The Roost

About

The Roost is a secret surveillance outpost in the Black Loch. Located on the edge of the Great Breach, the drow stationed here keep track of the airships passing through the breach, as well as the seafaring vessels below.

Recently, the Roost has been the site of an effort by the drow to construct their own airship, which is stored in a hangar on the uppermost level.

There are only two ways to enter or leave the Roost: the doors of the airship hangar and the trap door in the lower rooms. The staff usually enter through the trap door, being brought up by the crane lift.

All of the Roost's windows and exterior doors are concealed by illusionary magic, including the large doors of the airship hangar. Very few people are aware of the existence of the Roost outside of Vlyn'darastyl's ruling family, House Cull'Thaine. The facility does not officially have a name, but the staff refer to it as "the Roost" due to its similarity to a bat roost. Ironically, the loud noise of the rushing water from the Great Breach keeps the area remarkably free of bats.

Intelligence Operations

About half of the staff at the Roost perform intelligence-gathering work. They watch the breach and the seas below, writing down the names of the ships, their headings and any other notable information.

The intelligence staff are overseen by Kalisna Cull'Thaine, the youngest daughter of the Matron Mother of Vlyn'darastyl's House Cull'Thaine. She is in charge of the entire facility, although her limited knowledge of aeronautics keeps her from meddling much in the affairs of the airship engineers.

Kalisna hates the Roost and longs to return to the comforts of Vlyn'darastyl. In order to keep the outpost a secret, she and the other staff are rarely allowed to leave. Most of the other intelligence staff here regret having taken the assignment, although it does pay quite well.

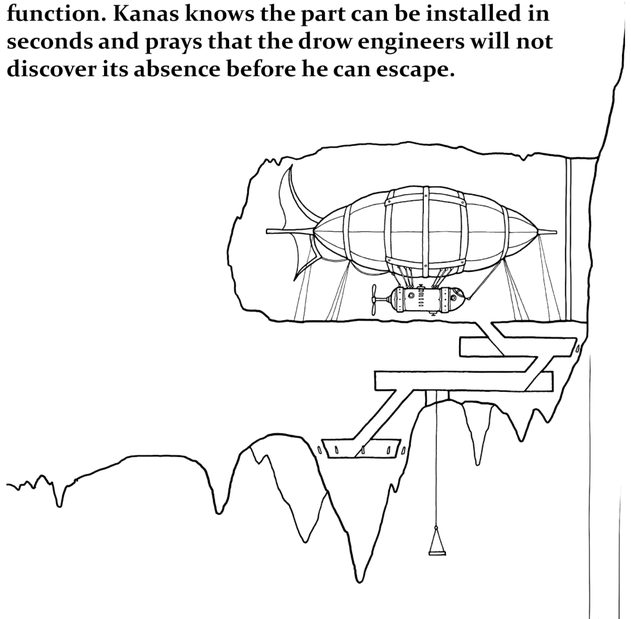
The Airship

The airship at the roost is known as the "Duskfall." It may be the only flying vessel in the world owned by drow. The recently-completed vessel is not designed for long journeys. Rather, it is intended to deploy soldiers from above, dropping them behind settlement walls and defenses. It has an exterior hatch on the bottom for this purpose.

House Cull'Thaine intends to use the Duskfall to launch nighttime raids on surface cities. Matron Mother Driadara Cull'Thaine is also considering an aerial assault on the Deep Spire, in order to finally rid herself of her old rival, Ysri Vaerixas.

While most of the workers who constructed the Duskfall are drow, the Master Engineer in charge of the project is a deep gnome named Kanas Feldspar. Kanas was hired for his expertise in building mechanical engines, a skill that proved difficult to find in a drow. While Kanas had no background in aeronautics, he was provided with numerous texts and schematics which allowed him to produce a functional airship nonetheless.

Whether Kanas is a genius or not is debatable, but he is certainly not stupid. When he accepted this job from the drow, he demanded-- and received-- payment up front. He has always assumed that, once the Duskfall makes its first successful flight, he will be killed. For that reason, he has been stalling for time in an attempt to prepare his escape. Currently, the Duskfall is complete, but is missing a critical pneumatic valve, without which the engine will not function. Kanas knows the part can be installed in seconds and prays that the drow engineers will not discover its absence before he can escape.



Stealing the Airship

Your players will attempt to steal the airship here. There is a 100% chance of this happening. Depending on how you feel about that, here are a few options on how to handle it:

1) If you want to let the players have the airship, you can simply let them take it. Kanas Feldspar, the gnomish engineer who designed it, will be happy to take the helm if no one in the party is a capable pilot. He doesn't care where they're going as long as they're getting out of the Roost.

2) If you want to let the party take the airship *temporarily*, but you don't want them to make it a permanent part of the game, you can decide that the engine runs on a particular type of fuel that cannot easily be produced elsewhere. Perhaps the drow had access to the rare ingredients or equipment needed to make it, or perhaps the process of making it is known only to the drow. In any case, this allows the party to use the Duskfall for a while, until it runs out of fuel.

3) If you don't want the party to use the airship at all, you can simply decide that the vessel is incomplete, with some of the mechanical components still unfinished.

Notes

A separate map of the Duskfall is also available, in several different configurations.

The Great Breach is a 300' (100m) wide waterfall, leading from a surface sea down to the Black Loch. The breach can be navigated by skilled airship pilots, allowing trade between the surface and the loch. For more information on the breach, see the DM notes for Vlyn'darastyl.

The doors of the airship hangar are just below an outcropping of rock in the side of the Great Breach. This outcropping creates a gap in the falls, which the airship can pass through without being pummeled by the powerful, rushing water.

