Rats in the Street by Lucas Curell





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Rats in the Street

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Rats in the Street

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 JUST THE FACTS

 PCs:
 5

 Level:
 3

Quick Synopsis

When a street gang starts causing problems for the people of Butcher Block, the party is called in to help sort things out, but can they do it without making the situation even worse? Butcher Block has been caught in the throes of crime. Businesses are being extorted, people are being assaulted, and homes are being robbed. At the heart of everything, is the Crystal Moth gang. Once thought of as a joke, unworthy of attention, the gang now terrorizes the district, and the city guard is unwilling, or unable, to help.

Rats in the Street is an urban adventure for five characters of 3rdlevel. When a street gang steps up its activities, the party is called in to help, but they must be careful, lest the gang lash out against the very people the PCs seek to aid. The adventure takes place in a neighborhood called Butcher Block, part of a larger city. Additional details of that city are left intentionally vague, allowing you to drop the district into any city in your campaign world.

SYNOPSIS

The party receives word that a street gang is terrorizing the neighborhood of Butcher Block and decides

> Lurch is an ambitious, mean-spirited bully who loves history and secretly feels inferior to other lycanthropes, particularly werewolves.

> > to help. Once they get into the neighborhood, they learn that finding the gang's hideout isn't as easy as they may have thought. Their investigations bring them to the local apothecary and to an old warehouse used as a staging area. Eventually, they track the gang down to their lair in the sewers where they face the wererat mastermind behind everything.

Kaiya Blackmoore

Look for Kaiya Blackmoore in *Yrisa's Nightmare*, a 2nd-level adventure by Embers Design Studios available in City of Brass and DriveThruRPG.

BACKGROUND

The **Crystal Moth** gang has long been a second-rate street gang, operating out of the Butcher Block neighborhood, but the gang's new leader, a wererat named **Lurch**, intends to change this.

Lurch killed the gang's leader and assumed control. First, he set about establishing a good source of income, and that meant stepping up extortion, larceny, and burglary. When the money started to flow, he spread it around to the local guardhouse, and has enough guardsmen on the payroll to keep the pressure off. Next, he torched the old hideout, established a new, secret lair in the sewers, and set up a front from which the street activities could be managed. That front would serve as a distraction from the true lair. Finally, with the district under his control, he intends to turn his attention towards the lucrative flow of trade that passes through Butcher Block.

Tangled Web

Unknown to most, Lurch is actually executing the plan of an old friend of his, a traveling bard named **Celltar Drumthunder**. Long ago, Lurch did a favor for Celltar, and, under the pretenses of repaying that debt, Celltar planned Lurch's takeover of Butcher Block. In truth, Celltar doesn't care about his old debts, he is just hoping to get rich off Lurch's work.

To keep an eye on things and amuse himself while he waits for Lurch to hit it rich, Celltar has struck up a romantic relationship with Lurch's street boss, **Grinning Mollie.** She truly cares for Celltar, although to him their relationship is nothing more than convenient cover.

Sully

Sully is a nomad, but he is noble born and was once betrothed to Kaiya Blackmoore, a young noblewoman. Celltar became interested in Kaiya, but when she rebuffed him he asked a friend of his, the wererat Lurch, to run Sully off. During the couple's engagement party, Lurch led his wererats on an attack that resulted in Sully being cursed with lycanthropy. Ashamed and afraid of his curse, Sully broke off the engagement and fled his home. Devastated at the loss of her fiancé, Kaiya turned to the

church for comfort. Celltar quickly became bored of the

scheme and moved on.

Sully has spent the years since seeking a cure for his curse, and revenge on the man he holds responsible: Celltar Drumthunder. When chance brought him into contact again with Celltar, his anguish burst into white-hot rage. He began following Celltar, and that brought him to Lurch and the Crystal Moth gang.

Sully has now spent weeks in observation, intending to get revenge not only on Celltar, but also Lurch and the other wererats that were involved.

