

4-6 PCs



LEVEL 3

Tyranny of Greed

Cloak & Ballot Trilogy part one



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ADVENTURE BACKGROUND

Before the Order of the United Voice came into Rogail, the town was ruled by grossly disliked Lord Ilin who ruled the town by killing any who disagreed with his rule. Under the lord's watch, crime flourished in Rogail as numerous thieves guilds took advantage of his apathy towards the townsfolk. Noticing the town's peril, the monastic Order of the United Voice sent a group of monks to the town with the goal of overthrowing Lord Ilin and giving the townsfolk the power to choose their own leader.

Six years ago, Lord Ilin was forced from power and the United Voice organized Rogail's first town election. The local chapter of the Blood Blades crime syndicate was not comfortable with the idea of the town electing a mayor who could crack down on their operations so their chapter leader, the silver-tongued rogue Willard Maypoll, ran for office himself. With his charming demeanor and promises to clean the streets of crime, the populace saw him as an honest cooper and so he won the election by a landslide. As mayor he had complete control over the city and the United Voice city guard who have taken a vow to serve the elected mayor without question.

During his first term he used the local United Voice monastery to publicly shut down competing thieves guilds which improved his popularity with the population and caused the Blood Blades to grow rapidly. By winning a second term with an even greater landslide his Blood Blades became more brazen by beginning to extort protection money from local merchants. They have become even more dangerous by forging a loose alliance with a local gang of gremlins. To calm the populace and protect his extortion racket, he ordered the monks to patrol only the residential areas to ensure that the people felt safe and that the monks stay out of his business. Willard also began to form his own personal militia composed of Blood Blade members and loyalists to patrol the merchant areas and turn a blind eye to Blood Blade activities.

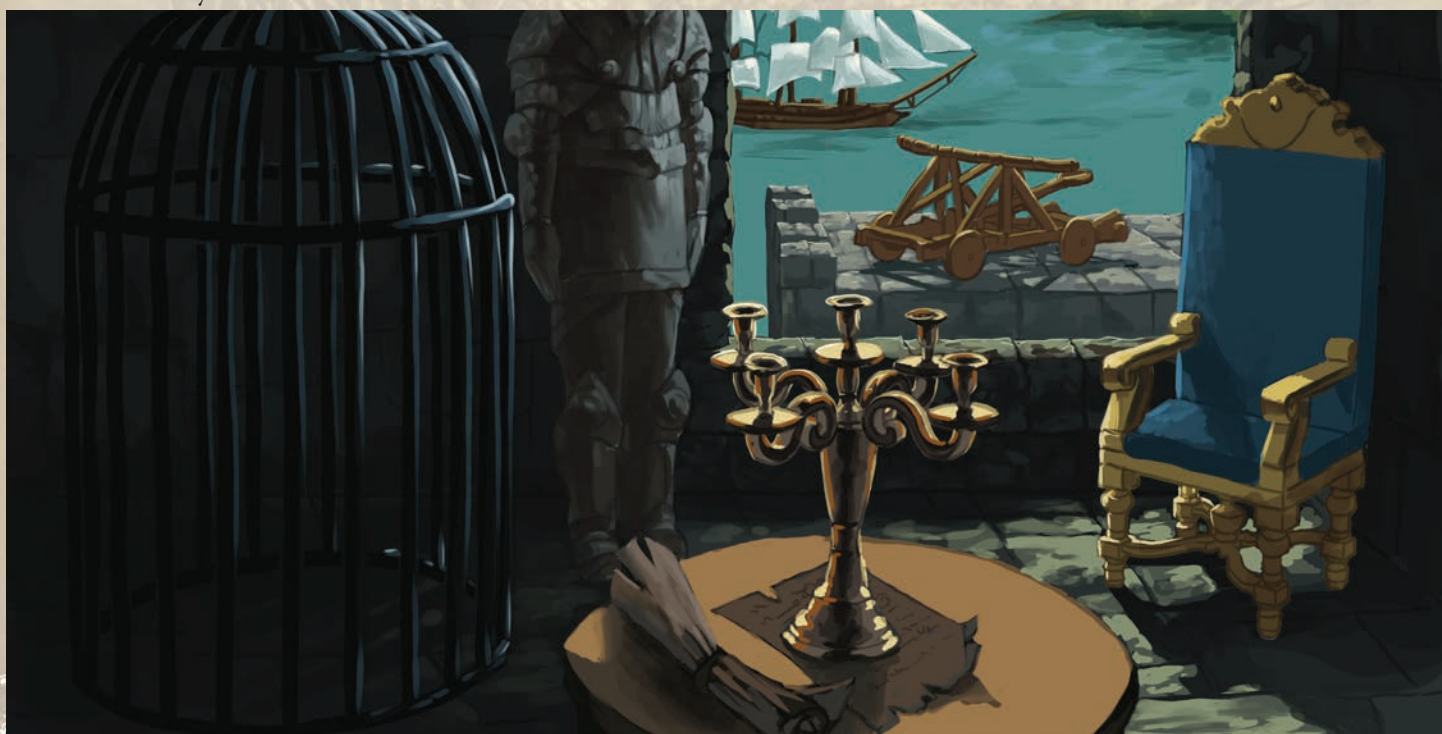
The leader of the United Voice chapter, Storlen Copperbrow, knows that Willard is up to no good but his vows prevent him or his order from taking any direct action against the mayor. He was also ordered by Willard to not talk to anyone else in town about any of the mayor's activities in order for his reputation to be protected. For now, Storlen grudgingly sits on the sidelines as the Blood Blades continue their business.

Three days before the PCs arrive at Rogail, the Blood Blades killed stubborn Raul Teak, owner of the Yellow Rose brewery, who refused to pay protection money and severely injured the extortioner. This was the last straw for local merchant Trina Hearth who decided to put her life on the line and put out a call for private investigators to look into the extortion and murder.

Synopsis

The adventure begins with the PCs getting a briefing from Trina about the town events so far. The PCs then search town for clues by talking to residents, investigating the fire, or patrolling the merchant area looking for extortioners. The evidence points the PCs to the garbage dump where they are attacked by the Blood Blade thugs working there. They also find them disposing of a fresh body.

After finding out who the dead person is, they discover that he was recently fired from the Terien cooperage. In going to the cooperage they find the manager Lariel Terien to be cooperative and friendly. In the evening after meeting Lariel, the PCs are attacked by Blood Blade assassins in the middle of the night. The PCs then rush to Trina to foil an assassination attempt there. Evidence on the bodies show that the assassins came from a tavern in town.



In searching the taverns, the bartender at the Jolly Kobold tavern attempts to lure them into a trap to finish them off and end their investigation. Evidence after the combat shows that the order to eliminate the PCs came from the cooper Lariel Terien.

With the United Voice and the militia being uncooperative, the PCs enter the cooperation to fight through Blood Blade thugs and their monstrous pets. The invasion ends with a showdown between the PCs and Maypoll's Blood Blade second in command Lariel. The PCs then find circumstantial evidence connecting Maypoll to the Blood Blades.

The adventure ends with Willard Maypoll approaching Trina and the PCs to tell them to leave town before they run into trouble. Trina tells the PCs that killing the popular Maypoll or forcing him out of office will get only a death sentence from the United Voice and have the entire region label herself and the PCs as lawless brigands. She suggests that there is only one good way to get Maypoll out of office and clean up the streets: beat him in the upcoming election.

hooks

The PCs could hear of Trina's call for investigators by listening to rumors at a tavern or they could be approached by Trina herself if their reputation is high enough. The PCs could also be independently investigating the murder of Raul Teak if they were friends of his.

PART 1: FINDING THE EXTORTIONERS

When the players arrive in Rogail, they find the townspeople to be very wary of people they don't recognize and so the initial attitude of anyone in the town is unfriendly.

With Trina making a call for adventurers, the Blood Blades wanted to send a message to her and anyone she wanted to hire. Lariel got a wagon and filled it with barrels of lamp oil and asked a couple of his vexgit gremlin allies to hide on the wagon. He then had one of his lackeys bring the wagon to an inn where he paid a gold piece to a random laborer to deliver the wagon and a letter as fast as possible to the Renegade Dry Goods Store (with no questions asked) which is just past Trina's manor. As the wagon raced past, the plan was for the vexgits to pop the wheels off so the wagon turns over and spills lamp oil all over the street towards the manor. The letter also implies that whoever is riding the wagon wanted to intimidate Trina. After all, arresting the occasional thug makes the mayor and his personal militia look good.

Rogail

N Small City

Corruption +3; **Crime** +4; **Economy** +4; **Law** -6; **Lore** +4; **Society** +0

Qualities Notorious, Prosperous, Racially Intolerant (orc, half-orc), Rumormongering Citizens

Danger +15

-----Demographics-----

Government Secret Syndicate

Population 9,000 (5,000 humans; 2,000 elves; 1,000 half-elves; 1,000 other)

Notable NPCs

Mayor Willard Maypoll (NE male tiefling rogue 7)

United Voice Monastery Leader Storlen Copperbrow (LN male dwarf monk 6)

Merchant Guild Master Trina Hearth (NG female half-elf aristocrat 3)

-----Marketplace-----

Base Value 6,400 gp; **Purchase Limit** 50,000 gp; **Spellcasting** 6th

Minor Items 4d4 (+1 furious battleaxe, bottle of shadows, horn of goodness, mask of the krenshar, periapt of health);

Medium Items 3d4 (+2 negating longsword, +3 bastard sword, candle of invocation, mace of smiting (lesser), rod of beguiling, robe of arcane heritage, trap-stealer's rod, wand of lightning bolt); **Major Items** 1d6 (animate staff, boots of teleportation, highwayman's cape, sniper goggles (greater), wand of tongues).



