

4-6 PCs



LEVEL 4

# False Honesty, Corrupt Virtue



## Cloak & Ballot Trilogy part two



ROLEPLAYING GAME COMPATIBLE



# Credits

**Author** • Haakon Sullivan

**Creative Directors** • Haakon Sullivan & Jonathan G. Nelson

**Art Director** • Jonathan G. Nelson

**Cover & Interior Art** • Mates Laurentiu

**Publisher** • Jonathan G. Nelson

**Cartographer** • Justin Andrew Mason

**Interior Illustrations** • Jacob Blackmon, Matt Bulahao, Rick Hershey and Public Domain

**Layout** • Alex Tallon

## AAW GAMES LLC

Jonathan G. Nelson

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## Table of Contents

Adventure Background.....	1
Synopsis .....	1
Timeline.....	1
Prologue: Honor & Terror.....	2
The Ceremony.....	2
Day 1: Campaign Launch.....	4
Day 2: Grogh's Trial.....	4
Day 3: Day of the Gremlin.....	5
Day 4: The Sentence.....	6
Day 5: The Rogail Riots.....	7
Appendix 1: Election Rules.....	8
Appendix 2: The Gremlin Menace.....	9
T1: Drowning Snare.....	9
T2: Gore Sac.....	9
T3: Greed Trap.....	10
A1. Bar.....	10
A2. Workshop.....	10
A3. Sleeping Quarters.....	11
A4. Throne Room.....	11
A5. Otyugh Lair.....	11
Conclusion.....	11
GM Map.....	12
Player Handout.....	13
Player Map.....	14
Combat Appendix.....	15-18



# ADVENTURE BACKGROUND

Six years ago the town of Rogail was ruled by a tyrannical leader known as Lord Ilin, a man who crushed anyone that opposed his authority and allowed numerous thieves guilds to operate in the city. Hearing the cries of freedom, the monastic Order of the United Voice swept into town and removed Lord Ilin from power. With the town free from oppression, the United Voice dedicated themselves to holding democratic elections for the settlement every three years and ensuring that Rogail is never again ruled by a dictator.

Winning the first election was cooper Willard Maypoll, the secret leader of the local chapter of the Blood Blades crime syndicate. Using his position of power, he drove out all of the other thieves guilds operating in the city. This not only solidified the Blood Blade's foothold in Rogail but it also made Maypoll a very popular public figure leading to a landslide win for him in the next election.

With this new win Maypoll expanded his Blood Blade operations by recruiting a personal militia and beginning to extort local business owners for protection money. Outraged at this extortion, Trina Hearth, leader of the Rogail Merchant Guild, hired a group of adventurers to investigate who was behind the exaction and ultimately put an end to it.

The adventurers discover that the Blood Blades are behind the plot, organized from in Maypoll's old cooperage. After defeating the thugs inside, the adventurers and Trina both discover that Maypoll is involved with the Blood Blades and they even get threatened by the mayor himself.

With the mayor having the support of the populace, the service of the United Voice, and the resources of a thieves guild at his disposal, Trina decides that the best way to remove Maypoll is to defeat him in the upcoming election.

## Synopsis

The adventure begins with Trina and the PCs getting honored at a ceremony (held by Willard Maypoll) for dismantling the Blood Blade extortion racket. Maypoll attempts to take some credit for the bust himself, but the PCs are given a chance to announce their intention to run against him in the upcoming election and obtain some favor from the populace.

When the election starts, the party has ten days to earn the hearts and minds of the populace and take the mayor's seat. The adventurers must show leadership during a number of crises ranging from riots to orc raiders, and they must solve these problems before Maypoll and his team answer these

troubles themselves and take the credit.

The adventure ends on day 5 after the PCs manage to put down a riot and discover that there may be a third party at play to destabilize Rogail.



### Timeline

Two days before the election starts - Ceremony honoring Trina and the PCs and attack

Day 1 - Start of the election with introduction

Day 2 - Trial begins for Lem Grogh and captured Blood Blades

Day 3 - Rogail Victory Day, Gremlin mayhem begins

Day 4 - Maypoll's failed attempt to remove gremlins, Lem Grogh and Blood Blade prisoners are sentenced to be executed

Day 5 - Half-orc riots begin





# PROLOGUE: HONOR & TERROR

In the three days following the end of *Tyranny of Greed* before the victory ceremony, Trina and the PCs can discuss their plan to defeat Maypoll in the upcoming election. The party may attempt to convince Trina to drop her candidacy and have one of their own run in her stead. This is almost impossible since she wants to avenge the death of her dear friend Raul Teak, she has lived in Rogail all her life, and she already has many contacts. At this point she is driven to personally remove Maypoll from office with a free and fair election, arresting him soon after for his involvement with the Blood Blades.

To give the PCs some extra background information, she will begin to give them some background about the history of Rogail.



- Thirty years ago, an orc tribe swept through the town and slaughtered or enslaved most of the populace.
- Lord Ilin's father, Lord Corsinth, rallied as many able bodied people as possible to launch a counterattack against the orcs. The disorganized orc mob was caught off guard and driven away.
- Under the leadership of Lord Corsinth, the town underwent the slow process of rebuilding and repopulating. To help solidify his rule over the town, he continuously incited hatred against orcs and convinced the people that only a strong leader can protect Rogail from another disaster.
- The orcs left behind a half-orc population after their occupation and so this continuous inciting of hatred of orcs also created bigotry towards the half-orc population.
- From Corsinth's rule, the people of Rogail now expect strong leadership and strength from their authority figures and are willing to forgive much as long as they feel safe.
- After Lord Corsinth passed away his son, Lord Ilin, made the mistake of letting too many criminal groups operate within Rogail. For the longest time the people knew about Ilin's dealings with criminal elements but ignored it as they still felt safe under his iron rule.
- The numerous thieves' guilds later began a territory dispute and many innocent people started to get injured in the chaos. With the turf war out of Ilin's control, the people no longer felt safe under Ilin.
- When the United Voice arrived, they ended the territory dispute. With the support of Rogail's citizens, the United Voice also removed Lord Ilin from power and held Rogail's first mayoral election with cooperage owner Willard Maypoll winning the mayorship.

Trina further explains that to win this election she has to make herself look like someone who can take charge and have the town fight off any threats—having the PCs by her side makes her look like someone who can attract talent to protect the town. It will not be easy to have her image compared to that of Maypoll, who cleaned out the city of crime after Ilin was overthrown (Trina does not know that he used his new mayoral powers to only wipe out the Blood Blade's competition leaving them the sole, profitable guild). To win the election she has to chip away at the current mayor's image of a strong, protective leader, and boost her own presence at the same time!

Trina plans on announcing her intentions to run for mayor at the ceremony he is holding to honor the heroes who ended the extortion plot. She acknowledges that it won't do much to sway the minds of the populace, but it will be a start. When the PCs have finished planning, they can head to the ceremony where Maypoll is to honor their heroic actions.

