

Reclaiming Deregannar Manor



“Of dead relics and mischievous intent”

Hello and welcome to Reclaiming Deregannar Manor for Final Fantasy D20, this Adventure was created by NapazTrix with the system being created by Viladin. This is a follow-up adventure for The Crimson Materia and War of the Trolls and so may reference material from those adventures.

Cover Image, Deregannar Gate. Gargoyle, Deregannar II, Deregannar Manor are all drawn by <https://www.deviantart.com/jiibee>.

Moving further away from diplomacy and intrigue, this adventure focuses more on dungeon delving, puzzles and wit. There are a few encounters that can be talked out of, or sorted via the use of skill checks, though most times combat is unavoidable. Diplomacy, planning, stealth and wit will still be crucial to get around encounters that have a peaceful solution, but combat skills are just as useful.

Since this Adventure can be completed with fewer combat scenarios it is highly advised that the GM award Experience for good roleplaying and successful checks made by the party. Perception checks, however, should not be awarded EXP. Diplomacy, intimidation or successfully avoiding combat should award EXP and will be noted the advised amount when they come up. This EXP should be given/split amongst all party members, unless they are dead or otherwise absent from where the checks are made, merely being backup for failed checks or giving advice to the other players should warrant exp sharing.

EXP and rewards are based on medium progression.

If an instance where both diplomacy and combat exp would be given, give only the exp from the combat scenario so that players cannot "game" the system for the maximum amount of experience. Higher rolls should only award gil or information, not more experience. Gaining a discount should not reward exp.

This Adventure rewards Hero Points for certain actions or events, so it is advised the GM use that system in their run of the campaign. If not, there is no comparable reward to give, it is up to the GM to decide if a different reward would be suitable.

If at any point the players are lost, and the GameMaster is using the Hero Point system, they may allow a player to spend 1 Hero Point to gain the location or important information (As per Inspiration).

Advised skills: Bluff¹, Disable Device, Diplomacy¹, Intimidate¹, Knowledge (All, Dungeoneering¹, Local¹, Planes¹) Perception¹, Stealth, Sleight of Hand.

Advised Languages: Banganese

1. These skills are heavily advised due to the roleplaying aspect of the campaign.

This adventure will take 21 (+/- 5) sessions to complete at 4-hour long sessions.

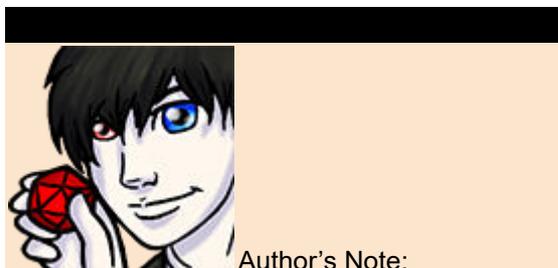
If you find any errors in the module please feel free to contact me via the FFD20 discord and I will do my best to update all locations of this PDF.

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Overview



Author's Note:

This module is designed for a party of 4 players, with characters starting at level 9, alongside a point-buy of 20 points or "High Fantasy". You may alter the encounters and opponents to fit higher level parties. This module is highly geared towards the Aeon Gaia setting, so use that in tandem with this PDF.

Adventure Background

1 Month after Niffél was threatened with the presence of trolls from the north-east, the city has calmed down somewhat as two major events have been overcome, with the capital settling down into mundane life.

Though there are always jobs to be done, especially for adventurers looking for a high-paying job. That is exactly what lands in the laps of our team, as an invitation to a gathering of adventurers and heroes is making its way across the land, bringing them to a ball in Sector 5 of Niffél.

The letters simply call for any able-bodied adventurers who are willing to clear out an estate of a local lord, with a reward fit to start a small settlement, fund you for the rest of your days or even buy you an airship or 2.

Adventure Summary

An invitation is sent out to all adventurers, calling them to a meeting within Niffél, with promises of riches beyond their imagination.

Stealth

There will be a few cases where the party will have the option to stealth past enemies. Sometimes they only need to send 1 person, to possibly loot an area, but generally, the whole party will require stealth checks.

This module will note when stealth checks can be made, or when they are impossible. Perception of the enemies will also be noted, however, if an enemy is asleep characters will gain a +10 to their stealth against that enemy.

Conversation

Since this module is heavily geared to Roleplaying, characters will need to make use of Diplomacy, Intimidation and Bluffing to work their way through the world. It is up to the GM to award bonuses or penalties to how they roleplay these scenarios, or what they say as characters.

All conversations will have DCs noted in brackets, with Diplomacy coming first and Intimidation next. If bluff comes up it will be noted as the last check. Each character will also have a note regarding what checks can be made and if they can be bribed.

Levels

The characters should start at level 9, then level 10 at day 18 of travel, level 11 after completing the main manor building, level 12 after the dojo or during the workshop, level 13 after completing the servant quarters, level 14 at the end of the adventure.

Act 1

Introduction

The month of May has passed its midway point, leading the continent of Gargan into the prelude of summer, temperatures start to rise with the winds bringing with them a welcoming breeze. Youngsters crowd the streets as they make plans for the summer holidays, whereas workers ready themselves for the summer construction work with the chance of rain falling.

Either during their morning breakfast or whilst out and about in the city, the party all individually receive a letter with a noble seal keeping it closed, the moogles who deliver them seemingly unaware what resides within.

A knowledge nobility check (DC 25) will reveal the seal to belong to the Bangaa merchants of the Tri-Confection Isles, with the current head of the family being Deregannar VIII. Most known for their alcohol production, with Panora wine being at the height of popularity, the Deregannar family have a heavy hand and coin purse on the merry isles far from Gargan. A higher check (DC 30) will also reveal to the party that this family has been around for about 500 years, originating from the Gargan continent, but having to flee during the War of Rules 410 years ago.

Breaking the seal and reading what is within, the party will be treated to an eloquently written letter:

“Hello Dear Adventurer,

You have been selected as a member of a special task force, tasked with reclaiming some items for the Deregannar family of merchants. You may bring any associates you deem necessary to an amount of 4 plus yourself.

If you're willing to accept this mission, you will be gifted 100gil per person to embark on the mission, with completion rewarding you both esteem and several thousand gil.

Please come to the Arkbreak Hall within Sector 5 in District 3 at 6pm, 2 days from now.

Regards, Alosious Mao, head advisor of Deregannar VIII”.

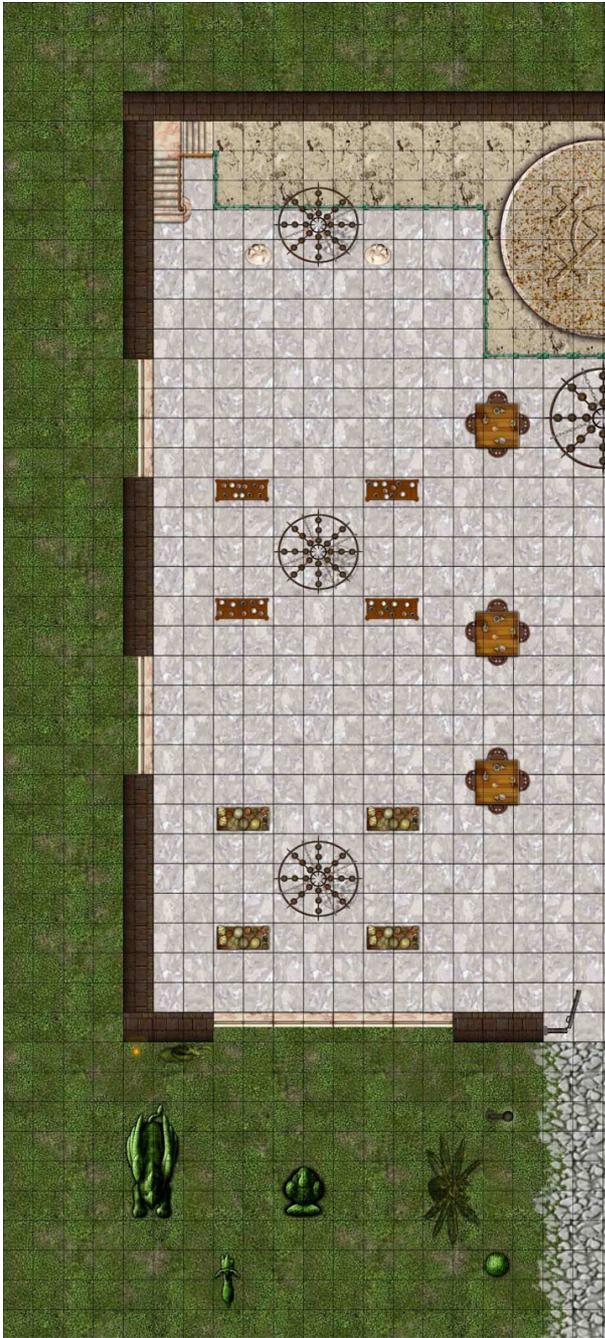
With a knowledge local check (DC 10) the party can easily recognise the name of the Hall, noting it on their map. To which they can go to in 2 days.

If the party fails the check, they may use diplomacy to gather information (DC 15) to find someone to point them in the right direction.

If the party failed both knowledge and diplomacy, they will need to spend a hero point to find the location or spend more hours attempting to gather information.

Over the next 2 days, the party may do some more downtime actions or prepare themselves for a new trek outside of the city, purchasing rations or possible chocobos and carriages. Otherwise, you may skip to 2 days.

Arkbreak Hall



Following either their own knowledge of the area, or directions given by passersby, the party are able to make their way to Arkbreak Hall. This prestigious establishment is incredibly large, with stained glass windows covering the front side, 2 large marble doors opening into the interior. The outside features a garden with several topiaries of monsters and fountains of both blue and red water.

At the entrance stands 2 butlers, with plates full of glasses containing wine, besides the butlers are Sheath Security, 4 in total. The security seems to be checking the letters that people entering offer up, letting them inside.

While plenty of the attendees seem to be of an adventuring background, a lot of them are in formal clothing, featuring suits, dresses and high-class garbs.

Some talking and laughter can be heard from inside, without too much hint of angst or anger.

Approaching the butlers and security will have the party stopped, the security asking to see their letters of entry.

While the letters are overlooked, the butler will address the party:

"While your documents are looked over, might I interest you in some Panora Wine masters? I would ask that if you do drink it, go easy, as it can be quite strong to those who aren't of a heavy drinking mindset or physique, though the taste is exquisite".

If the party accepts the drink, they will taste a hint of apples and grapes, a combination of flavours that doesn't instantly sit well but combines beautifully on their taste buds. Any small creatures will require a fortitude save (DC 21) to avoid becoming tipsy, medium creatures must pass a lower fortitude save (DC 15) for the same effect. Under this effect, they gain a temporary +2 morale bonus to diplomacy but a -2 penalty to bluff and sense motive. It will require 2 glasses and failed saves to progress any further, doubling those bonuses and penalties, a 3rd glass will revert the morale bonus to diplomacy with the penalties being tripled. Each additional glass

with a failed save adds an additional -2 to the previous skills as well as diplomacy.

After the guard finishes looking over their letters they will let the party into the hall proper.

Upon entering the hall the party will immediately smell several sweet drinks in the air, cooked meat and seasoned vegetables from nearby tables.

The 40ft high ceiling has several chandeliers dangling, each one having their candles lit and lighting the room beautifully.

The floor is of a polished marble, with coloured sections showing off adventurers, mythical monsters and magic.

Looking around the hall, the party can see several unique characters, from normal rag-tag groups of adventurers who aren't so nicely dressed, to some who definitely have much more wealth behind them.

If the party gained a contract with the trolls:

The party will also notice several Guard Trolls led by a Magi Troll on the eastern end of the hall, gorging themselves on food and wine.

If approached the Magi Troll will speak in common to the party. Being friendly if the party had won the duel and have the Troll Permit hand, or otherwise being standoffish if they do not.

Enjoying the gathering

If the party so wish they may join in the "party" as such, drinking from an array of beverages ranging from normal beer and ale to finer wines.

Plenty of meat is on offer, from spiced bats to fried chocobo legs. The tables are ordered so that the different types of food are separated, vegetables and fruit on the west side as you enter, fish on the east as you enter and drinks on the far-west. There is also an assortment of meats and delicacies on the far-east, though if there are trolls in the hall they will be situated there.

Deregannar VIII Arrival

After some time at the gathering, the voices will start to die down as some people notice that on one of the higher levels a well dressed Bangaa has approached the railing, looking over the guests.

Raising an arm, some butlers tap on glasses to announce to the guests:

"Everyone, your host has arrived. Please welcome Sir Deregannar VIII".

At which point there are some lacklustre claps from some of the adventurers in finer attire, though most don't give too much praise to the bangaa's arrival.

As everyone quietens down, the bangaa will begin to speak in a raspy if not eloquent tone:

"Welcome, one and all, I hope you're enjoying the food and drink on offer. I thank those who made it this evening and am saddened by those who could not, but we shall continue nonetheless.

I have gathered all those who have been suggested to me, or have heard of their deeds in the wild. Some of you have saved villagers, whereas others have faced off against insane magical beasts. All of which are talents that are sorely needed, which comes to the point of your coming here.

I beseech you all, a quest, to reclaim 4 old relics of my family. Lost to time in one of our old estates to the east, and a shortways south. These relics are seals of my household and contain prestigious honour and power within them.

On returning these seals, the individuals who bring them to me or my servants will be rewarded 25,000 gil per seal, a total of 100,000 gil for all 4.

Aside from the 4 seals, my family are offering to purchase any items taken from the estate, as I cannot guarantee you would not take them anyways.

Though I warn all of you, the estate was gravely damaged 410 years ago and has been vacant of civilised life for some time, being

replaced with foul monsters and creatures unknown to most hunters.

Go there at your own risk, but know the reward is high no matter what you bring back.

For those who are willing to take on this task, you may speak with any of my associates on hand for your directions, maps, complementary starting funds as well as to answer any other questions.

I shall now join the festivities, if any of you wish to ask any pertinent questions to myself, though my associates will be handling most of the quest-related queries.

If any of you decline this request, you are more than welcome to stay and enjoy the spread of food and drink, and I wish you well.

Thank you all."

After ending his speech, some more of the adventurers clap their hands, obviously excited at the possibility of riches in their future. Many move quickly to nearby butlers to discuss the quest at hand.

After listening to the speech, the party may approach one of the butlers for more information on the quest, in bullet form:

- 4 Relics across the manor and its grounds, each will reward 25,000 gil to the person/s who return them.
- Any items gained from the manor may be sold to Deregannar and his associates, regardless of the money limit of the city.
- The manor has a main building, with 2 stories, a servant quarters, workshop, dojo and finally a garden that goes around the manor and connects all exterior buildings.
- The manor is 1008 miles to the east, and 96 miles south, which will take 21 days to reach on chocobo, 42 via walking.
- A nearby city, Erenna, may be a good place to set up as a pseudo base or to purchase later goods. It is around 48 miles to the south-west of the manor.
- Several other teams are heading to the manor, around 3 dozen adventurers.
- No law enforcement or guards will intervene with the quest at the manor.

After gaining all the information they require, the party may retire to a local inn for the next day and prepare for the journey.

As the Manor is 21 days away the party will want to invest in rations for the journey, chocobos or spells that summon mounts and possibly carriages to cart any other supplies or even spellcasters who wish to benefit from calm mind.

If the party attempts to use teleportation magic, or inquire at the teleportation hall, they will find it is impossible to teleport near the manor or Erenna.

Asking as the hall will reveal that Erenna and the nearby area has been having troubles with teleportation and planar magic, so the services are currently unavailable.

Setting Off To The Manor

While travelling, the party may be accosted by several enemies and encounters.

Temperature and Weather

Temperature Table:

d%	Variation	Duration
1–5	–2d10° F	1d2 days
6–15	–1d10° F	1d4 days
16–35	No variation	1d4+1 days
36–65	+1d10° F	1d6+1 days
66–85	+2d10° F	1d4+1 days
86–95	+3d10° F	1d4 days
96–100	+4d10° F	1d2 days

The base temperature is 65° F, if it goes below 40 or above 90 the characters will be at risk to extreme temperatures. Due to the season, it is possible that the temperature will become too cold.

If the temperature goes below 40° F the party will need to make a Fortitude saving throw each hour (DC 15, +1 per previous check) or take 1d6 nonlethal damage as per the [cold weather](#) rules.

If the temperature goes above 90° F the party will need to make Fortitude saving throws each hour (DC 15, +1 for each previous check) or take 1d4 nonlethal damage as per the [hot weather](#) rules.

The temperature is also affected by the weather, which is listed below. Combine these effects to get the final temperature.

Wet clothing will lose any protection and incur a -5 to survival checks against the cold.

Weather Table:

d%	Type	Duration
1–5	Heavy Winds	1d12 hours
6–15	Calm	All Day
16–35	Sunny	All Day
36–65	Overcast	All Day
66–85	Light Winds	1d8 hours
86–95	Rain	1d6 hours
96–100	Thunderstorm	1d3 hours

Calm: The weather incurs no special conditions.

Heavy Winds: 25 mph winds that incur a -2 penalty to ranged weaponry, and Fly checks as well as sound-based perception. Tiny creatures need to make a DC 10 Strength check to walk, or DC 20 Fly check to fly.

Light Winds: 10 mph winds that may blow tiny debris, but otherwise incur no penalty.

Overcast: Clouds covering the sky grants concealment for creatures flying at higher altitudes. It also drops the temperature by another 10° F.

Rain: Rain reduces visibility ranges by half, resulting in a –4 penalty on Perception checks. Rain automatically extinguishes unprotected flames (candles, torches, and the like) and imposes a –4 penalty on ranged attacks.

Sunny: Heavy sun rays that may stop some monster abilities that require shadow. Shadows are less common. It also increases the temperature by another 10° F.

Thunderstorm: A storm with severe winds and rain, along with rain. Ranged attacks take a -4 penalty, as do perception checks. Sight ranges are reduced by half. Small creatures need to make a DC 10 Strength check to walk, or DC 20 Fly check to fly.

Encounter Table 1:

d%	Encounter	Details (CR)
1-10	Combat	1d4+2 Basilisk (5)
11-20	Combat	1d4+3 Black Nakk (5)
21-30	Combat	1d6 Wood Golem (6)
31-40	Combat	1d6 Zaghnol (6)
41-50	Combat	1d4 Circuittron (7)
51-60	Combat	1d4 Magic Vice (7)
61-70	Combat	1d3 Bandersnatch (8) + 1 Orcish Beastriider (8)
71-82	Treasure	2d4 Cure Potions, 1d3 Ethers
83-94	Treasure	2d3 Ethers, 2d100 Gil
95-100	Camp	Unused Tent , 4x Rations, 4d50 Gil, 5x Whetstones, 2d20 arrows, 3x Feed.

At the beginning of the day, roll on the above table to determine what happens. If you have weather ongoing, roll a d8 to decide when the combat occurs if any does.

While the party sleep, you may also roll on this table for any nighttime ambush, though any roll above 71 will mean that no encounter occurs during the night. Roll a d8 to decide at what hour at night this ambush occurs.

Camp:

The party stumble across an old camp, that is unused or has seen signs of battle. There are no bodies around, with the rations having some dust on their packets.

This is found towards the end of the day, so the party may camp here if they so wish.

Combat:

These are battle encounters that cannot be avoided through diplomacy, though they can be sneak around via the stealth skill. A perception check (DC 20), will allow the party to see the encounter before it occurs.

If they spot the encounter they may roll stealth to avoid the encounter, but if they fail the opposing force will gain a surprise round.

Apply any penalties to Perception based on weather.

For rewarding random encounters, you may use any of the specific day encounters to reward loot, for example if you had 2 encounters before day 3, add more loot to the ambush camp.

Treasure:

The party will stumble across some items, either strewn across the road or by the side. There can be signs of battle or corpses, but whatever the cause the items have been left here for a while.

Unlike the exploration of Sector 6, there are no survival or stealth rolls to be made for everyday travel.

However, the party may utilise Survival to hide their camp during nighttime to hide from ambushes. The survival check will determine the parties' stealth roll while sleeping, but will not hide the person on watch.

When determining how an ambush will play out, use the stealth bonus of each individual monster as they approach the camp, versus the perception of the character on watch. Sleeping characters get a -10 to their perception to any noise.

3rd Day - Ambush Camp



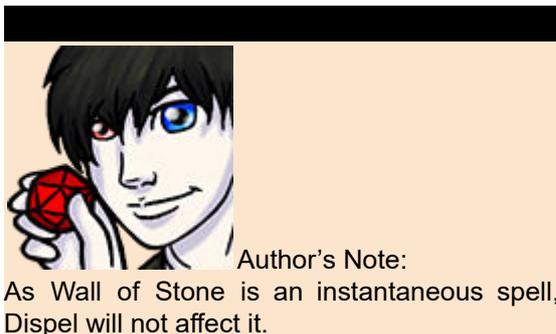
- 1: [Keruleru](#)
2 - 8: [Hume Ambusher](#)

These are positions for daytime, if the party awaits for nightfall enemies 5-8 will be asleep in the western tents, not in armour and "helpless".

After travelling towards the east for 3 days, 6 via walking, the party will come across a relatively large checkpoint on the road. Surrounded by trees it would be impossible to pass if the party have a cart or carriage.

With a knowledge engineering check (DC 20) the party can identify that the stone walls have been erected quite recently and shoddily. Several rocks can be seen on the floor with some weird morph marks, revealing that this was actually made via the spell Wall of Stone. A higher check (DC 25) will reveal it has 2 inches thick and 15 ft tall, each 5 ft segment having around 8 hardness, 30 hit points and would require a STR check of 24 to breach. The doors are of a stronger design, with 10 hardness, 45 hit points and require a STR check of 26.

The walls have a climb check of 15, similar to the nearby trees.



Approaching the camp will have the party called upon by a hume atop the walls. Shouting down he will say:

"Halt, in the name of the army. This is a toll checkpoint. It is 50gil per head to pass through".

With a sense motive versus a bluff of +6, the party will realise this is a fake toll checkpoint. If questioned about it, the hume will simply say that they can pay or take a detour.

Looking around the walls, the party will realise it would be impossible to pass if they have a vehicle. Though nearby trees could allow them a better look inside the checkpoint.

If the party wish to peer inside, via a nearby tree, they can make a perception check (DC

20) to see that there are [7 humes in full-plate](#) and a [tarutaru](#) who is wearing a grey robe. A higher check (DC 25) will let them spot 2 carriages and 4 chocobos, one with several barrels and crates, the other covered in a tarp. An even higher check (DC 30) will let the players spot some corpses under the tarp in the southern carriage.

It is up to the players how they want to deal with the ambush camp, either discern through their checks that the inhabitants are actually killing passing adventurers and trying to attack them, or bypassing the checkpoint.

Paying the toll

If the party wish to pay the toll, they can hand over 50 gil per party member, including any cohorts or followers. The hume will open the gate and let the party inside.

While inside the group will easily spot all 7 humes in full-plate armour and the tarutaru nearer the largest tent.

With a sense motive (DC 20) the party can sense that all eyes are on them, with some seemingly wanting to take what the party are holding.

Around midway through the camp, the party can make a perception check (DC 20) to spot 4 bodies hidden under a trap on a southern carriage, with bloodied limbs and some corpses even missing limbs.

Nearing the eastern gate, the party will be stopped by the tarutaru who will address the party with a stern voice, giving off a more powerful stature than their small frame would suggest:

"Not everyday we get such a well armed group passing through here. Sorry but the toll has raised, you'll need to hand over any gil left in your pockets, alchemical items too".

With a successful diplomacy or intimidation check (DC 30/38) the party can talk the tarutaru out of extorting anymore from the party. A failure of 5 or more will result in the tarutaru calling his comrades to attack the party.

A successful check to avoid anymore combat, or defeating the ambush group, will reward the party with exp for an encounter with seven CR 6 and one CR 9 enemies.

Bypassing the checkpoint

To get around the checkpoint, the players will need to travel to the north for 1 day, 2 via walking.

Attacking the checkpoint

After investigating the camp, the players can decide to attack it head-on, or even wait for night and try to climb the walls.

If the party waits until night, 4 of the Humes will be asleep amongst the tents, allowing coup de graces, though others may spot them if the party attempts to do so.

The ambushers already have gear on their person to reward for the encounter. If the party is lacking rewards for random encounters, or you wish to provide them with loot for potential later encounters, you may add items to the carriages within the camp.

Add in potions, rations, feed and other gear to fill up the party to their reward allowance for encounters.

For an example of loot, here is a set that is worth 11,850gil:

12x Cure Potion - Restores 1d6+1 HP.

2x Ether - Restores 1d6+1 MP.

2x Antidote - Cures Poison or Sap status.

2x Echo Screen - Cures Silence status.

2x Eye Drops - Cures Blind status.

2x Faerie Tonic - Grants the user a +4 enhancement bonus to Intelligence for 3 minutes.

2x Giant's Tonic - Grants the user a +4 enhancement bonus to Constitution for 3 minutes.

2x Pirate's Drink - Grants the user a +4 enhancement bonus to Charisma for 3 minutes.

2x Sage's Drink - Grants the user a +4 enhancement bonus to Wisdom for 3 minutes.

2x Speed Drink - Grants the user a +4 enhancement bonus to Dexterity for 3 minutes.

2x Strength Tonic - Grants the user a +4 enhancement bonus to Strength for 3 minutes.

100x Rations

100x Feed

4x Chocobo, Yellow

4x Riding Saddle

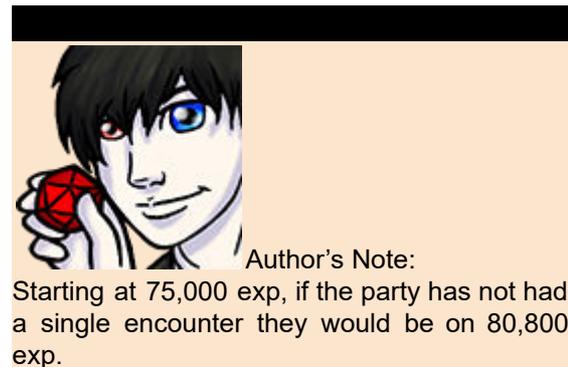
2x Carriage

100x Arrows

4x Masterwork Longbows

1x Small Masterwork Longbows

110gil



Author's Note:

Starting at 75,000 exp, if the party has not had a single encounter they would be on 80,800 exp.

6th Day - Carnival at Kellena

After travelling for 6 days, or 12 via walking, the party will come across a clearing in the woods and roads. On the southern side is a split in the road leading towards a village with tall wooden walls of high quality.

Fireworks in the sky can be seen as well as magical displays of dazzling colours. With a perception check (DC 20) the party will also spot a huge carnival tent outside of the village to the west.

With a knowledge local check (DC 20) the party will recognise the village as Kellena and learn the information in the setting pdf.

Approaching the village will reveal to the players that a local performing troupe is in town, with shows almost all day for the villagers. Tickets are 2 gil per head per show, with a special nighttime show at 3 gil per head around midnight. As it is evening when the players arrive they can see the nighttime event, or head straight to a local inn.

Getting close to the village gates will have the party greeted by a female sylph:

"Welcome to Kellena, Foreign ones. Might you be visiting the seeded one's fair? The performers often draw quite a crowd".

If asked their name, they are called Poxia.

If asked about the fair, the sylph will inform the party that the performing troupe often visits their village, around once every 2 months. The troupe is called "The Jumping Jackals".

If the party wishes to set up at an inn, they may go to "Cracks Fitting", a small inn and tavern owned by a female kobold named Wista.

If the party approaches the carnival tent, a male hume at the entrance will inform the party that the special nighttime event will start in 20 minutes, 3 gil per head.

The hume is quickly interrupted as an orc comes galloping to his side, sweat dripping from his brow, talking hastily to the hume:

"Kipper, bad news, Mark and Tims pulled muscles in their legs in the last performance. We're down 2 performers in the final act!".

To which the hume will respond:

"What? Greck, that is horrible news! We don't have time to find a replacement, wait".

Both the hume and orc then turn their heads to the party, in unison they ask:

"You're adventurers!".

The hume will then get on his hands and knees, his head low:

"Please sirs and mams, are there any among you who can jump and flip? We are in dire need. We will pay you double!".

If the party accepts the request, the hume will jump up in excitement, thanking them profusely.

If the party declines, the show will be cancelled.

Declining the performance

If the party does not wish to help in the performance, the show will be cancelled for that night, and the party may go to sleep and continue their journey in the morning.

Accepting the performance

After accepting the job, the hume Kipper will tell the party that they need at least 1 performer, though 2 is preferred. The performers will be paid 20 gil each with bonuses applied for exemplary performances.

Giving them the details of the performance the characters can decide how they wish to perform in the segment they are entering, with either using acrobatics, climb or performance. These rewards are per character (max of 2):

Using acrobatics, the party will have an easier time filling the spots. The DC to succeed is 15, with each point above that rewarding 2 extra gil. If a character gets 30 or higher their pay is doubled (100 total gil).

Using climb, the party will have a slightly harder time filling the spots. The DC to succeed is 18 with each point above that rewarding 2 extra gil. If a character gets 36 or higher their pay is doubled (112 total gil).

Using any form of performance will have the hardest time filling the spots. The DC to succeed is 20 with each point above that rewarding 2 extra gil. If a character gets 40 or higher their pay is doubled (120 total gil).

Acrobatics: Failing will have the character fall off a tightrope, into the safety net below. Plenty of the crowd will gasp in shock and fear for the member. Then booing after seeing they are safe at the poor performance.

Succeeding will have the crowd cheer as the character jumps, flips and rolls across tightropes, platforms and swinging ropes.

Climb: Failing will have the character fall of a ladder onto a hard floor (2d6 nonlethal), the crowd booing and throwing food at the character.

Succeeding will have the crowd cheer as the character climbs, vaults and jumps between platforms, ladders, inflated balls and magical beasts.

Performance: Failure will have the character either play a poorly tuned or wrong song, mess up a dance and fall down or generally fail at their performance.

Succeeding will have the crowd cheer, clap on beat or sing along with the character depending on their performance.

For each character who succeeds, the party should be awarded EXP for an encounter of their level. A level 9 party would get 1,600 exp each, or 3,200 if 2 succeeded. A level 10 party would get 2,400 each, or 4,800 if 2 succeeded. If a character gets over the double pay DC, they gain a hero point, unless a hero point was used to beat the DC.

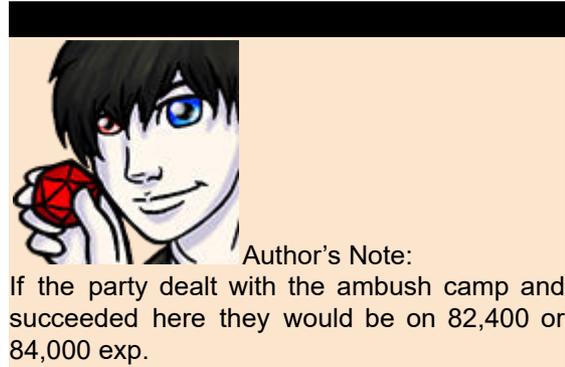
After either succeeding or failing in the troupes performance, the party will be thanked profusely by the other members of the troupe, though the number of thanks will be dependent on their rolls.

The party may then retire to the local inn to rest before heading off on their journey.

Next Day

Awaking the next day, the party will hear some hustle and bustle outside, as the carnival is packing up to leave and the villagers are going about their daily lives.

The party may do some selling and buying within Kellena, though due to the size they won't be able to give much in the way of gil for items, opting more for trade where possible. Almost everyone in the village accepts magical wares.



