



A1

Eldorian Adventures

The Rats' Nest

For Character Levels 1-3

by KEITH DONE

FOE



Second edition



“I am the spirit of old Darian – begone from here, lest I curse thee with a plague most foul!”

Front Cover: the NPC Findley using his costume and camathene radiance to scare off those intruders who enter the cemetery, seeking to discover who (or what) is occupying the derelict tower that lies there.





This product makes use of the Pathfinder RPG Core Rulebook. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd. Paizo Publishing, LLC 7120 185th Ave NE, Ste 120 Redmond, WA 98052-0577 paizo.com

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About the Author

Keith Done is the head of the ‘Friends of Eldoria’ (FOE) a group of RPG enthusiasts who write modules for the rich world of Eldoria created which he started creating in 1980. Keith has been GMing and designing RPGs for the past 30+ years and has been active running and designing competitive games for conventions Australia-wide. Keith Done worked for the Brisbane-based PC games company Auran for two years and has had a number of modules and resources previously published including the Encyclopedia Eldoria, the Dark Awakenings Series, Shades of Grey, Sanctuary and Mindbane. He is currently working on the College of Arcane Science, a book totally devoted to the magic of Eldoria.

FoE Publishing (Friends of Eldoria)



FoE is a group of role playing game enthusiasts who have been playing and designing for the world of Eldoria since its’ first conception. In the early 80s Eldoria was created by Keith Done and this has been developed and added to over the past 35 years. The goal of FoE publishing is to share our ideas with the world, further build the Eldorian gaming community and provide gamers with quality role playing material.

About this Publication

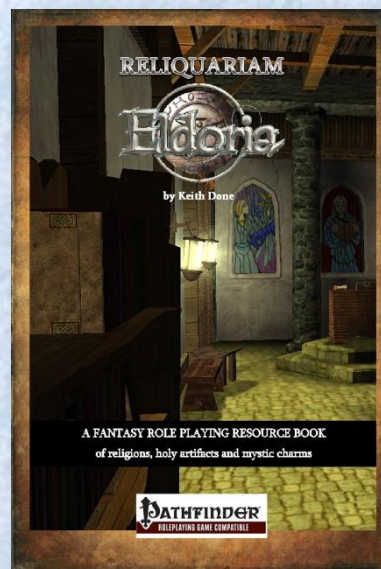
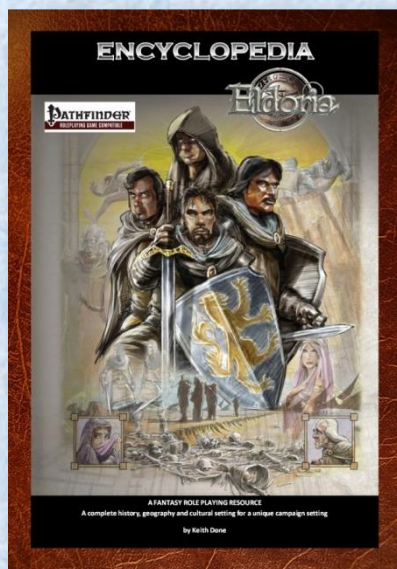
Ever wondered what was in that derelict tower beside the graveyard?

This module describes a local band of rogues, on the run from their local Thieves’ Guild. They have taken ownership of an abandoned tower by a cemetery on the outskirts of town and an ex actor, in their employ often dresses up as a ghost to keep snooping locals away. . This module is a standalone adventure that could be simply a diversion for your players or it could be further developed as a subplot for a larger campaign. Although it is recommended for levels 1-2, it could be easily scaled upward by the GM to suit games of higher levels. It also includes plot hooks to weave into your own game.

This is a revised edition of the original release of The Rats’ Nest. It was been updated and reformatted and contains new art-work, maps and material.

The Setting

This resource has been written for the fantasy world of Eldoria and throughout are explanations for terms specific to that campaign setting. However if you want to use it in your own campaign, the details and statistics can very easily changed to suit the world you are playing in. If you find the world of Eldoria intriguing, more information can be found in *Encyclopedia Eldoria* and *Reliquarium Eldoria*



Contents

Credits	2
About the Author	2
FoE Publishing (Friends of Eldoria)	2
About this Publication	3
The Setting.....	3
History of the Tower	6
Plothooks.....	7
Plot Overview	8
Rats’ Nest Description	10
Cemetery Overview	10
Activities in the Cemetery	11
Rats’ Nest Tower	13
Level 0 (Ground Floor).....	13
Level -1 (The Basement).....	14
Level 1)Brallig’s Quarters)	15
Levcel 2 (Gimble’s Quarters).....	16
Arcane Items	18
Major NPC Index	19
Bestiary Bonus	25
Maps	25
Cemetery	26
Gimble’s Arcs of Fire	27
Tower Map	28
Regional Map.....	29
References	30
Copyright	32







The History of the Tower

The Rats’ Nest is a derelict stone tower, which was originally a shrine to the Goddess Sé, the Eldoria deity of the sky. The loft of the tower was used by the Sé clergy as an aviary where they kept twin-tail falcons. These birds were used to carry messages throughout the region and played a significant role in providing communications between temples for the priests of Sé and for secular patrons (noble families, merchants and the like). The tower was originally called Kezrinn’s Nest (Kezrinn being a divine servant of the Goddess Sé).

Living quarters for the priests and associated buildings such as a refectory and library were attached to the tower. As the Sardellan Empire rose in power, Kezrinn’s Nest was taken over by the Sardellan Empire as part of its communication network; the church was outraged but financial restitution was made by the Trezkillian church and this seemed to appease the Sé priesthood. When the Sé priests abandoned the Nest, they released the falcons housed there, to roam free. Since that time, the tower has continued to be home to the falcons who roost in its upper storeys. This kept the name of ‘the Nest’ being used by locals when they referred to the tower.

When the Sardellan Empire went into decline and the Kinstrife tore apart the Imperial Homelands, the tower was used as a strongpoint by various factions. It saw many battles and swapped hands on several occasions. Many of the men who fought and died to take the tower were buried nearby and, in later times, it remained as the local cemetery.

The last occupation of Kezrinn’s Nest as a military outpost was in 1676R. During a pitched battle, the outlying buildings were burned to the ground and the tower itself was badly damaged. The tower was abandoned and fell into disuse. However, in the years since then there have been various attempts to refurbish it by various parties. One of these was a miller who had grand ideas of converting the Nest into a windmill. No sooner had work begun, there was a terrible accident. A large beam of wood was being hoisted into place and the pulley system broke. The beam fell upon the miller’s wife and infant child, killing them. A year later the miller killed himself by jumping from the top of the tower.

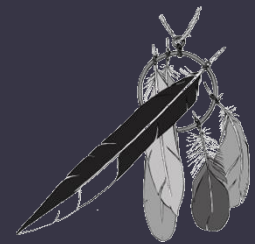
Rumours started to be told that the Nest was cursed. The souls of the dead who were slain fighting for the tower were said to haunt the place. Furthermore, those who remembered that the Nest was once a holy shrine to Sé said it was bad luck to displace the sacred birds of the Goddess from their home. Some other families tried to make the Nest their home but they never stayed long and

ELDORIAN GODS

Sé is the goddess of the sky storms and is also known as the Wind-Dancer, the Stormbringer, and the Lady of the Clouds. Her priests tend to be chaotic neutral in alignment,

Sé is a minor religion in Eldoria. The holy symbol of the clergy is a circle from which feathers hang.

Sé shrines often incorporate towers or tall structures and are a place of worship for priests, who offer praises to Sé during storms. They also often house aviaries and, in particular, twin-tailed falcons, who serve as excellent messenger birds.



