

Only Acrobats Need Apply

You just had to touch it, didn't you?

-- Flerian lead of Flerian's Fliers

Your band of gymnastic second-story experts has stepped in it now. The streets are full of sword and spear wielding guards. A mob with torches follows. Escape is on the other side of town where a magician waits outside of the town's wards. The only path is across the rooftops of town.

2013 One Page
Dungeon Contest

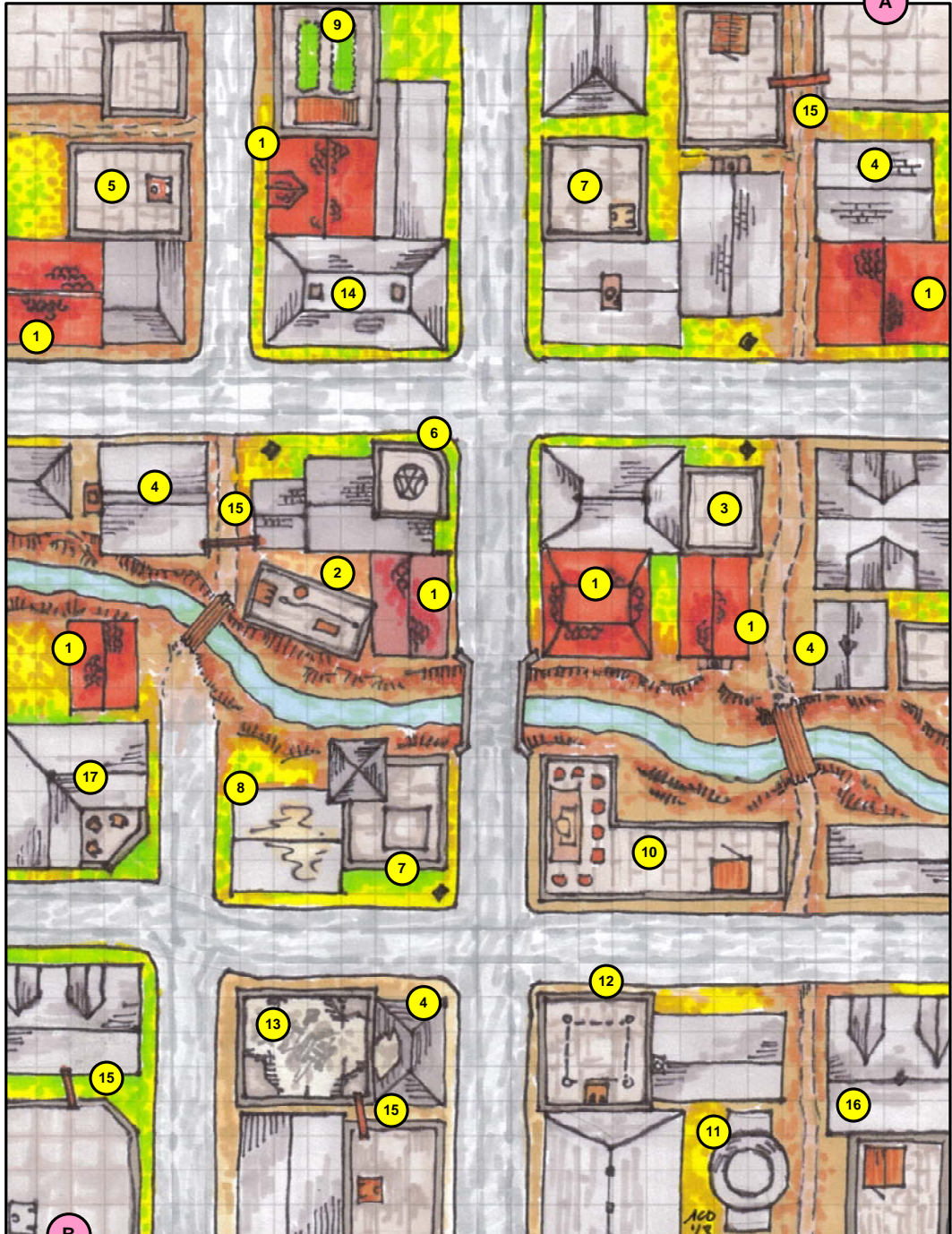
(A) Rooftop

Starting point of the
adventure

Scale: 5' squares

Rooftop encounters

1. Clay tiles that may slip and clatter to ground (DC20)
2. Laundry woman putting out wash. (CR1) (Clothesline could be used for swinging to another rooftop. Woman may throw clothes at the PCs.)
3. A dog (CR2) is tied to the chimney on the roof. It may attack any in range or make noise.
4. A fragile rooftop (1 in 20 chance character could land in just the wrong place and it collapses.)
5. A couple of thieves that are guarding an entrance to the local hideout of the Thieves Guild.
6. Rooftop meeting of a group of mages that are casting a spell together. (1 lvl 5 and 3 lvl 1 students)
7. Crowded rooftop with lots of throwable boxes, various tools used by crafters, and other hazards like this.
8. Some sort of slippery liquid covers this roof. (DC25 to cross)
9. An herb garden that takes up a lot of space, tended to by druids or local townsfolk.
10. Clerics all over the roof praying, along with their leader to a local deity. (1 lvl 4 priest and 4 lvl 2 monks.)
11. An assassin clings to the wall of the building, looking to enter a dark bedchamber.
12. Several martial artists sparring with each other. (2 lvl 3 fighters)
13. This building recently burned leaving a shell topped by a narrow ledge. (DC15 balance to traverse)
14. The trap doors on the top of this building are weak and may collapse (3 in 20 chance).
15. Narrow wooden board between buildings. (DC10 due to flimsy nature)
16. PCs run into another group headed in the opposite direction. Confusion ensues.
17. Clandestine meeting between two local nobles and their bodyguards (2 lvl 2 nobles and 2 lvl 4 fighters). Interruptions not appreciated.



(B) Rooftop

Exit and escape
here

Notes on Hazards and obstacles

Building gaps range from 5 to 20 feet across (DC5 to DC20 jumps)
Building heights are from 30 to 40 feet (3d6 to 4d6 damage from a fall, less from a jump per SRD)
The stream is 10 to 15 feet below street level and only 5 feet deep at most.
The mob of guards and locals is a CR sufficient that anyone on the street would be quickly subdued and captured.