KEY

- 1 GARBAGE DUMP
- 2 COOPERAGE
- 3 MONASTERY
- 4 CITY HALL
- 5 TOWN SQUARE
- 6 TRINA'S MANOR
- 7 LAZY DREAMS INN
- 8 JOLLY KOBOLD TAVERN
- 9 MILITIA HQ
- 10 DOCKS
- 11 TEMPLE

North

ONE SQUARE = 500 FEET

CITY OF ROGAIL

As the PCs approach Trina's manor, read the following:

Standing in front of this large manor house are two grizzled guardsmen who give you suspicious glares as you approach. Just as one of the guards begins to speak, a wagon filled with several barrels races down the road with a loud gallop. Just before the wagon passes behind you two of its wheels on the side closest to you snap off with a loud crack, tipping the cart and its contents in your direction.

The PCs and the two guards must then make DC 15 Reflex saves to avoid being completely drenched in lamp oil. The oil spill covers a 20 ft radius where one side of the spill touches the manor house and its opposite side is just touching the wagon. Then the PCs make a perception check vs. the stealth of one vexgit (taking note that the area is not stony enough for their racial bonus). If successful, read the following:

Standing slightly behind the wagon is a tiny insectoid creature with a head like a crustacean. It strikes a tindertwig on the street and stares at the flame in a moment of fascination before throwing the flame into the pool of oil.

During all this, the driver of the wagon is laying just outside of the oil spill, unconscious from the fall. The horses are also just getting up from the fall.

When the vexgit lights the fire, any of those who are completely drenched in oil automatically catch on fire and those in the fire area take only 1d3 points of fire damage per round. This 10 ft. radius fire lasts two rounds before the oil is burned up.

Also, as soon as the oil is lit the front of the manor catches on fire which results in the two guards devoting their time to either extinguishing themselves or the manor. The fire is small so it takes either three consecutive full round actions (so three characters spending one full round action each could extinguish it in one round) or basic magic could be used for it to be extinguished. However, if left to burn uncontrolled for more than 5 rounds the fire will grow too large to manage without calling for a bucket brigade.

If the PCs pay no attention to the vexgits, they slip off and return home in the sewers to celebrate a job well done. If the PCs attack the vexgits they fight back until one of them falls, in which case the remaining vexgit attempts to escape by climbing the nearest building.

Combat

Vexgits (2) pg 19

Manor Guards (2) pg 20

After the fires are out, Trina steps out of the manor. Read the following:

Stepping out of the manor entrance is a lithe half-elf woman with short black hair and a large jade pendant around her neck. She looks around at the scorched cobblestones in shock before looking at you. "How... how could this have happened?" she asks with a slight quiver.

She is shocked at the scene but she isn't entirely surprised. A number of merchants in town have been facing strange accidents in the last few months and some have told her about messages arriving later mentioning that more accidents will happen unless more protection money is paid.

The PCs may want to interrogate the driver of the wagon. He is a half-orc commoner who goes by the name of Lem Grogh. He is stabilized at -1 hit points and requires either time or healing before he is able to answer any questions. If the PCs heal him, he explains that he knows very little and was hired to deliver the wagon and barrels to Renegade Dry Goods as fast as possible. He also mentions that he was supposed to deliver a note to the store owner. If told to remember the person who hired him, he mentions that it was a lightly armored man with a horrendous scar on his right cheek.

If the PCs read Lem's poorly written note:

Word is that Trina is hiring people to look into us. Send her and whoever wants to work for her a message they won't forget. If they continue on, slit their throats and leave them in the gutter.

When confronted with this, Lem panics and explains very hastily that he is not involved.

Two minutes after the wagon tips over, a militia patrol arrives consisting of two thugs and a patrol boss. The thugs immediately grab the half-orc and search him while the patrol boss asks the PCs questions about what happened. During all this, Trina looks at the patrol with disdain and answers their questions with a sharp tone. After finding the note, the patrol immediately declares him a "guilty half-breed poisoning the streets" and attempts to haul him away. If the PCs try to stop them, they tell the PCs to take it up with the mayor and Trina advises the PCs to just let them go.

Afterward, Trina invites the PCs into her manor to discuss the situation more thoroughly. Read the following:

Trina leads you to her office. Full bookcases line the walls and four sturdy chairs sit in front of a large oak desk. "Please take a seat," she says as she sits on the darkwood chair behind the desk. After you sit down, she continues. "If you don't know already, I am the head of the Rogail Merchant Guild and my members are being harassed by a group demanding protection money. After the United Voice came in, the monks did a sweep of the town and crime was drastically reduced so it is a shock that some group is brazenly intimidating merchants for their hard earned gold. I did not want to get involved but after..."

She closes her eyes and takes a deep breath before continuing in a cracked voice, "...but after they killed Raul for refusing to pay I knew I needed to do something. I don't want to see anyone else lose a dear friend to those bastards. I want you to find out who is behind the extortion and murder to put an end to it."



Possible Questions for Trina



Q: What's the pay?

A: "You will be awarded 3000 gold for putting an end to the extortion and murder."

Q: Can't the city guard handle this?

A: "That is the most frustrating part. As soon as the crime spree began, Mayor Maypoll made it a priority to protect the basic citizens. He has sent the United Voice monks to deal with crimes only involving the commoners of the town while he has his own militia dealing with the merchants. There's an election coming up so of course he wants to make the majority of voters feel safe while we merchants deal with his incompetent militia."

Q: What's wrong with his militia?

A: "They are not very bright and so they have not gone very far investigating the extortion or murder. They try to solve most problems with violence. This is not very surprising considering that they are low paid and untrained."

Q: Who are the United Voice?

A: "Six years ago they saved Rogail from the tyranny of Lord Ilin. Ever since, they hold the elections to choose the mayor and act as our city guard. Not a bad lot, but it's too bad that they act only on the whims of the mayor. I'm sure Copperbrow would have solved this problem by now."

Q: Where is a good place to stay?

A: "I recommend the Lazy Dreams inn. Just tell them I sent you and your food and lodging will be on my tab. I won't pay for your drinks though."

Q: Will you be safe?

A: "I think so. After what just happened I think I will hire another guard. I don't want to let those bastards scare me out of my own home."

Q: What's going to happen to that half-orc driver?

A: "It looks like the militia have already made up their mind about his guilt. The people of Rogail hate orcs from a massacre that occurred long ago so he's probably going to get locked up for a long time."

Q: Where should we start?

A: "Asking around about the extortion might be difficult since most of the merchants are worried about getting attacked by thugs or meeting an unfortunate accident for talking to you. You could also talk to Raul's employees at the Yellow Rose brewery about the murder. Raul was killed in his own office so someone must have an idea of what happened."

A PC could also make a **DC 15 Knowledge (Local)** check to learn more about the United Voice:



Order of the United Voice

Alignment: LN

Headquarters: The Forum of United Voices located at the base of Trumeal mountain.

Leader: Emerus Paogan

Structure: Religious order with elected council.

Scope: Global

Resources: Each monastery has only the very basic needs of survival and relies mostly on the generosity of the surrounding community. The whole order itself is a poor institution with only a few magic items that they distribute to their leaders.

The Order of the United Voice is a monk order that was founded with the principle that each and every intelligent being in the world has the right to choose their own leadership. The order does no care if the people choose to be oppressed or free or be good or evil, but they dedicate their lives to ensure that citizens' voices are united to choose their own leaders.

If a number of people in a township invite the order to come to their town, the order will attempt to force the town leadership to have a fair election. Afterward, the order establishes a monastery that will oversee elections every three years and work for the elected government as dedicated town guards to ensure that the will of the elected government is carried out. After every election, the monks swear to not interfere with the will of the people so they will not resist any orders from the elected government unless it involves injuring people without good cause or interfering with elections. Another exception is an order for the United Voice to leave town which can only be done by having a mayoral candidate in an election actively campaign on removing the United Voice and winning. The United Voice rarely comes back after they are voted out.

Structure and Leadership

The monasteries of the Order of the United Voice are mostly independent of each other but the larger organization assists the monasteries that struggle with keeping their elected government intact. Every ten years the leaders of all the local monasteries convene at the Forum of the United Voice to elect their new council. Recently, a charismatic man named Emerus Paogan was elected to the head of the order with the grand scheme of convincing entire nations to begin electing their leadership. This has caused a large divide in the order as this ambitious direction could cause the more oppressive states to wage war on the order.

Goals

The Order of the United Voice wants to help ensure that the populations of villages and towns get their wishes and voices heard through general elections. Under the guidance of Emerus, the goal of the order is slowly shifting to getting entire nations to have elected governments.

Public Perception

In locations where the United Voice have arrived to liberate a town from an oppressive, unpopular ruler they are adored and welcomed. In locations where the order has attempted to usurp a popular ruler for elections, the populace sees them as a bothersome nuisance that attempts to bring unwelcome change for a minority of the town.

After the PCs talk to Trina, there are a number of ways that they can find a lead.

