



RIFINTI CLIFF DWELLING

An Adventure Site Web Enhancement for *Races of the Wild*

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As noted in *Races of the Wild*, the Rifinti are fairly typical as raptorans go. To uninitiated visitors, however, they may seem decidedly odd—sleeping during the day, staying up all night, holding endless debates about seemingly trivial matters, and disdaining wealth and personal ornament. In addition, their communal living and working arrangements are practically unknown in other cultures. Odder still, the Rifinti seem distrustful of strangers, yet unstintingly kind to beings in need.

Rifinti Cliff Dwelling is an adventure site that can be dropped into any area that has a mountain valley, alpine lakes, and considerable forest cover. Though the Rifinti tend to shun strangers, those who seek out this area can find a variety of adventures here. As always, feel free to adapt the material presented here as you see fit to make it work with your campaign.

PREPARATION

You (the DM) need the D&D core rulebooks—the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*—as well as *Races of the Wild*—to use this adventure site. The information presented here utilizes the D&D v.3.5 rules.

To get started, print out the adventure site, including the map. Read through the material at least once to familiarize yourself with the situation, site, and major NPCs (particularly their motivations). You must decide what kind of action takes place—whether the PCs simply stumble upon the site or have a reason to visit. Monster and NPC statistics are provided with each encounter area in abbreviated form or, where appropriate, references to entries in the *Monster Manual* or *Races of the Wild* are given.

BACKGROUND

The Rifinti have used this particular cliff dwelling for many years, and they are constantly maintaining and improving it. The flock varies in size from year to year, but so far, it has never been too large for this home.

The flock has recently taken in a wounded elf named Hannilac, who fell to an ambush while tracking some strangers through the wilderness. The Rifinti have established to their satisfaction that Hannilac presents no threat to them, but the flock leaders are concerned about the possibility that the attack on him portends trouble in the nearby elf village, and possibly even for the flock.

THE CLIFF

The Rifinti dwelling lies on the face of a 300-foot-high cliff that looks out over a snug valley. At the foot of the cliff is a deep lake nestled in the foothills of the sheltering mountains. Vast mountain lakes provide additional water, and the nearby alpine forests offer good hunting. Farther on, the rolling plains of the lowlands spread out in fertile grandeur.

The nearest settlement of any kind is Kalandri's Crossing, a small elf town with fewer than 1,000 residents. It lies across the lake, about 12 miles away as the eagle flies. In addition, a tribe of nomadic human barbarians sometimes hunts in the foothills where the mountains meet the plains.

Rifinti hunters and traders have sporadic contact with both the town and the nomads, but the raptorans maintain no official ties with either group. To the elves, the Rifinti are quaint, distant cousins who live in splendid isolation, sheltered from the woes of the broader world. To the humans, the Rifinti are near-legendary creatures that occasionally sail down from their mountain heights to converse with a lucky few who know their ways. In fact, contact between the raptorans and the nomads is so infrequent that the human adept or hunter who meets a Rifinti in his youth might not see another until he is in his dotage.

FEATURES

The Rifinti dwelling occupies the entire south face of the cliff. The Rifinti use the areas above and below the cliff for stargazing, debates, crafting, weapon practice, and other community events. A bit farther to the east, the Rifinti make charcoal in the forest.

The main portion of the dwelling, which includes living space as well as areas used for meetings, worship and work in inclement weather, is shown on the map on page 89 in *Races of the Wild*. The map has also been reproduced here for convenience.

The main dwelling, a two-story structure set into a natural hollow in the stone, is located 170 feet above the lakeshore. The ancestors of the present-day Rifinti built it generations ago with the help of many *stone shape* and *wall of stone* spells. Because of the artistry used in its construction, the whole structure blends seamlessly into the cliff's natural stone.

Unless otherwise stated in the text for a specific area, the dwelling's major features are as follows.

Walls

The dwelling's exterior walls are made of natural stone. Their eroded surfaces appear to offer plenty of

hand- and footholds for climbers, but the rock is so badly weathered that it tends to crumble at the slightest touch, making climbing a difficult and perilous prospect. The statistics below represent the wall sections near the dwelling's doors and windows.

◆ **Cliff Face:** 5 ft. thick; hardness 8; hp 450; Break DC 43; Climb DC 25.

The interior walls are also made of stone, but they're polished to the smoothness of silk.

◆ **Interior Walls:** 5 ft. thick; hardness 8; hp 450; Break DC 43; Climb DC 30.

Ceilings

The ceilings in the Rifinti cliff dwelling are arched in passages and domed in chambers. Each dome or arch is at least 20 feet high in the center and 10 feet high where it meets the walls. The lofty ceilings are designed to make the Rifinti comfortable by providing plenty of open space overhead.

Floors

The floors on both levels are made of smooth stone. Most are bare, but a few have loose coverings of furs, reeds, or other materials, as noted in the individual room descriptions.

Doorways

As with most raptoran structures, the doorways in the cliff dwelling are about 8 feet high and have a "T" shape that easily accommodates raptoran wings. A typical raptoran doorway has a lower, vertical portion about 5 feet wide and an upper, horizontal portion about 3 feet tall and 8 feet wide. An external doorway is also equipped with a narrow ledge about 2 feet deep to facilitate landings and takeoffs when the residents fly in and out. A typical entrance is shown on the map.


Doors

The dwelling has no actual doors—just a few leather curtains hung up to keep out drafts. In addition, the Rifinti have constructed a few sturdy, wooden partitions that they can use to block the exterior openings during emergencies. Cut to fit the T-shaped doorways, these 250-pound barriers are secured by driving wooden wedges into grooves cut into the doorway. Propping up a partition in a doorway and wedging it into place requires a full-round action.

◆ **Strong Wooden Partitions:** 2 in. thick; hardness 5; hp 20; Break DC 25.

Windows

The dwelling's windows are simple slits cut into the cliff wall to admit light. Each measures about 1 foot



wide, 6 feet high, and 5 feet deep and is fitted with translucent glass panes that the Rifinti make themselves. The glass is none too smooth or clear, but it does the job. The windows can be removed to let in fresh air or replaced with strong shutters that are just as sturdy as the partitions used to block the doorways.

◆ **Glass Window Panes:** 2 in. thick; hardness 1; hp 4; Break DC 9.

Light

Any room with a window or doorway leading outside has at least shadowy illumination (see page 165 in the *Player's Handbook*) during daylight hours. Some areas have artificial light sources that provide additional illumination, as noted in the individual area descriptions.

RAISING THE ALARM

Though not particularly warlike, the Rifinti have designed a well-organized defense for their dwelling. Any indoor disturbance eventually brings most of the adult members of the flock to the scene of the action. Unless a particular area description indicates a quicker response, Rifinti inside the dwelling typically take 1–2 rounds to fetch their gear before traveling to the scene by the shortest route. Rifinti outside the dwelling usually need at least 1 minute to reach it in an emergency.

