

4-5 PCs



Level 7

For Rent, Lease or Conquest

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B20

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“For Rent, Lease or Conquest” is a 3.5 OGL & Pathfinder Compatible Adventure designed for 4-5 level 7 PCs.

This product makes use of the 3.5 OGL, Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game, and Pathfinder Roleplaying Game Bestiary. These rules can be found online as part of the 3.5 SRD and Pathfinder Roleplaying Game Reference Document at <http://www.d20srd.org/> and <http://paizo.com/pathfinderRPG/prd/> respectively.

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Adventure Background

Adventure Summary

To a gnome, the worst thing in the world is boredom. To the famous architect Raubillard Edgewaith—a gnome to the very core—a home must above all things be interesting. Over the course of his career, Edgewaith struggled against the rigidity of architecture. Picking a single layout was torture and he took to cutting up blueprints, sliding the rooms about like puzzle pieces. If only he could do the same with the finished product!

Then again, he was a sorcerer after all—of course he could!

Edgewaith's masterpiece is designed like a puzzle box, with rooms changing and rearranging at the owner's whim. The home's *Deed* acts as a magical focus, granting the signatory considerable powers over the layout of the rooms as well as the various magical conveniences found throughout the house. However, this is one masterpiece that was never finished. As it neared completion Edgewaith went missing, and the marvelous mansion has stood unclaimed for years. It was a grave blow to the architectural world, but a perfect chance for an opportunistic formian queen.

Across the planes, certain divinatory signs have shown the ant-like monarch Wajura Modi that this house would make an ideal spot for a new colony. It is abandoned, has access to the major trade city of Hordenheim, and offers magical food and drink to its owner. Sending her daughter Sirjan Uhoon to take up the *Deed* and claim ownership, Modi is convinced that she's made a wise move. Of course, with age and neglect many of the house's magical conveniences have become death traps. Worse, an unscrupulous real estate broker is about to hire a band of adventurers. Their task? Reclaim Edgewaith's masterpiece!

When the party first visits real estate agent and villain Sylvia Towntree, they think they've hit upon a wonderful deal. If they can clear out a certain old house on the edge of town, they'll be doing her a favor. She claims to need it off her books for tax reasons, and assuming the party survives they get to keep the house. It's a free guildhall or home base, and our heroes only have to kill a few monsters. It sounds too good to be true!

This adventure begins as an archetypal "investigate the haunted house" scenario. No one knows what's taken control of the place—mostly because no one has ever come back. However, as the PCs investigate Edgewaith Manor they discover the various "features" Ms. Towntree left off her summary. There's some really bad mold in the bathroom, the furnace is temperamental to say the least, and the whole place is infested with interplanar ants. Such are the joys of homeownership.

The twist comes when the party meets the young formian queen Sirjan Uhoon. Whether they kill her or befriend her, they gain access to the *Deed* and all the room-arranging powers it represents. Once the adventurers have the *Deed*, the treacherous Towntree and her hired goons show up to clear out the injured PCs and reclaim the house. The party has to work quickly to rearrange the rooms, populate them with traps and troops, and prepare to defend Edgewaith Manor. In this module, the adventurers have the rare opportunity to build a dungeon for the GM!



Adventure Hooks

- The default hook of this module assumes that the PCs have completed *B17: Death & Taxes*, the first adventure set in the great trade city of Hordenheim. As a reward for services rendered, Burgomaster Pollard Varice offers the party permanent residence in his settlement. He's referred the PCs to the city's top real estate broker, Sylvia Towntree, and she has in turn spotted an opportunity to advance her own ends.

- There comes a point in every adventuring career when a base of operations at least, or even a guildhall becomes a necessity. After all, where is the fighter going to hang his trophies? Where is the wizard going to perform his arcane experiments? The PCs have come to the city of Hordenheim for this purpose. Whether it's their goal to secure a building on behalf of a larger organization or for their personal use, their path takes them to the office of Sylvia Towntree. She offers a house for the low, low price of free just to, "get it off her books"—the party have only to claim it.

- A local temple puts out the call for adventurers. There are reports of a haunted house on the outskirts of town, and only the PCs can put the "unquiet spirits" to rest. In this case Sylvia plays the role of supplicant, offering ownership of the house to any valiant souls brave enough to enter. Her goal remains the same: kill off the adventurers, mop up the resistance, and retain ownership for herself.

- Children have gone missing. They were last seen playing ding-dong-ditch at the old Edgewaith Manor on the outskirts of town. Of course, only a fool would go up there. The formian queen has actually befriended the children, and is learning about human society through them. Sylvia enters the picture in the usual way: she altruistically offers the house to any adventurers willing to rescue the kids, then attempts her betrayal.

- Evil or monstrous parties may enjoy an opportunity to kill off rivals. This option may require a bit of work on the GM's part, but could tie-in well to an existing campaign. In this case, replace Sylvia works with a rival party. One of these rivals has just received a house as inheritance, but cannot claim it due to formian opposition. Wouldn't it be a marvelous wound to an enemy's pride to steal the house from them, succeeding where they failed?

The Villain

Sylvia Towntree didn't get to the top of the Hordenheim real estate game by "playing nice". She's spent a quarter century as a slumlord, and has foreclosed on more than a few little old ladies in her time. She's used the revenue to transform herself into an upscale real estate broker, and to the rich and powerful who can afford her services, Sylvia's nothing but bright smiles and perky demeanor. She always knows just the right property for every client, and for the PCs in particular, she's got just the place.

It's Sylvia's plan to use the adventurers to clear out a dangerous piece of real estate: Edgewaith Manor. Once they're dead, she'll reclaim the house and sell it for profit. On the off chance that the party isn't dead, she and her band of hired goons attempt to remedy them of that little character flaw.



Part 1: Edgewaith Manor: The Approach

On the outskirts of town, surrounded by a generous plot of woodlands now badly overgrown, the last house of famed architect Raubillard Edgewaith waits. Sylvia, leading the party, drops to a soldier's crawl and motions for you to do the same. Crawling to a low bluff overlooking the house she produces a pocket spyglass and passes it around. She says, "It's an Edgewaith original. Note the distinctive peaked windows and oversized turret at the top. Classic Edgewaith."

It is an overgrown country estate in the popular Gnomish Revival style, complete with carriage house, tennis court, and rose garden.

Sylvia can tell any inquiring party members about the eccentric sorcerer architect. With a **Diplomacy/Gather Information check**, a few of the details she might volunteer include:

- **DC 15:** Edgewaith himself disappeared under mysterious circumstances shortly after the completion of the house.
- **DC 20:** The house is usually more presentable. The gardener has been missing for over a month.
- **DC 25:** Several of Edgewaith's early works were known to get up and walk away, this one seems stationary enough.

Notes on the House

- The magic of the house bolsters its structure. Windows refuse to shatter, exterior walls cannot be breached, and even the grate over the chimney refuses to pop open. It seems that there is exactly one entrance to the place.
- Unless otherwise noted, all interior doors are strong wooden doors, unlocked, 2 inches thick (with hardness 5 and 20 hp).



- The house's magical conveniences cease to function if removed from the property. Unless otherwise noted, all of the house's magical conveniences and spell effects are cast at CL 15.
- The formian occupants have elected not to clear out the house of its other monsters. The simple expedient of closing the dangerous rooms' doors offers protection enough.

G1: The Entry Hall (Lower)

Unique to the house, the Entry Hall cannot move. It is the central pin around which all the other rooms spin. There are a few clues to the formian presence here, including a disused tunnel that doubles as a pit trap.

Sights and Sounds

A pair of magically-lit chandeliers provide lighting. A **DC 17 Perception/Spot check** reveals that no dust has settled despite the years of supposed neglect.

The front door creaks open at a touch, and you find yourselves in a well-appointed entry hall. The furniture is made from expertly carved dark oak. An expensive rug runs the length of the hall, ending abruptly in the middle of the room where the staircase ought to be.

Looking up at the mezzanine of the second level, you can see the grand staircase thrust out into space, stretching uselessly up to the intersection of wall and ceiling. Clearly, this architect was something of an eccentric.



Ground Floor



1 Square = 5 Feet



The Pit Trap

There is a formian tunnel hidden beneath the entry rug. It was dug out before the young queen Sirjan Uhoon fully understood the house's magic, and being a part of the stationary **Entry Hall**, it cannot move. The formians have since tidied up by covering it over and simply forgetting about it.

Pit Trap (CR 1)

XP 400



Type mechanical; Perception/Search DC 20;
Disable Device —

EFFECTS

Trigger location; Reset manual

Effect 20-ft.-deep covered pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Connections

There are doors to all the other ground floor rooms. Both the basement stair and the coal chute lead down to **B1**.

Although there are no stairs going up, the woodwork is easy enough to climb. A DC 15 **Climb** allows a PC to ascend to the mezzanine overlooking the lower **Entry Hall**.



G2: The Water Closet

The bath has been running for over a year, and all the steam and moisture have attracted gray oozes.

Sights and Sounds

A sound of running water can be heard here, though it's difficult to see through the mist. Dim illumination comes from a magical lighting fixture above the medicine cabinet.

When you open the door, a billow of steam emerges from within. The sound of running water follows and the echoes make this wash room sound quite large. It's hard to tell of course, since the steam obscures your vision to just a few feet. Inside it is dank and humid, smelling oppressively of rot and mildew.

Background

Before Edgewaith met his untimely demise, he left the water running in preparation for an after-dinner bath. The magically supplied hot water never ran out, and has been running now for more than a year. While floor drains have kept the place from flooding, the humidity has taken its toll—towels lie in rotted piles beneath their racks. Mildew covers every available surface, and a more deadly kind of rot hides within the walls.

A massive claw foot tub stands on a raised platform in the middle of the room, and various basins, mirrors, towel racks, and vanity seats furnish the room. All of this, however, is obscured by a thick screen of mist.

The mist should play in the oozes' favor, confounding the PCs with partial concealment at 5 feet and total concealment at 10 feet while leaving the oozes' blindsense unaffected.

Inhabitants

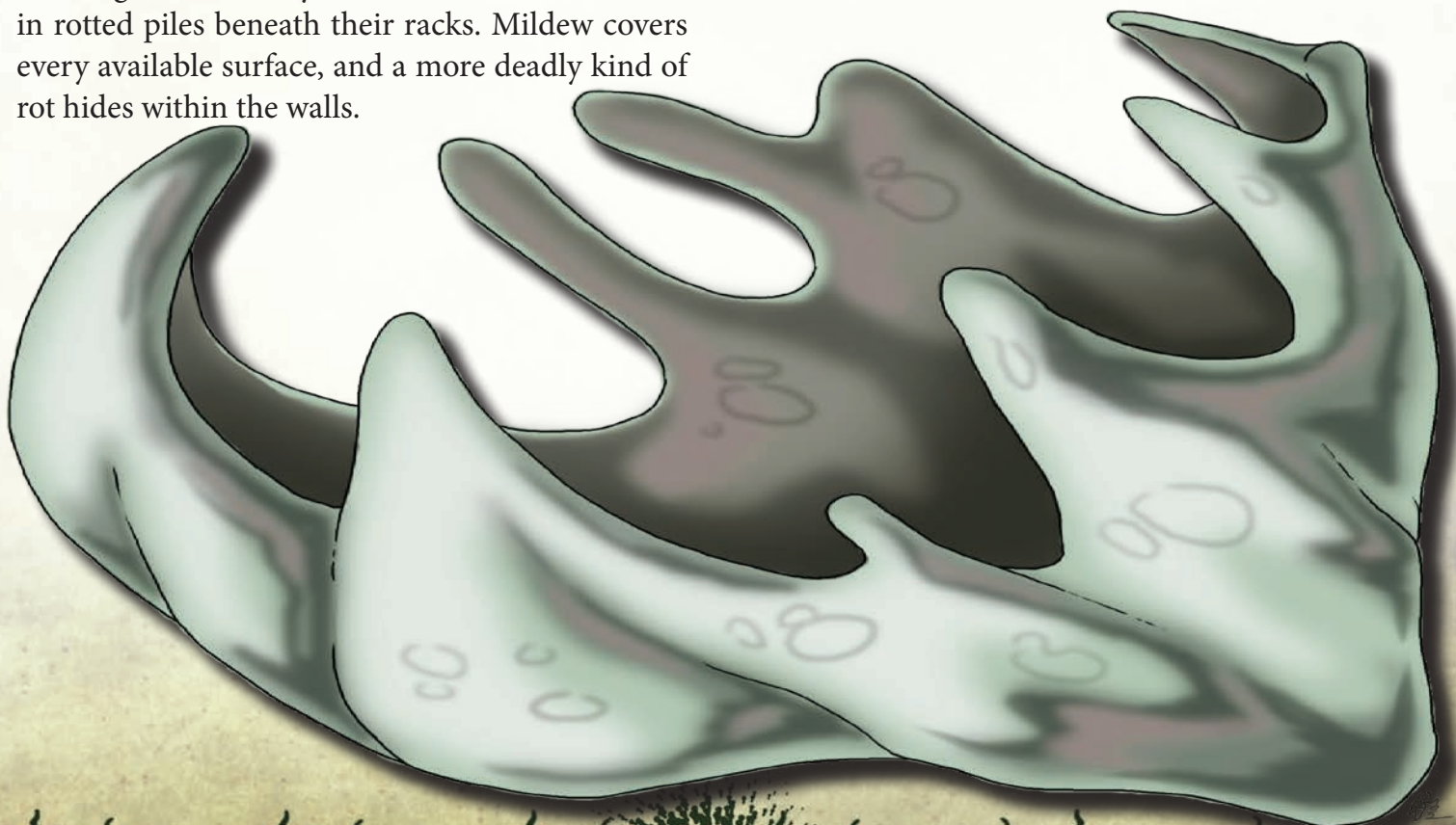
Three gray oozes make this room their home: one in the tub, one in the wash basin in the northwest corner, and the third inside the walls, ready and waiting to burst out and envelop unwary PCs.