Trezkillian is a major religion in Eldoria and the alignment of its clerics is lawful evil. Trezkillian is the God of War and was one of the main religions of the old Sardellan Empire. Their holy symbol is an amulet in the form of a skull pierced by a spear.

spoke of a sense of 'unease' during the time they lived there. Eventually it became a place feared and shunned by locals, where young lads would visit on dare as a test on their manhood.

About a hundred years ago the Rose Plague swept through the region and the cemetery that existed beside the Nest was used as a graveyard for the many dead. It was felt safer to bury the corpses away from the living, in the effort to prevent disease. The cemetery doubled in size and this served to augment the Nest's reputation. Old wives' tales persists that those who stay in tower will be struck by a deadly illness; that the Rose Plague continues to linger in the area. Other rumours tell about ghosts, such as the 'Spectre of the Miller' and, in particular, 'Old Darian', a plague victim who was buried in the cemetery hill and now walks at night embracing those that he meets and passing on his deadly disease.

Today, all that remains of the original structure is the single standing tower, which has seen better days, nestled inside a large cemetery, which is surrounded by a fence of iron railings. The Nest stands on high ground and can be seen from most roads, and though the tower is in disrepair it is still quite sound. It has now become the headquarters of a gang of thieves known as the 'Shadowkin'. From a distance the image of the derelict tower and the image of the hundreds of gravestones, over which slowly circle screaming falcons, is a disquieting sight. To add to the fear-factor the thieves of the Nest play upon the local rumours of ghosts by masquerading as undead from time-to-time in order to scare off any prying intruders.

Plotoooks

This tower can be placed in any location in your campaign (e.g. a lonely hill or on the outskirts of a town or village). In order for players to adventure to the 'Rats' Nest' a plot hook may be needed. You may have your own ideas that will divert the party to the Nest or you may care to use one of the following:

Rescue!

A friend of the party (or another player character) is abducted for ransom by the Shadowkin. All leads indicate the victim is being held at the old tower.

Reward

The players are approached by Hellawyn's brother who has been sent to the city by his father, Storm Blackhand, to find a band of adventurers to rescue Hellawyn. He can only pay the players a total of 10gp.

Revenge!

The Shadowkin have attacked your players or stolen something of value from them. The players learn about whereabouts of the thieves' hide-out and plan an attack on the 'Rats' Nest'.

High Finance!

The party is broke and hear of hidden treasure in the old haunted tower.

A Ghostly Tale

The Ormocean church has heard of the rumors of undead that haunt the tower and have sent a party to find out if the stories have substance that warrants the attention of the church.





Plot Overview - The Shadow Kin

The Shadowkin is the grandiose title of a small band of petty thieves, led by a slimy character called Gimble. A conniving trickster, Gimble’s main source of illicit income is from ‘protection money’, made from threatening the poorer shopkeepers in the nearby city of Quorull (Gimble was originally a street urchin from Quorull). As Gimble became an adult he shrewdly handpicked the toughest and best of his street companions, most of whom still work with him.

His quick wits rapidly allowed him to exploit every shady opportunity. However, success resulted in the unwanted attention of the local thieves’ guild. Gimble was forced to leave his childhood streets of Quorull and relocate his operation to the Nest, which he renamed the “Rats’ Nest”. He uses this as a base to prey upon smaller villages within travelling distance. The standard mode of operation for the Shadowkin is for Gimble and his compatriots to stay overnight in or near a village, demand money or rob local travellers and then return to the Rats’ Nest to deposit their haul, before moving on to the next target village. This way he has avoided attracting the attention of the larger thieves’ guilds in the neighbouring cities, while still making a lucrative living.

Gimble has managed to take care of occasional run-ins with members of thieves’ guild (based in villages) with the help of Braillig, his strong arm. His visits are frequent but sporadic and unpredictable. So far none of the locals have sought to bring the Shadowkin to justice. On the rare occasion where someone has challenged their authority, Gimble has taken a hostage to keep the peace. This is usually a daughter who he then ‘reuses’ in a brothel he has ‘bought into’ in the region.

Gimble’s main partners are Braillig, an overweight bully of a man; Wabe, a small swift fellow and a skilled knife-thrower; and Findley, an elderly thief who was once an actor in the Quorull Hall of Tiers. He is clever with disguise. There are also four thugs paid by Gimble. The main characters are detailed in the Major NPC section.

Findley has spent the last five years building up the mystery and fear surrounding the Rats’ Nest. Not only does he ‘haunt’ the area at night in a fearsome costume, but he has also been quite creative in spreading rumours in the region and reinforcing the tales of ghosts such as Old Darian. Findley often hires the services of a ‘friend’ with magical talents to stay at the Nest and produce a mist to augment the ‘spookiness’. In return he provides the petty wizard with a regular supply of narcotics. This routine is usually scheduled usually in the bleakest time of year, the March of Shadows. On occasion, Findley has even used the corpse of an errant shopkeeper or street urchin to build up the fear surrounding the area; their bodies being found near the area with a look of fear frozen on their faces and no visible signs of violence (these people were often drowned or on one occasion, Findley used a hapless shopkeeper with a bad heart who had died).

QUORULL

Quorull is a merchant city on the coast of Llan, a country which borders Elkia and Sard. This city is Llan’s largest port and is located at the mouth of the Drissada River on the shores of the Greater Inner Sea.

Quorull is an important centre of commerce. Vessels from the great mercantile city-state of Tempest berth here regularly and Y’siran traders from the distant south of Eldoria have been known to make direct crossings of the Passage of Thungar to ply their trade in in Quorull. It is the capitol of Llan, and is a small city by comparison with other Llanish and foreign cities. The original city of Quorull was razed in the Great Civil War of 600R and it stood in ruins for centuries until the Guilds rebuilt it after they came to power in the 16th century R.

As most industry had relocated to the southern towns of Slaarn and Tokia over the intervening years, Quorull remained a small metropolis where the Guilds based themselves; a place of wealth and splendor with magnificent architecture, exemplified by its great indoor theater, the Hall of Tiers.

Brallig is Gimble’s muscle. He likes intimidating locals and his favourite punishment to those who refuse to pay tribute to the Shadowkin is to break their teeth. He collects these and wears them on a cord about his neck.

Wabe is a skilful talker and wheels and deals for gang. He was apprenticed to a jeweller when he was younger and is good at appraising the value of items (particularly gem stones), He is a negotiator and sells merchandise to their contacts in Quorull.

Presently at the Nest, the Shadowkin have two hostages - a local young thief, nick-named **Frog**, and the teenage daughter of a blacksmith from the village of Plummoor. Her name is Hellawyn and her father recently stood up to Brallig and actually beat him in a fight. Later the Shadowkin kidnapped Hellawyn and they plan to use her to put pressure on the blacksmith.

Note: These hostages can be replaced with ones linking with your campaign.



Detail from a map of Eldoria showing the locations of major cities mentioned in this section

Rats’ Nest Descriptions

Cemetery Overview (see map on page 26)

The cemetery surrounds the tower on the hill, and is bounded by iron railings (5’ in height). Many of these are rusted or bent. There is a gate in the south of the cemetery fence which marks an overgrown track leading up to the tower. This track stops 40’ from the entrance at a pile of old masonry.

The cemetery is made up of many headstones and monuments erected in memory of past residents of the region. Most of these are from 100 years ago when the Rose Plague claimed many lives. The headstones are not in good condition with a great number of them being defaced, broken, or unreadable.

(1) Gates

The main gates face the road that runs between Darringmoor and Plummor. The gates are made of the same iron railings as the fence that surrounds the cemetery and are kept shut by means of a stout chain and padlock (DC25 to Pick). The mayor of Plummor and Gimble have keys to the padlock.

(2) Sé Graves

This is a row of stone sarcophagi that feature effigies of Sé priests carved upon their lids. They are the resting places of senior priests of Sé who were members of the temple that once existed here.



