

KET8-04

This Old House

A One-Round Dungeons & Dragons[®] Living Greyhawk[™] Ket Regional Adventure

by Sandra Sine

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With all the talk about civil war and Bisselite invasions, it can be easy to overlook the little problems that still affect people's lives. Such as a senile wizard, his caring daughter, and a small chore that needs to be done... hopefully without leaving a large smoking crater in the middle of town. A one-round adventure set in Ket for characters levels 1-8 (APL 2-6).

Resources for this adventure [and the authors of those works] include *Monster Manual II* [Jeff Grub], *Monster Manual III* [Andy Collins] and *Monster Manual IV* [Gwendolyn F.M. Kestrel].

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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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on non-player characters (NPCs) and monsters appear in abbreviated

form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the adventurers participating in the adventure. To calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six adventurers, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

These APL calculation rules are taken from *Living Greyhawk Campaign Standards* 7.1.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure set in Ket.

As of September 1, 2007, there is no Time Unit cost to play the adventure portion of this module; however, standard Time Unit costs still apply to crafting, magic item creation, performing or other non-adventure related activities or penalties. The cost for Standard Upkeep is 12 gp for PCs whose home region is Ket, or 24 gp for out-of-region characters. Both Rich Upkeep and Luxury Upkeep cost 75 gp regardless of home region.

Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about lifestyle and upkeep can be found in the Lifestyle and Upkeep section of Chapter 3 of *Living Greyhawk Campaign Standards* 7.1

ADVENTURE BACKGROUND

Rahim al'Toprak was a powerful wizard, a pillar of the Archons, and in his later years, a respected teacher at the university in Eskandria. Unfortunately, with advanced age came a lessening of his mental acuity, and after the death of his wife, senility set in. He is now unable to properly care for himself or his house. His daughter Tahira hired a series of caretakers to cook his meals and

keep the house clean, but all of them quit after several incidents involving some of his experimental constructs.

Tahira has decided to move her father into her house, but she herself is widowed, and doesn't have the money to properly care for her father, let alone care for an empty house. If she could sell his house, she could use the money to care for him properly. However, there are two reasons why she cannot sell the house.

Firstly, Rahim doesn't want to leave his home, even though by now he is confined to one small room. He has also lost track of six 'pets' that escaped from their cages and he doesn't want to leave the house without them.

The second reason Tahira cannot sell the house is because it is in bad shape due to lack of maintenance. Although she has hired a pair of dwarven contractors willing to get it back in proper condition, entering the house would be hazardous to their health, due to the large number of unusual animals in the house and the magical devices left lying around.

Adding to her problems, yesterday a town bureaucrat, Armeen, visited the house to inspect it and was attacked by one of Rahim's constructs. Frightened out of his wits, Armeen immediately declared the house to be unsellable due to "arcane pollution", and in his report to the town council, stated that even just demolishing it might be hazardous to the surrounding houses.

The town council, not wishing to have one of their quiet neighborhoods replaced by a smoking crater, decreed that Tahira has one day to guarantee the safety of the house. Otherwise, the council will declare the house unfit for habitation or destruction and fence it off, and Tahira will not be able to sell it

CAPTURING ANIMALS

To capture one of Rahim's pets, the PCs can either subdue the animal with non-lethal damage, or attempt to grapple and pin it. Pinning it indicates that the animal is under control and can be caged. (Cages are in the parlor.)

If the PCs think to take the quilt from the couch in the parlor, they can use it to throw on top of an animal, succeeding on a ranged touch attack. This adds a +2 Circumstance bonus to subsequent grapple checks. The quilt stays on the animal for 1 round, but unless a PC makes a successful Grapple check, the animal uses a move action to wriggle out from under the quilt the next round and another move action to attempt to flee.

If the PCs inflict lethal damage on a pet, and do not heal the damage themselves before handing the pet over to Tahira, then they suffer a financial penalty.

None of the pets fight back during capture, but simply try to escape.

NOTE ABOUT COMBATS

To keep both the total ELs of the combats within allowable limits and the length of the adventure to a reasonable time, only the stated combat encounters result in combat. None of the pets nor any of the creatures encountered for roleplaying purposes fight even if provoked, but simply flee if the PCs insist in attacking them.

TIME OF MONTH AND WEATHER

It is Starday, the 15th of Flocktime. The weather for the next few days is going to be cool but sunny.

ADVENTURE SUMMARY

Introduction: Tahira commissions the PCs to make her father's house safe so she can sell it.

1: Home Sweet Home Roleplaying encounter. The PCs meet the contractors, as well as the city inspector who is threatening to condemn the house. They also meet Rahim, who only agrees to sell if the PCs rescue his six pets from the house.

From this point on, the PCs can explore the house in any order until they either finish or give up.

2: Parlor Roleplaying encounter. The PCs must deal with unstable piles of junk to recover Pet #1, a snake.

3: Library Roleplaying encounter. Pet #2, a very rude raven, is here, surrounded by flying books.

4: Dining room: Helping an unseen servant escape clears a path to the kitchen

5: Kitchen Roleplaying encounter. A tiny fire elemental living in the fireplace talks to the PCs if they recognize it as a creature.

6: Cellar Combat encounter. An earth elemental deals with pests like the PCs. Pet #3, the rat, can be found here.

6: Upstairs Hallway Combat encounter. A clockroach tries to tidy up the PCs. Pet #4, the bat, is hanging from a doorway.

7: Laboratory Combat encounter. A raggamoffyn has possessed Pet #5, the cat.

8: Bedroom Roleplaying encounter. An empty (but very clean) room

9: Garden Roleplaying encounter. The PCs must solve a topiary sphinx's riddle in order to recover Pet # 6, the toad.

Conclusion: Is the house safe? And were all the animals collected?

PREPARATION FOR PLAY

As with any LG adventure, the DM should ascertain all of the following before the adventure:

Is anyone crafting magic items? A MIC must be completed before the adventure begins.

- Does anyone have any non-class-related animals? If the DM feels these will be a significant factor in combat, the animal's CR should be added to the owner's level for purposes of calculating APL
- Does any PC have game effects such as curses, lycanthropy or play bonuses?
- Ask to see all spell lists.
- Will anyone be using out-of-game bonuses (Campaign cards, buttons or tokens) and if so, which ones? (If anyone is going to use the Campaign card "Unsavory Contacts", see Appendix 3 for how use of this card is affected in Ket.)
- Check PCs' lifestyle and upkeep.
- Does anyone have outstanding Lawbreaker status (formerly Warrant of Ket)?

INTRODUCTION

This adventure starts in the university town of Eskandrea, which is not a walled town, so PCs are allowed to wear arms and armor as they wish while inside town limits.

It is a bright, sunny spring day in the small university town of Eskandrea, but the wind is cool. Despite the chill, the marketplace is bustling with traders, merchants, buyers and sellers. A street vendor comes up to you, offering handfuls of fresh hot roasted yarpick nuts for sale from her cart, perfect for warming your hands as well as your insides. Another cart rumbles past, casks full of bosq and kumis swaying back and forth, threatening to break free from the ropes holding them down. Further down the street, a halfling baker puts a new batch of steaming hot pies on the wide windowsill counter of his bakeshop, and the crowds of hungry university students buy them all up in moments.

In the middle of this crowd, a middle-aged Baklunish woman catches your eye, partially because of her bright green and yellow dress, but also because her greying hair makes her stand out from the young students milling around the baker's window. She stops several of the university students and has a short conversation with several of them, but the students seem more interested in their hot pies than

with her. Apparently not having any luck, she leaves them behind and approaches you.

“Good day, kind strangers. My name is Tahira bint Rahim, and I am in need of the services of a group of brave and resourceful people to take care of a small problem at my father’s house. We wish to sell it, but the city is insisting that the house as it stands is not fit to sell. My father...well, let’s just say he’s put the matter entirely in my hands. And unfortunately, the situation is not one that I can handle personally. Are you interested in helping me?”

Tahira is honest and lawful, and describes her problem (as set out in *Adventure Background*) as fully as possible. Because of her father’s increasing senility, a Jurat has given her financial control of her father’s property, and she has full legal authority to sell it once she can prove to the city that it has been made safe.

The problem is that she only has until the end of today before the city declares the property to be unsafe and fences it off. Getting them to reverse their decision is costly and time-consuming, and Tahira is not a wealthy woman.

However, she does not know the full extent of the problem, since she hasn’t been anywhere except the parlor for several weeks.

Questions & answers:

Who are you?

Tahira bint Rahim. I’m a very good horticulturalist. I’ve done the gardens of many of the nobles and wealthy merchants in town, though I’ve had to give most of that up to care for my father. I’ve even done landscaping for the city. Not that they’re returning the favor, making me jump through all sorts of hoops just to sell a house!

Who is your father?

My father is Rahim al’Toprak, a former Archon of the Toprak Raste. They’re the top level Earth wizards. He used to be quite powerful, specializing in constructs and golem building. But he’s 87, a very respectable age for a human. He’s very healthy, physically, but lately he’s become forgetful and confused. He can be rather argumentative, sometimes arguing over things that were said and done years ago! His magic has also recently gotten a bit out of control, I’m sad to say. And that magic is running loose in his house.

Hofriya al’Jurat has granted me power to handle my father’s financial and legal matters, since he is no longer capable of handling them himself.

What is this ‘small problem’?