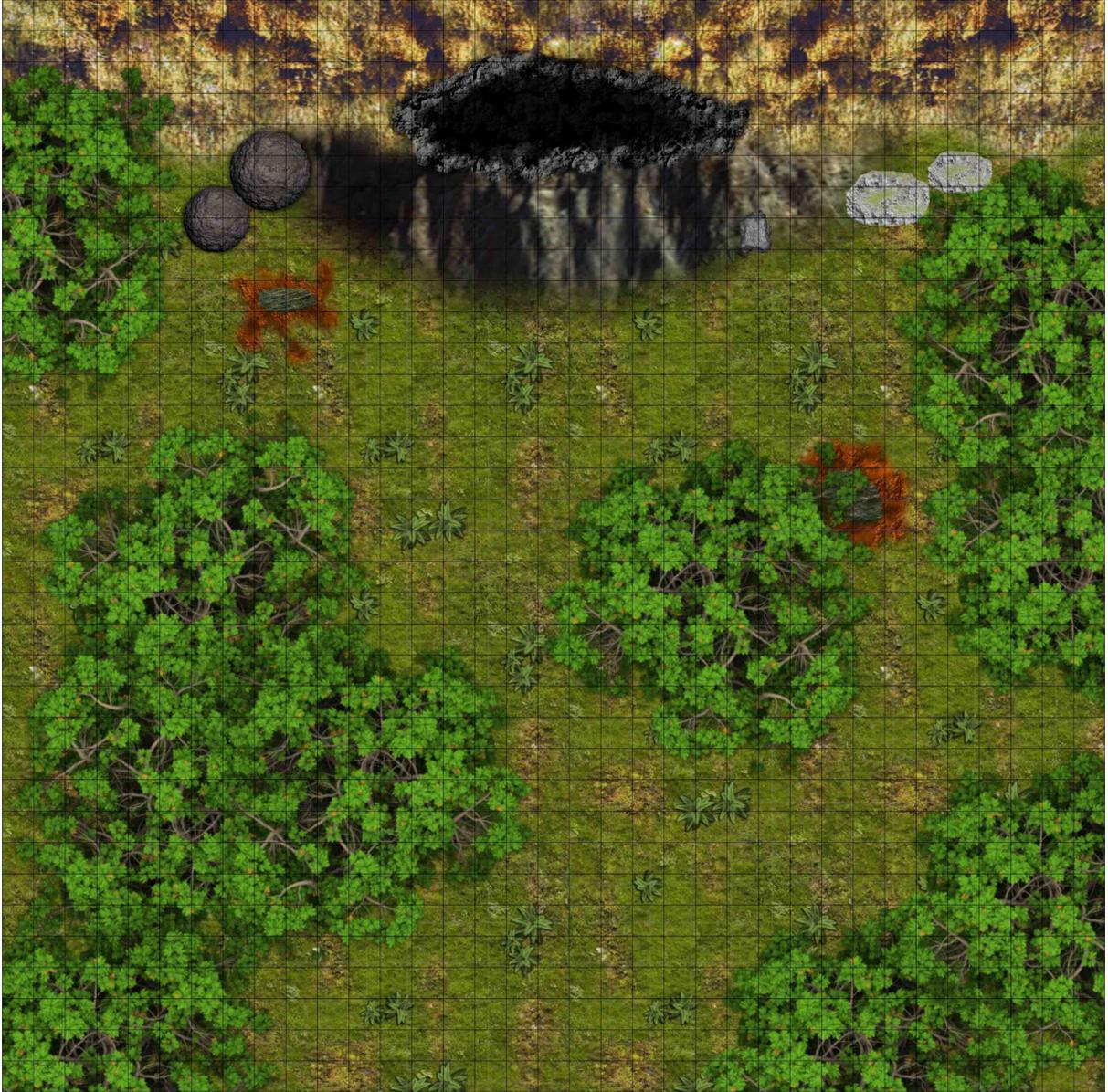
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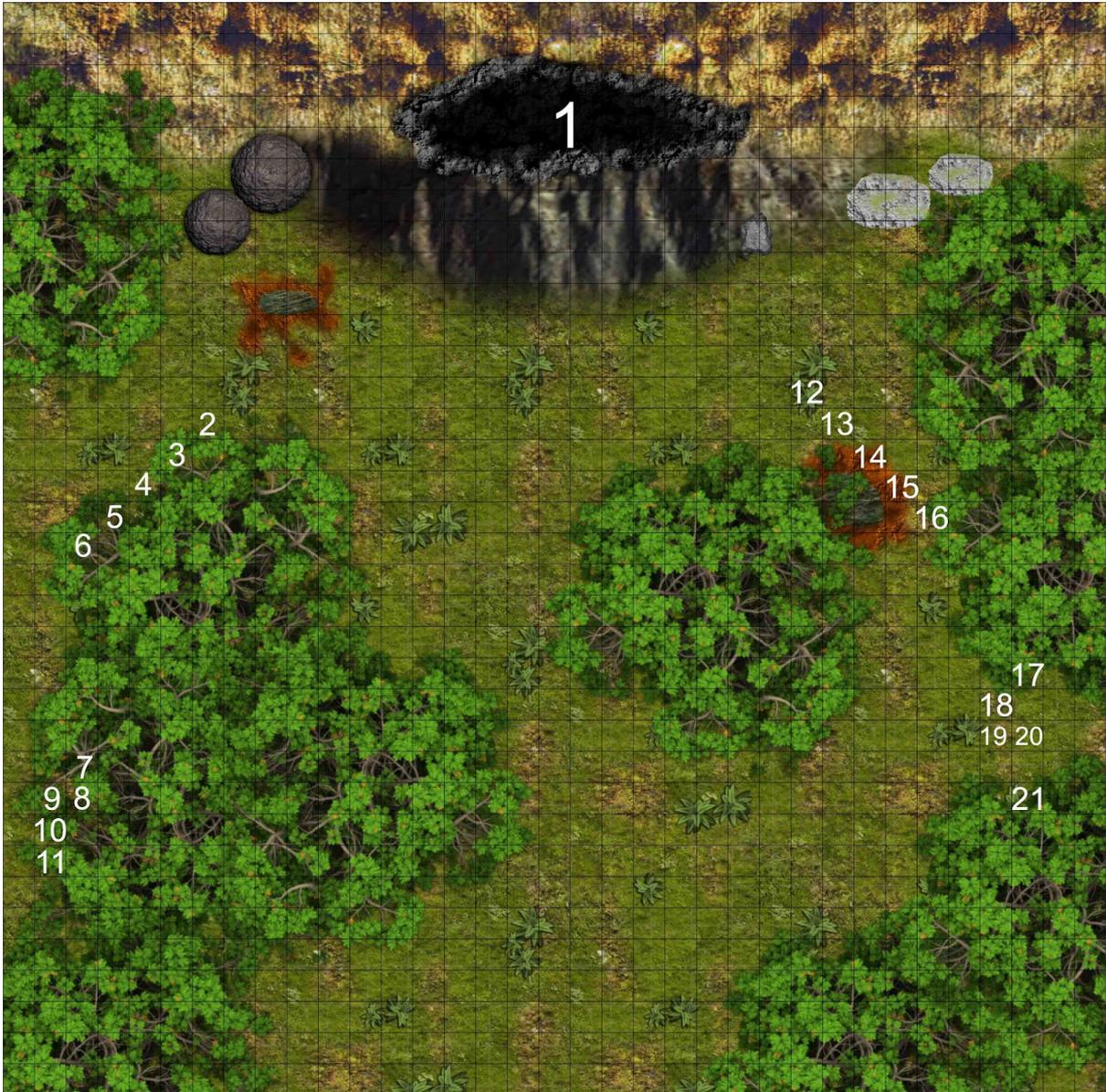
If the party dealt with the ambush camp and succeeded here they would be on 82,400 or 84,000 exp.

9th Day - Hunting Band



- 1: Burmecian (Skine)
- 2: Hume (Tombs),
- 3: Orc (Akavria)
- 4: Viera (Pharah)





1: [Golden Nakk](#)

2 - 21: [Nakk](#)

Nakks 2 - 21 are not on the map when the party approaches, they will be summoned when the Golden Nakk spots the party with its ability Howl of the Nakk Pack.

After 9 days of travel, or 18 via walking, the party will come across the smell of cooking meat and drying skin.

Approaching the smell will have the party arrive at a small camp of hunters, A burmecian (Skine), hume (Tombs), orc (Akavria) and viera (Pharah) are busy moving cured pelts onto a nearby cart, cooking up rabbits or otherwise preparing new animals for moving.

On approach, if the party are not being stealthy, the group will drop whatever they are holding and draw their weapons, the burmecian addressing the party:

"What's your business here traveler? Aiming to take our bounty or merely exploring nakk infested woods?"

A check can calm down the hunters (DC 20/26) to which they will put their weapons away.

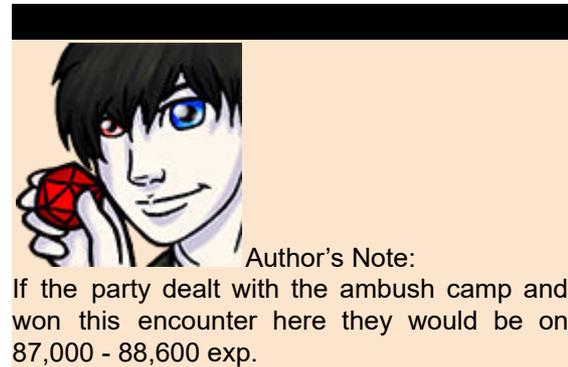
If asked what they are doing here, the group will inform the party that they are hunting nakks in the local woods for a merchant back in Niffél.

If the party is nice to the hunters, or offer help in any way, the hunters will invite the party to join in their dinner for the night as well as staying in their camp until the next morning.

Over the night the hunters will converse with the party, a check (DC 20/22) will reveal that some of them are hunting to pay off debts or provide for their families, at 50 to 100 gil per nakk pelt they deliver. They currently have 20 pelts, earning themselves at least 250 gil each. A higher check (25/27) will have the group mention a golden nakk nearby that rewards over 40 times that of a normal nakk pelt but is guarded by a large pack, too large for the hunting band to deal with.

If the party offers their help, the hunting band will accept rather quickly, devising a plan for the next day. The party will go towards the golden nakk lair, attacking the brunt of the pack, whereas the hunters will deal with incoming nakks that it will call to its aid.

If the party is able to defeat the nakks they should be rewarded exp for an encounter with twenty CR 2s and one CR 9.



It is up to the party if they wish to kill the hunters, or steal the pelts, otherwise, they can try to demand some form of payment for their aid (DC 25/29). Successful persuasion will reward the players 400gil, or if they are insistent on more they could coerce the hunters into giving up the golden pelt.

If the party doesn't ask for any compensation, reward each player a hero point as well as the white mage in the hunting group offering to teach any of their spells to the party.

After 12 days of travel, or 24 via walking, the party will come across a T-junction in the road, the current path heading east with a turnoff towards the north.

On the southern section of the crossing is a small pond, where a single chocobo is drinking from the waters. Just north-west of the junction, pulled to the side of the road, is a seemingly empty carriage.

If searched, the carriage is empty aside from some pillows, blankets and 10 sacks of feed.

The party can also make out a small palm-sized bauble in the middle of the junction, at a glance it is quite eloquent and expensive.

If the party wish to appraise the bauble and touch it they must make a will save (DC 23) or become trapped within the bauble.

A detect magic and spellcraft (DC 35) will reveal the bauble to be a body trapping orb, with a strong summoning aura, which will absorb any living being inside of the orb until it is either disabled or dispelled (DC 33/31), destroying the orb will kill anyone inside.

The party might also be able to manually disable the device with a puzzle, moving the magical power between several lines in the orb (shown [above](#)).

If the party are using detect magic they are allowed a perception check (DC 25) to notice that there is a moogle trapped within the orb.

If the party attempts to destroy the orb, they will kill the occupant.

If the orb is dispelled, or disabled, any occupants are released, along with the moogle. The moogle will flop onto the floor screaming:

"I have been falling, for 30 hours! Please tell me you have some water or food, Kupo!"

At which point the party may offer up food and drink to the moogle.

Successfully freeing the moogle will reward the party 6400exp to split amongst them, 1,600 each if there are 4 characters.

If the party free the Moogle, he will introduce himself as Mogreg, a travelling trader whose carriage is mostly for sleeping. He will offer up a trade, now that the bauble is disabled, the bauble itself for 20,000 gil.

An appraisal of the bauble (DC 30) will reveal that the bauble is powered by a sapphire worth around 20,000 gil, if any party member specialises in bartering they would know they could possibly get a better deal.

If asked what happened to him he will respond:

"I was with a small adventuring party, not 2 weeks ago, we went into a crypt to clear it out. I had the secret chest spell so could store items for em, Kupo. That bauble was one of the items in the crypt, they sold it to me for cheap and we parted ways. Not a moment later after I was appraising it closely I was sucked up, Kupo".

If asked about the crypt, Mogreg will say that they cleared it out and as soon as they left it collapsed behind them.

If asked about the adventurers, he will say they were a group of treasure hunters from up north, not affiliated with the parties' quest at all.

If asked where he is going, Mogreg will say he is heading to the capital to sell his wares as the smaller settlements won't have the coin for him.

If asked to trade, Mogreg will happily buy and sell with the party, his inventory is listed below:

- Total of 17,380 gil.
- 30 Rations (small)
- [Cure Potion](#) x11
- Ether x6
- Hi-Potion x2
- Hi-Ether x1
- Phoenix Down x7
- Arrows x100
- +1 Arrows x50 (2303 gil)
- +1 Shock arrows x50 (8303 gil)
- Black Curtain x4
- Pirate's Drink x4
- Giant's Tonic x4
- Speed Drink x4
- Faerie Tonic x4

- Strength Tonic x4
- Sage's Drink x4

After dealing with the bauble and the moogle, the party may continue on their journey.

15th Day - Gambler's Clearing



Feel free to fill up the chairs with your own tokens. There are 3 dwarves (Larca, Kiot, Ginta), 2 Al bhed (Lynt and Kem), 1 Sahagin (Morv), 2 Goblins (Gilypex and Cheepix) and 1 Kobold (Detganap).

After travelling for 15 days via chocobo, or 30 via walking, the party will overhear jaunty laughter and talking just to the north of the road in a would-be campsite clearing.

There are several tents setup, mostly under the trees to cover from weather, carts and carriages in similar parked positions as well as small tables, chairs and a campfire laid out within the middle of the clearing.

Sat at the tables are 3 dwarves (Larca, Kiot, Ginta), 2 Al bhed (Lynt and Kem), 1 Sahagin (Morv), 2 Goblins (Gilypex and Cheepix) and 1 Kobold (Detganap). Playing amongst themselves, 2 distinct games can be seen, Gamblers Brigade and poker.

When approached, the group of gamblers will easily spot the party and wave them over, some with drinks in their hands.

A Dwarf will address the party as they approach:

"Welcome weary travellers yer 'appened across oer' lil gambling den ere. Are yer wanting ta sit in on a game, or just passing through?".

If asked his name, he will say he is called Larca, with each other member offering their names if asked.

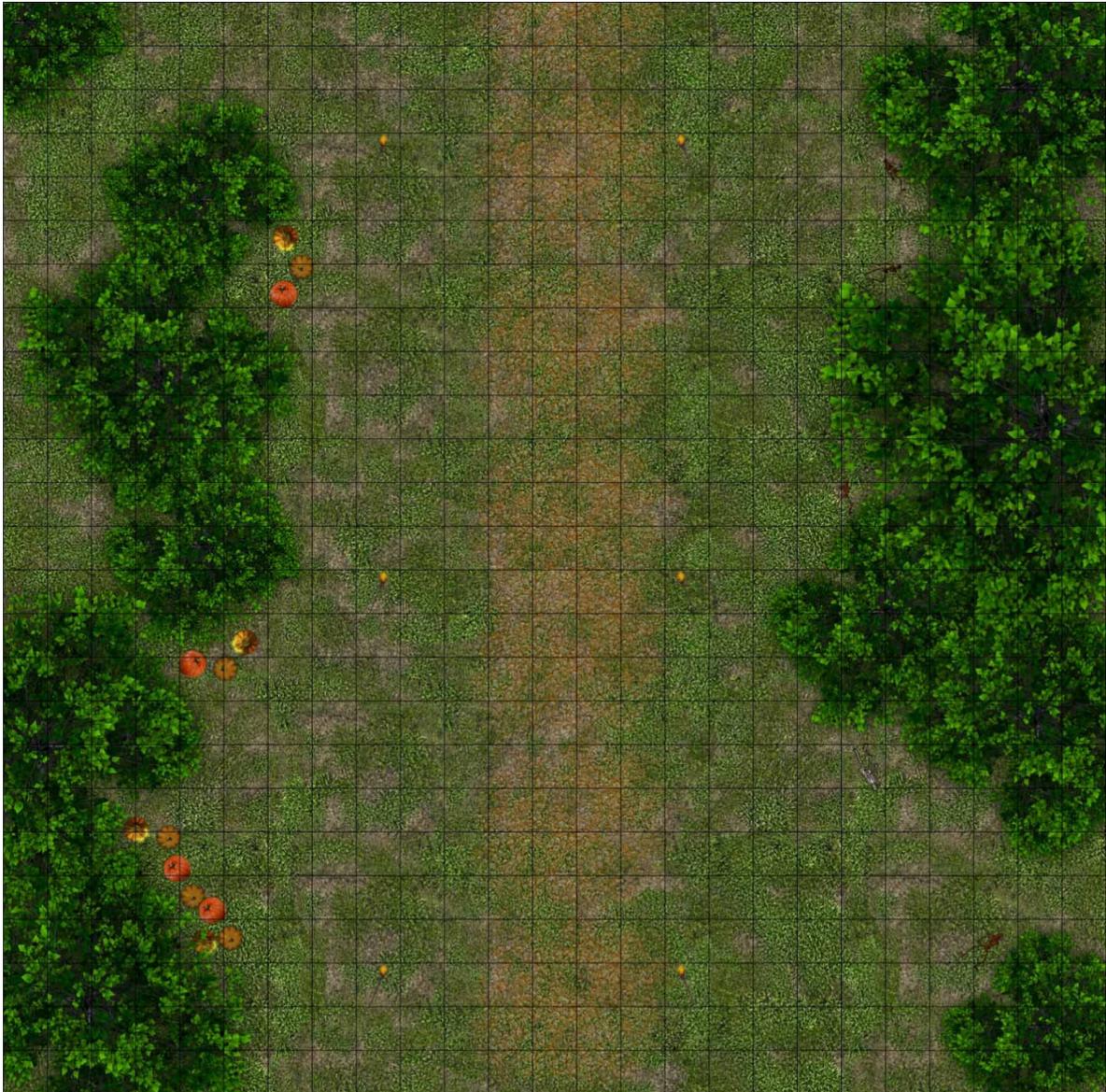
The party may join in on the gambling, poker is a 100 gil buy-in, with 6 current players. Gamblers brigade is bet per roll, from 10 to 100 gil.

Each group can only give up 200 gil per member, so a max of 1200 gil from poker and 600 from gamblers brigade.

Aside from gambling, the party can talk with the gamblers themselves. Each member comes from 3 different groups, the dwarves travel together, the al bhed and sahagin are another group and finally the goblins and kobold are another group.

The trio of groups met on the road and camped here together. The dwarf and al bhed group are heading south, whereas the goblin group are heading north.

18th Day - Goblin Automaton



Enemies include: 2 [goblin mages](#) and 2 [red captains](#), alongside the [Goblipumpkimon](#).

After travelling for 18 days, or 36 via walking, the party will be ambushed from the local woods by a hulking automaton made of wood, pumpkin and metallic parts, a grin cut into the monstrosity with little eyes peering from the maw.

Several voices will say out of sync in a goblin-like tone:

“Goblipumpkimon is here to stay, you’re in our path so become our prey!”.

After their speech, 4 more goblins will come rushing out from the treeline, 2 [goblin mages](#) and 2 [red captains](#), alongside the [Goblipumpkimon](#).

If the party is able to defeat the goblins and Goblipumpkimon they should be rewarded exp for an encounter with two CR 5s, two CR 6s and one CR 10.

As the Goblipumpkimon is defeated it will explode into several wrapped pieces of candy, cooked pumpkin and metallic utensils. Eating the candy will relieve fatigue and feed the party for the day.

Amongst the remains they will also find: 1x Prism Powder, 1x Remedy, 1x Holy Water, 2x Purifying Salt.



Author’s Note:

If the party has dealt with all encounters they should be at 93,000 EXP, but combined with random encounters they should be well above that. Allow the party to hit level 10 at this point. Experience tally will be set at 105,000 exp here to compensate for random encounters.

Act 2

After 21 days of travel or 42 via walking, the party will be able to either go straight to Deregannar Manor or make a pit stop at Erenna. It is advised to go to Erenna first to restock, as well as take on some side-quests.

Reaching Erenna

Heading towards the city first, the party will approach large stone walls and towers, reaching far into the sky, much more than any other city thus far. Huge portcullis gates greet the party as they get closer, some guado guards checking over people who enter or asking for trading papers from merchants.

If the party try to pass the gates they will be stopped by a guado guard, looking the party up and down they will say:

“You’re quite well equipped for vacationers, what is your business within Erenna?”.

If the party says they are currently on a quest, informing the guard of the manor, or otherwise say they are hunters/guildsmen the guard will let them enter. Otherwise, the party must make a persuasion check (DC 20/18) to be allowed entrance.

If asked if the guard had seen any other adventurers, or asking about others going to the manor, he will reply:

“You’re best going to Howling Hoots, a tavern in town. Most adventurers pick that place to bunker down since not many tourists visit it”.

After asking any questions, the party can head off to the tavern.

Heading in the direction of the Howling Hoots tavern, or the closest one, the party will make their way into the centre of town. There is a distinct hustle and bustle to the city streets, even late at night.

Guards line the street corners, keeping a watchful eye on the populace, though it does not seem to be a harsh oversight.

When compared to other settlements, the populace of Erenna seems closer to that of a tourist spot, with varying outfits and clothing styles being noticed amongst the people.

Howling Hoots Tavern

Moving away from the trading district, the party will finally arrive at the tavern. A deceitfully auspicious statue adorns the top of the doorframe, of an owl perched on a pumpkin. Seemingly a hotspot for Hallows Day.

A distinctly orange mist emanates from the carved face of the pumpkin, though with a quick detect magic (spellcraft DC 16) or knowledge arcana (DC 10) will identify it as a basic illusion spell with no harmful effects.

With the mist, a sharp smell of pumpkin and spices fills the air. Stepping through the mist makes the party feel slightly hungry and thirsty, peering into the tavern proper this is increased even more so.

Inside the tavern, the party sees a plethora of talented looking adventurers, from grizzly fighters to dainty casters, each sat within groups of between 2 to 6. With an intelligence check (DC 15) the party will be able to tell that none of the adventurers here was at Arkbreak Hall.

The insides of the tavern are highly decorated and aesthetically foreign. Darkwood tables adorned with red cloth, chairs with feathered engravings, dart boards with knives sat deep in the cork and stairs going both up and down. The whole tavern is lit with tall chandeliers, dangling from the 20ft tall ceiling, red lights flickering on the candles giving off an arcane feel. Detect magic (spellcraft DC 16) or knowledge arcana (DC 11) will confirm they are light spells with no harmful effects.

Manning the far counter are a pair of vanu vanu with a rare dark plumage covering their bodies, with deep red eyes that pierce the party as they meet their gaze.

With a perception check (DC 15) the party can scan over the drinks on offer, aside from the normal ales, wines and cocktails, there is a side partition dedicated to types of blood, hume seemingly running lower than the

rest and moogles blood having an almost overstock.

Approaching the counter will have the smaller vanu vanu greet them:

"Welcome to Howling Hoots"

-The whole tavern raises their mugs and cheers "hoots!"

"Your faces and bodies are new to my eyes, you looking for bed and board, or just a drink and gossip?"

The smaller vanu vanu is named Taylen Hootman, the taller is named Keayfen Duster.

If asked for a room, they cost 5 gil per person, double rooms cost 8 gil.

If asked about the blood selection, the taller vanu vanu will reply:

"It's for the ones who prefer blood over wine, we get a few here, especially from Kellena ways. If you're queasy about Vamps I doubt you're much of an adventurer".

If asked any further on blood and vampires, the taller vanu vanu will say that undead aren't too rare, some keeping their intelligence find some solace in establishments like theirs. Plenty of their clientele are necromancers and so they deal with plenty of non-living beings.

If asked about the legality, or any issues, the smaller vanu vanu will say they have a permit to sell blood.

If the party asked the barmen about anyone heading to Deregannar Manor, the taller vanu vanu will reply:

"Ah, the manor, many a group from here attempted such a place. Though most return with fewer numbers or not at all"

-He then pushes a clean empty mug towards the party

"If you're wanting to know more, I'm sure the price of 2 pitchers will remind me".

If the party bribe him 40 gil, or succeed a check (DC 25/28) he will continue talking:

"From what we've gathered, the place is full of monsters from both this plane and otherwise. Demons, devils and abominations plague the place. Some of the survivors even claimed the manor itself was alive and attacked them, though I'm unsure if that's true or not. You'll want to bring plenty of curatives, especially against poison, disease and sap".

With a perception check (DC 20) the party will notice the smaller vanu vanu giving a signal to the mug with his eyes. If the party offer up another 40 gil or pass a similar check (DC 25/28) the taller vanu vanu will continue:

"There were some mentions of ghosts too, so either blessed weapons or magical wares will aid there. Some resistance to earth and acid would do you well too".

If asked about anyone from Arkbreak Hall, he will tell the party if they already bribed him:

"Yeah, I think there were some who mentioned a big payout for some crests at the Manor, could have been them. Only the 1 group to my memory".

If the party ask about any work in town, the smaller vanu vanu will say that a local group of necromancers are looking for some adventurers to take down 2 tot aevises, at which point he will give their address.

The vanu vanu don't have anything else of note to talk about, so the party may rest till the next day.

Necromancer's Address

Following the directions given by the vanu vanu at Howling Hoots, the party will make their way back into the south-east part of

Erenna, towards the more trader focused portion of the city.

The address leads the party to a large building complex, with a sign attached to the brick exterior reading:

Ground: Manny's Mounts

1st: Weapons Hold

2nd: Wonder's Wonders

3rd: General Store

4th: Necros Crypt Store

5th: Alchemical Secrets

6th: Wand N' Scrolls

With a good guess, they are mounts, weapons and armour, wondrous items, general goods, necromancers, alchemical goods and finally wands and scrolls in order.

While here the party can buy and sell their wares, or go straight to the necromancer's portion of the building complex.

Necros Crypt Store

Taking the stairs up to the 4th floor, the party will arrive at a musky room, filled with skulls, bones, bowls of mysterious powders and vials that waft the smell of lavender.

The walls are draped in brown pelts, some with cuts across them, others fully skinned of the fur. 2 large windows at the far end let in light from the outside, though is tinted to a reddish hue due to the paint of the windows.

Aside from the party, there are other customers frequenting the shop, though most seem to be browsing.

Towards the right of the room is a counter where 2 pale humes are standing, tending to customers as they approach.

If the party ask them about the job they will reply:

"Wonderful, I knew that tavern would procure us some strong of will and body adventurers. Yes we require the slaying of 2 avians, would you perhaps be available right now?"

If asked about the [tot aveses](#), the necromancers will say that they carry plenty of diseases within them and are great when used

as an ingredient to cause said disease, immunize and even cure diseases.

If asked about pay, they will say that killing both the [tot aveses](#) will reward the party 11,600 gil. A check (DC 20/22) will make the necromancers round it to an even 12,000 gil.

If asked how the party will move the body or if the necromancers will be picking it up, they will reply saying that they will accompany the party with some carts and sanitation equipment.

If asked what the necromancers are going to do with the corpse, they will say mostly for vaccines and cures. Even when using sense motive the party will know that they aren't being deceitful.

If asked if the potions made from the beasts are expensive, they will say it is both great in quality and quantity due to their size.

The party can leave with the necromancers within 30 minutes. The home of the [tot aveses](#) is only 2 hours to the east via chocobo.

Tot Aveses

Moving to the area where the [tot aveses](#) are located, alongside the necromancers and their carts, the party can make a perception check (DC 25) to spot the 2 avian creatures dive bombing them. If they spot the creatures they are allowed in the surprise turn, but otherwise the 2 creatures will dive bomb the largest of the party.

Defeating the tot aveses will reward the party for an encounter with two CR 11s.

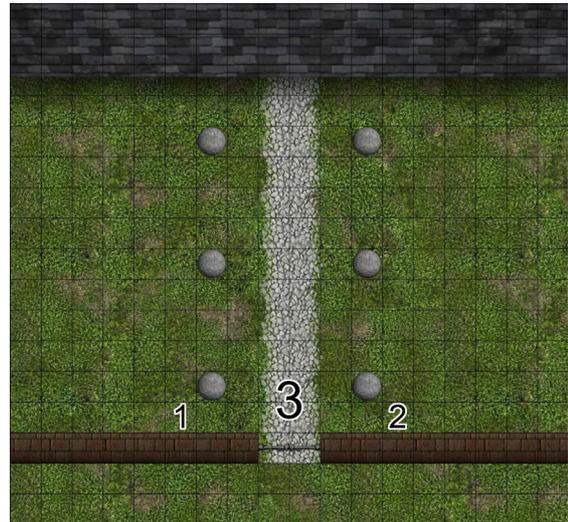
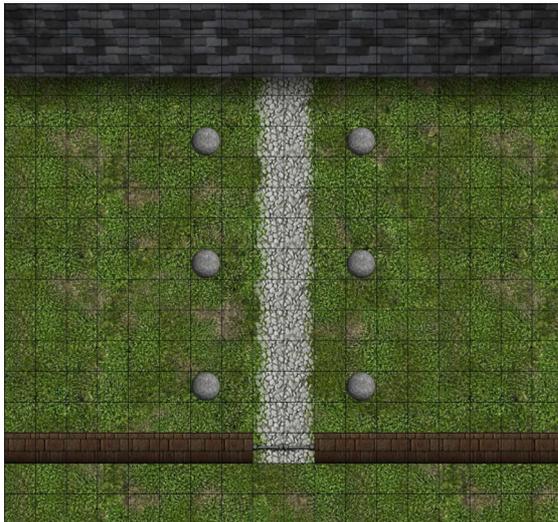
After defeating the monsters, the necromancers will sanitize the corpses, cover them in tarps and return with the group back to the city. On arrival, the necromancers will pay the party the agreed sum and go back to their building complex.

"The party should be at 111,400 exp if they have done everything so far"

Act 3

[Deregannar Manor](#)

Deregannar Manor Entrance



- 1 - 2: [Gargoyles](#)
- 3: [Deregannar Gate](#)

Around a day's travel to the north-east from Erenna, or on the 21st day of travel via chocobo, the party will arrive at their quest destination after 2/3 of a month.

Approaching the manor will reveal its grand stature, standing at 2 stories tall with a wide display of brick, stone and wood, alongside a slate tiled roof. Guarding the manor is a 15ft tall stone wall that goes all around the estate, with a singular gate within the wall that leads to a stone path.

The gate itself is made of rusted metal, some parts coloured red and yellow to give it some life. 2 Gargoyles flank the gate atop the walls, glaring down at the party.

The gate is locked with a chain and simple padlock but can be pick locked easily (DC 20). Upon opening, the gate will squeak loudly as the metal grates against the adjoining wall and rock path.

Moving inside, the party can see the surrounding garden, following the manor around the sides, leading off to the other buildings within the estate.

As the party pass by the gate, it will slam shut behind them, as they hear the grinding of stone and steel as the gate tears itself from its previous holding.

Standing tall, with metallic horns and glowing demonic eyes, the gate forms limbs and aberrations from its materials, the 2 gargoyles springing to life and dropping beside the gate. All together the monsters attack the party. There is 1 [Deregannar Gate](#) and 2 [Gargoyles](#).

If the party defeats the monsters they should be awarded experience for an encounter with one CR 10 and two CR 6 enemies.

After defeating the enemies, the party may enter into the estate proper.



(Token for Gargoyles)

Deregannar Manor - Ground Floor





- 1 - 2: [Seelies](#) (Invisible)
- 3 - 4: [Book Swarms](#) (Hidden)
- 5 - 6: [Piscodaemons](#) (Invisible)
- 7 - 8: [Mimics](#) (Hidden)
- 9 - 11: [Killer Bee](#) (Hidden)
- 12 - 22: [Corrosive Spiders](#) (Hidden)
- 23 - 25: [Cryonades](#) (Hidden)
- 26 - 27: [Large Water Elementals](#) (Hidden)
- 28 - 29: [Yellowtooth](#) (Off-screen, will run in)
- 30 - 32: [Piscodaemons](#) (Invisible)

- Tr1: [Hail of Arrows trap](#)
- Tr2: [Combination Hallucination trap](#)
- Tr3: [Crushing Stone trap](#)
- Tr4: [Numbing needles](#)

For full details on traps, go to the attached locations, some of them have been altered.

Treasure is noted in the area descriptions.

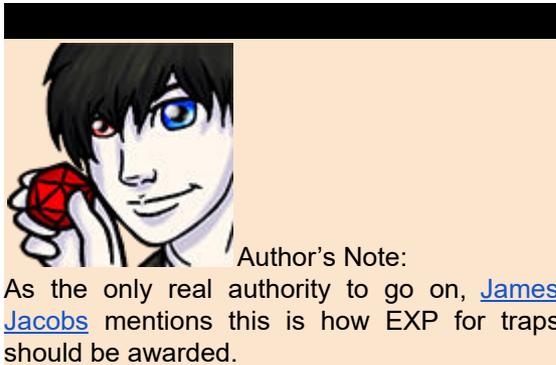
Outside Door - OD1

Approaching the manor after the encounter outside, the party may look around the exterior. There are 2 windows on the west and 2 on the east parts of the wall with double oak doors in the middle.

If the party searches for traps on the door (perception DC 25), they will find a [Hail of Arrows trap](#) connected to the inside of the handle which will trigger if they open the door. A disable device (DC 25) will allow the party to disable the trap by pulling the wire taut on the outside, but will need to be taken to the inside northern wall to fully disable.

If the party fail to find the trap, they may open the door, which will set it off, attacking just 5ft inside of the door to 20ft outside of it, the line is 10ft wide.

If the party are able to find and disable the trap, or find it and avoid it, or fail to find it and survive its effects, they should be awarded experience with an encounter with one CR 9 enemy.



Entrance Hall - EH1

Unless otherwise stated the ceilings are 15ft tall.

Closing the door behind them, the party will enter into the Deregannar Manor. The solid sound of footsteps echo somewhat through the halls as the group's boots hit against the dark oak flooring. The manor would be silent if not for the echoed steps and a storm starting to form outside.

Crackles of thunder can be heard off into the distance with the pitter-patter of rain starting to beat on the windows. Whilst there

are no holes in the immediate vicinity, the party can smell damp wood as well as a musty draft from decade-old paper and coffee.

The smouldering of fire can be both heard and seen nearby as 2 sconces are close by the entrance, attached to northern walls, lighting up the immediate area, along with sun/moonlight from outside. Directly in front of the party are 2 staircases, leading west and east to the upper floors, an overhanging walkway just barely visible and it goes off to other hallways and rooms.

On the ground floor, both to the west and east are more hallways leading to rooms or turns in the hallways, the southern wall having 4 windows in total letting in the light from outside though casting shadows from local trees as well as the raindrops on the frames.

With a perception check (DC 20) the party can hear faint whispers in the echoes, though the voices cascade into one-another, making it hard to understand them. A higher check (DC 25) will identify threats, chanting and annoyed calls, as the voices seemingly do not want the party in the mansion.

Regardless of the direction the party takes, they will be attacked by 2 invisible [Seelies](#), casting Illusory wall to block off the stairs and doorway.

If the party defeat the Seelies they should be awarded experience for an encounter with two CR 6 enemies.

Western Hall - WH1

Taking the western hall, the party will come across 2 doors to the north and a turning in the hallway leading north. 2 windows are on the southern wall, letting in light from outside, 2 torches on the northern walls also light up the hallway.

Library - L1

The first door on the western hall is unlocked and has no keyhole.

Opening the door will lead the party into a compact library. 10 bookshelves hug the

walls, 5 on the west and 5 on the eastern walls. Set within the middle of the room are 3 tables with messy chairs and half-open books.

A single sconce is sat on the southern wall, above what seems to be a librarian's desk.

Entering into the library more than 10ft will have some of the books come to life and start to flap their sides together to fly around. They will get closer to one another until 2 [Book Swarms](#) form and soar to attack the party.

If the party defeat the Book Swarms they should be awarded experience for an encounter with two CR 6 enemies.

After defeating the book swarms, the party may look over the library for anything of worth. A perception check (DC 20) will reveal a scroll of See invisibility. (DC 25) will reveal a book of the 8 Knights, though the book is heavily damage, the only real words of note are:

"The Knights guard the night until the sun rises, but in order their light is shown to reveal their true treasure.

Alexan - Knight of the South Watch

Treod - Knight of the North Watch

Kell - Knight of the West Watch

Porung - Knight of the East Watch".

There is nothing else of note in this room.

Display Room - DR1

The 2nd door on the west is unlocked and has no keyhole.

Entering the 2nd door on the west will reveal to the party a compact showroom, with several statues of rock and iron, as well as suits of armour adorned on mannequins.

On the eastern wall are several racks of weapons, alongside display cases. Just north of the display are 2 chests sat against the wall.

If the party enters into the room, 2 [Piscodaemons](#), under the effects of Vanish, will attack them from behind.

If the party defeat the Piscodaemons they should be awarded experience for an encounter with two CR 6 enemies.

After defeating the Piscodaemons, the party may search and loot the room. Inside of a glass display case, which is locked (DC 30) they will find a Rifle and 10 rifle ammo. The weapons racks also contain several mundane longswords, scimitars and hand axes.

On the northern end of the room, the party may inspect the statues. While most lack nameplates, or have had them removed, one still has a legible name plaque which reads: Kahven - Knight of the North-East Watch (5).

On the north-eastern edge of the room, the party may find 2 chests. If they attempt to identify them with perception, against a disguise of +30, they may identify them as [Mimics](#). Otherwise, the Mimics will attack when touched.

If the party defeat the Mimics they should be awarded experience for an encounter with two CR 6 enemies.

Opening up the mouths of the now-dead mimics, the party can loot a total of 3350 gil. There is nothing else of importance in this room.

Western Long Hall - WH2

Turning the corner towards the north, the party will see a long corridor around 140 ft long and 20ft wide. There are 2 visible turns to the east, lit up by windows and torches.