(3) Main Cemetery

This area is occupied by the most plots and contains the graves of the poorer people of the region, many of whom died from the Rose Plague of 2050R. The graves tend to be simple headstones of stone or wood.

(4) The Rats’ Nest

See separate section for a description of the tower and its interior.

(5) Ruined Temple

The tower was once part of a larger temple devoted to the Goddess Sé. Most of the original structure

burned down during “The Battle of Kezrinn’s Nest” but the tower remained,



relatively intact. The temple ruins now consist of the remaining stone walls and flagstone floors, mostly covered with vegetation.

(6) Rubble

At one stage, the stone debris and wood from the temple fire was collected and moved down the hill to the east, where it has remained.

) Warrior’s Walk

These are the stone monuments to knights and senior officers who died at “The Battle of Kezrinn’s Tower”, one of the last major confrontations of the Kinstrife.

(8) Crypts

This area is devoted to large family crypts and monuments to noble families of northern Elkia.

GM Note:

Behind one of the large monuments, amongst the thick grass, is a small leather pouch (Perception DC18 to spot). It was dropped by Gimble when he was startled by the barking of the dogs on his return one day. It contains three plain silver rings, a leather necklace with a pendant in the shape of a silver star, 10cp, 3sp, and a small flask of rum. These were his takings from a recent trip that he has lost.

Activities in the Cemetery



Entry by Day

If the party ventures into the cemetery during the day they will eventually be attacked by two dogs. The cemetery is patrolled by two vicious guard dogs that belong to the thief, Wabe. They wander the area by day but are chained up inside the tower at night. If the resulting combat with the dogs last for more than 4 rounds, the noise will alert the thieves of the tower who will prepare an ambush for the players. Wabe and Findley will move silently into the cemetery and get behind the intruders. Brallig and the hired thugs will ready themselves on the ground floor of the tower. Gimble will take a position at the arrow-slit in his room on the 2nd level of the Nest.

The map on page (27) shows Gimbl’e arc of fire and range with his crossbow.

The plan is to let the players approach within 30’ of the tower before Brallig and his men storm out and attack. Gimble will provide supportive fire with his crossbow. Findley and Wabe will strike from behind and attempt to use Sneak Attacks. Gimble will join the battle in close combat once he determines that the players are not a big threat. Otherwise he will collect a bag of loot together and flee.

GM NOTE:

Treat the dogs as Riding Dogs for the purposes of game statistic: Init+2/AC13/hp13/Saves Fort+5/Ref+5/Will+1/Melee Bite+3 (Dmg 1d6+3).

Entry by Night

If the players enter the cemetery by night, they will run into the thief Findley. Findley will be dressed in his ‘ghost outfit’. This consists of a hood and cloak, with old torn shrouds for clothing. His face is painted like a deathly corpse and he has a set of fake pointed teeth in his mouth. He carries a lantern that emits a weird, green radiance and his eyes appear to radiate the same eerie light. He will confront the party (moaning and groaning) and will declare himself the ghost of the Old Darian, warning the players to turn away, otherwise he will curse them with the Rose Plague. Findley is quite clever in his role as a ghost and will flinch away from holy water or the turning ability of a cleric, before appearing to rally and defy the players again, laughing and bragging of his undead power. If forced into combat, Findley will hurl his lantern at the players and then he will flee, trying to use his Hide ability to elude any pursuit. He will then slip back to the Rats’ Nest to warn the others. If Findley is not prevented from returning to the Nest, Gimble will organise the same ambush as described above, sending Findley and Wabe out into the cemetery if possible.

GM NOTE

*Findley’s green luminescence is created by using **camathene**, a squid ink that emits a green light when fresh water is mixed with it. Camathene is used a cheap source of lighting, in places where it is abundant (e.g. the poorer districts of the city-state of Tempest. Although camathene is not an unknown commodity, it is not found everywhere. Allow your players a DC check at 22 if you think they have some skill that would give them knowledge of what the radiance of camathene looks like (e.g. Craft: Alchemy, Knowledge: Arcana etc). Findley carries a water-tight lantern filled with a camathene and water mix. He also rubs camathene into the skin under his eyes. The ink irritates his eyes and makes them water, creating a green glow.*

Perception Checks in the Cemetery

If time is spent investigating things in the cemetery, the players may make Perception Checks and, the following information may be found:

The last burials were over 100 years ago, when there were over 80 burials within the span of one year, from the elderly to very young. Reading the headstones will reveal that these were plague victims.

The masonry rubble near the front door of the tower has a number of Sé symbols carved into sections of the stone.



CAMATHENE

Also known as squidlight. This is a concoction distilled from the ink of the male grey-mottled squids of the Emerald Deeps. It provides a dull green phosphorescent light when added to fresh water. It is a cheap source of lighting in places where there is a high-risk from fire.

It is commonly used amongst the poorer folk of Tempest who dwell in the darkness of the undercity, which is created by its many platforms and boardwalks.

Camathene is contained in a sac within the head of the grey-mottled squid and a single sac usually contains up to 20 pints of the ink. When mixed with fresh water a green radiance is produced that will last for 1d4 hours. The light illuminates an area of 40’ with a light that is the equivalent of 50% of normal daylight.

Grey-mottled squids mate in the estuaries of rivers that empty into the Greater Inner Sea and it is thought that the release of the ink and subsequent illumination due to the presence of river water is used to attract mates.



The dogs may be spotted or heard barking before they are encountered (GMs discretion/day time only).

The green glow of Findley may be seen from afar (night time only).

Rats’Nest Tower

The Rats’ Nest small tower built from dark grey stone that sits on a steep grassy hill surrounded by a multitude of overgrown headstones. A set of wooden steps has been laid into the south side of the hill to allow an easier climb to the door of the tower. The ruins of the buildings that were once part of the Sé temple complex are located to the immediate east of the tower; these are nothing more than the remains of walls and flagstones, covered with vegetation. Further to the east is a pile of stone debris and wood removed from the ruins. At the base of the Nest, there is a solid wooden door, reinforced with rusting iron bands, which faces south. Higher up in the tower a few arrows slits can be seen.

(Level 0) The Ground Floor

A solid wooden door bound with rusted iron bands provides access to this level. The door is locked and there are no windows at this level, leaving the interior dark and gloomy. The walls and floor of the ground floor are constructed of dressed dark grey stone, identical to the exterior masonry. A rickety, wooden staircase (-4 penalty to move silently DC rolls) ascends to the upper levels of the tower, passing through the ceiling to the next level.

A trapdoor set in the floor near the northern wall provides access to the basement. Lighting comes from a large lantern slowly swinging from a rope attached to a staircase rail. It emits an eerie green light. A barrel of water and a copper pitcher stand beside an old table. On it are a stale loaf and a jug of sour ale. There is a strong smell of unwashed bodies. Mattresses and bedding are scattered in the remaining area.

GM NOTE:

The door is locked by means of an iron bolt from the inside. This level is used as sleeping quarters by any hirelings of Gimble. There are currently four of the hired thugs sleeping on rough mattresses strewn around the floor. If it is after dark, Wabe’s dogs are also here, chained to the N wall.

There is a password for thieves to enter the tower (known to Gimble, Brailig, Wabe and Findley). The password is ‘Dark Moon’.

(Level -1) The Basement

Beneath the trapdoor is a small ladder that descends into the basement. This dark chamber is lit by tallow brands arranged around the walls. Two makeshift cots sit against one wall. A small chest rests beneath each cot. Shelves occupy another wall and they are filled with assorted equipment, such as skins of oil, kegs of ale, resin torches, crow-bars, and rope. Several barrels are stored in the northern part of the basement. There are two small kegs at the bottom of one of the cots.