My father Rahim’s house is about to be condemned by the city. Some of my father’s experiments have taken on a life of their own, and unfortunately one of those experiments attacked a town inspector yesterday. The inspector declared the house to have ‘arcane pollution’. To be fair, the house is also in desperate need of repair, and the contractors I hired can’t enter the house now until the inspector says the ‘arcane pollution’ problem has been solved. I have until the end of today to fix the problem or the city will simply fence the property off and condemn it as unsellable.

Why do you want the house sold?

My father Rahim is suffering from an age-related dementia. There’s nothing the healers or clerics can do about it, unfortunately. It’s a process of age. Since my mother died, he has been living alone. I tried to hire housekeepers for him, but none of them lasted more than a couple of days before they quit. I’ve decided to have him come and live with me, so I can take care of him, but I am not a wealthy woman, and the money we would make from selling his house would be a huge help.

Why do you need our help?

My father just can’t control his magic any more, so someone has to go into the house and shut it all down. I’m no spellcaster, the contractors I hired are no use with magical issues, and as you can see I’ve had a great deal of trouble trying to hire any one else. They hear the words ‘magical pollution’ and run like scared rabbits. As for the Archons; well, you’d think that after all my father’s years of loyal service they would be willing to help, but in these troubled times, apparently they’re “too busy” in Molvar to come to Eskandria!

What type of problems can I/we expect?

The last time I went to visit him at his home I was attacked by a book! A book! And that was several weeks ago. Can you believe it? Well, I know for sure that his laboratory is likely to be dangerous, all sorts of alchemical compounds left lying about, experiments half done, that sort of thing. My father always has some pets he is raising to be familiars roaming around the house. There used to be a topiary guardian of sorts in the. And my father does like tinkering with constructs.

Also, my father has a hard time throwing anything out. Since my mother died a couple of years ago, the house has become filled up with piles of spare parts and knick-knacks.

Can we keep anything we find?

No, I’m sure there are a few valuable items mixed in with the garbage. Once you have made the house safe, I will go through the house with a member of the university staff

and try to identify any useful pieces. Selling those to the university will allow me to set up a scholarship fund for promising students who normally would not be able to afford classes. However, you are welcome to use anything you find in the house if it would be of use to you while you are cleaning up.

Why should we help? What compensation can we expect?

If you can help me get a clean inspection for the house, I will pay you a percentage of whatever the house sells for, which should work out to a couple of hundred greatshields, which should be more than enough for a job like this. I'm sure the town council will also be relieved to hear that the house is safe again.

1: HOME SWEET HOME

Tahira leads you through the streets of Eskandrea to a quiet neighborhood near the Wizard's College, only pausing to pay a university student a silver lance to take a message to the town inspector to meet you at her father's house.

The boxed text here is only a suggested flow of information, and the DM should allow the PCs to interrupt or ask questions as appropriate.

Rahim al Toprak's house is a large two-storey house made of locally quarried stone in the quasi-military style of the neighborhood: boxy, with a small peaked roof, minimal decoration, and small barred windows. Several chairs in need of a new coat of paint sit on a front porch that wraps around one side of the house. There is an iron gate on the right hand side of the house, and beyond it you catch a glimpse of a healthy looking but overgrown garden.

The exterior of the house is in obvious need of repair: there are cracks in the foundation stones; the paint on the veranda and window frames is peeling away in long strips, revealing grey weathered wood underneath; and the windows and doors are not entirely square in their frames any more.

You arrive at the same time as a thin, nervous-looking man in his mid-twenties clutching a satchel tight in his hands. He keeps glancing at the house apprehensively, as if he's afraid it will bite. Tahira tersely makes introductions.

"This is Armeen bin Nadir, the town inspector who feels my father's house should be condemned and torn down. Armeen, these people have agreed to rid the house of its 'arcane pollution', as you call it. And then there will be no need to tear down anything".

Armeen looks you over, hemming and hawing as he does so.

"Hmm, yes, well, I'm sure you will do. Tahira has told you that this house is dangerous, correct? I salute your bravery in attempting to subdue this so-called house."

He pulls a ledger and a quill from his satchel, and pages through the ledger until he finds what he is looking for.

"Ah, yes, here we go. Today is Starday, the 15th of Patchwall. Rather cooler than usual, but what can you do? The house needs to be safe and pass inspection by sundown tonight. No extensions, I'm sorry. The law is the law, after all."

Armeen answers any questions if there are any. He is lawful, fussy and protocol-bound, but he is not overly concerned about how the PCs clear out the house as long as it does not affect anything outside the property lines.

Shortly after Armeen finishes, a pair of relatively tall, middle-aged dwarves stride up the street. They look quite similar to each other, and not just because of their matching leather aprons or the stone rings clasping their dark brown beards.

The Slatebind brothers are remarkably friendly for Dwarves, probably from years of working with humans. Rahk does all the talking, and he flirts with any female Dwarves present. Despite the ribbing they are giving Armeen, they have worked together often, and the town inspector seems to be used to their insults.

One of the dwarves looks at the town inspector suspiciously and growls "Armeen, stop giving these poor sods a hard time! Hey, Tahira, we saw old Town Inspector Fuss-pants walking over this way and thought you might have finally found someone foolish enough – I mean, brave enough to tackle your father's leftovers." The dwarves extend their hands to you as the first one continues. "I'm Rahk, and this is my brother Tovin. We are the Slatebind brothers, general contractors. When you're finished with the magic bits inside, and Town Inspector Fuss-pants here says it's okay for us to go to work, send word for us. Oh, and while you're in there, if you notice anything structurally wrong with the interior walls, stairs, floors, ceilings, you know, whatever, can you make a note of it? We'd appreciate it. Oh, and try not to do any more damage to the house than needed—we don't want to charge Tahira anything extra, but we'll have to if we need to repair any damage you do."

The dwarves answer any questions the PCs might have about the state of the house. If asked if the house is in dangerous condition, they reply that they believe the house is structurally sound and simply needs a bit of maintenance and a new coat of paint to bring a good price. They emphasize again that any damage the PCs cause has to come out of Tahira's profits.

While the dwarves were talking to you, Tahira slipped inside the house, and she soon returns with a man, stooped with age, dressed in a worn, patched and stained robe in various shades of green. His voice is thin and querulous.

"But why should I leave? Who will feed my pets? I can't find them, Tarry. The toad's gone missing. What if he gets eaten? Eaten like a bug, slurp, all gone. Who are these people? Who are you? Have you come to find my raven? The raven's on the writing desk. Clever. I thought you'd never ask. I can't find my slippers. Are you wearing my slippers?"

Looking down, you see that the old man is wearing his slippers.

Rahim is 87 years old and suffering from dementia. He slips in and out of coherence as he speaks, and he often forgets what he is talking about while in the middle of talking about it. There are still a few things, however, that he remembers, and those things he holds on too fiercely. He is paternal, demanding, and dismissive of the PCs in turn.

Tahira quickly introduces you to her father, Rahim al'Toprak, and starts to explain what you are doing there. Her father interrupts her.

"I have never allowed uninvited strangers into my house! What would the neighbors think?" Tahira attempts to calm her father down, explaining the situation to the befuddled old mage.

If any PC offers to help, a DC 10 Diplomacy check helps Tahira calm her father down more quickly, and he becomes friendly to the PC who makes the check. If the PC is openly wearing the robes of an Archon, the PC gets a +2 Circumstance bonus. Wearing the robes of either the Xak or Toprak Rastes of the Archons upgrades this bonus to +5.

Suddenly Rahim gets a shrewd look in his eyes.

"All right, you can go in. But not without my permission, and I'll only give permission if you find my pets. I have six pets. One, two, three, four, five, six," he counts on his fingers "Got it? Toad, raven and viper. Bat, cat and rat. Cat and rat and bat and that. Natural enemies but they live in harmony. Got cages

in the front parlor. They all got out, clever little things. Watch your nose. And maybe I'll have a present for you when you're done. Do you like candy? Mahana says its not good for the teeth, but what she doesn't know won't kill you".

Tahira shushes him again, and turns to you once more.

"My father raises animals and then gives them as presents to newly initiated members of the Xak Raste. I would appreciate it if you could locate Father's pets for him. Of course, if you can't, I fully understand. He may not even remember by tomorrow. Now," she lowers her voice as her father wanders off to look at some of the wild roses growing beside the walkway. "Father likely has a few constructs doing menial tasks for him, cleaning or cooking or guarding things. He won't like it when they're gone, but after the town inspector was attacked by one, the city won't allow the house to be sold while they are still operational. So they all have to be destroyed, no matter how harmless they are." She presses a set of keys into your palm. "These are the keys for the front and back doors, and the gate to the garden. I will take my father over to my house, but you can send for me at any time—there are usually students walking along the street who will gladly pass on a message for a lance or two."

If asked, Tahira gives a rough outline of the house (parlor, library, dining room and kitchen on the main floor, laboratory and bedroom on the second floor, garden in the back yard, entrance to the root cellar and garden through the kitchen, alternatively a gate into the garden on the right-hand side of the house.)

When the PCs enter the house, give a brief description of the hallway, dusty and dim, with a door straight ahead at the end of the hall, a door in the right wall of the hallway, and stairs leading up.

All interior doors, with the exception of the bedroom door, are closed but not locked. Both exterior doors and the gate to the garden are locked with a good lock (DC 20 Open Locks), but can be opened with Tahira's keys. Unless the PCs specifically state that they are closing an exterior door behind them, the DM should assume that the door remains open, giving an escape route for pets attempting to flee the house.