## The Ceremony

When Trina and the PCs arrive at the town square they find a large crowd awaiting them. Read the following:

*When you arrive at the Rogail Town Square, there are nearly one thousand people milling about before a large wooden stage decorated with colorful banners. Across the top of the stage is a large canvas banner with the words "Thank you heroes!" written in neatly painted red letters. Mayor Willard Maypoll and United Voice leader Storlen Copperbrow are on the stage and embroiled in a heated conversation.*

PC that make a **DC 30 Perception/Listen check** overhear their conversation; Willard is angry with Storlen for not kicking Trina out of the monastery as ordered. Willard is unaware of Trina's plans to run against him since Storlen's vows force him to ignore Willard's orders related to elections and election candidates.

As soon as Willard or Storlen notice the party, the two of them welcome the PCs with large grins. Read the following:

*Willard and Storlen abruptly end their discussion and look at you with wide smiles. "Welcome, my friends!" Willard bellows while casually glancing at the crowd. "I hope things have been going well since you cleared the town of these ruffians?"*

*Standing slightly behind Willard, Storlen grins and winks at you. In a somewhat condescending tone Trina replies, "Things have been going splendidly my dear mayor. I've been looking forward to this evening for a long time."*

*Maypoll's smile fades and he looks at her quizzically before turning around and talking to a small group of people in the crowd.*

*Storlen grins and slaps Trina on the back before saying quietly, "I can't do much to help you, but wipe that grin off his face will you?"*

Storlen answers any questions that the PCs have for him but reminds the party about his vows whenever they ask for his direct involvement.

After chatting for a few minutes, an aide rings a large bell



standing next to the podium and the crowd goes quiet. Read the following:

*As soon as Mayor Willard Maypoll confidently steps up to the stage with his disarming smile, a number of panicked screams erupt from the crowd. They part as a horrific, deformed humanoid with a scythe for an arm charges at the stage. Willard quickly ducks under the podium as Storlen takes a defensive stance.*

As Lord Ilin roamed around the world attempting to collect money and gather a force strong enough to retake the town, he came across an old wizard who sympathized with his much embellished story. As a gift, the wizard gave Ilin a horrific golem that was designed to strike fear into any who challenged it. Ilin decided to use the creature to start his plan to retake the town by sending it to assassinate the mayor and his entourage in public before the election. Failing that, the public would be frightened and intimidated by the thing's assassination attempt.

During the fight, Storlen attacks the golem as Willard attempts to sneak away. The crowd flees from the scene as fast as possible but one reporter named Lania Leafdancer (N Female elven expert 3) stays behind to watch the carnage unfold, attempting to stay back about 30 ft. behind the golem. Trina also attempts to stay back from the fighting 20 ft. away behind the PCs.

## Combat

**Terror Golem** pg 15

**Storlen Copperbrow** pg 15

After the fight is over, the entire town square is deserted except for the single reporter from the *Rogail Daily*. The young elven woman immediately approaches the PCs and asks questions. Read the following:

*A few moments after the golem falls to the ground with a loud fleshy splat, the young elven woman who stayed to watch the fight approaches you with a wide grin on her face. "Great work dispatching that monster!" she says. "I'm Lania Leafdancer of the Rogail Daily. How would you describe that fight? Was it easier or harder than taking down the gang in the cooperage?"*

Being accosted by a reporter so soon after the fight might get on the nerves of the PCs and they may decide on brushing off Lania rudely, which offends her and causes repercussions later on. If the party visibly shows their annoyance without treating Lania too badly, Trina notices their discomfort and take questions in their stead. If the adventurers take the questions in stride, Trina stands by the PCs as they answer Lania's questions.

In any case, Trina tells Lania about her intentions to run for mayor and that she wanted to announce that fact at the celebration. If the PCs offended Lania by treating her rudely, Trina also attempts to apologize to her on the party's behalf before chastising the adventurers for

getting on the bad side of Rogail's most prominent reporter.

## Info

Before the election starts, Trina has a base popularity rating of +2 from her Charisma modifier. The support of the local merchant guild grants an additional +1, making her popularity rating going into the election a +3.

Willard has a Charisma modifier of +3, is a popular incumbent (for a +2 bonus), and he has the support of the *Rogail Daily* (for another +1 bonus). If the PCs made the evidence of Maypoll's connection with the Blood Blades public, he only receives a -1 villain penalty due to the evidence not being concrete (he claims Lariel cannot be trusted and the document was forged). This gives him a total popularity rating of +5 before the election starts. For every day of the election he also gets a +1 bonus for actively campaigning.

Trina has an uphill battle to defeat Willard and it is up to the PCs to ensure that she wins. See the appendix for more information on the popularity rating.

In the day before the election starts, the PCs can go to the United Voice monastery to develop an election strategy with Trina or they can start their election activities by giving speeches, polling the populace, and whatever other creative means the party can devise.

The next morning the *Rogail Daily* is released with Lania's article, describing the events in the town square. If the PCs treated her well and answered her questions, she writes the story which puts Trina and the PCs in a hero's light (resulting in a +1 bonus to Trina's popularity rating). If the PCs angered Lania, she simply glosses over the fight and reports that Trina's team are a "bunch of thugs" (resulting in a -1 to Trina's popularity rating). If the PCs politely dodged her questions there is no popularity rating gain or loss. In any case, Trina's announcement about her intentions to run for mayor is in the article.

Trina is not too happy about this—she wanted to see the look on Willard's face at the announcement. However, when Willard reads about it in the paper, it sets him into a rage. By late evening a note arrives by courier for Trina and the PCs that was sent by some "shabby looking man in the tavern." It reads, "Drop the race or drop dead."





## Day 1: Campaign Launch

On the first day the election is called, there is a ceremony held in the square where the current mayor surrenders his badge of office to the head of the local United Voice monastery. Due to how the last ceremony turned out, there are only a few people in attendance with Maypoll supporters and Writer's Guild reporters scattered around the area. A large number of United Voice and militia guards patrol the square for everyone's safety.

After Trina gets up on the stage with Maypoll and Storlen, the ceremony starts. Storlen begins by giving the crowd a speech before accepting Maypoll's badge and announcing the official candidates:

*The crowd hushes as the robed dwarf stands up to the podium and begins to speak with a booming voice.*

*"Citizens of Rogail, the time has come yet again to exercise your divine right to unite voices and define your future by choosing a leader. Over the next twenty days you will hear each candidates' vision for Rogail and see how they will lead you through times both prosperous and hopeless. Heed their words and actions well as you only have one ballot to cast, and there is little room for error."*

*Storlen gestures to Maypoll, who stands up and kneels before him while presenting a silver badge encrusted with jewels and lined with gold.*

*Storlen booms, "As per the laws of our order, during this time the current mayor must step down from his position and give me, the head of the local order, all the powers of the mayor. This is only a temporary measure to prevent abuse of power and to provide leadership in case of distress or emergency. I vow to give this badge to the rightfully chosen official after the election has concluded."*

*Storlen takes the badge and attaches it to his robe before Maypoll sits back in his seat.*

*"Here are the two candidates for mayor," Storlen says, gesturing to Trina and Willard. "They are Trina Hearth and Willard Maypoll. Over the next number of days they have the full protection of the United Voice and they are not to be harmed or harassed in any way. They have the right to campaign during the election without any outside interference. Anyone found to be breaking this law will be jailed for at least the duration of the election. That is all—may the election begin!"*

After Storlen gives his speech, Trina and Willard leave the stage to mingle with the crowd. Willard is quickly surrounded by his own personal militia and various writers from the Rogail Writer's Guild, including Lania, who bombard him with questions.