INVOLVING THE PCs

Here are a few ways to get your players involved. Whichever you choose, it's important that they know they need to go to Butcher Block, locate the gang, and put an end to it.

- Sully: One of the PCs is friends with Sully. The character knows him as a dark, brooding fellow loathe to talk about his past. Sully asks his for help, calling the party to Butcher Block. Sully doesn't really care about the gang, he just wants to see Lurch and Celltar killed. However, hesitant to reveal his true motives, he uses what he has learned of the gang's activities and the pain they're causing to convince the party to move against it.
- **Business Interests:** As owners of a business in Butcher Block, the PCs become targeted by the Crystal Moth gang. If they pay the protection money, it will run them out of business, but if they refuse, the gang chooses to make an example of them.
- Family or Friends: A friend or relation of the party owns a business in Butcher Block and asks for help when the Crystal Moth gang comes demanding more and more protection money. This friend is terrified of being singled out by the gang, and asks the PCs not to reveal their connection. Instead, the friend suggests the party talk with Cavus Nuccorex, after all, "He's not afraid of them anyhow."
- **Captain Eoin:** Captain Eoin (LG f human) needs help. She's charged with overseeing activities in Butcher Block and several other districts, but her resources are stretched thin. Now, with trouble in Butcher Block, she needs help dealing with it. Unable to trust the guard, she turns to the party, offering a bounty if they can help "clean up the mess in Butcher Block." She knows the Crystal Moth gang as a "small-time outfit" and suggests the party start with Cavus Nuccorex, whom she says is "about the

CAPTAIN FOIN only guy around who isn't afraid of the 'Moths."

BUTCHER BLOCK

Busy. Hurried. Transitory. Butcher Block is an active neighborhood nestled between the city docks and trade district. It is bisected by a wide, cobblestone street called Fisher Row, that runs all the way from the docks to the city's front gates. An immense amount of cargo flows along Fisher Row, to and from the docks. Every day, just before sunup, street vendors line the shoulders of Fisher Row, jockeying for prime positions flanking the road from which to hawk their wares. Beyond this corridor, the hustle and bustle quickly dies down, giving way to a quiet web of warehouses, businesses, and a smattering of private homes.

BUSINESS IN BUTCHER BLOCK

Butcher Block is home to businesses of all sorts. One and twostory buildings flank Fisher Row, with colorful signs or hawkers standing at their doors calling to passersby. Mixed in with the shops are countless street vendors.

A selection of businesses are presented below for your use. **Book Brothers:** Thomas and Beren Book are attorneys who operate a small office off Fisher Row. Specializing in property law, they are known to be ruthless in the courtroom, but great fun in the Chipped Tooth, their favorite hangout.

Cavus' Emporium: A general good store with a tiny showroom attached to a cavernous warehouse. The proprietor is famous for always having that one obscure item his customer needs. It's owned and operated by Cavus Nuccorex, a jolly old merchant who trusts everyone, loves making deals, and always seems to come out ahead.

Chipped Tooth: A two-story inn with a smoky taproom. One of the few places to stay in Butcher Block, and definitely overpriced, especially since the rooms are dirty, the ale is sour, and the food is usually cold. It's operated by Fangrale, who claims to be half-orc, but has all the looks of an orc with the temperament of an angry boar.

Dains: The only cobbler in the neighborhood, and rumored to be a front for an opposing gang. Mers Dains,

Gerard Blume

The people of Butcher Block love Gerard. He is viewed as a kind, friendly old fellow always wiling to help out. They believe him to be a victim of the Crystal Moth gang and you should position him as such.

CAVUS NUCCOREX

a kindly woman from a distant land, operates the store employing a few local youths as apprentices.

Edge of the World: This small inn and tavern stands just off Fisher Row and is a common destination of those intending to stay more than a day in the district. Sar Erdri, an elf, owns the place and she can usually be found here, along with her husband, an aging human man, and two half-elf daughters. Sar often tells tales of her adventuring life, now long behind her, and occasionally brings out a magical harp for her husband to play, a powerful item she recovered from the lair of a green dragon.