The huge volumes of water crashing down through the Great Breach would be extremely loud, echoing through every part of the Roost. As a result, the party can probably make much more noise than usual without attracting attention.

The players might access the Roost by using a secret signal. When this signal is used, the staff will lower the lift to allow someone to enter. This signal might be learned from a former worker at the Roost, a local fisherman who has observed people entering the facility, or the near-omniscient Red Warden of Hyphis (see the DM notes on Hyphis for more information).

Accessing the Roost would be much easier for a PC who can fly. Someone who knows where it is could simply fly up and open the doors.

A mage might be stationed at the Roost to destroy unwelcome airships coming through. Navigating the breach is a delicate operation at the best of times and even a moderate disruption could cause a crash.

Intelligence gathered at the Roost might be conveyed back to agents in Vlyn'darastyl in a number of ways. A mage might send messages magically, or they might transport the information on paper, using flight and invisibility to come and go unseen. Some sort of messenger animal could also be used.

HANGAR
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1 - Upper Entry Hatch
2 - Passenger Cabin
3 - Helm
4 - Hold
5 - Lower Entry Hatch
6 - Storeroom
7 - Overseer's Office
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THE GREAT BREACH
8 - Engineers' Quarters
9 - Master Engineer's Room
10 - Intelligence Office
11 - Observation Gallery
12 - Entry Lift
13 - Food Storage
14 - Staff Common Room
UPPER ROOMS
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LOWER ROOMS
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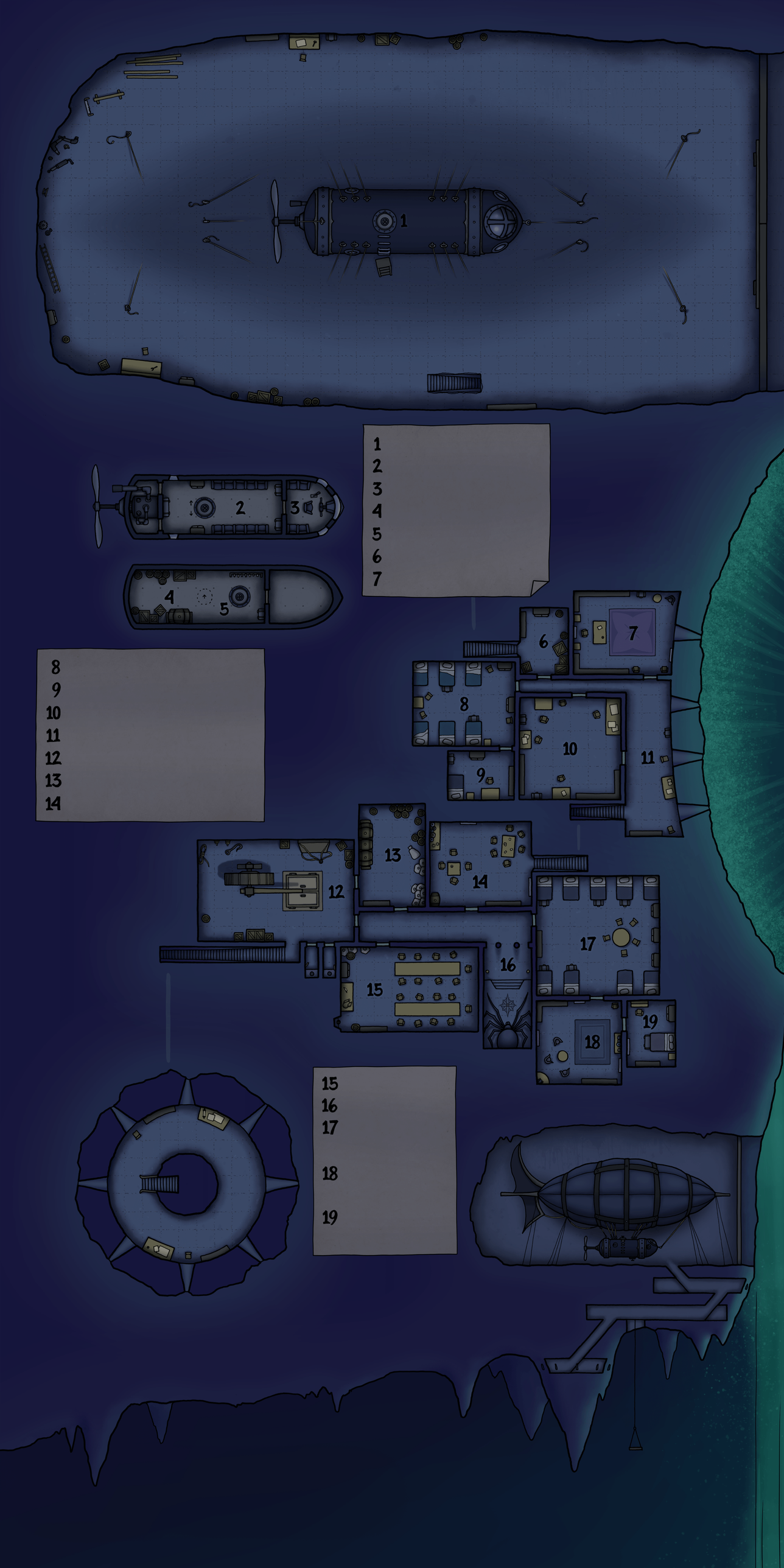
OBSERVATION POST
15 - Dining Hall
16 - Shrine
17 - Staff Quarters
18 - Overseer's Parlor
19 - Overseer's Room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HANGAR
THE GREAT BREACH
UPPER ROOMS
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