Gray Oozes (3) CR 4

XP 1,200

hp 50 each (Pathfinder RPG Bestiary)

hp 31 each (3.5 Monster Manual)



The Medicine Cabinet

For PCs tenacious enough to beat the oozes and still give the room a thorough search, a **DC 17 Perception/Search** rewards them with the contents of the medicine cabinet. Edgewaith used the medicine cabinet for its intended purpose, and it still contains several neatly labeled potions.

- 1 potion of *cure moderate wounds* (actually contains a larval gray ooze. See below)
- 2 potions of *lesser restoration*
- 1 potion of *delay poison*
- 1 potion of *remove disease*



Unfortunately for the party, the oozes also found the cabinet. While most of the potions proved inedible to the slimy creatures, the potion of *cure moderate wounds* made a perfect place for ooze gestation. In place of the potion is a larval Gray Ooze that attacks as soon as some unfortunate PC unstoppers the bottle. Treat this as a normal Gray Ooze, but it automatically surprises its victim and has only 5 HP.

Connections

The door leads back out to G1.

G3: Ants in the Pantry

The young queen leads a sedentary life and does not like to move from her nest in the attic. Fortunately for the formian royal, her workers are happy to ferry food from the kitchen. When the party arrives, formian workers are busily preparing food for their queen.

Sights and Sounds

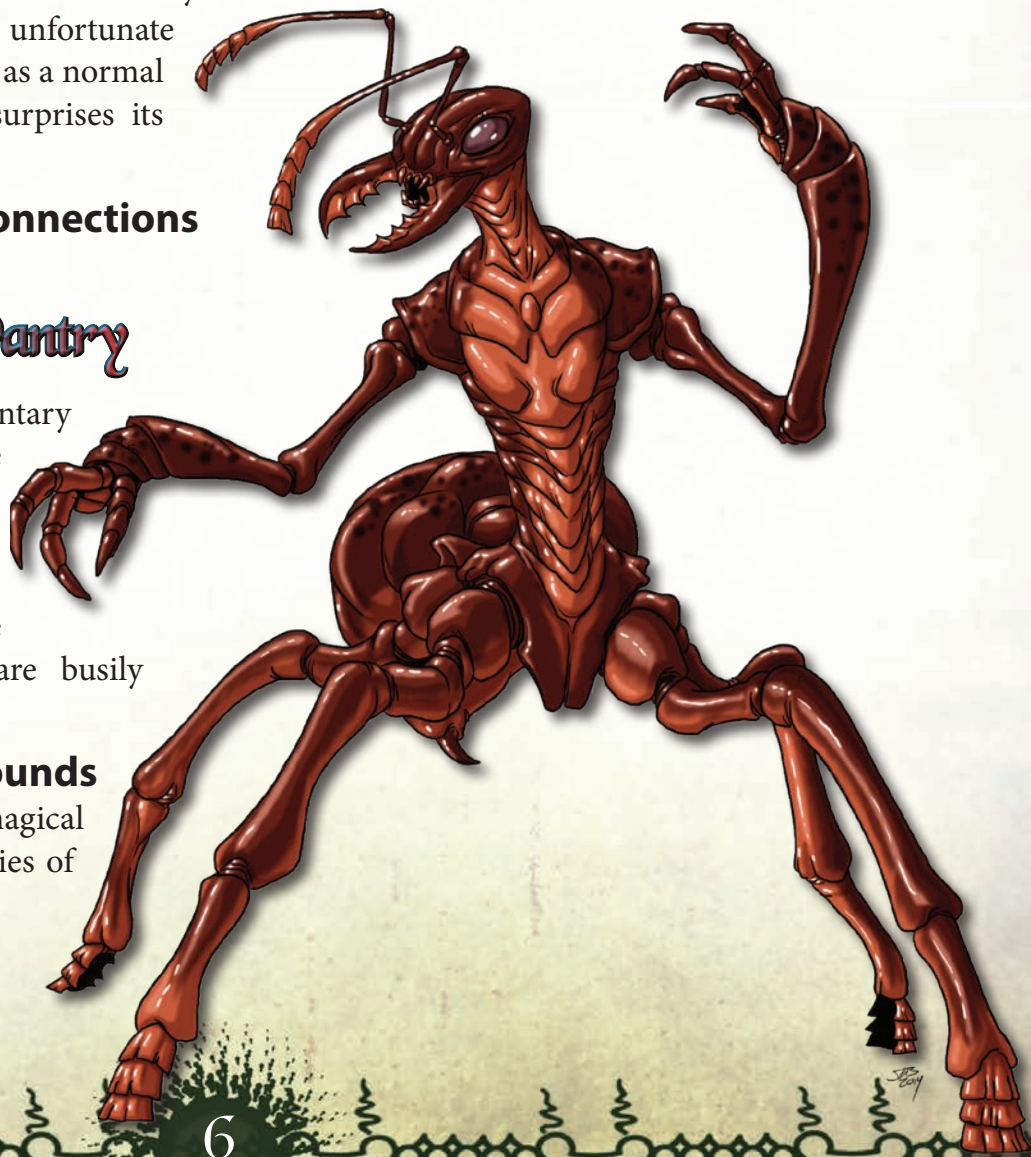
This homey kitchen is well-lit by magical lamps and bustling with the activities of the formian workers.

Opening the door, you see a well-kept kitchen. It appears spic and span, and smells wonderfully of roast beef and cherry chutney.

Inhabitants

If the PC have not already fought the formians in **G4**, they meet a troop of 7 formian workers here. As the party enters the formians freeze, their multifaceted eyes staring at the adventurers. A pair of the creatures carry a chafing dish between them.

If the PCs make any hostile move, the workers turn as one and advance towards the adventurers, intent on defending their colony. If the party takes no hostile actions whatsoever, the workers largely ignore them. Instead, Sirjan sends a telepathic command to one of her workers to follow the party and observe their actions.



The Hive Mind

All formians within 50 miles of their queen are in constant communication with her and each other. If one is aware of a particular danger, they all are aware of a particular danger. If one in the hive of formians is not flat-footed, none of them are. No formian in a hive is considered flanked unless all formians in a hive are flanked.



Formian Workers (7) CR 7

XP 12,800

hp 6 each (Pathfinder RPG Bestiary)

hp 5 each (3.5 Monster Manual)

TACTICS

Two of the formians spend the first round of combat carefully setting down their culinary burden before joining in the fray. After one round of combat the soldiers from G4 storm through the southern door and enter combat.



Edgewaith's Magical Pantry

One of the house's many magical conveniences, this cupboard is the principle reason the formians have stayed so well hidden: without the need to venture forth and forage, there's been little chance of discovery by the locals.

Well-Stocked Pantry

Aura faint conjuration; CL 5th
Slot –; Price 24,000 gp; Weight N/A

This wondrous cupboard casts *create food and water* whenever it is opened, though it only functions four times per day (producing breakfast, lunch, afternoon tea, and dinner in sequence).

CONSTRUCTION

Requirements Craft Wondrous Item, *create food and water*; Cost 12,000 gp



The Dumbwaiter

Just large enough to hold two Medium sized creatures, this dumbwaiter leads directly to the Queen's Chamber in U5 regardless of its position in the house.

Connections

The eastern door leads back out to G1, while the southern door opens on the dining room in G4. The dumbwaiter may serve as an exit later in the adventure, but the PCs are not be able to work it until they gain control of the Deed.

G4: The Mess Hall

While the young queen Sirjan Uhoon enjoys meals in her chambers, the colony's soldiers dine here. They do not appreciate interruptions while they're eating.

Sights and Sounds

Sounds of insectile gnawing can be heard here. Illumination comes from a chandelier of Edgewaith's glow bulbs hanging low over the table.

Once an elegant dining room, this chamber now seems much used; the carpets are threadbare, chairs are stacked in a corner, and a ragged hole in the wall is clearly visible in the southeast corner.

Inhabitants

If the party hasn't already fought the formians in G3, three Formian Warriors are taking their meal around the large central table. They attack as soon as they notice the PCs—nothing must threaten the colony!

Formian Warriors (3) CR 7

XP 3,600

hp 30 each (Pathfinder RPG Bestiary)

hp 26 each (3.5 Monster Manual)

TACTICS

After one round of combat, the workers from G3 storm through the northern door and enter the fray.



Irritating Unseen Servants

Edgewaith intended this chamber for entertaining, and so left a number of permanent *unseen servants* to attend his guests. During combat, these “benign” forces do their best to prepare the PCs for a formal meal.

Every round the adventurers are in this room, pick one at random for the *unseen servants* to fuss over. That PC must make a **DC 16 Reflex save**. The penalty for failure is one of the following conditions. Roll a d6:

1. Blinded! *Unseen servants* attempt to tuck a napkin into your collar. They miss.

2. Dazzled! Stemware flies about your head, reflecting light crazily into your eyes.

3. Deafened! It's as if a fussy waiter wants to take your coat, but only manages to cover your ears.

4. Entangled! The servants attempt to pull out a chair for you. It's poorly timed.

5. Shaken! Animated cutlery tries to play the knife game with your hands. They're good at it, but unnervingly fast.

6. Sickened! A haunch of half-chewed meat stuffs itself into your mouth. You begin to gag.

This condition lasts for 1 round. For every 5 by which the target failed the save, the penalty lasts 1 additional round. This penalty can be removed if the target spends a move action.

Connections

Connections are to **G1** and **G3**. The formian tunnel in the southeast corner gives access **U1** and **U4**.

Formian Tunnels



The formian tunnel in the corner of The Mess Hall leads into the walls, and is one of three entrances into the tunnel system that runs throughout the house. The other entrances are behind the painting of the Formian General on the mezzanine, and beneath the crib in The Nursery.

Each time the party uses the Formian Tunnels, there is a 40% chance of a random encounter. If a random encounter occurs roll a 1d6:

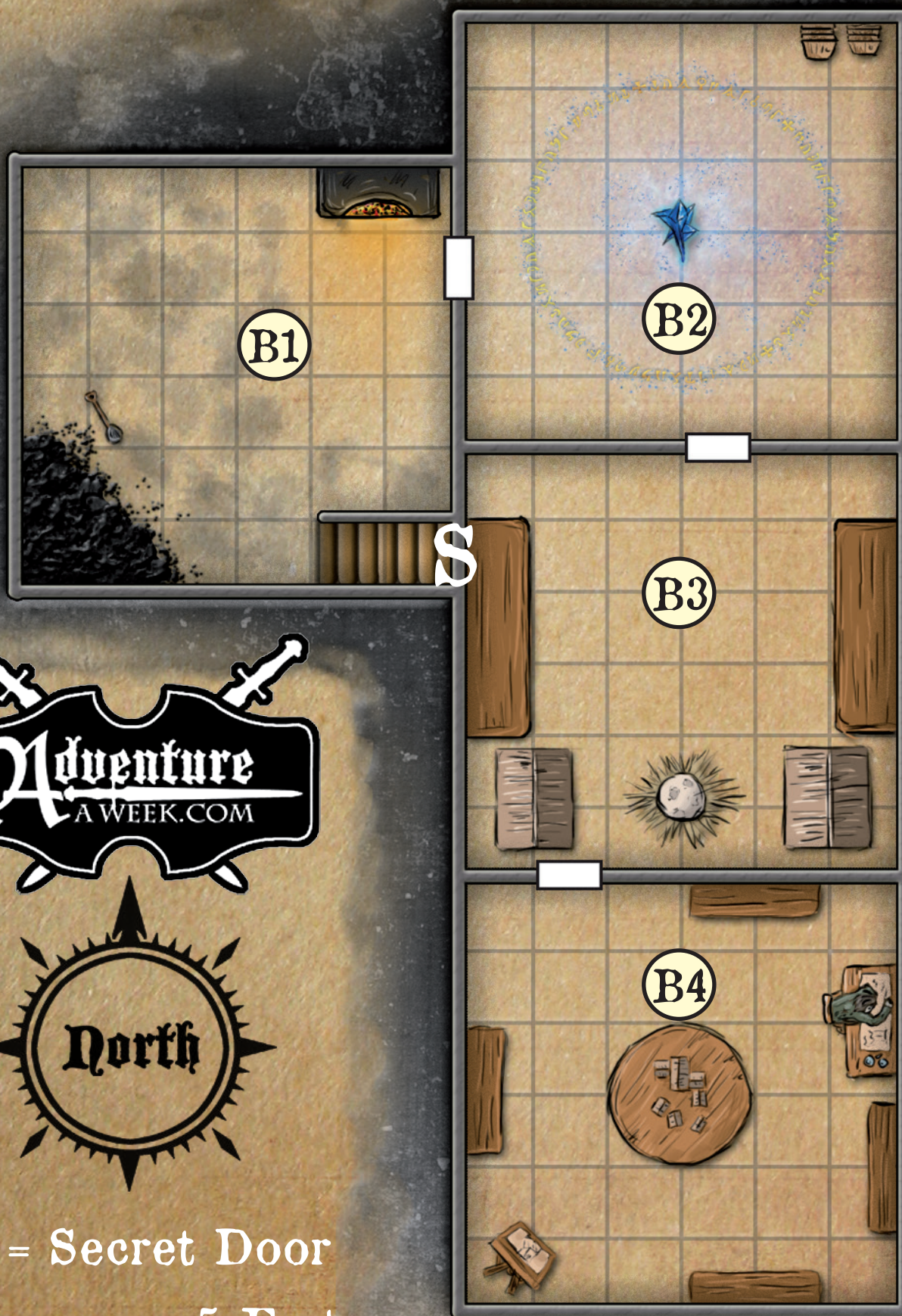
1-2. Formian Workers (6)

3-4. Formian Soldiers (2)

5-6. Egg Shells: A clumsy worker has cracked a few of the queen's eggs while carrying them through these tunnels, and some of the yolk has pooled on the tunnel floor. Larval formians receive their first exposure to the Hive Mind in the egg, and formian yolk is suffused with a potent psychic stimulant. Any PC crawling through must make a **DC 14 Will save**; on a failure they begin to hear the formian hive mind, and gain all the associated benefits for 24 hours. However, throughout this duration they treat all formians as if they were under the effects of the *cloister* spell (**DC 12 Will save**). It is against the queen's will for members of her colony to commit violence against one another.