Beside an open barrel, is a small figure of young boy, bound and gagged. With him are two men. The boy is having his head dunked into the barrel which is filled with water. One of the men is dunking him and the other is looking on smiling.

GM NOTE:

Unless they are otherwise occupied or events have changed things, Findley and Wabe are interrogating the young thief, Frog. If it is after dark, Wabe’s dogs are also here, curled up beneath the cots. The barrels contain water and salted fish. Frog collects extortion payments for the Shadowkin from the village of Plummoor and is suspected of skimming money from his latest takings. Gimble has arranged for him to visit the Nest and ‘talk’ about his role with them.

*The small chest beneath the first cot holds Wabe’s booty. The chest is locked (DC30) and only Wabe holds the key. Inside is a bag containing 32cp, a masterwork pearl-handled stiletto, and two +1 Pre-redemption magic throwing knives (Tyrania’s Twin Daggers). The properties of these knives can be found in the **Arcane Items** section of this module.*

A secret compartment in Wabe’s chest holds a vial of Black Adder Venom poison.

Black Adder Venom

Injury/Fort DC11/Onset Immediate/Frequency 1/rd. for 6 rds/Effect 1d2 Con Damage/Cure 1 save.

The chest beneath the other cot holds Findley’s possessions. It is not locked. Inside is a cloth bag containing 15cp, a wooden case of face paints (skin colours) and other assorted disguise material, several wigs, fake monstrous teeth and numerous sets of clothing (including tattered shrouds and a large hood and cape). A lantern is also stored here.

The two small kegs contain Findley’s supply of camathene used to produce his green glowing light effect when he masquerades as a ghost.

Frog’s starting disposition is hostile. If Frog is rescued by the players a Diplomacy reaction that results in ‘Friendly’ means Frog will actively aid the party. Otherwise he will be thankful and feign joining them but he will flee at the first opportunity. Frog can describe the members of the gang but he knows nothing of the layout of the Rats’ Nest; this is his first visit here.

*If you wish to play the **Rescue Scenario** you can substitute your own captive for Frog.*



PRE-REDEMPTION AGE

Eldorian history is divided into three ages. The modern age is called the Redemption, which followed the discovery of the Books of Law by the Prophet Samroth. This heralded in the return of magic to the land. Previous to this there was a period of barbarism and chaos which is referred to as the Darktime, when a great deal of ancient knowledge was lost. The Darktime is thought to have lasted 5,000 years but because many books and records were destroyed, it is not a certainty.

The golden era of Eldoria is known as the Twilight Years or the Pre-Redemption Age. It is a time when the Gods walked the lands of Eldoria and the understanding and use of magic was at its zenith. The ability to craft magic weapons and devices in the Age of the Redemption has never equaled the skills of the artificers of the Pre-Redemption times. Ancient weapons and items are far more powerful and stable (they are the magic items described in Pathfinder source material books). Modern magic items lack permanency and tend to rely on charges

(Level 1) Brailig’s Quarters

A rickety, wooden staircase leads up from the Ground Level to Brailig’s Quarters. Another staircase leads further up to Level 2. Level 1 is divided into a large cooking area and bed-chamber.

Cooking Area

This section contains a long, heavy table and pews. A cluster of thick tallow candles, melted into a singular mass, are positioned in the middle of the table, providing illumination.

Two legs of salted lamb hang from hooks in the ceiling near the northern wall. They hang over a smaller table crammed with clay pots of salt, pepper, and various spices. Sacks of root vegetables and a barrel of water sit beside the smaller table.

A large cooking fireplace is in the south, over which hangs a cauldron bubbling lazily with a thick broth. There is a small bread-oven in the stonework, on the left side of the open fire. Beside the fireplace are shelves on which are stacked numerous plates, mugs, and kitchen implements.

There is a door in the middle of the central wall (*GM Note: this leads to Brailig’s bedroom*)

Brailig’s Bedroom

This room contains a single bed, a small side-table, and a large wooden chest (positioned at the foot of the bed). Illumination is provided by a lantern on the side-table. Next to the lantern is a plate of bread and cheese. Also in the room are two small cages. One holds a huge, grizzled rat and the other holds three small kittens.



GM NOTE:

Brailig enters the rat (lovingly called Nipper) in fights at the local tavern in the village of Plummoor and uses the kittens as ‘sparring partners’. A large brass key is hidden in the rat’s cage, amongst the litter (Perception DC22 to spot). The key opens the chest in the room.

Nipper (Dire Rat)

Use the Pathfinder statistics for a Dire Rat for Nipper: Init+3/AC14/hp5/Saves Fort+3/Ref+5/Will+1/Melee Bite+1 (Dmg 1d4+disease).

*The other staircase leads up to Gimble’s Room. **Brailig, unless otherwise in action, will be resting on the bed.** If combat occurs and he has sufficient time, he will release the rat, which will attack alongside his master.*

The chest contains a spare suit of studded leather armor, a short sword, a bag of 20sp and 58 cp, and various pieces of clothing.



ILLIXIA

This drug comes in the form of mauve coloured powder with a subtle scent reminiscent of dates. It is a psychotropic drug with hallucinogenic qualities and is dissolved in liquid for consumption. It promotes a warm giddy felling and users find immense pleasure in everything including pain.

Type: Drug (Plant),
Ingested/Save: Fortitude DC15

Frequency: 1/hour for 2 hours

Initial Effect: 1d4 temporary
Int damage/Secondary: 1d4 temporary
Cha damage +1d4 temporary
Wis damage
Side Effect: Exceedingly addictive. After the dose wears off, the affected creature must make a Will save (DC 16) or become addicted to Illixia.

If failed, the addicted character must make a further Will save (DC 16) to fight the addiction each day that they do not take a dose of Illixia. Failure results in 1d2 Wis reduction and 1d2 Cha reduction.

They can overcome the addiction by succeeding in making saving throws for two consecutive days in a row, however they may become addicted again if they ever take another dose of Illixia and fail the addiction save.

(Level 2) Gimble’s Quarters

The stairs leading up from Level 1 end at a wooden door with a stout iron bolt .

Inside, the room is crammed full and decorated with all manner of stolen items, collected from villages in the surrounding area. A multitude of furniture, statuettes, pedestals, stuffed animals, bolts of cloth, rolled up carpets, perfume bottles, and weaponry lie about. A large round table is at the centre of the maze of objects. It too is piled high with rusted swords, ornaments, decorative caskets, old stone-bottles, silver plates, leather pouches, chests, and the like. Every corner of the room is crowded with bric-a-brac and furniture, creating the look of a junk-shop.

A gaudy four-poster bed occupies the eastern area of this level, hung with dirty lace curtains. Beside the bed is a small, walnut table on which rests a locked iron casket, a small silver box decorated with nymphs, a stone jug (of mead), an empty sack, and two copper goblets. A long, hooked, iron rod stands against the table.

The ceiling is open, showing the rafters inside of the conical tower top. There are three supporting beams and wooden frames which hold wooden roof tiles in place. Some tiles have fallen in over-time allowing natural sunlight (and rain!) into the room. A hangman’s noose dangles from a support beam (its position indicated by the outlined box on the map).

GM NOTE:

Although not usually locked, Gimble has a padlock and key that he uses to secure the iron bolt. This allows him to lock the door from outside or inside the room.

Unless events dictate otherwise, the bed is currently occupied by Gimble and Hellawyn a short, plain girl with red hair. She is seventeen years old and has been held by Gimble for the past few days. The villain intends to take Hellawyn to the distant village of Cherrimoor, where he has an associate who is involved with a slave trading ring. Hellawyn should fetch a reasonable price with one of the Llanish workhouses.