If the party are searching for traps, or a character has Trap Spotter, a perception check (DC 29) will reveal a hybrid trap that will cause a hallucination, [Poisoned Touch](#) and [Dakra](#) on anyone within the first section of the hall. This can be disabled if the party can disable magical traps with disable device (DC 29)

On coming into contact with the trap, it will wait for the party to go about mid-way through the first section of the hall, at which point it will activate and require the party to make Will saves (DC 24) or find themselves sinking into the floor. Any attempts at trying to escape the floor will have them sink faster, or

have their weapons shatter on contact with the surfaces. A secondary Reflex save (DC 23) is required or they will take 10d6 shadow damage each (save for half) and a third Fortitude save (DC 24) is required or they will take 3d3 Constitution damage. After all the effects, the party will snap out of the illusion and find themselves on the floor, harshly damaged.

If anyone saves, they will instead see anyone who failed their saves fall to the floor.

If the party are able to find and disable the trap, or find it and avoid it, or fail to find it and survive its effects, they should be awarded experience with an encounter with one CR 10 enemy.

Western Kitchen - WK1

Finding another set of double oaken doors will reveal them to be tied closed on the outside, with a rope tied around the handles. Fraying can be seen on the rope as if something inside the room tried to escape. The rope can be cut or removed easily on this side.

Opening the southern door will have a half-eaten corpse fall to the floor, as it was leaning against the door. The corpse is of an orc, though their back has been eaten away to reveal countless eggs and larvae.

A few seconds after hitting the floor, the head of the orc will explode as a [Killer Bee](#) bursts out, 2 more climbing from underneath the tables on the east and west, all 3 attacking the party.

If the party defeat the Killer Bees they should be awarded experience for an encounter with three CR 6 enemies.

After defeating the Killer Bees, the party may search the kitchen, though it is mostly filled with eggs, larvae and meaty remains of bodies. Underneath the tables are large masses of honeycomb and flesh.

With a perception check (DC 25), the party will find 2 Fire Materia near the honeycombs, possibly providing warmth to the homes.

Aside from the Materia, the kitchen has nothing of use aside from mouldy food. Another double door to the north leads the party into another hallway.

Living Room - LR1

Making their way to the centre of the house's ground floor, the party will approach the living room. A huge room containing 2 sets of dining tables to the north, large carpet decorating the middle of the path and a fireplace set up to the south with 6 sofas. Hugging the walls on the west are 3 shelves containing several decorations and models of little worth, 3 bookshelves on the east with several books and 2 desks on the south.

The southern fireplace is still lit, with 7 bowls of tinder and wood sat on its eastern side, a large circular rug with designs of knights sits just above it, the light from the fireplace shining on the southern knight.

Directly in front of the party is a corpse with bloodstains telling a tale of a crawling humanoid. Now dead, the blood has dried and a single piece of paper can be seen in the corpse's hand. On closer inspection the party can identify the corpse as Hume, with its stomach being ruptured and guts falling out onto the floor. A heal check (DC 20) will reveal the hume has been dead for about 2 days.

Taking the letter from the corpse the party can read:

"What are the Knights in order? The book is tattered and broken. The others died for the information of 100 thousand, this isn't worth it! Ending in SW and SE isn't enough".

Knight Light Puzzle

After gathering clues, the party may realise that the rug is a puzzle. Each knight must be lit up in the correct order : S - N - W - E - NE - NW - SW - SE. There is enough tinder for 2 attempts at the puzzle.

Alexan - Knight of the South Watch

Treod - Knight of the North Watch

Kell - Knight of the West Watch

Porung - Knight of the East Watch

Kahven - Knight of the North-East Watch
Mooris - Knight of the North-West Watch
Dala - Knight of the South-West Watch
Celeste - Knight of the South-East Watch

If the party is able to realise the puzzle and guess it correctly a movement of cogs and shifting of wood can be heard above. A small platform will be lowered down, sitting about 5ft from the floor, with a singular lever attached to it. A medium creature can easily stand onto the platform, doing so will reveal a silhouette of blood on the platform. A perception check (DC 20) will reveal a similar sight on the ceiling, if the party searches for traps (DC 30) they will find a modified [Crushing Stone trap](#), which will activate if they pull the lever but in doing so they will also unlock another compartment. The party may make a disable device check (DC 20) to turn off the crushing part of the lever and allow them to use it without incident.

The party may also use any form of telekinetic ability or spell to pull the lever, like the [Grab](#) spell, to activate the trap and unlock the puzzle.

If the party does not notice the trap, it will crush whoever is on the platform.

After pulling the lever, if it is disarmed or not, will open up a compartment under the rug. Inside the compartment is one of the relics they were sent here to find.

If the party are able to find and disable the trap, or find it and avoid it, or fail to find it and survive its effects, they should be awarded experience with an encounter with one CR 15 enemy.

Storage Room - SR1

The furthest north-west room will be behind another set of double oak doors which are locked but can be unlocked (DC 30). Looking through the keyhole will reveal the insides.

Inside the room are 2 torches that light it up pretty well, showing stacked boxes and barrels all the way to the ceiling, with some gaps around them for easier movement. Several cobwebs can be seen on the containers as well as the ceiling.

There is a single chest in the north-east corner that is not opened, with another on the west that is opened.

Upon entering the room, the party may make perception checks against 10 sets of stealth checks (+11). If successful against any they will spot some [Corrosive Spiders](#). These enemies are unavoidable if the party wishes to loot the room.

Entering 10 ft into the room will have the Spiders emerge from their hiding locations and attack the party.

If the party defeat the Corrosive Spiders they should be awarded experience for an encounter with ten CR 2 enemies.

After dealing with the spiders, the party may search the room for anything of value. With a perception check (DC 20) they will find 4 Loun Torches amongst the crates, (DC 25) 2 Cure Potions, 2 Hi-Potions, 1 Ether, 1 Hi-Ether and a Phoenix Down, (DC 30) 2 White Musks. Inside of the chest they will find a +1 Fire Rod.

There is nothing else of note in the room.

Refrigerator Room - R1

A set of metallic metal doors blocks entrance into this room, they are locked with no lights inside. If a character has darkvision they can identify the insides to be a sort of fridge for meat, but there seems to also be humanoid skeletons inside.

With a disable device (DC 25) the party may unlock the door and open it into a large metallic floor room, a burst of cold air shoots from inside.

A strong mist is present inside the fridge, making it hard to make out the room in its entirety. Large objects can be seen, from hanging meat on the east, skeletons on the floor and a meat grinder on the north wall.

With a perception check against 3 stealth checks (+3) the party may spot 3 [Cryonades](#) in the mist. If the party notices the Cryonades they can attempt to use diplomacy, intimidate or bluff (DC 20/20/20) to try and get the Cryonades to leave. The cryonades understand Infernal and Abyssal only.

If the party fails to spot, or fails to use persuasion, the Cryonades will attack.

If the party defeat the Cryonades they should be awarded experience for an encounter with three CR 6 enemies.

After dealing with the Cryonades, the party may investigate the room further with perception checks. (DC 15) will reveal that the currently hanging meat is not suitable for eating as they have been there for several hundred years and cannot be considered meat anymore. The skeletons are of a large shark-like creature, and 2 that are humanoid. The southern skeleton, that is leant up against the wall, has another skeletal hand grasped in its own, which is missing from the other humanoid, possibly turned to cannibalism to stay alive. Beside the corpse is a dagger that has thankfully survived the years inside the fridge. With detect magic and spellcraft (DC 21) will reveal it to be a +2 dagger.

Training Hall - TH1

Entering from a set of double oaken doors, the party will come across an overly large and spacious room. On the northern walls are 4 melee dummies and on the southern wall are 4 martial arts poles. In the centre of the room is a metallic ring, scuff marks would lead one to believe it was for sparring matches.

On the northern wall are 3 sets of doors, with a double door on both east and west ends of the hall that are lit up by adjoining torches.

If the party moves into the mid-section of the room the floor will collapse beneath them, forcing them into the [underground cells](#).

If the party do not fall in, or return to the room, they may search around but nothing is of worth in this room.

West Shower Room - WSR1

Entering into the door on the west of the northern wall in the training hall, the party will come across what seems to be a shower room

with 6 individual stalls and drain. There is another door leading to the north-east.

With a perception check versus 2 stealth checks (+15 due to the water environment) the party can make out 2 [Large Water Elementals](#) blending into the water on the floor. If spotted they could be persuaded to leave (DC 25/22/20).

If the party walks into the room 10 ft or fail to persuade, the elementals will attack.

If the party defeat the Elementals they should be awarded experience for an encounter with two CR 5 enemies.

After defeating the elementals there is nothing else of note in the room.

Locker Room - LR2

Entering into the middle room, the characters will reach what seems to be a locker room, with several lockers lining the walls and 2 stone benches in the middle.

The party can search through the lockers for anything of worth. A perception check (DC 20) will reveal 2x Giant's Tonic, (DC 25) 2x Speed Drink, (DC 30) 4x Strength Tonic.

East Shower Room - ESR1

Entering into the door on the east of the northern wall in the training hall, the party will come across what seems to be a shower room with 6 individual stalls and a drain. There is another door leading to the north-west.

There is nothing of interest in this room.

Eastern Long Hall - EH2

Turning the corner towards the north, the party will see a long corridor around 140 ft long and 20ft wide. There are 2 visible turns to the west, lit up by windows and torches.

Midway down the corridor is a turning to the living room and a set of double oak doors to another room on the north.

At the far end of the hall is a set of double oaken doors to a north room, south

room and west room, a set of iron doors leads to another north room.

Upper Guards Room - UGR1

Attempting to open the iron doors will be met with resistance as it is locked (DC 25). On unlocking and opening, the door will lead into a small guards room, with stairs leading to a lower floor behind a metal gate.

Also behind a metal gate are 2 chests, sectioned off with metallic fences to the stairs. Directly to the west of the door is a desk with several papers strewn across its surface.

Searching the desk (DC 20) will reveal a note in good handwriting:

“Last work week before the holiday begins, the lad downstairs has been picking up his writing skills rather quickly. You’d be impressed mother. I’m sending a copy of that book you wanted, the 8 Knights, you always said you loved that 5th knight Kahven of the North-East ----”.

The rest of the note is missing and covered in blood.

Approaching the metal gates will reveal the gate leading to the stairs is unlocked.

The gate to the chests is locked (DC 30) as well as trapped (perception DC 25) with a [numbing needles](#) trap. If the party fail to disable the lock by 4 or more the trap will activate.

If the party are able to find and disable the trap, or find it and avoid it, or fail to find it and survive its effects, they should be awarded experience with an encounter with one CR 7 enemy.

After making their way through the chest gate, the 2 chests in question are also locked (DC 30). Inside them are: 2x Phoenix Down, 2x Chocolate, 10x Ghost Hand, +1 Longbow and a total of 224 gil.

Ruined Overgrown Room - ROR1

Entering through the double oaken doors, beside the iron doors, the party will feel a chilly wind rush through the doorway. Inside, the party find a completely destroyed room, with plants and trees growing through the floorboards to the ceiling, a portion of the northern wall having being broken to the outside.

If the party still have detect magic active, or make a perception check (DC 20) they will notice a small stone slab just south of the destroyed wall. It has a faint enhancing aura and with a spellcraft (DC 18) it will be revealed to be some sort of magical key.

If the party does not stealth into the room, or have a form of light source, they will be ambushed by 2 [Yellowtooth](#) monsters that rush through the destroyed wall segment.

The trees provide cover, making it hard for charging to be done inside the room.

If the party defeat the Yellowteeth they should be awarded experience for an encounter with two CR 8 enemies.

After dealing with the Yellowteeth, or sneaking into the room, they may search it more thoroughly or go to obtain the stone slab. There isn’t anything of worth in the room, but if they failed spotting the slab they can easily find it with a perception check (DC 10).

Looking closer at the stone slab the party can tell it is incredibly old, possibly used back when this mansion was inhabited. There is a small etching resembling a “k” with the slab itself seemingly being only a part of a bigger stone. Observing the back of the slab will reveal some indentations and protrusions of stone, revealing it to be some sort of key, but it will need to be reattached to the other missing parts which are not currently in this room.

For note keeping, call this Stone Key - K. It is larger than a hand and weighs 5 lbs.

Eastern Brewery - EB1

Either approaching from the north or south, the party will be met with a set of double oaken doors that are locked (DC 25).

After opening the doors, the party will be able to enter into what seems to be a brewery, a heavy smell of hops and fruit hits the group's senses. Several casks, barrels and distilling utensils can be seen around the room, with some stools and tables neatly sat around.

Due to sitting here for 410 years all the wine and alcohol has far passed its drinkable stages.

Aside from its practical use, this room doesn't hold anything of worth.

Eastern Map Room - EMR1

The furthest room to the east at the first corridor is locked behind a set of double oaken doors (DC 25). On getting past the door, the party can enter into what seems to be a meeting or map room, several chairs sat against the eastern wall, table and chairs to the south-west and shelves to the north. A large map is also pinned to a board on the northern wall. A garish blue carpet covers the floor instead of the normal wooden floorboards.

There is a lone light on the south wall that only lights up part of the room, the northern portion falling into darkness.

Hiding in the north parts of the room are 3 [Piscodaemons](#) who open fire with their mind blast special abilities. If the party have made loud noises nearby, either by using AoE magic, shouting or using firearms these Piscodaemons will also have Mage Armor, Detect Magic, Blink and Haste active (having 7 MP less as a result).

If the party defeat the Piscodaemons they should be awarded experience for an encounter with three CR 6 enemies.

After dealing with the Piscodaemons the party can move onto investigating the room further.

On the north-west section is a table with a variety of fruits, vegetables and cheeses, though all are mostly crumbs or small pieces at this stage, almost entirely just rock solid and mossy.

Looking over the map, the party can see plans for expansion of the manor and

fields that the Deregannar family had ahold of, as well as boat routes and times for shipments to the Tri-Confection Isles. The map and data on it aren't worth much, around 50 gil at best if sold back to Sir Deregannar VIII.

With a perception check (DC 20) the party can find a scroll of CL5 Scrying amongst the shelves, (DC 25) a scroll of CL13 Greater Scrying, (DC 30) Wand of CL1 [detect magic](#) with 50 charges, Wand of CL1 [message](#) with 50 charges, Wand of CL1 [detect secret doors](#) with 50 charges, Wand of CL1 [detect snares and pits](#) with 50 charges, (DC 35) Wand of CL1 [cure](#) with 50 charges, Scroll of CL3 [cure II](#), Scroll of CL5 [cure III](#), Wand of CL1 [read magic](#) with 50 charges and a Scroll of CL7 [tongues](#).

After looting the room there is nothing else of importance here.

Eastern Waiting Room - EWR1

Just a few steps away from the entrance of the manor to the east, the party will come across a closed set of double oaken doors. If the party understand Banganese or can make a linguistics check (DC 20) they can make out 2 words on a sign that hangs on the right door saying "Waiting Room".

The doors are unlocked, with no keyhole. Opening up the doors, the party may enter into a large room with a lavish red carpet instead of the normal wooden floorboards. The red is accented beautifully against a nearby roaring fireplace that crackles slightly.

The room is lit well enough by the fire, though the south-west segment is within dim lighting. Directly in front of the fireplace is a set of 3 sofas, 2 long tables and a round table with a rug underneath.

Atop the southern table are mugs and glasses, half-full of cobwebs and insect bodies. Just south of that is a neat shelf with some books and decorative figurines.

The party may search the room with a perception check (DC 20, 10 if in bright light or darkvision) the party will find a book marked "Celeste's Last Reign", a book all about a Bangaa Knight whose youthful spirit led her to be one of the greatest knights around, one

excerpt is of note:

“Following the work of her brothers and sisters in arms, Celeste raises her shield and sword to fight back the darkness as the light appears. The final bastion, letting the others rest, her eyes are always beset by sun’s first light”

Aside from a few scuff marks, this book could be sold for a lot of gil, with an appraise check (DC 20) the party can tell that since it’s a 1st edition it could go for 500 gil, with a use of mending or similar effect it could even go for as much as 750 gil.

With a higher perception check (DC 25, 15 if better conditions) the party can find a Behemoth statuette made of silver, an appraise check (DC 20) will reveal it is worth 1000 gil. A higher check (DC 30, 20 if better conditions) will reveal several pouches of gil amongst the shelves, under floorboards and the rug totalling 324 gil.

Underground Cells





1: [Illusion Demon](#) (Is also accompanied by a trap, explained in the section)

Tr1: [Ray of Entropy](#)

South Cell - SC1

If falling down:

Roll 4d6 for falling damage.

If the party had fallen due to the floor collapsing they would find themselves within the southern cell of the underground, with only a single torch to the east lighting up the area. As they fall all party members must make a will save (DC 21) or they will start to hallucinate that the room is full of demons.

Aside from hallucinations, or if the characters saved, they will be able to spot another [Illusion Demon](#) amongst the crowd, wielding a glowing greatsword, he will laugh in a maniacal way, raise his sword to the party and taunt them in common:

“More material meat has made its way into my domain. I hope you had a hearty last meal, my hunger is great”.

At which point the demon will attack the party. If a character fails the initial save from entering here the demon will have [total concealment](#) against them. Each round of combat the party is allowed another will save if they had failed previously to break out from the hallucination.

If the party defeat the [Illusion Demon](#) they should be awarded experience for an encounter with one CR 12 and one CR 10 enemies.

After defeating the Demon, the party may loot him to take his gear along with the keyring with 5 keys, one for this gate door, 2 for the exit gates, to the chest in the guard room and for the gate upstairs.

Leaving the cell, the party can see another cell to the north as well as the exit gates.

If not falling down:

If the party had not fallen down the hole, the rooms will remain mostly the same, though the fight with the demon will have him first exit the

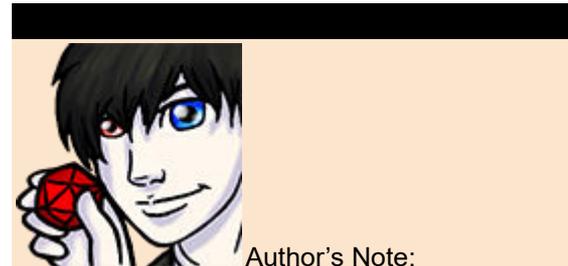
cells to fight in the hallway, the trap activating in the hallway instead.

North Cell - NC1

The north cell looks identical to the one the party fell into, however it contains skeletal remains and what seems to be a rushed campsite. Blood trails are easily noticeable, leading to the door as if creatures were dragged outside.

Also inside the cell are 4 glowing rocks, 3 set neatly within the floor and another on its side. With detect magic and spellcraft (DC 23) the party can identify the stones as [Divine Oracle Stones](#), that have almost been setup requiring 20 minutes of work. The 3 set stones themselves cannot be recovered and must be used here. The stone on its side can be recovered however for later use, but without a set of 4, it won't provide any benefit.

Aside from the Stones, there are also 4 [Sleeping Bags](#) (spellcraft DC 18) that can still be used.



Author's Note:

If the party can identify the stones, let the group know that they may use this cell as a safe resting area, allowing them to recover as normal for 8 hours of rest and level up if they have hit the required EXP.

Guard Room - GR1

Heading to the exit gates the party will find them both locked, the keyring from the demon will have a key for both of these gates.

Opening both gates the party can enter into what seems to be a guard room for the cells. Closest to the doors is a desk lit up by a nearby torch, 2 tables and at the far west side are stacks of crates, boxes and 2 chests.

Searching the desk with perception (DC 20) will reveal a note that is written very poorly.

“The masters gave me a C rating on my writing skills this quarter, a large improvement on last quarter’s E. The use of my payment for magical assistance definitely sped up the process, though learning some Abyssal at the same time was a bit off-putting. Today I learnt of the last 3 Knights who stand valiantly as the sun rises. Mooris of the North-West, Dala of the South-West and finally ----”.

The rest of the note has been torn and soaked in blood.

Moving towards the chest, if the party searches for traps, or has a trap spotter, a perception check (DC 30) will reveal a [Ray of Entropy](#) trap that will affect 4 targets in a 20ft area for 11 minutes (+8 touch attack). It can be deactivated with a disable device (DC 31) but cannot be avoided.

If the party are able to find and disable the trap, or find it and avoid it, or fail to find it and

survive its effects, they should be awarded experience with an encounter with one CR 8 enemy.

After dealing with the trap, the party may move on to looting the 2 chests. Inside are: +1 Weighted Handwraps, Feral Claw Gauntlets, Qu Battle Fork, Knight Sword and 812 gil.

There is nothing else of worth in the underground cells.

1st Floor





- 1 - 2: [Dark Souls](#) (Hidden)
- 3: [Tonberry](#) (Hidden)
- 4 - 25: [Stunners](#) (Not in sight)
- 26 - 29: [Mimics](#) with the [Giant template](#) (Disguised)
- 30 - 32: [Piscodaemons](#) (32 is invisible)
- 33: [Tonberry](#) (Invisible)

- Tr1: [Hail of Arrows Trap](#)
- Tr2: [Hail of Arrows Trap](#)
- Tr3: [Greater Dispel Trap](#)

Climbing the staircase just north of the entrance hall, the party will reach the 1st floor. With an overhang to the ground floor, the party can gaze over the railing to the somewhat darker lower floor.

On both the west and east are more torches, with windows lining the southern wall, lighting up this beginning section relatively well. Just like below, there is a hallway leading to the north at both the west and east ends.

West Quarters - WQ1

The first door on the western walkway is a set of double oak doors. Trying to open them will reveal that they are locked (DC 20), opening it will lead them into a poorly lit bedroom of sorts.

There are 4 beds, end to end, near the north wall with a chest hugging the northern wall. There is a single large wardrobe to the west of the door.

Entering into the room by 10ft will have 2 [Dark Souls](#) appear from below the beds as they shift through them and attack the party.

If the party defeat the Dark Souls they should be awarded experience for an encounter with two CR 6 enemies.

After dealing with the Dark Souls, the party can move on to search the room. The chest contains: Wand of CL1 Bless Weapon with 1d20+20 charges, and a Phoenix Down.

With a perception check (DC 10) the party will find a stone slab with an etching of an E but with 4 lines instead of 3. It looks to be a part of a bigger stone, with what seems to be indents and protrusions of stone on the back indicating it to be some sort of key.

For note keeping, call this Stone Key - E4. It is larger than a hand and weighs 5 lbs.

A higher check (DC 20) will reveal Masterwork Thieves' Tools and 500 gil.

West Painting Room - WPR1

With 2 doors, about 15 ft apart, this painting room is not locked nor do the doors have

keyholes. Entering into the room will have a [Tonberry](#) that was sleeping between the 2 doors awoken and move to attack the party.

If the party defeat the Tonberry they should be awarded experience for an encounter with one CR 10 enemy.

After dealing with the Tonberry, the party may search the room.

The 2 large and 1 huge painting on the wall could be taken to sell, though they are too large to fit into bags of holding, removing the frames will reduce the values by around 100 gil each, to then be put into bags. With an appraisal (DC 25 for each) the party can evaluate the 2 large paintings to be worth 500 gil each, the huge painting is worth 750 gil. The large paintings weigh 2lbs, the huge weighs 4lbs.

With a perception check (DC 20) or with the use of Detect Secret Doors, the party will find several scuff marks and signs of rubble around the wall behind the paintings, seemingly being able to move. Utilizing disable device (DC 35) they will be able to activate the mechanism that opens the wall up to reveal a treasure room behind. If the party lacks someone with a high enough disable device they could also try to break the secret door: hardness 8; hit points 90; STR DC 28.

Getting past the secret door will reveal behind it a pitch-black room, though the party may light it up with their own means. After lighting the area, the group will be able to see 3 closed chests, 2 open chests with sparkling gil and 2 large snake statues on either side of the row of chests.

Looting the chests the party will be able to find and identify: 4x Phoenix Down, 1x Chocobo Wing, [Boots of the Cat](#), [Equestrian Belt](#) and a total of 200 gil.

Destroyed Hall - DH1

Moving around the first few rooms, the party will turn a corner to what would be a connection of corridors and rooms. However, on seeing past the corner, the party will instead see carnage in the form of both rubble and collapsed floors.

Plenty of the floorboards have fallen to the lower floor, a 20ft drop, with most walls having been smashed into rubble on the floor which creates difficult terrain. Light from the windows and sparse torches keep a good portion of the 1st floor still lit, but the majority is in dim light.

If the party are approaching from the eastern side, and are searching for traps or have trap spotter (DC 25) they will find a [Hail of Arrows Trap](#) that will cover a 10ft long, 25ft wide of the opening in the corridor.

If the party are able to find and disable the trap, or find it and avoid it, or fail to find it and survive its effects, they should be awarded experience with an encounter with one CR 9 enemy.

On inspecting the destroyed hall, the party will be ambushed by 21 [Stunners](#) which crawl and climb their way through the holes in the floor and from the ceiling to attack the party.

If the party defeat the Stunners they should be awarded experience for an encounter with twenty-one CR 3 enemies.

After dealing with the Stunners, the party can circumvent the rubble and holes to make their way to 1 of 3 rooms to the north, or investigate the other side of the staircase.

Display Room - DR2

Approaching a single reinforced door, the party will be met with resistance as it is locked (DC 30). The door has hardness 5; hit points 30; STR DC 23 Break.

On passing the door, the party will enter into a well-lit room full of suits of armour on display, 2 lit torches on the southern wall, 2 large chests to the east and 2 to the west, with a large painting in the middle of the northern wall.

The suits of armour are all made of pristine steel, 6 suits of Masterwork Full-Plate, flanked by 2 large stone statues of a dwarven champion on the west and an angelic hume on the east.

The painting depicts a bangaa knight at the edge of a small cliff, overlooking a battlefield of soldiers fighting with bladed weapons.

With a perception check against 4 disguises of +30, the party can notice that the chests are mimics. Doing so will allow the party a surprise round.

Entering into the room by 10ft will have all 4 chests transform into 4 [Mimics](#) with the [Giant template](#), attacking the party.

If the party defeat the Mimics they should be awarded experience for an encounter with four CR 7 enemies.

After dealing with the Mimics, the party can investigate the room further. Searching the Mimic remains will reveal:

Alchemical Items: 2x Antidote, 1x Antidote Bandage, 2x Echo Screen, 2x Eye Drops, 2x Farron Perfume, 2x Hope Mist, 2x Marcus Cloak, 1x Monochrome Spray, 2x Mountain Water, 2x Smelling Salts, 1x Vaccine, 2x Yggdrasil's Tears, 1x Gold Needle, 1x Holy Water, 1x Mog's Fan, 1x Todd's Scissors, 1x Vaan's Wings, 1x Wax.

Wands: Wand of CL3 Restore with 50 charges, Wand of CL1 Cure with 50 charges.

Wondrous Items: 4x Sleeping Bags, [Divine Oracle Stones](#) (2 loose stones).

Gil: 3,000.

If the party rolls appraise (DC 20) on the painting, they will find it is worth 2,000 gil without the frame, 2,100gil with the frame. Removing the frame will mean the painting can be rolled up and put in a bag of holding. The painting weighs 2 lbs.

The 6 sets of Full-Plate will be incredibly heavy to take with the group, but may be put into bags of holding. However, if the party uses perception or has a trap spotter (DC 28), they will notice that all the suits are trapped with a Fira Trap. It has a disable device DC of 28 and will deal 12d6 fire damage in a 20ft radius (DC 18 reflex for half). This trap will activate if any suit is taken from their stands.

If the party are able to find and disable the trap, or find it and avoid it, or fail to find it and survive its effects, they should be awarded experience with an encounter with one CR 10 enemy.

Staircase to 2nd Floor - Stair2

Within the centre point of the northern portion of the 1st floor will be a walled-off staircase hall, there are the remains of a set of 2 double doors across the floor with only 1 door remaining attached to the wall.

If the party is searching for traps, or have trap spotter, with a perception check (DC 25) they will find a modified [Hail of Arrows Trap](#) that instead is triggered by a thin wire between the doorframe. The trap will spring after the first person steps through the doorway, hitting 20ft wide and 55ft long from the north wall to the chasm to the south. Due to the changes, this counts as a CR 11 trap.

If the party are able to find and disable the trap, or find it and avoid it, or fail to find it and survive its effects, they should be awarded experience with an encounter with one CR 11 enemy.

After dealing with the trap, the party may proceed up to the 2nd and final floor of the mansion.

Master Bedroom - MB1

With a set of double doors to the west and east, this room is locked heavily (DC 25). If the party are approaching from the west side, and are searching for traps or have trap spotter (DC 30) they will find a [Greater Dispel Trap](#).

The trap has a radius of 10 ft, covering almost the entirety of the width of the floor that remains. It has a disable device DC of 30 and will inflict an area dispel on the party (1d20+16) after a delay of 6 seconds/1 round.

If the party are able to find and disable the trap, or find it and avoid it, or fail to find it and survive its effects, they should be awarded experience with an encounter with one CR 11 enemy.

On passing the trap and/or doors, the party can enter into the master bedroom. Inside the party will see a room splint almost in half by design, with a "hers" west and a "his" east. 2 burnt skeletons lay on opposite sides of the room, with destroyed furniture strewn about. A large armoire and adjoining desk are sat at the southern wall.

After entering into the room, the party can attempt an extremely hard perception against 2 stealth checks of +53 (+40 from vanish). If not, the 2 [Piscodaemons](#) in the room that are invisible will cast slow on whatever martial fighters they can identify.

If the party defeat the Piscodaemons they should be awarded experience for an encounter with two CR 6 enemies.

After dealing with the Piscodaemons, the party can search the room, though will find that any value it previously had has either been lost to time or already looted.

Eastern Meeting Hall - EMH1

With 2 sets of double oak doors, this room is locked just like many others (DC 25). On passing the doors the party will find themselves inside of what seems to be another meeting room. A large table is sat within the centre of the room, with several chairs neatly pushed in.

What seems to be sets of tables and chairs for onlookers or servants are on the west and east walls, with shelves lining the northern wall. On the south wall are 2 more desks full of documents, 2 drawers and a keg of past-due-date alcohol.

With a perception check against a stealth of +53 and +56 the party have a slim chance of spotting an invisible [Piscodaemon](#) and [Tonberry](#). If they fail to spot them, the 2 monsters will cast Darkra and stab the closest characters.

If the party defeat the Piscodaemon and Tonberry they should be awarded experience for an encounter with one CR 6 and one CR 10 enemies.

After dealing with the enemies, the party can investigate the room further.

With a perception check (DC 20) the party can find some old blueprints for the construction of the manor, with a basement, ground floor and 2 stories above. Looking over the blueprint with a knowledge engineering (DC 25) will reveal the hidden room in the Painting Room to the west. This gives the party a +10 on their perception checks to find it.

A higher check (DC 25) will reveal a small lockbox containing ashes, incense and 4x Phoenix Downs alongside a scroll of CL9 Restoraga.

A higher check (DC 30) will reveal several pouches of gil totalling 275 gil.

2nd Floor





- 1 - 3: [Dark Skeletons](#) (Hidden)
- 4 - 6: [Gargoyles](#) (Not on map)
- 7 - 9: [Dark Skeletons](#) (Hidden)
- 10 - 12: [Gargoyles](#) (Not on map)
- 13: [Forgiven Enmity](#) (Not on map)
- 14 - 15: [Book Swarms](#)
- 16 - 20: [Ereshkigal](#)
- 21 - 24: [Book Swarms](#)

Climbing the final staircase within the main manor, the party reaches a well-lit floor, 5 windows on the northern wall lighting up a large portion of the top floor. While some areas still prevail in darkness, blocked by either the walls or drapes of the windowsills, the party can easily make out several statues flanking the windows to the north.

On the south wall are several paintings, though plenty are either completely destroyed or torn to pieces.

Unless otherwise stated, the ceilings are 20ft tall.

West Hall - WH3

Taking the west hall from the staircase, the party may notice 3 [Dark Skeletons](#) hiding amongst the dark portions of the hall with 3 stealth checks of +16. If the party fails to spot the Skeletons, they will use their Black Cloud ability to begin a fight.

If the party defeat the Dark Skeletons they should be awarded experience for an encounter with three CR 7 enemies.

After dealing with the Dark Skeletons, the party can move onto investigating the hall further.

Looking closely at the destroyed paintings, they seemingly tell a tale of the Deregannar family, with the construction of buildings far off on mountains and several Bangaa moving barrels around vineyards. Sadly due to the age and decay of the materials, they are not worth much more than sentimental value. With the use of mending, the party can restore some of the paintings, but not to their previous glory, instead after mending they will be worth around 200 gil in total.

West Food Hall - WFH3

Moving past the hall connected to the staircase, the party will enter into what looks like an old buffet area, several tables to the west against a north wall are full with decayed scraps of food and rats devouring what is left.

To the south of the buffet tables, the party will see large bottling machines for beverages, though it has long since gone dry. Close to that is a glass table with stacks of dirty plates and cutlery. To the south of that, old tables that would seemingly seat the servants to the house to aid the main household.

While inspecting the food hall, the western window will smash open into the hall, 3 [Gargoyles](#) flying through the glass to attack the party.

If the party defeat the Gargoyles they should be awarded experience for an encounter with three CR 5 enemies.

After dealing with the Gargoyles there isn't much left to do in the food hall.

East Hall - EH3

Taking the east hall from the staircase, the party may notice 3 [Dark Skeletons](#) hiding amongst the dark portions of the hall with 3 stealth checks of +16. If the party fails to spot the Skeletons, they will use their Black Cloud ability to begin a fight.

If the party defeat the Dark Skeletons they should be awarded experience for an encounter with three CR 7 enemies.

After dealing with the Dark Skeletons, the party can move onto investigating the hall further.

Looking closely at the destroyed paintings, they seemingly tell a tale of the Deregannar family, large boats crossing the oceans full to the brim with barrels, huge wining complexes and expos of the products. Sadly due to the age and decay of the materials they are not worth much more than sentimental value. With the use of mending, the party can restore some of the paintings, but not to their previous glory, instead after mending they will be worth around 200 gil in total.

East Food Hall - EFH3

Moving past the hall connected to the staircase, the party will enter into what looks like an old buffet area, several tables to the east against a north wall are full with decayed scraps of food and rats devouring what is left.

To the south of the buffet tables, the party will see large bottling machines for beverages, though it has long since gone dry. Close to that is a glass table with stacks of dirty plates and cutlery. To the south of that, old tables that would seemingly seat the servants to the house to aid the main household.

While inspecting the food hall, the eastern window will smash open into the hall, 3 [Gargoyles](#) flying through the glass to attack the party.

If the party defeat the Gargoyles they should be awarded experience for an encounter with three CR 5 enemies.

After dealing with the Gargoyles there isn't much left to do in the food hall.

Main Dining Room - MDR3

In the middle of both the food halls is a large dining room, the western entrance has been smashed open, the east and south are being a set of double oak doors that are not locked.

Looking inside, if the party has a light source or darkvision, instead of seeing countless chairs and tables the party sees several piles of rubble and wood.

Tables are either smashed to pieces or pushed to the walls. Pieces of cutlery can be seen strewn about the wreckage.

In the centre of the room is a circle made of marble, humming slightly as if vibrating via an external source.

On the northern wall the party can easily make out 4 shining circle marks, the top left mark emanating a dark cloud.

As the party enters into the dining room, the marble circle will light up brightly, dazzling those with light sensitivity, and a huge [Forgiven Enmity](#) will spawn within, attacking the party.

If the party defeat the Forgiven Enmity they should be awarded experience for an encounter with one CR 12 enemy.

After dealing with the Forgiven Enmity, the circle will go dark and seemingly inert, though the marks to the north are still active.