Gerard's Apothecary: The best place in Butcher Block to get medicines, ointments, and poultices as well as a wide selection of tobacco, spices and herbs. It was recently acquired by Gerard Blume, an elderly man who always has a smile on his lips and a kind word for his customers.

Pins and Pips: Pins and Pips is owned and operated by Eldra Barnes, the best seamstress in the city. Eldra is a wide-should ered woman with a jovial temperament.

Stella's Brewery: Source of the famous Badface Ale, a rich, grassy, golden ale. Stella, a human, employs a small army of dwarven brewers that bring her recipes to life. It is said that dwarves travel hundreds of miles to speak with Stella.

Cavus is a jolly old merchant who trusts everyone, loves making deals, and always seems to come out ahead.

> Rabbit Run: A quiet, upscale restaurant located off the main stretch of Butcher Block. Rabbit Run is famous for its stirge stew, rust chips, and bulette steaks. Owned by the Taron family. Stuck Hippo: A rowdy tavern famous for its soft-boiled, blueyoked shocker lizard eggs. Cedric Quin runs the place. He's a retired dwarf sea captain with the arms of a tree, a nose as big as his fist, and a beard that touches the floor.

SCENE 1: GETTING STARTED

Goal: Introduce the Crystal Moth gang.



If you chose an adventure hook that leaves no room for the Crystal Moth gang to learn of the party's intentions, just skip ahead to Scene 2.

Consequences

The gang wants the party out of Butcher Block, and that's why they sent Grady to rough them up (see Scene 1: Getting Started). They don't want to face a party of adventurers, and, especially if the PCs bested Grady, the gang adopts an indirect method of attack: going after people believed to be aiding the party. The gang will strike directly if an opportunity presents itself, but in most cases, they focus on civilians.

When this happens, the party can attempt to stop attacks against a particular business, but this simply causes the gang to shift their attention elsewhere, and become more violent and aggressive. To solve the problem, the PCs must topple the gang itself.

Whenever an action calls for Consequences, roll 1d10 and consult the Consequence table.

d10 Consequence

- 1. A shop belonging to one of the people spoke with the party is vandalized.
- 2. A shop belonging to one of the people spoke with the party is torched.
- 3. One of the people who spoke with the party is beaten.
- 4. One of the people who spoke with the party is maimed (arm or leg cut off, eyes put out, ears cut off, tongue cut out, etc.).
- 5. One of the people who spoke with the party is killed.
- 6. The family of one of the people who spoke with the party is beaten.
- 7. The family of one of the people who spoke with the party is maimed (arm or leg cut off, eyes put out, ears cut off, tongue cut out, etc.).
- 8. The family of one of the people who spoke with the party is killed.
- 9. Roll 2d8, apply results to different shops, shopkeeper, or families.
- 10. No consequences.

To notice the lookout:

Perception

DC Result

- 20 You can
 - You cannot be certain, but you think you caught sight of a child that seemed to recognize you, then dashed into the teeming masses that crowd the walks.

To notice the thugs:

Perception

DC Result

- ¹⁵ You notice that a couple of street toughs seem to be following you.
- 20 You catch sight of a couple of faces on the nearby rooftops that appear to be watching you.

Knowledge (Local)

DCResult15The man with the
bulging eye is Grady, a
Crystal Moth street boss.18Grady can often be
found hanging out near
Gerard's Apothecary.20Grady is a wererat.

Survival or Perception

DC Result

¹⁰ Grady has sewage caked on his boots and the bottoms of his pants.

1A: AMBUSH

- Grady
- 3 Crystal Moth street thugs

When the PCs enter Butcher Block, the Crystal Moth gang is waiting. A lookout spots them, and rushes back to warn the gang. Thugs, now aware of the party's presence, begin shadowing them shortly after they enter the district. PCs may notice the lookout, or the thugs lurking in the streets and rooftops.

As the gang makes its move, read or paraphrase the text below, making adjustments as needed to accommodate PC observations.

