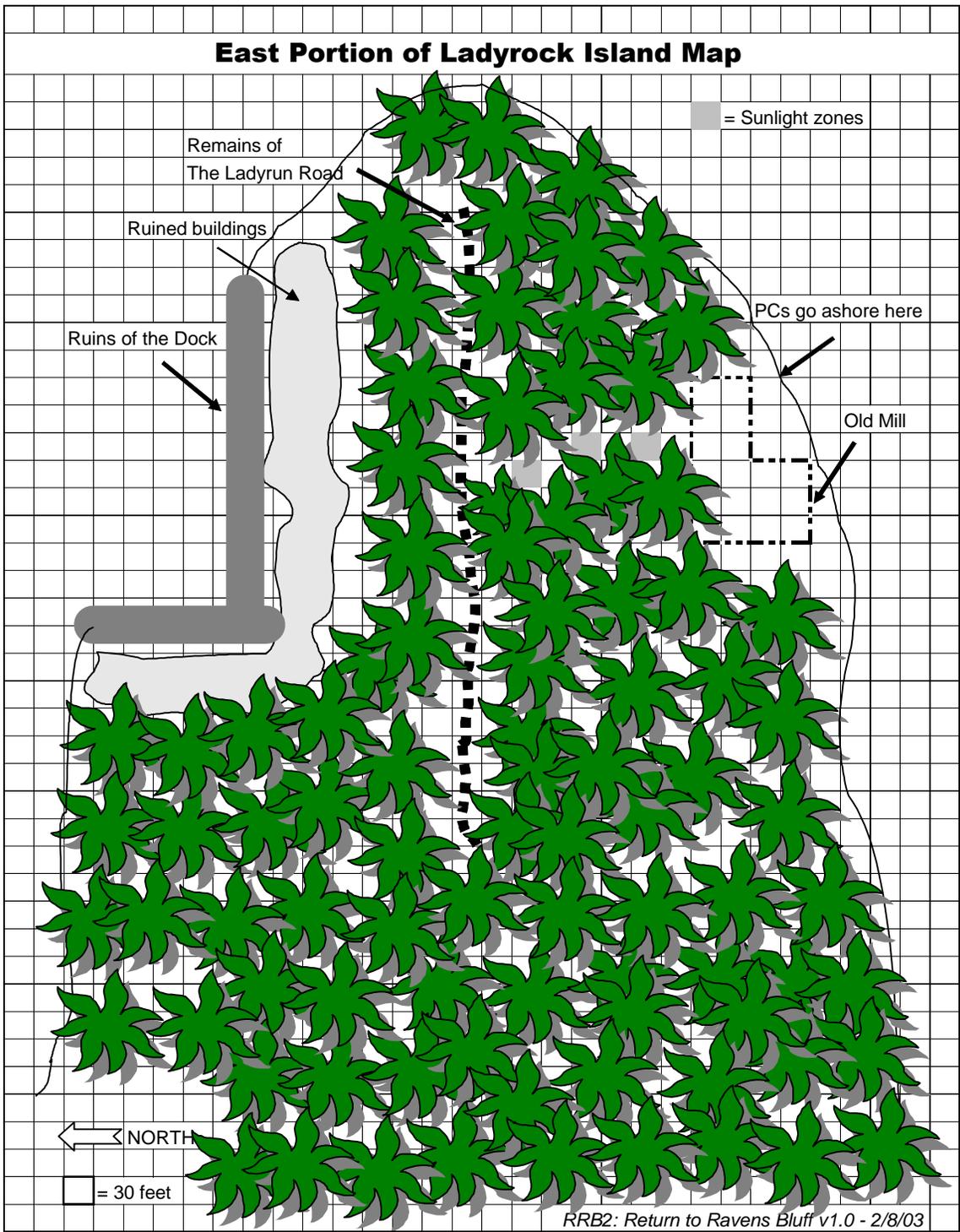
Skills & Feats: Improved Initiative

Immunities (Ex): Skeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

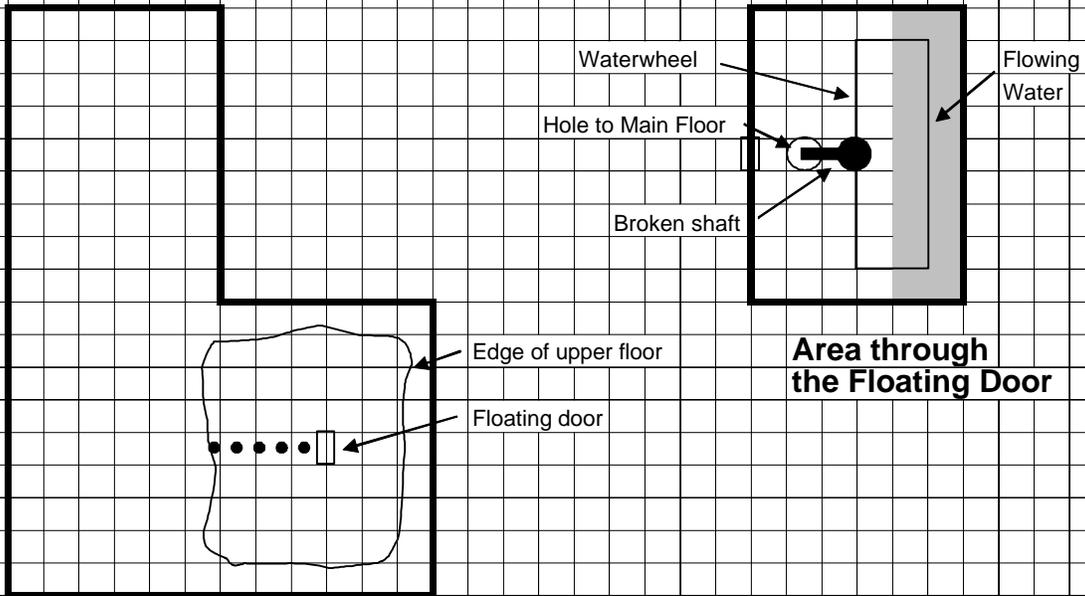
Zombie Squirrels: Tiny undead; HD 1/2 d12+3; hp 6 (9); Init -1; Spd 20; AC 11, touch 11, flat-footed 11; Atk +2 base melee (slam); Dmg 1d3; SQ: Undead, Partial actions