Approaching the circle, the party may use Knowledge Arcana or Detect Magic and Spellcraft to identify it (DC 25/24). A successful check will reveal it to be a very powerful summoning circle using ritual magic. It is currently tethered to this place of the plane, so removing the floor or destroying the circle will have no effect. It is currently inert and will stay that way for a few days before reactivating. Inspecting the northern wall may reveal more details.

Swirling Vortex

Inspecting the northern wall, the party can inspect the 4 marks more closely. Peering closer the party will find 4 swirling marks are found on the wall, 3 seemingly inert, 1 brimming with (detect magic) strong summoning magic. In the middle of each mark is an indentation in the wall, around the size of a fist. The mark that has the strong summoning magic has an empty indentation, whereas the others are mere outlines.

It seems that if the wall is destroyed the magics within will go haywire and have a random effect, from creating a dark planar hole that will suck several miles within it, simply exploding or activating all nearby magical circles.

With a spellcraft check (DC 24) the party can identify that this device of sorts is powering the summoning circle. A high dispel check (DC 28) will disable the device, if this is not possible placing a Divine Oracle stone in the active indent should postpone the device for a longer period of time, though all connected devices will need the same treatment. With the use of detect magic, it is easy to tell there are 4 devices like this one, around the estate, though their exact locations are unknown. A higher spellcraft check (DC 29) will reveal that using a Divine Oracle Stone will have a greater dispelling effect if the

creature that created the devices is still alive, as they could possibly reactivate them.

South Hall - SH3

Making their way further south, the party will find themselves in an adjoining hall, connecting two windows from east to west. The floor has sparingly placed rugs of white interlocking designs.

The hall connects the two west and east halls together and also leads into another smaller southern hall.

Aside from the two windows and a lone torch the hall lacks in the lighting department.

Following around to the south hall, the party are treated to 2 more rugs of lavish design, leading to an overlooking balcony to the 1st and ground floors, though now very dark due to the distance. A 40-foot fall is beneath them to the ground floor.

Both to the west and east are a total of 6 more rooms, each with sets of double oak doors with locks (DC 25).

Bedroom 1 - B1

The 1st bedroom from the west will be locked, looking through the keyhole with darkvision the party will be able to make out 2 [Book Swarms](#). A perception check (DC 20) will allow the party to hear their flapping through the door.

Opening the door will have the swarm attack with surprise, or normally if the party identified them beforehand.

If the party defeat the Book Swarms they should be awarded experience for an encounter with two CR 6 enemies.

After dealing with the book swarms, the party can investigate the room further. Aside from the large double bed and destroyed drawers, the room has nothing of note.

Bedroom 2 - B2

The 2nd bedroom from the west is yet again locked, looking through the keyhole with darkvision the party will be able to make out 2

[Ereshkigal](#). A perception check (DC 20) will allow the party to hear their talking through the door.

If the party opens the door, the Ereshkigal will attack. The party is allowed a surprise round if they noticed the imps beforehand.

If the party defeat the Ereshkigal they should be awarded experience for an encounter with two CR 6 enemies.

Searching the room with perception (DC 20) they will find Hi-Ether, (DC 25) Mega Chocolate (DC 30) X-Ether.

There is nothing else of importance in the room aside from the double bed, intact dresser where the items are hidden and the wood and glass rubble.

Bedroom 3 - B3

The 3rd bedroom from the west is unlocked, peering through the keyhole the party doesn't notice any creatures inside.

Entering into the room with a light source or darkvision they can make out a large double bed, a destroyed dresser and wooden debris.

Searching the room the party will easily find a stone slab within the wooden debris. The stone slab has an etching of an E but with 5 lines instead of 3. It looks to be a part of a bigger stone, with what seems to be indents and protrusions of stone on the back indicating it to be some sort of key.

For note keeping, call this Stone Key - E5. It is larger than a hand and weighs 5 lbs.

Bedroom 4 - B4

The 4th bedroom from the west is unlocked, looking through the keyhole with darkvision the party will be able to make out 3 [Ereshkigal](#). A perception check (DC 20) will allow the party to hear their talking through the door.

If the party opens the door, the Ereshkigal will attack. The party is allowed a

surprise round if they noticed the imps beforehand.

If the party defeat the Ereshkigal they should be awarded experience for an encounter with three CR 6 enemies.

After dealing with the imps the party can search the room. With a perception check (DC 20) they will find 2x Golden Apples, (DC 25) and a Turbo Ether.

Bedroom 5 - B5

The 5th bedroom from the west is locked, looking through the keyhole with darkvision the party will be able to make out 4 Book Swarms. A perception check (DC 20) will allow the party to hear their flapping through the door.

Opening the door will have the swarm attack with surprise, or normally if the party identified them beforehand.

If the party defeat the Book Swarms they should be awarded experience for an encounter with four CR 6 enemies.

After dealing with the Book Swarms, the party can search the room. With a perception check (DC 20) they will receive a +2 Wind Staff amongst the rubble.

Bedroom 6 - B6

The 6th bedroom from the west is locked, peering through the keyhole the party doesn't notice any creatures inside.

Entering into the room with a light source or darkvision they can make out a large double bed and a dresser on each side of it.

Searching the room with perception (DC 20) they will find a total of 475 gil.

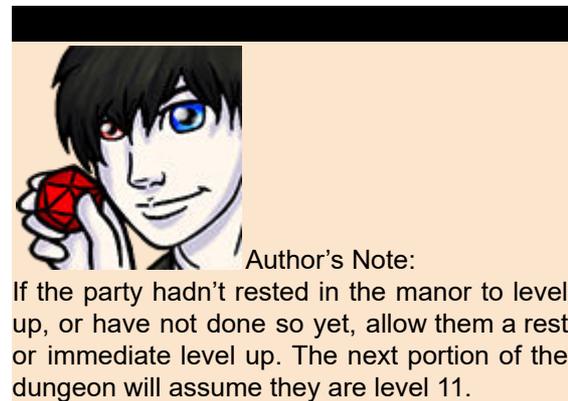
Completing the Main Manor

After fully exploring the manor, and its basement level, the party can then move onto one of the other nearby buildings.

The manor should contain 3 stone slabs in total, K, E4 and E5.

The manor should award around 280,800 exp in total, 70,200 exp if split between 4 characters

"The party should be at 181,600 exp if they have done everything so far"



DM - Dojo

Ground Floor



- 1 - 4: [Clockwork Soldiers](#) (In Disguise)
- 5 - 7: [Dark Nation](#)
- 8: [Eyemoeba](#)
- 9 - 11: [Yellowtooth](#)
- 12 - 16: [Red Captains](#)
- 17 - 20: [Halma](#)

Leaving the manor's main doors, the party can move eastward. Following the stone-paved path around the exterior of the manor, the rain continues to pelt down as if by some outside force instead of natural occurrence.

The rain settles on the grass, glistening in the light of the moon or sun, creating a beautiful dew in the backdrop of the desolate estate. The air fills with a damp smell of mould and holly.

Reaching the edge of the manor, the party can turn the corner to see the relatively smaller dojo, a large sign hanging on the south side with the words "Deregannar Dojo" carved in a light wood.

The dojo in question would seem to have the same width as the house at around 270ft but is much shorter at 80ft long. Rotated to follow the size of the manor, the dojo pretty much follows the manor's exterior walls. The entrance on the western side.

Patrolling the outside of the dojo, the party can peer into several windows, seeing into a wooden floor interior, still slightly glossy from prior waxing or blood pools. With a perception check (DC 25) the party will be able to make out at least 1 type of creature inside, as [Red Captains](#) which the party would have faced in the Steel Saving Mines when they went after the Trolls. If they have not encountered these creatures before they can make a Knowledge Local check (DC 15) to identify them and any traits they have.

The party will easily be able to tell the windows are made of reinforced glass, a Knowledge Engineering (DC 20) will reveal the stats of the glass: 60hp, 10 hardness.

Entrance Foyer - EF1

Unless otherwise stated, all ceilings are 15ft tall.

Moving towards the western entrance, the party can peer easily into the foyer. A long counter is set up against an eastern wall with several drawers open. The west wall has 2 couches sat against it, alongside some wooden chairs to the north. Either sat in the couches or strewn across the floors are several skeletons, some charred others with teeth and claw marks.

In front of each of the 4 windows are tall bronze statues. A perception check (DC 25) will reveal them to actually be 4 [Clockwork Soldiers](#), who will activate to attack the party. If a character notices them they are allowed a turn in the surprise round.

If the party defeats the Clockwork Soldiers they should be awarded experience for an encounter with four CR 6 enemies.

After dealing with the [Clockwork Soldiers](#) the party can investigate the foyer closer. With a perception check to search (DC 15) the party can find a flyer for the dojo reading:

"Djoin the Deregannar Dojo!

Classes run from 9am to 9pm, each session is 2 hours long. Classes cost 3 gil, a full course of 8 hour sessions for 3 days is 30gil.

Advanced classes run on the 1st floor, costing 6 gil per session, 60gil for a full course.

Non-family costs are increased by 2x.*

A higher perception check (DC 20) will reveal a notebook for an advanced class routine though it is badly damaged with several pages missing and blood soaking into the binding. One important portion can be barely read (In Banganese or linguistics DC 20):

"Art of the Stone Masters:

3rd: High kick to the 1st quartet.

6th: Double punch to the 2nd trio".

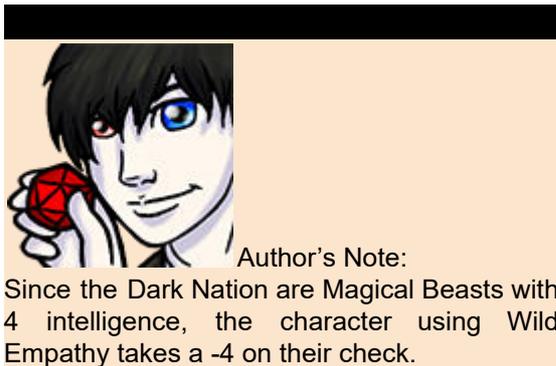
Main Hall - MH1

Leaving the foyer, the party will come across a large set of boards against the wall, reading times and dates for classes alongside what teacher will be leading what class. There

doesn't seem to be any information of note on the board, however.

Taking the corner to the north, the party will be able to notice a wolf-like creature devouring a corpse, and if they have not used any AOE or loud attacks it will still be eating, otherwise it will attack the party.

Spotting the creature the party can identify it with Knowledge Arcana (DC 17) to reveal it is a [Dark Nation](#). If the party has any form of Wild Empathy they can try and improve the attitude of the [Dark Nation](#) to not attack them (DC 23) this will take 1 minute.



Otherwise, the [Dark Nation](#) will attack when approached or on a failed attempt at wild empathy. 2 more around the corner will attack with the one the party can see.

If the party defeat the Dark Nations they should be awarded experience for an encounter with three CR 7 enemies.

After dealing with the Dark Nations, the party will be able to barely see in the rest of the hall, the light from the windows being the only source of light for most of this building.

Directly north are 2 sets of bathrooms, with notations on the outside in Banganese stating the left is Female and Right is Male. A linguistics check (DC 15) will reveal the same information.

Towards the east the party are able to make out some more doors and doorways, but without proper light they won't see much detail.

Female Bathroom - FB1

The first room in the hallway is unlocked without any form of keyhole. If the party tries to

listen through the door with a perception check (DC 20) they can hear the sound of a shifting mass but aren't able to identify what it is, but can assume it to be some sort of ooze.

Opening the door will have the [Eyemoeba](#) inside attack. Gaining a surprise round if the party did not hear it previously.

If the party defeat the Eyemoeba they should be awarded experience for an encounter with one CR 11 enemy.

After dealing with the Eyemoeba, the party can search the bathroom more thoroughly. Behind 4 wooden doors are 4 toilet stalls. On the southern wall are 3 sinks, all mouldy and not working.

There is nothing else of worth in this room.

Male Bathroom - MB1

Similar to the west room, this room has no lock or keyhole. Listening through the door will reveal no sounds.

Opening the door will reveal yet another bathroom, though with more emphasis on the colour black.

Aside from the different colour scheme there is nothing of note in this room.

Female Locker Room - FLR1

Just after the bathrooms is a room behind a set of locked double oak doors. Looking through the keyhole the party cannot make out any enemies, but may be able to see several lockers and a large bench if they have darkvision.

The door can be unlocked with disable device (DC 20).

Inside the room are 5 sets of lockers, each having 4 tall metal cabinets. Around half are still closed, whereas others have been torn open or left open in a hurry to leave.

A lone bench can be seen in the middle of the room, with several scuff marks though mostly coated in age-old dust.

Searching the room with perception (DC 20) the party will find 3x Silver Apples, (DC 25) 3x Ether, (DC 30) 3x Hi-Potions.

Dining Hall - DH1

As the party makes their way eastwards, before investigating the southern doors, they will be able to spot to the north a hallway leading into a sort of dining room.

A long set of windows lights up the room brightly to reveal 5 sets of tables with rotting carcasses atop them, devouring said carcasses are some more [Yellowtooth](#) enemies like inside the manor.

If the party had used any AoE or loud attacks up to this point the [Yellowtooth](#) enemies will attack the party.

If the party has otherwise been somewhat quiet, a quick handle animal check (DC 25) that takes 1 minute to do will be enough to calm them into not attacking the party.

Otherwise, the [Yellowtooth](#) enemies will attack if the party approaches.

If the party defeat the Yellowtooth they should be awarded experience for an encounter with three CR 8 enemies.

After dealing with the Yellowtooth enemies, the party can move to investigate the room further.

The dining hall has 5 sets of tables and chairs, some still holding decade-old bowls of decayed food. Some of the tables contain the corpses of large rats, a humanoid with little skin left and a lizard-like creature.

Towards the northern corners of the room are tables full of decayed food. The middle of the south divider wall has 2 barrels, one completely empty, the other full of spiders, webs and eggs.

A perception check (DC 20) will reveal a student's notebook, though badly damaged. One important portion reads:

"The Stone Masters' style is a difficult one to learn, apparently it took Grandmaster Taijuk 20 years to perfect.

I am currently on the Low Kick to the 2nd Solo, leading off from the first four dummies to the 4th set takes a long time, especially in the heat of combat. Once in the quartet I should do a

High Kick to the 1st quartet. I have no idea how the master moves so fast".

A higher check (DC 25) will reveal a wand of CL 3 Lesser Mithra's Grace with 50 charges.

There is nothing else of note in the dining hall.

Training Hall - TH1

The first room to the south is guarded by a set of double oak doors, both to the west and east portions of the south wall. Both are locked (DC 25).

Looking through the keyhole the party can easily see a well-lit room, due to a long segment of window on the south wall. Inside are several fighting rings, mats and skeletons strewn across the floor.

Towards the middle portion of the room are 5 [Red Captains](#), a western one seemingly training the others in combat with their knight swords.

Entering into the room, the western Red Captain will demand the party to identify themselves in common:

"You interrupt the training of the Red Scales of long lost Bangaa Deregannar! State your business or feel the wrath of our long-winded names!".

The Red Captains can be persuaded to leave with diplomacy, intimidate or bluff (DC 30/25/23). Otherwise they will attack the party.

If the party defeats the Red Captains they should be awarded experience for an encounter with five CR 5 enemies.

After dealing with the Red Captains, the party may investigate the room further. The room contains 6 large training rings where students would have sparred, 2 large mats for meditation and rest and several shelves on the northern walls containing clothing and practice gear.

On the western wall is a large scroll, though most of the drawings and writings have been lost to time. A mending spell can repair it

enough to be sold back to the Deregannar family, an appraisal (DC 20) will reveal it is worth about 500 gil. After being restored it is seemingly showing off some fighting techniques and moves, alongside motivational quotes. It weighs 2 lbs.

On the other side of the room, the eastern wall lacks a scroll and is instead replaced with deep gash marks from both sword and claw.

Sat on the floor is a tattered scroll that is rolled up.

Picking up and inspecting the scroll will reveal some portion of the previous writing:

“For the penultimate move of the Stone Master’s form, the 5th move is a high punch to the 3rd trio. Staying within the same set as the last move, side-back-step and turn 180 degrees quickly afterwards to reach the last destination and enact the double punch. Your training is now complete, move onto perfection and speed!”

There is nothing else of note in this room.

Male Locker Room - MLR1

Reaching the northern room just after the training hall, the party will be met by another locked double oak door. However picking the lock does nothing to help open it, it seems the handles are jammed.

Looking through the keyhole will reveal a pitch-black room, with darkvision the party can see another locker room, though the door has been tied with rope. A light slashing weapon could be used to cut the rope on this side through the gaps in the door, or a caster could ignite the rope if they can see through the keyhole. Otherwise the door can be broken down: hardness 5, 15 hp, 18 str.

After making their way into the room, the party will see 5 sets of lockers, with 4 metal cabinets each. In the middle of the room is a lone bench.

With a perception check (DC 15) the party will be able to spot slight scorch marks on the floor, a higher check (DC 20) will reveal the marks to be an outline of feet, leading the

party to believe a creature was incinerated where they stood. Though no ashes remain.

The party may search the lockers with a perception check (DC 20) to reveal +1 Weighted Hand/Footwraps, (DC 25) will reveal an Amulet of Mighty Fists with the Ghost Touch enchantment on it.

There is nothing else of note in this room.

Equipment Corner - EC1

Continuing to the east, the party will eventually reach the end of the hallway, an eastern window lighting up most of the hallway up to this point.

To the north is another window letting in more light and to the south is a staircase leading upwards, beneath which are some barrels.

To the north is a small creature rummaging through crates and boxes. If the party is not using stealth, it will attack the party alongside its allies. 4 [Halma](#) in total will attack the group, a Knowledge Dungeoneering (DC 16) will identify them.

If the party defeat the Halmas they should be awarded experience for an encounter with four CR 6 enemies.

After dealing with the [Halma](#), the party can search the northern side of the room.

Around the corner of the hallway, the party can see a neat little nook towards the west, lit up slightly by the nearby windows. Several crates, barrels and boxes are stacked, though most are damaged and torn open.

Against the south wall in the west nook are rows of weapons and utensils, the west wall holding 3 identical Katanas.

Searching the remains the party can find: 2x +1 Katana and a set of Banded Mail.

After looting the equipment corner, the party may ascend the stairs to the 1st floor, which is lit up by higher windows.

1st Floor



- 1 - 2: [Book Swarms](#) (Hiding)
- 3: [Eyemoeba](#) (Hiding)
- 4 - 10: [Halma](#)
- 11: [Kengo](#) (Will be summoned)

For reference, the dummies are ordered for a puzzle to unlock a trapdoor containing a relic. Their order is as follows:

1	3	1	3
	Solo		Duo
2	4	2	4
1	3	1	3
	Trio		Quartet
2	4	2	4

The ceiling reaches taller as the group makes their way to the 1st floor, raising to 20ft tall. After climbing the stairs and turning back to the north, the party will reach an open waiting area of sorts. 5 tables that are much cleaner than the dining hall are seen near the north wall, lit up by another window.

Rest Area - RA2

The floor turns into a much fancier material and design, going for more of an aesthetic approach rather than practical. The darker tones showing off nicely in the light. Though the air turns to that of a heavy musk, possibly from years of sweat caked into the wooden materials.

Moving deeper into the room, they will spot some books atop shelves to the west, in the middle of which is a keg of alcohol.

On finding such, 2 segments of the books animate and turn into [Book Swarms](#), alongside an [Eyemoeba](#) dropping from the ceiling to attack the party.

If the party defeats the Book Swarm and Eyemoeba they should be awarded experience for an encounter with two CR 6 and one CR 11 enemies.

After dealing with the enemies, the party can move onto inspecting the room further. From the books that didn't animate, the party can find another handbook of the Stone Masters' style.

“Starting your training with the Art of the Stone Masters, you must focus on ascending the skies with the power of the earth.

Bring your leg high, enacting a High Kick against the 1st solo.

The 1st in question is the top-left dummy, the solo in question is the 1st set of 4 dummies in the top-left.

This style continues from top to bottom, left to right for numbers, left to right, top to bottom for sets.

Top left is 1, bottom left is 2, top right is 3, bottom right is 4.

For sets Solo is top left, Duo is top right, Trio is bottom left and finally Quartet is bottom right.

The art combines quick thinking, memorization and differential commands. Combat is not easy, so the placement of numbers and sets are offset to keep your critical mind going during the heat of battle.”

1	3	1	3
Solo		Duo	
2	4	2	4

Advanced Training Hall - ATH2

The only set of double doors leading away from the rest area are locked (DC 30). Peering through the keyhole will reveal a well-lit room from windows on both the north and south.

The room has several training dummies and benches inside with more sparring circles.

Attacking the dummies are more [Halma](#).

If the party does not look beforehand, the [Halma](#) will attack them as soon as the door opens. Otherwise, the party is allowed a surprise round against the [Halma](#).

If the party defeat the Halmas they should be awarded experience for an encounter with seven CR 6 enemies.

After dealing with the enemies, the party can investigate the room further. Aside from the description given in looking through the keyhole, they will see the room turns around to the east a bit, for a small seating area.

Searching the room (DC 20) will reveal a slip of paper, covered in blood and missing some portions. What is readable may be important though:

“-- First done,
 --

Training harder ---- week.

Working currently on---

Low Punch to 3rd duo, after the High Kick to 1st quartet”.

This room contains 16 dummies in total, where the puzzle of the Art of the Stone Masters is held. The answer is:

1. Hick Kick 1-Solo,
2. Low Kick 2-Solo,
3. High Kick 1-Quartet,
4. Low Punch 3-Duo,
5. High Punch 3-trio,
6. Double Punch 2-trio

After completing the puzzle correctly the roof will open a small segment and a lockbox will fall to the middle of the room.

Inside of which is another one of the relics the party is looking for. Alongside the relic is a letter in amazing condition, possibly untouched in the container:

“Congratulations on performing the Art of the Stone Masters - Form Five. This is the last technique required to allow you to move onto the expert class.

Hand this sigil to Grandmaster Tajjuk at the first moment you get free, you will receive a new belt and new teachings.

Perfect, master, adapt, student of high esteem”.

Solving the puzzle should award the party experience for an encounter of their level. 3,200exp each for level 11s, 4,800exp for level 12s.

After dealing with the puzzle, the advanced training hall doesn't have much else of interest. A final double door leads to the west.

Grandmaster Training Hall - GTH2

On the side of the door, bolted to the wall, is a plaque reading in Banganese (linguistics DC 20) “Grandmaster training hall - Current master: Tajjuk”.

The door is locked (DC 30) and looking through the keyhole will reveal a slightly smaller room than the one they are currently in. Several mats are laid across the floors, with a larger one on the west side.

Another summoning device can be seen on the western wall, though no sight of any sort of summoned creature or circle.

Opening the door, the party can enter easily, though after reaching 20ft into the room a [Kengo](#) will emerge from a black abyss formed within the mat. The [Kengo](#) will rest their right hand on their sheathed Katana. Raising their head slightly, their face can be seen under their Sandogasa hat, showing off a grey skin, glowing red eyes and sharpened teeth.

A knowledge planes (DC 23) will reveal traits of the [Kengo](#).

Speaking in common, their voice echoes slightly, with mist seeping from their maw. They only speak in Haiku.

“New students arrive
Their aims unknown to thyself
A test is required

Access will be grant
If the students show wisdom
Unless strength is shown”

-He raises 1 finger-

“Battlefields plague lands
Though how many wars occur
Within these scarred lands”

-He raises 2 fingers-

“Who is the head man
Leading those of Bangaa line
Holding close a cup”

-He raises 3 fingers-

“I come forward thus
Unbeknownst to another
Recite my race name”

-He raises 4 fingers-

“The deities who fight
A duo are common foes
who is she and he”

-He raises 5 fingers-

“Daemons plague this hold
Recount the number of Imps
Found within the house”.

The party must answer each question to find a peaceful solution to the encounter. Each question has a related knowledge roll. If the party moves any closer, the Kengo will attack. A wrong answer will result in the Kengo attacking.

The Kengo will repeat the questions when asked.

Question 1 - knowledge history (DC 20)

Question 2 - knowledge nobility (DC 20)

Question 3 - knowledge planes (DC 23), this is automatically given if the party identified the creature

Question 4 - knowledge planes (DC 15)

Question 5 - knowledge dungeoneering or history (DC 25)

Answer 1: 9 wars total.

Answer 2: Deregannar VIII

Answer 3: Kengo

Answer 4: Shiva and Ifrit

Answer 5: 5 Ereshkigal

If the party answers the questions correctly, the Kengo will take his hand off his weapon and give a slow clap.

“The students show wit
Their knowledge brings power here
I shall disappear”.

The Kengo will then melt back into the black abyss. If the party answered all questions without using hero points, award each player 1 hero point. If a player can respond only in Haiku award that player an additional hero point.

If the party defeats the Kengo or solves his questions they should be awarded experience for an encounter with one CR 13 enemy.

Regardless if he is killed, or the questions are answered, the Kengo will leave behind 3x Phoenix downs and 400 gil. This is instead of its normal gear.

Along with the items he will also leave behind a stone slab with an etching of an R on it.

For note keeping, call this Stone Key - R. It is larger than a hand and weighs 5 lbs.

After dealing with the Kengo, the party can inspect the device on the wall. It is almost identical to the one in the manor, though its top-right circle is the one producing the strong summoning magic.

If the party never found the previous one below is the description:

Swirling Vortex

Inspecting the western wall, the party can inspect the 4 marks more closely. Peering closer the party will find 4 swirling marks are found on the wall, 3 seemingly inert, 1 brimming with (detect magic) strong summoning magic. In the middle of each mark is an indentation in the wall, around the size of a fist. The mark that has the strong summoning magic has an empty indentation, whereas the others are mere outlines.

It seems that if the wall is destroyed the magics within will go haywire and have a random effect, from creating a dark planar hole that will suck several miles within it, simply exploding or activating all nearby magical circles.

With a spellcraft check (DC 24) the party can identify that this device of sorts is powering the summoning circle. A high dispel check (DC 28) will disable the device, if this is not possible placing a Divine Oracle stone in the active indent should postpone the device for a longer period of time, though all connected devices will need the same treatment. With the use of detect magic, it is easy to tell there are 4 devices like this one, around the estate, though their exact locations

are unknown. A higher spellcraft check (DC 29) will reveal that using a Divine Oracle Stone will have a greater dispelling effect if the creature that created the devices is still alive, as they could possibly reactivate them.

After inspecting the device, the party can move onto the next building.

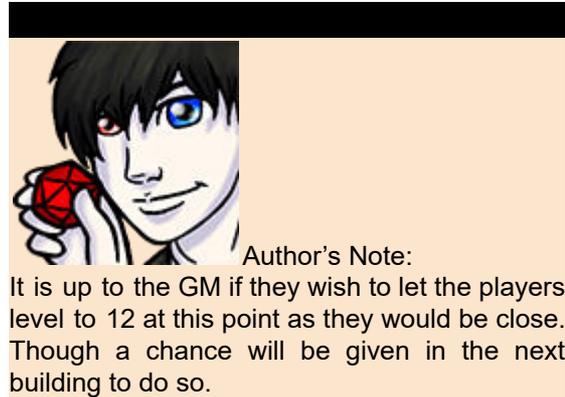
Completing the Dojo

After fully exploring the dojo the party can then move onto one of the other nearby buildings.

The manor should contain 3 stone slabs in total, K, E4 and E5. The dojo contains 1 stone slab, R.

The dojo should award around 124,000 exp in total, 31,000 exp if split between 4 characters. An extra 3,200 for the relic puzzle

"The party should be at 215,800 exp if they have done everything so far"



DM - Workshop



- 1 - 3: [Pale Heads](#) (Hiding)
- 4 - 6: [Battery Mimics](#) (Hiding)
- 7 - 10: [Black Mage Dolls](#)
- 11 - 13: [Black Mage Dolls](#) with [advanced](#) template
- 14: [lo](#) (Will be brought into the room via an elevator)
- 15 - 17: [Pale Heads](#) (Hiding)
- 18: [Forgiven Dissonance](#)
- 19 - 20: Power Generators

Tr1: Broken Laser Line trap.

Tr2: Laser Line trap with a silent alarm.

The large circle in MER1 is the radius of the forcefield.

Leaving the dojo on the grounds of the estate brings the party into almost torrential rains. A thunderous noise of water hitting the grass and stone pavement fills the parties ears, making it hard to hear anything else.

The air is thick with moisture alongside a strong scent of mould and moss.

The rain doesn't seem like it will let up at any point, the group's only option to run to the nearest building, the workshop.

The rain has created waters up to 1ft tall across the grounds.

Running over to the establishment reveals it to be a midway size when compared to the manor and dojo. A door on the south-west side, the party can dash inside, not before noticing corpses of a horse and hume at the outside.

Blood has washed away in the grass, creating a weird sight of a watery-red garden. A quick heal check (DC 20) will reveal that the 2 corpses were killed about a day ago, possibly another adventurer who arrived after the party or before and only recently got to the workshop. The corpses have several puncture and claw wounds, some are cold to the touch and have frostbite.

The door into the workshop is unlocked, a sign hanging over the right side reading in common: "Arms, Armour and Machines" in smaller writing underneath it reads "Protective gear should be worn at all times".

Looking through the keyhole will show a small entrance room, though mostly torn apart and destroyed. A few corpses can be seen on the interior, but no monsters.

Opening the door will let the party inside.

Workshop Interior

Entrance Room - ER1

Unless otherwise stated all rooms are 15ft tall.

Opening the door into the first room allows the party some shelter from the rain,

though it is a harsh difference in almost all the senses.

The torrent of rain is numbed by the roof, replaced with hard tapping on slate, some taps here and there on the nearby window that lets in dim light.

A strong smell of blood and decay hits the party as 3 corpses of a hume, elvaan and al bhed have their blood caked into the wooden floorboards. 1 corpse is impaled with a sword, another crushed underneath a shield, the closest one having their body covered in black markings and frostbite, a pool of vomit near their mouth.

The floorboards are badly damaged, showing the metal frames beneath, even the rug in front of the door is torn in several places.

Several broken containers can be seen and the ones still standing have smashed glass and woodwork across their surfaces.

3 distinct stones can be seen placed into the wooden floor, easily identified as Divine Oracle Stones.

The party may search the room and bodies, but as they do so 3 [Pale Heads](#) will appear from the cracks in the floorboards to attack the party.

If the party defeats the Pale Heads they should be awarded experience for an encounter with three CR 9 enemies.

After dealing with the Pale Heads the party can continue to search the room.

Searching the bodies will reveal 1 final Divine Oracle stone which could be saved for later or used to finish the 3 currently set ones. The bodies also have a total of 1350 gil, 3x potions, 1x Ether, 2x White Ribbons, 1x Vaccine and a wand of CL1 Cure with 1d20+20 charges, Their other gear has been torn to shreds or damaged via magic beyond repair and use.

With a heal check each (DC 20) the party can identify that the corpses have been dead for about a day, possibly the remaining party of the hume outside. An intelligence check (DC

15) will have the party remember the faces of the adventurers as those from Arkbreak Hall.

To the north is a corpse of a relatively large spider, a collar around its neck and a few bandages around its numerous legs. The party could surmise it to be a companion to the fallen adventurers. The collar can still be read, the spider having been named "Tyr".



Author's Note:

The party should be at around 220,600 exp and should be told they can level to 12 in this room if they rest. The stones will make the rest completely safe if used.

Workshop Room 1 - WR1

The northern door from the entrance room is unlocked, with no keyhole.

Opening the door will lead the party into a larger room attached to a short hall. To the north is another set of double doors, to the side of which is a sign written in common "Staff Room".

To the east, the hall leads into a larger workshop, lit up by both torches and windows. The scene of broken floorboards continues into the room, as well as a large hole in the ceiling to the outside, letting in the rain all the way into a deep hole in the floorboards.

A strong smell of metal fills the air alongside that of rotting wood. An undertone of moss and mould makes the somewhat newer scent revolting to the senses.

Following the hallway to the workshop, the party can see it fills the entirety of the width of the building, with windows on both the north and south.

Several workbenches are set up with tools, scraps of materials as well as completed works. 2 large saws can be seen to the north, rusted beyond repair and caked with dust.

On the western wall are 2 large boards with various old tools hung up, pieces of paper with small writing and blueprints.

Several tables are also full of documents, containers and completed works of woodcraft. The most out of place structure in this room is a large set of brewing pots to the south, connected to several vials.

The party can search over the room, but as they do so as soon as 1 character touches one of the hiding [Battery Mimics](#) the 3 in the room will attack.

If the party defeats the Battery Mimics they should be awarded experience for an encounter with three CR 8 enemies.

After dealing with the mimics, the party can thoroughly search the room with perception checks. (DC 20) will reveal a set of magically enchanted gloves that grant a +5 competence bonus on disable device, (DC 25) will reveal a set of magically enchanted glasses that grant +5 competence bonus on spellcraft, (DC 30) will reveal a set of [Eyes of the Eagle](#).

Looking into the hole in the floorboards will reveal a 10ft dip into the earth, a small puddle forming from the rain. The waters glisten against the light from the destroyed ceiling. In the middle of the puddle the party can make out a small carcass, though it is too destroyed to identify. A heal check (DC 15) will reveal it was killed about 3 days ago.

There is nothing else of interest in this room, aside from doors leading to the north-west and to the east.

Staff Rest Room - SRR1

The northern doors from the workshop to the Staff Room are unlocked and have a keyhole. Looking inside will reveal 4 [Black Mage Dolls](#) in stationary positions, within a room that would seem cosy if not for the very prominent signs of age.

A northern window has been smashed in from the outside, pieces of the adjoining wall and ceiling filling the gap somewhat.

On opening the door, the BMDs will raise their hands in preparation to shoot off spells, the closest one to the door will address the party in a monotone voice:

“Intruder, state thy business or be forcefully removed from the premises”.

The party can attempt diplomacy, intimidate or bluff to get the BMDs to leave (DC 30/24/27).

If the party fails at persuasion or merely doesn't try to, the BMDs will attack.

If the party defeats the B.M.Ds they should be awarded experience for an encounter with four CR 7 enemies.

After dealing with the BMDs the party can proceed to search the room.

The staff room contains several desks and drawers, 3 webbed sofas in the north-east corner with a table carrying several cups and debris. On the southern side the party can see a small snack and beverage station, with a mortar and pestle, though the tea leaves are just moss. On the western wall is a fireplace with a pot over burning wood, possibly maintained by the BMDs before they left.

A lone fleshy-skeleton can be seen in front of the door, burn marks on the remaining clothing leading the party to believe the BMDs killed it. A heal check (DC 20) will reveal it was killed around 7 days ago, quickly deteriorating due to the insects crawling over the remains.

Searching the room with a perception check (DC 20) the party will be able to find an old journal in the desks, mostly intact, an important part reads:

“June 27 - 736

The geniuses in the robotics department are nearing the end of their testing phase for the Io. Preliminary findings are looking to be quite promising, possibly able to take down an easy 100 Elvaan. This new machine will be indispensable with the impending forces.

July 18 - 736

Test 1 of the Io was rather overwhelming, sent in alone against a platoon of Elvaan towards the south, estimates of around 48 troops, the new wonder was able to dispatch them with minimal damage. The shield was taken down, though this was to be expected. The recharge rate will be improved for the next stage of testing.

June 30 - 736

Test 2 went horribly, it seems information was either leaked or found out about the Io. The Elvaan were bringing several magi within them to deal with both the shield and the machine itself. An overload of electricity caused the machine to falter in battle. Some of their faster troops also moved into attacking the vital parts of the robot, dealing severe damage to the weak points. The Io survived, but barely.