The narrow streets of Butcher Block are surprisingly quiet as you make your way towards Fisher Row. A pair of figures step from a nearby shadowed ally, hefting clubs and sneering at you. One of them, a nasty looking fellow with one eye that seems to bugle from its socket, slaps a cudgel on the palm of his hands as he sneers, "What have we here?" The man is dressed in mudsplattered leather breeches, speaks through yellowed buck teeth, and smells like an outhouse.

- There are **4 gang members** in total, although only 2 are immediately apparent.
- The man with the **bulging eye is Grady**, a wererat.
- The few bystanders still in the street quickly clear out.

Running the Scene

These thugs are not out to kill the party, just rough them up enough to scare them off. They fight with their saps, avoiding lethal attacks, unless the PCs attack lethally. Grady fights in human form, but if the fight turns lethal, or if he suffers more than half his hit points in damage, he transforms into his hybrid form.

If the gang is victorious, they give the characters a few final kicks and shout, "Stay out of Butcher Block heroes!", the last word delivered with a sneer. Then they clear out before the guard arrives.

What They Know

If the party defeats the thugs, they only have a few minutes to interrogate the criminals before the guard shows up. All of these crooks know the location of the Magpie Lane hideout (see Scene 4), although they won't give this up easily. They are not afraid of the law; in fact, they count on the gang's connections to free them if they should be arrested (see Dealing with Unhelpful Thugs below). The thugs know that there is another hideout somewhere, the "true" lair. Only Grady actually knows where it is located, however,

Grady

CR 2 (XP 600) Human wererat rogue 2 (augmented humanoid)

LE Medium humanoid (human, shapechanger); Speed 30 ft.

Init +2; Senses low-light vision, scent; Perception +8

hp 18 (2d8+6)

AC 16, touch 13, flat-footed 13; CMD 15

Fort +2, Ref +5, Will +3

Defensive Abilities evasion

Melee short sword +3 (1d6+1/19-20) or sap +2 1d6+1 (nonlethal)

Special sneak attack (+1d6)

Str	Dex	Con	Int	Wis	Cha
13 (+1)	15 (+2)	14 (+2)	10 (+0)	16 (+3)	6 (-2)

BAB +1, CMB +2

Skills Acrobatics +7, Bluff +3, Climb +6, Intimidate +3, Knowledge (local) +5, Perception +8, Sense Motive +8, Stealth +7, Swim +6

Feats Dodge, Weapon Finesse

SQ change shape (human, hybrid, and dire rat; polymorph), rogue talents (fast stealth), lycanthropic empathy (rats and dire rats), trapfinding (+1)

Languages Common

Gear manacles, mwk studded leather armor, sap, short sword

Hybrid Form Adjustments:

+2 Str, +2 Dex, +2 Con

hp 20 (2d8+8)

AC 19, touch 14, flat-footed 15; CMD 17

Fort +3, Ref +6, Will +3

Defensive Abilities evasion; DR 5/silver

Melee short sword +4 (1d6+2/19-20), bite -1 (1d4+1 plus disease and curse of lycanthropy; DC 15)

Disease (Ex) Filth fever: Bite—injury; save Fort DC 14; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves.

and he is highly resistant to threats and physical violence. If the PCs do get him talking, he sends them to the Magpie Lane hideout, feigning ignorance of the sewer lair.

If asked about why he frequents Gerard's Apothecary (see Scene 3), Grady uses the same excuse as Gerard, saying the herbalist mixes special "concoctions" for the gang.

Development

A few minutes after the fight begins, the city guard shows up. Time their arrival for when it's most convenient, recognizing an opportunity to reveal the ties between the gang and the guard. If the party prevailed, the Crystal Moth members are taken into custody. If the party lost, the guard provides aid. In either case, the gang members are no longer available

Crystal Moth Street Thug CR 1 (XP 400)

NE Medium humanoid (human) fighter 1, rogue 1; Speed 30 ft.