Hellawyn was kidnapped after her father, a local blacksmith, defied the Shadowkin their right to take a cut from his earnings. The blacksmith fended off Brallig in a fight and, on learning of this, Gimble instructed his band to secretly take the smith's daughter hostage. He has sent word to the blacksmith that his daughter is unharmed and she will be set free once he pays his first lot of tribute to the Shadowkin. Of course, this is a lie and Hellawyn will be sold to slavers as punishment for her father’s defiance.

There are many pieces of shed snakeskin on the floor by the bed. The GM should check to see if the players notice them (Perception DC18).



The GM is free to determine what bric-a-brac is amongst the collection of stolen goods if players search the area (the **FoE Mundane Items Tables** are a great resource for this).

The silver box contains a yellow powder called Illixia. This is a drug that is well-known and anyone making a successful herbalism or alchemy check at DC12 will be able to identify the substance.

The iron casket is locked and trapped. A poison needle device is located beside the keyhole (Perception DC 25 to see it if checking for traps). Any attempt to force or otherwise tamper with the lock activates the needle (Reflex Save DC20). Gimble carries the key to his chest on his person.

Inside the casket are a number of items guarded by a poisonous adder. Unless a character opening the box has indicated they are doing so using extreme caution, the snake will strike with deadly speed, catching them flat-footed).

Adder

Use the Pathfinder statistics for a Venomous Snake: Init+5/AC14/hp13/Saves Fort+5/Ref+4/Will+1/Melee Bite+1 (Dmg 1d4-1 plus Black Adder Venom).

Black Adder Venom

Injury/Fort DC11/Onset Immediate/Frequency 1/rd. for 6 rds/Effect 1d2 Con Damage/Cure 1 save.

The contents of the iron casket are

- (a) A money pouch containing 10gp, 6sp, and 77cp
- (b) A tinderbox
- (c) A small, clay pot with a leather cap stretched over the top (containing 3 doses of the adder venom)
- (d) A long knife with a silver skull carved as the pommel

Gimble usually handles the adder with the sack and the iron rod beside the table, besides using the adder as a guard for his casket, he also milks it for venom to use on his dagger.

Once applied to the dagger, the venom retains its potency for 1+1d10rounds.

Beneath Gimble’s bed is a loaded crossbow, a quiver of 12 bolts, a short sword, and a wooden ladder (see *Escape Exit*).



Escape Exit

Gimble has a secret escape exit he uses to depart the Rats’ Nest in an emergency. The hangman’s noose consists of the noose itself and 20’ rope coiled around the beam and tied off securely. Gimble uses the snake-catcher’s hook to snare the noose and drop the rope down to the bed, allowing him to climb up into the rafters. Here he has also stowed an additional 100’ long coil of rope and has loosened six of the roof tiles. He can easily remove the tiles and climb onto the roof. There is a weather vane at the pinnacle of the roof to which he can tie the longer rope and use it to lower himself to the ground below and, if hard-pressed, Gimble can hide amongst the gravestones and escape into the fields beyond when the coast is clear.

GM NOTE:

It is dangerous to walk on the sloping shingles of the roof-top. There is a 10% chance of a tile giving way each round, if anyone is walking there. If this occurs, a Ref DC Check of 18 is required to avoid falling from the roof. In addition, there is a nest of twin-tailed falcons on the roof. There is a 25% chance they will harass and attack anyone on the roof.



Arcane Items

Tyrania’s Twin Daggers

Aura feint divination; CL 5th; Weight 1 lb (each blade).; Market Price 7,000 gp

Description

These finely balanced +1 blades are enchanted so that, when one is thrown, the other will follow its twin to its target unerringly. A character throws one dagger and makes a hit roll. If the second dagger is thrown by the end of the next combat round, no hit roll is required; instead use the hit roll and damage inflicted on the target by the first dagger thrown. Critical damage is also duplicated if it was caused by the first dagger thrown. Note that the ‘twin’ effect only applies to the daggers if they are thrown and the second blade will hit exactly one quarter of an inch to the left of the first dagger.

Construction Requirements

Spellcraft; Craft Magic Arms and Armor, trueshield; Excellium steel; Cost 3,000 gp

History

Tyrania’s Twin Daggers were made by the notorious sorcerer Gyas Tyrania, who was one of the Serpent Kings who warred against one another during the Darktime. Tyrania was slain during that conflict and the daggers were lost, thought to have been claimed by his rival, Vahlick Deadhand. Fifty years ago the daggers were discovered in the dungeons beneath Horror Hill, in northern Elkia, by a band of adventurers. Horror Hill is rumoured to be where the ancient fortress of Deadhand was located. The daggers were subsequently sold to the nobleman Lord Bethnal Sandrum who dwelled in the city of Darringmoor and passed on to his wastrel son, Kanning, upon his death. Kanning gambled away his family fortunes at the card tables run by the Darringmoor thieves’ guild and one night, after refusing to pay a rather large debt, he was set upon and his possessions handed over to Queen Mumma, the leader of the Darringmoor thieves - all except the daggers. A young rogue, named Wabe, who was part of the gang who assaulted Kanning Sandrum, kept these hidden from his compatriots and claimed them for his own.

Major NPC Index

GIMBLE (Rogue) CR2

XP 600

Male human rogue(Poisoners) 3

NE Medium humanoid (human)

Init +3; **Senses** Perception +5

DEFENSE

AC 17, **Touch** 14, **flat footed** 13 (+3 armor studded leather +3 Dex +1 Dodge)

hp 23 (+3d8+6)

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

OFFENSE

Speed 30ft

Melee Masterwork Dagger +3 (1d4/19-20/x2): Damage bonus +0

Ranged Light crossbow +5 (1d8/19-20/x2) or masterwork dagger (thrown) +6 (1d4/19–20 x2) Damage: +0

Special Attacks sneak attack +2d6

STATISTICS

Str 11, **Dex** 16, **Con** 15, **Int** 11, **Wis** 8, **Cha** 11

Base Atk +2; **CMB** +2; **CMD** 17

Feats Defensive Combat Training, Dodge, Mobility

Skills Appraise +8, Bluff +6, Climb +6, Diplomacy +6, Intimidate +6, Knowledge (local) +8, Perception +5, Sense

Motive +5, Sleight of Hand +9, Stealth +9, Survival +2, Swim +6

Languages Common (Sardellan)

Combat Gear adder poison (4 doses)

Other Gear studded leather armour, dagger, light crossbow

SPECIAL ABILITIES

Master Poisoner +1, poison use, rogue talents (black market connections)

Evasion Successful Reflex Save against an attack that normally deals half damage = no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

PERSONA

Gimble is a short man with a scarred face, olive skin and short cropped brown hair. He has a close-trimmed beard and moustache. Gimble has a medium build and speaks in a deep baritone voice. He is a ruthless and calculating adversary, only interested in profit and gain and saving his own skin. This does not mean he is a coward – he is just careful.. He will fight furiously in combat, taunting his enemies, however he knows his limitations and, when discretion is the better part of valor, he will flee, leaving his comrades in the lurch. Gimble carries a burning grudge against anyone perceived to wrong him and will plot vengeance on anyone who upsets his schemes. Gimble currently wishes to get even with the blacksmith of Plummoor, who defied his recent attempts to extort tribute from him. He has kidnapped Hallawyn, the blacksmith’s daughter, to exact his revenge and plans to sell her to slavers. If anyone attempts to rescue her he will not hesitate to kill her before making his escape.