There is not much of a crowd around Trina as she shakes a few hands. The PCs can take advantage of this opportunity to draw a larger crowd around her and giving her a rousing speech/performance (a bonus to Trina's popularity rating for the day).

Afterward, Trina and the PCs can return to United Voice monastery to strategize or they can carry out some of their plans from earlier.

## Day 2: Grogh's Trial

Every morning, the *Rogail Daily* is delivered to Trina and the PCs at the United Voice monastery. Today, the headlines of the newspaper are not about the speech from yesterday but rather the upcoming trial of any captured Blood Blades and the hapless Lem Grogh (who was framed for attempting to assassinate Trina and the PCs). Its contents are in the provided handout.

### BLOOD BLADES ON TRIAL

by Lania Leafdancer



Today the trial of the remaining members of the Blood Blades thieves' guild begins. The defendants include a group captured after private investigators raided the Terien Cooperage, and one half-orc who attempted to assassinate merchant guild leader Trina Hearth (ostensibly for putting out a call to hire investigators).

There is little debate among the citizenry of the guilt of the Blood Blade members found in the cooperage as they have had previous run-ins with the local monks, but there is a large debate about half-orc Lem Grogh's involvement in the assassination attempt on Ms. Hearth. Mr. Grogh is a popular figure in Rogail's half-orc community and many of them are rallying around him.

"Lem would never have hurt anybody," said Mr. Retch, owner of Rogail Plant and Manure. "He is a swell lad and I think this trial is a farce. The city should let him go immediately."

Militiaman Jeb Jornson arrested Grogh at the scene and seems to think differently. He says, "When I got there, the orc was glaring at Trina and her pals with a hateful stare like any other of his kind would do. Me and Weldon had to approach him carefully, in case he attacked us."

Candidate Willard Maypoll issued a statement calling for swift justice and prompt executions for all those found involved in the recent murders and the extortion of local merchants. He went on further to say that such a punishment will protect the people of Rogail by deterring others from forming nests of rogues and cutthroats within our fine town.

If found guilty of extortion, theft, smuggling, and murder, Lem Grogh and the other Blood Blade members are to be executed by hanging, as per the law.





## MAYPOLL IN LEAD, TRINA HEARTH LANGUISHES

by Karl Mansfield

After a tour through all the taverns and markets in Rogail and talking with many citizens, it appears that candidate Willard Maypoll will take the mayor's seat after the ballots are counted.

"I like the man," said Mica Rowndsbout, while shopping for her family's evening meal. "He makes me feel safe after driving out all that criminal scum that Ilin left behind."

Bricklayer Percy Howsard commented, "I don't like that Hearth lady—she's all high and mighty and snobby. I'm worried that if she doesn't win she'll have a fit and have her hired goons take the mayorship by force. I mean, she did do some good by finishing off those criminals in the cooperage but my friends say she only did that draw attention away from the tantrum she threw over those criminals hurting her company's profits."

"Willard Maypoll saved Rogail from Ilin. I think we owe him the mayorship for a long time for helping us get rid of that menace. May he reign for many more years," said militiaman Reg Declan.

There were a few people who supported Ms. Hearth for mayor.

"When I grow up I wanna be like that pretty lady Trina," says 7 year old Olga. "She can do many good things for us. Like...good things!"

An anonymous half-orc also commented, "I think Trina is going to be good for my kind. We get kicked around too much here and I think she can make a difference so she has my vote. Heck, I think my whole community is behind her."

## ROGAIL FAIR TOMORROW

To celebrate the end of those dark days of the orc occupation, Rogail is having its annual Victory Day fair. The usual events are planned, including the drinking contest, pie tasting, pig races (betting on the pigs is banned this year due to brawling), and cow pageant. The day will also close with an impressive fireworks show hosted by United Voice leader Stolen Copperbrow.

The half orc community announced that they are having a separate event in their section of town to quietly pay respect to their human mothers and grandmothers who had suffered dearly at the hands of the vile orc occupiers. The United Voice made a statement that the area will be under close guard to prevent any interruptions to their ceremonies and that any assaults on half-orcs are to be dealt with under the full force of the law.

Trina is outright furious with the paper. First, she saw the gremlins around the tipped wagon and how Lem looked shocked and bewildered about what was happening—she does not want to see an innocent man get executed for a crime he did not commit. Trina is also angry about how the militiaman portrayed the situation and how the article gave Maypoll the sole comment on the situation. She is generally annoyed about the bias the paper has against her.

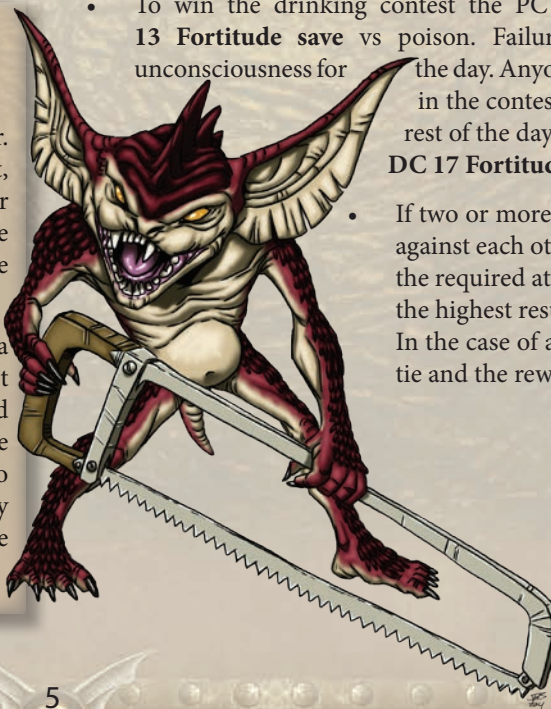
This day is essentially uneventful so the PCs may wish to run some errands around town or drum up support for Trina.

## Day 3: Day of the GREMLIN

Every year Rogail celebrates "Victory Day", commemorating the successful repulsion of the orc invaders many years ago. There's a large fair, fireworks, and a memorial service to both celebrate their town's freedom and remember those that died fighting off the raiders.

The fair has many different events that the PCs can participate in, such as an archery competition, an arm wrestling contest, and a drinking contest. Since the prizes are very minor (a pig for winning the archery competition, 5 silver pieces for winning the arm wrestling contest, and a keg of beer for winning the drinking contest), only commoners typically participate in the contest. However, the PCs can attempt to win one or more of these contests for bragging rights.

- To win the archery contest, a PC needs to make one ranged attack with a normal, non-magical longbow or shortbow and succeed an **attack roll against AC 15** (a result of 5 or less is a miss) to win the contest.
- In the arm wrestling contest, a PC must make a **DC 13 Strength**
- To win the drinking contest the PC must make a **DC 13 Fortitude save** vs poison. Failure by 5 or means unconsciousness for the day. Anyone who participates in the contest is sickened for the rest of the day unless they make a **DC 17 Fortitude**
- If two or more PCs are competing against each other, whoever passes the required attack or DC and gets the highest result wins the contest. In the case of a tie, the contest is a tie and the reward is split.