Any combat encounter that occurs in the tunnels must be fought in single file, as these passageways are quite cramped. However, players may attempt to burst through the walls and into a random room with a **DC 17 Strength check**.

The Basement



S = Secret Door
1 Square = 5 Feet

B1: The Furnace Room

The formians use the house's malfunctioning furnace as an incinerator, and have dumped the body of an unfortunate gardener along with the rest of the trash. The poor fellow only put down a little insecticide in the gardens, but the formians interpreted it as a threat to the colony. There's a bit of treasure mixed in with the gardener's remains, but it will take quick wits to get the goods without getting burned.

Sights and Sounds

A ruddy glow flickers in the furnace, providing dim illumination. Characters making a **DC 17 Perception/Listen check** hear a faint crackling sound from the furnace: Pyron munching on the gardener's remains.

This soot-darkened room houses a large furnace. Heating ducts run in all directions overhead, disappearing into the walls. There's a large pile of coal in one corner, and a shovel lying cast aside nearby. Horribly, it appears that there are charred humanoid remains inside the furnace.

The Fire Elemental

During the house's construction Edgewaith summoned a fire elemental named Pyron and bound him to the furnace. It was a symbiotic arrangement, offering regular meals of coal for the elemental in exchange for his services as a central heating system. With Edgewaith's death, however, Pyron has been slowly starving. He jealously guards his "meal" and will flare protectively around the gardener's remains if anyone approaches. Unfortunately, this has negative consequences for the magic items that the gardener wore.

Huge Fire Elemental CR 7

XP 3,200

hp 85 (Pathfinder RPG Bestiary)

hp 136 (3.5 Monster Manual)



Tactics

Pyron spends most of his time as a small sized elemental, but flares to huge size if attacked or if a creature comes within 5 feet of his meal. When the PCs first approach the furnace, Pyron's flare-up damages the three *tree feather tokens*, causing anyone who uses one to find themselves atop the resulting tree rather than beside it. The second time he flares, it destroys the *tree feather tokens* and damages the *decanter of endless water*, causing the magical flask to only operate on its geyser setting and raising the DC of the resulting Strength check to 20. The third flare destroys the *decanter of endless water* and damages the *verdant boots*, causing the boots to generate 1d3 + 1 assassin vines that attack the creatures nearest to them when activated. A fourth flare destroys the *verdant boots*.

Whenever an item is damaged or destroyed, give the PCs a **DC 17 Spellcraft check**.

Sharp-eyed magic users note the pop and crackle of dissipating magic, and may be able to prevent any especially bloodthirsty party members from rushing into battle, angering Pyron and inadvertently destroying the treasure.

GMs are encouraged to treat Pyron as a sentient magical fire rather than a combat encounter. The best way to get the magic items is to offer Pyron coal in exchange, but fast-thinking players may come up with other solutions. Pyron has a starting attitude of Hostile, and attempts to attack anyone who comes within his reach, shouting in Ignan:

"It's my food. Mine! You leave it alone."



Development

If the PCs find a way to communicate with Pyron, they may get some useful information out of him. He's familiar with all the types of formians except the queen, having met them as they explored the house. He can hear quite a bit through the heating ducts, so vague descriptions of a "big wet thing" moving around the ballroom or "crawling things" within the bathroom walls are appropriate. He can even answer questions about Edgewaith and the history of the house since he knew the architect personally. Of course, Pyron hasn't seen much of Edgewaith Manor beyond this room, so his knowledge is somewhat limited.

Verdant Boots

Aura faint transmutation; **CL** 5th
Slot feet; **Price** 12,000 gp; **Weight** 2 lbs.



The wearer of these boots can, on command three times per day, cause her current square to sprout a thick canopy of fruit-bearing or otherwise edible plants. These plants count as difficult terrain and grant cover to any Medium or smaller creature within the square. They also provide enough food to sustain two Medium creatures for 1 full day. While the plants can grow on surfaces that would not normally support vegetation (such as a wooden floor or cave stone) they cannot sprout on surfaces explicitly hostile to vegetation. The plants are usually of a sort common to the terrain or climate of the area in which they were produced. They disappear after 24 hours or when completely harvested, whichever comes first.

CONSTRUCTION

Requirements Craft Wondrous Item, *plant growth*; **Cost** 6,000 gp (240 xp)

Secret Door

There is a storage space beneath the stairs and it's tightly packed with cleaning supplies, seasonal decorations, and other household detritus. There's nothing of value here, but if the PCs succeed at a **DC 22 Perception/Search check** they find a door in the eastern wall hidden behind the junk. It lets out into the western cupboard in **B3**, and is perhaps the safest way around the lightning trap in **B2**.

Connections

The stairs lead upwards to **G1**. The more obvious door leads to **B2**, while the secret door lets out into the western cupboards in **B3**.

B2: The Fuse Box

The magical crystal in this chamber powers Edgewaith's many household conveniences. Any meddling from the party shuts off the power—they adventurers have to figure out how to get it back online if they want a well-lit adventure.

Sights and Sounds

The crackle of electricity sounds throughout the chamber, and a cold blue light glows from the crystal.

Crackling and sparking, a blue crystal of enormous size sits inside a circle of glowing runes. It illuminates a door to the south, as well as a row of disused doors leaning against the far side of the chamber.

The Fuse Box

This is the heart of the house and the focus for the magical energy that powers all of Edgewaith's inventions and amenities. Held suspended within a matrix of arcane runes, the crystal cannot be moved or damaged by anything less than a wish or miracle. More importantly, the crystal is as dangerous as it looks. If the line of runes is crossed or disturbed in any way (including magical detection spells), the trap goes off.

Cascading Lightning Trap (CR 6)



XP 2,400

Type magical; **Perception/Search** DC 28;
Disable Device DC 28

EFFECTS

Trigger proximity; **Reset** see text

Effect spell effects (three *lightning bolts* one after another in the same round, 6d6 damage each, Reflex DC 15 half each)

Changing the Breaker

While the crystal itself is nearly indestructible, the power it provides is unstable. If the trap goes off and the crystal discharges, the arcane energies powering the house are disrupted. All of the house's magical elements—including this chamber's lightning trap and the *Deed's* room moving powers—are shut down.

Turning the power back on is an opportunity for a little creative problem solving from the PCs. A few Spellcraft checks are a good place to start, but solutions like pouring a potion onto the runes, shocking the crystal back to working order with electricity damage, or building up a static charge with an amber rod and a gnome's head could all work. Regardless of how the party solves the problem, the crystal discharges one last lightning bolt when it comes back online, targeting the nearest living creature. After that it continues working properly unless disturbed again.

If the party chooses to leave the crystal powered down, a party of seven Formian Workers come downstairs in 1d10 minutes to attempt the repair themselves.



The Row of Doors

There are doors of many sizes on the far side of the room, but they are not set into the wall. Rather, they lean in stacks three or four deep. These seemingly discarded doors represent a minor mystery for the adventurers, but they do serve a purpose. Whenever the *Deed* holder rearranges rooms, the doors' latent transmutation magic activates, causing them to move at speed around the house and set themselves into the walls of adjoining rooms. Thus, there is always a connection between adjacent rooms. It takes a **DC 30 Spellcraft check** to discern this information.

Connections

Doors lead to B1 and B3.

B3: The Hatchery

The site of an architectural experiment, this magical workshop contains a pair of animated huts eager to eat potential residents.

Sights and Sounds

It is dark here, and thanks to the proximity of the furnace room it is quite warm. A faint cackling as if made by sleepy chickens can be heard through the door.

Inhabitants

Before Edgewaith hit upon the idea of movable rooms, he sought advice from other magic users. This room is the result of a conversation with a famous witch. At the time of the architect's death, there were three eggs. Now there is only one left unbroken. The two huts have been locked in the basement for years, and both are desperate to be lived in.

If the party makes any loud noise or approaches the huts, the Chicken Coops wake up with a loud crow. During combat they try to use their Swallow Whole ability at every opportunity, dealing nonlethal damage with their initial slam attacks (at normal bonuses to hit), then lethally defending the hapless "residents" once they're inside. Of course, being tossed about a tiny room full of miniature furniture is painful stuff, regardless of the huts' intent.

B4: The Architect's Office

This room was once Edgewaith's office and contains the architect's earthly remains. It also contains several clues to the house's past.

Sights and Sounds

A cheerful glow emanates from a still-functioning magical lamp on the desk. There is a faint odor of decay.

Apparently undisturbed for years, this room looks like a normal home office. There is a dust bin in the corner, shelves full of technical volumes, and a large drafting table set against the far wall. A small figure is slumped there, and does not stir as you walk inside.

There is an easel in the corner, and it holds a detailed drawing of an overstuffed chair. Written in large letters beneath it is the phrase, "I believe I shall retire for the evening."

A low table stands at the center of the room, and a model house lies in pieces on top of it. You recognize bits and pieces of Edgewaith Manor, but the miniature rooms are constructed individually. While a few stand stacked like blocks, others are set apart from the whole.

The Model

The model is not in the same configuration as the real house, so it will be impossible for the party to glean information about the layout. Structural elements like the furnace, plumbing fixtures, and major household appliances are all present however.

If handled, the model comes apart easily into its component rooms. If the PCs look at the room they currently occupy, a **DC 17 Perception/Spot check** allows them to notice a space in the west wall marked out for a secret compartment. Hidden almost perfectly within the woodwork, the compartment requires a **DC 30 Perception/Search check** to spot normally. With the help of the model, however, the check succeeds automatically and the wall pops open at a touch.

Inside, the PCs find an abundance of blueprints as well as Edgewaith's notes (see the **Edgewaith's Notes handout**).



Chicken Coops (2) CR 6

XP 3,200

hp 52 each (Pathfinder,
see Encounter Index)

hp 52 each (3.5, see Encounter Index)



Development

A **DC 22 Knowledge (nature) check** or a **DC 17 Craft (carpentry) check** reveals that the egg is ready to hatch. In fact, the hatching seems long overdue. If the egg were to somehow break open (hardness 5, hp 5) it would release a third animated hut, fully as capable as its siblings of eating unwary home seekers. Of course, controlling it might be something of a problem.

Connections

Exits lead north to **B2** and south to **B4**. The secret door is easier to find from this side, and any PC rummaging in the western cupboard that succeeds at a **DC 15 Perception/Search check** finds it.

The Easel

This easel holds a detailed drawing of the arm-chair in U3. Underlined and in bold letters are the words, “I believe I shall retire for the evening.” These are of course the magic words that activate the chair and allow the PCs to access the queen’s chamber. If the party examines the drawing, a **DC 17 Spellcraft check** identifies the chair as some kind of magical device—its purpose, however, is far from clear.

The Body

This is none other than Raubillard Edgewaith himself, or at least what’s left of him. A **DC 20 Heal check** reveals asphyxiation as the cause of death. The offending plate of deviled eggs still sits beside the architect, though the eggs themselves have long since rotted away to a greasy smear. Sirjan Uhoon has left the body undisturbed out of respect. She owes her home to the gnome after all, and so keeps the office sealed away at the far end of the basement.

Connections

The only exit leads back to B3.

U1: The Entry Hall (Upper)

This U-shaped balcony looks out over the lower entry hall. Perceptive PCs might get a few clues to the nature of the house and its inhabitants here.

Sights and Sounds

Magical chandeliers provide illumination, but the house remains quiet.

An extension of the room below, this mezzanine overlooks the lower Entry Hall and the front door. Magically-lit chandeliers provide excellent illumination for a row of strange gold-framed portraits upon either wall. The grand staircase remains a bizarre feature, its lower steps overhanging the ground floor.

Upper Floor



S = Secret Door
1 Square = 5 Feet



The Paintings

Without exception, every one depicts a formian. One appears to be a military commander of some sort, with medals prominently displayed on his thorax and mandibles that resemble a walrus mustache. Another shows the young queen's mother, a gargantuan figure sitting at the center of a massive subterranean hall. There are images of eggs and miners, larvae and soldiers, and all appear simultaneously alien and familiar to the PCs. These domestic scenes might sit in any family parlor, but the familiarity clashes with the bizarre subject matter.

Background

The pictures exude a faint aura of transmutation. They're keyed to suit the *Deed* holder's fancy—being a family woman, Sirjan has chosen to honor her relations.

As for the odd placement of the staircase, it is a security measure. The door to the Queen's Chambers lies hidden behind the steps, and the power of the *Deed* has allowed this unusual barrier. The PCs probably won't be able to breach it at first, but the magical chair in U3 should provide a solution.

Connections

There are doors to every room on the upper floor here, though the stairs block the north exit to U5. A formian tunnel entrance is hidden behind the portrait of the military looking formian on the western wall (DC 22 *Perception/Search* check to find).

U2: The Ballroom

Edgewaith spared no expense in entertainment, and this large chamber is proof of his extravagance. Magical lights and music could provide a boon to clever party members. They'll need it in the fight against the formians' guard beast.

Sights and Sounds

The chamber is dark and silent as the PCs enter, but that changes quickly once the room's magic activates.

Your footfalls echo through this large, empty chamber. The floor is highly polished wood, perfect for dancing. Benches and sideboards line the walls, and various mirrors around the perimeter make this room seem even larger than it is.

Let the Show Begin

Three rounds after the PCs enter, *faerie fire* and *dancing lights* activate, and modified magic mouths begin to croon popular Elvish ballads. Unfortunately, the beast of burden that the formians keep here does not particularly care for music. Once the lights come on, the giant slug crawls out from under the stage at the north end of the room and attacks.

Inhabitants

The giant slug acts as both guardian and beast of burden for the formians, and was instrumental in carrying supplies across the planes. It's been kept out from under foot here, but remains a problem for the young queen: giant slugs are voracious eaters, and Sirjan is running out of options for bug chow. One way or another, the PCs help her out with that problem.

Giant Slug CR 8

XP 4,800

hp 102 (Pathfinder RPG Bestiary)

hp 102 (3.5 Monster Manual)



During Combat

Once combat starts, ask the PCs for a DC 27 *Spellcraft* or DC 17 *Perform* check. As a clever mage or a halfway competent bard could tell you, no one designs a magical dance hall without some way to control the music.