BRALLIG (Fighter) CR1

XP 400

Male human fighter (Brawler) 2
 CN Medium humanoid (human)
Init +1; Senses Perception +3

DEFENSE

AC 14, Touch 11, flat footed 13 (+3 armor studded leather +1 Dex)
hp 22 (2d10+2)
Fort +4, Ref +1, Will -3 (+1 vs. fear)

OFFENSE

Speed 30ft
Melee master-work shortsword +7 (1d6+3/19-20/x2) or dagger +5 (1d4+3/19-20/x2) or unarmed strike +5 (1d3+3/x2)
Ranged dagger +3 (1d4+3/19-20/x2) Damage bonus +0

STATISTICS

Str 16, Dex 12, Con 13, Int 7, Wis 4, Cha 8
Base Atk +2; CMB +5 (+6 Bull Rushing, +6 Dragging, +6 Repositioning); **CMD 16** (17 vs. Bull Rush, 17 vs. Drag, 17 vs. Reposition)
Feats Enforcer, Improved Unarmed Strike, Intimidating Prowess, Weapon Focus (Shortsword)
Skills Acrobatics +0, Climb +2, Escape Artist +0, Fly +0, Handle Animal +4, Intimidate +7, Profession (cook) +2, Ride +0, Stealth +0, Swim +2
SQ None
Languages Common (Sardellan)
Combat Gear Masterwork shortsword, masterwork dagger, two magic daggers, studded leather armor.
Other Gear None.

PERSONA

Brallig is a large, overweight brute of a man with a cruel, vicious nature. He has a mop of wavy dark hair, a wide nose and pig-like scowling eyes. Brallig’s large build belies his skill in combat. Although he lacks wits and has no cunning when it comes to a fight, he will fight furiously against overwhelming odds. Brallig enjoys a good scrap and will often challenge opponents to unarmed combat to settle a dispute. He is the muscle of the gang and uses his brutish nature to scare villagers into paying tribute to the Shadowkin.

Brallig is a capable cook and prepares meals for the band at the Rats’ Nest, often indulging in tidbits before the meals are served. He is quite good at cooking and actually is proud of his culinary skills. He was once a cook at the Sail’s End inn, in the city of Darringmoor, many years ago until his temper got the better of him with a patron who complained about the stew he served. Brallig broke the man’s nose and almost choked him by forcing the stew down his throat. He lost his job at the Sail’s End and spent many weeks on the streets. Eventually he earned his keep by entering fist-fights at the notorious ‘Slops’ drinking hole, located in the poorer parts of the city. He became quite a successful brawler but his bad temper still flared up, especially if he came up against someone with equal fighting skill and a quick tongue. Brallig did not take witticisms against him lightly and often this led to him almost killing his opponents during bouts. One fateful night he did end up killing an opponent in a fight and the man’s friends turned on Brallig with their weapons. It was likely that they would have killed him, except for the intervention of Gimble and Wabe (who had come to Slops to bet on the fights). The pair wounded Brallig’s attackers and they all fled into the night. Brallig joined the Shadowkin and has been with the gang for six years.



WABE (Rogue)

CR1

XP 400

Male human Rogue (Knife Master) 2

CE Medium Humanoid (human)

Init +3; **Senses Perception** +2

DEFENSE

AC 15, touch 13, flat-footed 12 (+2leather armour, +3 Dex)

hp 14 (2d8+2)

Fort +1, **Ref** +6, **Will** -3

OFFENSE

Speed 30ft

Melee master work dagger +5 (1d4/19-20/x2) or dagger +4 (1d4/19-20/x2)

Ranged magic dagger +5 (1d4/19-20/x2) or dagger +4 (1d4/19-20/x2) Damage bonus: +1

Special Attacks sneak attack (1d6)

STATISTICS

Str 10, **Dex** 17, **Con** 12, **Int** 12, **Wis** 4, **Cha** 9

Base Atk +1; **CMB** +1; **CMD** 14

Feats Fleet, Skill Focus (Handle Animal), Weapon Finesse

Skills Acrobatics +8, Appraise +6, Bluff +4, Climb +5, Escape Artist +8, Handle Animal +4, Intimidate +4, Perception +2, Sleight of Hand +8 (+9 to conceal a light blade), Stealth +8, Swim +5

Languages Common(Sardellan)

SQ hidden blade +1, rogue talents (finesse rogue)

Combat Gear black adder poison (1 dose)

Other Gear leather armour, dagger, 2 bandoliers with 6 daggers, key to chest.

SPECIAL ABILITIES

Hidden blade +1. A hidden blade is adept at storing and retrieving weapons from places that no one would expect to find them. At 1st level, she gains Quick Draw as a bonus feat, even if she does not meet the prerequisites. In addition, she can draw hidden weapons as a free action, rather than a move action.

Rogue talents (weapon finesse rogue)

Evasion Successful Reflex Save against an attack that normally deals half damage = no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

PERSONA

Wabe is a lithe, athletic character and an expert knife-thrower. He is of slight build with a thin, angular, clean-shaven face. He has short blonde hair, dark eyes, and thin lips. Wabe prefers to keep his opponent at missile range in combat, using his expertise with throwing daggers. However, if pressed, he will engage in close fighting. His favourite manoeuvre is faking a stumble at the feet of his foe, rolling, and in a blinding display of speed and agility coming up behind them to stab them in the back. To do this Wabe must win initiative, successfully perform his tumbling skill, and make a Ref DC of 15 to quickly recover his posture to deliver the sneak attack. Wabe was once a knife thrower with a travelling troupe of entertainers. The NPC Findley also was a member of the same group and became a good drinking friend of Wabe. Unfortunately these drinking bouts ended up with Wabe badly injuring a young woman volunteer from the audience during a performance. Wabe was thrown out of the troupe and Findley went with him. Eventually the pair fell in with Gimble and his gang.



FINDLEY (Expert)

CR0.5

XP 200

Male human Expert 3

CN Medium Humanoid (human)

Init +1; Senses Perception +6

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 13 (3d8)

Fort +1, Ref +2, Will +3, Init +1

OFFENSE

Speed 30ft

Melee master work dagger +1 (1d4-1/19-20/x2)

Ranged none

STATISTICS

Str 8, Dex 13, Con 10, Int 15, Wis 10, Cha 12

Base Atk +2; CMB +1; CMD 12

Feats Deceitful, Prodigy (Perform [act], Profession [scribe]), Skill Focus (Linguistics)

Skills Bluff +9, Craft (calligraphy) +6, Disguise +9, Knowledge (local) +8, Knowledge (nobility) +8, Linguistics +11, Perception +6, Perform (act) +9, Profession (scribe) +8, Sense Motive +6

Languages Common (Sardellan); Llanish; Elven; Dwarvish; Char-Endlese; Uushai (an old clerical language similar to latin in our world).

Combat Gear dagger and vial of black adder poison (1 dose)

Other Gear dagger, vial of camathene

Rogue talents (weapon finesse rogue)

PERSONA

Findley is a thin elderly man with a bald pate and delicate features. He has piercing grey eyes and a salt and pepper beard and moustache. He has a nervous disposition and often complains when given directions by Gimble, although he always obeys them in the end. He is not very good at fighting and has been known to flee from combat if things are looking bad for the Shadowkin. Findley is quite cunning and will use his wits to get out of a situation. He has been slowly trying to replace Brailig as Gimble’s right hand man as Gimble values Findley’s wide range of skills, particularly his talents in the area of forgery and disguise. Findley was an actor in his younger days and even performed at the Hall of Tiers, the great theater in Quorull, the capital city of Llan. He worked on stage and for the administration of the theater, where he wrote correspondence to patrons of the Hall of Tiers. He became embroiled in a torrid affair with the daughter of Sir Kanther Tharlen, one of the nobles who supported the theater. As a result, Findley was forced to leave his position in Quorull and sought similar work in other cities in Llan. However, Sir Kanther was an influential man and made sure that the theatre community within Llan learned of his displeasure concerning Findley. The actor found it difficult to find work and was soon destitute. Eventually he found employment with a troupe of entertainers who travelled about the villages of Llan and Elkia. His work with the troupe revolved around using his acting talents to build up anticipation for the crowds before the performances. In addition he provided voices for a puppet show about the legendary “Paladin Saviour”. Findley found the work to be ‘below’ his talents and took to drinking heavily. He found a kindred spirit with the NPC Wabe (who was a knife-thrower with the troupe) and the two became firm drinking buddies. When a drunken Wabe accidentally injured a volunteer member of the audience during his act, he was dismissed and Findley went with him. The pair eventually travelled to the El kian city of Darringmoor and joined up with Gimble’s gang.