”.

Aside from the notebook, there isn't much else of interest in this room.

Hallway - H1

The set of double doors to the east of the workshop are unlocked and without a keyhole. If the party is searching for traps or have trap spotted they may spot a trap with perception (DC 28).

The trap in question is a small laser line near the floorboards connecting the doorframe. When touched it will send a silent alarm somewhere in the building, but it is impossible to tell where from here. On inspection, it seems the alarm is inert. The party can disable it further but it won't make any difference aside from peace of mind.

Opening the door will lead the party into a short hallway, with 3 doors to the north and 2 to the south and a final one on the east. The most important thing in the hall is that of the metallic doors in the middle of the north doors, to the south and east.

2 torches on the northern wall light up the hallway generously.

Storage Room - SR1

The first door to the north is locked (DC 30) and has a keyhole. Looking inside will reveal a pitch-black room, unless the party has darkvision, in which case they will see a storage room with several boxes, crates and barrels. Inside the room are 3 [Black Mage Dolls](#) who are organizing the room. (These BMDs have the [advanced](#) template)

On opening the door the party will be able to see a modest storage room, though it is covered in dust due to being out of use. On opening the door the 3 [Black Mage Dolls](#) within will attack.

If the party defeats the B.M.Ds they should be awarded experience for an encounter with three CR 8 enemies.

After dealing with the Advanced BMDs the party can search through the storage room. With a perception check (DC 20) they will find a short written list of mechanical components attached to a paper with some notes:

“MP Units - Ver I and Ver II x 10

The first version is far cheaper, but prone to shut down if attacks are placed in the proper location or cut deep enough. This causes the automatons to have their magical processes stunted for about 6 seconds.

Version two does not suffer this drawback but can be 2-3x the price of Ver I. Reserve these for later models”.

The next piece of paper is written in some sort of code, requiring a linguistics check (DC 25) to decode:

“MP recovering fluids are stored within Lab Zetta, they will be kept in locked storage in case of attack. If the container is forced the contents will be destroyed”.

(DC 25) they will find 4 sets of Headband of Vast Intelligence +2 (knowledge technology), (DC 30) 4x Lightning Rings.

After searching and looting the room there is nothing else of note.

Research Room - RR1

The iron set of doors to the north are locked (DC 30) but can be destroyed: hardness 10, hp 60, 28 str dc. Looking through the keyhole will reveal a well-lit room thanks to some lanterns on the walls, being fed oil from inside the walls via pipes.

Inside the party can see a metallic floor glistening against the light of the lanterns, 4 tables with marble tops that contain several pieces of automatons and at the far end of the room is a large metallic chest with 2 desks flanking it.

Opening the door and entering into the room, a waft of air will rush into the room, possibly being shut for a long time without much in the way of airflow. Afterwards a billowing scent of metal, ink and oil covers the party as they walk inside.

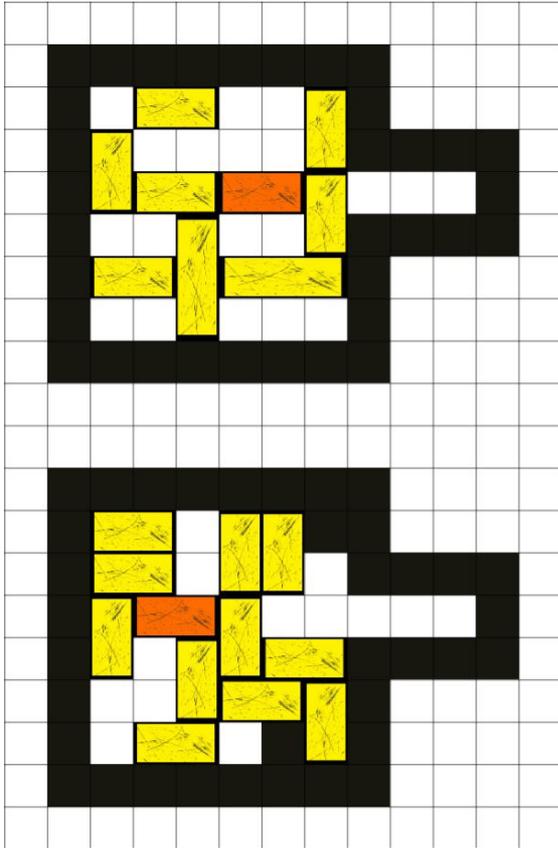
Aside from the battering of rain on the roof, there is a faint sound of the flickering flames in the lanterns and hissing of rushing liquid in the walls.

The party may search the room thoroughly without any issue.

The marble desks have several pieces of automatons, from their chest pieces to arms and legs, though they lack much in the way of worth due to being in-progress materials.

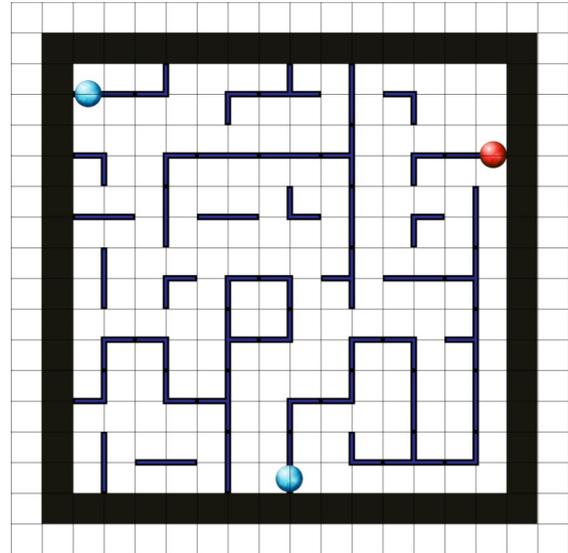
The 2 desks to the north have several plans and blueprints for machines, automatons and robots but are incredibly old. With a perception check (DC 20) they will find some blueprints for the BMDs, revealing their 2 special abilities.

The final object of note in the room is the large metallic chest. On the front side is an intricate lock that could be disabled (DC 40) or have the party go through a lock-puzzle as noted below:



The first set of puzzles are “block puzzles”, 2 in total. The players must move the orange blocks into the rightmost crevices.

The yellow blocks can only be moved in their direction, vertical blocks move up and down, horizontal blocks move right and left.

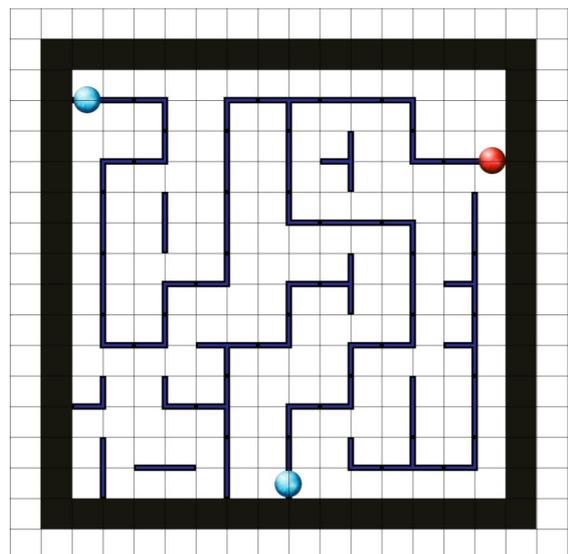


The next puzzle is a “power line” puzzle, the 3rd and final puzzle on the metal chest.

There are 2 lines coming off of the blue spheres, make sure that these lines converge into 1 line that then connects to the red sphere.

Any segment can be rotated, but not moved. Each segment is a 2x2 part, rotating from the centre point of the 4 squares.

Below is one solved version of the power line puzzle:



If the party instead decides to destroy the chest a trap inside will destroy the contents. The chest has: hardness 10, hp 60, 28 str dc.

If the party is able to picklock the chest, or solve the 3 puzzles that are on the front, they should be awarded experience for an encounter of their level. 4,800exp for level 12s, 6,400exp for level 13s.

If the party is able to open the chest, inside they will find: 6x Ether and 3x Hi-Ethers.

After searching the chest and nearby surfaces there isn't anything else to inspect in this room.

Robotics Room - RR2

The 2 sets of iron double doors to the south are both locked (DC 30) but can be destroyed: hardness 10, hp 60, 28 str dc. If the party is searching for traps or has the trap spotter ability with a perception check (DC 28), they will find that each door also has a laser sensor trap.

The trap goes between the doorframe near the floor and will set off a silent alarm, possibly in the next room. The sensor can be disabled (DC 30), failure by 5 or more will have the alarm activate without the parties knowledge. (EXP is given with the encounter).

After disabling the trap the party will find that they cannot turn it off completely, only delay what it will activate, which is an alarm, and only up to 30 seconds.

Looking through the keyhole of the door will reveal a pitch-black room. If the party possesses darkvision they can see into a metal-floored robotics room with several machines on display or in the process of being built. No enemies can be immediately seen.

Opening up the door, the party will enter a large robotics lab of sorts. There are 3 rather large robots atop display pedestals on the north of the room, a huge one in the south-east corner.

If the party delayed the laser on the door they can attempt to search for what it will be activating with a perception check (DC 28) this will take 18 seconds to do, leaving them with 12 seconds to prepare. If they succeed they will find a security hatch on the east part

of the room that will open up after the timer has expired.

Once the timer has finished, or the party failed to disable the sensor, a 15 by 15 square will open up on the east end of the room, a raising platform bringing an [lo](#) into the room. It will attack the party on sight.

If the party defeats the lo they should be awarded experience for an encounter with one CR 10 enemy and one CR 14 enemies.

After dealing with the lo, the party can search the room more thoroughly.

Aside from the already described robotics on display, there are a few workstations with tools strewn about, desks to the south of the room and some large containers. The containers are full of grey-tinted liquid, the contents seemingly some sort of metal treating equipment.

To the north-east corner of the room are 3 medium-sized containers, inside the middle container is a really old robot, possibly a prototype or failed model due to a sign on the front reading in common:

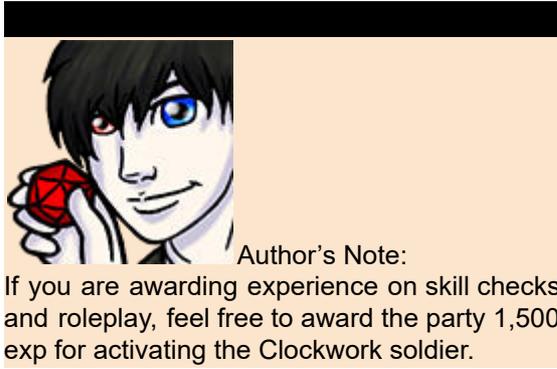
"Model for decommissioning, do not activate".

With a knowledge technology (DC 20) the party will find a way to open the container safely to further inspect the robot.

With another knowledge technology (DC 16) the party can identify the old robot as a [Clockwork Soldier](#), though it is incredibly old and has several faults with its overall creation and design. There is a major fault with the power system of the construct and would only work for a day at best if activated.

With a higher check (DC 21) the party can identify what they need to get the construct to work as well as command it to do as they wish. The construct will last for 1 hour + 1 hour for every point above 21 they roll on their knowledge. It cannot speak, but can understand Common and Banganese. Once the time on its function has run out the power unit will explode, making the construct inoperable.

Aside from the knowledge checks, the construct comes with a +1 Halberd.



Author's Note:

If you are awarding experience on skill checks and roleplay, feel free to award the party 1,500 exp for activating the Clockwork soldier.

After or before dealing with the construct, the party can search the room with perception. (DC 20) will have the party find a set of masterwork tools for appraise and craft (robotics), Adventurer's Chronicles for Arcana, Engineering and Technology, and a bolt plume.

After searching the room, dealing with the lo and the construct in the container there is nothing else of importance in the room.

Meeting Room - MR1

The furthest room on the north side in the corridor has a set of double oak doors, which are unlocked with no keyhole.

Opening the door will lead the party into a compact meeting room, a large table in the middle full of dirty plates and cutlery alongside pieces of paper and documents.

On the northern wall is another board, full of paper, blueprints and notes, on each side of the board is a set of drawers that contain pins and more paper.

As the party enters the room, 3 Pale Heads will appear from beneath the table and attack the party.

If the party defeats the Pale Heads they should be awarded experience for an encounter with three CR 9 enemies.

After dealing with the pale heads, the party can search the room with a perception check. (DC 15) will have the party find some old documents of importance, written in Banganese or decipherable with linguistics (DC 20):

"Battlefield Shield Ver I, tested in controlled areas and within 2 simulated battles. Can hold up against almost all mundane attacks and several types of magical/elemental forces. Shows a weakness to Holy and Shadow elements, though is still quite sturdy".

With a higher perception check (DC 20) they will find another document linked to the previous one, written in Banganese or decipherable with linguistics (DC 20):

"Battlefield Shield Ver II, tested in 3 battlefield simulations, improved over the initial version. Can withstand mundane attacks almost indefinitely as long as the power supplies are not targeted. Magical and elemental attacks are still an issue, though holy/shadow are less of a concern as with the initial design".

With a higher perception check (DC 25) they will find another document linked to the previous ones, written in Banganese or decipherable with linguistics (DC 20):

"Battlefield Shield Ver III, only tested once before the Elvaan forces encroached too close to warrant any further testing. Power supplies are greatly increased for longer duration, possibly able to stay active for several years if it is not attacked, charged via lightning-based spells.

Mundane attacks are virtually negated, though larger/stronger weapons can still deal damage.

Magic and elemental attacks still cause issues, as they cannot be covered entirely. Except for holy and shadow based attacks, the shield can resist most elements. If attacked with lightning at the same time as the power supplies are attacked the shield will take severe damage.

Each power supply is hardened with thick steel and miniature shields. They absorb any lightning-based attacks and charge themselves with it. *Caution* Heavy lightning damage will overload the machines and cause them to short circuit."

With a higher perception check (DC 30) they will find another document linked to the previous ones, written in Banganese or decipherable with linguistics (DC 20). The document will give the party a +2 on attack and damage rolls against the power generators.

There is nothing else of importance in the room aside from the notes on the shield.

Main Expo Room - MER1

The final room in the hallway to the east is behind a set of iron double doors which are locked (DC 30) but can be destroyed: hardness 10, hp 60, 28 str dc.

If the party listens to the door they can easily hear electricity running through wires, sparks of electricity and a loud humming.

Looking through the keyhole the party will see a well-lit room, with a wide window on the east end at around 80ft long. Directly in front of the door is a large teal coloured force field with a radius of around 30ft, in the centre of which is a huge angel-looking creature. With a knowledge planes check (DC 24) they can identify the creature as a [Forgiven Dissonance](#) and that it is probably attached to another summoning device, though it cannot be seen from the keyhole.

There are 4 electrical poles within the field, protected from attack. The party cannot see the power generators from the keyhole.

Force Field: On seeing the force field the party can attempt to identify it with knowledge technology (DC 24).

The Force Field has: 150 hp, 15 fast healing, Fire, Ice, Wind, Earth, Lightning and Water resistance 20, Holy and shadow resistance 10, DR 15 /-. If the force field is touched it deals 5d6 lightning damage, this also affects any natural attacks.

(DC 29) If a creature tries to force their way inside the field they take 20d6 lightning damage. Once inside the field, they cannot be targeted by magic from the outside. Creatures inside the field can leave without issue.

If the field's hp reaches 0 it will deactivate. It will return after 3 turns have passed if the generators are still active.

On opening the door, the party can see the rest of the room. There are 2 sets of windows on the north and south side, giving the room light all around except for some corners. The floor is littered with debris, broken floorboards and burn marks, the lower half of a body can be seen burnt away at the edge of the force field.

To the north and south are electrical power generators, sparking with electricity. Near the generators are platforms for more constructs, but only contain debris atop them.

The broken floorboards create difficult terrain, and small creatures risk falling inside if they do not succeed in an acrobatics check (DC 10).

The [Forgiven Dissonance](#) will ready itself to attack the party.

Power Generators: Inside, the party will be able to spot 2 power generators, 1 to the north and 1 to the south. On seeing them, the party can make knowledge technology (DC 24) to identify them.

The generators have: 10 hardness, 60 hp, 28 str dc, absorb lightning. They also have miniature force fields of 40 hp, 8 fast healing.

(DC 29) If the generators absorb 60 lightning damage in 1 turn they will explode. If the generators are attacked it will cause the field to become temporarily weak to lightning (+50% damage), this only affects the field until the end of the next character's turn.

If a generator is destroyed, the fast healing of the field is reduced to 8. If both are destroyed the field is taken down.

Whilst in combat, the [Forgiven Dissonance](#) will use its ranged special abilities against the party. The [Forgiven Dissonance](#) and its orbs can leave the force field without issue.

If the party defeats the Forgiven Dissonance they should be awarded experience for an encounter with two CR 14 enemies.

After defeating the [Forgiven Dissonance](#), the creature will fall to its knees and start to disintegrate into specs of white ash. Amongst the ash a glinting necklace will remain, as another relic that the party is after, attached to a metal necklace.

The party can search the room, at which point they will find another stone slab amongst the debris, this one has an etching of a P on it.

For note keeping, call this Stone Key - P. It is larger than a hand and weighs 5 lbs.

There are no immediate signs of a summoning circle or device, but with detect magic they can easily see a dim outline of a circle on the floor. Beneath the floorboards is where the device is hidden, easily accessible if the party pulls up a board or two (STR 10).

After revealing the device it will look identical to the others except the bottom-left circle is the one with the summoning energy.

Swirling Vortex

Looking under the floorboards, the party can inspect the 4 marks more closely. Peering closer the party will find 4 swirling marks are found on the wall, 3 seemingly inert, 1 brimming with (detect magic) strong summoning magic. In the middle of each mark is an indentation in the wall, around the size of a fist. The mark that has the strong summoning magic has an empty indentation, whereas the others are mere outlines.

It seems that if the floor is destroyed the magics within will go haywire and have a random effect, from creating a dark planar hole that will suck several miles within it, simply exploding or activating all nearby magical circles.

With a spellcraft check (DC 24) the party can identify that this device of sorts is powering the summoning circle. A high dispel

check (DC 28) will disable the device, if this is not possible placing a Divine Oracle stone in the active indent should postpone the device for a longer period of time, though all connected devices will need the same treatment. With the use of detect magic, it is easy to tell there are 4 devices like this one, around the estate, though their exact locations are unknown. A higher spellcraft check (DC 29) will reveal that using a Divine Oracle Stone will have a greater dispelling effect if the creature that created the devices is still alive, as they could possibly reactivate them.

After dealing with the enemies, summoning device and obtaining the relic the party are finished with the workshop.

Completing the Workshop

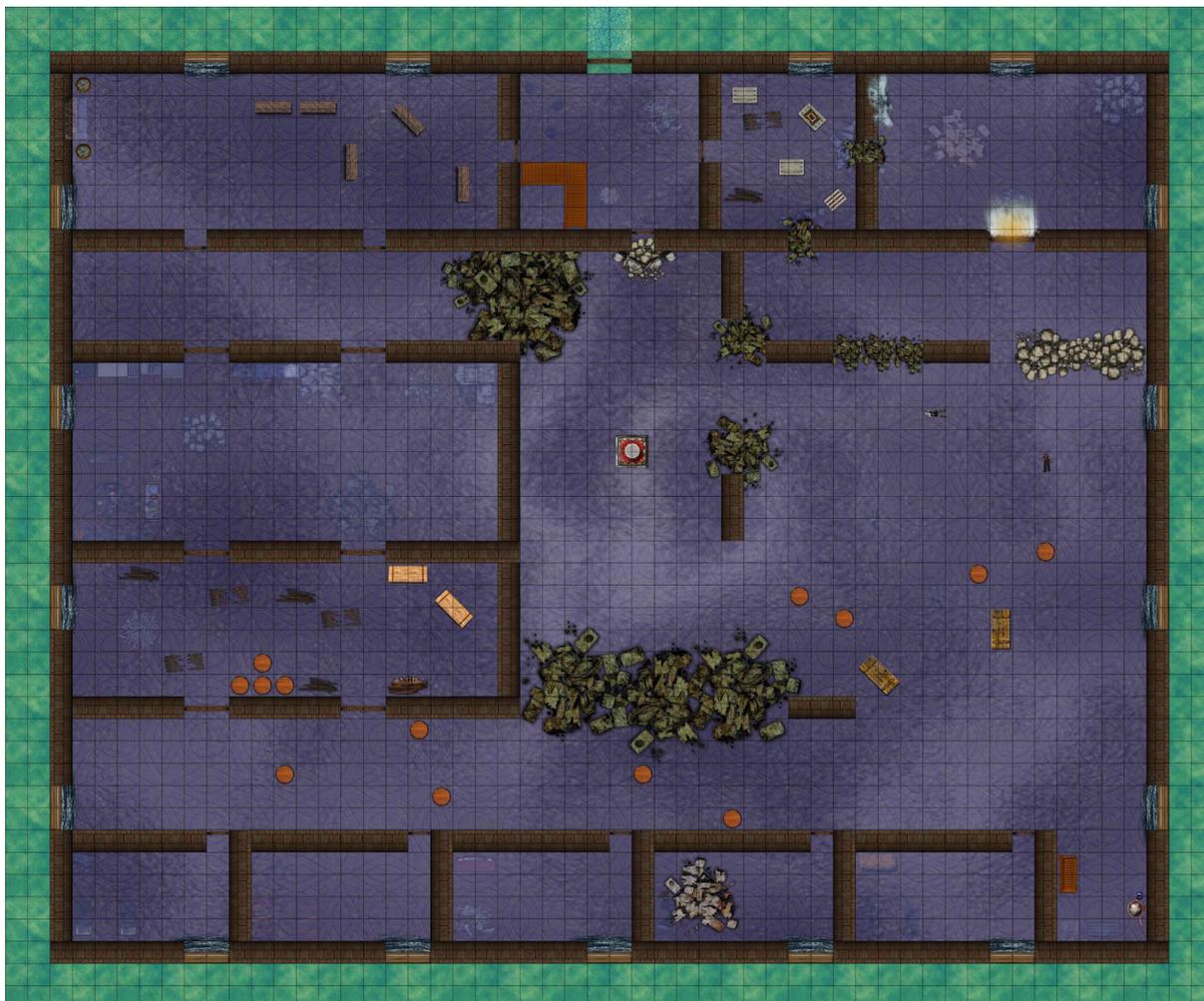
After fully exploring the workshop the party can then move onto one of the other nearby buildings.

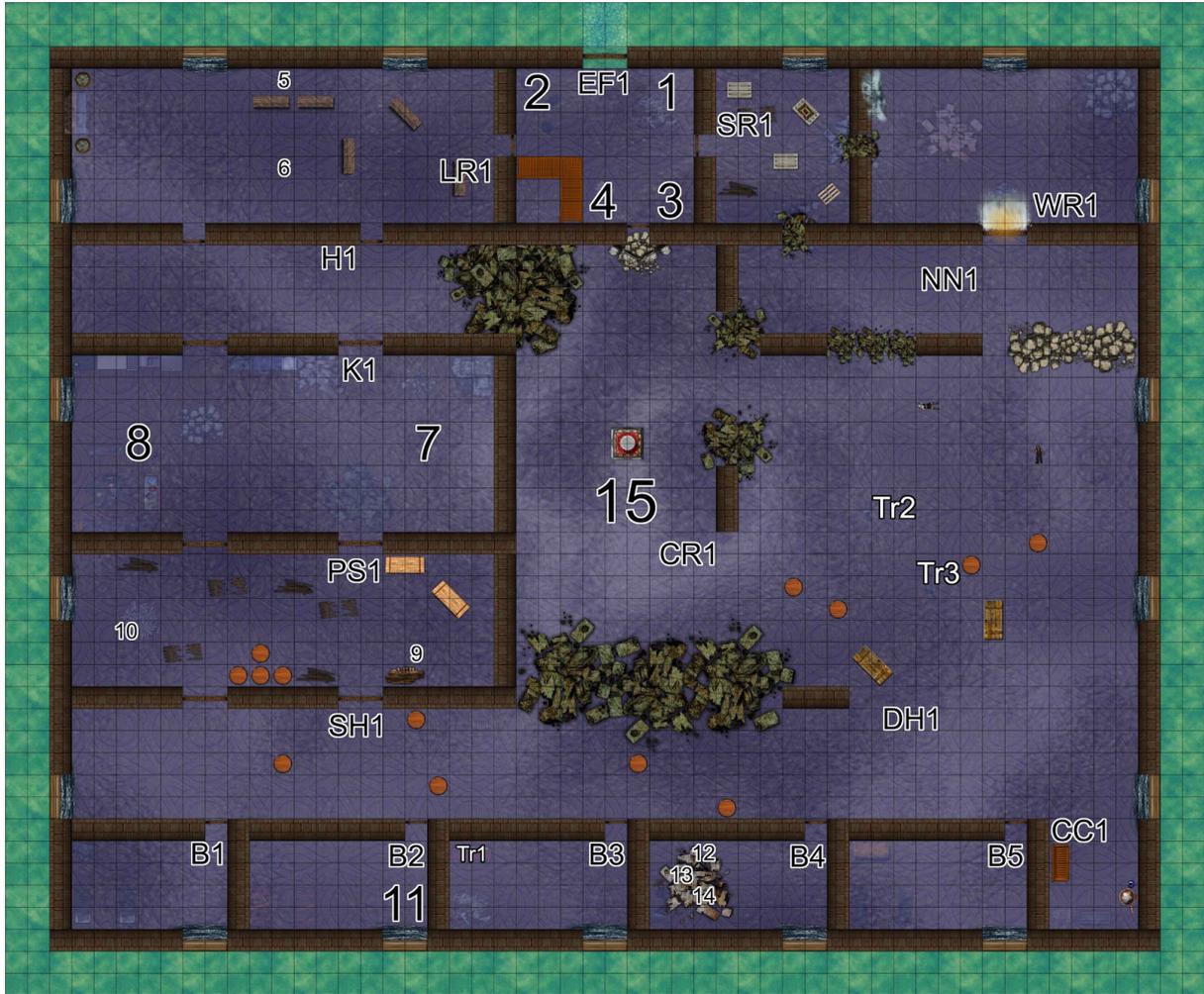
The manor should contain 3 stone slabs in total, K, E4 and E5. The dojo contains 1 stone slab, R. The workshop contains 1 stone slab, P.

The workshop should award around 204,840 exp in total, 51,210 exp if split between 4 characters. An extra 4,800 each for the chest puzzles

"The party should be at 271,810 exp if they have done everything so far"

DM - Servant's Quarters





- 1 - 4: [Sea Snakes](#) (Hiding)
- 5 - 6: [Squidraken](#) (Hiding)
- 7 - 8: [Elder Water Elementals](#) (Hiding)
- 9 - 10: [Maelstroms](#) (Hiding)
- 11: [Mahanaga](#) (Not on map)
- 12 - 14: [Pale Heads](#) (Hiding)
- 15: [Sea Worm](#) (Will be summoned)

Tr1: Wis and Non-elemental Trap

Tr2: [Hail of Arrows Traps](#)

Tr3: [Hail of Arrows Traps](#)

Leaving the Workshop, the party will see that the rainstorm has gotten severely worse since they were last outside. Wind gales up to around 35 mph, turning into severe winds, this imposes a -4 on any ranged attacks outside and small creatures must succeed a DC 10 strength check to move against the wind, or fly DC 20 (with a -4) if they are flying.

The rain now counts as a downpour, creating floods and treated as fog for vision, obscuring all sight beyond 5 feet and giving 20% miss chance to any creature more than 5 feet away.

With the torrential rains, the water levels have risen to 3ft, possibly taller than the smaller races in the party and easily up to the waists of the medium creatures. A large portion of the water rushes into the workshop as they open the door to the garden, small creatures require a STR or Reflex save (15/10) to avoid being pushed back by the water.

Strokes of lightning create a thunderous roar up above, the clouds forming a weird vortex of darkness in the sky, a glistening eye of the storm forming just above the mansion. Every so often the party can make out branches, debris and body parts flying in the winds in an almost circular fashion around the mansion.

With a knowledge nature check (DC 10) the party can deduce that this is no normal storm due to how it is shaped and positioned, possibly created by some other force. (DC 15) will reveal that the storm doesn't seem like it will let up anytime soon.

With a knowledge arcana (DC 20) the party can deduce that their actions within the estate are causing a disbalance in the forces, the summoning devices creating a weak tether between planes. It should subside if they deactivate all the devices or deal with whatever is causing the storm.

Reaching the Servant's Quarters, which are on the other side of the mansion, is quite an ordeal, especially for smaller party members.

To reach the next building the party must succeed 3 strength checks (DC 10), or have a party member carry them (increase dc

by 2). For each failed check the characters take 1d6 wind and 1d6 water damage.

After the 2nd success, a bolt of lightning will strike the party, roll a dice to determine who it hits (1d4 for 4 members). That character will take 10d8 lightning damage, an extra 2d8 if they are wearing metal armour.

After the 3rd success the party would have waded their way towards the servant's quarters. The quarters look badly damaged as seen from the outside with several windows having been destroyed, letting the water rush inside.

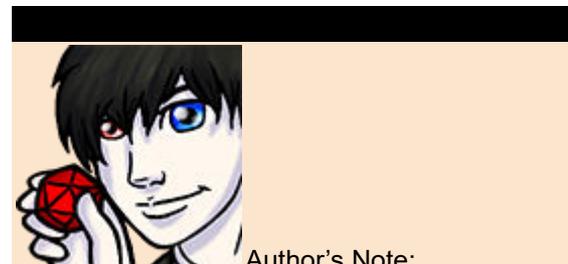
If the party is able to reach the servant quarters, they should be awarded experience for an encounter of their level. 4,800exp for level 12s, 6,400exp for level 13s.

Moving to the north-side of the quarters the party can find the entrance to the quarters, and on opening the doors more water will rush inside along with them.

Servant Quarters Interior

Entrance Foyer - EF1

Unless otherwise noted, all ceilings are 15ft tall.



Author's Note:

Due to the water-based hazardous conditions of this dungeon count all encounters as if they were 1 CR higher than normal.

Entering into the quarters, the party will find it to be almost completely flooded, with waters rising above 3ft in a lot of areas, possibly being filled via the windows and broken roof segments.

Creatures at 3ft or shorter need to find debris to stand on top of, or have their party members carry them if they cannot swim.

Let the party know that combat and movement within this building will be quite difficult. Treat all movement as difficult terrain, regardless if the party can overcome normal difficulty terrain unless it specifies water. Melee attacks take a -2, ranged suffers no penalty. Creatures take a -4 to trip and grapple combat manoeuvres unless they have a swim speed or can make a swim check (DC 10). If a creature is underwater, any thrown weapons will be ineffective against them, normal ranged attacks take a -4.

Small creatures and below may swim atop the water's surface if they have a swim speed or succeed a swim check.

All creatures touching the water are counted as if they are [drenched](#). Any lightning-based attacks increase their radius by half, or gain a 5ft radius if they lack one, dealing minimum damage in the 5ft radius.

Seeing the ludicrous amount of water, as well as all the summoning magic going on in the local area, characters can make a knowledge arcana or planes check (DC 25/20) to identify that the area probably has more water-based enemies within. If the party has the ability, resistance or immunity to water-based damage would be advised.

A higher check (DC 30/25) will give the characters an insight into potential enemies like [Water Elementals](#) and [Maelstroms](#).

Moving into the first room, the party can deduce it used to be an entrance foyer, with several chairs having been covered in the waters and a counter barely peeking above the water's surface.

A stench of wet and mouldy wood fills the room, with a cold air blowing through the open doors. The battering against the roof can be easily heard as the storm outside worsens.

With a perception check, against 4 stealth checks of +17 (+21 if the party lacks a light source or darkvision), the party can make out 4 [Sea Snakes](#) hiding under the water.

If the party is unable to find the Sea Snakes and moves in more than 10ft, the monsters will attack the party.

If the party defeats the Sea Snakes they should be awarded experience for an encounter with four CR 5 enemies. (+1 CR).

Storage Room - SR1

The eastern door from the foyer is unlocked and has a keyhole, though it is submerged and gives a -10 penalty to any perception checks.

Looking inside the party can identify several floating crates and debris, a lone chest sitting atop one of the crates. The containers inside bob every so often as rushing water from a northern window create a small current.

Opening the door, the party can identify the room as an old storage or coat closet. There are 2 destroyed doorways, blocked with rubble from the ceiling, 1 leading east another south.

Opening the chest, and searching the containers, the party will find: 4x Ring of Sustenance, Bag of Holding IV, +1 Lamellar Leather, +1 Mountain Pattern armour, +1 Full-Plate, 790 gil.

There is nothing else of interest in this room, the debris to the east and south cannot be removed without causing more of the structure to fall down.

If the party attempts to, they can make a perception check (DC 15) to hear rushing water within the eastern room, possibly coming from the ceiling.

Living Room - LR1

The door leading to the west from the foyer is locked (DC 20), the keyhole is currently underwater. Looking through the keyhole gives a -10 penalty to any perception checks. With a perception check against 2 stealth checks of +18 (+22 if lacking a light source or darkvision) the party may spot 2 [Squidraken](#) hiding within the room.

Opening the door, the party will enter into a flooded living room of sorts, though instead of the smell of a crackling fire and

steamy food, the party instead gets a heavy scent of decaying flesh, damp wood and moss.

Light from the 2 north windows and 1 western window let in light into the room, glistening off the waters which show a bit of the woodwork below. All of the windows have pieces missing or are completely smashed, letting in rushing water from the outside.

Floating within the room are several planks of wood, seemingly fallen from the ceiling or previously parts of tables. Characters can attempt a knowledge engineering (DC 15) to find that each plank can hold 200lbs before sinking into the water, allowing some lighter characters to use them as solid footing.

On the western wall is a half-submerged fireplace, wood floating just at the top of the opening, on either side of the fireplace are 2 floating barrels full of water and wood.

There are 2 doors to the south in this room.

If the party moves more than 10ft into the room, the 2 Squidraken will attack them.

If the party defeats the Squidraken they should be awarded experience for an encounter with two CR 10 enemies. (+1 CR).

After dealing with the Squidraken the party can search what is left of the living room with a perception check. (DC 15) will reveal a floating satchel in the water, though it seems to be much more recent than other items here. Inside are some ruined rations and a leather-bound book, though most pages are soaked through there is 1 section still legible.

"We found the hidden vault, though it is dug deep into the ground, within what seems to be a tomb. It requires a large key, our thief is unable to open it with his current skill set and tools. An indentation the size of a torso, maybe if we lo--".

The rest is unreadable or destroyed. Checking the wrapping of the rations it seems they were recently made, possibly belonging to a different adventuring party.

There is nothing else of note in this room, aside from 2 doors leading to the south.

Hallway 1 - H1

Inspecting the doors to the south from the living room will reveal they have no keyholes and are unlocked.

Opening the doors will have the water level change again, as water rushes towards the party. A strength or swim check (DC 10/15) is required to not get pushed away. At a quick glance it seems the water rises about half a foot in this hallway.

The hallway itself is in pitch-black darkness, barely lit by the windows from the living room. If the party possesses darkvision or a light source they can see it is cut off to the east, debris having fallen from the ceiling and blocking the path. Streams of water can be seen dancing from the roof onto the debris and into the hallway.