All ceilings are 10 feet high, and all doorways five feet wide.

The windows are narrow and barred (bars have hardness 5 and 20 hp), and closed curtains make it impossible to peer inside. The windows will allow a Small creature through once the bars have been removed; a Medium creature can squirm through on a DC 30 Escape

Artist check, and Large creatures cannot get through at all.

From this point, the PCs can choose to explore the house in whatever order they wish, so the DM should be ready to do the encounters in any order.

2: PARLOR

Since he lost control of a couple of his constructs a few weeks ago, Rahim has been living in the parlor, which is also as far as Tahira has been willing to come into the house for some time.

A fire roars in the fireplace, making the parlor uncomfortably hot and stuffy. The room is filled with stacks of junk and debris that tower over your head, although there seems to be a definite path through them leading to a low couch covered with a brightly coloured quilt. From there, the path leads to the fireplace, and then to a closed door. Underneath the front window is a pile of bird and animal cages, their doors open. A hissing sound comes from over by the fireplace. Several stacks of junk wobble slightly as you enter the room to investigate.

A DC 10 Search check reveals a note pinned to the wall.

Excellent idea: Make something to keep the place clean.

Note to self: First results disappointing, barely got away. Must work on this some more.

The pile of bird and animal cages are for the pets Rahim spoke of.

The junk piles in this room (and all others) are comprised of bits of alchemical equipment, spell components, furniture (broken and whole), knick-knacks and bric-a-brac, clothing, tools, parchment, quills, vials of ink, dishes, cutlery, pots and pans, bits of clockwork machines and unfinished constructs, and anything else an elderly wizard would hang on to.

There is a weak floorboard on the path to the couch. Each PC who weighs more than 150 lbs causes a pile of junk beside the weak spot to topple over, making a terrific din as it topples over and causes more piles of junk to topple.

All APLs

Junk Pile 'trap': CR 0; mechanical; touch trigger; manual reset; No damage. DC 18 Reflex to stop it before it falls; Search DC 20; Disable Device DC 20.

The PC who caused the pile to topple can successfully catch the pile and stop it from toppling on a DC 18 Reflex save. The 'trap' can be detected by a rogue with a DC 20 Search check who specifically checks for traps along the path. It is a DC 20 Disable Traps to successfully dismantle the pile, or a DC 18 Reflex save to hold it in place until all PCs have passed the spot.

If the junk pile falls, it acts like a domino chain, causing a chain reaction that knocks over all the other piles in the room. Afterwards, the entire floor, including the path is covered with junk, making the entire room difficult terrain. (Note that the viper is small and supple enough to slide underneath the junk in a straight line at half-movement—this also gives it complete concealment.)

An *everful mug* and *Murlynd's spoon* are sitting on the couch, evidence that Rahim stopped visiting the kitchen some time ago.

The hissing sound the PCs hear as they first enter the room is a tiny viper curled up in front of the fireplace, enjoying the warmth. If it is disturbed, either by an attack or unsuccessful grapple check, or by the noise of the junk 'trap' falling, it attempts to flee directly towards the hallway. It can move under the junk, which slows it to half-movement but gives it complete concealment. From the hallway it flees out the front door, if the front door was left open. If the front door is closed, the snake flees upstairs, where it evades the clockroach and hides under the bathtub.

All APLs

Tiny Viper: CR 1/3; 1 hp; *Monster Manual* 280

If the PCs think to use the quilt to throw over the viper, see *Adventure Background: Capturing the Pets* for details.

A DC 15 Wild Empathy moves the snake's attitude from Indifferent to Friendly, allowing it to be coaxed into a cage.

3: LIBRARY

Pushing open the door to the library, you notice immediately that while dusty and dirty, it is almost tidy compared to the parlor. Although the bookshelves that line every wall are filled to bursting with books and scrolls of every size, at least they are on the shelves, not on the desk or the floor.

At least fifty books of all sizes, from small notebooks to large tomes, are flying around the room, clumsily flapping in random circles.

Bright spring sunlight streams into the library via a gap in the curtains, backlighting a large raven sitting proprietarily on an overstuffed chair in front

of a heavy wooden desk. It caws and flutters its wings when you enter.

"Warning! Warning! Losers in the house! Braaack."

The raven insults the PCs. Be creative and tailor the insult to the party, targeting elves and those wearing armor and carrying weapons first.

Examples:

"Braaaack. You're so ugly, your mother fed you with a slingshot."

"Call the Moron Watch, inmates have escaped. Braaack."

"I'd call you stupid but the stupid people would be insulted. Braaack"

If the PCs enter the room, the raven springs into the air and flies amongst the books, continuing to insult the PCs until it is captured.

A DC 15 Wild Empathy check (Indifferent to friendly) calms the raven down and help coax it into a cage.

All APLs

Raven. CR 1/6 hp 1, Fly 60 feet. Hide +2, Listen +5, Move Silently +2, Spot +7; *Monster Manual* 278

Books

The books flapping through the air are tiny animated objects (*Monster Manual* 13) but they do not attack the PCs no matter what actions are taken against them. Their sheer numbers hinder attempts to capture the raven. Any attempted Grapple check or attack on the raven has a 50% chance of hitting a flying book instead. If a book is hit with an attempted grapple (books are AC 14, touch AC 14), the PC ends up holding the book (which automatically stops flying and opens to the last page Rahim was reading.) Hitting a book with either non-lethal or lethal damage automatically knocks it to the ground. However, if a book stops flying, another one on the shelves takes its place in the air.

A note on the desk reads:

Excellent idea: Could save a lot of energy by creating books that fly to me when I call them.

Note to self: First results disappointing. Must work on this some more.

4: DINING ROOM

The dining room can be accessed via the front hallway or the kitchen.

At one time this must have been a graceful dining room, the scene of many glittering dinners. A dusted and broken chandelier still hangs over the dining table. However, the table is so loaded down with junk that it is bowed in the middle. The rest of the floor is heaped with jumbles of clockwork parts and half-finished golems covered in dust. In front of a doorway, one piece of junk rises up in the air and slowly moves to another pile. The next piece of junk also does the same thing.

There is an unseen servant trapped behind the piles of junk. It is trying to clear a path for itself so it can return to Rahim's side, which was its last command. However, it is not very intelligent, and every time it tries to clear a path it closes another one off. If the PCs assist by moving junk out of the way, it will leave the house as quickly as possible by the most direct route. It cannot attack, nor can it be attacked or killed except by an area attack.

APL 2 (EL 2)

Unseen Servant: see spell description *Player's Handbook* 297

Once they have cleared a path to the kitchen, they can enter the kitchen, which also gives the PCs access to the root cellar.

5: KITCHEN

The kitchen can be entered via the dining room or the back door from the garden

The disaster that is a kitchen is monumental. Dishes, pot and pans are piled up to the ceiling. If there is a sink or counters, they are lost under the unwashed items. It looks like Rahim simply purchased more dishes rather than washing his old ones. Despite the fact that no one has been in the kitchen in hours, perhaps days, a small fire burns brightly in the fireplace.

There is a minor fire elemental in the fireplace. It pretends to be a fire and not give a hint that it is intelligent unless the PCs ask a question or somehow realize it is a creature. It speaks Common, and willingly responds to questions:

- An old man summoned it to the fireplace a few months ago, and it has been happy to stay here for now.
- The old man visited the kitchen every few days to forage for food. He once came into the kitchen with a raven on his shoulder.
- A cat wandered into the kitchen a few days ago, the last time the old man was here, and left with the old man.
- A rat ran through the kitchen yesterday and slipped under the basement door.
- Occasionally there are some loud sounds from the basement. Every day there are clacking or skittering sounds from the ceiling overhead.

The elemental does not fight, and if attacked, it simply climbs up the chimney and escape.

Developments

A DC 10 Search finds a note between two dishes.

Brilliant idea: There's too many pests in the root cellar chewing my food. Put a something down there to scare them away.

Note to self: First results disappointing. Barely escaped. Must work on this some more.

A DC 12 Survival check with the Track feat finds rat tracks in the dirt on the floor, heading from the dining room door to the root cellar door.

6: ROOT CELLAR

A narrow rickety stairwell leads down into the cool dark root cellar. The floor is hard-packed dirt, and a variety of dried vegetables hang from the rafters. The shelves lining the walls are filled with jars of preserves, bottles of wine and miscellaneous boxes and crates. A pointy whiskered nose twitches from behind a box on a shelf on the far side of the room.

Once one creature has touched the earthen floor:

A pile of dirt suddenly materializes from the floor and moves to rid the cellar of pests, namely you!

APL 2

Earth elemental, small: hp 11; *Monster Manual* 97

APL 4

Earth elemental, large: hp 30; *Monster Manual* 97

APL 6

Earth elemental, huge: hp 152; *Monster Manual* 97

The rat is hiding on a shelf. If the rat sees a clear path to the stairs while the elemental is engaged in combat, it jumps down to the ground and try to escape up the stairs and out any open exterior door.

All APLs

Rat: CR 1/6 hp 1, Fly 60 feet. Hide +2, Listen +5, Move Silently +2, Spot +7; *Monster Manual* 278

7: UPSTAIRS HALL

Unlike the rest of the house, the upstairs hallway is spotlessly clean. There are two doorways up here, one open and one closed. You hear a quiet whir and a skittering sound, and a metallic cockroach the size of a small dog wearing an apron and carrying a feather duster steps into sight though the open doorway. It waves its antennae at you, clearly regarding you as pieces of garbage that needs to be removed.