FROG (Rogue)

CR0.5

XP 200

Male human Rogue (Bluffer) 1

N Medium Humanoid (human)

Init +3; **Senses** Perception +3

DEFENSE

AC 16, **touch** 14, **flat-footed** 13 (leather armor +2, Dex +3 size,+1)

hp 8 (0d8+1d8+-1+1)

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

OFFENSE

Speed 30ft

Melee dagger -1 (1d4-1/19-20/x2)

Ranged thrown dagger +3 (1d4/19-20/x2)

Special Attacks sneak attack (1d6)

STATISTICS

Str 7, **Dex** 17, **Con** 9, **Int** 15, **Wis** 8, **Cha** 14

Base Atk 0; **CMB** -3; **CMD** 10

Feats: Fast Stealth, Armour Prof. Light, Simple Weapon Proficiency, Skill Focus (Bluff), Weapon Finesse

Skills Acrobatics 7, Appraise 6, Bluff 9, Climb -2, Diplomacy 6, Disable Device 7, Disguise 6, Escape Artist 3, Intimidate 6, Know Dungeon 2, Know Local 6, Linguistics 6, Perception 3, Sense Motive -1, Sleight of Hand 3, Stealth 11, Swim 3, Trapfinding 2, Use Magic Device 2

Feats: Fast Stealth, Armor Prof. Light, Simple Weapon Proficiency, Skill Focus (Bluff), Weapon Finesse

Languages Common(Sardellan)

Other Gear: None

SPECIAL ABILITIES

Trapfinding A rogue adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

PERSONA

Frog is a small adolescent thief from the nearby village of Plummoor. He has shoulder-length, dank, brown hair and dark eyes. He wears a blue jerkin and a brown hood. His nick-name is derived from his distinctive bottle-green leggings. He is quick-witted and nimble and can often talk his way out of a difficult situation. Three years ago, when the Shadowkin began extorting money from local businesses in Plummoor, WEabe started working for the gang. He keeps an eye on things in his village and collects money from the locals to pay the Shadowkin every month. Frog’s family, who are carpenters by trade, pay only half the required extortion fee in return for Frog’s service. Young Frog is not popular with the locals and hopes one day to join the famed thieves’ guild of Darringmoor.

Frog has been short-changing the Shadowkin lately, in a bid to save some money to travel to Darringmoor and make a name for himself. Wabe has suspected this for a while and finally decided to drag young Frog to the Rats’ Nest and teach him a lesson or two. He has been at the Nest for four days and has been questioned and brutalised by Wabe and Findley. Frog is looking for any means to escape and, if he does, he intends to recover his stash of valuables, being 10cp and a metal ring, which are buried under one of the gravestones in the cemetery. If rescued by players, he will extend his help but will do a runner as soon as the opportunity presents itself.



HELLAWYN (Commoner)

CR0.3

XP 120

Female human commoner

NG Medium Humanoid (human)

Init +0; Senses Perception -1

DEFENSE

AC 10, touch 10, flat-footed 10 (no armor, +0 Dex)

hp 5 (0d8+1d6+1+1)

Fort +1, Ref +0, Will -1

OFFENSE

Speed 30ft

Melee dagger -1 (1d4-1/19-20/x2)

Str 9, Dex 11, Con 12, Int 11, Wis 9, Cha 13

Base Attack 0 CMB -1 ; CMD 9

Feats Animal Affinity: +2 Handle Animal +2 Ride, Athletic: +2 Climb +2 Swim

STATISTICS

Skills Climb +1, Craft +0, Handle Animal +7, Perception -1, Perform Sing +2, Profession Cook +0, Ride +2, Swim +1

Languages Common (Sardellan)

Other Gear: None

PERSONA

Hellawyn is a short girl with long, wavy auburn hair. She is seventeen years old and the only daughter of a local blacksmith, from the village of Plummoor. Although frightened by the villains of the Rats’ Nest she is defiant and has been fighting off the amorous attentions of Gimble. Her father, Storm Blackhand, is distraught over her disappearance and regrets that he fended off Brallig and refused Gimble’s demands to extort money from his business. He has sent one of her three brothers to post rewards for her safe return at the local city of Darringmoor. Hellawyn was taken hostage by Gimble to teach Storm Blackhand to abide by Gimble’s rules. He has said that he will return her when the blacksmith pays him what he is due, however Gimble plans to sell Hellawyn to slavers, regardless of whether the blacksmith pays him or not. Gimble presently has her locked in his room at the top of the Rats’ Nest and he has only spent a small amount of time with her as he has had other business to attend to. Hellawyn hates Gimble with a passion and has managed to hide a dagger under the mattress of the bed in Gimble’s room. She is waiting for an opportunity to use it.

Hellawyn has met Frog when eating meals on the ground level. She knows him from her village where he collects money on behalf of the Shadowkin. She likes him despite this and sees him as a potential ally, as he is a familiar face who is also being held captive.



THUGS (2x WARRIORS/2x ROGUES)

CR0.3 WARRIORS/0.5 ROGUES

There are four hirelings that serve the Shadowkin currently based at the rats’ Nest – 2 x Warriors and 2x Rogues. Use the generic statistics presented here or fully flesh them out if you wish:

WARRIORS N Human Level 1 AC12 (quilted cloth+Dex)/Atk +2 Club (1d6+1) hp 6/Fort +2, Ref +1, Will -1

ROGUES N Human Level 1 AC14 (quilted cloth+Dex)/Atk +2 Dagger (1d4+1) hp 9/ Fort +0, Ref +4, Will +0

Bestiary Bonus

Twin-Tailed Falcon

FALCON, TWIN-TAILED

CR0.3

XP 135

N Tiny animal

Init +5; **Senses** low-light vision; **Perception** +14

DEFENSE

AC 17, **touch** 17, **flat-footed** 12 (+5 Dex, +2 size)

hp 4 (1d8)

Fort +2, **Ref** +7, **Will** +2

OFFENSE

Speed 10 ft., **fly** 100 ft. (perfect)

Melee 2 talons +5 (1d6–3)

STATISTICS

Str 6, **Dex** 18, **Con** 11, **Int** 6, **Wis** 14, **Cha** 7

Base Atk +0; **CMB** +7; **CMD** 22

Feats Weapon Finesse; Flyby Attack

Skills **Fly** +7, **Perception** +14; **Racial Modifier** +8 Perception

ECOLOGY and HISTORY

The twin-tailed falcon is a small, predatory bird found mainly throughout the northern regions of Eldoria, although they have been known to roam as far south as the islands in the Sea of Souls. They prefer cold and temperate climates and dwell in forested and mountainous regions. The falcons are a pale grey in color, with brown markings on the wings, neck and tail. The tail, which gives them their name, is forked and this provides the bird with excellent manoeuvrability. Their wingspan (averaging 60 inches) is larger than an average falcon, providing the bird with much greater speed. They are very territorial, especially during mating season and will attack relentlessly if they consider their young are threatened.

The Sé Church began taming twin-tails from around 1100R and including them as part of their aviaries in all Sé temples. The falcons proved to be an excellent bird for carrying messages between these temples, having excellent memories and homing abilities. Knowledge of the use of twin-tails by the clergy came to the attention of secular authorities and, over time, nobles, merchants and the military gave their patronage to the Sé religion in order to use their communication networks to deliver urgent messages and information, across most of Eldoria.