If the PCs win one contest, the people are impressed and Trina gets the weekly +1 bonus to her popularity rating. If the party wins two contests, this bonus vanishes as the people get annoyed with the PCs stealing some of the fun away. If the party win all three, Trina gets a -1 penalty to her popularity rating as the commoners are annoyed at rich, professional adventurers sweeping the contest and taking all the prizes.

The PCs can also get a +1 daily bonus to Trina's popularity rating by entertaining the crowd with a Perform check rated enjoyable or better.

In the evening after all the contests are completed, there is a memorial service in the town square where Storlen gives a speech about the significance of Victory Day. The citizens then have a moment of silence before launching fireworks into the air—however, things do not go as planned.

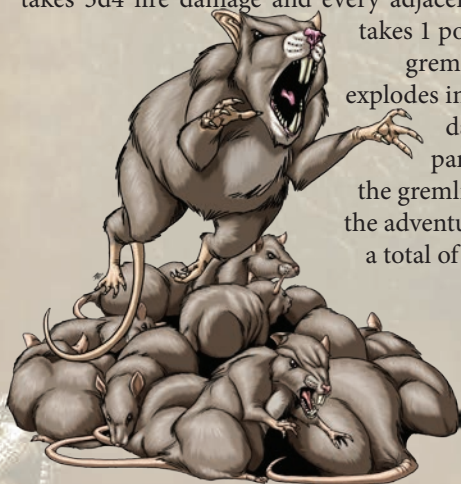
After Blood Blade Lariel Terien was defeated in the cooperage, the shaky alliance between the Blood Blades and the vexgit gremlins fell apart (as Maypoll had no intention of maintaining the agreements that Lariel set up). The slighted vexgits want to send a clear declaration of war on both the Blood Blades and Rogail by sabotaging the fireworks event and causing as much mayhem as possible.

#### Read the following:

*Wearing dark ceremonial garb, Storlen walks onto the stage in the middle of the town square. On high alert, dozens of guards from both Maypoll's private militia and the United Voice surround the place. As soon as Storlen is about to speak, the stage collapses in a heap and the crowd gasps in horror. Behind it, a large dirt-filled trough with fireworks pointed towards the sky suddenly tips over. Armed with tindertwigs, four gremlins leap from behind the trough, cackling wildly as they approach the fireworks pointed towards the crowd. In the central part of the square, you hear a cacophony of squeaks as swarms of rats emerge from the sewer grates.*

There are two rat swarms and four firework wielding gremlins to contend with—it is up to the PCs to defeat them while the guards are busy managing the fleeing crowd, Storlen is pinned by the stage collapse that the vexgits engineered, and Maypoll leaves with the crowd to ready his Blood Blade companions for a mission to exterminate the creatures.

Once per round each vexgit fires a firework at a PC (hen firing, the gremlin makes a ranged touch attack). On a hit the target takes 3d4 fire damage and every adjacent creature to the target takes 1 point of fire damage. If the gremlin rolls a 1, the firework explodes in its face (dealing the fire damage to himself). If the party gets into melee range, the gremlins stop firing and attack the adventurers normally. There are a total of twenty fireworks.



## Combat

Vexgit Gremlins (4) pg 16

Rat Swarms (2) pg 16

When the fight is over, the guards have succeeded in clearing the crowd out of the square and securing the area.

#### Read the following:

*The debris of the fallen stage begins to shake and you can hear a loud groan. Storlen pushes a number of boards away and pops his head above the wreckage. He raises his arm with a note clenched in his fist yelling, "There was something left under the boards here!"*

Storlen is hurt quite badly but under the boards he finds a note left behind by the vexgits after they sabotaged the stage. It says in very crude Common:

To monsters,

You broke promise of we helping, you giving us stuff and leaving us alone. We break your stuff and hurt you now. Tell pointy ear man it too late to make new promise. Very fun war coming.

'gards,

Big Grandmaster Gorpik, Killer of Aboveground Monsters and Master Tinker

Storlen does not know where the gremlins are based or where what kind of agreement was made between them and the former Blood Blade leaders, but he does know that just recently a number of United Voice and militia members killed a few gremlins. He says that he'll look into it right after he gets patched up.

## Day 4: The Sentence

In the morning the PCs are visited by Trina, who has some news. Apparently Willard and some of his guards went into the sewer to attempt to hunt down and slay the gremlins below sewer but they were driven out with a large number of casualties—a barely alive Maypoll is said to have dragged himself out of the sewer, yelling for assistance. With the town wanting a strong mayor to lead them, this could be a major blow to his candidacy. Due to this gaffe, he takes a -1 penalty to his popularity rating.

Another big news item Trina wants to talk about is the trial of Lem Grogh and any captured Blood Blades. The court is set to deliver the final verdict today and she is concerned that the testimony she's given on Lem's behalf won't be enough to stop him being found guilty of attempted murder and being part of the Blood Blades. She is also concerned that the half-orc community in the town will not react kindly to a guilty verdict and that Maypoll's militia is sure to violently crack down on any half-orc protest. The verdict is to be given in the early afternoon.



This opens two options for the PCs for today—they can attend the trial or they can begin to explore the sewers to hunt down the vexgits. Since exploring the sewers can be done at any time before Day 6, this side quest is detailed in the appendix.

If the PCs attend the trial they find a large group of half-orcs and a large group of other citizens separated by a contingent of United Voice guards to clear the entrance to city hall (there are no militiamen in sight). Just as the party approaches the door, a small brawl erupts between two half-orcs and two dwarves. Four United Voice guards quickly break the fight apart.

Read the following:

*Entering city hall, the tension in the chamber is almost tangible. United Voice guards stand around the room uneasily while the people sitting on the benches glower at the prisoner's box. Lem Grogh sits within, staring at the ground, waiting. As you take your seats, the jury walks into the room, glowering at Lem. Storlen takes his seat in the mayor's chair as a guard hands him the jury's verdict.*

*After a few moments of consideration, Storlen says glumly, "This court finds the defendants guilty of all charges. With the powers vested in me as temporary mayor, I must deliver the sentence of execution by hanging as per the town charter. The execution will take place three days from now."*

*The crowd in the hall unleashes a mixed reaction of cheers and sobs while a number of half-orcs leave the room in disgust. As Storlen departs, you can hear a horn blow and yelling erupt from outside.*

If the PCs care to take a look with a **DC 10 Perception/Spot check**, they see Maypoll in the hall, giving a smug grin at the sentence. Lem Grogh simply continues to stare at the ground while any other Blood Blade prisoners protest loudly.

Looking outside the PCs see militiamen rush in from buildings surrounding the square and demand that everyone clear the area for their own safety. Maypoll knew that the half-orcs would be agitated from the verdict and has prepared his militia to rush in and attempt to incite a riot. If his men were to put the riot down, it could make up for his failed attempt at removing the gremlins.