1A. GATHERING INFORMATION

Finding a lead by talking to the general populace is difficult since everyone in the town is unfriendly and talking about the group responsible for the extortion could be dangerous. As a result, the PCs can make a **DC 30 Diplomacy/Gather Information check** to learn that a number of garbage men have been known to get into scuffles with merchants as they complete their garbage collection.

If the PCs want to hit up one merchant for information, they would first have to improve her attitude with a **DC 21 Diplomacy check** before asking who is extorting her. The PCs would have to



coax an answer out of her with a **DC 25 Diplomacy check**. The merchant will tell the PCs that it's always a garbage man who extorts her. The merchant has only a basic description of her extortioner: he's a lightly armored man with a scar on his face.

With this information the PCs may decide to go to the garbage dump.

1B. TALKING TO THE YELLOW ROSE BREWERY EMPLOYEES

When the PCs enter the brewery they find most of the workers to be busy at work and refusing to talk to them. However, an eccentric gnome brewer named Sherry Bleubin steps forward and asks who they are and what they want. If the PCs ask her about the murder of Raul or the extortion, Sherry quickly tells them to meet her in the alley behind the brewery. Otherwise, she refuses to tell the PCs anything.

If the PCs decide to go to the alley, she will answer their questions about what happened the day Raul was murdered if the PCs make a **DC 20 Diplomacy check** as she is still considering changing her mind to tell the PCs what she knows. Otherwise she changes her mind, apologizes to the PCs, and goes back to work.

Read the following:

Sherry leans against the brick wall of brewery and lets out a forlorn sigh. She says, "It was the early morning and I was just walking towards the brewery to begin my shift. I heard a commotion inside of the brewery with Raul yelling and stuff crashing over. Just as I was going to open the door, I was bowled over by the garbage man who rushed to his garbage cart and left in a hurry. I saw that his face was all cut and bloody."

Sherry then looks up at you and pleadingly asks, "Don't tell anyone I talked to you, okay? People who talk about stuff like this tend to get broken fingers."

If the PCs decide to ask her any questions, she doesn't know much more than what she told them. She does not know who the garbageman is or if he's a witness or the culprit. All she knows is that a garbageman comes by every morning to pick up the garbage and collect his fee from Raul's office.

With this testimony, the PCs may decide to visit the garbage dump to find the man who was at the brewery the day Raul was murdered.

1C. FINDING TROUBLE

If diplomacy fails, the PCs may decide to simply patrol the merchants' stores and wait until there is trouble. If the PCs try to find a lead this way, nothing happens until late evening when the streets are mostly empty. During their walk, they can make a **DC 10 Perception/Listen check** to hear an argument coming from a nearby smithy as a Blood Blade thug is collecting protection money. The PCs have two options to handle this:

First, the PCs could attempt to follow the thug back to the garbage dump. This would require a total of three **DC 10 Stealth/Hide checks** to follow him without notice. If he notices the PCs, the thug will turn into the nearest alleyway and attempt to hide. If spotted, he will try to fight off the PCs while looking for an opportunity to escape.

Second, the PCs could confront the thug while he is in the smithy. As soon as he notices the PCs entering the shop, the thug runs through the back door of the shop in an attempt to escape. In this case, a chase ensues. Right when leaving the store, he knocks over a number of crates which now partially blocks the door. The PCs must make a **DC 10 Acrobatics/Balance check** or stumble. After, a horse led cart trots in between the PCs and the thug requiring the PCs to make a **DC 15 Climb or Acrobatics/Jump check** to leap over the cart or spend precious time going around the cart. Lastly, the thug runs through a crowded tavern to the back door, threatening people to get out of his way. The PCs then must make a **DC 15 Acrobatics/Tumble, Diplomacy, or Intimidate check** to get through the crowd as fast as possible. If the speed of a PC is 30 feet, he wins the chase by succeeding two or more of the checks. If his speed is less than 30 feet, the PC must succeed on all three checks to win the chase and if his speed is greater than 30 feet he needs to only succeed on one check. If no PCs win the chase, the thug successfully escapes.

At the end, those who won the chase catch up to him at a dead end where he attempts to fight off his pursuers. It takes three rounds before those who lost the chase catch up to the winners and if the thug manages to knock out the winners before the three rounds elapse, he successfully escapes.

Chase Encounter



The chase encounter is abstracted to make it more exciting than just having the PCs and the thug make move actions every round. This is mostly inspired by the chase rules found in the *Pathfinder Gamemastery Guide*.

Combat



Blood Blade Thug pg 20

In any case, if the PCs take the thug prisoner, they find him to be tight lipped and refusing to talk. They must make a **DC 29 Diplomacy check** or a **DC 13 Intimidate check** to get any information. If successful, the PCs find out that his name is Quinn and he works at the garbage dump for the Blood Blades thieves guild. He was told by his boss Warren (a large red haired man with a scar on his face) to make sure that the merchants along his route pay up or face the consequences. He does not know anything about where the Blood Blades HQ or who their leader is. He is just an entry level lackey who was kept in the dark most of the time.

If the PCs kill the thug instead, the PCs could get a strong hint of where to go next by noting that the thug smells like garbage. The PCs could also turn the body in to the authorities (either militia or United Voice) to discover that the thug is a garbage man.

Given this information, the PCs might want to visit the garbage dump after bringing Quinn to the authorities – either the militia or the United Voice with the militia being the closest option.

XP Award



No matter the method, award the PCs 300 experience for discovering that the people behind the extortion are garbage men and that they should check out the garbage dump for more information.



PART 2: CRIMINAL SCUM IN THE TRASH

As the PCs approach the garbage dump, read the following:

As you approach the mounds of garbage, its overwhelming stench assaults the senses and the only sound you hear is the crowing of scavenging birds as they pick through the refuse. A wooden sign at the end of the road hangs loosely from a post with the words "Rogail Garbage Dump" sloppily painted in red. Finely written below the paint in charcoal is the phrase "No visitors".

As soon as the PCs get within twenty feet of the garbage dump, the smell is so overpowering that the PCs must make a **DC 11 Fortitude save** or be sickened for one hour. This saving throw only has to be taken once as the PCs get used to the smell afterward.

There is a small 5 ft. x 5 ft. guard shack at the entrance to the dump but when the PCs arrive they find it to be empty and there is no one to be seen. The Blood Blade garbage men really don't care if anyone enters the dump as they know that any scavengers who enter will probably get eaten by one of the resident garbage barnacles.

The garbage dump is a 500 ft. by 500 ft. square area composed of eight 50 ft. by 50 ft. piles with 10 ft. gaps between each one. The height of each pile ranges from 5 ft. to 20 ft (if the height of a pile will matter, feel free to roll 1d4 where 1 is 5 ft., 2 is 10 ft., 3 is 15 ft., and 4 is 20 ft.)

As the PCs wander around the garbage dump, they indeed get attacked by garbage barnacles as they pass between two of the garbage mounds with one barnacle on each side. The PCs get to make an **opposed Perception/Spot check** to avoid being surprised by the barnacles.

Read the following:

As you pass between two of the garbage mounds, a strange tentacle whips out from one of the piles. A toothy maw at it's tip snaps and gnashes at you, trying to find any weaknesses in your defense.

Combat

Garbage Barnacles (2) pg 20

After the combat, the PCs can wander around the dump some more until they find two Blood Blade thugs rushing to bury a strange bundle wrapped in animal skin.

Read the following:

Right around a corner, you notice two grubby looking men frantically digging into a pile of garbage. At their feet is a long, lumpy bundle wrapped in an animal skin.

The thugs are about to dispose the body of Fasim, a Blood Blade thug working at the cooperage who tried to steal from the Blood Blades. However, when they heard the combat between the PCs

and the tentacles they began to panic and tried to do the job faster. When the thugs notice the PCs, they immediately stop shoveling and attempt to tell the PCs to leave the area as only garbage men are allowed in the area. If the PCs ask what's in the bundle or if they refuse to leave, the thugs attack.

Combat

Blood Blade Thug (2) pg 20

After the fight, the PCs can search the bundle and interrogate the thugs if one or more of them are alive. In searching the bundle, the PCs find a human body inside with his throat slit and possessing only basic clothing. However, on his body is a tattoo of a skull with a bloody blade sticking through the side of it.

Interrogating the thugs requires a **DC 29 Diplomacy check** or a **DC 13 Intimidate check**. If successful, they will say that their names are Wes and Quimby and they work for Warren, the boss of the garbage dump. Warren sent them to forcefully collect money from merchants as they did their garbage collection run. The thugs also do not know who the dead person is. Part of their job is disposing of Blood Blade's sensitive garbage without asking questions. Like Quinn from part 1C, these two are just lackeys who don't know much.

If asked, one thug will also mention that the owner of the Yellow Rose brewery almost knocked him out the last time he demanded money and afterward Warren said he would take care of the brewery owner. If asked to describe Warren, they say that he is a large red haired man with a scar on his face.

If the PCs take Fasim's body to a guard post or a temple, they tell the PCs that the man's name is Fasim and he is an apprentice cooper who has been responsible for multiple bar fights. Given this past, the guard (United Voice or militia) are not surprised that he met this fate and so they assume that he simply got into a fight with the wrong person.

At this point, the PCs only leads are Warren, the garbage dump boss, and Fasim's murder. The following are a number of methods the PCs could use to try to gather more information.

2A. STAKE OUT THE DUMP AND WAIT FOR A LARGE RED HAIRRED MAN

Lariel is aware of the private investigators in town so he ordered Warren to lay low and stay in the cooperage. Warren knows too much and his capture could put the Blood Blades in jeopardy. Thus the PCs will not see Warren enter the dump. During the day they see garbage men haul back garbage and during the night nothing happens.