A snap of the fingers allows party-goers (or in this case, party members) to change songs. When this happens, the pattern of lights changes in kind, flaring brightly all around the room: glowing red fireballs for fast paced jigs, champagne bursts for the slow dance, and an ethereal blue for the waltz. If a PC readies a move action, he may time a finger snap to coincide with an enemy's attack, granting concealment against that attack. Note that PCs in medium/heavy armor might have some difficulty snapping their gauntleted fingers (50% chance of failure).

Connections

The only exit leads back out to U1.

U3: The Bedroom

No great physical specimen, Edgewaith believed that no self-respecting mage ought to exert himself when other options were available. In particular, though he loved the aesthetics of multi-story residences, he always resented stairs. The last addition to the house before the architect's untimely demise was meant to be a solution to that problem. Unfortunately it was never completed and is now quite dangerous.

Sights and Sounds

This room is dark and quiet.

It's a bedroom. You can see that immediately, but it's oddly arranged. The furniture, including a large four poster bed, a writing desk, a washstand, and a dresser, is all pushed in a jumble against one wall—everything save an overstuffed armchair in the middle of the room.

Edgewaith's Armchair

The chair exudes a moderate aura of transmutation and is designed to carry passengers gently up the house's grand staircase. There are flaws in the design.

Edgewaith's Armchair (CR 5)

XP 1,600

Type magical; Perception/Search DC30; Disable Device DC30



EFFECTS

Trigger magic words; Reset automatic

Effect This is the same chair depicted on the easel in the basement office and is activated by the words, *"I believe I shall retire for the evening."* If uttered in its presence, the chair lifts several inches off the ground. It then scoots out of the room and hurtles up the Grand Staircase at great speed. Any PCs in the chair's path take 4d6 points of bludgeoning damage, DC 22 Reflex saves to half. Occupants of the chair require the same DC 22 Reflex save to roll out of the chair before it smashes through the dead end at the top of the stairs. Failure results in 4d6 points of bludgeoning damage as well as falling prone once the chair comes to an abrupt stop before the young queen. Needless to say, this comes as something of a surprise to the formian monarch.

Connections

The door leads back to U1, but the magical armchair may act as a connection to U5.

U4: The Nursery

The young queen uses this room for its intended purpose. Formian eggs and larvae are kept here, though the former may spell trouble for unwary PCs.

Sights and Sounds

This room is dark and quiet.

This room is an oddly cheerful sort of place. Baby blue wallpaper decorates the chamber. Piles of musty toys are stacked in the corner, and a mobile with gaily colored birds hangs over a crib in the corner.

The crib looks like an antique, white-painted and lovingly carved. Something seems to be moving beneath the blanket.

The Crib

When the PCs throw back the blankets, larval formians writhe before them, their blind eyes and translucent mandibles reaching upwards. These creatures are harmless and helpless. Their younger siblings, however, are not.

The Eggs (CR 7)

Over the door and among the stuffed animals, formian eggs wait for their first meal. While workers usually bring in suitable foodstuff from the magical pantry in G3, the unhatched formians are only too happy to take live meat.

Creatures that succeed at a DC 25 Perception/Spot check notice the unhatched eggs above the door, attached by a glue-like secretion. Unhatched formian larvae can detect movement beyond the shell, and burst forth in order to prey upon the nutritious intruders. Any creature moving within 5 feet of the door or the pile of stuffed animals in the corner must make a DC 20 Reflex save to avoid becoming infested with 1d4 larvae. A creature that becomes infested must make a successful DC 17 Fortitude save each

round to avoid taking 1d2 points of Constitution damage and falling asleep—additional Constitution damage from feeding larvae does not wake sleeping victims. Feeding larvae can be detached from the creature they cling to by cutting them off with a slashing weapon (which requires a **DC 20 Heal check** that deals 1d4 points of damage per larva attached) or by dealing cold damage to the larvae at any time, which also deals half damage to the creature the larvae are covering. *Remove disease* or a similar effect kills any formian larvae on the host.

Dealing with the eggs in this room is a CR 7 encounter.

Connections

This chamber connects to U1. There is also a formian tunnel under the crib. The tunnel entrance is obscured by hanging bedclothes and is uncovered with a DC 22 Perception/Search check.

U5: The Queen's Chamber

At last, the party comes face to face with the young formian queen Sirjan Uhoon. The fate of the house hangs in the balance.

Sights and Sounds

More of Edgewaith's magical lighting fixtures illuminate the room.

The room is cozy and close. Deep carpets cover the floors and a plush divan dominates the center of the chamber. Seated upon the divan is another of the ant creatures. This one is about the size of a pony, with distinctive markings all over her carapace. She looks rather put out with you—as does the ornately armored ant warrior at her side.

Getting Inside

There are a few ways for the PCs to arrive in this chamber. If they activate the magical armchair in the bedroom, it breaks through the wall at the top of the stairs and reveals the hidden room. If any of the party succumb to the formian egg yolk while crawling through a tunnel, the influence of the

hive mind can reveal the queen's location—it's only a matter of breaking down a brittle plaster wall to reach her. Alternatively, the queen might allow one or more of the adventurers into her presence via the magical dumbwaiter, send her paramour as an envoy to treat with the PCs, or simply call out through the wall, demanding to know why the party have, "slaughtered her children."

Regardless of their particular mode of arrival, the adventurers must get to this chamber to successfully complete the adventure. It is, after all, where the *Deed* waits, lying in plain sight upon a writing desk.



The Deed

Aura strong transmutation;
CL 15th; **Slot** none; **Weight** —



Bound up with the arcane architecture of Edgewaith Manor, the *Deed* seems a simple piece of parchment filled with legal jargon, ownerships rights, and space for a signature. Whoever signs the *Deed* gains ownership, and so gains control of the house's many magical conveniences.

Once per day, the *Deed's* signatory may rearrange the rooms of Edgewaith Manor as described in the "Defending Your House" handout. The process may take up to an hour, and renders the house impervious to harm, teleportation magic, and forced entry for the duration. It also makes the rooms that are moving impossible to enter or leave during that time.

DESTRUCTION

The fate of the *Deed* is tied up with the house. Only the complete destruction of Edgewaith Manor can unmake this minor artifact.



In Her Majesty's Service

When the PCs arrive in Sirjan's chamber, the formian monarch attempts to establish psychic contact using her Hive Mind ability. If none of the party are under the effects of the egg yolk, she communicates in Common.

The queen is annoyed by the loss of life the party has visited upon her brood. While a certain amount of killing is expected when one colony encounters another, it is bad manners in Formian society to take so many mindless workers and warriors without offering diplomacy. She begins negotiations by demanding to speak with the party's queen, but will become baffled when she learns that each of the adventurers is individually sentient. She might have killed them as mere drones! Unthinkable! Sirjan assumes that the party represents the "colony of Hordenheim" and so treats with them formally, requesting citizenship and offering to ally to their cause.

The queen's paramour, Yondak Villzhat, remains suspicious of the PCs even after Sirjan makes her offer. He is extremely protective of his queen, and does not brook any threat to her person.

Sirjan Unhoon

XP 3,200

hp 57 (Pathfinder, see Encounter Index)

hp 42 (3.5, see Encounter Index)



Yondak Villzhat

XP 6,400

hp 90 (Pathfinder, see Encounter Index)

hp 78 (3.5, see Encounter Index)

Connections

The door to U5 is covered over by the stairs. The dumbwaiter may act as connection to this room, but only the *Deed's* signatory can order it to do so.

The Young Queen's Story

It is ever the purpose of formian monarchs to increase their holdings and expand the colony. It is why the young queens, sent out to colonize surrounding territory, are so important. It is why this one has come to the outskirts of the great trade city of Hordenheim.

As that fateful deviled egg snuffed out poor Edgewaith, the formians were ready to move. Sending her daughter through a portal with a contingent of warriors, workers, and magical tomes, Wohura Modi was confident that she'd made a wise decision. Edgewaith's Deed, now devoid of a signatory, was simple enough to acquire. The young queen Sirjan Uhoon had only to append her name, lay a few eggs in secret, and so establish a trading post.

It was all going well and young Sirjan might have revealed herself to the Burgomaster and the city at large within the month. Sadly, an opportunistic realtor chose to send a band of adventurers to recover the fabulous house, and all the queen's carefully laid plans were dashed.

Sirjan has tried to handle the strange intruders as she's been taught: trade a few drones with the opposite power, and wait for contact from the enemy queen. But no contact is forthcoming. The enemy drones have proven to be strangely powerful, and the formian monarch is beginning to ponder the nature of sentience.

Paramour Yondak Villzhat

The majority of formians are not sentient. Sharing a hive mind means that workers and soldiers of formian colonies are mere extensions of a queen's will, part of a single organism rather than individuals in their own right.

The same is not true, however, of formian paramours. These rare male formians offer an essential service within formian society, providing biological diversity and acting as go-betweens for their respective queens. They are the quintessential faithless lovers, and this particular specimen is no exception.

Strong-armed into this current appointment by the insistent Queen

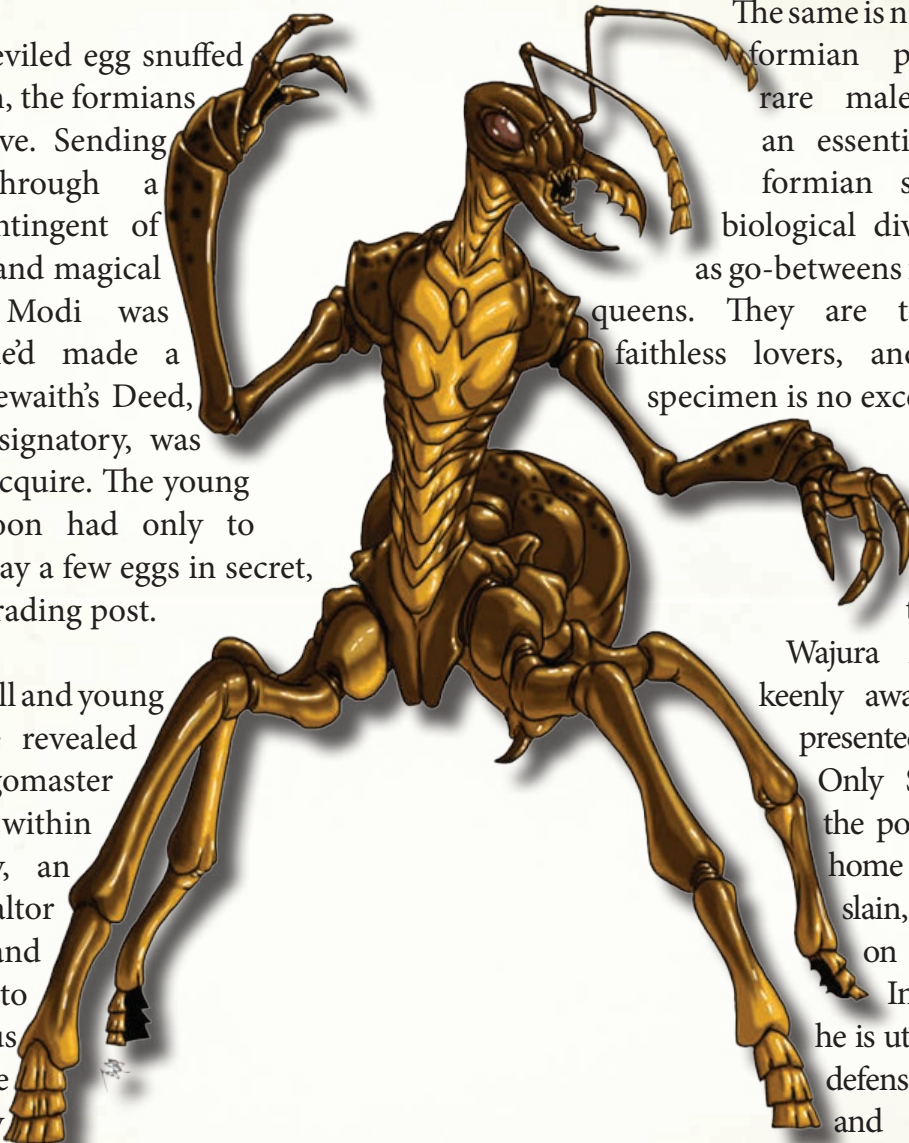
Wajura Modi, Yondak is keenly aware of the danger presented by intruders.

Only Sirjan can reopen the portal to the formian home plane. If she is slain, Yondak is stuck on the Material Plane.

In consequence, he is utterly devoted to the defense of Sirjan Uhoon, and although initially suspicious of the PCs, he

acts as their right-hand bug once the threat of the realtors is clear.

In terms of personality, Yondak is flighty, vain, and self-absorbed. Despite all this the young queen is madly in love with him, a fact that Yondak uses to his best advantage if the PCs ever work against the queen's interests. If you've got a cheesy French accent, now is the time to use it.



Part 2: Home Invasion!

Once the party gains control of the *Deed*, either through the queen's friendship or her defeat, Sylvia Towntree comes to make a house call. It was never her intention to gift Edgewaith Manor to the PCs.

As Part II begins, the doorbell rings and Sylvia shouts up at the PCs as they look down from Sirjan's turret chamber.

Hello! Is anyone still alive in there? Oh, you are. Well good for you. I hope no one has died. I wouldn't want to deprive my cleanup crew of a good time.

She gestures towards the leering crew of orcs and ogres standing nearby. They all look like hard lads from the worst quarters of Hordenheim, and all are armed to the teeth.

This house is prime real estate, you know. The craftsmanship is exquisite, and I know I can get a pretty penny on the open market. I'm sorry, but an Edgewaith deserves a better class of owner than adventurers. Don't go anywhere! We'll be up directly.

She directs the ogres to guard the perimeter, then orders a shifty looking orc to jimmy the door. You've only got a few minutes to prepare the house and mount a defense!