If an alarm indicates that intruders are already inside the dwelling, the gliders (see area 7 and *Races of the Wild*, page 88) are in charge of gathering the flock's eggs and young and getting them to the safety of the forest. They usually need at least 3 rounds to get everyone out and on their way.

LOWER FLOOR

The lower floor of the cliff dwelling is used primarily for communal activities. The following sections include short descriptions of the major areas on the lower level of the dwelling, which are numbered for easy reference.

1. Entrances

From each of these locations, the Rifinti can unroll a rope ladder that extends 170 feet to the lakeshore below. The ladders are generally unrolled at dusk and taken up again at dawn. Although it's not apparent on the map, a narrow trail runs along the lakeshore at the base of the cliff, giving easy access to the bases of the ladders.

◆ **Rope Ladder:** 1 in. thick; hardness 0; hp 2; Break DC 23; Climb DC 0.

2. Landing Hall (EL 3 or 5)

By general agreement, adult Rifinti enter the dwelling here when they're flying or gliding. The short corridor leading to the south has the same "T" shape as a raptoran doorway (see the Features section), so that a flying Rifinti can keep his wings extended and glide right into the hall.

The floor in this area is recessed about 6 inches, and the Rifinti have filled this space with loose sand taken from the lakeshore to assure soft landings for fliers. Next to each pillar stands a wooden rake, which is used to smooth the sand in the corridor. Thanks to this thick covering of sand, a +5 circumstance bonus applies to all Move Silently checks made while traversing the floor. By the same token, however, a +5 circumstance bonus applies to any Spot checks made to locate invisible creatures moving or standing on the floor.

The Rifinti have strung perches about 10 feet above the floor of this chamber to aid in defense. The perches run both north to south and east to west.

◆ **Creatures:** One or two gliders are always on watch here to guard against unauthorized visitors.

◆ **Gliders (1–2):** hp 20 and/or 31; see area 7 for statistics.

◆ **Tactics:** Though still unsure of themselves, the gliders are eager to prove their mettle. They sit on the perches and keep a sharp lookout for intruders.

If they notice strangers roaming about unescorted, they immediately demand that the newcomers lay down their weapons and spell pouches. Strangers who comply are escorted out of the dwelling and down to the lakeshore, where they're told to await the sunspeaker (Elissto Nisian; see area 20).

Should the gliders believe strangers to be hostile (quite likely during the spring, or when the sentries at area 12 have given the alarm, or when the strangers don't immediately disarm), the gliders attack to the best of their ability. Usually, they begin by launching ranged attacks or spells from their perches, jumping from perch to perch as needed to maneuver. If melee attacks seem in order, the guards try to glide past the foe's front line and engage the rear ranks. No matter what tactics they employ, the gliders shout for help as soon and as often as they can.

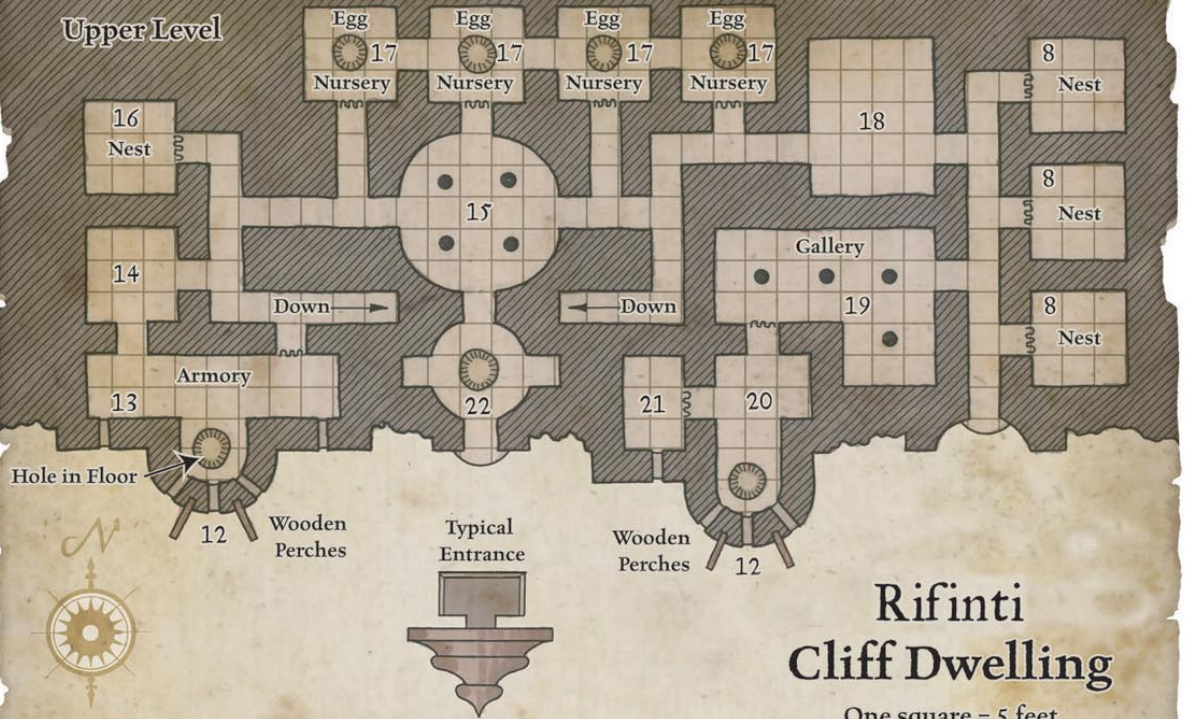
Any disturbance in this chamber brings the raptoran in charge of the workshops (area 3) running. Likewise, the guards here notice any disturbances in that area.

3. Workshops (EL 8 or 5)

These three chambers are furnished with sturdy wooden benches, firepits, and racks of tools and



