Rite Publishing Presents

Ruined Guardhouse

Jevel 1 Room 1





By Jonathan McAnulty

The Ruins Perilous





Rite Publishing Presents:

Ruins Perilous: Ruined (Juardhouse

Jevel 1, Room 4

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Dedication: In memory of Gary Gygax, for the Caves of Chaos and all the memories they have given me

> "The world was young, the mountains green, No stain yet on the Moon was seen." – J. R. R. Tolkien

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The Ruins Perilous

Jevel 1 The Surface Ruins

Area 1: The Guard Tower EL 2 (XP 600)

As the PCs approach the Ruins Perilous, read or paraphrase the following:

The old road climbs up into the dry, sparsely vegetated hills. A single lone flyer, some winged lizard perhaps, flies far above you, a dark speck against the cloudless blue sky. It is an inhospitable area of land. Finally, ahead, you spy the ruins of an ancient stone tower, carved from the very rock. of the hills. It is the Guard Tower of the Ruins Perilous and beyond its open doors lies the testing ground of the Questor's Society.

The Guard Tower was once the first line of dwarven defenses against outsiders. All traffic to the ancient dwarven fastness was required to pass through its bottom level. Today, the iron portcullises are long gone, as are the second and third floors of the tower. What remains is a partially roofed shell. The Guard Tower serves as the first test of the Surface Ruins. A secret door, off of a landing along the remnants of the Tower's broken staircase, leads to a small chamber containing a wheel-crank mechanism on the floor.

Besides this, the tower houses a small communal nest of shivs.

As the PCs enter the Guard Tower, read or paraphrase the following:

What was once a tower is now little more than a shell. The roof is half-gone and there are remnants of what appear to have been at least two upper floors. Strangely, there is no rubble on the floor of the tower. A staircase circles around the east interior and climbs to a landing some eight feet off the ground. Then, a few feet after, it ends abruptly, several feet below the sparse remains of the second floor.

Creatures

Green shivs frequently nest on the narrow remnants of the second and third floors of the tower, fifteen and thirty feet above the ground. One of the nests on what used to be the second floor contains three eggs. The carnivorous lizards do not normally attack armed



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humanoids, but the presence of the eggs makes the female lizards more aggressive. Two of them will attack any PCs inside the tower, making swooping flyby attacks from their perches fifteen feet above the PCs.

2 Green Shivs CR 1/2 (XP 200) hp 4 AC 18

As one exits the tower through the northern archaway, the road continues into a narrow ravine (area 1b), with the sides climbing as high as twenty feet above the road. A third shiv, this one a male, sits perched on the northern ledge. If attacked, or if one of the PCs is injured, the male attacks. This winged lizard is slightly larger than the other two, a fact reflected in his hit points.

Green Shiv CR 1/2 (XP 200) hp 7 AC 18

Treasure

The three shiv eggs are a treasure, of a sort. If kept warm, and thus viable, they can fetch a price of up to 50 gp per egg from an exotic animal dealer or trainer.

Development

Finding the secret door on the landing requires a successful DC 14 Perception skill check. The room

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increases its flight speed up to 120 ft. a round. Razor Scales: Any successful natural attack against a shiv, including grapples, inflicts 1d3 points 11242224

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The green shiv is a winged quadrupedal lizard, with a unique attack and defense. It's glossy, green or emerald scales are each sharply edged and are equipped with razor-like flanges along their center. The lizard can, if it chooses, raise its scales as a defense mechanism. These raised scales can also be used to make devastatingly effective flyby attacks against prey. Once prey is dead, these carnivores then use their sharp talons

Green shivs occasionally nest in tall trees, but they are just as comfortable in craggy cliffs or ruined towers. Males are traditionally solitary hunters, but females, particularly after the mating season, will form communal nests. Females guard both their young and their eggs aggressively. Despite the danger, shiv eggs fetch a good price, as the animals are quite

The average shiv is two feet long and weighs less than ten pounds. The lizards grow all their lives and can obtain lengths of four feet (CR1, giant simple

The scarlet striped shiv is black, with a crimson red stripe down its back. This species is slimmer and lighter (flyby slash 1d4), but it also possesses a venomous bite. These shivs hunt as packs, taking turns making hit and run bite attacks against a single target while the rest using aerial assaults to bring down the prey. Forest dwellers, the scarlet striped shiv favors a diet of venison, but is not above

Poison (Ex) Bite - injury; save Fort DC 10 (constitution based); frequency 1/round for 6 rounds; んじてんためるとこん

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The Ruins Perilous







How To Use This Map Pack

This map pack contains two versions of the map cut up into pages that can be printed off on a home printer and assembled on your gaming table. The first page shows the full map as a reference for the GM and to help when laying out the pages. The first set of pages are colour and the latter are in greyscale and have been adjusted to conserve ink and retain clarity.