Pass your players the **Defending Your House handout**. Give them some time to devise a strategy. In a certain sense, they are now the GMs, and the GM is now the party! Sylvia Towntree assaults Edgewaith Manor in three waves: the orcs, the ogres, and at last her own anti-party. The PCs should've expended many of their resources at this point, and have to make

up for this disadvantage with guerilla tactics and clever planning.

The house is there to help them and if its traps were deadly to adventurers, they should be doubly so for a pack of orcs. As you run your monsters through the house, try to avoid metagaming. Orcs aren't known for their intelligence, and won't have the chance to outthink the electric trap in **B2**; they probably charge headlong through it. Even Sylvia and her party should fall victim to pits and furnace fire and formian larvae. Simply have them react appropriately.



The GM's Role

Keep in mind, even though this is something of a role reversal, you are still the GM. Whatever wacky traps and ambushes the party comes up with, it's up to you to adjudicate them fairly.

WAVE 1

Advanced Orcs (5)

XP 3,000

hp 8 each (Pathfinder, see Encounter Index)

hp 12 (3.5, see Encounter Index)



Orc Gang Leader

XP 1,600

hp 71 (Pathfinder, see Encounter Index)

hp 30 (3.5, see Encounter Index)

WAVE 2

Ogres (4)

XP 2,400

hp 30 each (Pathfinder, see Encounter Index)

hp 29 each (3.5, see Encounter Index)



Ogre Boss

XP 1,600

hp 71 (Pathfinder, see Encounter Index)

hp 62 (3.5, see Encounter Index)

WAVE 3

Sylvia Towntree

XP 3,200

hp 71 (Pathfinder, see Encounter Index)

hp 55 (3.5, see Encounter Index)



Sylvia's Bodyguard

XP 1,600

hp 59 (Pathfinder, see Encounter Index)

hp 53 (3.5, see Encounter Index)

Concluding the Adventure

If the party and the formians survive, the adventurers are left with something of a problem: they still don't have a house! Fortunately, Sirjan is a generous monarch. The PCs have proven useful after all, and the young queen wants such powerful allies close. She rewards the party with a fully renovated carriage house, and bestow the title, "Defender of the Colony," upon each of them.

Allow the adventurers to design their new home as they see fit (within reason of course), and have the formian neighbors drop off a housewarming present or two in the form of magic items. Axiomatic weapons, armor made from formian carapaces, or even a giant slug egg are all appropriate gifts.

Personal Bio



Colin Stricklin is, in no particular order, a Wyomingite, planeswalker, Ithaca College grad, novelist, film commissioner, fauchard enthusiast, husband, and Game Master.

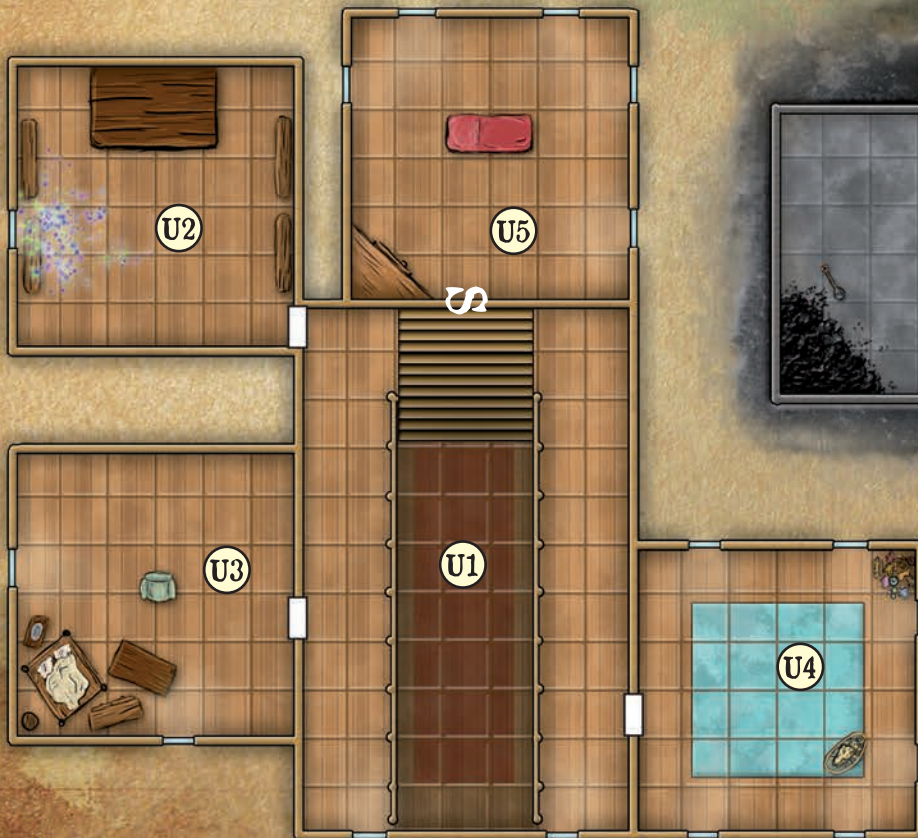


Edgewaith Manor

Ground Floor



Upper Floor



The Basement



Encounter Index: Pathfinder

Gray Ooze CR 4

XP 1,200

N Medium ooze

Init -5; **Senses** blindsight 60 ft.; **Perception** -5

DEFENSE

AC 5, touch 5, flat-footed 5 (-5 Dex)

hp 50 (4d8+32)

Fort +9, **Ref** -4, **Will** -4

Defensive Abilities ooze traits; **Immune** cold, fire

OFFENSE

Speed 10 ft.

Melee slam +6 (1d6+4 plus 1d6 acid and grab)

Special Attacks acid, constrict (1d6+1 plus 1d6 acid)

STATISTICS

Str 16, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +6 (+10 grapple); **CMD**

11 (can't be tripped)

SQ transparent

SPECIAL ABILITIES

Acid (Ex)

The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a **DC 20 Reflex saving throw**. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a **DC 20 Reflex save**. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage. The save DCs are Constitution-based.

Transparent (Ex)

Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A **DC 15 Perception check** is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the

ooze's slam attack and is immediately subject to a grab attempt by the ooze.

Formian Worker CR 7

XP 400

LN Small outsider (extraplanar, lawful)

Init +2; **Senses** darkvision 60 ft., hive mind 50 mi.; **Perception** +4

DEFENSE

AC 15, touch 13, flat-footed - (+2 Dex, +2 natural, +1 size)

hp 6 (1d10+1)

Fort +1, **Ref** +4, **Will** +2

Immune cold, poison, petrification; **Resist** electricity 10, fire 10, sonic 10

OFFENSE

Speed 40 ft.

Melee bite +3 (1d4+1)

Communal Spell-Like Abilities (CL 5th; concentration +5)

1/day—*cure serious wounds, make whole*

STATISTICS

Str 13, **Dex** 14, **Con** 13, **Int** 6, **Wis** 10, **Cha** 9

Base Atk +1; **CMB** +1; **CMD** 13 (17 vs. trip)

Feats Skill Focus (Knowledge [engineering])

Skills Climb +5, Knowledge (engineering) +5, Stealth +10, Perception +4

SPECIAL ABILITIES

Communal Spell-like Abilities (Sp)

The formian race is capable of wondrous things when they all work together. This extends beyond engineering and mining feats to manifestation of spell-like abilities. Each spell listed must have five formian workers working together as a full-round action to activate this ability.

Hive Mind (Ex)

See "The Hive Mind" Sidebar, page 7.

Formian Warrior CR 4

XP 1,200

LN Medium outsider (extraplanar, lawful)

Init +3; **Senses** darkvision 60 ft., hive mind 50 mi.; **Perception** +8

DEFENSE

AC 17, touch 14, flat-footed — (+3 Dex, +1 dodge, +3 natural)

hp 30 (4d10+8)

Fort +3, **Ref** +7, **Will** +5

Immune cold, poison, petrification;
Resist electricity 10, fire 10, sonic 10

OFFENSE

Speed 40 ft.

Melee sting +7 (2d4+3 plus poison), 2 claws +7 (1d6+3)

STATISTICS

Str 17, **Dex** 16, **Con** 14, **Int** 10, **Wis** 12, **Cha** 11

Base Atk +4; **CMB** +7; **CMD** 21 (25 vs. trip)

Feats Capture Alive, Dodge

Skills Acrobatics +10, Climb +10, Craft (weapons) +7, Sense Motive +8, Stealth +10, Perception +8

SPECIAL ABILITIES

Hive Mind (Ex)

See “The Hive Mind” Sidebar, page 7.

Poison (Ex)

Sting—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d2 Str damage; *cure* 1 save. The save DC is Constitution-based.



Huge Fire Elemental CR 7

XP 3,200

N Huge outsider (elemental, extraplanar, fire)

Init +11; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE

AC 21, touch 16, flat-footed 13 (+7 Dex, +1 dodge, +5 natural, -2 size)

hp 85 (10d10+30)

Fort +10, **Ref** +14, **Will** +5

Defensive Abilities DR 5/—,

Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 0 ft. (60 ft. if freed from his bond with the furnace)

Melee 2 slams +15 (2d6+4 plus burn)

Special Attacks burn (2d6, DC 18)

STATISTICS

Str 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +16; **CMD** 34

Feats Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +16, Climb +13, Escape Artist +16, Intimidate +9, Knowledge (planes) +7, Perception +13

Languages Ignan

SPECIAL ABILITIES

Burn (Ex)

A fire elemental deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit

a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire. See **Burn** for more details.



Chicken Coop CR 5

XP 1,600

N Large construct

Init -1; **Senses** darkvision 60 ft.; low-light vision; **Perception** -5

DEFENSE

AC 14, touch 8, flat-footed 14 (-1 Dex, +6 natural, -1 size)

hp 52 (4d10+30)

Fort +1, **Ref** +0, **Will** -4

Defensive Abilities hardness 5

Immune construct traits

OFFENSE

Speed 30 ft.

Melee 2 slams +9 (1d6+9 plus grab)

Special Attacks swallow whole (1d8+9 bludgeoning damage, AC 13, 5 hp)

STATISTICS

Str 22, **Dex** 8, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +11; **CMD** 20

SQ 3 construction points

SPECIAL ABILITIES

Construction Points

Large animated objects have 3 construction points.



Giant Slug CR 8

XP 4,800

N Huge vermin

Init -4; **Senses** blindsight 60 ft.; **Perception** +0

DEFENSE

AC 20, touch 4, flat-footed 20 (-4 Dex, +20 natural, -2 size)

hp 102 (12d8+48)

Fort +12, **Ref** +0, **Will** +4

DR 10/slashing or piercing; **Immune** acid, mind-affecting effects

Weaknesses susceptible to salt

OFFENSE

Speed 20 ft.

Melee tongue +15 (2d10+12 plus 2d8 acid)

Ranged spit acid +3 (10d6 acid)

Space 15 ft.; **Reach** 15 ft.

STATISTICS

Str 27, **Dex** 2, **Con** 18, **Int** —, **Wis** 10, **Cha** 1

Base Atk +9; **CMB** +19; **CMD** 25 (can't be tripped)

SPECIAL ABILITIES

Spit Acid (Ex)

A giant slug can spit acid at an opponent within 60 feet (no range increment). With a successful ranged touch attack, the target takes 10d6 points of acid damage (no save).

Malleable (Ex)

A giant slug's body is very malleable, allowing it to fit into narrow areas with ease. A giant slug takes no penalty to its speed or checks when squeezing in an area that is one size category smaller than its actual size (10 feet wide for most giant slugs). A giant slug can squeeze normally through an area two size categories smaller than its actual size (5 feet wide for most giant slugs).

Susceptible to Salt (Ex)

A handful of salt burns a giant slug as if it were a flask of acid, causing 1d6 points of damage per use.

Sirjan Uhoon, Young Formian Queen CR 7

XP 3,200

LN Medium outsider

Init +3; **Senses** darkvision 60 ft., hive mind 50 mi.; **Perception** +14

DEFENSE

AC 20, touch 14, flat-footed – (+3 Dex, +1 dodge, +6 natural)

hp 57 (6d10+24)

Fort +6, **Ref** +8, **Will** +8

Immune cold, poison, petrification; **Resist** electricity 10, fire 10, sonic 10

OFFENSE

Speed 15 ft.

Melee sting +10 (2d4+4 plus poison)

Spell-Like Abilities (CL 8th; concentration +12)

Constant—*detect chaos, detect thoughts* (DC 16)

At will—*calm emotions* (DC 16), *clairaudience/clairvoyance, divination, magic circle against chaos, order's wrath* (DC 18)

Spells Known (CL 8th; concentration +12)

4th (4/day)—*confusion* (DC 18)

3rd (6/day)—*dispel magic, heroism*

2nd (7/day)—*align weapon* (law only), *hypnotic pattern* (DC 16), *invisibility*

1st (7/day)—*comprehend languages, identify, mage armor, magic missile, shield*

0 (at will)—*acid splash, detect magic, divine mark*, mage hand, ray of frost, ray of light*, resistance, touch of fatigue*

STATISTICS

Str 18, **Dex** 16, **Con** 18, **Int** 17, **Wis** 16, **Cha** 19

Base Atk +6; **CMB** +6; **CMD** 24 (28 vs. trip)

Feats Alertness, Dodge, Persuasive

Skills Bluff +15, Climb +13, Diplomacy +15, Intimidate +15, Knowledge (planes) +15, Sense Motive +14, Spellcraft +9, Stealth +12, Perception +14

Languages Common, Formian; telepathy 100 ft.

