



Rhodin Raiders (2)

Male rhodin War1: **CR** 1/2; Medium Humanoid (Rhodin); **HD** 1d8+1 (5 hp, dying -2, dead -13); **Init** +0; **Spd** 20 ft.; **AC** 16 (+4 beastscale armor, +2 long shield; touch 10, flat-footed 16; armor check penalty -3); **BAB** +1; **Grapple** +3; **Single Atk** +3 melee (1d8+2, crit. 20/x3, battleaxe) or +1 ranged (1d6+2, crit. 20/x3, 20 ft., shortspear); **Full Atk** +3 melee (1d8+2, crit. 20/x3, battleaxe) and +1 melee (1d6+1, crit. 20/x2, butt) or +1 ranged (1d8+2, crit. 20/x3, 20 ft., shortspear); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Darkvision 60 ft., low-light vision; **SV** Fort +3, Ref +0, Will -1; Str 14, Dex 10, Con 12, Int 9, Wis 8, Cha 9.

Languages: Rhodin.

Skills and Feats: Listen +2, Spot +1; Multiattack, Night Owl.

Possessions: Battleaxe, beastscale armor, long shield, 4 shortspears (some take from fallen rhodin), 1d6 sp.

Description: These rhodin are ragged and sorry-looking. They have been on the run since the fall of the Keep and have thus far failed to find any other parties of rhodin. They have no idea what is going on with the main force nor are they aware of any plans to retake the Keep. They had been cooped up in the Keep too long and

frankly are enjoying their freedom.

Motives: Rhodin are savage and brutal, killing for loot. They saw the fight and could not resist but were beaten back by the surprisingly fierce defense of the farmers along with deadly missile fire from the bandits. By the time the party comes along the rhodin have almost lost confidence. If they are ganged up on, they will probably run as the battle is not worth their lives.

Human Bandits (3)

Male human War1: **CR** 1/2; Medium Humanoid; **HD** 1d8+2 (6 hp, dying -3, dead -15); **Init** +1 (+1 Dex); **Spd** 40 ft.; **AC** 13 (+1 Dex, +2 leather jack; touch 11, flat-footed 12); **BAB** +1; **Grapple** +3; **Atk** +3 melee (1d6+2, crit. 19-20/x2, short sword), or +2 ranged (1d6, crit. 20/x3, 60 ft., shortbow); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SV** Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 8, Wis 12, Cha 10.

Languages: Common.

Skills and Feats: Intimidate +4, Jump +6; Fleet of Foot, Point Blank Shot, Weapon Focus (short sword).

Possessions: 20 masterwork arrows, leather jack, shortbow, short sword, 1d6 gp.

Description: These are more bandits from Carson's crew. They were sent out to intercept and eliminate these farmers a few days ago and have been laying in ambush for them.

Motives: These bandits are villainous scum. They see travelers as their rightful victims, sheep to be shorn to fill their pockets. Carson has hinted at some sort of arrangement he has with a powerful person in Lothis, which allows them to pick off families trying to move into the area. They were alerted to the two wagons coming out of Lothis and this bunch were sent off to "harvest" them.

Farmers (3)

Male or Female human Com2: **CR** 1; Medium Humanoid; **HD** 2d4 (5 hp [one is at 1 hp], dying -1, dead -11); **Init** +0; **Spd** 30 ft.; **AC** 10 (touch 10, flat-footed 10); **BAB** +1; **Grapple** +1; **Atk** +1 melee (1d6, crit. 20/x2, sickle) or -3 ranged (1d8, crit. 19-20/x2, 80 ft., light crossbow); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SV** Fort +0, Ref +0, Will +0; Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 10.

Languages: Common.

Skills and Feats: Craft (blacksmith) +10, Handle Animal +10; Skill Application (Craft [blacksmith] & Handle Animal), Skill Focus (Craft [blacksmith]), Skill Focus (Handle Animal).