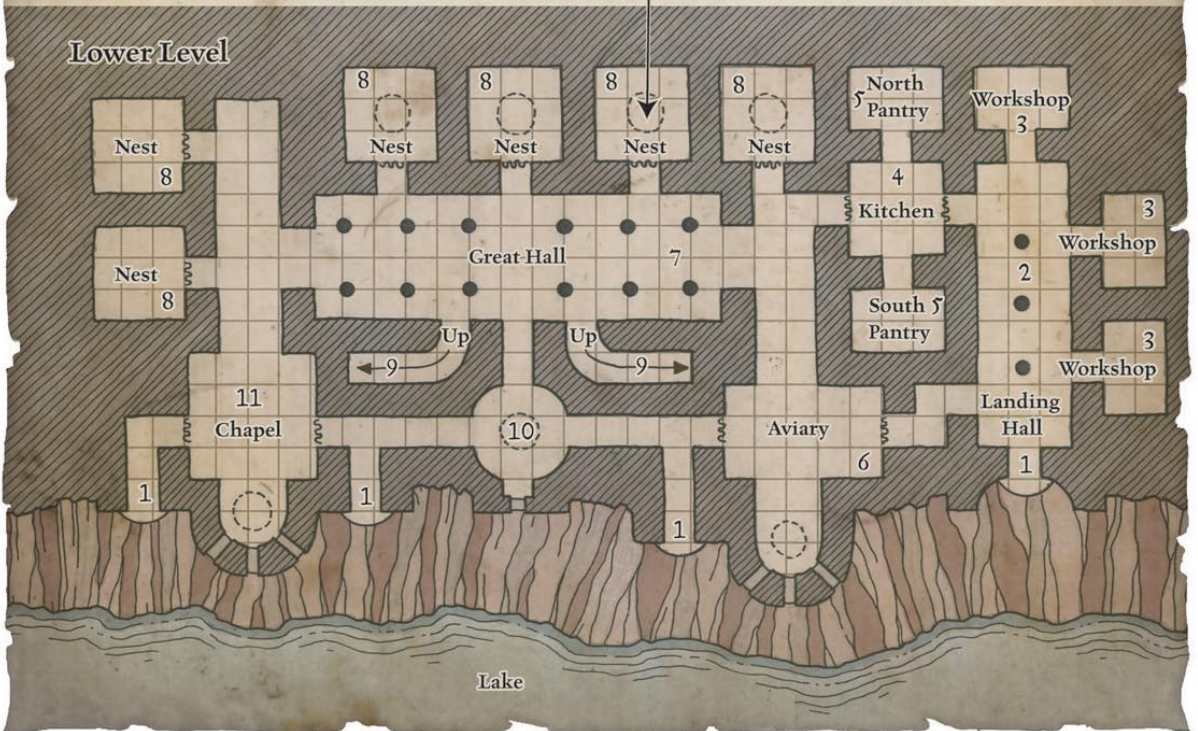
Upper Level



Rifinti Cliff Dwelling

One square = 5 feet

Lower Level





supplies for craftwork. Lamps fueled with oil that the Rifinti have rendered from animal fat provide illumination around the clock.

The Rifinti prefer to work out-of-doors when they can, but since doing so is not always possible or practical, the flock's crafters use these chambers as needed. At any given time, the benches in these rooms may hold a variety of unfinished items, including clothing, baskets, and pots. The Rifinti sometimes use these rooms for making bows and arrow shafts as well, but they make their metal weaponry in area 14.

Creatures: Delembriil Vintagil, the Rifinti supply chief, often drops by the workshops to check on any work in progress. In addition, Inkili, the oldest member of the flock, spends at least 18 hours a day here blowing glass or just puttering around. The elderly glassblower sleeps poorly because of his aches and pains, so he arrives well before sunset and usually doesn't leave until after dawn.

◆ **Delembriil Vintagil:** hp 42, see *Races of the Wild*, page 85–86.

◆ **Inkili:** Male raptoran warrior 2/expert 4; CR 5; Medium humanoid; HD 2d8+2 plus 4d6+4; hp 33; Init +2; Spd 30 ft., fly 40 ft. (average); AC 16, touch 13, flat-footed 14; Base Atk +5; Grp +5; Atk or Full Atk +6 melee (1d4/19–20, masterwork dagger) or +9 ranged (1d8/×3, masterwork composite longbow); SQ low-light vision, raptoran traits; AL NG; SV Fort +5, Ref +3, Will +5; Str 10, Dex 14, Con 12, Int 16, Wis 13, Cha 9.

Skills and Feats: Appraise +5 (+7 when appraising glass, leather, or metal items), Climb +6, Craft (glassblowing) +12, Craft (leatherworking) +9, Craft (metalworking) +9, Handle Animal +3, Jump +14, Knowledge (local) +6, Listen +6, Search +6, Spot +10, Survival +3; Alertness, Blind-Fight, Weapon Focus (composite longbow).

Languages: Common, Elven, Sylvan, Tuilvilanuue.

Raptoran Traits: Inkili takes only 1d6 points of damage from a fall of any height. He has an unerring sense of direction and always knows which way is north. Inkili can use his wings to glide, negating any damage from a fall of any height and allowing 20 feet of horizontal travel for every 5 feet of descent. Even if his maneuverability improves, he can't hover while gliding, and he can't glide while carrying a medium or heavy load. Inkili can fly for 1 round at no penalty, or for 2 rounds at the cost of becoming fatigued. While flying, he can make a dive attack (as a charge, but must fly at least 30 feet, descend at least 10 feet, and use a piercing weapon to deal double damage on a hit).

Possessions: Masterwork studded leather armor, *ring of protection* +1, masterwork dagger, masterwork composite longbow with 20 arrows, *universal solvent*, *potion of bear's endurance*, 2 *potions of cure light wounds*, 2 tanglefoot bags.

Tactics: Both Delembriil and Inkili react to strangers in much the same way as the guards in area 2 do, though they're much calmer about the prospect of repelling intruders. Both fight from aloft as much as they can and loudly shout for help. Delembriil uses *hold person* on a fighter-type, followed by *silence* against a spellcaster or a melee attack against a likely target. Inkili lobs a tanglefoot bag at the closest foe, then shoots arrow at whichever foe appears most dangerous.

Development: Anyone in this chamber notices disturbances in area 2 right away, and vice versa.

4. Kitchen (EL 0–8)

Food of some sort is always cooking in this chamber, filling the room with delicious smells. A pair of ovens and a stone hearth, all wood-fired, provide plenty of space for frying, broiling, and simmering food. In addition, the Rifinti often fill the three pits in the floor with embers from their fires, then bury clay pots of food in them to cook slowly.

Creatures: All the Rifinti except unfledged infants use the kitchen from time to time. During the night, at least one member of the flock is usually here cooking for his extended family at any given time, and the chef moves in and out during the day, tending whatever dishes she has in progress. At mealtimes, six or seven cooks may be working in here at once.

Raptorans (0–7): See *Races of the Wild*, page 68 (racial traits), page 88 (other flock members), and 160–162 (raptoran NPCs) for statistics.


5. Pantries

These two rooms are storage areas for foodstuffs and herbs. Baskets and clay jars are stacked on the floors and crammed into niches in the walls, and bunches of dried fruits and mesh bags stuffed with dried or smoked meats hang from the ceilings.

The Rifinti have caches of food (usually buried in stone-lined pits) all over the countryside around the cliff dwelling, but they also keep a few supplies near the kitchen for convenience. In an emergency, the Rifinti can survive on the food stored in these pantries (and in area 18) for several weeks.

6. Aviary (EL 5 or 6)

The Rifinti use this chamber to house some of their avian allies. The air smells slightly musty, thanks to the birds' feathers and the moldering scraps from their past meals.