Many people start leaving the square but a group of 30 angry half-orcs pick up simple weapons and start to advance on the militiamen—who have no qualms over killing a few half-orcs.

The PCs can attempt to prevent bloodshed by using magical means or by making a **DC 20 Diplomacy or DC 15 Intimidate check** to get the half-orcs to put down their weapons and leave. Getting the militiamen to leave instead requires a **DC 25 Diplomacy or DC 20 Intimidate check**.

If the adventurers fail to break apart the conflict or if the party fails to appear to see the sentencing, the two sides brutally attack each other. If unassisted, the orcs are beaten by the better armed militiamen with casualties all around (10 dead half-orcs and 20 wounded otherwise). The militiamen take only minor injuries. If this scenario occurs, Maypoll gets a +1 to his popularity rating for breaking apart a riot.

If the PCs side with half-orcs in the conflict by attacking the militiamen, they get a -1 penalty to their Trina's popularity rating for being accused of helping the rioters. If the party sides with the militiamen, then neither the PCs nor Maypoll get a bonus since to

PR as they share the credit for stopping the riot. However, Trina is not too pleased if the adventurers help the militiamen rough up and cast out the half-orcs.

## Day 5: The Rogail Riots

The next day the headlines in the *Rogail Daily* are all about the final verdict of yesterday's trial and the resulting tensions between the militia and the half-orcs. If the gremlin problem is unsolved, there is also some news about property damage all across the city due to the war being waged on its residents. The morning and afternoon are uneventful so the PCs can take the time to hunt down the gremlins, purchase supplies, or take care of other tasks.

In the late evening, the anger of the half-orcs erupts in an all out riot. Whether the PCs are sleeping in their inn or adventuring in the sewers, they hear cries of alarm erupt all over the city. The party can easily find the riot by going towards the plumes of smoke and sounds of combat around the militia HQ. If Trina is with the adventurers at the time, she accompanies them to assess the situation.

Read the following:

*A scene of carnage assaults your senses as you turn a corner. Many still bodies lie around the burning militia headquarters and standing among them are well armed half-orcs fighting a combined force of United Voice and militia guards. The monks are clearly using non-lethal blows to subdue the rioters as the militiamen are slashing away with bloodied blades. As a horn sounds in the distance calling for more reinforcements, you start to get a sick feeling that the bodies will only pile up even higher.*





When Lord Ilin's spies reported that there is a major rift between the half-orcs and the rest of Rogail, he decided to take advantage of it to weaken the town even further—he immediately sent out a few of his agents to incite violence between the half-orcs and the militia. Striking more fear into the town and killing a few more guards will bring him a few steps closer to taking back Rogail. Given that the half-orcs were already unfriendly with the militia, it was easy for the agents to use charm person on a few and convince them that burning down the militia headquarters is a good idea.

If Trina is accompanying the PCs, she immediately leaves with the excuse that she will get more help. She also asks the party to try to not to slay the half-orcs as more dead half-orcs may make the situation even worse.

The PCs can make a **DC 15 Sense Motive check** to notice that the half-orcs seem to be under some kind of magic effect except for four strange looking half-orcs. A further **DC 20 Perception/Spot check** reveals that the odd quartet are actually humans in disguise and their chanting seems to be effecting the real half-orcs in a profound way.

When confronted, the four agents and ten half-orcs attack the PCs.

## Combat

**Lord Ilin Agent (4)** pg 17

**Half-Orc Rioter (6)** pg 17



During this combat, the bards attempt to have one singing at all times to improve the combat capabilities of themselves and the half-orcs. The half-orcs brutally attack the nearest PC and follow the orders of the bards to the letter. As soon as the bards are defeated, the half-orcs flee the scene.

After the riot ends, the PCs are left to find out what happened.

Read the following:

*As soon as the last of the strangers fall, their violent chant ends and the half-orcs turn around to address the silence. As soon as they see their fallen leaders, the rioters drop their weapons and scatter in all directions. With hoots and hollers, the militiamen begin to pursue the half-orcs relentlessly while the United Voice members immediately tend to the wounded. A bucket brigade rushes into the area to put out the blazing militia headquarters.*

The casualty rate for all sides is quite high, which only inflames the conflict between the half-orcs and the rest of the city even further. If the PCs search the bodies of the bards, they find little information related to who hired them.

If the PCs manage to capture any agents, they tell the party about their plan to infiltrate the half-orc community and incite a riot. If asked about who sent them, the bards attempt to bluff the PCs by telling them that Willard Maypoll hired them to do this. If their bluff is called, they still stick to this story with the argument, “who else would gain from crushing another half-orc riot?” If sent to trial, on day 10 they are found guilty and executed the next day.

If the PCs try to find Trina during the riot, they don't—she returns to the United Voice monastery in the early morning. If asked what she was up so, Trina replies that she was trying to mend relations with the half-orcs before another incident broke out.

In the next installment, *Divided Stand*, the PCs find out that she did much more than just mend relations with the half-orcs!

# Appendix 1: Election Rules

The overall goal of winning an election sounds simple: the person with the most votes wins, but there are many factors to consider when the populace casts their ballot. These rules take this abstract and complex web of popular opinion and work them into a points based system. The PCs can take an action during the campaign (or an event can happen to them) and it has favorable or unfavorable effects to Trina's **popularity rating**.

This popularity rating is secret—neither the PCs or their opponents know their exact score. Each candidate (Trina and Maypoll by default) starts with a popularity rating equal to their Charisma modifier and an additional +1 bonus if the candidate has the Leadership feat. The following is a list of possible modifiers each candidate can obtain to help improve their chances of gaining public favor.

## Popularity Rating Modifiers

Each only once per election

Situation	Bonus/Penalty
Win the support of local merchant guild	+1
Win the support of local news group	+1
Candidate is well established as a local hero	up to +2
Popular resident	+1
Undetected election fraud	up to +3
Final debate victory	+1
Angered merchant guild	-1
Angered local news group	-1
Known as a local villain	up to -3
Nasty rumors	-1
Unpopular resident	up to -2
Caught attempting election fraud	-3
Very poor final debate showing	-1



Each only once per day

Situation	Bonus/Penalty
Rousing speech or performance	+1
Act of heroism	+1
Very poor speech or performance	-1
Act of infamy	up to -2
Major gaffe	-1
Miscellaneous bonus	+1
Miscellaneous penalty	-1

Anyone can guess the current popularity rating with a **DC 20 Diplomacy/Gather Information check**, talking to people around town and gauging the general mood of the community. A successful check results in knowing who is leading the election or if there is a tie. A failure normally results in not knowing who is in the lead, but on a roll of a natural 1 results in the information gatherer thinking that the person in last place is actually leading. In case there is a tie between all the candidates, he believes that one random candidate is ahead in the polls.

Whoever has the highest popularity rating at the end of the election wins. In the case where the highest popularity ratings are tied, someone has won by a razor thin margin. Have each candidate in the tie roll a d20—whoever rolls the highest number wins the election.

