

**PRIMARY SUCCESS:** Deliver Niefords body or wayfinder to Aya

**SECONDARY SUCCESS:** None of the Kobolds in the Golden Guardian encounter die

## **ENVIRONMENT**

Ceilings 10' high unless noted and entire area is complete darkness

Climb DC18, Track DC20

## **AREA A**

Wall cracks: Provide cover unless adjacent, small creatures treat as difficult terrain, medium move action and DC15 escape artist, enlarge with DC23 strength or damage, hardness 8, HP30

Doors all stuck and must be forced, Str DC 18, hardness 10, hp 20

DC13 Engineering or History, architecture plain by dwarven standards, built in a hurry, beating by 5 estimates ruins at 3000 years old

**A1:** Visible marks of eastern door being forced, **Perception DC12, DC10 str to open**

**A2: DC10 engineering or perception**, wall section adjacent to collapse would be easy to push over, **TRAP** tiles either side, **Perception DC13/16**

**A3:** DC13 Perception or Survival, only one booted humanoid visited chamber recently, **DC12 Perception** to notice hazard on door, **DC10 Perception or Dungeoneering** to note unnaturally ordered pile of rocks, hides Sharrowsmiths satchel, **HANDOUTS 2 AND 3**

**TREASURE:** Wand of Cure Light (12 charges), Wand of Lesser Restoration (5 charges), 2 potions of Cure Moderate, (4-5) Wand of Bears Endurance (14 charges), 2 potions of Spider Climb

**A4:** DC10 Dungeoneering or Engineering, collapse wasn't entirely natural, 4 squares to enter rubble square, DC15 climb, failure by 5 or more then 1d6/3d6 nonlethal bludgeoning

**A5: TRAP**, Perception DC18/21

**A6: Portcullis, DC15 Strength, DC10 Perception** to spot pressure plates, DC13 Craft (Traps) or Disable Device to note trap disabled but not broken. Repair DC17/20.

As soon as Kobolds note PC's one goes off and releases Stinkeye.

**TREASURE:** 12 strips of leather, DC10 appraise or craft, blindfolds for small creatures, 80 small light crossbow bolts

## AREA B

DC10 Engineering or History, architecture much more sophisticated here and in good repair.

### STINKEYE:

DC15 Sense Motive or Arcana to note it is unusually docile. Auto notice collar if not stoned. Doesn't move unless attacked or a PC comes within 10'. Hisses warning if anyone comes within 20'.

### Gaining Stinkeye's Trust:

Automatic for anyone with his Toy from B2

DC14 Wild Empathy, DC16 Bluff or Handle Animal, failure by 5 or more means no more checks. Check can get him to close eyes for 1 round or follow party provided untrusted creatures stay far enough away.

**B1:** Statue of human woman. Vanei Thaskin, Aspis operative, DC12 geography identifies her as Keleshite, **DC15 local identifies her as Aspis. DC15 Sense Motive or Craft, features disturbingly lifelike, DC15 arcana or nature, many magical beasts and monstrous humanoids can petrify their victims**

If Thaskin is revived can question her, **DC12 Diplomacy, DC14 Intimidate and Boon**

**B2:** Stinkeyes home, Toy here, DC13 Handle Animal identifies it as being use to teach the fetch trick, DC12 nature or survival, the pellets are dung

**B3:** Barracks, currently empty, DC 12 Survival, only 3 of the beds have been slept in recently.  
**TREASURE:** Blade of the Open Road, CL8

**B4:** Crying Dwarf Statue, DC13 perception, has been vandalised, DC13 linguistics to read inscription

**B5:** Nahtok's House, DC13 Craft or Disable Device to identify various trap parts, DC19 nature identify statue as a gargoyle

**B6:** Morgue, DC10 Heal, Kobolds dead, DC14 alchemy or religion, alchemical and religious materials, **TREASURE:** 1 or 3 jars of Basilisk extract, DC18 craft alchemy

**B7 and B9:** Collapsed corridor, hazard as A4, 2 southern squares of B7 cannot be entered

**B8:** Infirmary, DC15 Heal or Engineering identifies it as such, Dwarf names and dates on pillars with DC15 Linguistics but calendar not recognised, dates get progressively shorter

## **AREA C**

### **HAZARDS:**

**Pillars:** Badly corroded, DC12 engineering or dungeoneering, DC17 perception, can be toppled str DC18, hardness 6, hp 20 to deal 3d5 or 5d6 in a 25' line and creates difficult terrain

**Walkway:** Uneven, moving more than half speed requires DC12 acro, failing by 5 or more means 15' fall

### **GOLDEN GUARDIAN**

Base ID Nature DC27

Attacks with Gore and Flyby, stops when talisman broken open and presented  
Kobolds confront once he stops but give chance to speak. Kobolds make 5 challenges in halting Common:

Cursed their God with the trinket

Idiot human who collapsed the corridor was a friend of theirs (Sharrowsmith)

You attacked us a few weeks ago just outside the ruins

Did you murder Stinkeye

You stole our stuff!

Diplomacy, Bluff or Intimidate, +2 if they speak in Draconic. DC13/16, Nahtok demands different PC answer if 1 person does more than 3. 3 successes needed, if fail Kobolds attack for 4 rounds -1 per successful check. Guardian keeps trying to get them all to stop.

If all Kobolds survive they offer to sell the PC's up to 5 potions of clw, 2 potions of cmw and a dose of basilisk extract (600gp)

### **THE GUARDIANS TEST**

Those who bear the talisman will know the meaning of the Mural unless they obtained it through dishonest means. DC15/18, +2 for Dwarves. Can use Bluff or Oratory to blag it at DC15/18, +5DC per check after the first.

Details of each mural scene and relevant skills on Page 15. Success on 5 or more convinces him. If they fail Diplomacy or Bluff DC20/25 to convince of their good intentions.

## **REPORTING:**

A: PC's revive Vanei and let her live

B: PC's dont kill any kobolds in the temple

C: PC's learn Sigrin's story from the Guardian

D: Zaril survives

## **BOONS**

Grand Lodge: Learn Sigrins story, gain Scholar of Ashkurhall

Party: Revive Vane and let her live

Individual: If a PC gains Stinkeye's trust