APL 2

Advanced Clockroach: hp 20; *Appendix I*.

APL 4

Electrum Clockwork Horror: hp 32; *Appendix I*.

APL 6

Gold Clockwork Horror: hp 44; *Appendix I*.

Clockroach Lore [Knowledge (Arcana)]

DC 11: This creature is a clockroach, a mindless construct incapable of independent thought. This result reveals all construct traits.

DC 16: Clockroaches are tough, buglike automatons equipped with magically replenishing reservoirs of powerful acid, which can spray up to 30 feet.

DC 21: Clockroaches can burrow into stone and earth, and they can climb at the same speed they walk.

Tactics

APL 2: From the bedroom doorway, the clockroach uses its breath weapon along the centre line of the hallway, then moves to attack the nearest PC. It is mindless and fights to the death.

APL 4: The clockwork horror stands in the doorway and fires its pressure darts at the PCs until engaged in melee. From that point on it uses its razor saw. Once it is reduced to half hit points, it withdraws to the bedroom, where it skitters under the bed and uses that for cover while it fires its pressure darts.

APL 6: In the first round, the clockwork horror readies to attack the first PC that comes within 5 feet. If the PCs hang back and use missile fire, the horror charges the nearest PC in the second round, seeking to use its Power Attack, Improved Sunder and Cleave abilities.

The bat

A DC 8 Spot check reveals the bat is hanging upside down from the top of the doorframe leading to the bedroom, watching the PCs. Any area spells fired at the clockroach/clockwork horror standing in the doorway affects the bat.

If the PCs approach (even if they are simply seeking to engage the “maid” in combat, the bat attempts to escape, either back into the bedroom, or if there is a clear path to the stairs, it attempts to fly downstairs, where it flutters from room to room looking for a way out. If it there is no exit on the main floor and it is pursued, it flies back up to the upper hallway and hangs from the doorframe, possibly starting the whole chase procedure again.

All APLs

Bat: CR 1/10, hp 1, Fly 40 feet (good). Blindsense 20 ft., lowlight vision, Hide +14, Listen +8, Move Silently +6, Spot +8; *Monster Manual* 268

Developments

A search of the upper hallway reveals nothing useful. If Rahim left any of his personal notes up here, they have all been cleaned up.

8: LABORATORY

As you open the door to Rahim's laboratory, it is obvious that some sort of mischief has been going on here. In contrast to the painfully clean hallway outside, the floor of the lab is a chaotic tragedy of broken test tubes, smashed retorts and shattered flasks. Several different-coloured liquids have oozed together, creating a sticky mess.

In the middle of the mess sits a cat, looking very forlorn. Somehow it has gotten spattered with the mess on the floor and so wrapped up in various pieces of fabric and cloth that only pieces of fur stick out here and there. It attempts to lick some sticky pink stuff off its paw, but recoils at the taste. It looks at you with hopeful eyes and purrs.

APLs 4 & 6:

Sitting in the middle of a pile of more of Rahim's junk is a marmalade cat, looking very forlorn. Somehow it has gotten spattered with the gooey mess

dripping from the tables, and pieces of Rahim's junk have gotten stuck to it so that it is covered with bits of metal and cloth. It attempts to lick some sticky pink stuff off its paw, but recoils at the taste. It looks at you with hopeful eyes and purrs.

Rahim's cat wandered into the laboratory and encountered a raggamoffyn (tatterdemanimal or shrapnyl, depending on APL) that had spontaneously formed from Rahim's lab waste. In the ensuing struggle, much of Rahim's equipment was knocked onto the floor, and the lab door got shut (locking the upper hallway's cleaning construct out and locking the raggamoffyn/cat inside).

APL 2

Cat/Tatterdemanimal: hp 2/15; *Appendix 1.*

APL 4

Cat/Common Raggamoffyn: hp 2/36; *Appendix 1.*

APL 6

Cat/Guttersnipe: hp 2/64; *Appendix 1.*

Tactics

APL 2:

The tatterdemanimal is looking to “upscale” to a larger and more capable host than the cat, but it can only possess Small creatures. If there is a Small PC in the party, it strolls over and rubs against the Small PC. If the PC picks up the “cat”, then the tatterdemanimal leaves the cat and automatically successfully grapples the PC (because the PC has his hands full of a suddenly free and very alarmed cat.), which initiates combat. On its first turn, it attempts another grapple to initiate its Wrap ability, and on its next turn attempts to possess the PC. If the tatterdemanimal succeeds in possessing a PC, it attacks the rest of the party using its new host's abilities. (See *Appendix 2: New Rules: Captured One Template.*)

If there is no Small PC, the tatterdemanimal simply attacks the first PC to approach it using its cat host's abilities. If its cat host is knocked unconscious or killed, the tatterdemanimal flies up in the air to continue its attack.

Note that it is immune to both non-lethal and bludgeoning damage. Any lethal damage done to it is shared with its host.

APL 4:

The common raggamoffyn is looking to “upscale” to a larger and more capable host than the cat, and it can possess creatures of up to medium size.

Its first strategy is to wait in the pool of goo, hoping that a PC comes over and picks it up. If this happens, the raggamoffyn leaves the cat and gets a free grapple (because the PC has his hands full of suddenly free and very alarmed cat.) This initiates combat. On its first turn, the raggamoffyn then attempts another grapple to initiate its Wrap ability; if this succeeds, it attempts to possess the PC on its next turn. If the raggamoffyn succeeds in possessing a PC, it attacks the rest of the party using its new host's abilities. (See *Appendix 2: New Rules: Captured One Template*.)

If no PC approaches it, the cat/raggamoffyn it strolls over and rubs against the nearest PC, hoping to entice the PC to pick it up.

If no PC picks it up, or if the PCs simply attack it, the raggamoffyn leaves the cat and attacks the nearest PC in an attempt to grapple it.

If its cat host is knocked unconscious or killed, the raggamoffyn flies up in the air to continue its attack.

Note that it is immune to non-lethal damage. Any lethal damage done to it is shared with its host.

APL 6:

The guttersnipe is looking to “upsized” to a larger and more capable host than the cat, and it can possess creatures of up to medium size.

The guttersnipe waits until the PCs are crowded together (usually as they come through the lab door), and then uses its *glitterdust* ability to try to blind as many PCs as possible. It then leaves the cat and flies at the nearest blinded PC, hoping to initiate its 3-round grapple/grapple and wrap/possess sequence. Once it has possessed a PC, it attacks the other PCs using the possessed PC's abilities.

Note that it is immune to non-lethal damage. Any lethal damage done to it is shared with its host.

The cat

If the cat is freed by the raggamoffyn, it attempts to flee out the lab door and downstairs. If the PCs did not specifically state that they were closing the front door or the back door behind them when they entered the house, then the cat flees outside. If no one immediately chases and recaptures it, then it escapes, and the PCs do not get credit for it at the end of the adventure.

9: BEDROOM

From the open door, it is easy to tell that this is the master bedroom. It, like the hallway outside, is spotlessly clean. The floors sparkle, the bed is made, and everything seems in perfect order. On the night table stands a pitcher of water and a clean glass, but

there is no sign that anyone has slept in this room for quite some time.

A DC 20 Search check finds a leather notebook under the wardrobe. The notebook has only one note on the first page:

Having trouble with my memory. Will write everything down in this notebook. Must remember not to lose it.

10: GARDEN

The garden can be entered either through the back gate or through the back door from the kitchen, or someone could climb over the six-foot wall that surrounds the backyard.

The garden dominates the backyard of the property. It was probably once beautiful, but neglect has turned it into a jungle of overgrown flowers and plants. A large reflecting pool dominates the centre of the yard, a tidy mass of shrubbery growing on a platform in the centre. A small chirrup indicates the toad is somewhere near the pond.

See **DM Map 2: Garden**. A DC 12 Survival check with the Track feat identifies that a toad has hopped into the garden and climbed into the pool. A DC 15 Spot check sees tiny footprints in the mud, but is unable to identify what they represent, other than they clearly head towards the pool.

The shrubbery in the center of the pool is a topiary guardian androsphinx. The toad is completely concealed within it, although it occasionally gives off a high-pitched chirrup. A DC 10 Listen check anywhere within the garden pinpoints the toad's location.

All APLs

Topiary guardian androsphinx: hp 41; *Appendix 1*.

The topiary androsphinx is guarding the toad, which does not want to be captured, and it challenges the PCs to a riddle in order to gain the toad.

If the PCs approach the pool:

The shrubbery begins to move, and slowly assumes the shape of a creature with the head of a human and the body of a lion. It suddenly speaks, its voice whispery, the sound of leaves rustling.

“If you wish to have the toad, riddle me this:

“I speak to you with human tongue, but no human am I. I am mostly king, but remove my crown

and I am only king. I stand before you, on all fours. State what I am and the toad is yours."

The answer is "sphinx" or any specific type of sphinx i.e. androsphinx, gynosphinx, etc. (king = lion, king of beasts; crown = head). If the PCs give up on this riddle or answer incorrectly, then the sphinx tests them with another riddle, and then a third if they fail that.

Riddle 2:

"A writer may work every day till the end of her life, yet this work she will never quite finish."

Answer: the writer's autobiography (because the writer can't write about her own death.)

Riddle 3:

"Mountains will crumble and temples will fall, and no man survives my endless call."

Answer: Time.

If the PCs fail all three riddles, or if they attack, the topiary sphinx flies away with the toad.