Init +2; Perception +5

hp 16 (1d10+1d8+6)

AC 15, touch 12, flat-footed 13; CMD 16

Fort +3, Ref +4, Will +0

Melee dagger +5 (1d4+3/19-20) or sap +4 1d6+3 (nonlethal)

Special sneak attack (+1d6)

Str	Dex	Con	Int	Wis	Cha
16 (+3)	15 (+2)	13 (+1)	8 (-1)	10 (+0)	12 (+1)

BAB +1, CMB +4

Skills Climb +8, Intimidate +9, Knowledge (local) +4, Perception +5 (+6 to find traps), Stealth +7 Feats Skill Focus (Intimidate), Toughness,

Weapon Focus (dagger)

SQ trapfinding (+1)

Languages Common

Gear dagger (x4), sap, studded leather armor



Scene 2: LOCATING THE CRYSTAL MOTHS

Goal: Lead the party to the Apothecary or the Magpie Lane hideout.

for questioning.

Once the party arrives in Butcher Block, they need to find the gang before they can move against it. There are many ways to accomplish this, but if they are not careful there will be consequences for them, or for the people of Butcher Block.

2A. TALKING WITH LOCALS

The people of Butcher Block will share what they know about the Crystal Moth gang, although they must first be convinced to talk. Most are afraid of the gang and the consequences of talking about them. Cavus Nuccorex is an exception. He is not afraid of the gang and talks freely of what he knows. This includes all of the common and uncommon rumors (see below), as well as any of the rare rumors you wish to reveal. However, he does not like to gossip and usually avoids discussing the city guard or other merchants.

Common Rumors

Common information is easily obtained and can be learned without a skill check.

- For as long as anyone can remember, the Crystal Moth gang has been operating in Butcher Block, but they weren't taken seriously until recently.
- Gang members are easy to spot; they all wear an amulet stamped with a moth, and most wear leather embossed with the same symbol.

Uncommon Rumors

Uncommon rumors can be obtained only through a successful skill check. Some of this information is common knowledge, but held back out of fear of the consequences of talking about it.

Gang enforcers pass through the neighborhood in pairs of

Diplomacy or Intimidate

- DC Result
- 0 Obtain a Common Rumor.
- 10 Obtain an Uncommon Rumor.
- 15 Obtain a Rare Rumor.

two or three, collecting their "protection" money. They make no attempt to hide their comings or goings.

- The gang had a hideout on Castle Street, but it burned down a few months ago. In fact, it was right around that time that they stepped up their activities.
- Turning gang members over to the Butcher Block guardhouse is pointless: there are too many guardsmen in league with the Crystal Moths.
- Crystal Moth gang members are often seen in and around Gerard's Apothecary. The apothecary used to be called Scales and Tails, but the old owner was murdered a few months back. The place sat empty for a time until the friendly old Gerard moved in and opened it back up.

Rare Rumors

Like uncommon rumors, rare rumors require a skill check and may be withheld due to fear or ignorance.

- A few months ago, just before the Castle Street fire, the gang's leader turned up dead, a knife in his back.
- There are a lot of new faces among the Crystal Moth goons.
- The gang's new leaders include a violent man named Lurch, and his street boss, Grinning Mollie. Lurch manages the gang, while Grinning Mollie handles the rackets.
- The gang has a new hideout in an old warehouse on Magpie Lane. That's where Grinning Mollie is said to be holed up.
- Gang members are often seen in and around Gerard's Apothecary.
- Lurch, and most of his inner gang, are lycanthropes.

Consequences

Just being seen talking with the party is enough to bring down the wrath of the Crystal Moth gang, even if the person doesn't actually reveal anything. Unless the party successfully hides their activity, check for consequences.

Stealth*

DC Result

15 The gang fails to notice the activity the party is trying to hide.

*For this Stealth check, either Dexterity or Charisma can be used to modify the roll.

Dealing with Unhelpful Thugs

Crystal Moth gang members are not afraid of the law, and threats to arrest them are met with bored indifference. True threats against their lives are taken seriously, and the party can use Diplomacy or Intimidate to get them talking.