In the northern portion of the chamber stand six pedestals, each about 5 feet high and topped with a platform about 3 feet square. Poles about 6 feet high rise from the southeast and northwest corners of each platform, ending in sturdy perches.

The chamber's south section is open, and a vertical shaft leads upward 15 feet from its ceiling to area 20. A wickerwork liner inside the shaft facilitates climbing (Climb DC 15). Any creature with clawed appendages (including a raptoran) gains a +10 circumstance bonus on Climb checks inside the shaft.

The floor is covered with a mixture of twigs, pine needles, herbs, and moss that absorbs the birds' droppings and food scraps. The Rifinti sweep up the whole mess several times a week and dump it in the forest. A patch of edible mushrooms grows on the dumpsite, and the Rifinti particularly relish these.

Creatures: Two mated pairs of giant owls and two dire hawks call this chamber home, and Lightning (Jenlisa Iltinger's dire hawk animal companion) is sometimes here as well. During the day, Lightning is in area 8a with his master, but at night he's here about 50% of the time and with Jenlisa the rest of the time.

➤ **Giant Owls (4):** hp 26 each; see *Monster Manual*, page 205.

➤ **Dire Hawks (2):** hp 32 each; see *Races of the Wild*, page 189.

➤ **Lightning:** hp 71; see *Races of the Wild*, page 83.

Tactics: The birds in this chamber don't care for visitors, and they won't tolerate intrusions by non-raptorans unless Jenlisa, Henesku, Chanil, or Miithi accompanies them.

In a fight, the two dire hawks fly at the closest foe, clawing and biting. They are perfectly willing to fight to the death to defend their roosting place.

The giant owls are cagey enough to pick out dangerous foes, such as spellcasters, and attack them first. The aviary is a little cramped for combat on the wing, but the owls can maneuver by hopping between the perches and platforms. If reduced to 10 or fewer hit points, they withdraw, exiting via the doorways to the east or west, or through the shaft leading to area 20—whichever route proves faster and safer.

If Lightning is present, he joins the owls in attacking spellcasters or other potent foes. He fights until the owls flee or until any bird is killed, then withdraws to find Jenlisa.

Development: In a fight, the birds in this chamber screech so loudly that every other creature in the dwelling can hear them. The noise brings the guards from area 2, plus any Rifinti in area 7, in 2 rounds. Rifinti anywhere else in the dwelling take 3 to 4 rounds to arrive.

7. Great Hall (EL 6)

Most of the Rifinti prefer the great hall to any other room in the whole dwelling. Benches line the walls here, and perches run between the pillars both north and south. When the chamber is in use, oil lamps similar to the one in area 3 are mounted in sconces on each of the chamber's twelve pillars. During cold weather, the Rifinti bring in massive clay urns filled with glowing charcoal to provide heat.

The Rifinti gather here to pursue their favorite pastimes: storytelling and debate. They hold a communal debate whenever any kind of issue—be it important or trivial—faces the community. They also meet here to tell stories once in awhile for variety. During any communal gathering, junior Rifinti (flock members who have not yet completed the Walk of the Four Winds) sit on the benches, and the senior members occupy the perches.


Creatures: Most hours of the day, the hall stands empty, except perhaps for three or four gliders (youngsters who are approaching adulthood but have not yet gone on the Walk of the Four Winds). They have a little time on their hands because they've mastered most of their lessons, but they don't yet have adult responsibilities. So they gather here to share their apprehensions about their coming ordeals. Statistics for a few typical gliders are given below.

➤ **Claneari:** Female raptoran druid 3; CR 3; Medium humanoid; HD 3d8+3; hp 20; Init +2; Spd 20 ft., glide 40 ft. (average); AC 17, touch 12, flat-footed 15; Base Atk +2; Grp +2; Atk or Full Atk +3 melee (1d6/18–20, masterwork scimitar) or +5 ranged (1d6, masterwork sling); SQ animal companion (Nae'fidrim; link, share spells), low-light vision, nature sense, raptoran traits, trackless step, wild empathy +2 (–2 magical beasts), woodland stride; AL NG; SV Fort +4, Ref +3, Will +5; Str 10, Dex 14, Con 13, Int 12, Wis 15, Cha 8.

Skills and Feats: Climb +1, Concentration +7, Handle Animal +5, Heal +8, Jump –3, Knowledge (nature) +9, Ride +4, Spot +4, Survival +8; Dodge, Scribe Scroll.

Languages: Common, Sylvan, Tuilvilanuue.

Animal Companion (Ex): Claneari has an owl named Nae'fidrim as an animal companion. Nae'fidrim's abilities and characteristics are summarized below.



Nae'fidrim: Female owl companion; CR —; Tiny animal; HD 3d8; hp 13; Init +4; Spd 10 ft., fly 40 ft. (average); AC 20, touch 16, flat-footed 16; Base Atk +2; Grp -9; Atk or Full Atk +8 melee (1d4-3, talons); Space/Reach 2-1/2 ft./0 ft.; SQ evasion, low-light vision, tricks (attack, come, down, fetch, guard, heel, mark†, stay); AL N; SV Fort +3, Ref +7, Will +3; Str 5, Dex 18, Con 10, Int 2, Wis 14, Cha 4.

†New trick described on page xx of *Races of the Wild*.

Skills and Feats: Hide +12, Jump -9, Listen +15, Move Silently +18, Spot +7; Alertness, Weapon Finesse.

Evasion (Ex): If Nae'fidrim is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw.

Animal Companion Benefits (Ex): Claneari and Nae'fidrim enjoy the link and share spells special qualities.

Link (Ex): Claneari can handle Nae'fidrim as a free action. She also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding her owl.

Share Spells (Ex): Claneari may have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. She may also cast a spell with a target of "You" on her animal companion.

Raptoran Traits: Claneari takes only 1d6 points of damage from a fall of any height. She has an unerring sense of direction and always knows which way is north. Claneari can use her wings to glide, negating any damage from a fall of any height and allowing 20 feet of horizontal travel for every 5 feet of descent. Even if her maneuverability improves, she can't hover while gliding, and she can't glide while carrying a medium or heavy load.

Trackless Step (Ex): Claneari leaves no trail in natural surroundings and cannot be tracked.

Woodland Stride (Ex): Claneari may move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect her.

Druid Spells Prepared (caster level 3rd): 0—*cure minor wounds, guidance, mending, resistance*; 1st—*calm animals* (DC 13), *faerie fire, produce flame* (+2 melee touch or +4 ranged touch); 2nd—*barkskin, flame blade* (+2 melee touch).

Possessions: Leather armor, +1 heavy wooden shield, masterwork scimitar, masterwork sling with 10 bullets, scroll of *chill metal*, 2 scrolls of *cure light wounds*, scroll of *entangle*, scroll of *magic stone*, scroll of *speak with animals*, scroll of *tree shape*, spell component pouch.