If they answer one of the riddles correctly, the topiary androsphinx flies away, leaving the toad cowering on the platform in the center of the pool. It does not try to escape.

CONCLUSION

SUCCESS:

If the PCs destroy all the constructs and elementals on the property, then Tahira thanks the PCs profusely. They get a portion of the sale price of the house as their reward, as well as a reward from Rahim for each animal they brought safely out of the house.

FAILURE:

Not destroying all the constructs means that the house is going to be condemned at sunset. Because it cannot be sold, the PCs do not get a share of the house price. However, Rahim still pays them for each animal that they safely brought out of the house, and Tahira pays them a small fee for their troubles.

DAMAGE TO THE HOUSE

If the PCs cause significant damage to the house, then the DM can lower the amount of the PCs' coin at the end of the adventure, even if they are completely successful, depending on the severity of the damage:

- Hole(s) in walls: penalty of 20 gp x APL

- Smashed window(s) or missing bars: penalty of 10 gp x APL per window
- Fire damage to garden: penalty of 20 gp x APL
- Minor structural damage to house: penalty of 40 gp x APL
- Major structural damage to house: penalty of 75 gp x APL
- Destruction of house: PCs receive no coin for sale of house

A NOTE REGARDING XP

Not all experience in this adventure comes from combat or even retrieving the 'pets'. Some experience is also rewarded for non-combat activities such as freeing the unseen servant, and correctly answering the sphinx's riddle.

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.

2: Parlor

Successfully capture the viper.

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP

3: Library

Successfully capture the raven.

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP

4: Dining Room

Help the unseen servant escape.

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP

6: The Root Cellar

Destroy the earth elemental.

APL 2	60 XP
APL 4	90 XP
APL 6	120 XP

7: Upstairs Hall

Destroy the construct.

APL 2	60 XP
APL 4	90 XP
APL 6	120 XP

8: Laboratory

Kill the raggamoffyn without killing the cat inside.

APL 2	60 XP
APL 4	90 XP
APL 6	120 XP

10: Garden

Answer the sphinx's riddle correctly.

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP

Discretionary Award

For good roleplaying.

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP

Story Award

Rescue and/or capture the animals without killing them. Each animal is worth 1/6 of the xp, if only some animals are captured.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP

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.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewellery, and other valuables; Magic = Magic Items.

1: Conclusion

APL 2: Coin: 450 gp

APL 4: Coin: 650 gp

APL 6: Coin: 900 gp

NOTE: A portion of the coin comes from the sale of the house:

APL 2: 330 gp

APL 4: 480 gp

APL 6: 660 gp

In the event that the PCs do not prevent the house from being condemned, Tahira will only pay the PCs 25 gp x APL for their efforts:

APL 2: 50 gp

APL 4: 100 gp

APL 6: 150 gp

The balance of coin is paid by Rahim for the safe return of his pets. The PCs are only paid half for each injured animal, and nothing for a dead or missing animal:

APL 2: max 120 gp (20 gp per healthy pet and 10 gp per injured pet)

APL 4: max 180 gp (30 gp per healthy pet and 10 gp per injured pet)

APL 6: max 240 gp (40 gp per healthy pet and 10 gp per injured pet)

Treasure Cap

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

Total Possible Treasure

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

ADVENTURE RECORD ITEMS

Lawbreaker: You have broken Ket law, and been sentenced. If you fled Ket rather than face punishment, at the start of each subsequent adventure set in Ket you have a 25% chance of being immediately caught and sentenced to twice the original penalty with no escape. Your adventure ends.

Crime: _____ Sentence: _____ (Served Y/N)

Grateful Wizard: For returning all his pets, Rahim gives access to a clockwork mender as a familiar (*MM IV* 30) for use with the Improved Familiar feat, as well as access to his trusty *everful mug* (*MIC* 160) and *Murlynd's spoon* (*DMG* 262).

Grateful Daughter: For helping her sell her father's house, Tahira gives you access to *Quaal's feather token (tree)* (*DMG* 264), and *eternal wand of cure light wounds* (*MIC* 159)

Grateful Town Council: For solving this problem without leaving a smoking crater in the middle of town, the town council gives you access to the following spells (all SpC): *girallon's blessing*, *greater mage hand*, *horrible taste*, *light of Lunia*, *light of Mercuria*, *light of Venya*, *slide*.

ITEM ACCESS

APL 2:

- *arcanist's gloves* (adventure, 500gp, *MIC* 72)
- *artificer's monocle* (adventure, 1500gp, *MIC* 72)
- *demolition crystal, least* (adventure, 1000gp, *MIC* 65)
- *chronocharm of the Uncaring Mage* (adventure, 500gp, *MIC* 86)
- *watchlamp* (adventure, 500gp, *MIC* 147)
- *troll gut rope* (adventure, 500gp, *MIC* 190)

APL 4 (all of APL 2 plus):

- *amulet of retributive healing* (adventure, 2000gp, *MIC* 69)
- *amulet of teamwork* (adventure, 2000gp, *MIC* 70)
- *spellsight spectacles* (adventure, 2500gp, *MIC* 138)
- *tunic of steady spellcasting* (adventure, 2500gp, *MIC* 144)
- *tome of worldly memory* (adventure, 1500gp, *MIC* 190)

APL 6 (all of APLs 2 & 4 plus):

- *circlet of mages* (adventure, 5000gp, *MIC* 86)
- *infinite scroll case* (adventure, 2800gp, *MIC* 162)
- *rod of sliding* (adventure, 1400gp, *MIC* 175)
- *demolition crystal, lesser* (adventure, 3000gp, *MIC* 65)
- *horn of fog* (adventure, 2000gp, *DMG* 259)

5: KITCHEN

FIRE ELEMENTAL, SMALL CR 1

Neutral Extraplanar (Fire)

Init +5; **Senses** Listen +2, Spot +3

Languages Common, Auran

AC 15, touch 15, flat-footed 14

(+1 size, +1 Dex, +3 natural)

hp 9 (2d8 HD);

Immune Fire Damage, poison, sleep effects, paralysis, stunning, critical hits, flanking

Fort +0, **Ref** +4, **Will** +0

Weakness Vulnerability to cold

Speed 50 ft. (10 squares);

Melee slam +3 (1d4+1d4 fire)

Space 5 ft.; **Reach** 5 ft

Base Atk +1; **Grp** -3

Abilities Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11

SQ Darkvision 60ft, elemental traits, immunity to fire, vulnerability to cold

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Listen +2, Spot +3

Burn (Ex) A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch on fire. The flame burns for 1d4 rounds. The save DC varies with the elemental's size (see table). A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

Abilities Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11

SQ Darkvision 60ft, elemental traits, immunity to fire, vulnerability to cold

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Listen, Spot +3

10: GARDEN

ANDROSPHINX TOPIARY GUARDIAN CR 10

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Large Plant

Init +5; **Senses** Listen +2, Spot +3

Languages Common, Auran

AC 15, touch 15, flat-footed 14

(+1 size, +1 Dex, +3 natural)

hp 9 (2d8 HD);

Immune Fire Damage, poison, sleep effects, paralysis, stunning, critical hits, flanking

Fort +0, **Ref** +4, **Will** +0

Weakness Vulnerability to cold

Speed 50 ft. (10 squares);

Melee slam +3 (1d4+1d4 fire)

Space 5 ft.; **Reach** 5 ft

Base Atk +1; **Grp** -3

APPENDIX 1: APL 2

6: UPSTAIRS HALL

ELITE CLOCKROACH

CR 2

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AL Neutral Small Construct

Init +5; **Senses** Darkvision 60ft, low-light vision, tremorsense 60 ft, Listen +0, Spot +0

Languages --

AC 16, touch 16, flat-footed 11
(+1 size, +5 Dex)

hp 20 (2 HD)

Immune Construct immunities

Fort +0, **Ref** +5, **Will** +0

Speed 30 ft. (6 squares), burrow 15 ft., Climb 60 ft

Melee pincher +4 (1d4+2)

Full Atk 2 pinchers +4 (1d4+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** -1

Special Actions Breath Weapon

Abilities Str 15, Dex 21, Con --, Int --, Wis 13, Cha 12

SQ Construct traits, breath weapon

Feats --

Skills Climb +8, Hide +7, Listen +0, Spot +0

Breath Weapon (SU) 30-foot line, once every 5 rounds, damage 3d4 acid, Reflex DC 14 half. The save DC includes a +4 racial bonus.

Construct Traits Immune to mind-affecting effects, 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, non-lethal 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.

Skills A clockroach has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Base Atk +1; **Grp** +1

Special Actions Control host

Abilities Str 10, Dex 21, Con 10 Int 2, Wis 19, Cha 7

SQ Construct traits, immunity to blunt weapons, senses, shared damage

Feats Weapon Finesse

Skills Balance +11, Climb +7, Hide +15 (+19 in tall grass or heavy undergrowth), Jump +11, Listen +6, Move Silently +7, Spot +6

Construct Traits Immune to mind-affecting effects, 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, non-lethal 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.

Control Host (Su) A raggamoffyn can attempt to take control of any creature it has wrapped. This ability functions like the *dominate monster* spell (caster level 18th). As a free action, the monster may relinquish control over its host by physically and mentally disengaging itself from the latter's body. Use the *Captured One template* (see Appendix 2) for a creature under the control of a raggamoffyn. The raggamoffyn's Control Host ability has a Will save of DC of 12.

Senses (Ex) Both components of the captured cat can see and hear everything the cat does.