2B. ASKING AROUND ABOUT WARREN

The PCs may want to go around town and ask about Warren. The PCs can make a **DC 30 Diplomacy/Gather Information check** to learn that he is not very well liked as he is very rude and abrasive. The only time people have seen him is when he is in a tavern, drinking himself unconscious. The running joke of the town is that Mayor Maypoll hired Warren to head the garbage dump because he's the trashiest man in town. The PCs also learn that one morning he stumbled into a temple with a bloody face from what he described to be a "hostile customer". He has had a scar on his face ever since. The PCs also learn from a courtesan that he has a tattoo on his chest of a skull with a bloody blade sticking out of it. Warren has done his best to keep a low profile so not much more information can be obtained.

2C. GOING TO THE TERIEN COOPERAGE TO ASK ABOUT FASIM

With the reports of investigators coming into town to look into the extortion, Lariel is taking as many precautions as possible to avoid having the investigators uncover their operations. If the PCs approach the cooperage, they find a guard standing at all entrances except the front entrance. If the PCs talk to the guards, they direct the PCs to the front entrance to talk to Annette.

Inside of the front entrance is a blonde woman named Annette Perseus (N human expert 1) who warmly greets the PCs. Her job is to manage the barrel orders, manage Lariel's legitimate business appointments, and greet anyone who wanders by. She is oblivious to the Blood Blade activities going on in the cooperage but she knows enough about the business to answer the PCs questions about Fasim.

If asked about him, Annette mentions that she never liked the man as he made unwelcome advances on her. She then mentions that she was relieved to hear that he was fired by Lariel for attempting to steal from the cooperage. She is not surprised to hear that Fasim was found murdered since he got involved in plenty of bar fights. If the PCs ask if she's seen anything suspicious with the garbage collection she says that they collect the garbage from another entrance so she has never seen the collection happen nor has she heard any complaints.

If the PCs want to talk to the owner, Lariel Terien, Annette tells the PCs that his schedule is full but they can come back tomorrow morning to talk to him. She claims that he is spending the day negotiating a contract with a client and is not even in the cooperage. In fact, unknown to Annette, he is spending the day talking to Wollard Maypoll in city hall about how to handle the situation with the investigators.

If the PCs want to look around the cooperage, Annette will refuse saying that Lariel will not let anyone but workers inside for safety reasons. If the PCs insist or force their way in, this starts the cooperage encounter but with a Blood Blade Street Boss replacing Lariel.

After attempting to find clues, the PCs may call it a day decide to head back to the Lazy Dreams Inn for a night's rest.

PART 3: THE ASSASSINATION ATTEMPT

3A. THE LAZY DREAMS INN

During the day the PCs get involved with the garbage dump, Maypoll and Terien were in a heated debate about what to do about the investigators. Terien wanted to take a cautious approach by suspending all activities to ensure that the investigators don't get far in their investigations and that they leave the city in defeat. However, Maypoll wanted the problem to disappear as soon as possible and so he ordered Terien to assassinate the investigators. Terien reluctantly gave out the order to his assassination squad before beginning to fortify the cooperage in case the assassination attempt goes sour.

When the PCs enter the Lazy Dreams Inn after their day of investigation, the PCs can make a **DC 15 Sense Motive check** to notice that the innkeep, Aeron Lestalien (LN male elf commoner 2) seems troubled at the sight of the PCs. If the PCs ask him what's wrong he is hesitant to answer so the PCs must convince him to talk by making a **DC 25 Diplomacy check** or a **DC 12 Intimidate check**.

If successful, Aeron will tell the PCs that a couple of thugs came by demanding to know in which rooms the PCs are staying. The thug also threatened to kill Aeron and his family if he told the PCs about the conversation ever happened. If the PCs want to leave the inn for the night, Aeron begs them to not leave or change rooms as it would tip the thugs off that he told the PCs what happened. Aeron has no idea why the thugs wanted to know where the PCs were staying but he suggests that the PCs watch their backs.

In the inn, each PC has a 10 ft. x 10 ft. room on the second floor with each room having a 3 ft. x 3 ft. windows with shutters that swing outward. Each room has the basic bed, desk, chair, and drawer. Also in the room is a basic oil lamp with three tindertwigs and a pint of oil. Each door has a simple lock on it and the neither the windows nor shutters have any locks. In front of the windows is a 20 ft. long, 5 ft. wide part of the roof that anyone can easily stand on. The PCs can use this information to plan an ambush for their assassins.

At past midnight, the four Blood Blade assassins creep up towards the inn, throw up grappling hooks, and climb up towards the PCs room windows. Their plan is to have each one sneak up

to a window, climb through, and coup de grace a PC as they sleep. They would then escape and take to the shadows before returning to the Jolly Kobold to report a job completed.

However, many things can go wrong during their assassination attempt. If a PC wakes up before the assassin could kill him/her, or if the assassins are ambushed, they still do their best to fight off and kill the PCs. If the PCs try to lock or block them out of their rooms, the assassins do their best to pick any locks or break through any barricades to get to the PCs. The main goal for the assassins is to try and fight each of the PCs unprepared and one on one as that's when they are weakest.

Combat

Blood Blade Assassins (4) pg 21



What if the PCs don't stay at the inn or one PC is not staying at the inn?



In the case the PCs simply moved to another location, the assassins can beat the information out of the owner of the inn to find out where they went or one of their Blood Blade contacts can spot the PCs in a different location. If a PC is staying outside (a druid or ranger might want to do this) then one assassin does not go to the inn but instead attempts to find the PC staying outside. Depending on how far out and how well hidden the outdoor PC is, the assassin might not find him. If the assassin can not find the outdoor PC and no combat occurs, award the party experience as they have defeated the assassin.

On the bodies of the assassins they find a small note detailing the location of the hotel and the PCs hotel rooms and a small note detailing the location of Trina's manor house. If the PCs took prisoners they can also make a **DC 30 Diplomacy check** or a **DC 11 Intimidate check** to get the assassins to talk. They know that they work for the Blood Blades and are based in the Jolly Kobold tavern and that they were sent to kill the PCs. There is another assassin being sent to Trina's manor to kill her. They do not know about the cooperation being the Blood Blade base of operations or who any of the major Blood Blade leaders are. At this point, the PCs should realize that Trina herself is in danger.

Read the following:

At the front door, two of Trina's guards lay slouched in their chairs with their plates of food splattered all over the ground. The front door is slightly ajar and the light from inside the manor shines out to the street in a sliver.

As soon as they arrive at Trina's home they find the two guards to be unconscious at the door with each having a plate of food sprawled over the floor. Since Trina's cook is off duty, the guards typically order their midnight meal from the Jolly Kobold. One of the assassins put some oil of taggit poison in their meals before delivering them and waited for the guards to fall unconscious. After that, the assassins made his move and broke into the house.

The PCs see that the main door to the manor is ajar and just



as they enter they can hear a scream from one of the rooms. By the time the PCs get to her room, they find two of the assassins standing over Trina's bleeding body where one of the assassins has a fresh gash on his arm. Trina managed to slash at an assassin so one of the thugs has taken 2 points of damage but the two of them stabbed her in return causing her to drop to -5 hp and begin bleeding out (note that she has a Con score of 9). The assassins focus their attacks on the PCs when the PCs arrive.

Combat

Blade Blade Assassins (2) pg 21



After the PCs defeat the assassins, they can either talk to Trina if she is healed enough to do so or they can take her to a temple to have her healed. In either case, she is shocked at what happened but she insists that the PCs continue on with their investigations to find the real culprit behind the assassination and extortion.

After the guards wake up, the PCs can question them about what happened. They will then tell the PCs that they started to eat their food from the Jolly Kobold tavern before falling unconscious. If asked about the person delivering it, they describe him as a delivery person they have never seen before. At this point, the PCs may want to visit the Jolly Kobold tavern.

3B. The Jolly Kobold

Read the following:

As soon as you enter, the stench of smoke and stale beer burns the nostrils. A few disheveled patrons are scattered around the

liquor-stained premises and behind the bar stands a pale old woman with white hair that reaches down to her hips.

When the PCs get to the tavern they find it mostly empty with only a few heavily inebriated people scattered around. As soon as the PCs enter, the barkeep Helena Rudin (NE female human commoner 1) looks at them in alarm and tells them to come closer. She says that she has something to tell them but she wants to go with them into the cellar where she can talk to them in private. The PCs can make a **DC 15 Sense Motive check** to know that she's up to something.

Terien created a number of contingency plans in case the investigators managed to fight off the assassins. First, his assassination cell at the Jolly Kobold prepared themselves for a visit from the PCs. Their plan was to have the bartender lure them to the cellar where the PCs would be ambushed. If the PCs refuse to follow her down, she would call for the thugs to come up and deal with them.

If the PCs follow her down, they descend 10 ft. down and walk for 20 ft. before reaching the 20 ft. by 20 ft. square cellar lit only by a single torch. As soon as one of the PCs enter the room, the thugs attack.

If the PCs refuse to go into the cellar with the barkeep, she pulls four mugs of ale from under the counter and gives them to the PCs for free. The drinks have been laced with the same poison that knocked out Trina's guards. The PCs can make a **DC 10 Sense Motive check** to notice that the barkeep eagerly wants the PCs to drink the ale. If a PC drinks one, he can make a **DC 15 Perception/Wisdom check** to notice that the ale tastes a bit off.