Possessions: 5 bolts, light crossbow, sickle; 1d8 sp.

Description: These unfortunate families were just entering the area, looking for a place to settle. They had heard there was land available in the lower plains and came up here from Gahanis. They took a wrong turn and instead of heading for Lothis, got too close to the Floating Forest and the bandits who lair there.

Motives: The farmers want to till the land and raise their families. They want to build a future for their children. But this lot are thinking now that they should have stayed where they were.

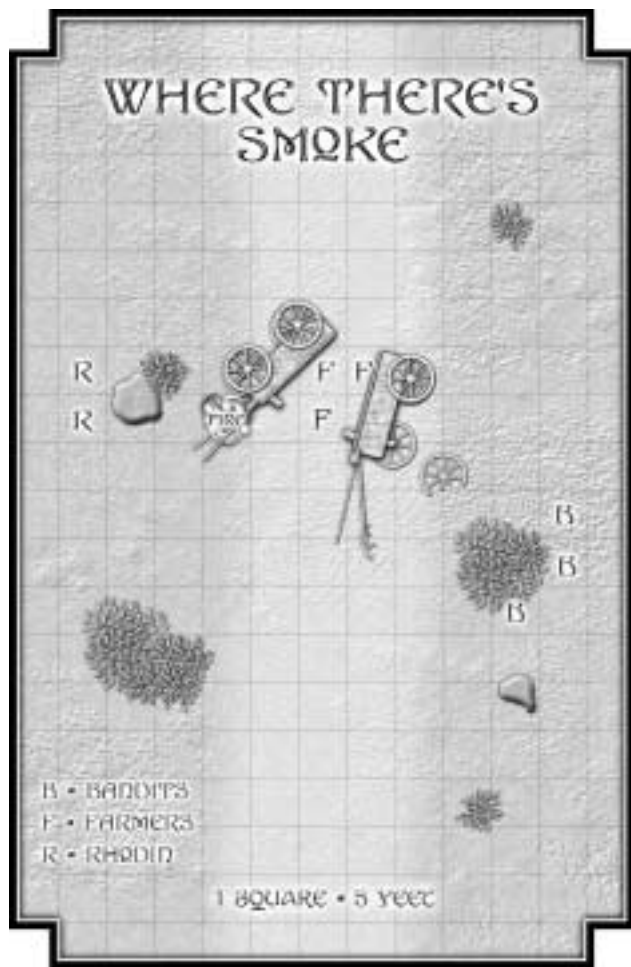
Tactics: Using the wagons for cover has saved their lives thus far. They will continue to do so.

If the party picks a side, the tactics of all three sides changes.

The party can just wade right into the fight, taking on both sides at the same time, but this gives a greater chance of them taking casualties and they haven't even reached the Keep for the true adventure. If they join one side or the other, they can gain a tactical advantage depending on their choice.

Join the Bandits: If the party appears at the side of the bandits and starts attacking the rhodin with their missile weapons, the





bandits will renew their attack on the raiders yelling out derisive battle cries as they are now confident of victory. The rhodin, seeing their deaths before them, flee if possible. The bandits will pause at the end of the battle and can be attacked with surprise if the party chooses. If instead they try to capture the bandits, they will fight to the death, because that is what awaits them if they are put on trial. If they order the bandits off, the survivors will leave but they will gather up additional forces and seek out the party later. See **Encounter 1: Bandit Ambush** for further information on the bandits and their tactics and motives.

Join the Rhodin: The rhodin will be surprised and wary of their “allies.” They will not attack the party so long as the bandits are

Greater Than

A party of higher-level characters will find this encounter to be weak.

Give the rhodin light crossbows (1d8 crit. 19-20/x2, 80 ft.) and add one more rhodin warrior.

Superior Forces

A party of third level will find the battle trivial.