Shared Damage (Ex) An attack on the captured cat deals half damage to the cat, and half damage to the tatterdemanimal.

Skills Cats have a +4 racial bonus on Climb, Hide*, and Move Silently checks and a +8 racial bonus on Balance and Jump checks. They use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. *In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

NOTE: The CR for this creature has been reduced by one because of the weakness of the cat host (specifically, very low hit points). The normal CR for this creature is 2.

8: THE LABORATORY

CAPTURED CAT/TATTERDEMANIMAL

CR 1

Monster Manual II 174

AL Neutral Small Construct

Init +5; **Senses** Darkvision 60ft, low-light vision, scent, Listen +6, Spot +6

Languages Common

AC 16, touch 16, flat-footed 11
(+1 size, +5 Dex)

hp 2 hp (1/2 d8 HD) Cat / 15 (1d10+15 HD) Tatterdemanimal

Immune to bludgeoning damage

Fort +0, **Ref** +5, **Will** +4

Speed 30 ft (6 squares)

Melee Claw +5 (1d2)

Full Atk 2 Claws +5 (1d2)/ +5 (1d2) and Bite +0 (1d3)

Space 5 ft.; **Reach** 5 ft.

TATTERDEMANIMAL (WITHOUT HOST)

RAGGAMOFFYN CR 1

Monster Manual II 174

AL Neutral Small Construct

Init +5; **Senses** Darkvision 60ft, Listen +4, Spot +4

Languages Common

AC 16, touch 16, flat-footed 11
(+1 size, +5 Dex)

hp 15 (1d10+10 HD)

Immune construct immunities, bludgeoning damage

Fort +0, **Ref** +5, **Will** +4

Speed 40 ft (8 squares), fly 40 ft (clumsy)

Melee Slam +1(1d4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +1

Special Actions Control host, improved grab, wrap

Abilities Str 10, Dex 21, Con --, Int 10, Wis 19, Cha 15

SQ Construct traits, immunity to blunt weapons

Feats Stealthy

Skills Hide +15, Listen +4, Move Silently +11, Spot +4

Construct Traits Immune to mind-affecting effects, 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, non-lethal 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.

Control Host (Su) A raggamoffyn can attempt to take control of any creature it has wrapped (see below). This ability functions like the *dominate monster* spell (caster level 18th). As a free action, the monster may relinquish control over its host by physically and mentally disengaging itself from the latter's body. Use the *Captured One* template (see *Appendix 2*) for a creature under the control of a raggamoffyn. The raggamoffyn's Control Host ability has a Will save of DC of 12.

Improved Grab (Ex) If a raggamoffyn hits an opponent that is its own size or smaller with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can attempt to wrap (see below) in the next round. Alternatively, the raggamoffyn has the option to conduct the grapple normally, or simply use its appendage to hold the opponent (-20 penalty on grapple check, but the raggamoffyn is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam damage. A raggamoffyn's grapple bonus is +1.

Wrap (Su) With a successful grapple check, a raggamoffyn can wrap itself around any foe it has already grabbed with another successful grapple check. The monster forms a skin-tight layer around the wrapped creature, covering it from head to toe but leaving enough space for the creature to breathe through its mouth and nose. Attack on such a target deals half their damage to the monster and half to the wrapped creature. An affected creature can extract itself by making a successful grapple check. Once it has wrapped a creature, the raggamoffyn can attempt to control it on its next action.

6: UPSTAIRS HALL

ELECTRUM CLOCKWORK HORROR

CR 4

Monster Manual II 47

AL Lawful Evil Small Construct

Init +2; **Senses** Darkvision, 60 ft**Languages** Common**AC** 19, touch 12, flat-footed 18

(+1 size, +1 Dex, +7 natural)

hp 32 (4d10+10 HD)**Immune** Construct immunities, electricity**Fort** +1, **Ref** +2, **Will** +3**Speed** 30ft. (6 squares)**Melee** razor saw +5 (1d8+1)**Ranged** pressure dart +5 (2d4+1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +3**Abilities** Str 12, Dex 13, Con --, Int 5, Wis 14, Cha 5**SQ** Construct traits, electricity immunity, linked mind, spell vulnerability, SR 17**Feats** Point Blank Shot, Precise Shot

Construct Traits: A clockwork horror is immune to mind-affecting effects, 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, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60' range) and low light vision.

Linked Mind (Ex): All clockwork horrors within 10 miles of a gold, platinum or adamantite horror are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No clockwork horror in such a group is considered flanked unless they all are. A group is any number of clockwork horrors within line of sight of one another.

Vulnerabilities: A clockwork horror is susceptible to the *shatter* spell, which blinds it for 1d4+1 rounds.

7: LABORATORY

CAPTURED CAT/ RAGGAMOFFYN CR 5

Monster Manual II 174

AL Neutral Medium Construct

Init +2; **Senses** Darkvision 60ft, low-light vision, Scent, Listen +6, Spot +6**Languages** Common**AC** 17, touch 12, flat-footed 15

(+5 natural, +2 Dex)

hp 2 hp (1/2 d8 HD) Cat / 36 (3d10+20 HD) Common Raggamoffyn**Immune** Construct immunities**Fort** +1, **Ref** +3, **Will** +3**Speed** 30 ft (6 squares)**Melee** Claw +5 (1d2)**Full Atk** 2 Claws +5 (1d2+2)/ +5 (1d2+2) and Bite +0 (1d3+2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +0; **Grp** +2**Special Actions** Control host, Improved grab, Suffocate, Wrap**Abilities** Str 14, Dex 15, Con --, Int 10, Wis 15, Cha 17**SQ** Construct traits, senses, shared damage**Feats** Weapon Finesse, Stealthy**Skills** Balance +10, Climb +12, Hide +16 (+19 in tall grass or heavy undergrowth), Jump +16, Listen +3, Move Silently +8, Spot +3

Construct Traits Immune to mind-affecting effects, 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, non-lethal 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.

Control Host (Su) A raggamoffyn can attempt to take control of any creature it has wrapped. This ability functions like the *dominate monster* spell (caster level 18th). As a free action, the monster may relinquish control over its host by physically and mentally disengaging itself from the latter's body. Use the Captured One template (see Appendix 2) for a creature under the control of a raggamoffyn. The raggamoffyn's Control Host ability has a Will save of DC of 12.

Senses (Ex) The both components of the capture cat and can see and hear everything the cat does.

Shared Damage (Ex) An attack on the captured cat deals half damage to the cat, and half damage to the raggamoffyn.

Skills Cats have a +4 racial bonus on Climb, Hide*, and Move Silently checks and a +8 racial bonus on Balance and Jump checks. They use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. *In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

NOTE: The CR for this creature has been reduced by one because of the weakness of the cat host (specifically, very low hit points). The normal CR for this creature is 6.

COMMON RAGGAMOFFYN (WITHOUT HOST) CR 3

Monster Manual II 174

AL Neutral Medium Construct

Init +2; **Senses** Darkvision 60ft, Listen +2, Spot +2**Languages** Common**AC** 17, touch 12, flat-footed 15

(+5 natural, +2 Dex)

hp 36 (3d10+20 HD)**Immune** construct immunities

Fort +1, Ref +3, Will +3

Speed 30 ft (6 squares), fly 30 ft (clumsy)

Melee Slam +4 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +4

Special Actions Control host, improved grab, suffocate, wrap

Abilities Str 14, Dex 15, Con --, Int 10, Wis 15, Cha 17

SQ Construct traits

Feats Dodge, Stealthy

Skills Hide +10, Move Silently +10

Construct Traits Immune to mind-affecting effects, 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, non-lethal 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.

Control Host (Su) A raggamoffyn can attempt to take control of any creature it has wrapped (see below). This ability functions like the *dominate monster* spell (caster level 18th). As a free action, the monster may relinquish control over its host by physically and mentally disengaging itself from the latter's body. Use the Captured One template (see Appendix 2) for a creature under the control of a raggamoffyn. The raggamoffyn's Control Host ability has a Will save of DC of 14.

Improved Grab (Ex) If a raggamoffyn hits an opponent that is its own size or smaller with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can attempt to wrap (see below) in the next round. Alternatively, the raggamoffyn has the option to conduct the grapple normally, or simply use its appendage to hold the opponent (-20 penalty on grapple check, but the raggamoffyn is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam damage. A raggamoffyn's grapple bonus is +1.

Suffocate (Ex) A common raggamoffyn can asphyxiate a wrapped creature by drawing the air from its lungs. This attack automatically deals 1d4 points of damage a round.

Wrap (Su) With a successful grapple check, a raggamoffyn can wrap itself around any foe it has already grabbed with another successful grapple check. The monster forms a skin-tight layer around the wrapped creature, covering it from head to toe but leaving enough space for the creature to breathe through its mouth and nose. Attack on such a target deals half their damage to the monster and half to the wrapped creature. An affected creature can extract itself by making a successful grapple check. Once it has wrapped a creature, the raggamoffyn can attempt to control it on its next action.

6: UPSTAIRS HALL

GOLD CLOCKWORK HORROR CR 5

AL Lawful Evil Small Construct

Init +2; **Senses** Darkvision, 60 ft**Languages** Common**AC** 22, touch 13, flat-footed 20

(+1 size, +2 Dex, +9 natural)

hp 54 (8d10+10 HD)**Immune** Construct immunities, electricity**Fort** +2, **Ref** +4, **Will** +5**Speed** 30ft. (6 squares)**Melee** razor saw +9 (1d10+3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +4**Abilities** Str 14, Dex 15, Con --, Int 9, Wis 16, Cha 11**SQ** Construct traits, electricity immunity, linked mind, spell vulnerability, SR 18**Feats** Cleave, Improved Sunder, Power Attack

Construct Traits: A clockwork horror is immune to mind-affecting effects, 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, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60' range) and low light vision.