SPECIAL ABILITIES

Hive Mind (Ex)

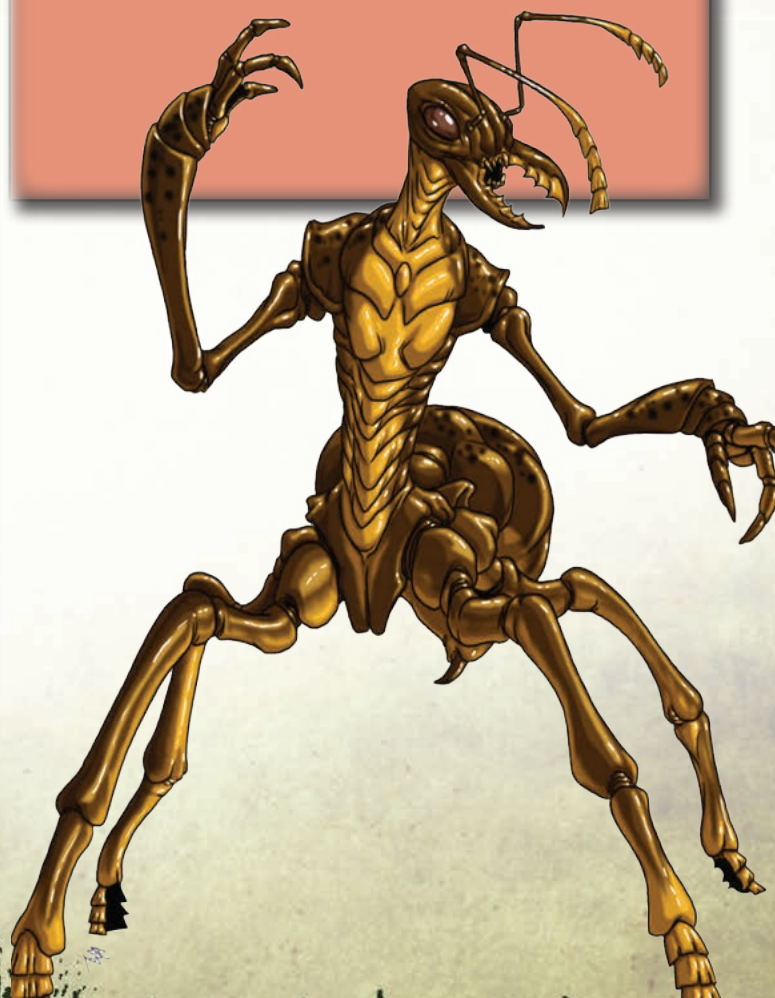
See “*The Hive Mind*” sidebar, page 7.

Poison (Ex)

Sting—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; effect 1d2 Str damage; *cure* 1 save. The save DC is Constitution-based.

Spells (Sp)

Formian queens cast spells as an 8th-level sorcerer but can know spells from both the divine and arcane spell lists.



Yondak Villzhat, Formian Paramour CR 8

XP 6,400

LN Medium outsider (extraplanar, lawful)

Init +8; Senses darkvision 60 ft., hive mind 50 mi.; **Perception** +18

DEFENSE

AC 21, touch 14, flat-footed – (+4 Dex, +1 dodge, +6 natural)

hp 90 (12d10+24)

Fort +6, **Ref** +12, **Will** +11

Immune cold, poison, petrification; **Resist** electricity 10, fire 10, sonic 10

OFFENSE

Speed 50 ft.

Melee sting +14 (1d8+3 plus poison), 2 claws +14 (1d6+3)

Ranged +1 *returning javelin* +16 (1d6+4)

Spell-Like Abilities (CL 8th; concentration +11)

Constant—*detect chaos*, *detect thoughts* (DC 15)
At will—*charm monster* (DC17), *clairaudience*/
clairvoyance, *magic circle against chaos*

STATISTICS

Str 16, **Dex** 18, **Con** 14, **Int** 16, **Wis** 16, **Cha** 17
Base Atk +12; **CMB** +18, **CMD** 33 (37 vs. trip)

Feats Bodyguard, Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack

Skills Acrobatics +18, Climb +17, Diplomacy +14, Intimidate +16, Knowledge (planes) +17, Perception +17, Stealth +18, Survival +15

Languages Common, Formian

SPECIAL ABILITIES

Hive Mind (Ex)

See “The Hive Mind” Sidebar, page 7.

Poison (Ex)

Sting—injury; *save* Fort DC 18; frequency 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 2 saves. The save DC is Constitution-based.

Orc (Advanced) CR 2

XP 600

Orc warrior 1

CE Medium humanoid

Init +2; Senses darkvision 60 ft.; **Perception** +1

Weakness light sensitivity

DEFENSE

AC 17, touch 12, flat-footed 15 (+3 armor, +2 Dex, +2 natural)

hp 8 (1d10+3)

Fort +5, **Ref** +2, **Will** +1

Defensive Abilities ferocity

OFFENSE

Speed 30 ft.

Melee falchion +7 (2d4+8, Crit 18–20/x2)

Ranged javelin +3 (1d6+3)

STATISTICS

Str 21, **Dex** 15, **Con** 16, **Int** 11, **Wis** 12, **Cha** 10

Base Atk +1; **CMB** +6; **CMD** 18

Feats Weapon Focus (falchion)

Skills Intimidate +4

Languages Common, Orc

SQ weapon familiarity

Gear falchion, 5 javelins, studded leather armor

SPECIAL ABILITIES

Ferocity (Ex)

An orc remains conscious and can continue fighting even if its hit point total is below 0. It is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

Orc Gang Leader CR 5

XP 1,600

Male orc rogue 6

NE Medium humanoid (orc)

Init +7; Senses darkvision (60 ft.); **Perception** +8

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +1 dodge)

hp 40 hp (6d8+9)

Fort +3, **Ref** +7, **Will** +1

OFFENSE

Speed 30 ft.

Melee shortsword +6 (1d6+3, Crit 19-20/x2), shortsword +6 (1d6+1, Crit 19-20/x2)

Special Attacks sneak attack +3d6

STATISTICS

Str 16, **Dex** 15, **Con** 13, **Int** 12, **Wis** 8, **Cha** 7

Base Atk +4; **CMB** +7; **CMD** 20

Feats Dodge, Skill Focus (Disable Device), Two-weapon Fighting, Weapon Focus (Sword)

Skills Acrobatics +11, Appraise +6, Bluff +6, Climb +12, Disable Device +19, Escape Artist +11, Knowledge (Local) +6, Perception +8, Sense Motive +8, Sleight of Hand +11, Stealth +11

Languages Common, Orc, Giant

SQ rogue talents (fast stealth, trap spotter, weapon training), trapfinding +3

Gear +1 studded leather armor, caltrops, chalk, grappling hook, silk rope, masterwork thieves' tools

Ogre Boss CR 5

XP 1,600

Male ogre warrior 2

CE Large humanoid (ogre)

Init +0; Senses darkvision 60 ft., low-light vision; **Perception** +7

DEFENSE

AC 18, touch 9, flat-footed 18 (+4 armor, -1 size, +5 natural)

hp 71 hp (9d8+27)

Fort +12, **Ref** +1, **Will** +4

OFFENSE

Speed 30 ft.

Melee greatclub +11 (2d8+9)

STATISTICS

Str 23, **Dex** 10, **Con** 20, **Int** 6, **Wis** 12, **Cha** 9

Base Atk +5; **CMB** +12; **CMD** 22

Feats Iron Will, Toughness, Weapon Focus (Greatclub)

Skills Climb +8, Intimidate +5, Perception +7

Languages Common, Giant

Ogre CR 3

XP 800

CE Large humanoid (giant)

Init -1; Senses darkvision 60 ft., low-light vision; **Perception** +5

DEFENSE

AC 17, touch 8, flat-footed 17 (+4 armor, -1 Dex, +5 natural, -1 size)

hp 30 (4d8+12)

Fort +6, **Ref** +0, **Will** +3

OFFENSE

Speed 30 ft. (40 ft. base)

Melee greatclub +7 (2d8+7)

Ranged javelin +1 (1d8+5)

Space 10 ft.; Reach 10 ft.

STATISTICS

Str 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +3; **CMB** +9; **CMD** 18

Feats Iron Will, Toughness

Skills Climb +7, Perception +5

Languages Giant

Gear greatclub, hide armor, 5 javelins

Sylvia's Bodyguard CR 5

XP 1,600

Female human warrior 7

N Medium humanoid (human)

Init +3; **Perception** +8

DEFENSE

AC 17, touch 9, flat-footed 17 (+7 armor, -1 Dex, +1 shield)

hp 59 hp (7d10+21)

Fort +7, **Ref** +1, **Will** +5

OFFENSE

Speed 20 ft.

Melee +1 longsword +10/+5 (1d8+2, Crit 19-20/x2)

Ranged mwk light crossbow +7 (1d8, Crit 19-20/x2)

TACTICS

If she sees an enemy approaching, the warrior fires her *screaming bolt* before entering melee. In melee, she uses Stand Still to prevent enemies from getting past her, giving her employer the chance to retreat.

STATISTICS

Str 13, **Dex** 9, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +7; **CMB** +8; **CMD** 17

Feats Combat Reflexes, Improved Initiative, Iron Will, Stand Still, Weapon Focus (Longsword)

Skills Intimidate +9, Perception +8, Sense Motive +8

Languages Common

Combat Gear *potion of barkskin*, *potion of bear's endurance*, *potion of cure moderate wounds*, *screaming bolt*, tanglefoot bag (2)

Other Gear masterwork banded mail, masterwork light steel shield, +1 longsword, masterwork light crossbow with 20 bolts, masterwork manacles, 114 gp

Sylvia Towntree CR 7

XP 3,200

Female elf rogue 1/expert 8

NE Medium humanoid (elf)

Init +7; Senses low-light vision; **Perception** +13

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 71 hp (9d8+27)

Fort +4, **Ref** +9, **Will** +6

OFFENSE

Speed 30 ft.

Melee +1 rapier +10/+5 (1d6, Crit 18-20/x2)

Ranged +1 light crossbow +8/+3 (1d8+1, Crit 19-20/x2)

Special Attacks sneak attack +1d6

TACTICS

Sylvia stays as far from the action as possible, utilizing her wands and alchemical items from behind the safety of her hirelings. She is obsessed with this house and fights to the end.

STATISTICS

Str 8, **Dex** 16, **Con** 14, **Int** 12, **Wis** 10, **Cha** 16

Base Atk +6; **CMB** +5; **CMD** 18

Feats Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (Appraise), Toughness, Weapon Finesse

Skills Acrobatics +5, Appraise +16, Bluff +14, Climb +4, Diplomacy +15, Intimidate +10, Knowledge (Engineering) +10, Knowledge (Local) +7, Perception +13, Sense Motive +10, Stealth +6, Use Magic Device +15

Languages Common, Elven, Orc

SQ trapfinding +1

Gear *potion of cure moderate wounds*, tanglefoot bags (2), thunderstones (2), *wand of grease* (15 charges), *wand of web* (20 charges), 20 crossbow bolts, *everburning torch*, +1 chain shirt, thieves' tools, 224 gp

Encounter Index: 3.5

Gray Ooze

Size/Type: Medium Ooze

Hit Dice: 3d10+15 (31 hp)

Initiative: -5

Speed: 10 ft. (2 squares)

Armor Class: 5 (-5 Dex), touch 5, flat-footed 5

Base Attack/Grapple: +2/+3

Attack: Slam +3 melee (1d6+1 plus 1d6 acid)

Full Attack: Slam +3 melee (1d6+1 plus 1d6 acid)

Special Attacks: Acid, Constrict 1d6+1 plus 1d6 acid, Improved Grab

Special Qualities: Blindsight 60 ft., Immunity to Cold and Fire, Ooze Traits, Transparent

Saves: Fort +6, Ref -4, Will -4

Abilities: Str 12, Dex 1, Con 21, Int —, Wis 1, Cha 1

Skills: —

Feats: —

Challenge Rating: 4

Treasure: None

Alignment: Neutral

COMBAT

Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constrict attack deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a **DC 16 Reflex save**. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds on a DC 16 Reflex save. The save DCs are Constitution-based.

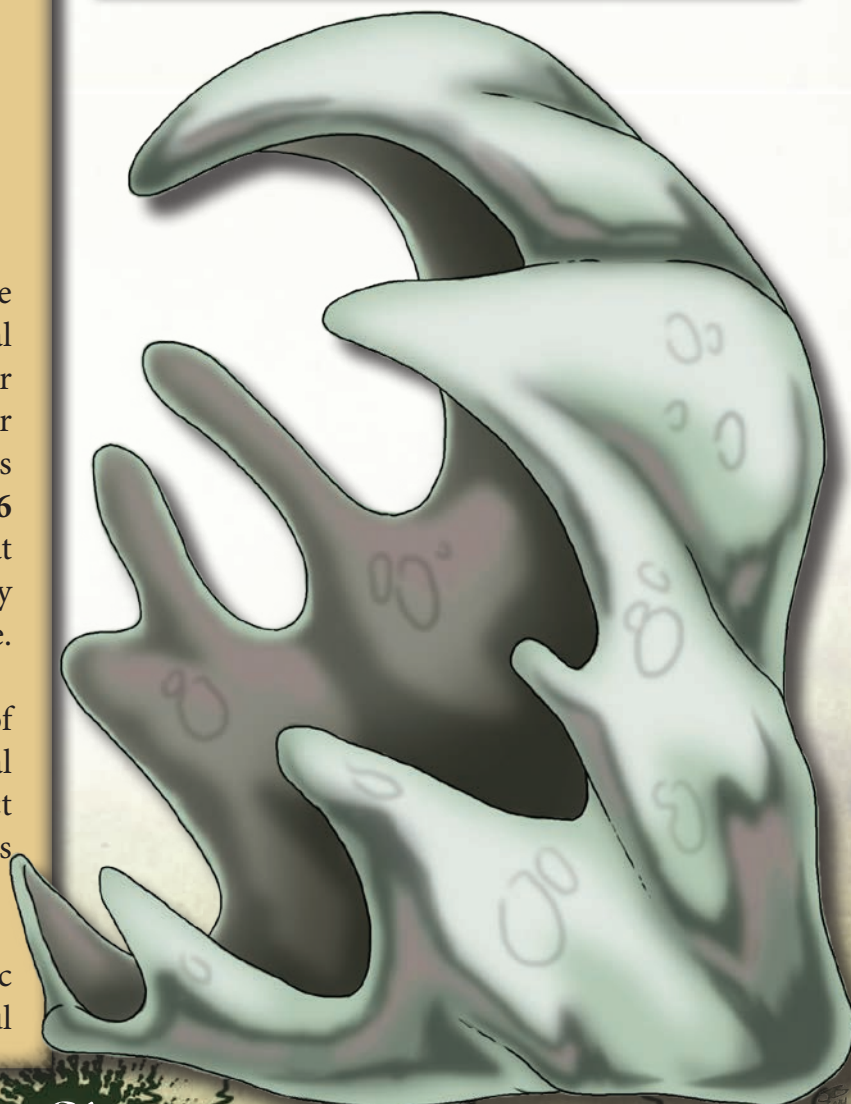
The ooze's acidic touch deals 16 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful

grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a gray ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Transparent (Ex): A gray ooze is hard to identify, even under ideal conditions, and it takes a **DC 15 Spot check** to notice one. Creatures who fail to notice a gray ooze and walk into it are automatically hit with a melee attack for slam and acid damage.