☛ **Ya'elidarik:** Male raptoran fighter 3; CR 3; Medium humanoid; HD 3d10+6; hp 27; Init +1; Spd 20 ft., glide 40 ft.; AC 18, touch 11, flat-footed 17; Base Atk +3; Grp +5; Atk or Full Atk +6 melee (1d10+2/19-20, masterwork bastard sword) or +5 ranged (1d8/×3, masterwork composite longbow [+2 Str bonus]); SQ raptoran traits; AL CG; SV Fort +5, Ref +4, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +3, Jump -1, Spot +3, Survival +3; Exotic Weapon Proficiency (bastard sword)^B, Lightning Reflexes, Plunging Shot†, Point Blank Shot^B.

†New feat described on page 152 in *Races of the Wild*.

Languages: Common, Tuilvilanuue.

Raptoran Traits: Ya'elidarik takes only 1d6 points of damage from a fall of any height. He has an unerring sense of direction and always knows which way is north. Ya'elidarik can use his wings to glide, negating any damage from a fall of any height and allowing 20 feet of horizontal travel for every 5 feet of descent. Even if his maneuverability improves, he can't hover while gliding, and he can't glide while carrying a medium or heavy load.

Possessions: Wildwood banded mail, masterwork heavy wooden shield, masterwork bastard sword, masterwork composite longbow (+2 Str bonus) with 20 arrows, *potion of barkskin*, 2 *potions of cure light wounds*, *potion of shield of faith* (+2).

☛ **Lyalilas:** Male raptoran barbarian 3; CR 3; Medium humanoid; HD 3d12+6; hp 31; Init +2; Spd 40 ft., glide 40 ft.; AC 17, touch 12, flat-footed 17; Base Atk +3; Grp +5; Atk or Full Atk +6 melee (1d8+2/×3, masterwork battleaxe) or +6 ranged (1d8/×3, masterwork composite longbow); SQ fast movement, illiteracy, rage 1/day, raptoran traits, uncanny dodge; AL CG; SV Fort +4, Ref +3, Will +2; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +7, Handle Animal +3, Intimidate +3, Jump +19, Listen +5, Spot +3, Survival +5; Dodge, Toughness.

Languages: Common, Tuilvilanuue.

Rage (Ex): Once per day, Lyalilas can enter a state of fierce rage that lasts for 6 rounds. The following changes are in effect as long as he rages: hp 31; AC 15, touch 10, flat-footed 15; Grp +7; Atk +8 melee (1d8+4/×3, masterwork battleaxe) or +6 ranged (1d8/×3, masterwork composite longbow); SV Fort +6,

Will +4; Str 19, Con 17; Climb +9, Jump +21. At the end of his rage, Lyalilas is fatigued for the duration of the encounter.

Raptoran Traits: Lyalilas takes only 1d6 points of damage from a fall of any height. He has an unerring sense of direction and always knows which way is north. Lyalilas can use his wings to glide, negating any damage from a fall of any height and allowing 20 feet of horizontal travel for every 5 feet of descent. Even if his maneuverability improves, he can't hover while gliding, and he can't glide while carrying a medium or heavy load.

Uncanny Dodge (Ex): Lyalilas retains his Dexterity bonus to Armor Class even when flat-footed or targeted by an unseen foe (he still loses his Dexterity bonus if paralyzed or otherwise immobile).

Possessions: Wildwood chain shirt, masterwork heavy wooden shield, masterwork battleaxe, masterwork composite longbow (+2 Str bonus) with 20 arrows, *potion of bear's endurance*, *potion of cat's grace*, 2 *potions of cure light wounds*.

Tactics: The gliders in here use the tactics described in area 2 to fight any intruders.

Development: Anyone in the Great Hall reacts instantly to disturbances in areas 8 or 10, and vice versa.

8. Nests (EL Varies)

These small chambers serve as living quarters for the Rifinti. Each room is home to a family, which consists of either a mating pair or a group of age-mates who have chosen to bunk together for a season, plus fledglings and gliders currently under the adults' supervision.

Each nest chamber contains a low table, several baskets for storing belongings, and a few chairs and stools. To the left and right of each entrance are twelve bunks, arranged in two double banks stacked three high. Each bunk consists of a wooden frame with hide stretched loosely over it to form a sort of hammock. The Rifinti tend to sleep in the upper bunks and use the lower ones for perching or extra storage.

A few of these nests (8c–8f) include vertical shafts just like the one in the aviary (area 6). The shafts lead up to the nurseries (area 17) on the upper floor. Chambers with shafts are occupied exclusively by mated couples.

Creatures: All forty-one adult Rifinti sleep in these chambers, along with a varying number of children and fledglings. Exactly who sleeps where varies with the season and the current mood of the flock.

During the day, almost the whole flock is here sleeping except for the sentries in areas 2, 10, 12, and 20. Inkili, however, tends to work nearly around the clock in area 3. Elissto Nisian, the sunspeaker, stays on duty in area 20 during daylight, along with a few gliders who are too restless to sleep.

At night, one or two Rifinti chiefs may be here enjoying a quiet moment. At any given time, a restless glider or two might be found here as well (see area 7 for statistics).

Rifinti (41): See *Races of the Wild*, pages 82–90 for the Rifinti's statistics.

9. Ramps

Each of these corridors slopes up 35 feet to the upper floor. The pitch is very steep, requiring a DC 5 Climb check to ascend.

10. Watchpost (EL 3 or 5)

Flanking the exits of this round chamber are perches similar to the ones in area 2. A shaft just like the one in area 6 leads up to area 22.

Creatures: One or two gliders are posted here to keep an eye on the entrances nearby.

Gliders (1–2): hp 20 and/or 31; see area 7 for statistics.

Tactics: The guards here use the tactics noted in area 2.

11. Chapel (EL 4 or 8)

This chamber serves as the chapel for the Rifinti. Read or paraphrase the following when the PCs enter.

The vaulted ceiling of the main chamber has been painted to resemble a glorious sunset, with varicolored clouds and a purple sun sinking in the west. But although the walls are fantastically decorated, the room is completely devoid of furnishings. The alcove to the south is decorated with frescoes showing a winged humanoid female with clawed feet chasing a great boar and other scenes depicting similar beings.

The winged female in the south alcove is Tuilviel Glithien, and the raptorans depicted in the other images are also raptoran deities (see *Races of the Wild*, pages 76–80). The windows in the alcove provide light during the day, and two *everburning torches* illuminate the chapel at night. The Rifinti do not clutter their chapel with furniture or even perches because they favor simple worship and feel that a pleasant atmosphere is the only necessary element.

Creatures: A cleric is always on duty here. The star chief (Jantril Sestriin) rotates 8-hour shifts with two glider clerics. The attendant can help fellow Rifinti with their devotions but is primarily here to keep an eye on the west entrance, just in case someone tries to sneak in.