Linked Mind (Ex): All clockwork horrors within 10 miles of a gold, platinum or adamantite horror are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No clockwork horror in such a group is considered flanked unless they all are. A group is any number of clockwork horrors within line of sight of one another.

Vulnerabilities: A clockwork horror is susceptible to the shatter spell, which blinds it for 1d4+1 rounds.

8: LABORATORY

CAPTURED CAT/ GUTTERSNIPE CR 6*Monster Manual II* 174

AL Neutral Medium Construct

Init +1; **Senses** Darkvision 60ft, low-light vision, Scent, Listen +6, Spot +6**Languages** Common**AC** 21, touch 11, flat-footed 20 (+10 natural, +1 Dex)**hp** 2 hp (1/2 d8 HD) Cat / 64 (8d10+20 HD) Guttersnipe**Immune** Construct immunities, spell effects that produce light or darkness**Fort** +2, **Ref** +3, **Will** +5**Speed** 30 ft (6 squares)**Melee** Claw +9 (1d2+1)**Full Atk** 2 Claws +9 (1d2+1) and Bite +4 (1d3+1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +0; **Grp** +1**Special Actions** Glitterdust, Control host, Improved grab, Wrap**Abilities** Str 13, Dex 13, Con 10, Int 2, Wis 16, Cha 7**SQ** Construct traits, senses, shared damage, immunities**Feats** Weapon Finesse, Stealthy**Skills** Balance +9, Climb +11, Hide +8 (+10 in tall grass or heavy undergrowth), Jump +15, Listen +5, Move Silently +7, Spot +5

Construct Traits Immune to mind-affecting effects, 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, non-lethal 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.

Control Host (Su) A raggamoffyn can attempt to take control of any creature it has wrapped. This ability functions like the *dominate monster* spell (caster level 18th). As a free action, the monster may relinquish control over its host by physically and mentally disengaging itself from the latter's body. Use the *Captured One template* (see Appendix 2) for a creature under the control of a raggamoffyn. The raggamoffyn's Control Host ability has a Will save of DC of 17.

Glitterdust (Sp): Once a day, a guttersnipe can use *glitterdust* (CL5, DC15)

Senses (Ex) The both components of the capture cat and can see and hear everything the cat does.

Shared Damage (Ex) An attack on the captured cat deals half damage to the cat, and half damage to the guttersnipe.

Skills Cats have a +4 racial bonus on Climb, Hide*, and Move Silently checks and a +8 racial bonus on Balance and Jump checks. They use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. *In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

NOTE: The CR for this creature has been reduced by one because of the weakness of the cat host (specifically, very low hit points). The normal CR for this creature is 7.

GUTTERSNIPE RAGGAMOFFYN (WITHOUT HOST) CR 5*Monster Manual II* 174

AL Neutral Medium Construct

Init +1; **Senses** Darkvision 60ft, Listen +3, Spot +3**Languages** Common**AC** 21, touch 11, flat-footed 20

(+10 natural, +1 Dex)

hp 64 (8d10+20 HD)**Immune** Construct immunities, spell effects that produce light or darkness

Fort +2, Ref +3, Will +5

Speed 20 ft (6 squares), fly 20 ft (clumsy)

Melee Slam +7 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +7

Special Actions Control host, *glitterdust*, Improved Grab, Wrap

Abilities Str 13, Dex 13, Con --, Int 10, Wis 16, Cha 17

SQ Construct traits, immunities

Feats Dodge, Mobility, Stealthy

Skills –Hide +14, Move Silently +14

Construct Traits Immune to mind-affecting effects, 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, non-lethal 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.

Control Host (Su) A raggamoffyn can attempt to take control of any creature it has wrapped. This ability functions like the *dominate monster* spell (caster level 18th). As a free action, the monster may relinquish control over its host by physically and mentally disengaging itself from the latter's body. Use the *Captured One template* (see *Appendix 2*) for a creature under the control of a raggamoffyn. The raggamoffyn's Control Host ability has a Will save of DC of 17.

Glitterdust (Sp): Once a day, a guttersnipe can use *glitterdust* (CL 5, DC 15)

Improved Grab (Ex) If a raggamoffyn hits an opponent that is its own size or smaller with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can attempt to wrap (see below) in the next round. Alternatively, the raggamoffyn has the option to conduct the grapple normally, or simply use its appendage to hold the opponent (-20 penalty on grapple check, but the raggamoffyn is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam damage. A raggamoffyn's grapple bonus is +1.

Wrap (Su) With a successful grapple check, a raggamoffyn can wrap itself around any foe it has already grabbed with another successful grapple check. The monster forms a skin-tight layer around the wrapped creature, covering it from head to toe but leaving enough space for the creature to breathe through its mouth and nose. Attacks on such a target deal half their damage to the monster and half to the wrapped creature. An affected creature can extract itself by making a successful grapple check. Once it has wrapped a creature, the raggamoffyn can attempt to control it on its next action.

APPENDIX 2: NEW RULES ITEMS

CAPTURED ONE TEMPLATE

A captured one is a living creature that is under the control of a raggamoffyn. The raggamoffyn has access to its host's memories and draws on its host's experiences. The captured one speaks Common and whatever languages the base creature speaks.

"Captured One" is a template that can be added to any giant, humanoid, monstrous humanoid, animal, magical beast or vermin (hereafter known as the 'base creature') that is the same size or smaller than the dominating raggamoffyn. The creature's type changes to construct. Both the raggamoffyn's and the base creature's statistics and special abilities are modified as noted here.

Hit Dice A captured one maintains separate hit point totals for each of its two parts.

Initiative Same as the raggamoffyn

Speed Same as the base creature

Armour Class Use either the raggamoffyn's natural armour bonus or the base creature's armour bonus (if any), whichever is higher

Attacks Same as base creature, modified by new ability scores

Damage Same as base creature, modified by new ability scores

Special Attacks The raggamoffyn gains control over all special attacks that the base creature possesses, including spells and spell-like abilities. The raggamoffyn's wrap and improved grab special attacks are unavailable while it controls the host.

Special Qualities Both the raggamoffyn and the base creature retain any special qualities they had previously.

Construct Traits: Immune to mind-affecting effects, 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, non-lethal 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.

Senses (Ex) The raggamoffyn sees and hears everything that the base creature is able to.

Shared Damage (Ex) An attack on a captured one deals half its damage to the raggamoffyn and half to the dominated creature.

Saves A captured one uses the raggamoffyn's base Fortitude, Reflex, and Will saves

Abilities A captured one uses the Constitution, Intelligence, and Charisma scores of the base creature and the Strength, Dexterity, and Wisdom scores of the raggamoffyn.