In elections run by the United Voice, it is their policy that the local monastery leader does not vote in the election and holds his vote in case of a tie. In this case, Stolen Copperbrow votes for Trina and the PCs unless the party somehow shows themselves to be more corrupt and dishonest than Willard Maypoll. In this case, he grudgingly casts his vote for the incumbent. In other elections, if the highest roll is a tie then the number of votes are equal and each electorate has different ways of dealing with such a situation (such as randomly choosing a winner or having the candidates duel each other for victory).

## Appendix 2: The GREMLIN MENACE

To enter the sewers, the PCs can use one of many different entrances. If the party enters from where the gremlins attacked in the central square, they enter the gremlin lair from the uppermost northern entrance. If the adventurers choose one random entrance, roll a d4 to determine which entrance they arrive from. The PCs can also enter from the drainage area by the river.

Read the following:

*As soon as you step into the putrid waters in the short, narrow tunnels, your noses are assaulted by the terrible stench of mold, mildew, and sewage.*

This dark sewer is generally 5 ft. wide by 4 ft. high with approximately 1 ft. of water. Due to the cramped space, any

Medium sized creatures take a -2 penalty to attack rolls, a -2 penalty to AC, and their movement speed is halved (if using a two-handed weapon, the attack roll penalty increases to -4). If the Medium sized creature goes prone, these penalties are ignored but the creature gets the usual effects for the prone condition and the creature is submerged underwater. These cramped conditions are difficult to maneuver in and one of the reasons why Maypoll's team failed to dislodge the gremlins from the sewers.

To make themselves more comfortable, the gremlins have dug out a few areas of the sewer, and they've planted plenty of traps to keep out intruders. When Maypoll's team invaded, they set off most of them but a number of traps still remain.

### T1: DROWNING SNARE

This trap contains a leg trap under the water that snaps onto the victim's leg, pulls the target 10 ft. deeper into the sewers rendering the target prone. This drags the creature into another spring trap which snaps onto another location on their upper body holding the target below the water (the gremlins designed this trap to drown the victim).



#### **Drowning Snare - CR 3**

**XP 800**

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

**Trigger** location; **Reset** repair

**Effect** target dragged 10 ft. down the sewer; **Reflex** DC 20 avoids; at new location target is rendered prone and pinned underwater by a snare (**Reflex** DC 20 avoids; target begins to drown and possibly contracts filth fever; **DC 20 Strength** check or **Escape Artist** check to escape; **Fort** save vs. filth fever)

### T2: GORE SAC

Many years ago an otyugh and its offspring lived near the entrance to the sewers before being slain by a group of adventurers. A nearby necromancer decided to experiment on the corpses of the creatures but although he failed to raise the corpse of the mother, the child otyugh was successfully animated. This new otyugh zombie lord became even more disgusting than when it was alive, so the necromancer simply left it in the sewers to go about its business.

The gremlins and the zombie have established a working relationship where the gremlins feed the undead otyugh their leavings while the creature defends their cave. In Area T2, close to its lair in A5, there is a simple trap that bursts a sack full of blood and gore to cover the victim. The scent of this puts the otyugh zombie into a frenzy (giving it a +4 circumstance bonus to



Strength) and it focuses all its attacks on the victim, pursuing the target relentlessly.

If the PCs search its lair in A5, they find it full of useless garbage and excrement.

### Gore Sac - CR 1

XP 400

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset none

Effect target is drenched in rotting blood and gore that attracts the attention of the zombie otyugh in Area A5. The smell causes the creature to go into a frenzy and pursue the target relentlessly until the target is dead or the gore is cleaned away.



### Combat

Young Otyugh Zombie Lord pg 17



## A1. Bar

This small 20 foot by 20 foot area is cut out from the sewer and contains a collection of rotten rickety planks arranged to look something like a bar with a number of tiny tables. Contained in a shelf behind it is a collection of bottles and shot glasses.

This area is the vexgit common area where the gremlins stop by for a drink. When the PCs arrive, there are four of the creatures and their bartender here. The vexgit patrons fight normally but the bartender hides behind the bar, lights up bottles of booze with a tindertwig, and tosses them at the PCs. Throwing one of these flaming cocktails is a ranged touch attack that deals 1d6 points of fire damage to one target. The bartender is considered to be in cover.

### Combat

Vexgit (5) pg 16



## T3: Greed Trap

There is a small niche cut into the wall with a small bag within, filled with what appears to be coins. By taking the bag, the victim pulls a line opening another small niche behind it which launches crude poisoned shurikens. Inside is another small bag of what appears to be coins. If taken, it sets off the same trap but this new third niche has no bag of coins inside. Inside of all these bags are worthless iron disks.

### Greed Trap - CR 3

XP 800

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger touch; Reset repair

Effect touching the bag launches 1d6 shurikens the target (+10 atk, 1 dmg, each coated in medium spider venom); new alcove revealed with another bag, touching it results in 2d4 shurikens thrown at the target (+10 atk, 1 dmg, each coated in medium spider venom)



## A2. Workshop

Read the following:

*This forty foot long by 15 foot wide rectangle is filled with tables full of many bits and pieces pilfered from the town alongside with many strange devices that the vexgits are constructing.*

This is the vexgit workshop where they are attempting to create new weapons to use against the people above. Unfortunately for them, they seem to be better at taking things apart rather than making, them since their inventions are crude and unreliable.

In this room are four vexgit inventors who are eager to test out their creations on the PCs. One vexgit has a big mechanical "punch smack fist" which operates as a slam attack that deals 1d8+3 bludgeoning damage. Another gremlin has a "spike cannon blaster" which launches sling bullets at deadly speeds. This weapon deals 1d6 piercing damage and considered a ranged touch attack. The last weapon is the "crank cutter slasher" which is a crank operated chainsaw that deals 1d6+2 slashing damage and has a critical range of 18-20/x2. The remaining gremlin picks up his fearsome "snap jaws biter" mechanical jaws only to have it bite his arm and fall apart in the first round of combat. However, none of these gremlins are proficient with their new weapons and the weapons become inoperable on a roll of a natural 1 or 2.

### Combat

Vexgit (4) pg 16





## Δ3. SLEEPING QUARTERS

Read the following:

*This small twenty foot by twenty foot area has only a couple dozen rotting blankets within and it somehow smells worse than the rest of the sewer.*

This is the vexgit sleeping area. There is not much to be found here but there are two gremlins and a rat swarm that attack the PCs when disturbed.

### Combat

Vexgit (2) pg 16

Rat Swarm pg 16



## Δ4. THRONE ROOM

Read the following:

*This large thirty foot wide by fifty foot long chamber contains numerous pieces of junk sitting on crude pedestals. At the end of the room is a small throne constructed of many mechanical pieces. Sitting in it is a fat, lavishly dressed gremlin wearing a steel crown. "You dare come into my grand hall!? DO you know who I am? I am Big Grandmaster Gorpik, Slayer of Aboveground Monsters and Master Tinker! You will die for your intrusion!" He pulls a lever on his throne and you then hear the grinding of gears as a small steel shield raises over his chest and a sword from a mechanical arm points towards you.*

Gorpik's throne is designed to protect Gorpik and attack his enemies. The throne grants Gorpik a +2 shield bonus to AC and he can use the throne as a long spear to attack. Even though he never leaves his throne, he gets no penalties for sitting in it other than being immobile. However, if he rolls a natural 1 or 2 on his attack roll with the long spear, the whole throne falls apart.