✦ **Jantril Sestriin:** hp 54, see *Races of the Wild*, pages 87 and 126.

✦ **Thodreire or Solhareth:** Female raptoran cleric 4; CR 4; Medium humanoid; HD 4d8+8; hp 30; Init -1; Spd 20 ft., glide 40 ft.; AC 15, touch 9, flat-footed 15; Base Atk +3; Grp +4; Atk or Full Atk +5 melee (1d8+1, masterwork heavy mace) or +3 ranged (1d8/19-20, masterwork light crossbow); SA turn undead 4/day (+1, 2d6+5, 4th); SQ raptoran traits; AL CG; SV Fort +6, Ref +0, Will +7; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Climb -2, Concentration +9, Heal +12, Jump -6, Listen +5, Spot +7, Survival +5; Alertness, Self-Sufficient.

†New spell described in Chapter 7 in *Races of the Wild*.

Languages: Common, Tuilvilanuue.

Raptoran Traits: Either cleric takes only 1d6 points of damage from a fall of any height. She has an unerring sense of direction and always knows which way is north. She can use her wings to glide, negating any damage from a fall of any height and allowing 20 feet of horizontal travel for every 5 feet of descent. Even if her maneuverability improves, she can't hover while gliding, and she can't glide while carrying a medium or heavy load. Thodreire or Solhareth can fly for 1 round at no penalty, or for 2 rounds at the cost of becoming fatigued.

Cleric Spells Prepared (caster level 4th): 0—*cure minor wounds*, *detect magic*, *light*, *mending*, *virtue*; 1st—*bless*, *cause fear* (DC 14), *command* (DC 14), *raptor's sight**†, *shield of faith*; 2nd—*aid*, *augury*, *spiritual weapon* (+6 melee), *summon dire hawk**†.

*Domain spell. Deity: Tuilviel Glithien. Domains: Sky (fly speed or glide speed improves by +5 feet), Protection (protective ward 1/day).

Possessions: Wildwood banded mail, light wooden shield, masterwork heavy mace, masterwork light crossbow with 20 bolts, 2 scrolls of *cure light wounds*, scroll of *invisibility purge*, *wand of sound burst* (8 charges).

Tactics: The attendant in this chamber uses much the same tactics as the guards in area 2 do, except that an effort is made to draw intruders toward area 10 (and away from the corridor leading to the nests). Thodreire or Solhareth uses *sound burst* or *spiritual weapon*, then summons a dire hawk. Jantril casts *ice storm*, then uses her footbow. She may also try to lure foes outside so that she can use *call lightning*.

UPPER FLOOR

The chambers on this floor are generally reserved for storage or private pursuits.

12. Sentry Posts (EL 8)

The perches set into this portion of the cliff face offer an excellent view of the cliff and the lakeshore below. The Rifinti love to sit up here and enjoy the breeze.

Between each pair of perches is a slit with a shallow alcove behind it. These alcoves, which are not shown on the map, offer the sentries posted here some protection from the elements as well as a degree of cover.

Creatures: Each sentry post is manned around the clock by a Rifinti ranger and a Rifinti rogue, both of whom hunker down in the alcoves. Each sentry stands a 12-hour shift, but the ranger and the rogue stagger their watches so that only one of them is going off duty at a time.

✦ **El'taliame and Baellasrah:** Male raptoran ranger 6; CR 6; Medium humanoid; HD 6d8+6; hp 37; Init +3; Spd 30 ft., fly 40 ft.; AC 19, touch 13, flat-footed 16; Base Atk +6; Grp +8; Atk +11 melee (1d6+2/18-20, masterwork rapier) or +11 ranged (1d6+4/×3, masterwork footbow [+2 Str bonus] with +2 arrows); Full Atk +11/+6 melee (1d6+2/18-20, masterwork rapier) or +11/+6 ranged (1d6+4/×3, masterwork footbow [+2 Str bonus] with +2 arrows); SQ animal companion (owl; link, share spells), favored enemy giants +4, favored enemy monstrous humanoids +2, raptoran traits, wild empathy +5 (+1 magical beasts); AL CG; SV Fort +6, Ref +8, Will +3; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.


Skills and Feats: Climb +9, Handle Animal +5, Heal +7, Hide +8, Jump +12, Knowledge (nature) +7, Listen +9, Move Silently +8, Ride +5, Spot +11, Survival +7; Blind-Fight, Endurance^B, Manyshot^B, Rapid Shot^B, Track^B, Weapon Finesse, Weapon Focus (rapier).

Languages: Common, Tuilvilanuue.

Animal Companion (Ex): Each ranger has an owl as an animal companion. The companion's abilities and characteristics are summarized below.

Female Owl Companions (2): CR —; Tiny animal; HD 3d8; hp 13; Init +4; Spd 10 ft., fly 40 ft. (average); AC 20, touch 16, flat-footed 16; Base Atk +2; Grp -9; Atk or Full Atk +8 melee (1d4-3, talons); Space/Reach 2-1/2 ft./0 ft.; SQ evasion, low-light vision, tricks (attack, come, down, fetch, guard, heel, mark†, stay); AL N; SV Fort +3, Ref +7, Will +3; Str 5, Dex 18, Con 10, Int 2, Wis 14, Cha 4.

†New trick described on page 147 of *Races of the Wild*.



Skills and Feats: Hide +12, Jump -9, Listen +15, Move Silently +18, Spot +7; Alertness, Weapon Finesse.

Evasion (Ex): If the owl companion is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw.

Animal Companion Benefits (Ex): The ranger and his owl enjoy the link and share spells special qualities.

Link (Ex): Each ranger can handle his owl as a free action. He also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding his wolf.

Share Spells (Ex): The ranger may have any spell he casts on himself also affect his animal companion if the latter is within 5 feet at the time. The ranger may also cast a spell with a target of “You” on his animal companion.

Favored Enemy (Ex): Each ranger gains a +4 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against giants. He gains the same bonus on weapon damage.

Against monstrous humanoids, he gains a +2 bonus on these skill checks and on weapon damage rolls.

Raptoran Traits: Each ranger takes only 1d6 points of damage from a fall of any height. He has an unerring sense of direction and always knows which way is north. He can use his wings to glide, negating any damage from a fall of any height and allowing 20 feet of horizontal travel for every 5 feet of descent. Even if his maneuverability improves, he can't hover while gliding, and he can't glide while carrying a medium or heavy load. Each ranger can fly for 1 round at no penalty, or for 2 rounds at the cost of becoming fatigued. While flying, he can make a dive attack (as a charge, but must fly at least 30 feet, descend at least 10 feet, and use a piercing weapon to deal double damage on a hit).

Ranger Spells Prepared (caster level 3rd): 1st—*resist energy* (2).