Formian Worker

Size/Type: Small Outsider (Lawful, Extraplanar)

Hit Dice: 1d8+15 (5 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15

Base Attack/Grapple: +1/-2

Attack: Bite +3 melee (1d4+1)

Full Attack: Bite +3 melee (1d4+1)

Special Attacks: —

Special Qualities: Cure serious wounds, hive mind, immunity to poison, petrification, and cold, make whole, resistance to electricity 10, fire 10, and sonic 10

Saves: Fort +3, Ref 4, Will 2

Abilities: Str 13, Dex 14, Con 13, Int 6, Wis 10, Cha 9

Skills: Climb +10, Craft (any one) +5, Hide +6, Listen +4, Search +2, Spot +4

Feats: Skill Focus (Craft [selected skill])

Environment: A lawful-aligned plane

Organization: Team (2–4) or crew (7–18)

Challenge Rating: ½

Treasure: None

Alignment: Always Lawful Neutral

COMBAT

Hive Mind (Ex): See “*The Hive Mind*” sidebar, page 7.

Cure Serious Wounds (Sp): Eight workers together can heal a creature’s wounds as though using the *cure serious wounds* spell (caster level 7th). This is a full-round action for all eight workers.

Make Whole (Sp): Three workers together can repair an object as though using the *make whole* spell (caster level 7th). This is a full-round action for all three workers.

Formian Warrior

Size/Type: Medium Outsider (Lawful, Extraplanar)

Hit Dice: 4d8+8 (26 hp)

Initiative: +3

Speed: 40 ft. (8 squares)

Armor Class: 18 (+3 Dex, +5 natural), touch 13, flat-footed 15

Base Attack/Grapple: +4/+7

Attack: Sting +7 melee (2d4+3 plus poison)

Full Attack: Sting +7 melee (2d4+3 plus poison) and 2 claws +5 melee (1d6+1) and bite +5 melee (1d4+1)

Special Attacks: Poison

Special Qualities: Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 18

Saves: Fort +6, Ref +7, Will +5

Abilities: Str 17, Dex 16, Con 14, Int 10, Wis 12, Cha 11

Skills: Climb +10, Hide +10, Jump +14, Listen +8, Move Silently +10, (+3 following tracks), Tumble +12

Feats: Dodge, Multiattack

Challenge Rating: 3

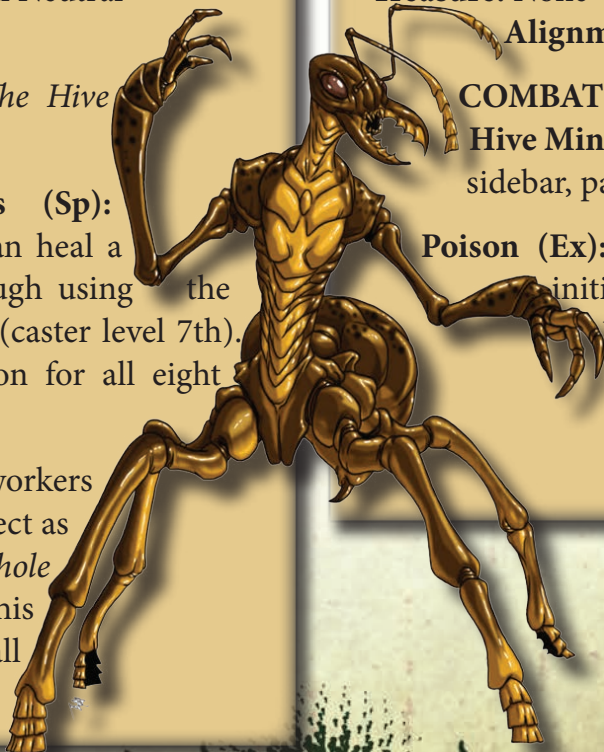
Treasure: None

Alignment: Always Neutral

COMBAT

Hive Mind (Ex): See “*The Hive Mind*” sidebar, page 7.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Str. The save DC is Constitution-based.





Huge Fire Elemental

Size/Type: Huge Elemental (Fire, Extraplanar)

Hit Dice: 16d8+64 (136 hp)

Initiative: +11

Speed: 0 ft. (0 squares) / 60 ft. (12 squares) if freed from his bond with the furnace

Armor Class: 19 (–2 size, +7 Dex, +4 natural), touch 15, flat-footed 12

Base Attack/Grapple: +12/+24

Attack: Slam +17 melee (2d8+4 plus 2d8 fire)

Full Attack: 2 Slams +17 melee (2d8+4 plus 2d8 fire)

Space/Reach: 15 ft./15 ft.

Special Attacks: Burn

Special Qualities: Damage reduction 5/–, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold

Saves: Fort +9, Ref +17, Will +7

Abilities: Str 18, Dex 25, Con 18, Int 6, Wis 11, Cha 11

Skills: Listen +11, Spot +12

Feats: Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse

Challenge Rating: 7

Treasure: See encounter

Alignment: Neutral

Languages: Ignan

COMBAT

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 *3.5 Monster Manual*). 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.

Chicken Coop

Size/Type: Large Construct

Hit Dice: 4d10+30 (52 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 14 (-1 size, +5 natural), touch 9, flat-footed 14

Base Attack/Grapple: +3/+10

Attack: Slam +5 melee (1d8+6 plus grab)

Full Attack: 2 Slams +5 melee (1d8+6 plus grab)

Space/Reach: 10 ft./10 ft.

Special Attacks: Swallow Whole

Special Qualities: Construct Traits, Darkvision 60 ft., Low-Light Vision; see text

Saves: Fort +1, Ref +1, Will -4

Abilities: Str 16, Dex 10, Con —, Int —, Wis 1, Cha 1

Skills: —

Feats: —

Challenge Rating: 5

Treasure: None

Alignment: Always Neutral

COMBAT

Swallow Whole (Ex): A chicken coop can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 1d8+6 points of bludgeoning damage per round from the coop's frantic movement and tumbling miniature furniture. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 5 points of damage to the walls (AC 13), or it can just try and escape the grapple. Once the creature exits, the magically infused lumber reseals the hole; another swallowed opponent must cut its own way out.

Hardness (Ex): A Chicken Coop has a hardness of 5.

Giant Slug

Size/Type: Huge Vermin

Hit Dice: 12d8+48 (102 hp)

Initiative: -4

Speed: 20 ft. (4 squares)

Armor Class: (-4 Dex, +16 natural, -2 size), touch 4, flat-footed 20

Base Attack/Grapple: +9/+25

Attack: Tongue +15 melee (2d10+12 plus 2d8 acid) or Spit Acid +3 ranged (10d6 acid)

Full Attack: Tongue +15 melee (2d10+12 plus 2d8 acid) or Spit Acid +3 ranged (10d6 acid)

Space/Reach: 15 ft./15 ft.

Special Attacks: Spit Acid

Special Qualities: Blindsight 60 ft., Damage Reduction 10/slashing or piercing, Immunity to acid and mind-affecting effects, Malleable, Susceptible to salt

Saves: Fort +12, Ref +0, Will +4

Abilities: Str 27, Dex 2, Con 18, Int —, Wis 10, Cha 1

Skills: —

Feats: —

Challenge Rating: 8

Treasure: None

Alignment: Neutral

COMBAT

Spit Acid (Ex): A giant slug can spit acid at an opponent within 60 feet (no range increment). With a successful ranged touch attack, the target takes 10d6 points of acid damage (no save).

Malleable (Ex): A giant slug's body is very malleable, allowing it to fit into narrow areas with ease. A giant slug takes no penalty to its speed or checks when squeezing in an area that is one size category smaller than its actual size (10 feet wide for most giant slugs). A giant slug can squeeze normally through an area two size categories smaller than its actual size (5 feet wide for most giant slugs).

Susceptible to Salt (Ex): A handful of salt burns a giant slug as if it were a flask of acid, causing 1d6 points of damage per use.

Sirjan Uhoon, Young Formian Queen

Size/Type: Medium Outsider (Lawful, Extraplanar)
Hit Dice: 6d8+15 (42 hp)

Initiative: +7

Speed: 15 ft. (3 squares)

Armor Class: 19 (+3 Dex, +6 natural), touch 13, flat-footed 16

Base Attack/Grapple: +6/+10

Attack: Sting +10 melee (2d4+4 plus poison)

Full Attack: Sting +10 melee (2d4+4 plus poison)

Special Attacks: Poison

Special Qualities: Hive Mind, Immunity to poison, petrification and cold; Resistance to electricity, fire and sonic 10; Spell Resistance 21, Telepathy 100 ft.

Saves: Fort +7, Ref +8, Will +8

Abilities: Str 18, Dex 16, Con 14, Int 17, Wis 16, Cha 19

Skills: Bluff +12 Climb +13, Diplomacy +12, Hide +12, Intimidate +17, Knowledge (the planes) +9, Listen +12, Search +7, Spot +8, Survival +1 Move Silently +12, Search +9, Sense Motive +12, Spot +12, Survival +5 (+9 following tracks)

Feats: Improved Initiative, Persuasive, Toughness

Challenge Rating: 7

Treasure: None

Alignment: Lawful Neutral

COMBAT

Hive Mind (Ex): See “*The Hive Mind*” sidebar, page 7.

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Spells: The queen casts arcane spells as a 8th-level sorcerer.

(6/7/7/6/4, base save DC 14 + spell level): 0—*acid splash, arcane mark, daze, detect magic, light, mage hand, read magic, resistance*; 1st—*comprehend languages, identify, mage armor, magic missile, shield*; 2nd—*hypnotic pattern, invisibility, scorching ray*; 3rd—*dispel magic, heroism*; 4th—*confusion*

Spell-Like Abilities:

At will—*calm emotions* (DC 16), *clairaudience/clairvoyance, detect chaos, detect thoughts, divination, magic circle against chaos, order's wrath* (DC 18). Caster level 8th. The save DCs are Charisma-based.

Yondak Villzhat, Formian Paramour

Size/Type: Medium Outsider (Lawful, Extraplanar)

Hit Dice: 12d8+24 (78 hp)

Initiative: +8

Speed: 50 ft. (10 squares)

Armor Class: 20 (+4 Dex, +6 natural), touch 14, flat-footed —

Base Attack/Grapple: +12/+15

Attack: Sting +14 melee (2d4+3 plus poison) or +1 *Returning Javelin* +15 ranged (1d6+4)

Full Attack: Sting +14 melee (2d4+3 plus poison) and Bite +12 melee (1d6+1); or +1 *Returning Javelin* +15/+10 ranged (1d6+4)

Special Attacks: Poison, Spell-Like Abilities

Special Qualities: Hive Mind, Immunity to poison, petrification, and cold; Resistance to electricity 10, fire 10, and sonic 10; Spell Resistance 25

Saves: Fort +10, Ref +18, Will +11

Abilities: Str 16, Dex 18, Con 14, Int 16, Wis 16, Cha 17

Skills: Climb +18, Concentration +18, Diplomacy +20, Hide +15, Knowledge (nobility) +18, Listen +18, Move Silently +19, Search +18, Sense Motive +18, Spot +18, Survival +3 (+5 following tracks)

Feats: Dodge, Improved Initiative, Mobility, Multiattack, Spring Attack

Challenge Rating: 8

Alignment: Lawful Neutral

COMBAT

Hive Mind (Ex): See “*The Hive Mind*” page 7.

Poison (Ex): Injury, Fortitude DC 20, initial and secondary damage 2d6 Dex. The save DC is Constitution-based.

Spell-Like Abilities: At will—*charm monster* (DC 17), *clairaudience/clairvoyance, detect chaos, detect thoughts* (DC 15), *magic circle against chaos*. Caster Level 8th. The save DCs are Charisma-based.

Orc (Advanced)

Size/Type: Medium Humanoid

Hit Dice: 2d8+3 (12 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 17 (+3 studded leather armor, +2 natural, +2 Dex), touch 12, flat footed 15

Base Attack/Grapple: +1/+6

Attack: Greataxe +6 melee (1d12+5/x3) or javelin +1 ranged (1d6+5)

Full Attack: Greataxe +6 melee (1d12+5/x3) or javelin +1 ranged (1d6+5)

Special Qualities: darkvision 60 ft., light sensitivity

Saves: Fort +5, Ref +2, Will +0

Abilities: Str 21, Dex 15, Con 16, Int 12, Wis 12, Cha 10

Skills: Listen +3, Spot +3

Feats: Alertness

Challenge Rating: 2

Alignment: Chaotic Evil

Gear: Greataxe, 5 javelins, studded leather armor

Orc Gang Leader

Male Orc Rogue 6

Size/Type: Medium Humanoid

Hit Dice: 6d6+7 (30 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 15 (+3 armor, +3 Dex), touch 12, flat-footed 15

Base Attack/Grapple: +4/+7

Attack: Shortsword +7 melee (1d6+3/19-20)

Full Attack: Shortsword +5 melee (1d6+3/19-20), shortsword +5 (1d6+1/19-20)

Special Attacks: Sneak Attack +3d6

Special Qualities: darkvision 60 ft., trap sense +2, trapfinding, Uncanny Dodge

Saves: Fort +3, Ref +7, Will +1

Abilities: Str 16, Dex 15, Con 13, Int 10, Wis 8, Cha 7

Skills: Appraise +6, Bluff +4, Climb +9, Disable Device +11, Escape Artist +8, Hide +8, Jump +5, Move Silently +8, Search +4, Sense Motive +5, Sleight of Hand +8, Spot +5, Tumble +10

Feats: Dodge, Skill Focus (Disable Device), Two-weapon Fighting

Challenge Rating: 6

Alignment: Neutral Evil

Languages: Common, Orc

Gear: Potion of *cure moderate wounds*, tanglefoot bags (2), thunderstones (2), wand of *grease* (15 charges), wand of *web* (20 charges), 20 crossbow bolts, *everburning torch*, +1 *chain shirt*, thieves' tools, 224 gp

Ogre

Size/Type: Large Giant

Hit Dice: 4d8+11 (29 hp)

Initiative: -1

Speed: 30 ft. (base speed 40 ft.)