Oil of Taggit

Type poison (ingested); Save Fortitude DC 15

Onset 1 minute; Frequency -

Effect unconscious 1d3 hours; Cure 1 save



If the PCs don't let her leave or if the PCs catch on to the fact that they were poisoned, she screams and the thugs soon rush out from the cellar while the tavern patrons flee. It takes two rounds for the thugs to reach the main floor.

In any case, the barkeep is a noncombatant (if any checks are required with her, just assume she has a +0 bonus) and will immediately surrender when the thugs are defeated.

Combat

Blood Blade Thugs (2) pg 20

Blood Blade Street Boss pg 21



If the PCs decide to search the area, they find two vials of oil of taggit underneath the bar and on the street boss they find a set of cooping tools on him. All three of the thugs smell like oak and wood smoke as they have just ended a shift at the cooperage before going to the Jolly Kobold. All of the thugs also have Blood Blade

tattoos.

If they interrogate the barkeep Helena, she easily breaks and tells them all that she knows with a frantic sob. The Blood Blades own this tavern and all she knows is that a group of Blood Blades from the cooperage always come here after their shift and stay in the cellar for most of the time. The regulars here are usually prospective Blood Blade members or people friendly to the guild.

Given this evidence, the PCs may want to head to the cooperage next where Terien is expecting their arrival.



XP Award

For the PCs find out that the cooperage is the headquarters of the Blood Blades, award them 300 experience points.

Part 4: The Cooperage

After Lariel gave the assassination order to the Blood Blades based in the Jolly Kobold he immediately took a number of precautions to ensure that if the investigators manage to fight off the assassins and come to the cooperage, the investigators will meet their end there. To be safe, he even enlisted a number of his gremlin allies to assist in securing the cooperage. As a result, he has suspended his operations and has fortified himself in the cooperage waiting until he gets word about how the assassination went.

All of the doors in the cooperage are strong wooden doors and all of the doors leading outside are locked with average locks. The door leading from the main entrance to the rest of the cooperage is also locked with an average lock.

4A. The Main Entrance

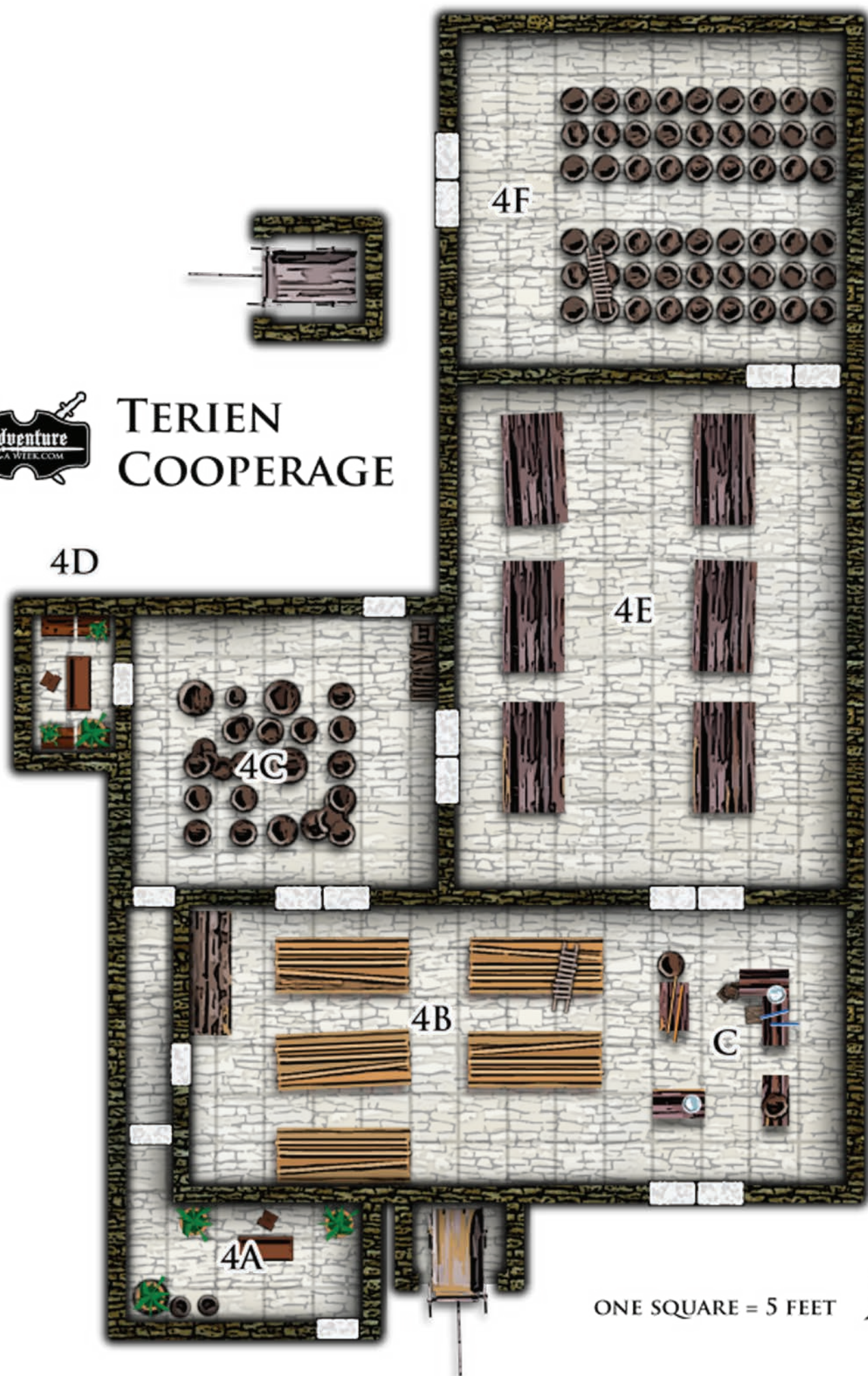
Read the following:

This twenty-five by fifteen foot room is lavishly decorated with intricate wooden inlays and intricate paintings. At the front of the room is a large oak desk with two potted plants beside it and in the corner of the room are three barrels.

If the PCs decide to search the room, the desk contains 8 copper pieces and a ledger. The ledge contains only Lariel Terien's schedule as written by Annette Perseus, his secretary. The only interesting entry in it is the most recent (the day after the attempted assassination) where it says that the cooperage is shut down for the next three days and Terien is taking no appointments during that time.



TERIEN COOPERAGE



ONE SQUARE = 5 FEET



After the PCs enter the hallway connecting 4A, 4B, and 4D they encounter a trap placed by the Vexgit gremlins. They took a vial of alchemists fire and a pint of oil and concealed them under the floor. When someone steps on this stone, the two glass containers crack resulting in the two igniting into flame. The intense heat then burns away a weak support beam above bringing a large stone block upon the victim's head.

Gremlin Stone and Fire - CR 3

XP 200

Type mechanical; Perception/Search DC 25; Disable Device DC 20

-----Effects-----

Trigger location; Reset none

Effect 1d6 fire and 2d6 bludgeoning damage (creature in 5 ft. square); Ref DC 25 avoids



4B. MATERIALS STORAGE AREA

Read the following:

In this large seventy by thirty foot room are many piles of neatly stacked lumber stacked seven feet high and a couple piles of metal hoops. One end of the room is filled with various woodworking equipment.

In this room are three Vexgits hiding on top of three different piles of wood and waiting for the PCs to enter the room. They have scattered three snare traps over the room and as soon as it becomes apparent that a PC has stepped on a snare, they attack from the top of their piles with their makeshift crossbows.

The wood piles are easy to climb (Climb DC 10) but they are unstable. If a PC larger than size small attempts to climb the pile lengthwise, he accidentally pulls the pile down causing everyone within that 15 ft. long row to take 1d6 points of damage (Ref DC 15 negates). The wood pile is scattered over the entire 15 ft. x 10 ft. area resulting in difficult terrain. The gremlin on top of the pile is then on the ground with the PCs and he then attempts to scatter up the nearest woodpile. If a medium size PC attempts to climb a pile widthwise, then the pile does not fall over.

Combat

Vexgits (3) pg 19



4C. THE TOASTING ROOM

Read the following:

As soon as you enter this room, your senses are assaulted by smoke as sixteen small fires burn in sixteen different barrels sitting in the middle of the room. The smoke from the fires slowly rise up to the opening at the top of the room, concealing everything between you and the back wall. In one corner of the room also lies a pile of firewood.

In this room are Lariel Terien and two Blood Blade thugs. The first time the PCs enter, read the following:

Standing at the other end of the room, you can see through the smoky haze a lithe elvish form and two human men staring at you grimly. "So," the elf begins, "Ms. Hearth's hounds have finally found us. It is just too bad you will not get out of here alive. I was really hoping it would not come down to this. If it was up to me you would be simply leaving town clueless." The man then begins to draw his rapier as the other two men move out to attack.

It is possible to enter the squares with the barrels but the smoke and cramped conditions make it difficult to fight through. Anyone in one of these squares take a -2 penalty to attack rolls and a -2 penalty to Dex as well as suffer the normal penalties for smoke.

Combat

Lariel Terien pg 22

Blood Blade Thug pg 20

On Lariel is a writ from mayor Willard Maypoll's office saying that any barrels shipped from the cooperage is sent with his explicit permission and are not to be taxed or searched by the United Voice or his militia. The writ has Willard's signature and his official wax seal.