### Combat

Gorpik pg 18

Vexgit (2) pg 16

Rat Swarm pg 16



Searching though Gorpik's "treasures", the PCs find a small collection of useful items scavenged from the surface as well as treasure from Maypoll's failed invasion.

### Treasure

- 1 spyglass
- 1 signet ring containing the mark of the mayor's office
- 10 bolts
- 1 whip
- 1 potion of protection from chaos
- 1 arcane scroll of sepia snake sigil
- 1 bag of miscellaneous gems worth 100 gp
- 2 pp
- 30 gp
- 253 sp
- 2567 cp



## Δ5. OTYUGH LAIR

Even though the otyugh calls this area home, this area is filled with only useless garbage and excrement from the gremlins. If the PCs walk past this area without triggering trap T2, the otyugh will attack them but will not pursue up to 40 feet past its lair (unless one of the PCs gets covered in blood and gore as what can happen from trap T2).

### Combat

Young Otyugh Zombie Lord pg 17



## CONCLUSION

After the mite infestation is cleared out, the PCs can make a grand announcement of their feat. If they so choose, Trina can organize a large event in the city square full of reporters and supporters.

Read the following:

*The crowd goes silent as Trina calls for their attention. "Ladies and gentlemen," she bellows. "The time of mayhem is now at an end!" Trina pulls out your evidence of the gremlin's demise and parades it around the crowd. "My team and I are always willing to protect Rogail from any threat. With me as mayor, you will be in safe hands." The crowd then erupts in thunderous applause as Trina gives them a victorious grin.*

By showing the head of Gorpik, or by some other method of proof, Trina and the party are called heroes and obtain the +1 heroism bonus to popularity rating for the day as well as a +1 heroic bonus to popularity rating for the entire election.



1 Square = 5 Feet

# Gremlin Lair



A4

A5

A1

A2

A3



Drainage to River



# PLAYER HANDOUTS

## BLOOD BLADES ON TRIAL

by Lania Leafdancer

Today the trial of the remaining members of the Blood Blades thieves' guild begins. The defendants include a group captured after private investigators raided the Terien Cooperage, and one half-orc who attempted to assassinate merchant guild leader Trina Hearth (ostensibly for putting out a call to hire investigators).

There is little debate among the citizenry of the guilt of the Blood Blade members found in the cooperage as they have had previous run-ins with the local monks, but there is a large debate about half-orc Lem Grogh's involvement in the assassination attempt on Ms. Hearth. Mr. Grogh is a popular figure in Rogail's half-orc community and many of them are rallying around him.

"Lem would never have hurt anybody," said Mr. Retch, owner of Rogail Plant and Manure. "He is a swell lad and I think this trial is a farce. The city should let him go immediately."

Militiaman Jeb Jornson arrested Grogh at the scene and seems to think differently. He says, "When I got there, the orc was glaring at Trina and her pals with a hateful stare like any other of his kind would do. Me and Weldon had to approach him carefully, in case he attacked us."

Candidate Willard Maypoll issued a statement calling for swift justice and prompt executions for all those found involved in the recent murders and the extortion of local merchants. He went on further to say that such a punishment will protect the people of Rogail by deterring others from forming nests of rogues and cutthroats within our fine town.

If found guilty of extortion, theft, smuggling, and murder, Lem Grogh and the other Blood Blade members are to be executed by hanging, as per the law.

## MAYPOLL IN LEAD, TRINA HEARTH LANGUISHES

by Karl Mansfield

After a tour through all the taverns and markets in Rogail and talking with many citizens, it appears that candidate Willard Maypoll will take the mayor's seat after the ballots are counted.

"I like the man," said Mica Rowndsbout while shopping for her family's evening meal. "He makes me feel safe after driving out all that criminal scum that Ilin left behind."

Bricklayer Percy Howsard commented, "I don't like that Hearth lady. She's all high and mighty and snobby. I'm worried that if she doesn't win she'll have a fit and have her hired goons take the mayorship by force. I mean, she did do some good by finishing off those criminals in the cooperage but my friends say she only did that because she had a fit over those criminals hurting her company's profits."

"Willard Maypoll saved Rogail from Ilin. I think we owe him the mayorship for a long time for helping us get rid of that menace. May he reign for many more years," said militiaman Reg Declan.

There were a few people who supported Ms. Hearth for mayor.

"When I grow up I wanna be like that pretty lady Trina," says 7 year old Olga. "She can do many good things for us. Like... good things!"

An anonymous half-orc also commented, "I think Trina is going to be good for my kind. We get kicked around too much here and I think she can make a difference so she has my vote. Heck, I think my whole community is behind her."

## ROGAIL FAIR TOMORROW

To celebrate the end of those dark days of the orc occupation, Rogail will be having its annual Victory Day fair. The usual events will occur including the drinking contest, pie tasting, pig races (betting on the pigs is banned this year due to brawling), and cow pageant. The day will also close with the usually impressive fireworks show hosted by United Voice leader Stolen Copperbrow.

The half orc community also announced that they will be having a separate event in their section of town to quietly pay respect to their human mothers and grandmothers who had suffered dearly at the hands of the vile orc occupiers. The United Voice made a statement that the area will be under close guard to prevent any interruptions to their ceremonies and any assaults on half-orcs will be dealt with under the full force of the law.







# Combat Appendix

## Terror Golem

CR 7

XP 3,200

N Medium construct

**Init** +1; **Senses** darkvision 60 ft., low-light vision;

**Perception** +0

### DEFENSE

**AC** 23, touch 11, flat-footed 22; (+1 Dex, +12 natural)

**hp** 65 (9d10+20)

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

**DR** 5/adamantine; **Immune** construct traits, magic

### OFFENSE

**Speed** 30 ft.

**Melee** scythe +12/+7 (2d4+4/x4)

**Special Attacks** terrorizing display (DC 14)

### STATISTICS

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

**Base Atk** +9/+4; **CMB** +12; **CMD** 23

### SPECIAL ABILITIES

**Terrorizing Display (Ex)** As a swift action a terror golem can unleash a wave of pure terror upon its enemies. Every creature within 30 ft. of the golem must make a DC 14 Will save or become frightened for 1d4 rounds. The terror golem can use this ability once every 1d4 rounds. This is a mind-affecting fear effect and its save is Charisma based.

**Immunity to Magic (Ex)** A terror golem is immune to

any spell or spell-like ability that allows spell resistance.

However, if *remove fear* is cast on the terror golem, it receives the shaken condition for 2d6 rounds (no save).

When any spell with the fear subtype is cast on the terror golem or when the golem is in the area of effect of such a spell being cast, the spell gives the terror golem bonuses as per the spell *heroism* for 1d6 rounds.