Each page holds a panel of the map. These have been sized for either US-letter or A4 paper sizes and allow for a print margin of blank paper. When printing, make sure you are using the correct pdf file for your paper size. Under print options turn off Scale To Fit. This will ensure that the map prints out with 1 inch squares that will work with your other gaming products. Each panel of the map has 1/2 an inch of overlap with the panels beside them which helps to line them up.

Once they are printed out you can tape the panels together ahead of time, or you can lay out the map one panel at a time as the players explore.



























Ruins Perilous

INTO THE DUNGEON

An Apprentice's Guide to The Ruins Perilous

Presented with Introduction, Histories and Worthy Instruction by the honorable and ancient

Ouestors' Society

Adventuring Guild of Questhaven

Greetings Apprentice Adventurer!

Your possession of this brochure indicates that you, having been duly sponsored and, having paid the appropriate dues, are an Adventurer in good standing with the Questors' Society of Questhaven and in full possession of a Questor Guild Ring. This ring signifies both your membership and rank in the Guild. Wear it with Pride!

You are no doubt eager to prove yourself, both to the City and to the Society, climbing in rank within the Guild as you do so. Such an effort, however, will require much from you. The Ouestors' Society demands lovalty, bravery, cunning, and skill. To demonstrate these qualities, members of the Society are required to pass many tests in order to advance in rank. The most common of these tests is The Ruins Perilous.

Located three days ride from Questhaven, the Ruins Perilous are the remains of a dwarf fastness, now the property of the Society. Within the Ruins Perilous are twenty Ouestor Guild-Forges. Placing your ring upon the appropriate forge will add a rank-marking to your ring. The first of these Guild-Forges lies near to the subterranean entrance of the Ruins. The Guild-Forges must be used in the correct order and reaching each forge requires a progressively more difficult trek. Some of the Forges, after

being used, allow the user to teleport to that Forge from the first Entrance-Forge.

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Do not allow the ease with which you understand these instructions to fool you. Only the bravest, cleverest, and most skillful of adventurers can expect to reach the Forges. Many more will perish in the attempt.

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A Brief History of the RUINS PERILOUS

The dwarves of the Western Hammer, though now long gone, left behind an incredible number of ruins. Their custom of building rock-carved surface dwellings atop massive underground complexes has long been a source of fascination to historians, sightseers, archaeologists, adventurers, and assorted cultists. Though a combination of weather, economics and arcane deviltries brought an end to the culture of the dwarves of the Western Hammer, their ancient homes endure. The Ruins Perilous is one of these fastnesses, a relic of a time forgotten. Though the surface ruins are in poor repair, the interior, subterranean ruins have well stood the test of time.

When the original Ouestors' Society was first founded, the Ruins Perilous was the very first dungeon explored by the intrepid Guild Fathers. After clearing the dungeon of a number of undesirable tenants and subduing a powerful runic-dragon, the Questors decided, in their wisdom, to claim the dungeon for their own, asking all future members of the guild to explore at least a part of the Ruins Perilous in order to prove themselves to the Society.

The Ruins Perilous have seen many changes over the years. Modifications and upgrades, of a sort, are being constantly made by the caretakers of the site. Traps are replaced. Deadly beasts, adversaries, and verminous entities move in and out of the ruins, so that its population is in constant flux. Yet at its heart it is still the same dwarf-made dungeon it was when the Founders

first explored it.

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Advice For the Apprentice Explorer of the Ruins Perilous

Bear in mind that the Ruins Perilous are specifically designed to test your skill and cunning. Each room is a challenge. Each adversary has been placed there purposefully to thwart you. How you overcome each challenge is up to you, but be <u>always</u> on your guard and take nothing for granted! While there is treasure within the complex, (paid for with dues, city taxes and the estates of fallen Guild members), never lose sight of the real goal: reaching the next Guild-Forge. Some challenges in the ruins may require you to have found or overcome previous obstacles. So if you find yourself at an impasse, do not lose hope. Retrace your steps and determine what you might have missed!

We advise those entering the Ruins, in addition to their Guild Ring and any weapons and armor they deem appropriate, to carry the following with them:

- A suitable light source
- A sturdy ten foot pole
- A leather backpack and sufficient rations
- A crowbar and several iron wedges
- A sufficient quantity of bandages and splints
- A dry change of clothes
- 20 gold coins

Arley Lonox serves as the current surface groundskeeper of the Ruins Perilous and visitors and explorers are advised to check in with him, if possible, before exploring the Ruins. We ask this, not only as a courtesy to the Society but as a courtesy to your families. Should you perish in your exploration of the Ruins Perilous, we will be better able to notify your loved-ones if we know you are there.

Check it out at http://ritepublishing.com/ruinsperilous.html

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