



artist Rodney Sloan

High above the streets below, the party faces off against a deadly band of thieves.

Thieves: followed up to the tower top by the party as they try to escape, they now turn and fight.

Air Mephits: this tower belongs to a powerful sect of elementalists known as the Weather Warders. The Brotherhood usually avoid this tower and the Air Mephits that play amongst gargoyles and grotesques set up on this roof.

Giant Spider: the span over the streets is home to a giant spider. The thieves hid a cache here containing an antidote, healing potions and 600 gold pieces, some of it fake.

Archer Thieves: stationed here to protect their master, these rogues are master marksmen and keen to take down anyone who comes into sight.

Minotaur: strong arms are ready to hurl any unfortunate adventurer over the side of the roof and down to the street below.

Shadows: summoned as a boon to the thieves, these shadows fight to protect their master and use their flight to avoid retaliation.

Rogue Mage: the cells ring leader, the mage uses his spells to blast the party from his vantage point on the ledge before crashing through the skylight to make his escape.