Possessions: Mithral chain shirt, +1 buckler, masterwork rapier, masterwork raptoran footbow (+2 Str bonus) with 16 arrows, 4 +2 arrows, *potion of cure light wounds*, *potion of cat's grace*.

☛ **Eirialiam or Cyirevia:** Male raptoran rogue 6; CR 6; Medium humanoid; HD 6d6+6; hp 30; Init +7; Spd 30 ft., fly 40 ft.; AC 16, touch 13, flat-footed 16; Base Atk +4; Grp +5; Atk or Full Atk +8 melee (1d6+1/19–20, masterwork short sword) or +8 ranged (1d6+1/×3, +1 *shortbow*); SA sneak attack +3d6; SQ evasion, raptoran

traits, trap sense +2, trapfinding, uncanny dodge; AL CG; SV Fort +3, Ref +8, Will +2; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +5, Bluff +8, Climb +12, Diplomacy +3, Escape Artist +12, Hide +17, Intimidate +1, Jump +13, Listen +9, Move Silently +12, Search +11, Sense Motive +9, Spot +11, Tumble +12; Dodge, Improved Initiative, Weapon Finesse.

Languages: Common, Elven, Sylvan, Tuilvilanue.

Sneak Attack (Ex): Each rogue deals 3d6 extra points of damage on any successful attack against flat-footed or flanked targets, or against a target that has been denied its Dexterity bonus for any reason. This damage also applies to ranged attacks against targets up to 30 feet away. Creatures with concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to sneak attacks. The rogue may choose to deliver nonlethal damage with his sneak attacks, but only when using a weapon designed for that purpose, such as a sap (blackjack).

Evasion (Ex): If Eirialiam or Cyirevia is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Raptoran Traits: Each rogue takes only 1d6 points of damage from a fall of any height. He has an unerring sense of direction and always knows which way is north. He can use his wings to glide, negating any damage from a fall of any height and allowing 20 feet of horizontal travel for every 5 feet of descent. Even if his maneuverability improves, he can't hover while gliding, and he can't glide while carrying a medium or heavy load. Each rogue can fly for 1 round at no penalty, or for 2 rounds at the cost of becoming fatigued. While flying, he can make a dive attack (as a charge, but must fly at least 30 feet, descend at least 10 feet, and use a piercing weapon to deal double damage on a hit).

Trapfinding (Ex): Each rogue can find, disarm, or bypass traps with a DC of 20 or higher. He can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it). If his Disable Device result exceeds the trap's DC by 10 or more, he discovers how to bypass the trap without triggering or disarming it.

Uncanny Dodge (Ex): Each rogue retains his Dexterity bonus to Armor Class even when flat-footed or targeted by an unseen foe (he still loses his Dexterity bonuses if paralyzed or otherwise immobile).

Possessions: Masterwork studded leather armor, masterwork short sword, +1 *shortbow* with 20 arrows,

cloak of elvenkind, oil of magic weapon, 2 potions of cure light wounds, potion of shield of faith (+2).

Tactics: The sentries have cover in their niches, and they try to stay hidden because they believe that unnoticed guards are more effective than obvious ones. All the sentries take 10 on their Hide checks, and each gets a +2 bonus for the time and effort spent in concealment.

All the sentries are contraries—raptorans trained to say the opposite of what they mean. If they note strangers approaching, the ranger speaks up: “Welcome travelers! What brings you to visit the Rifinti?” This greeting means that the visitors aren’t welcome at all. If they seem willing to talk, however, the ranger whistles for Elissto Nisian, the sunspeaker. He arrives from area 20 in 2 rounds and takes over the negotiations.

If strangers attack or try to enter the cliff dwelling without Elissto’s invitation, the sentries attack. The ranger leaps off the cliff and fires his footbow until he runs out of +2 arrows. Then he dives to the attack, using his rapier, and sends his owl to harass enemy spellcasters while he fights. The rogue stays hidden for as long as is practical. He tries to begin with a sneak attack if possible—most likely with a bow. Thereafter, he keeps firing until the ranger engages in melee, then joins in the melee attack, trying to work his way into position for more sneak attacks.

13. Armory

Chanil Akiilin, the Rifinti war chief, has laid in a big supply of armor and weapons in this chamber. Long racks hold swords, bows, foot spikes, bucklers, shields, and several kinds of armor.

Treasure: Among the arms collected here are 3 pairs of masterwork raptoran foot spikes, 5 suits of masterwork studded leather, 5 suits of wildwood banded mail, 3 wildwood chain shirts, a suit of wildwood half-plate, and a mithral chain shirt.

14. Smithy

This chamber resembles the workshops at area 3, except that it contains a furnace equipped with two massive bellows, two anvils, and three troughs full of oily water. A collection of hammers, punches, files, and other metalworking tools rounds out the equipment here.

Currently, the smithy is empty and quiet. The Rifinti metalsmiths have been working hard, but they’ve run out of charcoal. Chanil Akiilin is pressing for more fuel to keep up weapon production, but Delembriil Vintagil, the supply chief, has put her foot down (see *Races of the Wild*, pages 85 [Chanil] and 85–86 [Delembriil]).

15. Playroom

This room looks like a smaller version of the great hall (area 7). The Rifinti children gather and play here on a regular basis. The chamber also doubles as a classroom.

16. Guest Room (EL 2)

The guest room was just another nest until recently, and it still has a nest’s furnishings (see area 8). Not long ago, however, Rifinti scouts discovered a wounded elf in the forest near the cliff dwelling. He had been badly mauled, and his life was literally hanging by a thread.

The Rifinti have made their guest comfortable in this room and bidden him stay until he’s strong enough to leave. Henesku Finlist, the medicine chief, has been tending his wounds, and Jenlisa Iltinger, the flock chief, has been gently questioning him about his ordeal. Otherwise, the Rifinti have left him alone.

Creatures: Hannilac Leafwalker, the wounded elf, lies here convalescing. He is still very weak.

➤ **Hannilac Leafwalker:** Male elf ranger 3; CR 3; Medium humanoid; HD 3d8; hp 17 (currently 6); Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +3; Grp +5; Atk or Full Atk +6 melee (1d8+2/19–20, masterwork longsword) or +5 melee (or 1d4+2/19–20, dagger) or +7 ranged (1d8+2/×3, masterwork composite longbow [+2 Str bonus]); SQ elf traits, favored enemy humanoids (goblinoids) +2, wild empathy +4 (+0 magical beasts); AL CG; SV Fort +3, Ref +6, Will +2 (+4 against enchantments); Str 14, Dex 17, Con 11, Int 13, Wis 12, Cha 12.

Skills and Feats: Hide +8, Knowledge (nature) +9, Listen +9, Move Silently +8, Ride +9, Search +3, Spot +14, Survival +10; Endurance^B, Point Blank Shot, Skill Focus (Survival), Track^B.

Languages: Common, Elven, Sylvan.