The whistling of winds can be heard from the destroyed sections of the roof, with crackles of thunder and battering of rain on the remaining roof tiles.

A sudden slam against the western wall causes the waters to ripple harshly, slight cracks forming in the brick, possibly being hit by some debris from the outside.

As the waters settle the party can continue onwards, with only 2 more doors to the south leading them away from the hallway.

Kitchen - K1

The double doors to the south of the hallway are not locked, nor do they have keyholes. However, both doors are splintered in several places, letting the party peer inside into what seems to be a kitchen, the water rushing into the flooded room.

Opening the doors will lead the party into a modest kitchen, though most of the utensils, surfaces and devices are hidden beneath the waters.

Plenty of the ceiling has fallen into the kitchen, with pieces of the walls having been battered, rocks filling some of the watery depths. Where debris is noticeable the party

can stand atop 2ft tall rocks, allowing the smaller members to stand in the water. They may also stand atop the surfaces, which are between 3-4ft tall.

Another window to the west lets in both light and rushing water. 2 sets of double doors lead to the south.

If the party moves more than 20ft into the room, 2 [Elder Water Elementals](#) will form from the waters and attack the party.

If the party defeats the Elementals they should be awarded experience for an encounter with two CR 11 enemies. (+1 CR).

After dealing with the elementals they will melt back into the waters below, increasing the water level slightly. The party may search the room but most of it is either rubble or destroyed beyond use.

Pantry Storage - PS1

Examining the doors to the south of the kitchen will reveal them to be locked (DC 20), with water blocking the keyhole, making it hard to look through.

Peering through the keyhole will impart a -10 on perception checks. Inside the party can see several floating pieces of wood as well as wood sunken to the floor, alongside several barrels and chests. With a perception check (DC 15) the party can make out 2 floating balls of water. With a knowledge planes check (DC 17) they can identify the creature as [Maelstroms](#).

If the party spots the Maelstroms beforehand they are allowed a surprise round, if not the Maelstroms will attack as the doors open.

If the party defeats the Maelstroms they should be awarded experience for an encounter with two CR 8 enemies. (+1 CR).

After the party defeats the Maelstroms their remains will fall into the waters below, the waters rippling quite heavily. Due to the pressure of the newly added bombs a corpse is pushed to the surface of the waters, floating to a piece of wood.

The corpse looks recent, with a heal check (DC 15) the party can tell it was killed within the past day or so.

The corpse is that of a hume, its gear tattered in many places with plenty of teeth marks.

On the corpse's body the party can find: [Fire Ring](#), [Holy Ring](#), [Blinkback Belt](#) and [Amulet of Hidden Strength](#).

The party can search the rest of this pantry storage room but won't anything else of use, as most of it is destroyed.

Southern Hall - SH1

The south doors leading away from the pantry are unlocked due to missing their handles, rushing water moving between the cracks of the door.

Pushing the doors against the currents of water the party will find themselves in a long corridor from east to west. Several barrels are floating amongst the waters, bobbing every so often. Regardless of weight placed on them, the barrels will allow the characters sure-footing as they are tall enough to touch the floor and still be above the water.

On the northern side of the hall is a large mass of both wooden and brick debris, an amalgamation of destroyed walls and ceilings.

Far to the east is another window, with a closer one on the west side. The corridor turns both to the north and south on the eastern end.

To the south are 5 wooden doors, all evenly spread apart by around 40 foot or so.

A thunderous roar can be heard from outside, the storm possibly progressing further, with the rain still rushing into the building from the outside the current of the waters are pushing towards the middle of the hallway.

Bedroom 1 - B1

The first door on the west is barely holding together in the frame, a huge chunk is missing from the handle area, the door being shut due to debris on the other side holding it back.

With a STR check (DC 15) the party can push the debris away or pull it through the hole to open the door up.

Getting past the door, the party will enter into a pretty much submerged bedroom, with 2 single beds on the western end that are under the waters. A destroyed window lets in both light and rushing waters.

With a perception check (DC 20) the party will notice small bubbles coming up from underneath the beds. Investigating the beds will reveal a couple of lockboxes underneath them that are only partially filled with water.

The lockboxes are locked (DC 25) and once opened will contain a piece of paper in one and a Divine Oracle Stone in the other.

The paper is written in Banganese but can be deciphered with a linguistics check (DC 20), the paper details some cleaning instructions and orders for a sarcophagus in the family tomb, alongside a series of numbers:

"Moura, wearer of Titan's belt"
-- On the reverse side is a scribbled note
"9 1 8 2 - 1 1 4 2".

There is nothing else of note in this room.

Bedroom 2 - B2

The 2nd door along the southern wall is in better repair than the first, with no missing parts. The door is locked (DC 20) and looking through the underwater keyhole imparts a -10 to perception.

Looking inside, the party will see another bedroom, though only the frames of the beds can be seen beneath the waters.

Getting past the door, the party will enter into a submerged bedroom, with light and water rushing through a southern window.

A glinting light can be seen in the western side, possibly reflecting what little light can be seen within this room.

On approaching the glistening light, a large [Mahanaga](#) will crash through the remains of the window, splashing into the waters, attacking the party.

If the party defeats the Mahanga they should be awarded experience for an encounter with one CR 12 enemy. (+1 CR).

On defeating the Mahanaga the party can investigate the glistening light, floating atop the waters they will find a satchel, possibly belonging to a past adventurer, inside are 1 vial of shining purple liquid and a fang. Identifying them the party will obtain: Megalixir and Lightning Fang.

Alongside the items in the satchel there are some pieces of paper seemingly ripped from a book. Written in common they read:

"Kaevan was able to detect some strong magical auras on the northern edge of the estate, it wasn't noted in the briefing, probably something the current head doesn't want us to find, or loot.

We'll see about dispelling it tomorrow, as Kaevan's magic supplies were running low, there were too many traps and monsters getting this far and we need the rest.

Thankfully I haven't had to use my emergency teleport just yet, I don't trust it fully as the seller was a bit shady, though Kaevan did tell me the magic was definitely teleportation.

Tó filled us in on some of the Banganese writings we collected here, something about a Bangaa called Tyreese, wearer of Ramuh's headband and a code of some sort, 8 8 8 8 - 4 7 6 9.

We'll find out what it's for later, for now my watch is over, time to rest"

There is nothing else of note in this room.

Bedroom 3 - B3

Approaching the third door in the hallway will have the whole building shake, dust and water falling from the ceiling and rocks skipping down the debris to the north. A cacophony of ghostly and demonic voices will fill the building, teasing, insulting and generally assaulting the party.

All party members need to make a will save (DC 23), those who fail take 1d4 wisdom

damage and 6d6 non-elemental damage, those who save ignore the wisdom damage and take half damage.

The voices will die out after a few seconds, though a throbbing is present in all of the parties' heads as an itch can be felt at the back of their brains.

After the voices die out, the party can continue on. The 3rd door is locked (DC 20) and looking through the keyhole will reveal yet another bedroom, though in a better state of repair than the previous 2.

Entering into the room, the party will find a destroyed bed to the west, looking to be either a double bed or the culmination of 2 single beds.

To the north of the beds is a mostly submerged dresser and makeup table. If the party is searching for traps or has the trap spotter ability, a perception check (DC 34) will reveal a Wisdom Drain trap that will deal 1d6 wisdom damage to up to 2 characters look upon the mirror unless they make a fortitude save (DC 24). The trap can be disabled (DC 34).

If the party are able to find and disable the trap, or find it and avoid it, or fail to find it and survive its effects, they should be awarded experience with an encounter with one CR 10 enemy.

After dealing with the trap the party can move onto searching the dresser. Inside the dresser are several severed hands, some clutching onto items, others are open. Each hand looks to be freshly cut, with the oldest around 1-2 days old.

A weird mess of red and brown liquids and oozes can be seen on the bottom and sides of the drawers, as if the hands were slowly dissolving into the wood.

One of the clenched hands is deeply digging into a black orb, retrieving it the party will obtain a [Black Hole](#).

There is nothing else of note in this room.

Bedroom 4 - B4

Following the hall towards the east, the group will start to see around the northern debris into another section of the building and even more windows on the eastern wall that let in light.

The 4th door is unlocked and looking through the keyhole will just reveal another bedroom, though this one contains much more in the way of debris as the ceiling has caved in the western end of the room.

Opening the door, the party will enter into the worst of the bedrooms so far. Rain cascades down onto the destroyed brick and slate debris that has piled on the western end, underneath which some shards of cloth, wood and metal can be seen.

With a perception check versus 3 stealth checks of +18 the party may be able to spot 3 [Pale Heads](#) hiding amongst the debris.

If the party spots the Pale Heads they can have a surprise round, if not the Pale Heads will have a surprise round when the party approaches the debris.

If the party defeats the Pale Heads they should be awarded experience for an encounter with three CR 9 enemies. (+1 CR).

After defeating the pale heads the party can investigate the debris, but will not find anything of use among it.

Bedroom 5 - B5

Reaching the final room in the row the party will come across an unlocked door, looking inside the party will see 2 submerged beds and a dresser. To the south is another window letting in both light and rushing water.

With a perception check (DC 20) the party will be able to notice some refuse washing into the room from the outside, satchels, bags and severed body parts. Amongst the refuse is several sticks.

Searching the rushing items, the party will find: Wand of CL1 [Swim](#) with 31 charges, Wand of CL1 [Chocobo Haul](#) with 27 charges, Wand of CL3 [Elemental Resistance](#) with 46 charges, 2x Hi-Ether, 4x Hi-Potions.

Searching the room will reveal it has nothing of value aside from destroyed cloth and soaking clothes.

Corner Cleaning - CC1

Turning the corner at the end of the southern hall will lead the party into a neat little nook, though years of decay lead neat to being a generous description.

A submerged wooden container has pieces of cloth trying to break free from the ajar lid, a drying board sunken to the side of the container. Floating atop the waters is a clay pot coloured purple, possibly used to contain cleaning fluids, next to that a washing barrel. A lone bench sits to the west wall, barely floating on the water, though it looks like it would sink with any additional weight.

Searching the corner with a perception check (DC 20) will reveal an old diary, surprisingly in good condition considering the age and current flooding. In common it has written:

“The last crypt caretaker passed away due to old age, as the only interested party I am to be the next.

Duties include: Gardening at entrance, cleaning inside, checking for any movement, relight candles.

The large key is cumbersome, 30lbs of stone and large protrusions. I was given instructions on how to use the key, it is an involved process.

Pay is great, possibly to incentivise not stealing the relics within, gold, crowns, magical phials, weapons galore”.

Destroyed Hall - DH1

Moving north from the southern hall, the party will reach a large room or collection of rooms. Walls are severely damaged or completely destroyed, creating a much larger space than before. 2 eastern windows let in plenty of light,

though many areas still lack light due to the debris and still standing walls.

Floating in the waters are more barrels that can hold any weight, however, there are 2 doors floating on the surface that look to not be able to hold as much. A knowledge engineering (DC 15) will reveal each door can hold 250lbs before sinking into the water.

Further north are 2 floating corpses in the waters, seemingly fresh due to the amount of flesh still on them. The party could surmise they either floated in from the windows or were killed here.

With a perception check (DC 25) the party may spot that the corpses have several puncture wounds on the submerged parts of their body.

If the party is searching for traps, or has the trap spotter ability, with a perception check (DC 25) they will be able to find 2 [Hail of Arrows Traps](#) on the ceiling of this section, both can be disabled with 2 disable device checks (DC 25).

If the party fails to find the trap, they will activate whenever someone goes underneath them.

If the party is able to find and disable the traps, or find it and avoid it, or fail to find it and survive its effects, they should be awarded experience with an encounter with two CR 9 enemies.

Moving past the traps, the party can either move west or north.

Northern Nook - NN1

Just north of the destroyed hall, the party will come up to a set of destroyed walls and doors, leading into another short hallway of sorts. Whatever this part of the quarters used to be is undiscoverable.

To the north is a set of double oak doors, and to the north-west is another section of rubble that blocks whatever it would have led to.

Waterfall Room - WR1

Approaching the northern door from the northern nook the party can make a perception check (DC 10) to hear a larger stream of water rushing into the room. With a higher check (DC 15) they can determine the water to be coming from above the other side of the doorframe.

The door is unlocked, though looking through the keyhole will just reveal a fast stream of water rushing into the flooded room.

Opening the door will require a strength check against the water (DC 15). As the party opens the door they will push the door through a small waterfall, streaming in through the broken ceiling. Letting in both light and water, the room has better light though higher waters, as they rush out of the room into the rest of the building. The water level will rise another 6 inches. If all doors had been opened to this point the water levels would be just above 4 feet high.

After the door has opened the party will be able to look at the room a bit clearer. As a similar sight, the room is mostly destroyed, with rubble filling the floor beneath the waters, a window to the north and to the east let in both light and water alongside the hole in the ceiling.

On the north-western section of the room is another stream of water, though it is of a darker reddish-purple. With a knowledge arcana or nature (DC 20/25) the party can identify that it is rushing Mana and blood, it could have restorative properties if they bathed in it but would affect them adversely if they overused it. The party will also know that the powers of the waters won't last long if it is contained or taken away from here, making it a fixed healing point.

Standing underneath the stream will heal the character for 50% of their max HP and 25% of their max MP and Stamina. Attempting to stand under the stream again will have the same effect however they will need to make a fortitude save (DC 25) or be inflicted with Mana Toxin. Doing it a third time will increase the save by +5 and move them up a stage in Mana Toxin if they fail. A fourth time, and any further times, will have them automatically fail the save and increase their Mana Toxin by another stage.

There is another pile of rubble to the west that would seem to be an entrance to another room, but due to the rubble it is impassable.

There is nothing else of note in this room.

Central Room - CR1

Moving west from the destroyed hall, the party can either move to the north or south entrances, either way they will pass by some more destroyed sections of the wall. If the party has a light source they can see more in this area, otherwise it will be in either dim light or darkness.

To the south of this central room, the party can see the other side of the long line of rubble in the southern hall, to the north the other side of the rubble from the first hallway. More rubble can be seen to the north that is seemingly what was blocking the foyer door.

In the middle of the central room is a tall solid pillar of red and orange decorations, depicting winged bangaa and flowing wine from jars. The pillar seems to be movable in the centre section, almost as if it can rotate the images. If the party has detect magic activated they will be able to see another summoning device within the pillar.

With a perception check (DC 35) the party will be able to see a summoning circle on the floor just south of the pillar. If they do spot it they can be given a surprise round against what it will summon.

If the party approaches the pillar the summoning circle, a [Sea Worm](#) will burst from it and the waters below, making a huge splash into the waters that barely cover the gargantuan beast. With a roar full of wind, saliva and intimidating intent the monster attacks the party. The sea worm takes no penalties for the watery area.

If the party defeats the Sea Worm they should be awarded experience for an encounter with one CR14 enemy. (+1 CR).

After the party has dealt with the Sea Worm it will land with yet another large splash in the waters, the corpse laying easily above the

height of the water. Its body will quickly start to decompose into masses of flesh and water, leaving behind several skeletons that were stored in its stomach.

If the party searches the skeletons and remains they will find several dissolved or crushed items and equipment, though only 1 item seems to be salvageable from all the mess. An incredibly sturdy and ornate looking stick that has tendril-like wrappings of darkwood going around it to the tip which holds a small white stone that shines dimly. Several portions of the stick also contain crystals that glimmer in the light. With detect magic and spellcraft (DC 22) the party can identify it as a Wand of CL7 [Raise](#) with 44 charges, an almost indispensable item for adventurers.

After searching the remains of the worm, the party can investigate the pillar. Looking at it more closely they can see it has 3 segments on the centre section that can be rotated. With a knowledge arcana, engineering, history, or local (DC 20/15/20/20) they can figure out the solution, otherwise a straight intelligence check will suffice (DC 25).

If the party cannot figure out the puzzle with any skill checks they can instead brute force solve it, which will take them 10 minutes to do.

With solving the pillar puzzle a square segment will open up on the southern side of it, revealing another summoning device just like the others, except the bottom-right circle is the one with the aura.

Swirling Vortex

Looking within the pillar, the party can inspect the 4 marks more closely. Peering closer the party will find 4 swirling marks are found on the wall, 3 seemingly inert, 1 brimming with (detect magic) strong summoning magic. In the middle of each mark is an indentation in the wall, around the size of a fist. The mark that has the strong summoning magic has an empty indentation, whereas the others are mere outlines.

It seems that if the floor is destroyed the magics within will go haywire and have a random effect, from creating a dark planar hole that will suck several miles within it, simply

exploding or activating all nearby magical circles.

With a spellcraft check (DC 24) the party can identify that this device of sorts is powering the summoning circle. A high dispel check (DC 28) will disable the device, if this is not possible placing a Divine Oracle stone in the active indent should postpone the device for a longer period of time, though all connected devices will need the same treatment. With the use of detect magic, it is easy to tell there are 4 devices like this one, around the estate, though their exact locations are unknown. A higher spellcraft check (DC 29) will reveal that using a Divine Oracle Stone will have a greater dispelling effect if the creature that created the devices is still alive, as they could possibly reactivate them.

After disabling this final summoning device the party will hear a final crack of thunder from outside. The building starts to shake as an earthquake erupts through the estate, trembling the entire area. Rough shifting rock can be heard as brick and stone break off into pieces or crash against one another. Huge waves of water thrust into and out of the building, creating foam from the mixing liquids and corpses.

Within the stomachs of each party member, they can feel unease and a tightening as gravitational forces play havoc on their bodies.

Almost as if the building jumps, the party will be flung from the floor if they are standing, or hit the ceiling if they are flying, only to fall back onto the floor yet again, splashing in the waters below.

A seemingly vortex-like event occurs outside as a grand portion of the water inside the building is pulled out the windows, lowering the levels to around 1ft deep.

The building fills with the smell of stale sulphur, rotting fish and blood as the group feels a heavy sense of change in the local vicinity.

The estate grows calm after the massive change in atmosphere, the sound of the rain halts and any presence of a storm has dissipated.

A large rock slab falls from the pillar, the pillar itself cracked over in several places. The slab lands with a solid thud as it hits the floor, water splashing up a few inches from the impact.

The stone slab has an indentation of an E on it.

For note keeping, call this Stone Key - E3. It is larger than a hand and weighs 5 lbs.

If the party moves to a nearby window to look outside they will see countless raindrops suspended in mid-air, glistening in the moonlight. The clouds above have stopped their movement, with a hole within the eye of the storm revealing a moon. Several bodies are static in the air, blood and pieces of cloth barely hanging near them.

The flooding has stopped, with several large puddles floating at different altitudes in the sky. The floor has only a few inches of water left, allowing mostly free movement.

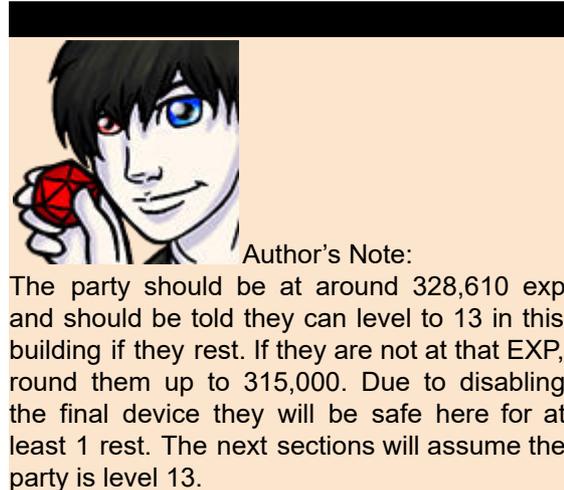
Completing the Servant Quarters

After finishing in the servant quarters the party can move to the northern part of the estate where the tombs are located.

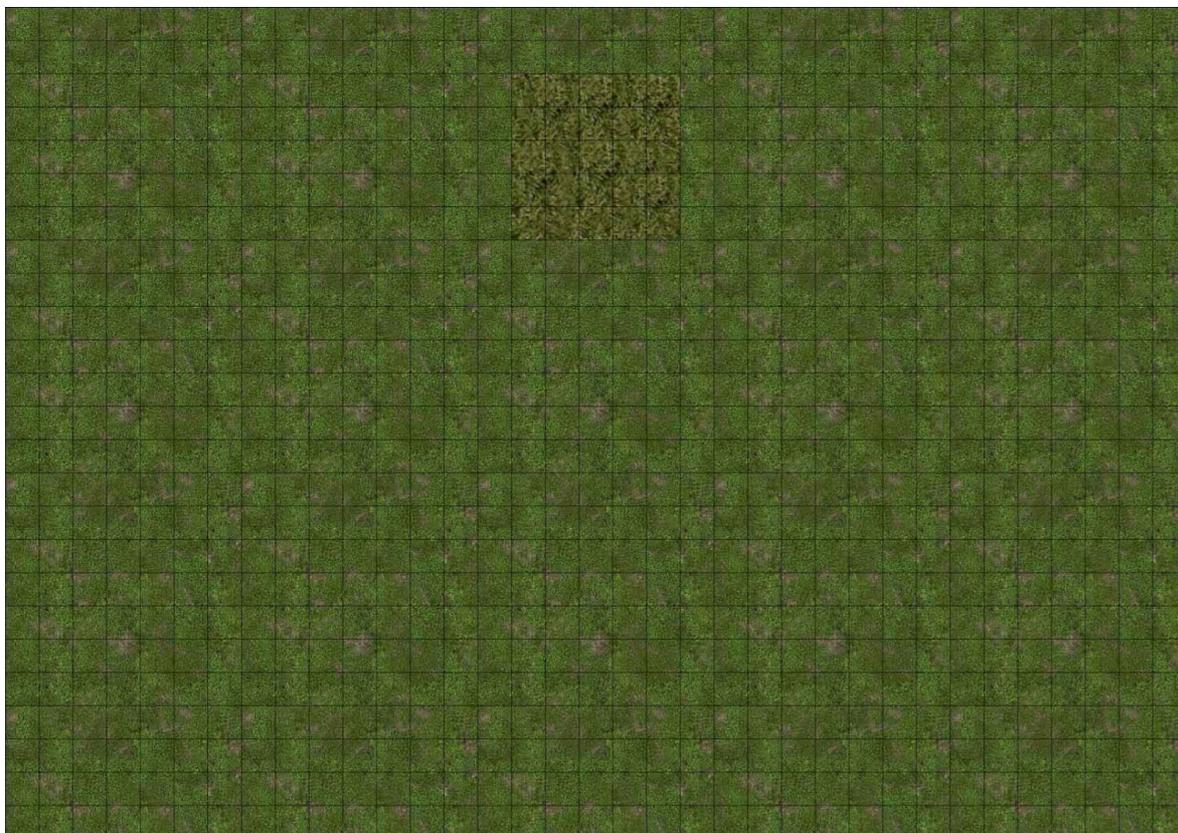
The manor should contain 3 stone slabs in total, K, E4 and E5. The dojo contains 1 stone slab, R. The workshop contains 1 stone slab, P. The servant quarters contain 1 stone slab, E3.

The servant quarters should award around 227,200 exp in total, 56,800 exp if split between 4 characters.

"The party should be at 328,610 exp if they have done everything so far"



Exterior to Tombs



As the party moves outside of the servant quarters to the northern section of the estate they will see countless raindrops suspended in mid-air, glistening in the moonlight. The clouds above have stopped their movement, with a hole within the eye of the storm revealing a moon. Several bodies are static in the air, blood and pieces of cloth barely hanging near them.

The flooding has stopped, with several large puddles floating at different altitudes in the sky. The floor has only a few inches of water left, allowing mostly free movement.

With a knowledge arcana (DC 30) the party can deduce that the deactivation of the devices has caused the local area to become suspended between planes, possibly also in time. As it is currently in a static position, the group can also surmise that they will need to either find the origin of the magic or the one who started it to revert the place back to normal. Whilst the area is like this they won't be able to leave the estate.

Moving north, the parties' bodies will come into contact with rain droplets, as they splash against their bodies in a slowed-down manner. Pushing back corpses or objects has a similar effect as they slowly float away.

As the party reaches the northern part of the estate, as described in the previous notes, they will find a square disturbance in the grass, supposedly a trap door of sorts.

Getting closer, the floor will shake once more, as the air becomes moist and thick with sulfur. A crack of thunder erupts in the clouds again as all the rain droplets start to swirl into a mass near the square. A lightning strike crashes down into the grassy garden as it shocks both the floor and the waters.

Swirling into a vortex, a large creature made of both lightning and water forms before the party. With a thunderous roar and display of fiendish arms, the [Master Storm Elemental](#) attacks the party.

If the party defeats the Master Storm Elemental they should be awarded experience for an encounter with one CR14 enemy.

After defeating the Storm Elemental it shall explode into water and static, covering the party and making them drenched if they were not already.

With the elemental defeated the party can now investigate the square patch of grass. It can easily be moved, revealing a huge stone design on the floor, depicting several sleeping Bangaa in sets of armour. Written in banganese, deciphered with linguistics (DC 20), at the top of the depiction are the words "Hall of Masters".

In the centre of the depiction is a large circular hole, supposedly where the key is meant to be inserted.

Key Puzzle

The stone slabs the party have been acquiring thus far need to be reforged into a singular piece to work as a key. They need to be connected to form a word with the slabs "Keeper" with K, E3, E4, P, E5 and R.

If the party cannot recognise the word required they may make an intelligence check (DC 25) or disable device (DC 40).

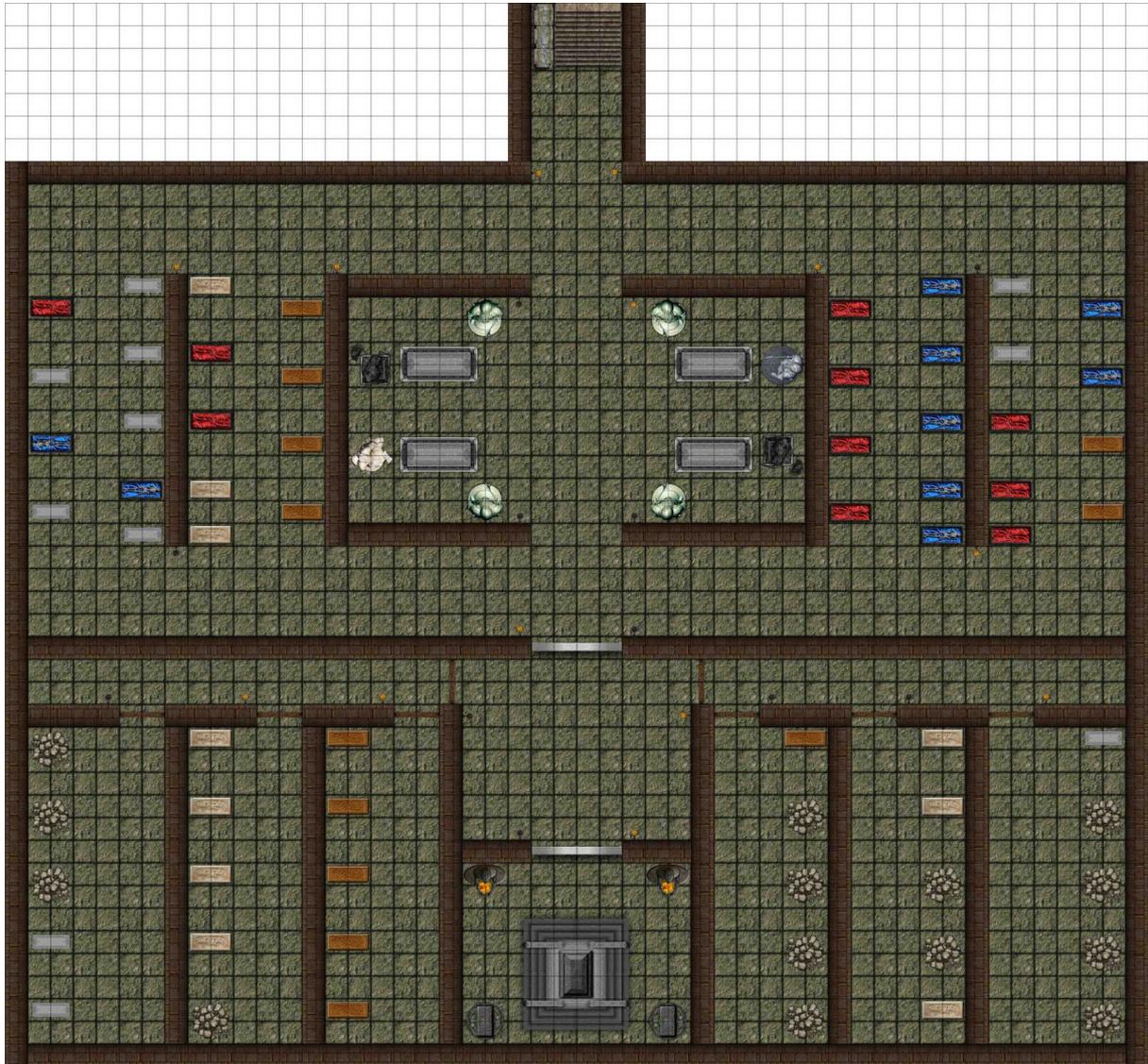
After the lock has been opened, the huge stone design will shift quickly, pushing away dust and water, the sounds of stone cogs and pulleys can be heard beneath the surface. With a crackling rotation, the stone design splits in half to reveal it to be a door, slamming solidly against the grass on either side.

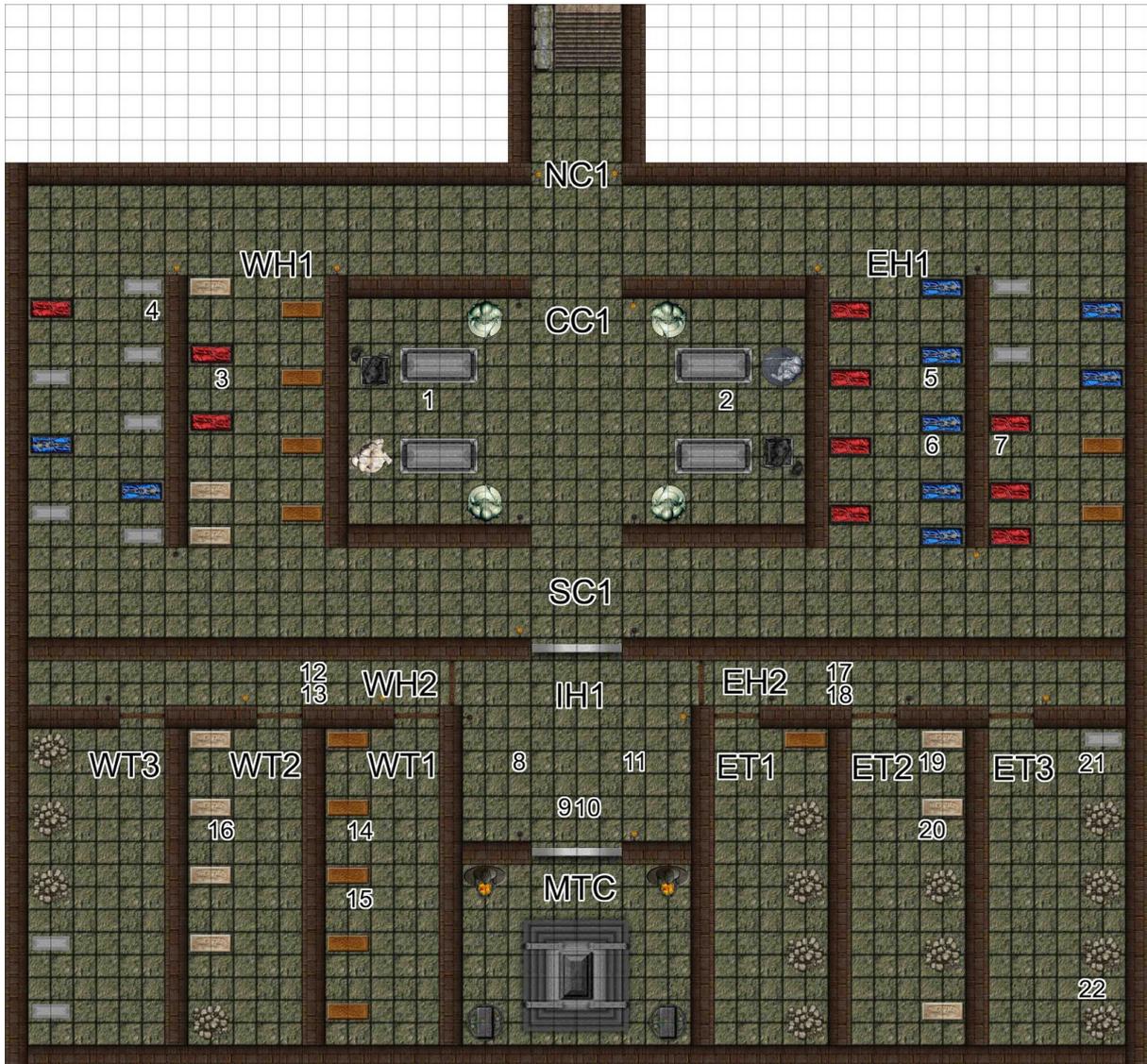
Both grass and water are crushed under the stone door, now revealing a dark staircase into the ground. A wide slide-like stone design is seen on the west side of the staircase, possibly used to move coffins up and down.

A billowing scent of decay, moss and mould flows out from inside the staircase, with hundreds of years of age haven eaten away at whatever was inside.

Descending the staircase, the party will walk for what seems like 100 feet before reaching the bottom.

Inside the Tombs





- 1 - 2: [Gespenst](#) (Hiding)
- 3 - 4: [Draugar](#)
- 5 - 7: [Gheists](#)
- 8 - 13: [Dark Skeletons](#)
- 14 - 15: [Draugar](#)
- 16: [Gespenst](#)
- 17 - 18: [Dark Skeletons](#)
- 19 - 20: [Draugar](#)
- 21 - 22: [Gespenst](#)

Descending the long stairs into the tombs, the party will continue to smell the disgusting scent of decay, getting stronger as they get further down into the earth.

The sound of whistling wind can be heard as they move away from the entrance to the tombs, accompanied only by the crackling of fires below.

Reaching the bottom of the stairs the party will arrive at a 20ft wide hallway, with 2 faintly lit torches at the beginning of a cross junction, their flames almost dying out (10ft dim, 10ft bright light).

With a perception check (DC 30) the party will also be able to make out slightly deathly moans of both ghosts and undead, cascading from all directions but quiet nonetheless. With a higher check (DC 35) they will be able to identify 2 types of creatures as [Draugar](#) and [Gheist](#), allowing them to make knowledge checks to find their traits (knowledge religion DC 20 and 22).

North Corridor - NC1

Unless otherwise stated, the ceilings are 15ft tall.

Moving south from the staircase, the party will arrive in a long corridor that connects the cross-junction in the tombs. A long hallway to the west and east veer off to the south, with some more torches lighting some of the corners, though some are unlit.

To the south is a large walled-off room of sorts, a large statue can be made out from here, due to light from a torch inside the room, though the rest is in complete darkness. Characters with darkvision can spot some large sarcophagi and more statues.

Central Chamber - CC1

Taking the southern path from the cross junction, the party will arrive in a poorly lit central chamber of sorts. If they have a light source or darkvision, they will be able to see more details of the room.

In the central tomb, the party can see 4 large statues, 2 of the south and north entrances, aside them are torches though only the north-east torch is lit.