Double the number of bandits (to 6) and rhodin (to 4 or 6) and give each rhodin only 3 spears each. This increases the EL to 3.

still alive but will keep on their guard. If any party member speaks rhodin and greets them in a friendly manner, they will ease up and let

down their guard thinking the party are allies of their leader. Otherwise they will wait until the party is fully engaged in battle and, assessing their situation, take off. If the party fools them into staying and then attacks them, they will flee if possible but will fight to the death if cornered.

Join the Farmers: The farmers are weak and low on ammunition but have plenty of cover in their wagons. The rhodin and bandits, recognizing a much stronger foe, will join forces to attack. First they fire off a final volley of missiles then leap out from their cover and charge in to attack. They can easily bypass the wagons and get to anyone taking cover behind them.

This encounter can range in level from 1 to 2, depending on how the players tackle it. However, do not penalize the characters for using clever tactics to reduce the difficulty. Give them the full award for EL2.

Encounter 4: Devil Dogs of the Plains (EL 1)

Devil dogs, descended from fiendish beasts brought here by the dramojh, roam the plains in packs. While weak individually, the packs can be dangerous even to experienced adventurers. Years ago huge packs of devil dogs scoured the plains devouring all in their path. Between litorian hunting parties and the occasional cleansing by giant forces however, their numbers have dwindled drastically. There are still dangerous packs around but no longer do they travel in numbers that would overwhelm a town. These diabolical creatures are barely more intelligent than their normal cousins. The spotting distance for this encounter is limited by character vision as it takes place at night while the party is at camp. If a character has dark vision a Spot check (DC 29) is needed to notice the creatures at 60 ft. If not, it is limited by the radius of light provided by fire or other source.

The devil dogs approach at night or just at dawn, drawn by the smell of food. Read or paraphrase the following description to the players.

“A small, furtive shape slinks towards the fire whining in appeasement. A skinny mutt approaches your camp, obviously drawn by the smell of food. He sniffs at the air, whines and twitches his tail hopefully.”

Encounter Distance: Varies.

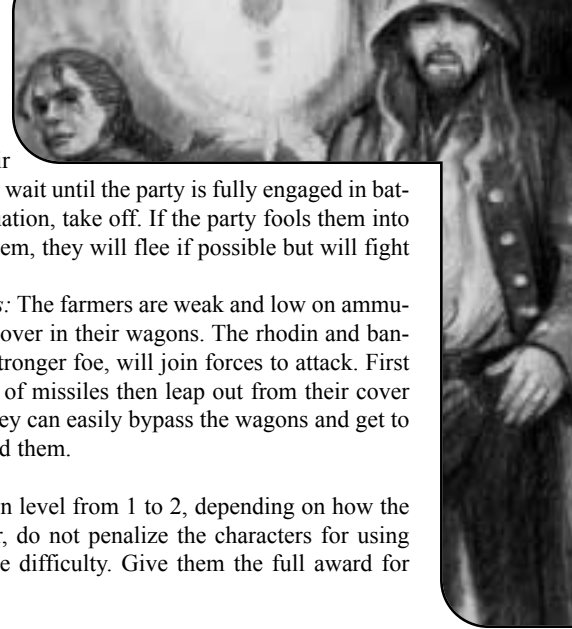
Initial Attitude: Hostile (acts friendly at first).

Tactics: Though not strictly intelligent, these fiendish beasts have inherited a certain evil cunning. They know people tend to look upon dogs as subservient animals and try to put victims off their guard by begging for food, whining, cocking their heads in an endearing fashion or otherwise displaying a friendly attitude.

Only one approaches the party. It puts on the act until the characters hand it food, pets it or starts talking to it in that nonsense voice reserved for pets and small children. Once the characters are fully engrossed with the “good doggie,” his packmates, who have been sneaking around the camp, charge in to attack and the *good doggie* bites the closest hand.

Only alert characters who don’t let their guard down should get Spot or Listen rolls to detect the sneaking devil dogs.