4D. TERIEN'S OFFICE

Note that the solid wooden door leading to this room is locked with a good lock.

Read the following:

This 10 ft. by 10 ft. office is lined with mostly empty bookshelves and a solid teak desk sits in the middle of the room. At the back of the room, a large painting of the city of Rogail dominates the wall.

The books on the bookshelves are all about various types of wood or the craft of cooping. If these 50 lbs. worth of books are all collected and sold, they would be worth 100 gp.

There is nothing on the top of the desk but there are two drawers in there that the PCs can search. In the drawer on the left, there is only an inkwell, a quill, a vial of ink, and ten pieces of blank parchment. The other drawer is locked with a good lock and is trapped. The trap activates as soon as the drawer is opened or severely jostled.

Combustion Trap - CR 3

XP 200

Type mechanical; Perception/Search DC 25; Disable Device DC 25

-----Effects-----

Trigger location; Reset none

Effect 3d6 fire damage (all within 10 ft. including objects); Ref DC 20 half and a loud sonic boom.

This trap destroys the contents inside of the drawer, destroys the contents of the bookshelves, and warns anyone inside the building that someone tried to break into the desk. Inside of the drawer are a number of documents detailing who his clients are, how much his clients paid, and where barrel shipments are going. There is also a document detailing the amount of money the cooperage has deposited into its bank. After ten minutes of looking through the documents, the PCs can make a DC 10 Intelligence check to

note that the cooperage is depositing much more gold than the cooperage's profits. The cooperage is also charging a very low price per barrel for a number of out of town clients.

A DC 20 Perception/Search check reveals a small iron safe behind the painting. It is locked with a good lock and once opened, the PCs find Terien's personal treasure hoard.

Treasure

- Arcane scroll of *bleed*
- Arcane scroll of *dispel magic*
- Potion of *bull's strength*
- Sunrod
- Punching dagger
- Bag of miscellaneous gems worth 276 gp
- 2 pp, 31 gp, 140 sp, 400 cp

4E. The Production Area

Read the following:

Six workbenches with tools scattered over their surfaces line this large area. Wood shavings, pieces of iron, broken tools, and other miscellaneous debris lie strewn over the floor.

The PCs can spend some time to search through the tables and debris to find something useful.

Skill Check

Perception/Search

- DC 5 Crowbar, 50 ft. hemp rope, 10 crossbow bolts
- DC 10 Coin purse with 15 gp, 40 cp
- DC 15 Potion of cure light wounds
- DC 20 Masterwork dart

4F. BARREL STORAGE

Read the following:

Two large rows of barrels of various sizes are neatly stacked in this thirty five by thirty foot room. The smell of slightly burned wood dominates the air. Standing on top of one pile of the barrels is a red headed man with a scar on his face stuffing sacks into barrels.

Warren, the red headed man with a scar on his face, is in this room quickly stuffing stolen and smuggled goods into barrels.

Lariel wanted to hide the goods in case the investigators dropped by. As soon as he spots the PCs, read the following:

The man stops what he is doing and turns to you. His face goes red with anger as he yells, "You're the bastards who got my boys at the dump! I'll cut you up for that!" He then begins to draw his sword, glaring at you with his eyes wide open and his lips curled.

Hiding in the pile of barrels to the south side of the room is a vexgit just waiting for a fight to start. As soon as the fight starts, the vexgit starts rolling some of the smaller barrels in the pile onto the PCs. Each "barrel attack" made by the vexgit is a standard action and it targets any one PC adjacent to the barrel pile and it has a +4 to hit. If it hits, the barrel does 1d4 points of bludgeoning damage and it does an automatic trip attack with a +4 modifier to trip. The vexgit can only do this four times before he runs out of barrels he can move.

Climbing up one of these six foot high barrel piles requires a **DC 10 Climb** check.

Combat

Warren pg 22

Vexgit pg 19

If the PCs search the barrels, they find a number of them to be full of sacks containing contraband and minor treasures. A **DC 15 knowledge (local) check** also reveals that some of these treasures have been reported to have been stolen from rich locals.



PART 5: THE AFTERMATH



Prisoners

The PCs may have taken the approach of subduing and arresting the Blood Blades instead of outright killing them. If the PCs want to interrogate anyone, they will find them very uncooperative.

Interrogating Lariel requires either a **DC 16 Intimidate check** or a **DC 40 Diplomacy check**. If successful, he tells the PCs that he works for the Blood Blades directly under the mayor and that the mayor wanted extra cash from the merchants by roughing them up for money. The cooperage was also used as a front to smuggle stolen goods and contraband to and from other Blood Blade guild houses from around the region.

Interrogating Warren requires either a **DC 15 Intimidate check** or a **DC 40 Diplomacy check**. He tells the PCs that he was appointed by the mayor as head of the garbage dump to manage a small group of extortioners. The plan was to have the garbage men collect protection money as they do their rounds among the merchants. He also confesses to murdering Raul for attacking one of his men and refusing to pay any protection money.

Interrogating the basic thugs require either a **DC 13 Intimidate check** or a **DC 40 Diplomacy check**. They tell the PCs that they belong to the Blood Blades and that they make barrels and mug people for their hard earned coin. The thugs also say that they report to Lariel Terien and that the militia never wants to get too involved in what they do for reasons they can't explain. They don't know much else about the operations of the Blood Blades or the cooperage.

If the PCs turn the prisoners in to the militia, they will throw them in with Lem Grogh and prepare them for execution. Under the mayor's orders, the prisoners are in isolation and no one is allowed to talk to them.

If the PCs turn them in to the United Voice, the mayor will simply force them to turn the prisoners over to the militia where he has more control over them.

After the PCs finish up with the cooperage, they may decide to return to Trina at the United Voice monastery to report their success. The monks there let the PCs in to see her without issue and lead them to her very simple room. After the PCs tell her what they found, read the following:

After you finish explaining what happened at the cooperage Trina sadly says, "It seems that there is a bigger criminal element in town than I thought. The note you found on Lariel is even more troubling. Why would Mayor Maypoll give such a large benefit to the Terien cooperage?"

Trina grabs a coin purse from the desk which clinks loudly when she gives it a shake. "Here is your agreed payment. Five hundred gold

for each of you," she says as she hands the bag to you. "The merchant guild of Rogail thanks you for putting an end to the extortion racket and I want to personally thank you for bringing justice to Raul's murderers."

XP Reward

For completing the adventure also award the PCs 300 experience points.



By the time the PCs report back to Trina, word of the cooperage raid will have gotten around town. When word of the raid reached Willard Maypoll, he became furious and marched his way to the monastery to give Trina a piece of his mind. With his cooperage operation finished, the entire Blood Blade thieves guild has lost an important hub for smuggling illegal and stolen goods and his local guild has lost good money by losing the extortion racket. He is also embarrassed by the fact that Lariel was right and that the assassination plan brought down the operation's downfall.

As soon as the PCs start to leave Trina's room, read the following:

Before you can leave, a dark haired man with a bowler hat marches up to the entrance with his face knotted in pure rage and an unhappy looking dwarf in tow. "You harpy!" the man screams through the door at Trina. "You ruined everything! I'll ruin you! Kiss your trade rights goodbye!"

The man then trains your eyes on you before roaring, "You stepped onto my turf and interfered with our business. You bastards better get your noses out of my business before you get what's coming to you! I've had enough of you! All of you!"

As he storms away the dwarf puts himself in the way between you and him. With a wink and a sad grin he says, "There's a ceremony for you all in your honor hosted by the mayor. I assure you he will be much kinder to you then." He then turns away and again follows the man.

The dwarf in tow is Storlen Copperbrow, head of the local United Voice chapter. If the PCs try to attack the mayor during his tirade, Storlen will step in between the PCs and Willard in order to prevent violence. Trina will also plead with the PCs to not attack Willard if it becomes clear that the PCs have violent intent.

Also, Willard is constantly disguising himself to make himself look human. The PCs can make a **DC 40 Perception/Spot check** to notice that he is disguised as he is wearing a hat of disguise. The PCs can also make a **DC 22 Perception/Spot check** to notice that he has a dagger and hand crossbow concealed on him. Willard also drinks a potion of undetectable alignment every day so he is not detected as evil.

If combat breaks out, Storlen gets involved as he is the sworn protector of the mayor but he attempts to take the PCs down by using nonlethal damage. If only one PC is being violent, Storlen attempts to grapple and pin him. Four other monks from the order also arrive to attempt to take down the PCs in a nonlethal manner. Willard stabs the nearest PC that gets too close. Simply put, this is a fight that the PCs would have a very hard time winning and one where the chances of PC death should be low.

Combat

Storlen Copperbrow pg 23

United Voice Initiates pg 23

Mayor Willard Maypoll pg 24



After Willard and Storlen leave, read the following:

Trina stares down the hallway in alarm. "The mayor? The mayor was behind this?" she asks incredulously. "That would answer a lot of questions but it only creates a number of bigger problems."

The PCs can ask her a number of questions on what to do next. She seems distant as she answers them as if she is lost in thought. She wants a non violent solution as having any of the PCs simply kill the mayor will result in the entire order of the United Voice condemning the PCs and Trina to death for slaying an elected official under the order's watch. Giving evidence and explaining the truth of what happened to the town criers could help but Mayor Maypoll is very popular and the news would be not easily believed.