Elf Traits: Hannilac has immunity to magic sleep effects. If he merely passes within 5 feet of a secret or concealed door, he is entitled to a Search check to notice it as if he were actively looking for it.

Favored Enemy (Ex): Hannilac gains a +2 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against goblinoids. He gains the same bonus on weapon damage.

Possessions: Masterwork studded leather, buckler, masterwork longsword, dagger, masterwork composite longbow (+2 Str bonus) with 20 arrows, *potion of cure moderate wounds, eyes of the eagle*.

Tactics: Hannilac is in no shape for a fight. If the PCs interrogate him, he can relate the following information in response to appropriate questions.

- Hannilac lives in Kalandri's Crossing.
- Several days ago, he and several friends were returning from a hunt when they spotted several figures slipping furtively out of town.
- Hannilac and his friends abandoned their game and tried to shadow the strangers. The group led them right into Rifinti territory.
- Shortly thereafter, the strangers suddenly turned and attacked Hannilac and his friends, and something else hit them from behind.
- Hannilac went down under a hail of arrows and dragged himself into the brush. He blacked out after that.

The Rifinti can't add much to his story. Their scouts found numerous arrows of elven make on the scene. Because of the sheer number of footprints, their rangers couldn't get a clear picture of what had happened to Hannilac, other than the fact that he had been expertly ambushed.

Should the PCs wish to pursue this plotline, it's up to you as DM to decide what was really going on. Perhaps the strangers were infiltrators (drow or other evil humanoids) reconnoitering the town, or perhaps an agent of evil is at work in Kalandri's Crossing. Jantril Sestriin already half-suspects that the latter possibility is true (see *Races of the Wild*, page 87 and 126).

17. Nurseries

These chambers serve as incubators for the Rifinti's eggs and snug homes for the fledglings. The walls are lined with perches about waist high to an adult raptoran. Below the perches are narrow shelves piled with downy moss, dry grass, and bits of fur.

18. Granary

The Rifinti keep baskets full of seeds and nuts piled in this chamber, along with a flat stone for grinding meal and flour. A few pounds of finished flour are stored in bags hanging from the ceiling.

19. Gallery

A hidden shaft in the ceiling of this chamber admits moonlight for a *liessit* display (see page 71 in *Races of the Wild*). At night, the room is alive with cool colors that shift ever so subtly while the moon crosses the sky.

During the day, the Rifinti keep the shaft closed, so the chamber stays fairly dark. A few shelves and niches here and there hold small sculptures finished with

phosphorescent paint (which provide some light), plus an assortment of artistically made glassware.

Treasure: The *liessit* display is a true work of art, but it can't be removed from the chamber without destroying it. However, the glassware and sculptures are of some value. The collection includes three statuettes worth 25 gp each and seven pieces of glassware worth 50 gp each.

20. Sunspeaker's Chamber (EL 8)

This chamber is similar to the aviary (area 6), except that it has only one perch, and the shaft in the north end leads down to area 6.

Creatures: Elissto Nisian, the sunspeaker, is here during daylight hours. He is always ready to speak for the Rifinti should any diurnal visitors arrive.

☛ **Elissto Nisian:** hp 22, see *Races of the Wild*, page 87–88.

Tactics: Elissto would rather talk than fight, but he puts the flock's safety over all other concerns. He's a skilled negotiator, but he's also a contrary. Like the raptorans in area 3, Elissto demands immediate surrender from any unescorted strangers he encounters inside the cliff dwelling. If the PCs approach the dwelling openly, however, they probably won't encounter Elissto until the sentries at area 12 call for him.

In any case, Elissto plays the contrary when he greets strangers outside the dwelling. Read or paraphrase the following in such cases.

"Hail travelers, I am most pleased to see you; to leave, you must ascend with me."


This speech means that he's not terribly pleased to see the strangers, but if they wish to stay, they must descend to the lakeshore, away from the dwelling.

After giving this greeting, Elissto glides downward. If the visitors don't follow him, Elissto reverses direction and addresses them as follows.

"Go! Your welcome becomes new. Ascend now! The guards will not shoot if you don't stay here!"

In this case, Elissto means that the guards will shoot if the visitors linger. In fact, the Sunspeaker will be happy if visitors move away from the dwelling, either up or down the cliff.

Development: A DC 10 Sense Motive check reveals the true gist of Elissto's speech, and a DC 15 Knowledge (local) or Knowledge (geography) reminds a character of the existence and general nature of



raptoran contraries. If visitors can establish communications and obey the true meaning of his instructions, Elissto proves charming and helpful. He can extend the PCs permission to visit Rifinti territory and answer questions about the lay of the land. In the summer, fall, or winter, he might even invite polite visitors inside, though he flatly refuses to admit anyone in the spring.

If violence erupts, Elissto tries to *fascinate* the most dangerous-looking or troublesome character, then makes a *suggestion* designed to render that opponent less dangerous, such as “Throw all your weapons in the lake.” (Elissto knows better than to use contrary speech when making a magical *suggestion*). Thereafter, he casts *haste* on himself and his allies, then uses *inspire courage* and joins the fray himself—probably by attacking with his footbow.

21. Upper Aviary

Read or paraphrase the following when the PCs enter.

Continuous rows of perches and nesting boxes in various sizes line the walls from floor to ceiling. In the domed portion of the ceiling, perches criss-cross the open space. The chamber echoes with avian cries.

The Rifinti keep birds of all kinds in this room, and the air is thick with loose feathers. To keep the place clean, the Rifinti keep the floor covered with litter similar to that in area 6.

Creatures: In this chamber, the Rifinti keep chickens and ducks for meat and eggs, pigeons for long-

distance communications, and a pair of chordevocs that Elissto obtained from a band of halflings.

➤ **Chordevocs (2):** hp 5 each; see *Races of the Wild*, page 188.

Tactics: The chordevocs aren’t exactly tame, but they’ve learned to tolerate the Rifinti. They attack anyone or anything else that enters, including raptorans from other flocks.

22. Upper Landing Stage (EL 5)

This area is similar to area 2, but much smaller. The shaft in the floor leads to area 10.

Creatures: One or two gliders are always on watch here.

➤ **Gliders (1–2):** hp 16 and/or 27; see area 7 for statistics.

Tactics: The gliders try to remain out of sight in the two alcoves. If combat ensues, they use the tactics described in area 2.

ABOUT THE AUTHOR

Skip Williams keeps busy with freelance projects for several different game companies, and he served as the sage of *Dragon Magazine* for eighteen years. Skip is a codesigner of the D&D 3rd edition game and the chief architect of the *Monster Manual*. When not devising swift and cruel deaths for player characters, Skip putters in his kitchen or garden (rabbits and deer are not his friends) or works on repairing and improving the century-old farmhouse that he shares with his wife, Penny, and a growing menagerie of pets.