only; AL NE; SV Fort +0, Ref -1, Will +2; Str 9, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness

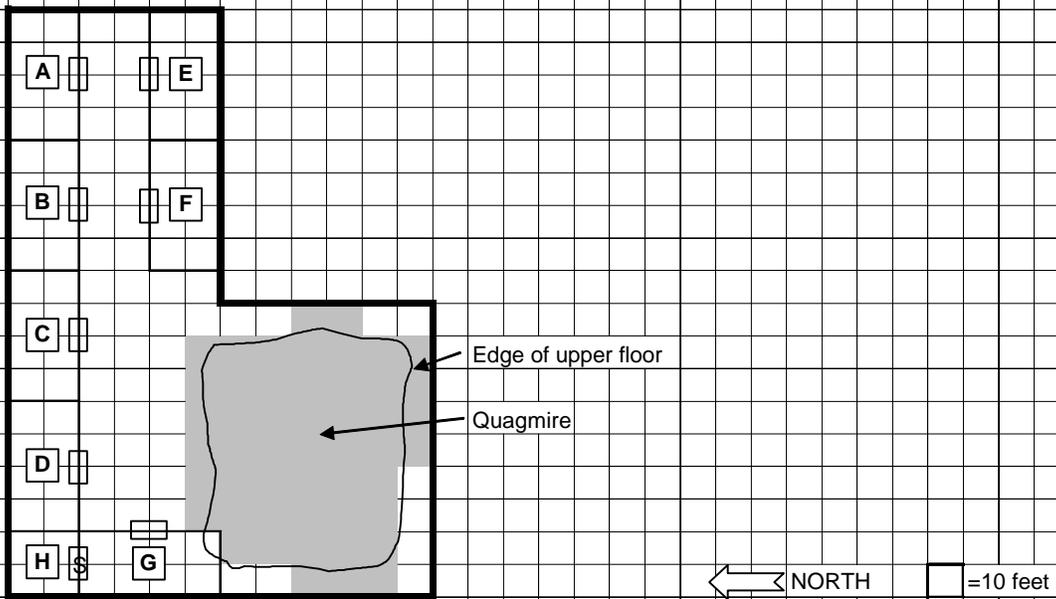
Undead: All undead in this scenario share the following special qualities: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.



Ruined Mill



Main Floor



Lower Floor

RRB2: Return to Ravens Bluff v1.0 - 2/8/03