If the characters chase the dog off, he and his packmates will apparently flee, but will come back every 20 minutes, preventing solid sleep or rest, until dawn.





Devil Dogs (3)

CR 1/3; Small Magical Beast; **HD** 1d8+2 (6 hp, dying -3, dead -16); **Init** +3 (+3 Dex); **Spd** 40 ft.; **AC** 15 (+1 size, +3 Dex, +1 natural;

touch 14, flat-footed 12); **BAB** +0; **Atk** +2 melee (1d4+1, crit. 20/x2, bite); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SA** Tainted bite; **SQ** Cold and fire resistance 5, darkvision 60 ft., scent; **AL** NE; **SR** 2; **SV** Fort +4, Ref +5, Will +1; **Str** 13, **Dex** 17, **Con** 15, **Int** 3, **Wis** 12, **Cha** 6.

Skills and Feats: Listen +5, Spot +5, Swim +5, Wilderness Survival +1*.

Tainted Bite (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a foe. In addition, the character must make a

Superior Forces

A party of third level will find the battle trivial.

Triple the number of Devil Dogs to 9, and maximize their hit points (10 hp). This increases the EL to 3.

Fortitude save or become tainted as though they had just cast a negative energy spell (See the "Arcana Unearthed" chapter 8) for 1d3 days. This give a -4 circumstance penalty to Diplomacy, Handle Animal and Gather Information checks made with other non-tainted. The character cannot be the target of blessed spells and gains a +2 cir-

cumstance bonus to Intimidate checks for the duration.

Skills: *Dogs receive a +8 racial bonus to Wilderness Survival checks when tracking by scent.

If the party has had a rough time on the road to Ebonring Keep, have a patrol from the Keep show up to take off the pressure and escort them the rest of the way.

CHAPTER 3: EBONRING KEEP

Synopsis

The party reaches Ebonring Keep and finally meets Iriana, the magister, who put together the combined force to attack the rhodin holding the keep. After a brief tour and explanation of the situation, the party is urged to take up pursuit of the rhodin and the Ebonring. The party may request supplies but there is not much to spare as the Keep must still be defended. If the party is at all injured, they are invited to rest up and can perhaps take the opportunity to explore a bit.

Finally you see the watch fire burning atop Ebonring Keep. As you come over the last rise, you see that the Keep is embedded in a low hill on the edge of the Floating Forest. The first level of the Keep is buried on one side. There is no access to the first level from the outside – even the exposed side has no windows or doors. Stone steps lead up to massive iron doors and recessed arrow slots allow defenders to fire upon any who attempt to storm the doors.

Ruins surround the keep, starting about twenty feet out from it and extending out to two hundred feet, ending at the ragged remains of a wall. One sagging tower remains of the gatehouse. Tents and stalls have been set up throughout the ruins and even from this distance you can hear the sounds of people at work: blacksmiths, stonemasons, carpenters and other craftsmen.

The party is intercepted before they reach the keep by a patrol sent to meet them. The litorian scouts spotted them and Iriana knows they are coming. Yaren, the litorian oathsworn sub-commander, leads the patrol that meets them. Yaren will question the party about their journey being especially interested in any encounters with rhodin. She escorts them to Iriana, who awaits them in the Ebonring Chamber. Yaren escorts the party quickly through the Keep, rushing them along if they attempt to stop and look about.

Yaren

Female litorian Osn5/Ltn1: **CR** 6; Medium Humanoid (Litorian); **HD** 1d8+2 plus 5d10+10 (44 hp, dying -3, dead -16); **Init** +3 (+3 Dex); **Spd** 40 ft.; **AC** 17 (+3 Dex, +3 insight, +1 *amulet of natural armor*; touch 16, flat-footed 14); **BAB** +4; **Grapple** +5; **Single Atk** +8 melee (1d8+1, crit. 20/x2, unarmed strike) or +5 melee (1d6+1, crit. 20/x2, bite); **Full Atk** +6/+6 melee (1d8+1, crit. 20/x2, unarmed strike flurry of blows) and -2 melee (1d6+1, crit. 20/x2, bite) or +8 melee (1d8+1, crit. 20/x2, unarmed strike) and +0 melee (1d6+1, crit. 20/x2, bite); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SA** Flurry of blows, throw object, unarmed strike; **SQ** Eschew food, evasion, low-light vision, refuse fatigue, swear an oath; **Hero Points** 1; **SV** Fort +8, Ref +9, Will +5; **Str** 12, **Dex** 16, **Con** 15, **Int** 12, **Wis** 12, **Cha** 8.