To the west and east portions of the room there are 4 large sarcophagi, with a large statue behind them each, though 2 are destroyed.

Entering into this room more than 15ft will have 2 [Gespenst](#) appear from behind the sarcophagi, attacking the party.

If the party defeats the Gespenst they should be awarded experience for an encounter with two CR12 enemies.

After defeating the [Gespenst](#), the party may investigate the room further.

Checking the sarcophagi, the party will see that each one is exquisitely designed, with a circular and ring pattern etched into the marble stone. Each sarcophagus is around 15ft long and 8ft wide, overly large for a normal bangaa.

Each sarcophagus has a plaque made of gold on the ends, facing into the middle of the chamber. Each one has a name written on them and a set of dials beneath.

NW - Moura, wearer of Titan's belt

SW - Tyreese, wearer of Ramuh's headband

NE - Vokhan, wearer of Shiva's headband

SE - Faela, wearer of Leviathan's belt.

With a set of 8 dials beneath, in 2 sections of 4: 0 0 0 0 - 0 0 0 0

Each sarcophagi has a dial password to unlock them. They can be disabled (DC 45) if the party lacks the codes. To solve them via trial and error would take between 46 hours and 92 days, far too long for the party to reasonably do.

NW - 9 1 8 2 - 1 1 4 2

SW - 8 8 8 8 - 4 7 6 9

NE - 0 6 9 3 - 0 7 3 6

SE - 7 7 7 7 - 3 5 3 5

If the party is using Detect Magic they will see that each sarcophagus has chronomancy and elemental school magic placed on them.

With a spellcraft check (DC 30) they can identify that each of the sarcophagi have magic to slow the content's decay and to destroy the contents if the containers are forced open. The magic could be dispelled with a dispel spell and check of 26.

If the party attempts to break the sarcophagi, they will hear an explosion from within, which will destroy the contents.

On opening the sarcophagus they will find the skeletal remains of long-dead bangaa, kept in better condition due to the containers, the skeletons still have some muscle and skin on their bones though any form of reanimation would fail to raise them.

Each corpse has 1 item of note, described before, and can be identified with spellcraft (DC 23):

NW - [Belt of Giant Strength +6](#). A belt of fine leather with gold inlays and outlines. A buckle depicting Titan holding up the world.

SW - [Headband of Vast Intelligence +6](#) with Knowledge arcana, local and history. An intricate headband of woven mithral with blue and purple gemstones. The woven designs are reminiscent of power staves and lightning.

NE - [Headband of Inspired Wisdom +6](#). An ornate emerald headband with silver lines across it, icicle designs forming into the connections of the woven emerald.

SE - [Belt of Incredible Dexterity +6](#). A flamboyant belt of blue tanned leather, showing an enormous serpent biting into its tail from one end to the buckle.

After opening every sarcophagus in this room, the party can roll perception (DC 20) to hear a loud movement of gears and shifting of metal to the south.

South Corridor - SC1

Just south of the central chamber, the party will find yet another long corridor in a cross junction. To the west and east are more long hallways that veer to the north.

Just south of this hallway is a wide and tall double iron door at 20ft wide. A lone torch on the west of the door lights up a portion of this hall, another far to the east lights up the eastern hall.

With a perception check (DC 20) the party will notice some small writing at the bottom of the iron doors, in blood that has started to fade away. It reads:

“Faela, the lucky, take the lucky number repeating for the first and then half the lucky repeating twice for the second”

Below the writing is some moss, in a weirdly humanoid shape.

With a knowledge nature check (DC 20) they can assume the moss is possibly from a long decayed corpse and skeleton have been eaten by the local area.

With a spellcraft (DC 16) they can tell the blood is also made permanent via the use of magical writing.

Western Hall - WH1

To the west of the first cross junction are several columns of sarcophagi, lining the walls and a divider wall in the middle of this hall. 4 on the outer wall, 5 on the inner wall.

2 torches light up the entrance to this hall on the north side, shining against some of the sandstone and grey stone sarcophagi.

If the party has low-light or darkvision they may spot a single [Draugar](#) seemingly dormant in the hallway. If the party has a light-source the [Draugar](#) will notice it and attack them, if not the party is allowed a surprise round. If the [Draugar](#) notices the party it will attack, along with another one on the other side of the divider wall.

If the party defeats the Draugar they should be awarded experience for an encounter with two CR12 enemies.

The items of the Draugar will decay when they die.

After dealing with the [Draugar](#) the party can investigate the western hall further. Several of the sarcophagi are closed, except for 5, 3 that have red silk inside and 2 that have blue silk. The blue silk sarcophagi have skeletons within them, though the red do not.

If the party looks over the sarcophagi they will see that each one has a name and date. The ones still legible read:

[Beltra - 689 - 722](#)
[Kon - 592 - 621](#)

Nolna - 700 - 736
Mapo - 623 - 716
Fos - 701 - 736
Lonar - 693 - 736
Lorn - 698 - 736"

Aside from the sarcophagi, there is nothing else of note in this hall.

Eastern Hall - EH1

To the east of the first cross junction are several columns of sarcophagi, lining the walls and a divider wall in the middle of this hall. 4 on the outer wall, 5 on the inner wall.

A single torch on the north side and one to the south light up a small portion of this hallway.

If the party has low-light or darkvision they may spot two [Gheists](#) seemingly dormant in the hallway. If the party has a light-source the [Gheists](#) will notice it and attack them, if not the party is allowed a surprise round. If the [Gheists](#) notice the party they will attack, along with another one on the other side of the divider wall.

If the party defeats the Gheists they should be awarded experience for an encounter with three CR10 enemies.

After dealing with the [Gheists](#) the party can investigate the western hall further. Several of the sarcophagi are opened, showing either red or blue silk inside, skeletons remaining in the blue silk sarcophagi.

If the party looks over the sarcophagi they will see that each one has a name and date. The ones still legible read:

"Bessar - 651 - 692
Aenop - 642 - 662
Qanae - 701 - 736
Tiner - 512 - 736 (This opened sarcophagus has a pocket watch inside that still ticks)
Gust - 631 - 736
Moona - 688 - 736"

As the party looks over the sarcophagi they will also notice a patch of moss and a

satchel bag with some slight magic emanating from it.

With a knowledge nature check (DC 20) they can assume the moss is possibly from a long decayed corpse and skeleton have been eaten by the local area.

With a spellcraft check (DC 23) they can tell the satchel has some chronomancy magic to slow the decay of the bag and its contents.

Inside the satchel is a notebook, full of notes of the local area, people and quests the holder went on. It is easily decipherable that the book is around 200 years old due to the dates within.

One page of the notebook is of importance, written in common:

"Due to being trapped, my only hope of escape is someone coming here, or finding a way out. The large sarcophagi contain heroes of old, at least for the bangaa. If I could only get inside the one that contains Vokhan I might increase my magical powers with their headband. All I know of this hero was that they were close with their sibling, Lonar, the combination to the container must be-

The note is cut short and stained in blood.

Interim Hall - IH1

[Some prior information on the door can be found in the South Corridor section.](#)

The large double iron doors are locked (DC 35) but will unlock automatically if the party has opened all 4 sarcophagi in the central chamber. The lock itself is a large rectangular slot that has 9 different positions it can move to, sliding in the metal. There are no holes to look through.

After unlocking the door the party can open the massive iron doors, requiring at least 1 party member per door with a strength check (DC 15).

As the door opens it will cause a low-toned grinding of rock and shuffle of dust from both the floor and ceiling. As the doors

open they slam locked open as the gears inside make a damning clinking sound.

With the doors fully open, the light-up hall inside reveals 4 [Dark Skeletons](#) that will attack the party on sight.

If the party defeats the Dark Skeletons they should be awarded experience for an encounter with four CR7 enemies.

After defeating the [Dark Skeletons](#), the party can investigate the room further.

It seems this is a sort of interim hall, connecting 2 wooden doors on the east and west and another large set of iron doors to the south.

The 2 wooden doors are unlocked with no keyholes, though the iron doors to the south have 4 large circular indentations that would seem to hold keys of sorts. The door can be disabled (DC 45) but will take an hour to do so.

Western Hall 2 - WH2

The western wooden door is unlocked with no keyhole. Opening the door will lead the party into a long hallway, with 2 torches lighting up a good portion of it.

Directly in front of the door, around 25ft away, are 2 more [Dark Skeletons](#) that will attack the party as the door opens.

If the party defeats the Dark Skeletons they should be awarded experience for an encounter with two CR7 enemies.

After defeating the [Dark Skeletons](#) the party can investigate the hall further. There are 3 more wooden doors to the south, though only 2 are lit up.

Each one has a keyhole and is locked (DC 30).

West Tomb 1 - WT1

Looking through the keyhole of the first door on the west will reveal a pitch-black room. If the party has darkvision they can spot 2 [Draugar](#) inside the room, aside 2 closed sarcophagi.

If the party spots the 2 [Draugar](#) they can have a surprise round on opening the door, if not the [Draugar](#) will attack as the door opens.

If the party defeats the Draugar they should be awarded experience for an encounter with two CR12 enemies.

The items of the Draugar will decay when they die.

After dealing with the [Draugar](#) the party can search the room more thoroughly. The [Draugar](#) will surprisingly have large circular sigils set in necklaces around their necks. The sigils read "Protect" and "Knights".

The room itself has 5 sandstone sarcophagi, each with golden name plaques, though they are all of no importance.

There is nothing else of note in this room.

West Tomb 2 - WT2

Looking through the keyhole of the second door on the west will reveal a pitch-black room. If the party has darkvision they can spot a [Gespenst](#) inside the room, beside a closed sarcophagus.

If the party spots the [Gespenst](#) they can have a surprise round on opening the door, if not the [Gespenst](#) will attack as the door opens.

If the party defeats the Gespenst they should be awarded experience for an encounter with one CR12 enemy.

After defeating the [Gespenst](#) the party can search the room more thoroughly. With a perception check (DC 20) they will find a megalixir.

The room itself has 4 marble sarcophagi, each with golden name plaques, though they are all of no importance. There is a destroyed sarcophagi in the southern corner, though it contains nothing of note.

There is nothing else of note in this room.

West Tomb 3 - WT3

Looking through the keyhole of the final door on the west will reveal a pitch-black room. If the party has darkvision they can spot no creatures inside of it.

Opening the door the party can see the room itself has 2 grey stone sarcophagi, each with golden name plaques, though they are all of no importance. Aside from the sarcophagi there are 3 piles of stone rubble from destroyed sarcophagi.

The party can search this room but will find nothing of note in this room.

Eastern Hall 2 - EH2

The eastern wooden door is unlocked with no keyhole. Opening the door will lead the party into a long hallway, with 2 torches lighting up a good portion of it.

Directly in front of the door, around 25ft away, are 2 more [Dark Skeletons](#) that will attack the party as the door opens.

If the party defeats the Dark Skeletons they should be awarded experience for an encounter with two CR7 enemies.

After defeating the [Dark Skeletons](#) the party can investigate the hall further. There are 3 more wooden doors to the south, though only 1 is lit up.

Each one has a keyhole and is locked (DC 30).

East Tomb 1 - ET1

Looking through the keyhole of the first door on the east will reveal a pitch-black room. If the party has darkvision they can spot no creatures inside of it.

Opening the door the party can see the room itself has 1 sandstone sarcophagus, with a golden name plaque, though they are of no importance. Aside from the sarcophagus there are 4 piles of stone rubble from destroyed sarcophagi.

The party can search this room but will find nothing of note in this room.

East Tomb 2 - ET2

Looking through the keyhole of the second door on the east will reveal a pitch-black room. If the party has darkvision they can spot 2 [Draugar](#) inside the room, aside 2 closed sarcophagi.

If the party spots the 2 [Draugar](#) they can have a surprise round on opening the door, if not the [Draugar](#) will attack as the door opens.

If the party defeats the Draugar they should be awarded experience for an encounter with two CR12 enemies.

The items of the Draugar will decay when they die.

After dealing with the [Draugar](#) the party can search the room more thoroughly. The [Draugar](#) will surprisingly have large circular sigils set in necklaces around their necks. The sigils read "Light" and "The".

The room itself has 5 sandstone sarcophagi, each with golden name plaques, though they are all of no importance.

There is nothing else of note in this room.

East Tomb 3 - ET3

Looking through the keyhole of the final door on the west will reveal a pitch-black room. If the party has darkvision they can spot 2 [Gespenst](#) inside of it.

If the party spots the 2 [Gespenst](#) they can have a surprise round on opening the door, if not the [Gespenst](#) will attack as the door opens.

If the party defeats the Gespenst they should be awarded experience for an encounter with two CR12 enemies.

After defeating the [Gespenst](#) the party can see the room itself has 1 grey stone sarcophagus, with a golden name, though they are of no importance. Aside from the sarcophagus there are 4 piles of stone rubble from destroyed sarcophagi.

With a perception check (DC 20) they will find a megalixir, Mega Potion and 250 gil.

Master Tomb Chamber - MTC

Approaching the huge iron doors to the south of the Interim hall, the party will notice the 4 large circular keyholes, spread 5 foot apart from one another horizontally.

An indented ring can be seen going around the keyholes. Placing a key into a hole will have the indent either light up red or blue, signifying correct or wrong.

The keys must be inserted to spell the phrase "Knights protect the light".

If the party fails to obtain the keys, or attempts to open the door without them, they may make a disable device check (DC 40) to unlock it.

After using all the keys, or pick locking the door, the indents will glow a bright blue. A hum can be heard from the door as cogs begin to turn in the mechanisms within. With a large grating of rock and screeching of metal the huge doors rotate open.

Opening up into a large square room, the interior is lit by 2 statues holding braziers of fire. Directly in front of the door is a raised platform with steps leading to the top. Sat in the middle of the platform is a sarcophagus, large in design with intricate engravings along the sides. In the south-west and south-east corners are 2 smaller sarcophagi.

The room has a heavy scent of sulphur alongside the large crackling of the fires.

Written in large letters on the sarcophagus is the name "Deregannar II".

If the party enters more than 15ft into the room, the walls will begin to shake, releasing both dust and rock to the floors. A low-pitch but loud rumbling noise can be heard all around as if the earth itself was being shifted.

The rumbling gets closer until the southern wall explodes with rubble and sinew. A creature bursts from the rock, though is kept attached via tendrils and tendons of both flesh and brick.

Slowly creaking its head upwards to look at the party, they will see it to be an old Bangaa with pale skin and hair, its glowing

hate-filled red eyes pierce the party. Covered in wounds, cuts, stitches and missing chunks of flesh, it is a wonder the bangaa is still in 1 piece.

Its mouth opens, letting out dust and blood,



dripping to the floor beneath it. With a deathly, echoing voice, it speaks to the party in common:

"It has been so long since I feasted so, centuries of prolonged hunger sated by greedy adventurers coming to take my property from me.

In droves you come here, feeding my roots and rock. Now you come to feed my true form. With your bodies, I will finally gather the energy to leave this hold and take down the elvaan who terrorised us so long ago.

This will be the rise... of Deregannar the 2nd!"

With his final words, the bangaa will pull upwards with his upper body and arms, as the earth beneath the parties feet will shake and shoot upwards.

Pushing both the floor and the ceiling above, the party will be thrust back outside to the estate gardens.

In front of them is the main manor, as it starts to shake, shift and crash apart, the brick and windows shattering as it shrinks slightly, forming arms and horns. The middle portion of the manor explodes apart, showing

the bangaa within the middle of it, shifting the building to suit his needs.

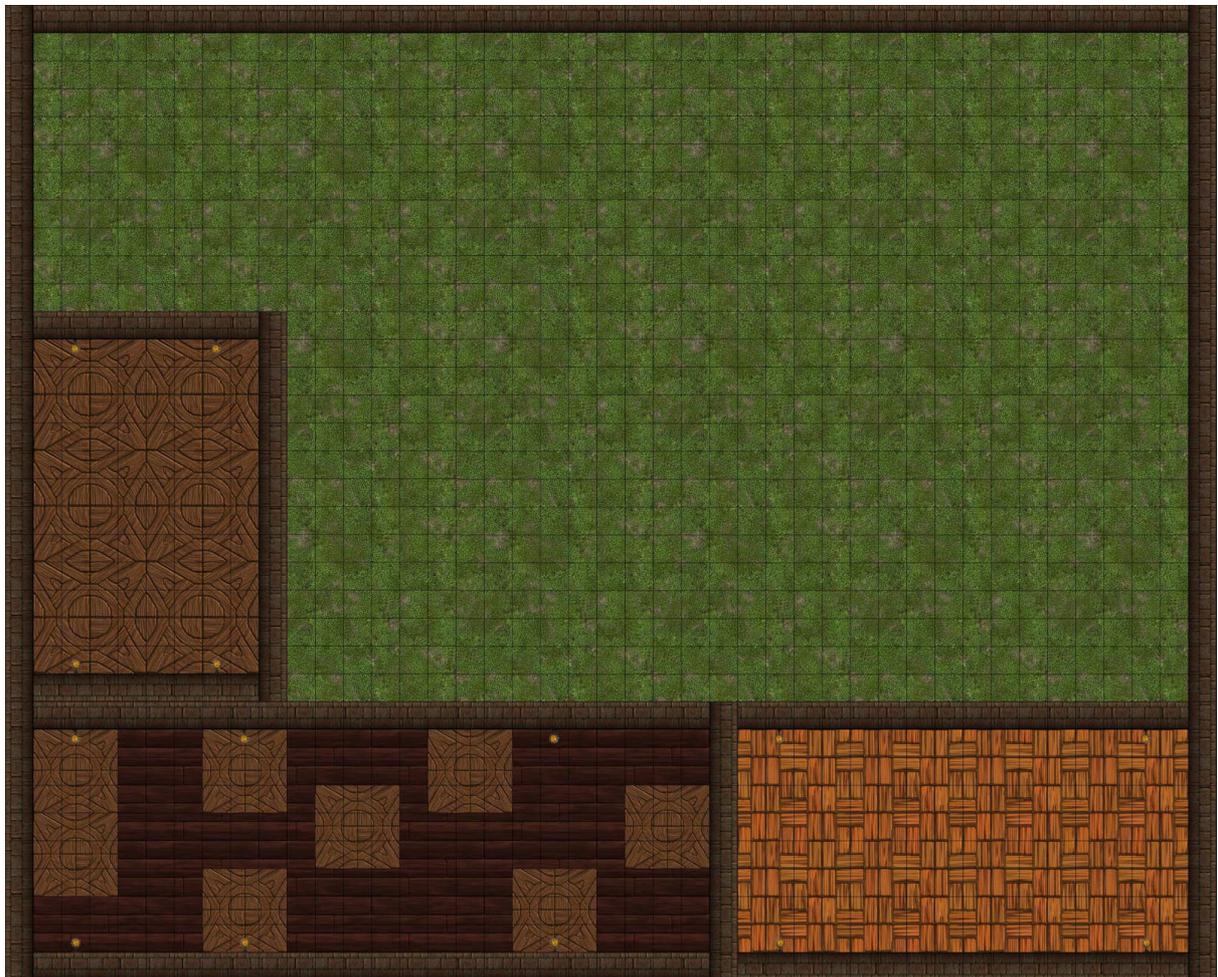
The colossal building creates an enormously large monster, with the drain pipes forming eyebrows, the door a mouth and the rock and stone beneath forming countless legs.

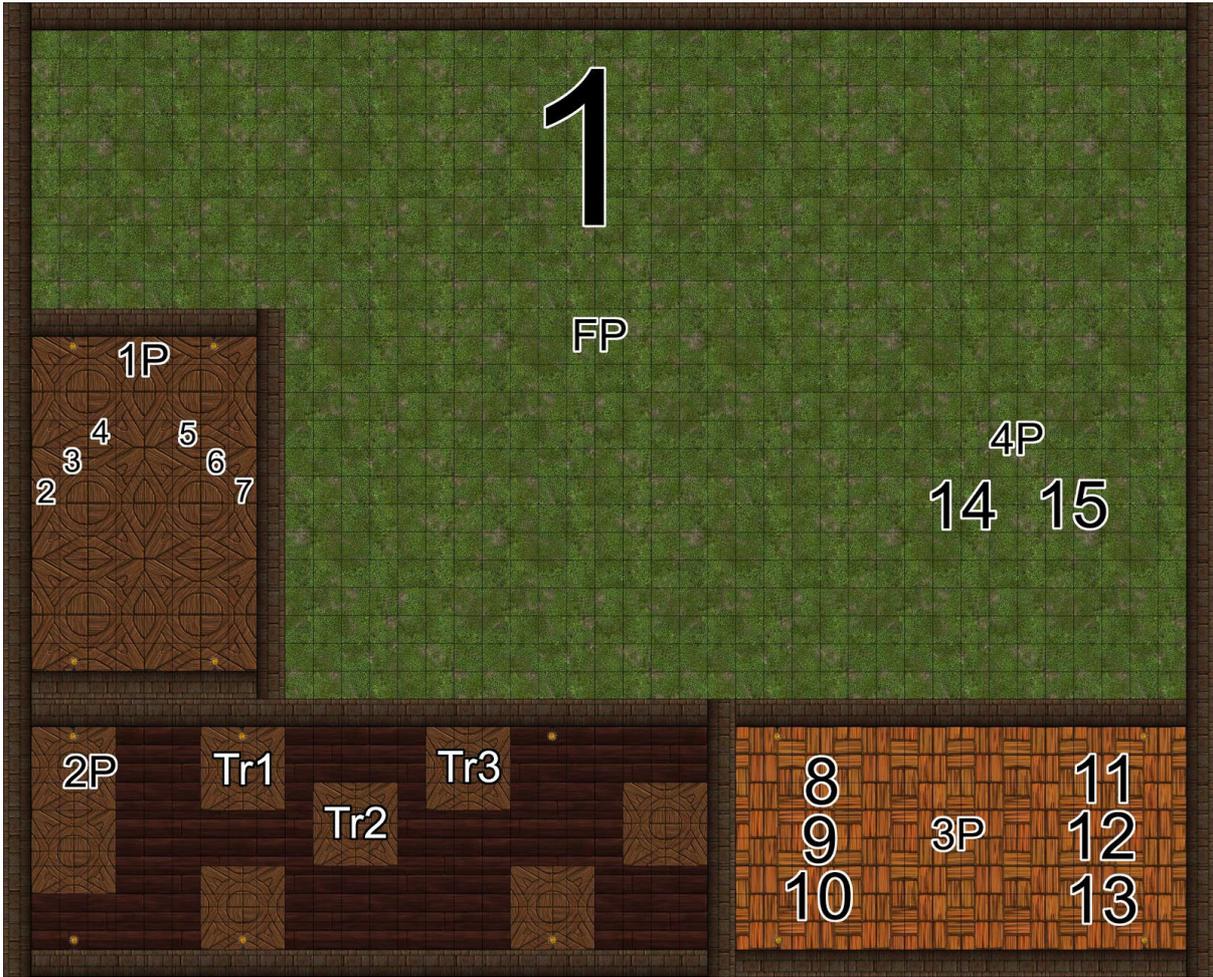
A loud roar erupts from the elderly bangaa, with shockwaves pushing back dust and rubble. With a large crack, the house stretches its rocky claws to attack the party.

The exterior and interior tombs should award around 304,000 exp in total, 76,000 exp if split between 4 characters.

"The party should be at 404,610 exp if they have done everything so far"

Deregannar Boss Fight





- 1: [Deregannar Manor](#)
- 2 - 7: [Ereshkigal](#)
- 8 - 13: [Clockwork Soldier](#) with the [Giant](#) template
- 14 - 15: [Elder Water Elementals](#)

Tr1 - Tr3: Different traps, noted in the section.

With the party now stood amongst the garden grounds, the manor will dig its claws into the ground once more, as the earth shakes a large dome encases the party as they are thrust underground and through both rock and brick.

1st Phase - Manor Device - 1P:

Spat out from a hole in the wall, the party appears within a small room with wooden floorboards and brick walls. Lit up brightly by several torches, the party can see the first of the summoning devices, overflowing with magic.

No Change: The device explodes with magic, as it summons 6 [Ereshkigal](#) into the room, who attack the party immediately.

Dispelled: The device fizzles with magic, seemingly unable to complete its spell. It summons 3 [Ereshkigal](#) into the room, who attack the party immediately.

Divine Stone: The device shakes and cracks as the power is absorbed into the divine oracle stone. It shatters as if made of glass.

The 6 [Ereshkigal](#) will be summoned into the room in mounds of flesh and blood, exploding forth from failed summoning portals.

After defeating the enemies, or having put a divine oracle stone in it previously, the northern wall will start to shake and melt as if made of flesh. A drained Deregannar II will form through the wall, still being attached to the wall by his arms and legs.

The party may attack him while he is like this, he has an AC of 10 and 100 hp.

The Bangaa will only stay for 1 round, at which point the party will be swallowed up by more rock to be transported to the next room. (Keep track of how much HP the Bangaa has left)

2nd Phase - Dojo Device - 2P:

Thrust from the floor, the party are flung upwards around 50ft as they land atop a raised wooden platform. Lit up with yet more torches, the party can see a longer room, at

the end is another device surrounded by a barrier.

Several other platforms fill the room, though plenty of empty space causes 50ft drops between each platform. The characters will need to jump or fly across.

No Change: All 3 of these traps will be hidden amongst the northern platforms.

Dispelled: Only the first 2 traps will be hidden, the 3rd will explode when the party land on the beginning platform. The device will fizzle a bit as it does so.

Divine Stone: All traps will explode with energy and not function. The device will shatter as if it were made of glass as the traps explode.

Trap 1 - Perception DC 28; Disable Device DC 28. The first trap will have a massive chunk of slate crush the platform and the characters on it. Dealing 10d6 bludgeoning damage, reflex save (DC 25) for half damage.

Trap 2 - Perception DC 30; Disable Device DC 30. The second trap will chill the party with a force of cold, dealing 15d6 ice damage, fortitude save (DC 19) for half damage.

Trap 3 - Perception DC 26; Disable Device DC 26. Third trap will cause the party to become heavily sick and frail. Dealing 1d6 strength and constitution damage, will save (DC 21) to negate the effect.

After passing the traps and getting to the western platform, Deregannar II will appear from the wall once more and allow the party to attack him for 1 round. He has an AC of 10 and 100 hp. (Keep track of how much HP the Bangaa has left). After the round has ended the party will be swallowed up by more rock to be transported to the next room.

3rd Phase - Workshop Device - 3P:

Getting dropped from the ceiling, the party will arrive in yet another room, midway in size from the last 2. With a different style of wooden floor, the room is lit yet again by torches.

Landing in the room another device will appear as it brims with summoning magic.

No Change: The device will spark as metal and wire are formed out of nothingness, creating 6 [Clockwork Soldier](#) with the [Giant](#) template, all of which attack the party immediately.

Dispelled: The device will fizzle a bit as only 3 Clockwork Soldier with the Giant template are spawned into the room.

Divine Stone: The device will shatter into glass as it attempts to summon creatures into the room.

The [Clockwork Soldier](#) with the [Giant](#) template will be summoned in as masses of metal and screws with a failed summon.

After defeating the Clockwork Soldiers, or if they used a stone in the workshop, a drained Deregannar II will form through the wall, still being attached to the wall by his arms and legs.

The party may attack him while he is like this, he has an AC of 10 and 100 hp.

The Bangaa will only stay for 1 round, at which point the party will be swallowed up by more rock to be transported to the next room. (Keep track of how much HP the Bangaa has left)

4th Phase - Quarters Device -4P:

As the party is shifted around in a ball of rock, the ball begins to crumble away, revealing them to be hurtling into the skies above. As the rocks completely crumble, the party is left flying through the air, several miles upwards.

As they are falling back down to the ground, which will take several rounds, another device will form and follow along with them.

No Change: The device will seep out summoning magic as clouds and vapor form into 2 [Elder Water Elementals](#), which attack the party immediately.

Dispelled: The device will fizzle a bit as it summons 1 Elder Water Elementals, which attack the party immediately.

Divine Stone: The device will shatter as if made of glass, failing to summon anything except some water.

After defeating the enemies, or having used a stone in the servant quarters, a drained Deregannar II will form amongst the skies, attached to portals around his 4 limbs.

The party may attack him while he is like this, he has an AC of 10 and 100 hp.

The Bangaa will only stay for 1 round, at which point the party will be swallowed up by more rock to be transported to the next room. (Keep track of how much HP the Bangaa has left)

Final Phase - FP:

As the party is finished with the 4 phases, the ball of rock they are surrounded in crashes back down to the garden grounds, the bangaa within the manor seemingly hurt from the experience.

With a final roar he will address the party:

"It is a wonder you yet live!"

So be it, mortal versus manor, I shall deal with you myself!"

The [Deregannar Manor](#) will then attack the party. Tally up how much hp each of his 4 forms had left and add it to 120 to find his current HP.

As the party lands the final blow against the [Deregannar Manor](#) it will start to creak, crack and crumble away. Ghostly wails can be heard as the whole estate starts to steam and let out mist from the ground.

The manor begins to crumble into rubble on the floor, making a pile of brick and slate, the body of Deregannar II slumping in the middle of it all.

As the manor collapses, so does the surrounding walls and buildings, the estate turning to debris around the party.

The rumbling starts to cease as the estate is now silent and dormant, the silence being broken by the sound of chirping birds and the dark sight being replaced with rays of sunlight as the clouds disperse overhead.

The bangaa within the rubble is motionless and lifeless, a necklace now visible around its neck.

Approaching the bangaa, the party will easily tell that any life it had has left its body, the wounds all across its body showing an empty inside, with only a few tendrils holding the empty shell together.

The party can surmise that Deregannar II was only held together with magic, and upon defeating him and his devices his power slowly ebbed away.

Taking the necklace from the corpse, they will recognise the sigil on it as the final relic they are looking for.

If the party defeats Deregannar II they should be awarded experience for an encounter with four CR15 enemies.

The final boss fight should award around 204,800 exp in total, 51,200 exp if split between 4 characters.

"The party should be at 455,810 exp if they have done everything so far"

After Defeating the Manor

With Deregannar II defeated and the estate in ruins, the party will start to hear shouting from outside the walls.

A loud and confident hume voice can be heard in the distance, calling out in common:

"I repeat, are there any other survivors?"

Shuffling can be heard as the party can make out a few humes in full-plate, wielding swords and guns, ioun torches above their heads.

They quickly aim their guns at the party, standing in an alert status. Quickly, a

hume pushes past them, looking amongst your group.

If the party has completed The Crimson Materia adventure, they will recognise the man as Investigator Biggs, otherwise, he will introduce himself.

If completed TCM:

"Oh, it's you!"

He turns to the armoured troops

"It's alright, I know these people, they are on our side"

If not:

"Hello there, I am Investigator Biggs, might I ask your names and purpose of being here?"

After which the party may explain their situation, to which Biggs will believe them.

After the introductions, Biggs will inform the party on his business here:

"I was on a hot lead of some local summoning magic of the highest caliber. Collating reports and readings, I was able to find that this manor was the cause.

Since Erenna has had issues with its teleportation hall I checked that out and concluded it was connected.

I asked permission from the city of Erenna to take some forces to deal with it, and due to my reputation they accepted it.

It seems you've dealt with the disturbance, I can tell the magic in the air is dissipating "

If asked about survivors, he will say:

"We've only found 2 others who were able to escape this place, a burmecian and a moogles. They are currently healing back at Erenna"

After any other discussion has taken place:

“Due to your efforts, I can offer a teleport back to Niffél, we can head back to Erenna and use the teleportation hall there.”

Following Biggs, the party is led back to Erenna without harm. Arriving back at the city, it seems abuzz with talk and activity, several people talking about explosions and monsters seen towards the north-east, others recalling their relatives heading in that direction.

Arriving at the teleportation hall, Biggs will speak with one of the workers there, asking for a jump to the capital city of Niffél. Handing over a bag, Biggs returns to the party where he directs them to stand in one of the arcane circles.

A mage enters the circle and incants, a bright flash of purple light shoots up from the lines of the circle, encasing the party and transporting them to the hall in Niffél.

Landing with a wave of compressed air, the party is amongst the hustle and bustle of the capital's teleportation hall, seeing frequent use.

Biggs will thank the mage, who returns back to Erenna. Turning to the party, Biggs will address them:

“Well, here we are, I hope you don't mind if I join you in your debrief to Deregannar VIII? I will have some questions for him as well.”

It is up to the party if they allow him to accompany or not.

[Returning to Deregannar VIII](#)

Arriving back in Niffél, the party makes their way back to Deregannar VIII, who currently resides at an estate within the capital, as told of in the hall meeting so long ago.

Arriving at the estate, the party will be greeted by a bangaa butler, draped in flowing brown and orange clothing.

The bangaa will ask the parties' reason for being there, showing him a relic or

mentioning them will have him let the party enter inside.

The bangaa will ask the party to await within the dining room as he goes to get his master.

Looking around the interior, the estate is quite lavish, though not exactly designed for a bangaa or for the Deregannar line, seemingly an establishment on rent or lent to the wealthy merchant while he stays within the capital.

The dining hall is large and extravagant, with golden cutlery and paintings of large plains and mountainsides. A roaring fireplace both keeps the room warm and lit.

After a few moments, Deregannar VIII will arrive within the dining hall, a few servants along with him.

With a smile on his face, he sits down and beckons the party to do the same if they are not already.

“I am of the understanding that you have returned with news of my family's relics?”

If asked about the relics he will say:

“They are old sigils, once shown, show the authority of the family member. An old custom, though one that our ancestors holds in high regard, I aim to display them with pride of our past”

If told about the monsters:

“We did warn of monsters and demons ahead of time, and made sure to ask only those we knew to have strength amongst them. Sadly, it seems that many were overestimated”

If asked about Deregannar II:

“The second of the name, it felt out of use for some time. I do not recall much of Deregannar II, aside from his reign occurring around the time of the War of Rules.”

If pressured for more money:

“The relics are more of symbolic or emotional value, they are worth a pittance otherwise. The amount I offered far exceeds how much you’d get for them elsewhere. If you need any additional payment, you may keep most of what you gathered from the manor for your own.”

If the party hand over the 4 relics, or as many as they could collect:

“Wonderful, just as described by my grandfather, and his father to him. I am surprised at how well they have survived these past few centuries. ”

He will snap his fingers, to which the butlers will bring out bags of holding containing 25,000 gil per relic. They will deposit the money onto the table, or straight into the party’s bags of holding.

With their reward, the party may leave the estate to spend their money and have some downtime after the long quest they just finished.

Cleaning Up The Module

With the quest complete, the party can return to the Colourful bard to rest and recuperate. Allow the party to sell their loot if they have any, with the metropolis’ allowed spending they might need to sell it over time.

It is up to you where you take the party from here, either on a new adventure of your own or the next one in the line of adventures by myself.

At the end of this adventure, if the party had done everything and are following this series of adventures, they should be at 455,810 experience, allow them to level to 14 at this

point, or set their exp to 445,000 if they lack the experience required.

It is suggested you give the players some downtime in-game to do any retraining or crafting that they need, my suggestion is 60 days worth as the adventure did not have much in the way of downtime.

That is all there is for this Adventure, I hope it taught you a few rules about the system, led into regular trap usage, allowed you to play with new mechanics like phased bosses, puzzles and more.

If you have any questions, queries or want to chat about the module feel free to contact me on the FFD20 Discord.