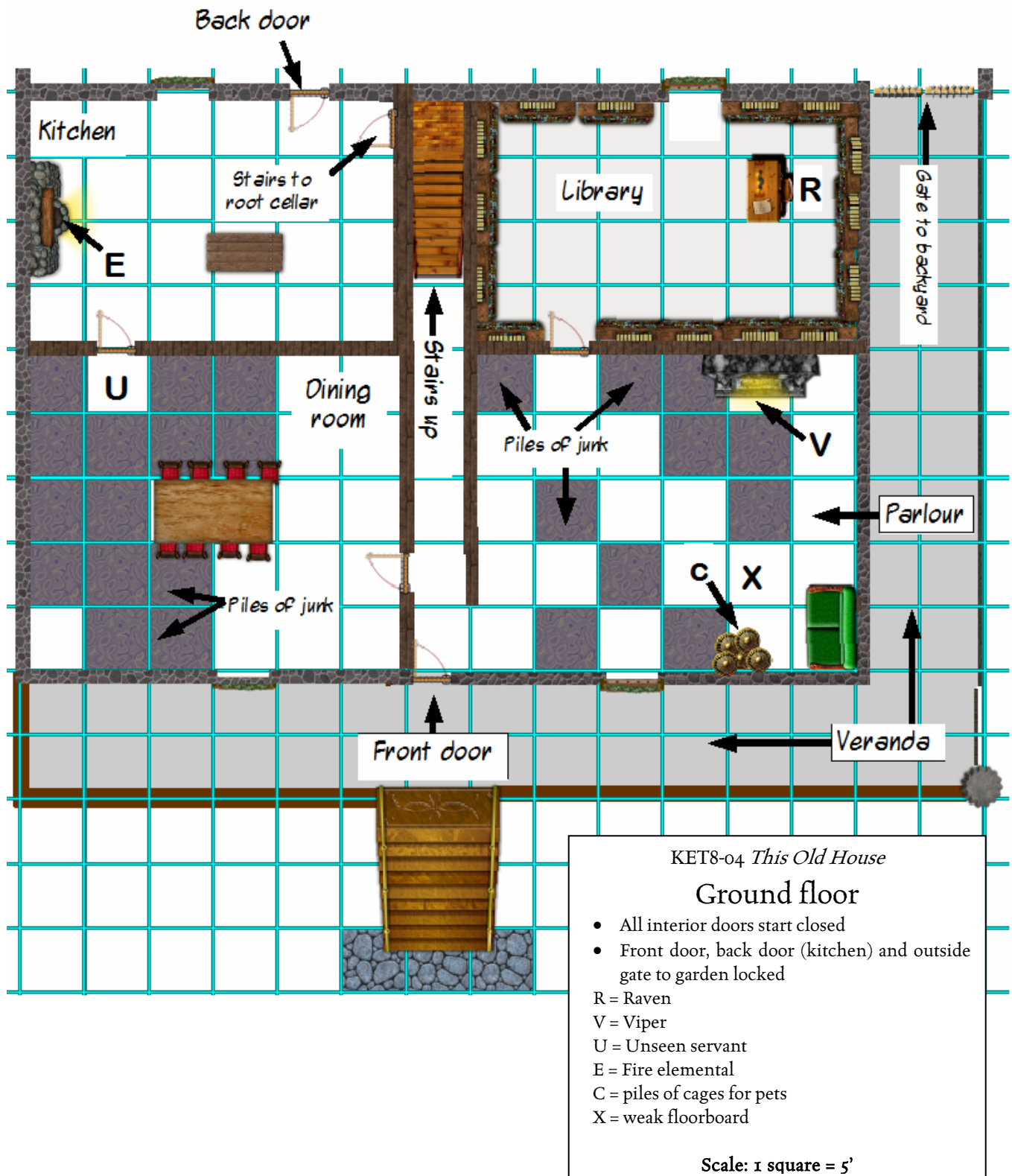
Skills Same as the base creature

Feats Same as the base creature

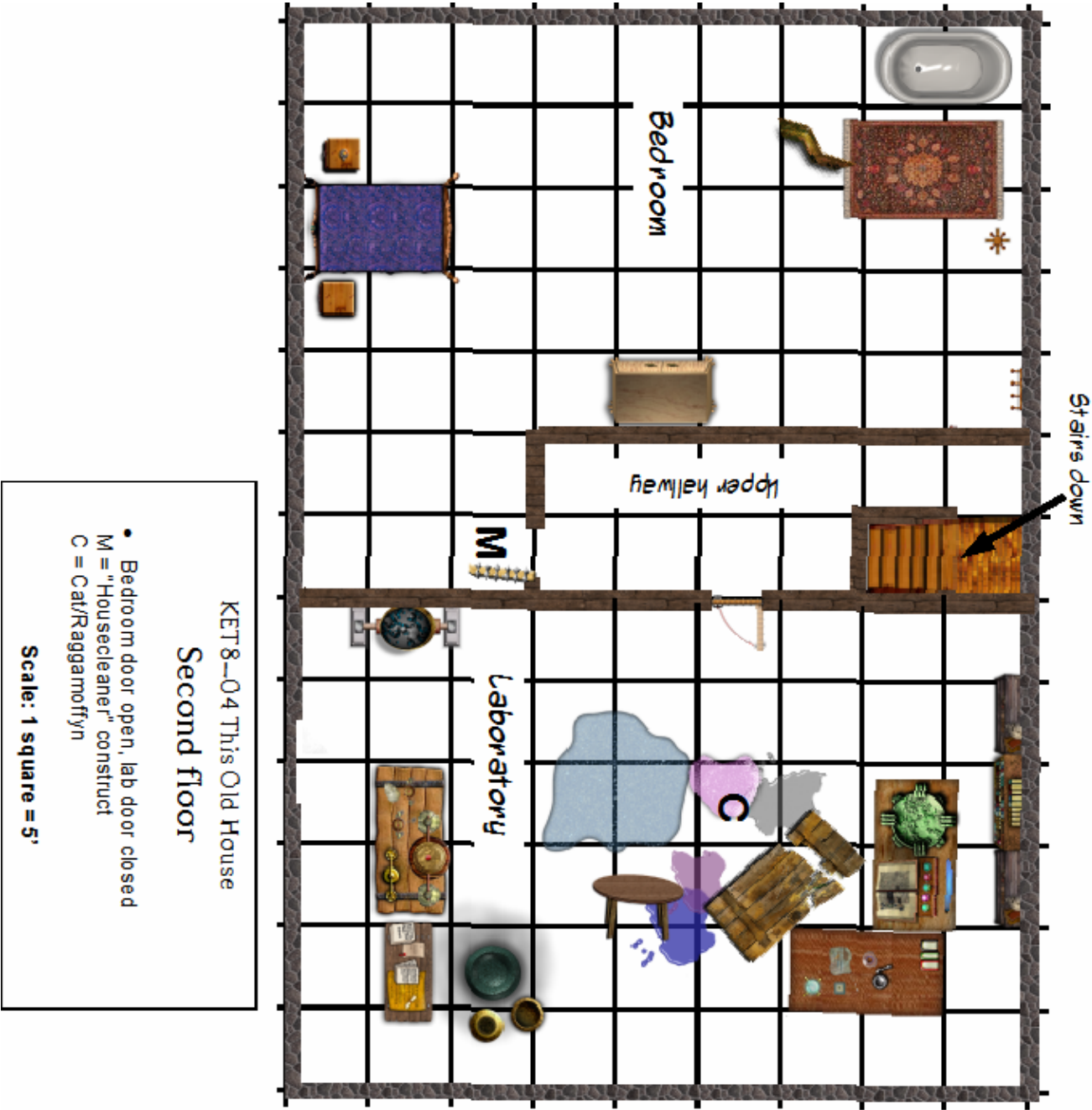
Alignment Same as the raggamoffyn

Challenge Rating Same as the base creature +2

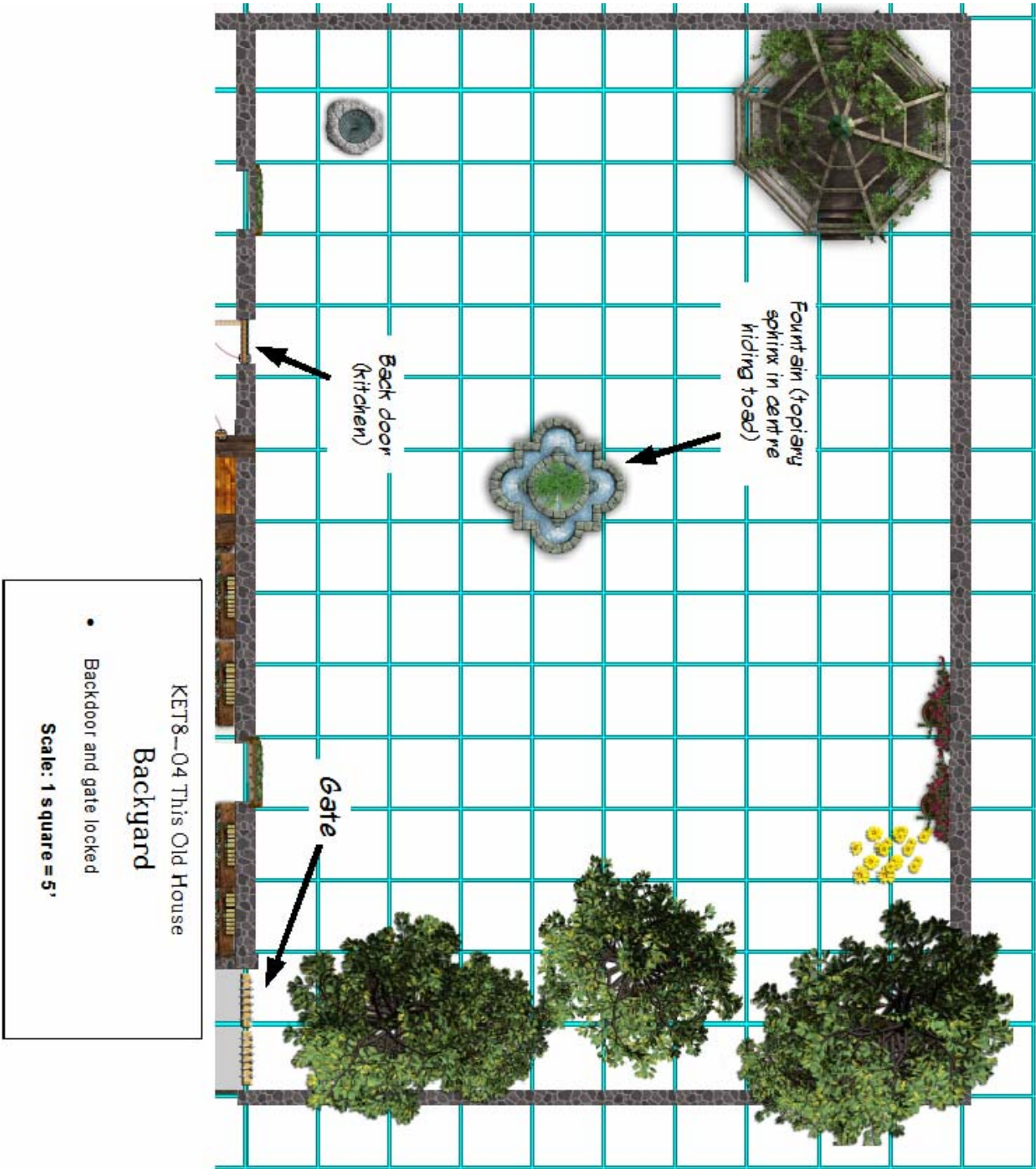
DM MAP 1: GROUND FLOOR



DM MAP 2: SECOND FLOOR



DM MAP 3: GARDEN



DM MAP 4: ROOT CELLAR