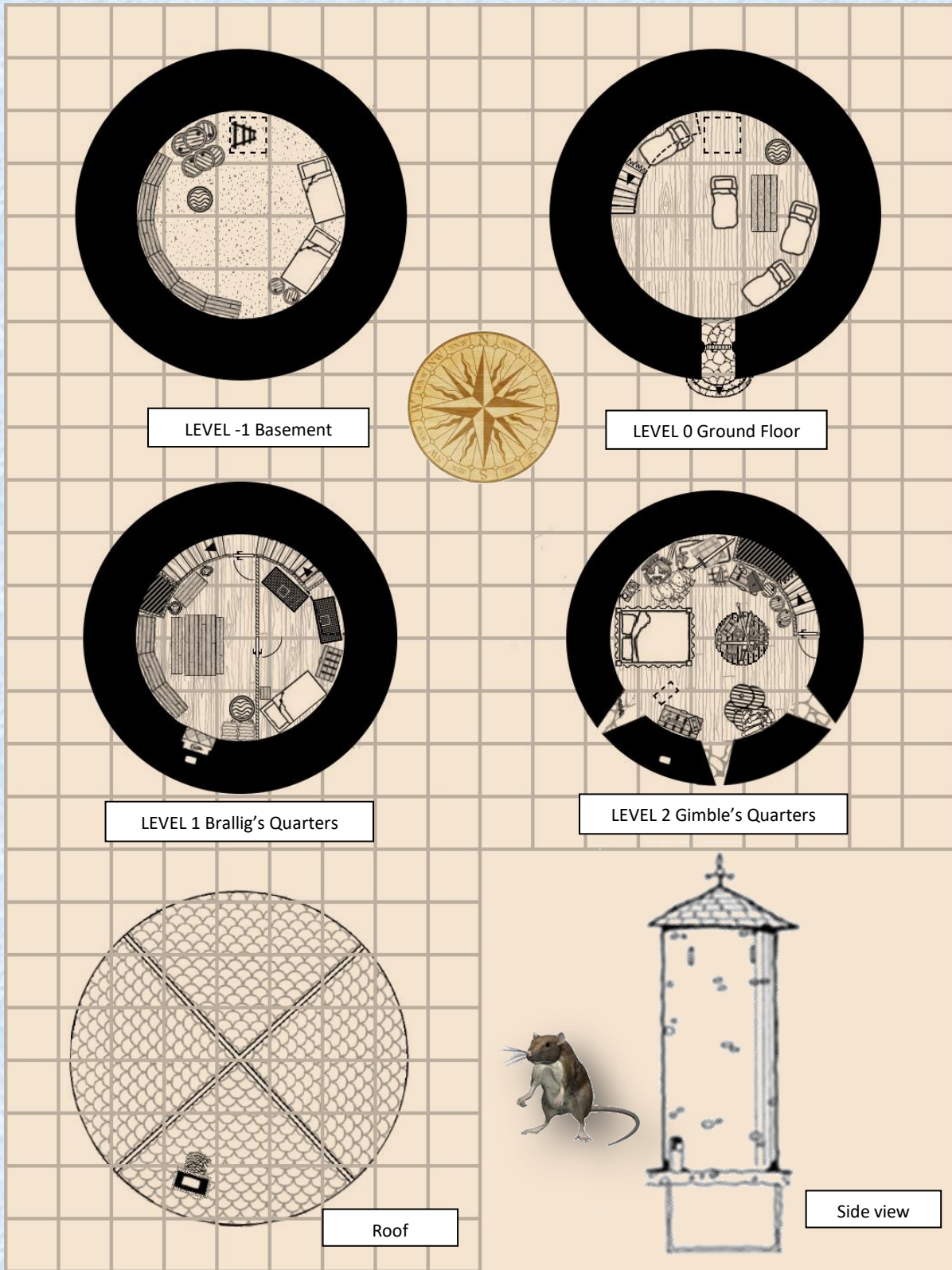
The church profited from these arrangements and its priests were privy to great deal of confidential information that passed through its temples. During the Kinstrife, following the collapse of the Sardellan Empire, many Sé temples were deliberately captured and destroyed by rival factions in order to limit war-time intelligence. Others were abandoned after the Kinstrife, as a result of the Sé priesthood consolidating its assets around 1700R. In many cases, the birds in the aviaries were set free and, as a result twin-tailed falcons can often be found living at the sites of old Sé temples, where they have continued to roost for centuries.



Location Map (Cemetery)

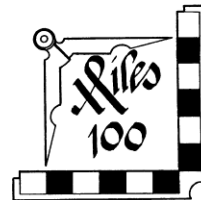


Maps (Rats’ Nest Tower)





REGIONAL MAP: LOCATION OF THE RAT’S NEST 



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Interesting Inn Series #2 – Muddy Boots Inn, (2017) Pathfinder Compatible, Friends of Eldoria. (2016). Inn source material set in Eldoria. (Coming soon)

Interesting Inn Series #3 – Tipsy Tinker, (2016). Pathfinder Compatible. Friends of Eldoria. Inn source material set in Eldoria.

Player’s Concise Eldoria. (2016). Pathfinder Compatible. Friends of Eldoria. A short guide/handout about Eldoria that won’t give any secrets away.

Rats’ Nest, (2016) Pathfinder Compatible, Friends of Eldoria. Mini-module set in Eldoria.

Reliquarium Eldoria. (2016). Pathfinder Compatible Friends of Eldoria. A comprehensive guide to the religions of Eldoria.

Ten Market Stalls. (2016). Pathfinder Compatible, Friends of Eldoria. Market stall source material set in Eldoria.

Online Community Pages

There is a Facebook page ‘**Eldoria**’ with information on this world here:

<https://www.facebook.com/pages/Eldoria/443402119036225>

There is a ‘**Friends of Eldoria**’ Facebook group where players can chat and get some additional information here:

<https://www.facebook.com/groups/358804577530186/>

Previously Published Modules

Mindbane (generic role-playing adventure) Darkstar Gaming Pty Ltd 1983

Web of the Widow (Harnworld adventure) Columbia Games 2000

Shades of Gray (electronic d20 download) Auran Pty Ltd 2001

Dark Awakenings: Guardian (d20 adventure) Auran Pty Ltd 2001

Dark Awakenings: Shadowland (d20 adventure) Auran Pty Ltd 2002

Sanctuary (d20 adventure) Auran Pty Ltd 2002

Encyclopedia Eldoria (d20 campaign setting) Comstar games (2005)



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Eldorian Adventures

The Rats' Nest

"Whatever walks the cemetery of Kezrinn's Nest, know that it is restless and means harm to those foolish enough to wander there"

The Ormocean priest Marius Corven of Darringmoor

For centuries the old tower has stood as a silent reminder to the old wars that once tore the homelands of the Sardellan Empire apart. It stands upon a small rise of land, surrounded by a cemetery while above, twin-tailed falcons circle in the grey sky, calling out with their eerie cry, heightening the fear that local folk feel when they pass by on the lonely road nearby. It is known by many names; Kezrinn's Nest, Darian's Folly and the Rats' Nest - to name a few. It is a place that locals have told stories about for generations; a place that has a bad reputation and is best avoided.

"The Rats' Nest" is an introductory adventure for Pathfinder characters Levels 1-3. It involves a simple plot that can be easily integrated into a campaign and will provide a GM and players an exciting adventure to set them on the road for bigger things to come! "The Rats' Nest" features bonus material from "The Encyclopedia Eldoria" to assist a GM in fully developing the region where the inn is situated. If you find the bonus material interesting you may wish to check out the EE and its companion book, "The Reliquarium Eldoria". If you enjoy using the material contained in this module and you want to collect more Eldorian Adventures to use in your campaign, look for these titles:

- Sweet Dreams in Ashfold
- Dark Awakenings
- Shades of Grey