I hope to have you read my future modules.

Characters and Enemies

The following are module/campaign-specific enemies. They will pop up a few times in the campaign, or may also be avoided depending on player choice.

All other enemies are pulled from the FFD20 site and the Bestiary within. You can search the site for the appropriate enemies.

The FFD20 enemies used in order of appearance are:

[Basilisk](#), [Black Nakk](#), [Wood Golem](#), [Zaghnol](#), [Circuittron](#), [Magic Vice](#), [Bandersnatch](#), [Orcish Beastrider](#), [Nakk](#), [Goblin mage](#), [Red captain](#), [Tot Aegis](#), [Gargoyles](#), [Seelies](#), [Piscodaemons](#), [Mimics](#), [Killer Bee](#), [Corrosive Spiders](#), [Cryonades](#), [Large Water Elementals](#), [Yellowtooth](#), [Dark Soul](#), [Tonberry](#), [Stunner](#), [Dark Skeleton](#), [Forgiven Enmity](#), [Ereshkigal](#), [Clockwork Soldier](#), [Dark Nation](#), [Eyemoeba](#), [Halma](#), [Pale Head](#), [Battery Mimic](#), [Black Mage Doll](#), [Black Mage Doll](#) with [advanced](#) template, [Forgiven Dissonance](#), [Sea Snake](#), [Squidraken](#), [Elder Water Elemental](#), [Maelstrom](#), [Mahanaga](#), [Sea Worm](#), [Gespenst](#), [Gheist](#), [Clockwork Soldier](#) with the [Giant](#) template.

3rd Day - Ambush Camp

Keruleru - CR 9

With a devious smile on their face, this small tarutaru instils fear not due to his size but due to the intent behind that wicked smile.

XP 6400

Tarutaru white mage 10

NE Small humanoid (Tarutaru)

Init +7; **Senses** Low-light; Perception +12

Defence

AC 18, touch 14, flat-footed 15 (+4 Armour, +3 Dex, +1 Size)

hp 65 (10d6+20)

mp 59

Fort +4, **Ref** +6, **Will** +11; (+1 versus spells or spell-like effects)

Offence

Speed 20 ft

Ranged +1 Holy Staff +10 (1d6+5)

Special Attacks Lay on Hands 9/day (5d6)

Spells Known (White Mage CL10th, Concentration +16)

At Will (DC 16) - [Alleviate](#), [Burst of Light](#), [Create Water](#), [Dancing Lights](#), [Mending](#), [Message](#), [Read Magic](#).

1st (DC 17) - [Bless Weapon](#), [Blind](#), [Choco Feather](#), [Chocobo Haul](#), [Cure](#), [Light](#), [Mage Armor](#), [Protect](#), [Wind Shield](#).

2nd (DC 18) - [Cure II](#), [Dwarf's Endurance](#), [Lesser](#), [Galka's Strength](#), [Lesser](#), [Mount](#), [Communal](#).

3rd (DC 19) - [Cura](#), [Cure III](#), [Dispel](#), [Elemental Resistance](#), [Communal](#).

4th (DC 20) - [Dwarf's Endurance](#), [Galka's Strength](#), [Shieldra](#), [Vanish](#).

5th (DC 21) - [Curaga](#), [Protect III](#), [Stoneskin](#), [Communal](#), [Wall of Stone](#).

Statistics

Str 8, **Dex** 16, **Con** 12, **Int** 16, **Wis** 18, **Cha** 8

Base Atk +5; **CMB** +3; **CMD** 16

Feats Toughness, Improved initiative, Extra MP, Spell Focus: Enhancing, Still Spell.

Skills Heal +17, Knowledge (Arcana) +18, Knowledge (Local) +7, Perception +12, Spellcraft +12.

Languages Common, Lalafellan, Draconic, Elvaan, Goblin, Orc.

SQ White Magery (Increased Healing x1, Spell Mastery x2), Lay on Hands 9/day (5d6), Mage Talents (Concentrate, Defensive Feedback, Healing Spell, Vigor, Idealize), Divine Caress, Focused Caster, Divine Seal, Clear Mind 2, Metamagic Enhancement -1, Innate Spells (Cure I, Cure II), Auto-Regen, Doublecast 1/day,

Gear +1 Holy Staff, Headband of Inspired Wisdom +2, Curing Belt, Ring of Sustenance, Echo Screen.

Tactics

Before Combat If Keruleru knows of approaching threats he will cast Dwarf's Endurance and Galka's Strength on martial for +8 to CON and STR. He will then use Stoneskin communal on all allies.

In Combat Keruleru will start combat using Vanish, then buffing up his allies and healing them. All his buffs are increased by +2 for ability scores, and all heals have 1 extra die.

Description

A somewhat tricky tarutaru whose appearance as a White Mage does nothing to hide his evil intent. While small in stature, he has a dangerous aura around him, with plenty of corpses in his past.

Robed in grey clothes, this Tarutaru has paler skin than most of his race.

Keruleru weighs 81 lb and is 3 foot 1 inch tall.

Hume Ambusher - CR 6

Wearing full-plate covered in dried blood, this hume is almost indistinguishable from the monstrous humanoids that plague the lands.

XP 2400

Hume fighter 7

NE Medium humanoid (Hume)

Init +5; **Senses** Perception +7

Defence

AC 24, touch 11, flat-footed 23 (+10 Armour, +3 Shield, +1 Dex)

hp 66 (7d10+21)

Fort +7, **Ref** +3, **Will** +2;

Offence

Speed 40 ft (30 ft in armour)

Melee +1 Cutlass +15/+10 (1d6+11/18-20x2) or +1 Cutlass +13/+13/+8 (1d6+11/18-20x2)

Special Attacks Rain of Blows, Overhand Chop

Statistics

Str 18, **Dex** 12, **Con** 14, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +7; **CMB** +11; **CMD** 22

Feats Toughness, Improved Initiative, Weapon Focus (Cutlass), Shield Focus, Power Attack.

Skills Bluff +6, Intimidate +9, Perception +7.

Languages Common and Lalafellan.

SQ Chosen Weapon: Cutlass, Martial Flexibility, Fighter Talents (Fast Movement, Melee Power, Rain of Blows), Overhand Chop, Reliable Strike, Backswing,

Gear +1 Cutlass, +1 Full-Plate, MWK Heavy Steel Shield.

Tactics

Before Combat If the Hume Ambusher knows of approaching combat they will ask any nearby spellcasters to buff them, then move into formation.

In Combat The Hume Ambusher will use Martial Flexibility to give themselves access to Combat Expertise and Improved Trip, making use of the combat manoeuvre to trip their opponents with the last attack of their full attacks.

Description

With shining gear, through all the caked-on dirt, this ambusher certainly has made their money via the mugging of less fortunate adventurers.

Plenty of their gear is mismatched, though it doesn't seem to hinder the ambusher in any way, except for plainly looking like a thug,

The Hume Ambush weighs 200 lb, with their gear they weigh 265 total, and is 6 foot 6 inches tall.

9th Day - Hunting Band

Golden Nakk - CR 9

A glorious golden fur coat boasts both a regal manner and expensive taste of this Nakk. Leading their pack into battle, this rare creature is a force to be reckoned with.

XP 6400

NE Medium magical beast

Init +8; **Senses** Darkvision 60 ft., low-light vision, scent; Perception +10

Defence

AC 24, touch 13, flat-footed 20 (+4 Dex -1 Size, +11 Natural)

hp 150 [204] (12d6+72+12)

Fort +14, **Ref** +12, **Will** +5;

Immune Lightning, Fire

Weakness Earth

DR 5/Adamantine

Offence

Speed 50 ft

Melee Bite +19 (2d6+10 plus 2d6 lightning plus trip)

Special Attacks Blood Howl, Greater Magic Fang

Statistics

Str 24, **Dex** 18, **Con** 22, **Int** 8, **Wis** 12, **Cha** 14

Base Atk +12; **CMB** +20; **CMD** 34 (38 vs trip)

Feats Toughness, Improved initiative, Improved Natural Attack (Bite), Improved Natural Armor, Weapon Focus (Bite), Power Attack.

Skills Acrobatics +13, Perception +10, Stealth +6, Survival +4 (+8 scent tracking), Swim +7.

Racial Modifiers +2 Perception, +2 Stealth, +2 Survival

Languages Common.

SQ Charge Fang, Howl of the Nakk Pack

Special Abilities

Blood Howl (Su)

A golden nakk can howl, granting him and his allies a +2 dodge bonus to AC and a +2 morale bonus to attack rolls for 1d6 rounds within a 15-foot radius of himself. Blue mages can learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Greater Magic Fang (Su)

3/day, a golden nakk enhances himself or an ally with great magical strength within 40 feet. A golden nakk gives one natural weapon or unarmed strike of the subject a +3 enhancement bonus on attack and damage rolls for 12 hours. The ability can affect a slam

attack, fist, bite, or other natural weapons. This bonus does not allow a natural weapon or unarmed strike to bypass damage reduction aside from magic. Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus (regardless of your caster level). Blue mages can learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Charge Fang (Ex)

A golden nakk's fangs get charged with lightning whenever they attack a target, dealing an extra 2d6 lightning damage.

Howl of the Nakk Pack (Ex)

The golden nakk lets out a loud howl as a standard action, calling forth any creatures of the nakk family within 1000 feet to their aid.

Tactics

Before Combat If the golden nakk knows of approaching threats it will use Greater Magic Fang on itself, and the 2 closest naks if it has the time.

In Combat The golden nakk will use Howl of the Nakk Pack to summon allies within the vicinity to its aid. After summoning allies it will attack whoever it believes to be the weakest target.

Description

A large pristine coated nakk, the golden shimmers of its fur is coveted by collector and merchant alike. Looking somewhat similar to normal naks, the golden nakk's coat shimmers more brilliantly as well as gifting onto the creature a higher resilience to attacks.

Trophy

After defeating the golden nakk, adventurers can attempt to make a trophy out of its fur.

The identify check is knowledge arcana (DC 24) and takes 1 minute.

The harvest check is survival (DC 24) and takes 30 minutes.

The creating trophies check is craft leather, or anything suitable for furs (DC 24) and

generally requires water or snow, and some form of perseverative like salt.

A golden nakk pelt weighs 10 lbs and sells for around 4,250 gil.

Editor Notes

The golden nakk is designed as a boss, or rare, type of monster. As such you shouldn't put too many into your game. The pelt price far exceeds the normal price of trophies to reflect this rarity, if you use this magical beast more often reduce the pelt price to 850 gil.

18th Day - Goblipumpkimon

Goblipumpkimon - CR 10

A hulking automaton made of pumpkin, wood and metal with a devilish grin cut into it. Goblin-like eyes can be seen shimmering inside the maw of this frightening sight.

XP 9600

N Large construct (plant)

Init +1/+8; **Senses** darkvision 60ft; Perception +3

Aura [frightful presence](#) (60 ft., DC 21);

Defence

AC 26, touch 10, flat-footed 25 (+1 Dex, -1 Size, +16 Natural)

hp 160 (13d10+30)

Fort +6, **Ref** +7, **Will** +9;

DR 10/adamantine;

Immune [construct traits](#), magic, earth.

Resist Ice 10, Lightning 10, Water 10;

Offence

Speed 30 ft

Melee 2 slams +21 (2d6+9)

Space 10 ft.; **Reach** 10 ft.

Special Attacks Trick or Treat, Pumpkin Throw (3d6+8)

Statistics

Str 28, **Dex** 12, **Con** -, **Int** -, **Wis** 16, **Cha** 10

Base Atk +13; **CMB** +23; **CMD** 34

Special Abilities

Immunity to Magic (Ex)

A Goblipumpkimon is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the fire descriptor, which affect it normally.

Pumpkin Throw (Su)

Goblipumpkimon throws a huge pumpkin from its back and hurls it at a foe. Goblipumpkimon makes a ranged touch attack roll against a target within 30 feet. If the attack hits, he deals 3d6+6 points of earth damage and the target must make a Fortitude save (DC 17) or be inflicted with Slow status for 1d4 rounds. Blue mages may learn this ability as a 3rd level spell (Rock Throw) (Knowledge: Arcana or Technology DC 19).

Trick or Treat (Ex)

As a move action, 1/round on the controller's turn, the Goblipumpkimon can choose to randomly choose an effect for itself or its foes within 60 feet. Roll a 1d2, 1 means it affects a single ally, 2 means it affects a single enemy. Roll a 1d4 to see how it affects the targets, 1 causes the target to be poisoned for 6 rounds, 2 causes the target to gain fast healing 2 for 6 rounds, 3 causes the target to become exhausted, 4 causes the target to restore 2d6 hp and 1d6 mp if this affects the Goblipumpkimon they gain 5d6 hp.

Controller Drac (Ex)

The Goblipumpkimon has a controller within its chassis, allowing the construct to have 2 turns per round, roll initiative for the Goblipumpkimon as normal and again for the controller at +8, The Controller is a Goblin with 12 AC, 18 HP. When it comes to the controller they may use Trick or Treat, or any other abilities and actions of the Goblipumpkimon, but can only attack with 1 slam instead of 2. The controller is completely safe within the Goblipumpkimon and cannot be targeted.

Tactics

Before Combat If the Goblipumpkimon knows of approaching foes, or if they spot foes at all, they will charge in a surprise round at the

opponents. If it has allies, it will wait for buffs that can go through its immunity.

In Combat The Goblipumpkimon will attack any child-like creatures it can find, if not it finds the smallest targets. It will slam into the creature, leaving any other actions to the controller. The controller will use Trick or Treat every turn, otherwise, it will use its other actions to manoeuvre the Goblipumpkimon into position as well as attempt trips on targets.

Description

A large construct made of mismatching plants, wood and pumpkins, with some pieces of metal spread around. It looks like a large walking pumpkin, complete with flaming eyes and jaw.

The Goblipumpkimon weighs 2500 lb, and is 16 foot tall.

Editor Notes

The Goblipumpkimon is created with max HP for their HD, this is to make them a challenging mid-boss. It is up to GMs if they wish to change this to the normal average, which would be 101 hp. It also has 2 turns, whereas most creatures have 1, make sure you factor this in when designing fights with this creature.

Deregannar Manor

Deregannar Gate - CR 10

A demonic gate with metallic horns and glowing red eyes, malformed into a monster once opened, kills those who dare enter through it.

XP 9600

NE Large aberration (Shapechanger)

Init +7; **Senses** darkvision 60ft; Perception +6

Defence

AC 26, touch 12, flat-footed 23 (+3 Dex, -1 Size, +14 Natural)

hp 114 (12d8+48)

Fort +9, **Ref** +8, **Will** +8;

DR 10/adamantine;

Immune [construct traits](#), earth, immune to anything that requires a fortitude save

Offence

Speed 30 ft

Melee 2 slams +16 (1d8+7 plus grapple)

Space 10 ft.; **Reach** 10 ft.

Statistics

Str 24, **Dex** 16, **Con** 18, **Int** 2, **Wis** 10, **Cha** 10

Base Atk +9; **CMB** +17 (+21 if grapple); **CMD** 30 (cannot be tripped)

Feats Greater Grapple, Improved Grapple, Improved initiative, Improved Unarmed Strike, Power Attack, Weapon Focus (Slam)

Skills Disguise +15, Perception +6, Sense Motive +10

Special Abilities

Monstrous Grab (Ex)

The Deregannar Gate can morph its being to better grapple its opponents. When grappling an opponent, it may give up 1 slam attack and make grapple attempts separately. It can still attack with its over slam, or even grapple a second target.

Tactics

Before Combat The Deregannar Gate disguises itself as a Gate, attacking anyone who passed through it.

In Combat Starting off combat, the Deregannar Gate will grapple the closest opponent and try to grapple another if it succeeds.



Description

An unsuspecting gate made of grey and black coloured steel. Growing large horns and metallic horns, it becomes a demonic visage of animated metal. Glowing red eyes pierce its opponents as the demon within wants to eat them.

The Deregannar Gate weighs 840 lbs, and is 10 foot tall.

Book Swarm - CR 6

An amalgamation of pages and books wrapped in thick leather. Flapping around in a torrent of knowledge that deals more damage than any sword.

XP 2400

N Diminutive construct

Init +4; **Senses** blindsight 60ft; Perception +1

Defence

AC 25, touch 18, flat-footed 21 (+4 Dex, +8 Size, +3 Natural)

hp 44 (8d10)

Fort +4, **Ref** +8, **Will** -1;

Defensive Abilities [swarm traits](#);

Immune [construct traits](#), weapon damage;

Weakness Fire

Offence

Speed 5ft, fly 20ft.

Melee Swarm (2d6 plus distraction)

Space 5 ft.; **Reach** 0 ft.

Special Attacks [distraction](#) (DC 14)

Statistics

Str 4, **Dex** 18, **Con** -, **Int** -, **Wis** 1, **Cha** 1

Base Atk +8; **CMB** -; **CMD** -;

Tactics

Before Combat The Book Swarm will hide amongst other books, commonly in libraries, and attack when they can surround enemies.

In Combat The Book Swarm will pick a specific target, and continue to follow them until they are unable to, or kill the target.

Description

A collection of leather-bound tomes, full of information and power. When harmed, or mistreated, the books come to life and hunt down those who would mistreat their pages.

Each book is around 6 inches wide and 9 inches tall with a thickness of 2-3 inches, though some novela can be twice that size. Each book weighs around 1-3 lbs.

Illusion Demon - CR 12

A demon formed with red and orange scales and chitin. His body almost looks like that of a cloaked man, though with fearsome horns and even fiercer eyes.

XP 19,200

CE Medium outsider

Init +8; **Senses** darkvision 60 ft; Perception +21

Defence

AC 34, touch 11, flat-footed 33 (+10 Armor, +1 Dex, +13 Natural)

hp 147 (14d10+56+14)

Fort +15, **Ref** +10, **Will** +15;

DR 10/good

SR 23

Immune death effects, earth, energy drain, fire, ice, lightning, petrification.

Offence

Speed 40ft (30ft in armour)

Melee Greatsword +21/+16/+11
(2d6+9/19-20x2)
Space 5 ft.

Statistics

Str 21, **Dex** 19, **Con** 18, **Int** 19, **Wis** 18, **Cha** 19

Base Atk +14; **CMB** +19; **CMD** 33;

Feats Combat Reflexes, Great Fortitude, Improved initiative, Iron Will, Power Attack, Toughness, Weapon Focus (Greatsword).

Skills Acrobatics +15, Bluff +21, Climb +10, Disable Device +15, Disguise +18, Escape Artist +12, Intimidate +18, Perception +21, Sense Motive +21, Spellcraft +10, Stealth +15.

Languages Abyssal, Common, Draconic, Ignan, Infernal.

Gear +1 Full Plate, +2 Greatsword.

Tactics

Before Combat Making heavy use of traps and illusory magic, the Illusion Demon will try and set up ambushes for his targets.

In Combat Singling out the strongest martial fighter, the Illusion Demon will attempt to take out the closest physical target.

Description

Looking regal and dignified due to his body seemingly forming a cloak, this imposing demon lets off fiery sparks from his chest and horns.

The Illusion Demon weighs 210 lbs and is 6' 7". His gear weighs 58lbs.

Kengo - CR 13

A Yojimbo lookalike that resides within glacial grottos. Biologists have determined from its distinct colouration that this swordsman is a slightly different species, but its abilities far surpass those of other sword-wielding daemons. Thankfully, it is rare to spot these daemons outside of cold caverns.

XP 25,600

NE Large outsider (Daemon, Evil, Extraplanar)

Init +12; **Senses** darkvision 60 ft; Perception +25

Defence

AC 29, touch 19, flat-footed 19 (+2 Armor, +8 Dex, -1 Size, +2 Dodge, +8 Natural)

hp 243 (18d10+99+18) [324]

Fort +15, **Ref** +19, **Will** +17;

DR 10/-

Resistance Fire 20;

Immune Dark, death effects;

Weaknesses Lightning, light

Offence

Speed 40ft

Melee +2 Katana +32/+27/+22/+17
(2d6+18/18-20x2)

Ranged Shuriken +27/+22/+17/+12 (1d3+11)

Space 10 ft. **Reach** 10ft.

Statistics

Str 32, **Dex** 26, **Con** 24, **Int** 18, **Wis** 18, **Cha** 24

Base Atk +18; **CMB** +29; **CMD** 50;

Feats Blind-Fight, Cleave, Great Cleave, Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (Katana), Weapon Focus (Shuriken).

Skills Acrobatics +18, Bluff +28, Intimidate +25, Knowledge (Planes) +25, Perception +25, Sense Motive +25, Sleight of Hand +26, Spellcraft +22, Stealth +25, Use Magic Device +20.

Languages Abyssal, Common, Draconic, Infernal, Necril.

Gear +1 Silken Ceremonial Armor, +2 Katana, Phoenix Down, 10x Shuriken.

Special Abilities

Black Powder Mist (Ex)

3/day the kengo can spread out black powder into the battlefield to make it harder for enemies to target him. As a move action, the kengo releases black powder within 30ft that creates a 30ft radius of powder that grants concealment (20% miss chance) for 2d4 rounds, this does not affect the kengo's rolls. A heavy breeze can disperse the cloud, like from Aera.

Chilling Prison (Su)

3/day the kengo can select a single target to feel the chilling touch of death. The kengo may target 1 creature within 60ft to take 15d6 ice damage and be inflicted with the frozen status for 1d8 rounds. A DC 26 fortitude save halves the damage and prevents that status effect, this save is constitution-based.

Dark Impalement (Su)

3/day the kengo stabs his sword into the ground, creating an area of darkness that shoots up stalagmites into his foes. All creatures in a 30ft radius take 10d6 shadow damage. A DC 26 reflex save halves the damage, this save is constitution-based.

Death Cut (Su)

1/day the kengo can instantly kill a foe. As a full-round action, the kengo can slash at a target within 60ft, if the target fails a DC 26 Fortitude save they are instantly killed, if they save they instead take 15d6 shadow damage, this save is constitution-based. This counts as a death effect.

Impale (Ex)

When charging, a kengo deals double damage with his katana.

Wide Arc Slash (Ex)

Slashing in a horizontal arc, the kengo aims to slice his foes in two. As a full-round action, the kengo makes 1 attack roll that targets all enemies in a 30ft cone, if it hits the targets take normal katana damage x 1.5.

Tactics

Before Combat If the Kengo knows of approaching enemies, it will move into an advantageous position, generally in a dark corner to ambush his targets.

In Combat Starting off the fight with Black Powder Mist, Kengo will use Wide Arc Slash if his foes are grouped together, continuing with Dark Impalement if he is surrounded, or Death Cut if he is being attacked by a single melee target.

Description

A tall, pale-grey skinned daemon that otherwise looks like an olden time samurai. He wears a pink kimono with red and purple fire designs. Atop his head is a sandogasa that does little to hide his origins.

The Kengo weighs 687 lbs and is 9' 4". His gear weighs 11lbs.

Forgiven Dissonance- CR 14

A pale angel covered with pure white armor stretches her feathery wings as she glimpses across her opponents. Her holy sword and shield prepared for battle as she charges forth with great ferocity.

XP 38,400

LE Huge Outsider (Sin Eater)

Init +7; **Senses** Darkvision 60 ft., low-light vision; Perception +26

Defence

AC 35, touch 11; flat-footed 30 (+8 armor, +4 shield, +3 Dex, +10 natural, -2 size)

hp 175 [238] (14d10+98)

Fort +17, **Ref** +11, **Will** +9

Defensive Abilities Uncanny dodge;

DR 10/evil;

Immune Death, Holy, Outsider traits, Petrify, Stop;

Resist Lightning 10, fire 10;

SR 25;

Offence

Speed 50 ft., Fly 100 ft. (good)

Melee +2 Disruption Knight Sword +26/21/16 (2d8+10/19-20)

Space 15 ft.; **Reach** 10 ft.

Special Abilities Brazen Bull

Special Attacks Gibbet Cage, Pillory, The Path of Light, Iron Will, Power Attack, Toughness, Weapon Focus (Knight Sword)

Statistics

Str 30, **Dex** 17, **Con** 25, **Int** 18, **Wis** 18, **Cha** 23

Base Atk +15; **CMB** +27; **CMD** 40

Feats Alertness, Cleave, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (Knight Sword)

Skills Acrobatics +21, Craft (any one) +22, Diplomacy +24, Fly +21, Intimidate +24, Knowledge (planes) +22, Knowledge (religion) +19, Perception +26, Sense Motive +26, Stealth +13

Language Celestial, Draconic

Gear +2 Breastplate, +2 Disruption Knight Sword, +2 Heavy Steel Shield

Special Abilities

Brazen Bull (Su)

As a standard action, a forgiven dissonace can summon four indestructible orbs that move 10 feet per round. They shoot out a beam of light each every other round that have 50 ft. line reach with a 10 ft. radius. Each orb must make a range touch attack (+18), if successful, their beams of light do 5d6 points of holy damage. She cannot summon more than 4 orbs at once.

Gibbet Cage (Su)

Once every 1d6+1 rounds as a full round action, A forgiven dissonace releases a quick burst within 30 feet of herself. She must make a melee attack (+26), if successful, she does 8d8 half physical (slashing)/holy damage to each opponent within range. She cannot get an attack of opportunity during this and orbs cannot shoot beams during this effect.

Pillory (Ex)

Once every 1d4+4 rounds, A forgiven dissonace strikes down with great power towards an opponent near her. She must make a successful melee attack (+26), if she succeeds she does 20d8 points of physical (slashing) damage.

The Path of Light (Su)

A forgiven dissonace can unleash a blinding orb of light against a group of targets within a 150 feet radius burst from self. Creatures within the area of effect take 10d6 points of holy damage and must make a Reflex Save (DC 23) for half damage.

Thumbscrew (Ex)

A forgiven dissonace only uses this every other time the orbs shoot out. She will charge in a straight line hitting everyone within a 30 ft. line with a 20 ft. radius. Everyone must make a Reflex Save (DC 25) for half damage or take 6d8 half physical (piercing)/holy damage to each opponent within range.

Wooden Horse (Su)

Once every 1d4+1 rounds, A forgiven dissonace can detonate her orbs which blast straight back to her within a line that has a 10 ft. radius each. Each blast requires a Reflex Save (DC 23) for half damage or her opponents take 5d6 points of holy damage per line blast within range of. On her following turn she blast a frontal cone wave from her sword doing 12d8 points of holy damage. Everyone must make a Reflex Save (DC 23) for half damage.

Master Storm Elemental - CR 14

A swirling vortex of water and lightning, the master storm elemental is both a force of nature and magical might. With metallic claws and a metallic masquerade mask, they work to rid the world of material beings.

XP 38,400

NE Gargantuan Outsider (Water, Lightning, Elemental, Extraplanar)

Init +7; **Senses** darkvision 60 ft; Perception +25

Defence

AC 28, touch 14, flat-footed 20 (+7 Dex, -4 Size, +1 Dodge, +14 Natural)

hp 248 (16d10+88+16) [320]

Fort +16, **Ref** +19, **Will** +16;

DR 15/-

Resistance Fire 20;

Immune Water, Lightning, Elemental Traits

Weaknesses Earth

Offence

Speed Fly 100 ft. (perfect)

Melee 2 Slams +26 (3d10+4 plus 2d8 lightning damage and 2d8 water damage)

Space 20 ft. **Reach** 20ft.

Spells Known (SC CL16th, Concentration +25)

1st (DC 18) – [Thunder](#), [Water](#)

2nd (DC 19) – [Thunder II](#), [Water II](#)

3rd (DC 20) – [Lightning Bolt](#), [Thundara](#), [Thunder III](#), [Water III](#), [Watera](#)

4th (DC 21) – [Ball Lightning](#), [Shock Spikes](#), [Hydraulic Torrent](#)

5th (DC 22) – [Lightning Arc](#), [Shock](#), [Thundaga](#), [Drown](#), [Waterga](#)

6th (DC 23) – [Chain Lightning](#), [Shock Spikes II](#), [Confusion](#), [Control Water](#)

Statistics

Str 38, **Dex** 24, **Con** 29, **Int** 28, **Wis** 18, **Cha** 8
Base Atk +16; **CMB** +34; **CMD** 52;

Feats Cleave, Combat Casting, Dodge, Toughness, Great Cleave, Improved Bull Rush, Improved Critical (Slam), Iron Will, Lightning Reflexes, Power Attack

Skills Acrobatics +32, Escape Artist +32, Fly +18, Knowledge (Planes) +27, Perception +25

Languages Abyssal, Aquan, Auran, Banganese, Common, Infernal, Thorian.

Special Abilities

Congea Water (Su)

Once every 1d4+1 rounds, the elemental can surround a creature in a thin layer of magically viscous water. A target that fails the Reflex save (DC 22) becomes entangled and must hold its breath or risk drowning. The target or an adjacent creature can spend a full-round action on its turn scraping off the clinging fluid, allowing a new Reflex save with a +2 bonus; otherwise, the effect lasts for 1d4 minutes. The save DC is Wisdom-based. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Drench (Ex)

The elemental's touch puts out non-magical flames of Large size or smaller. The creature can dispel magical fire it touches as dispel (caster level equals elemental's HD).

Metal Mastery (Ex)

A storm elemental gains a +3 bonus on attack rolls if its opponent is wearing metal armour, is wielding a metal weapon, or is made of metal (such as an iron giant).

Spark Leap (Ex)

A storm elemental gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

Umbral Storm (Su)

Once every 1d3 rounds, A storm elemental can unleash a bolt of blinding lightning burst against a group of targets within 50 feet in a 20-ft.-radius burst. Creatures within the area of effect take 8d6 points of lightning damage and are inflicted with the Blind status for 1d4+1 rounds. A successful Reflex (DC 27) halves the damage and negates the status effect. The save DC is Intelligence-based Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

Vortex (Su)

A storm elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.

Tactics

Before Combat The master storm elemental will set up Shock Spikes II on itself before combat and create a battlefield with plenty of water.

In Combat Starting off the fight with large area spells like Thundaga or Waterga, the storm elemental will test for any resistances or immunities. Afterwards, it will target individuals with Drown or Chain Lightning.

Description

An overly large vortex of water and electricity, having formed from an aberrant storm. Filled with hatred for material plane beings it seeks to kill any that are close to it.

A master storm elemental is 80 feet long and weighs 96,000 lbs.

Deregannar Manor - CR 15

A colossal house made of brick and stone, shaped into a demonic visage. With claws made from brick and countless pieces of slate protruding from this beast, it emanates an otherworldly presence unlike no other.

XP 51,200

CE Colossal outsider (banga)

Init +7; **Senses** darkvision 60ft, Tremorsense 60ft; Perception +26

Defence

AC 24, touch 6, flat-footed 20 (+3 Dex, -8 Size, +1 Dodge, +18 Natural)

hp 420 (21d10+210)

Fort +24, **Ref** +14, **Will** +16;

Hardness 15;

Immune [Outsider traits](#), Wind, Water, Earth, Death effects, Fear effects, Negative status effects;

Resist Shadow 20, Lightning 10, Ice 10, Fire 10;

Offence

Speed 30 ft, Climb 30ft, Burrow 60ft;

Melee 2 Slams +27 (4d8+13)

Space 50 ft.; **Reach** 40 ft.

Special Attacks Deregannar Prison, Planar Storm, Demonic Roar.

Statistics

Str 36, **Dex** 16, **Con** 30, **Int** 12, **Wis** 14, **Cha** 16

Base Atk +21; **CMB** +42; **CMD** 56 (cannot be tripped)

Feats Cleave, Combat Reflexes, Dodge, Great Cleave, Great Fortitude, Improved initiative, Improved Natural Armor, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (Slam).

Skills Acrobatics +24, Bluff +27, Climb +34, Disguise +24, Intimidate +21, Perception +26, Sense Motive +26.



Special Abilities

Deregannar Prison (Su)

The manor may use this ability as a standard action and as long as no cage is currently in use. Raising its arms, the manor pulls the prisons from below the earth. Targeting a single target within 60ft, the Manor attempts to encase the target, unless they succeed a reflex save (DC 25). The cage is 10ft in size and has 40hp and 8 hardness.

Planar Storm (Su)

3/day as a standard action the Manor creates a vortex, the manor may select a 20ft area up to 60ft away, sending all targets 100ft into the air, causing them to fall to the floor prone and dealing 10d6 damage. A fortitude save (DC 25) negates this effect and instead only deals 5d6 water damage.

Demonic Roar (Su)

Once every 1d4 rounds, as a standard action, the manor roars to the heavens. All creatures in 100ft take 5d8 non-elemental damage and must make a fortitude save (DC 25) or become deafened for 2d4 rounds.

Banga Center (Ex)

At the centre of the Manor is a Bangaa who controls it, with an AC of 14. Creatures can target the Bangaa at a -20 to their ranged attack rolls, or succeed a jump check to leap 30ft and attack at a -10 to melee attack rolls. If the attack hits, it is a confirmed critical.

Tactics

In Combat The Deregannar Manor will use Deregannar Prison on any spellcaster it can identify within the first round of combat. After encasing a spellcaster, or failing to, it will use Planar Storm to attempt to put the rest of his enemies on the floor prone.

Description

A colossal outsider that uses a manor as its material form. Created with brick, slate and rock. It uses drain pipes for eyebrows, a door for a mouth and creates both arms and horns from brick.

The Deregannar Prison weighs 260,000 lbs, is 50 foot tall and wide, and 80ft long.

Editor Notes

The Deregannar Manor is created with max HP for their HD, this is to make them a challenging final-boss. It is up to GMs if they wish to change this to the normal average, which would be 325 hp.

Spells

Sanctuary

enhancing/illusion

Level: white mage 1, illusionist 1

Casting Time: 1 standard action.

Range: touch

Target: creature touched

Duration: 1 round/level

Saving Throw: will Negates

Spell Resistance: no

Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but may use non-attack spells or otherwise act.

Items

Wondrous Items

Item Name	Description	Cost	Aura	CL	Spell(s) Needed
Divine Oracle Stones	Ward an area against enemies.	4,000 gil	Moderate enhancing/illusion	8	Sanctuary

Divine Oracle Stones

Aura moderate enhancing/illusion; **CL** 8th; **Slot** -; **Price** 4,000 gil; **Weight** 8lbs

Description

A set of 4 fist-sized rocks inscribed with blue runic symbols and drawings. Glowing with a faint light, enough to see the ground you're placing them on, these rocks hum with a reverberating noise as if it was a generator. Each rock weighs around 2 lbs each, costing around 1000 gil each.

Placing these stones at intersections on a grid, which takes 1 hour to do (20 minutes per stone), you can create a 20ft area that offers protection against hazardous environments, any chaotic or evil-aligned creatures as well as any outsider of non-good alignment. Summons, Primals and Avatars cannot penetrate this barrier regardless of alignment. Any listed creatures that are within the confines when the stones are placed are returned to their plane, or pushed outside of the barrier. Attacks by these creatures are also halted.

Once placed the stones stay active for 8 hours, but end their effects if any inhabitant uses any offensive action. The stones can be dispelled like normal wondrous items regardless of who tries to dispel them. After being used these stones lose any magical properties and become ordinary stones.

Using any less than 4 stones creates an unstable connection and thus will not provide any protection.

Additional stones can be used to increase the area by 5ft per extra stone, but the duration does not extend.

Construction Requirements

[Craft Wondrous Item](#), Sanctuary, non-evil alignment; **Cost** 2,000 gil

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