Languages: Common, Litorian, Faen.

Skills and Feats: Balance +13, Climb +6, Jump +6, Listen +8, Search +8, Sense Motive +6, Sneak +10, Spot +13, Tumble +12; Bite, Rapid Strike (unarmed strike), Skill Application (Balance & Tumbling), Weapon Finesse (unarmed strike), Weapon Focus (unarmed strike).



Possessions: +1 amulet of natural armor, 2 flasks of acid, 2 flasks of alchemists fire, 1 flask of alchemists frost, bastard sword, 1 tanglefoot bag, 1 thunderstone, *visor of the hawk*, coins.

New Magic Item-Visor of the Hawk

The visor of the hawk fits snugly over the face, covering the top half down to the nose in a pointed beak crested with feathers. The wearer peers out through clear crystals set over holes at the eyes, his vision greatly enhanced. This item grants a +5 competence bonus to Spot and Search checks.

Caster Level: 1st; *Prerequisite:* Craft Constant Item, *precise vision*; *Market Price:* 2,000 gp; *Weight:* -.

Description: Yaren is a tall, lithe litorian female with a mane and sparkling green eyes. She has a tendency to lick her chops while talking, which can sometimes inadvertently intimidate non-litorians. She is aggressive and confrontational, immediately demanding people to explain themselves to her satisfaction. Her lack of diplomatic skills has prevented her from advancing very far in mixed military forces although she maintains the loyalty of all litorians in the small army.

Motives: Yaren swore an oath to drive the rhodin from Ebonring Keep, their main stronghold in the area and a base from which they raid the countryside. Now that the keep has been taken she has sworn that no rhodin shall enter again. Some believe she took these oaths solely to advance her career with this military group. This may be partially true but on the whole Yaren wants to excel and be acknowledged for her accomplishments. She would not swear an oath to an unworthy cause no matter the end benefit.

Tactics: To accomplish her goal of protecting Ebonring Keep from rhodin incursions Yaren will actively recruit anyone who she sees as a potential asset. Her abrupt man-



Yaren's Sword

Yaren's sword is indeed contrary to her nature and is a source of frustration to her. Colonel Nye-Fedoran demands his second in command carry the sword as a symbol of station and rank. Yaren begrudgingly bears the sword when not in combat but quickly discards it once engaged. If asked about the item she will inform the inquirer, obviously frustrated, it is a "rank insignia".

ners, while appealing to her litorian admirers, works against this tactic among most of the other races.

The outer wall, which encompassed a large area and held several outer buildings was never rebuilt because the rhodin did not know how to properly use the Ebonring. If the human forces can regain it they can rebuild the walls and inner buildings thus restoring the full capacity of the keep.

A complete listing of the men manning the keep during this time can be found in **Appendix III: Keep Forces**.

Level 1

The ceiling heights on this level are 20 feet. All rooms are lit with torches mounted on the walls.

EK1. Guardroom

This room is the first line of defense for the Keep. The arrow slots and great iron doors prove this room's purpose. If this room is going to fall, the iron portcullis leading into the Grand Hall is dropped, trapping all within. Characters entering this room may notice, with a Spot check (DC 10), the gratings in the ceiling, leading down from the room above.

Two soldiers and one archer man this room at all times. If a force attacks, they call for reinforcements from the rest of the Keep.



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