Armor Class: 16 (+3 armor, -1 size, -1 Dex, +5 natural), touch 8, flat-footed 16

Base Attack/Grapple: +3/+12

Attack: Greatclub +8 melee (2d8+7) or javelin +1 ranged (1d8+5)

Full Attack: Greatclub +8 melee (2d8+7) or javelin +1 ranged (1d8+5)

Space/Reach: 10 ft./10 ft.

Special Qualities: darkvision 60 ft., low-light vision

Saves: Fort +6, Ref +0, Will +1

Abilities: Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Skills: Climb +5, Listen +2, Spot +2

Feats: Toughness, Weapon Focus (greatclub)

Challenge Rating: 3

Alignment: Neutral Evil

Gear: greatclub, hide armor, 5 javelins

Ogre Boss

Male Ogre Warrior 2

Size/Type: Large Giant

Hit Dice: 6d8+35 (62 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 17 (+3 armor, -1 size, +5 natural), touch 9, flat-footed 17

Base Attack/Grapple: +4/+15

Attack: +11 greatclub +11 melee (2d8+9)

Full Attack: +11 Greatclub +11 melee (2d8+9)

Space/Reach: 10 ft./10 ft.

Special Qualities: darkvision 60 ft., low-Light Vision

Saves: Fort +4, Ref +7, Will +6

Abilities: Str 23, Dex 10, Con 20, Int 6, Wis 12, Cha 9

Skills: Climb +5, Jump +3, Spot +6

Challenge Rating: 6

Alignment: Chaotic Evil

Languages: Common, Giant

Gear +1 *studded leather armor*, caltrops, chalk, grappling hook, 50 ft. silk rope, masterwork thieves' tools, 115 gp

Sylvia's Bodyguard

Female Human Warrior 7

Size/Type: Medium Humanoid

Hit Dice: 7d8+21 (53 hp)

Initiative: +3

Speed: 20 ft. (4 squares)

Armor Class: 16 (+6 armor, -1 Dex, +1 shield), touch 9, flat-footed 16

Base Attack/Grapple: +7/+8

Attack: +1 *longsword* +10 melee (1d8+2/19-20) or mwk light crossbow +7 ranged (1d8/19-20)

Full Attack: +1 *longsword* +10/+5 melee (1d8+2/19-20) or mwk light crossbow +7 ranged (1d8/19-20)

Saves: Fort +7, Ref +1, Will +3

Abilities: Str 13, Dex 9, Con 14, Int 10, Wis 12, Cha 8

Skills: Intimidate +9, Sense Motive +6, Spot +6

Feats: Combat Reflexes, Improved Initiative, Stand Still, Weapon Focus (*longsword*)

Challenge Rating: 5

Alignment: Neutral

Languages: Common

Gear: potion of *barkskin*, potion of *bear's endurance*, potion of *cure moderate wounds*, *screaming bolt*, tanglefoot bag (2), masterwork banded mail, masterwork light steel shield, +1 *longsword*, masterwork light crossbow with 20 bolts, masterwork manacles, 114 gp

COMBAT

When she sees an enemy approaching, the warrior fires her *screaming bolt* before entering melee. In melee, she uses Stand Still to prevent enemies from getting past her, giving her employer the chance to retreat.

Sylvia Towntree

Female Elf Rogue 1/Expert 8

Size/Type: Medium Humanoid

Hit Dice: 9d6+23 (55 hp)

Initiative: +7

Speed: 30 ft. (6 squares)

Armor Class: 18 (+5 armor, +3 Dex), touch 13, flat-footed 15

Base Attack/Grapple: +6/+5

Attack: +1 *rapier* +10 melee (1d6/18-20) or +1 *light crossbow* +10 (1d8+1/19-20)

Full Attack: +1 *rapier* +10/+5 melee (1d6/18-20) +1 *light crossbow* +10 (1d8+1/19-20)

Special Attacks: Sneak Attack +1d6

Special Qualities: +2 to saves vs enchantments, low-light vision, trapfinding

Saves: Fort +4, Ref +7, Will +6

Abilities: Str 8, Dex 16, Con 14, Int 12, Wis 10, Cha 16

Skills: Appraise +15, Bluff +11, Diplomacy +15, Intimidate +9, Knowledge (architecture & engineering) +7, Knowledge (local) +7, Move Silently +3, Profession (merchant) +10, Search +6, Sense Motive +9, Spot +6, Tumble +2, Use Magic Device +15

Feats: Improved Initiative, Skill Focus (appraise), Toughness, Weapon Finesse

Challenge Rating: 7

Alignment: Neutral Evil

Languages: Common, Elven, Orc

Gear Potion of *cure moderate wounds*, tanglefoot bags (2), thunderstones (2), wand of *grease* (15 charges), wand of *web* (20 charges), 20 crossbow bolts, *everburning torch*, +1 *chain shirt*, thieves' tools, 224 gp

COMBAT

Sylvia stays as far from the action as possible, utilizing her wands and alchemical items from behind the safety of her hirelings. She is obsessed with this house, and fights for it to the end.



Ground Floor



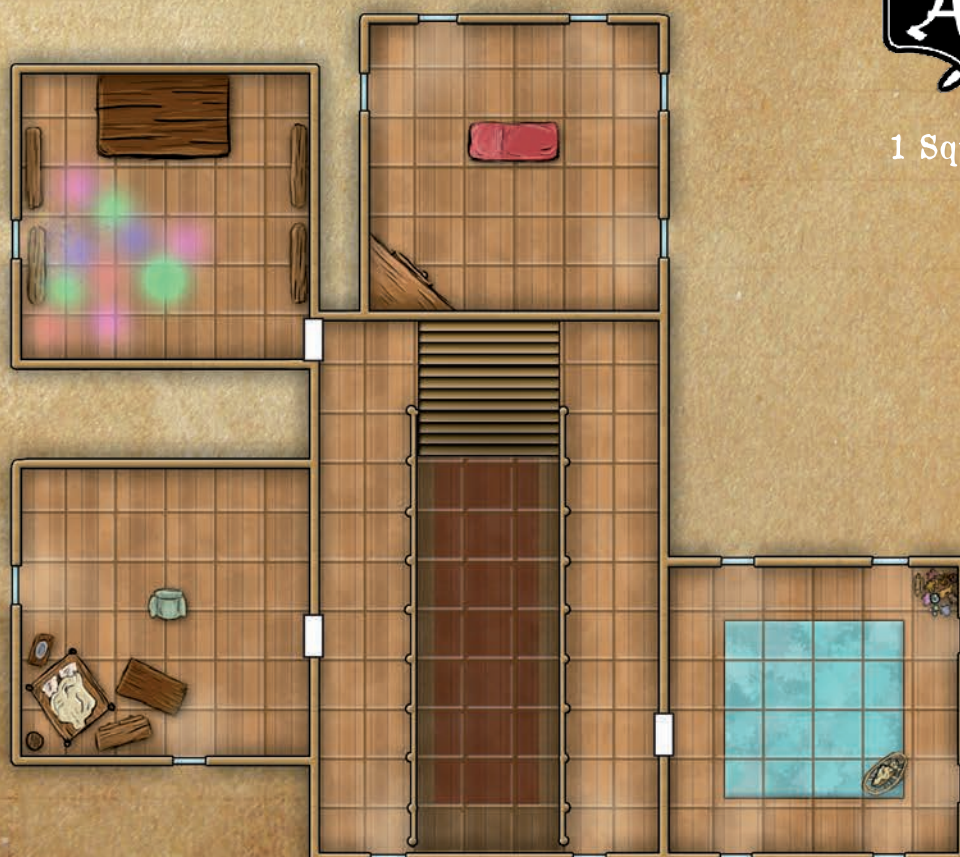
1 Square = 5 Feet



Upper Floor



1 Square = 5 Feet



The Basement



1 Square = 5 Feet

Defending Your House (Player Handout)

You've just spent a trying day ransacking Edgewaith Manor, and you've probably lost a fair amount of resources and hit points in the effort. Now you find yourselves facing a large and determined band of evil real estate agents. Being adventurers, you're probably tempted to rush through the front doors and make a frontal assault. After all, the bad guys will never expect it!

This particular adventure is designed with an alternative plan in mind.

You find yourselves in possession of a magical Deed capable of rearranging the rooms of the house once per day. If the queen is still alive, you've got a potent ally. In other words, you've got the resources to build your own labyrinth, and you've got the monsters to populate it.

You have, in effect, become the Game Masters, and that smug fellow at the head of the table has to run your dungeon!

Good luck killing that real estate broker.



1. Rebuild the House

The queen arranged the rooms according to the dictates of formian comfort. Your mandate, on the other hand, is defense.

With the exception of the **Entry Hall** (both the upper and lower parts), you may move any room to any of the three floors. However, you may not build above the upper floor or into a "sub basement." Furthermore, you may not build more than three rooms in a row: the arcane foundation Edgewaith created is built to contain a 3 x 3 x 3 cube, and cannot be exceeded in any direction.

Finally, you must build such that every room is accessible. When the *Deed* activates, the latent transmutation magic of the doors stacked in the basement activates: they move at speed through the house, setting themselves into the walls of adjoining rooms. In other words, every adjacent room on the same level must connect via doorway. In addition, you may use either staircase (both are fully movable), attach the rooms to one another via formian tunnels, or utilize the coal chute in **G1** (it always lead down to **B1**, no matter where you place it). Regardless of how you do it, you've got to leave a path open to every room.

2. The Formian Tunnels

When the formians dug their tunnels, they accidentally tapped into the magic governing the house. These tunnels can be moved just like the other rooms of the house.

Mark out three rooms. Each gains a Formian Tunnel marker, and all entrances connect. Each of them may be hidden by the PCs (and thus require a **DC 22 Spot/Perception check** for the Realtors to identify).

3. Murder Holes

Since the formian tunnels are under the sway of extradimensional magic, they may travel through any walls you wish. Consequently, you may pick any two spots in the house where the tunnels pass behind a peephole: the eyes of a painting, a fireplace, or a convenient heating duct are common choices. These spots provide line of sight and line of effect, and offer ideal sniping positions for battle mages or archers.

However, the walls are necessarily thin in such spots. While snipers do gain improved cover, the walls only have a hardness of 5 and 5 hit points. Enemies that succeed on their opposed **Perception/Spot** vs. **Stealth/Hide** won't have much trouble getting through. So be careful: ogres hate snipers.

4. The Formian Guard

If you killed the queen, skip this step. If she is now your ally, you have the following troops at your command:

- 6 x Formian Workers
- 3 x Formian Warriors
- 1 x Formian Paramour (Yondak Villzhat)

Place them in any room—they guard it with their lives. The queen, on the other hand, does not risk her life by participating in the battle. Yondak demands that she be placed as far as possible from danger, and refuses to follow orders if commanded to do otherwise.

5. Finishing Touches

Finally, you should feel free to improvise. Will you shove a heavy wardrobe down the stairs onto unsuspecting orcs? Will you rig a series of kitchen knives to the magical armchair, slashing at ogres as it charges down the hall? What about placing more of the queen's larvae around the house? All options are available! Rely on your GM to adjudicate the fallout fairly.

Edgewaith's Notes

It was, of course, maddening in the extreme. As with the rest of my early training in the architectural arts, I could not comprehend this obsession with fixed form. Certainly there are structural necessities at play: walls exist to hold up the ceiling; it is the purpose of the door to provide entry and exit.

Etc.

However, we are not construction workers to pound nails, nor are we simple laborers to follow orders and plans. We have magic at our disposal after all, and there is no reason to doom a home to the tyranny of the rigid.

Even a layman, once his name is upon the Deed, shall have little trouble in changing the house. Should the breakfast nook see some sunlight today? Shall the water closet go closer to the Grand Hall? Homes have moods, just as their masters, and it is a poor architect who would refuse his creations some means of expression!

Ah, but the next house! The next house....



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Thank you for playing!

A Pathfinder/3.5 Compatible Adventure for 4-5 level 7 PCs

There comes a point in every adventuring career when a guildhall becomes a necessity. After all, where is the fighter going to hang his trophies? Where is the wizard going to perform his arcane experiments? Fortunately for the PCs, Edgewaith Manor is free for the taking. Unfortunately, it's a bit of a fixer-upper.

There's some really bad mold in the bathroom, the furnace is temperamental to say the least, and the whole place is infested with interplanar ants. Such are the joys of homeownership.

Even worse, a group of treacherous real estate agents want the house for themselves, and they'll stop at nothing to get it. Once the PCs gain access to the manor's magical deed, they will have to work quickly to rearrange the rooms, populate them with traps and troops, and prepare to defend the house. In this adventure, the party has the rare opportunity to build a dungeon for the GM!

Also included in "For Rent, Lease, or Conquest":

- A trio of malfunctioning magical items sure to befuddle any adventurer.
 - PC-eating chicken coops.
 - A crash course in gnomish architecture.
- The chance to befriend a formian monarch and gain the esteemed title "Defender of the Colony."
 - An excellent opportunity to gain a home base suitable for any adventuring party.
 - Art by White Wolf alumna Laurel Shelley-Reuss.

Designed as a sequel to "Death & Taxes," this module also works perfectly as a stand alone adventure.