## Storlen Copperbrow

CR 5

XP 1600

Male 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

## 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 ft.), greed, hardy, high jump, ki defense, ki pool, maneuver training, purity of body, slow and steady, slow fall 30 ft., stability, stonecunning +2, stunning fist (stun, fatigue), unarmed strike (1d8)

## 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

**Speed** 20 ft., Climb 20 ft.

**Melee** bite -2 (1d3-2) and warhammer +0 (1d4-2/×3)

**Space** 2.5 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) +3, 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

**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.

## Vexgit Gremlin

CR 1

XP 400

LE Tiny fey

**Init** +1; **Senses** low-light vision; Perception +5

## DEFENSE

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

**hp** 11 (1d6+5)

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

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

## OFFENSE

**Speed** 20 ft., Climb 20 ft.

**Melee** bite -2 (1d3-2) and warhammer +0 (1d4-2/×3)

**Space** 2.5 ft.; **Reach** 0 ft.

**Special Attacks** speedy sabotage, wrecking crew

## Rat Swarm

CR 2

XP 600

N Tiny animal (swarm)

**Init** +6; **Senses** low-light vision, scent; Perception +8

## DEFENSE

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

**hp** 16 (3d8+3)

**Fort** +4, **Ref** +5, **Will** +2

**Defensive Abilities** swarm traits

**Weakness** vulnerability to area effects

## OFFENSE

**Speed** 15 ft., climb 15 ft., swim 15 ft.

**Melee** swarm (1d6)



**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** distraction (DC 12), filth fever (disease)

#### STATISTICS

**Str** 2, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 2

**Base Atk** +2; **CMB** —; **CMD** —

**Feats** Improved Initiative, Skill Focus (Perception)

**Skills** Acrobatics +6, Climb +10, Perception +8, Stealth +14, Swim +10

#### SPECIAL ABILITIES

**Filth Fever (Ex)** (Disease, DC 12) Bite—injury; *save* Fort; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

#### Lord Illin Agent

CR 1

**XP** 400

Human bard 2

NE Medium humanoid (human)

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

#### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

**hp** 16 (2d8+4)

**Fort** +1, **Ref** +5, **Will** +2; +4 vs. bardic performance, sonic, and language-dependent effects

#### OFFENSE

**Speed** 20 ft.

**Melee** masterwork rapier +2 (1d6/18-20)

**Ranged** dart +3 (1d4)

**Special Attacks** bardic performance 9 rounds/day (countersong, distraction, fascinate, inspire courage +1)

**Bard Spells Known** (CL 2nd; concentration +5):

1st (3/day)—*charm person* (DC 14), *ear-piercing scream* (DC 14), *grease*

0th (at will)—*flare* (DC 13), *light, message*, *prestidigitation*, *unwitting ally* (DC 13)

#### STATISTICS

**Str** 10, **Dex** 14, **Con** 12, **Int** 13, **Wis** 8, **Cha** 17

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

**Feats** Deceitful, Lingering Performance

**Skills** Bluff +10, Diplomacy +8, Disguise +10, Intimidate +8, Sense Motive +4, Sleight of Hand +4, Spellcraft +6, Stealth +4

**Languages** Common, Orc

**SQ** bardic knowledge +1, versatile performance abilities (oratory)

#### COMBAT GEAR

*catching cape*, *potion of cure light wounds*, *potion of protection from law*;

#### OTHER GEAR

chain shirt, dart (5), masterwork rapier, disguise kit, peasant's outfit, torch, 7 gp, 3 sp, 9 cp

#### Half-Orc Rioter

CR 1/3

**XP** 135

Half-orc commoner 1

N Medium humanoid (human, orc)

**Init** +0; **Senses** darkvision 60 ft.; Perception -1

#### DEFENSE

**AC** 10, touch 10, flat-footed 10

**hp** 4 (1d6+1)

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

**Defensive Abilities** orc ferocity

#### OFFENSE

**Speed** 30 ft.

**Melee** club +2 (1d6+2)

#### STATISTICS

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

**Base Atk** +0; **CMB** +2; **CMD** 12

**Feats** Simple Weapon Proficiency - Club, Skill Focus (Profession [varies])

**Skills** Handle Animal +4, Intimidate +2, Profession (Any) +6; Racial Modifiers +2 Intimidate

**Languages** Common, Orc

**SQ** orc blood

#### Young Otyugh Zombie Lord

CR 4

**XP** 1200

NE Medium undead young zombie lord otyugh

**Init** +3; **Senses** darkvision 60 ft., scent; Perception +9

#### DEFENSE

**AC** 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

**hp** 35 (8d8)

**Fort** +4, **Ref** +5, **Will** +7

**Defensive Abilities** channel resistance +4; **DR** 5/slashing;



**Immune** undead traits

#### OFFENSE

**Speed** 20 ft.

**Melee** bite +9 (1d6+3) and slam +9 (1d6+3) and 2 tentacles +5 (1d4+1 plus grab, 10 ft. reach)

**Special Attacks** constrict (1d4+3)

#### STATISTICS

**Str** 16, **Dex** 16, **Con** -, **Int** 5, **Wis** 13, **Cha** 6

**Base Atk** +6; **CMB** +6 (+10 grapple); **CMD** 18

**Feats** Alertness, Toughness, Weapon Focus (tentacle)

**Skills** Perception +9, Sense Motive +3, Stealth +9 (+17 in lair); **Racial Modifiers** +8 Stealth in lair

**Languages** Common

**SQ** disease

*mending, prestidigitation, spark* (DC 13)

#### STATISTICS

**Str** 6, **Dex** 13, **Con** 14, **Int** 12, **Wis** 13, **Cha** 16

**Base Atk** +2; **CMB** +1; **CMD** 9

**Feats** Combat Casting, Eschew Materials, Improved Natural Armor, Skill Focus (Disable Device), Toughness, Weapon Finesse

**Skills** Appraise +5, Climb +13, Craft (traps) +6, Disable Device +10, Knowledge (engineering) +7, Perception +5, Stealth +13 (+17 in metal or stony areas, +9 when moving), Use Magic Device +10; **Racial Modifiers** +4 Disable Device, +4 Stealth in metal or stony areas, -4 Stealth when moving

**Languages** Common, Undercommon

**SQ** bloodlines (fey), woodland stride

**Gorpik**

**CR 5**

**XP** 1,600

Male vexgit gremlin sorcerer 5

LE Tiny fey

**Init** +1; **Senses** low-light vision; Perception +5

#### DEFENSE

**AC** 16, touch 13, flat-footed 15 (+1 Dex, +2 size, +3 natural)

**hp** 46 (6d6+23)

**Fort** +3, **Ref** +4, **Will** +7

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

#### OFFENSE

**Speed** 20 ft., climb 20 ft.

**Melee** bite +5 (1d3-2)

**Space** 2.5 ft.; **Reach** 0 ft.

**Special Attacks** bloodline arcana: fey, speedy sabotage, wrecking crew

**Spell-Like Abilities** (CL 1st; concentration +4)

At will—*prestidigitation*

1/hour—*rusting grasp, snare*

6/day—*laughing touch*

**Sorcerer Spells Known** (CL 5th; concentration +8):

2nd (5/day)—*hideous laughter* (DC 17), *miserable pity* (DC 15), *summon monster II*

1st (7/day)—*break* (DC 14), *cause fear* (DC 14), *color spray* (DC 14), *entangle* (DC 14), *mage armor*

0 (at will)—*acid splash, bleed* (DC 13), *detect magic,*





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