After some time, read the following:

An order initiate steps outside the door and says glumly, "Ms. Hearth, the mayor has ordered us to escort you off the premises. You have five minutes to collect your belongings."

Trina looks up at the initiate and her face brightens. She says excitedly, "There is an election to be called next week isn't there? I believe any mayoral candidate has the right to stay under the protection of the United Voice."

The initiate grins and asks, "Am I to understand you are announcing your candidacy for mayor?"

Trina chuckles and answers, "Yes! It's the only chance we have of saving our hides and kicking out that ass of a mayor. Go tell Storlen right away!"

As the initiate rushes off Trina turns to you and says with a wide grin, "It is all or nothing my friends. This is the only chance we have of getting rid of Maypoll. If we do not we will probably end up in the garbage dump as crow fodder."

From here on, Trina and the PCs can begin to plan for the downfall of Mayor Willard Maypoll.





Combat Appendix

Vexgit

CR 1

XP 400

LE Tiny fey

Init +1; **Senses** darkvision 120 ft., low-light vision;

Perception +5

DEFENSE

AC 15, touch 13, flat-footed 14 (+1 Dex, +2 natural, +2 size)

hp 8 (1d6+5)

Fort +2, **Ref** +3, **Will** +3

DR 5/cold iron; **SR** 12

OFFENSE

Speed 20 ft., climb 20 ft.

Melee Warhammer +0 (1d4–2/×3), bite –2 (1d3–2)

Space 2–1/2 ft.; **Reach** 0 ft.

Special Attacks speedy sabotage, wrecking crew

Spell-Like Abilities (CL 1st; concentration +1)

At will—*prestidigitation*

1/hour—*rusting grasp*, *snare*

STATISTICS

Str 6, **Dex** 13, **Con** 14, **Int** 12, **Wis** 13, **Cha** 11

Base Atk +0; **CMB** –1; **CMD** 7

Feats Skill Focus (Disable Device), Toughness, Weapon Finesse

Skills Appraise +2, Climb +13, Craft (traps) +5, Disable Device +9, Knowledge (engineering) +2, Perception +5, Stealth +13 (+17 in metal or stony areas, +9 when moving); **Racial Modifiers** +4 Disable Device, +4 Stealth in metal or stony areas, –4 Stealth when moving

Languages Undercommon

SPECIAL ABILITIES

Speedy Sabotage (Su) Vexgits are adept at disassembling machinery, reducing even complex devices to trash with shocking speed. When using the Disable Device skill, these gremlins treat all devices as being one category simpler for the purposes of determining how long it takes to use the skill. Thus, difficult devices count as tricky, tricky devices count as simple, and simple devices can be dismantled as a free action.

Wrecking Crew (Su) A group of up to six vexgits can work together to dismantle a device. This ability functions like the aid another action, but a single vexgit can receive help from up to five other vexgits, granting it up to a +10 bonus on its Disable Device check.

Manor Guards

CR 1/3

135 XP

Human Warrior 1

LN Medium humanoid

Init +1; **Senses** Perception +2

DEFENSE

AC 14, touch 11, flat-footed 13 (+2 armor, +1 shield, +1 dex)

hp 5 (1d10)

Fort +2, **Ref** +1, **Will** +0

OFFENSE

Spd 30 ft.

Melee longsword +2 (1d8+1, 19-20/x2), sap +2 (1d6+1 nonlethal)

Ranged shortbow +2 (1d6, x3, 60 ft)

STATISTICS

Str 13 **Dex** 12 **Con** 11 **Int** 10 **Wis** 10 **Cha** 8

Base Atk +1; **CMB** +2; **CMD** 13

Feats Alertness

Skills Intimidate +3, Perception +2, Profession (Guard) +4, Ride +4, Sense Motive +2

Languages Common

COMBAT GEAR

leather armor, light wooden shield, shortbow, 20 arrows

Feats Enforcer, Power Attack, Toughness

Skills Intimidate +5, Stealth +2

Languages Common

COMBAT GEAR

Studded leather armor, club, dagger, sap, sling, sling bullets (10), 2 gp, 9 sp

SPECIAL ABILITIES

Enforcer If you deal nonlethal damage with a melee weapon, make a free Intimidate check to demoralize.

Garbage Barnacle

CR 2

XP 600

N Medium Aberration

Init +2; **Senses** blindsight 30 ft. (only); Perception +5

DEFENSE

AC 14, touch 9, flat-footed 14 (-1 Dex, +5 natural)

hp 16 (3d8+3)

Fort +2, **Ref** +2, **Will** +0

DR 5/-

OFFENSE

Speed 10 ft., burrow 30 ft. (garbage piles only)

Melee Tentacle Bite +3 (1d6+1 plus grab and life leech)

Space 5 ft.; **Reach** 10 ft.

Special Attacks life leech

STATISTICS

Str 12, **Dex** 8, **Con** 12, **Int** 1, **Wis** 8, **Cha** 4

Base Atk +2; **CMB** +3 (+7 grapple); **CMD** 12 (16 grapple)

Feats Improved Initiative, Stealthy

Skills Escape Artist +7, Perception +5, Stealth +7

ECOLOGY

Environment any

Organization single, pair, or group (3-6)

Treasure None

SPECIAL ABILITIES

Life Leech (Su) All damage inflicted by the garbage barnacle's bite attack heals the garbage barnacle for the same amount as it sucks the blood out of its victim. This ability does not work against creatures without blood (undead, constructs, plants, etc.). The amount healed can never exceed their maximum hit points.

Barnacle Core The garbage barnacle fights with its tentacle mouth but the main organs of the creature are kept in its

Blood Blade Thug

CR 1

XP 400

Human Warrior 3

NE Medium Humanoid (human)

Init +0; **Senses** Perception +0

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor)

hp 25 (3d10+9)

Fort +4, **Ref** +1, **Will** +1

OFFENSE

Speed 30 ft.

Melee Club +5 (1d6+2/x2), dagger +5 (1d4+2/19-20/x2), sap +5 (1d6+2 nonlethal/x2)

Ranged Sling +3 (1d4+2/x2)

STATISTICS

Str 15, **Dex** 11, **Con** 12, **Int** 8, **Wis** 10, **Cha** 9

Base Atk +3; **CMB** +5; **CMD** 15

core. Typically this core is hidden away inside of the pile of garbage as the tentacle attacks. All attacks towards the barnacle are directed to the tentacle but it is possible for someone to attack the core. To expose the core, the tentacle can be grappled and with a successful combat maneuver check the grappler can pull the core out of the pile. The core is then outside of the garbage pile and can be attacked normally. The core does not have any DR and it has -3 natural armor. If exposed, the core will always attempt to escape the grapple and return to hide in the garbage pile.

Lingering in piles of garbage and consuming the blood of the scavengers the dwell within, garbage barnacles rarely starve. A garbage barnacle hides in a garbage pile, waiting for the slightest movement within its uncanny senses. As soon as potential pray gets within range, its toothy tentacle shoots out from the pile and snaps at the unsuspecting victim. It can bite and claw at the tentacle as it drains its blood but the barnacle's victims rarely get past its thick hide and even if it does. the barnacle's wounds heal over within seconds of feeding.

Inexperienced garbage men are known to be found dead in garbage dumps with their blood drained from their bodies but the experienced garbageman knows how to avoid such a fate. When a tentacle emerges, they pull on it to yank out the barnacle core before stabbing at the core with all their might. Some garbage men even make a little game of this and call it "Barnacle Pickin".

Blood Blade Assassin

CR 2

XP 400

Elf Ninja 2

NE Medium Humanoid (elf)

Init +2; **Senses** low-light vision; Perception +6

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

hp 14 (2d8+2)

Fort +0, **Ref** +5, **Will** -1; +2 vs. enchantments

Immune magic sleep; **Resist** elven immunities

OFFENSE

Speed 30 ft.

Melee Wakizashi +3 (1d6/18-20/x2)

Ranged Blowgun +3 (1d2/x2)

Special Attacks ki attack speed, sneak attack +1d6

STATISTICS

Str 11, **Dex** 15, **Con** 10, **Int** 10, **Wis** 9, **Cha** 10

Base Atk +1; **CMB** +1; **CMD** 13

Feats Stealthy, Weapon Finesse

Skills Acrobatics +7, Climb +5, Disable Device +9, Escape Artist +9, Intimidate +5, Perception +6, Sleight of Hand +7, Stealth +9 **Modifiers** ki jump (running start)

Languages Common, Elven

SQ elven magic, ki movement, ki pool, ki stealth, ninja tricks (finesse rogue), poison use

COMBAT GEAR

Leather armor, blowgun, black adder venom (2), blowgun darts (10), wakizashi, grappling hook, rope, thieves' tools (masterwork), 5 SP

Blood Blade Street Boss

CR 3

XP 800

Human Rogue (Thug) 4

NE Medium Humanoid (human)

Init +0; **Senses** Perception +6

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor)

hp 30 (4d8+12)

Fort +2, **Ref** +4, **Will** +0

Defensive Abilities evasion, uncanny dodge

OFFENSE

Speed 30 ft.

Melee Dagger +6 (1d4+3/19-20/x2), darkwood quarterstaff +7 (1d6+4/x2), sap +6 (1d6+3/x2)

Ranged Light crossbow +3 (1d8/19-20/x2)

Special Attacks rogue talents (assault leader [1/day], strong impression), sneak attack +2d6

STATISTICS

Str 16, **Dex** 10, **Con** 12, **Int** 8, **Wis** 9, **Cha** 11

Base Atk +3; **CMB** +6; **CMD** 16

Feats Enforcer, Intimidating Prowess, Power Attack, Toughness

Skills Appraise +6, Climb +8, Disable Device +7, Escape Artist +5, Intimidate +10, Perception +6, Sense Motive +6,

Stealth +5 **Modifiers** frightening

Languages Common

SQ brutal beating (2 rds)

COMBAT GEAR

Chain shirt, crossbow bolts (10), dagger, darkwood quarterstaff, light crossbow, potion of cure light wounds, sap, thieves' tools (masterwork), 21 GP

SPECIAL ABILITIES

Assault Leader (1/day) (Ex) When you miss an attack, allow an ally also flanking that target an immediate attack.

Brutal Beating (2 rds) (Ex) Forgo 1d6 sneak attack damage to sicken the target for 2 rds.

Enforcer If you deal nonlethal damage with a melee weapon, make a free Intimidate check to demoralize.

Frightening (Ex) Demoralize duration increases by 1 rd, if 4+ rds can frighten 1 rd instead.

Lariel Terien

CR 4

XP 1200

Male Elf Magus 5

NE Medium Humanoid (elf)

Init +3; **Senses** low-light vision; Perception +7

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 armor, +3 Dex, +1 deflection, +1 dodge)

hp 36 (5d8+10)

Fort +5, **Ref** +4, **Will** +5; +2 vs. enchantments

Defensive Abilities magus arcana (spell shield +3);

Immune magic sleep; Resist elven immunities

OFFENSE

Speed 30 ft.

Melee Dagger +6 (1d4/19-20), dart +6 (1d4), masterwork cold iron rapier +7 (1d6/18-20)

Special Attacks spellstrike

Magus Spells Prepared (CL 5):

2 - *mirror image*, *blur*, *frigid touch*

1 - *chill touch* (DC 14), *shocking grasp*, *true strike*, *ray of enfeeblement* (DC 14), *vanish*

0 - *ray of frost*, *open/close* (DC 13), *read magic*, *detect magic*

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 16, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +3; **CMD** 18

Feats Combat Casting, Combat Reflexes, Dodge, Weapon Finesse

Skills Intimidate +8, Linguistics +4, Perception +7,

Profession (cooper) +9, Sense Motive +6, Spellcraft +11

Languages Common, Draconic, Elven, Gnoll, Orc, Undercommon

SQ arcane pool (+2) (5/day), elven magic, spell combat, spell recall

COMBAT GEAR

Chain shirt, potion of *cure moderate wounds*, potion of *protection from good*, potion of *sanctuary*, potion of *undetectable alignment*, dagger, dart (5), masterwork cold iron rapier, *ring of protection* +1, 7 gp, 5 sp

TACTICS

During Combat Lariel begins the fight by attempting to cast mirror image and blur before the PCs get in close combat range. If the PCs are still not in close combat range, he then casts ray of enfeeblement on the strongest looking PC. As soon as he is in close combat, he uses a swift action and an arcane point to turn his rapier into a +1 keen cold iron rapier. He then takes advantage of his spellstrike ability to attack and cast touch spells on the most threatening PC. When injured or flanked, he will start using his spell shield to protect himself.

Morale Lariel fights to the death.

Warren

CR 3

XP 800

Human Barbarian (Urban Barbarian) 2 Rogue (Thug) 2
CE Medium Humanoid (human)

Init +1; **Senses** Perception +8

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +1 Dex, +1 dodge)

hp 42 (2d12+2d8+14)

Fort +7, **Ref** +5, **Will** +2;

Defensive Abilities evasion, uncanny dodge

OFFENSE

Speed 30 ft.

Melee Dagger +6 (1d4+3/19-20/x2), masterwork falchion +7 (2d4+4/18-20/x2)

Speed 30 ft.

Melee Dagger +6 (1d4+3/19-20/x2), masterwork falchion +7 (2d4+4/18-20/x2)

Special Attacks rage (9 rounds/day), rage powers (superstition +2), sneak attack +1d6

STATISTICS

Str 16, **Dex** 13, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +6; **CMD** 18

Feats Cleave, Dodge, Power Attack

Skills Acrobatics +7, Climb +9, Disable Device +5, Escape Artist +0, Fly +0, Intimidate +6, Perception +8, Ride +0, Sense Motive +8, Stealth +7, Swim +2 **Modifiers** frightening

Languages Common

SQ controlled rage, controlled rage: constitution, controlled rage: dexterity, crowd control +1, rogue talents (bleeding attack +1)

COMBAT GEAR

Masterwork Chain shirt, Dagger, Masterwork Falchion, *Cloak of resistance* +1, 23 GP

STATISTICS

Str 14, **Dex** 13, **Con** 15, **Int** 8, **Wis** 18, **Cha** 8

Base Atk +4; **CMB** +8 (+10 Grappling); **CMD** 23 (23 vs. Bull Rush, 25 vs. Grapple, 23 vs. Trip)

Feats Deflect Arrows, Dodge, Improved Grapple, Improved Unarmed Strike, Snapping Turtle Clutch, Snapping Turtle Shell, Snapping Turtle Style +2, Stunning Fist (6/day) (DC 17)

Skills Acrobatics +10, Perception +13, Sense Motive +13

Languages Common, Dwarven

SQ ac bonus +5, fast movement (+20'), greed, hardy, high jump, ki defense, ki pool, maneuver training, purity of body, slow and steady, slow fall 30', stability, stonecunning +2, stunning fist (stun, fatigue), unarmed strike (1d8)

COMBAT GEAR

+1 temple sword, shuriken (10), bracers of armor +1, potion of barkskin +2, potion of blur, potion of cure light wounds, potion of cure moderate wounds, 18 GP

Storlen Copperbrow

CR 5

XP 1600

Dwarf Monk 6

LN Medium Humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 18, touch 17, flat-footed 16 (+1 armor, +1 Dex, +1 dodge)

hp 48 (6d8+18)

Fort +7, **Ref** +6, **Will** +9; +2 vs. enchantment spells and effects, +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training, evasion; Immune disease

OFFENSE

Speed 40 ft.

Melee +1 Temple sword +7 (1d8+3/19-20/x2), Unarmed strike +6 (1d8+2/x2)

Ranged Shuriken +5 (1d2+2/x2)

Special Attacks flurry of blows +4/+4/-1, hatred, ki strike, magic

United Voice Initiates

CR 1

XP 400

Human Monk 2

LN Medium Humanoid (human)

Init +1; **Senses** Perception +7

DEFENSE

AC 14, touch 14, flat-footed 12 (+1 Dex, +1 dodge)

hp 14 (2d8+2)

Fort +3, **Ref** +4, **Will** +5

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee Kama +2 (1d6/x2), unarmed strike +2 (1d6/x2)

Ranged Shuriken +2 (1d2/x2)

Special Attacks flurry of blows +0/+0

STATISTICS

Str 11, **Dex** 13, **Con** 10, **Int** 8, **Wis** 15, **Cha** 9

Base Atk +1; **CMB** +1 (+3 Grappling); **CMD** 15 (17 vs. Grapple)

Feats Dodge, Improved Grapple, Improved Unarmed Strike, Snapping Turtle Style +1, Stunning Fist (2/day) (DC 13), Weapon Finesse

Skills Acrobatics +6, Escape Artist +6, Perception +7,

Sense Motive +7

Languages Common

SQ AC bonus +2, stunning fist (stun), unarmed strike (1d6)

COMBAT GEAR

kama, shuriken (10), manacles (masterwork) x2, 3 cp

+2 mithral chain shirt, +1 bane (human) crossbow bolts (20), +1 dagger, amulet of natural armor +1, hat of disguise, masterwork hand crossbow, potion of cure light wounds, potion of cure moderate wounds, potion of reduce person, potion of sanctuary, potion of undetectable alignment x3, ring of protection +2, 23 gp, 1 cp



Mayor Willard Maypoll

CR 6

XP 2400

Male Tiefling Rogue (Charlatan) 7

NE Medium Outsider (native)

Init +2; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 22, touch 15, flat-footed 19 (+6 armor, +2 Dex, +1 natural, +2 deflection, +1 dodge)

hp 42 (7d8+7)

Fort +2, **Ref** +7, **Will** +2

Defensive Abilities evasion, uncanny dodge;

Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee +1 dagger +7 (1d4+2/
19-20/x2)

Ranged Masterwork

hand crossbow +8 (1d4/19-20/x2)

Special Attacks sneak attack +4d6

Spell-Like Abilities darkness (1/day)

STATISTICS

Str 12, **Dex** 14, **Con** 11, **Int** 14, **Wis** 10, **Cha** 16

Base Atk +5; **CMB** +6; **CMD** 21

Feats Deceitful, Dodge, Quick Draw, Rapid Reload (hand crossbow)

Skills Acrobatics +10, Bluff +17, Diplomacy +13, Disable Device +4, Disguise +25, Intimidate +13, Knowledge (local) +10, Linguistics +12, Perception +10, Sense Motive +10, Sleight of Hand +12 (+16 to conceal a weapon), Stealth +10 **Modifiers** rogue talents (convincing lie [6 days], honeyed words [2/day], underhanded [3/day])

Languages Abyssal, Common, Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Infernal, Orc, Undercommon

SQ natural born liar, rumormonger (3/week)

COMBAT GEAR



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