2B. JUMP THE THUGS

• 2-3 Crystal Moth street thugs

Players may choose to capture gang members as they make their rounds. The thugs are a common sight in Butcher Block, traveling in groups of twos or threes as they make their rounds.

A pair of toughs with crooked noses swagger down the street, each carrying a small cudgel. The wear boiled leather armor, the symbol of a large moth embossed on the chest.

These thugs are human, and they tend to be cowardly, counting on the reputation of the gang to protect them. Getting them to talk isn't difficult once it is clear they are overpowered, but remember they are not afraid of being arrested.

What they know:

- They collect cash from businesses and street vendors.
- The money is taken back to their hideout on Magpie Lane, where Grinning Mollie processes it, and they receive a small part of the take.
- They are junior members of the gang.
- **The "boss" (Lurch) visits** the Magpie Lane hideout occasionally.

Crystal Moth Street Thug CR 1 (XP 400)

NE Medium humanoid (human) fighter 1, rogue 1; **Speed** 30 ft.

Init +2; Perception +5

hp 16 (1d10+1d8+6)

AC 15, touch 12, flat-footed 13; CMD 16

Fort +3, Ref +4, Will +0

Melee dagger +5 (1d4+3/19-20) or sap +4 1d6+3 (nonlethal)

Special sneak attack (+1d6)

Str	Dex	Con	Int	Wis	Cha
16 (+3)	15 (+2)	13 (+1)	8 (-1)	10 (+0)	12 (+1)
DAD 11	CHAD I				

BAB +1, CMB +4

Skills Climb +8, Intimidate +9, Knowledge (local) +4, Perception +5 (+6 to find traps), Stealth +7

Feats Skill Focus (Intimidate), Toughness, Weapon Focus (dagger)

SQ trapfinding (+1)

Languages Common

Gear dagger (x4), manacles, sap, studded leather armor

Consequences

Any interruption in the work of these thugs is taken out on the people of Butcher Block. Each time the party interrupts the collection activities, check twice for consequences.

Treasure

The thugs carry the day's take on them, a total of 4d10 gp in assorted coins. This money has all been extorted from the merchants of Butcher Block, although none of them want it returned while the gang is still in operation.

Diplomacy or Survival*

DC Result

- 10 The party discovers the Magpie Lane hideout. Roll 1d6 to determine the number of days required to complete the search.
- 15 As above, but it takes only 1d4 days to complete the search.
- 20 As above, but it takes only 1d2 days to complete the search.

*This check represents time spent canvassing Butcher Block. If the gang is aware of the activity (automatic unless the party hides their actions), check for consequences each day. Parties that use Diplomacy spend their time drinking, carousing, and talking. Parties that use Survival spend their time shadowing gang members, going door-to-door, and searching buildings.

Stealth*

DC Result

15 The gang fails to notice the activity the party is trying to hide.

*For this Stealth check, either Dexterity or Charisma can be used to modify the roll.

2C. HIT THE STREETS

Players may try a door-to-door search, or attempt to follow gang members back to their lair. Either of these can lead them to the Magpie Lane hideout, but if the gang catches wind of it, they will attempt to lure the party into an ambush.

District Search

The party can locate the gang's hideout by canvassing the neighborhood. The exact nature of their search doesn't matter, it might be a door-to-door search, a careful investigation attempting to piece together clues, or just talking with lots of different people. Ask for a skill check and, if the check is successful, the PCs discover the Magpie Lane hideout.

Their margin of success determines how long the search takes. Every day it continues, the gang may lash out against locals. If the party does not attempt to hide their activity, the Crystal Moth gang automatically becomes aware of it.

Consequences

CR 1/2 (XP 200)

An extended search of the district brings trouble to the locals. If the gang is aware of an ongoing search, check for consequences once each day.

Ambushed

• 1 Crystal Moth tough per PC

Parties that attempt to follow street thugs back to their hideout must go unnoticed to be successful. If the thugs realize they are being followed, they attempt to lure the party into a blind alleyway and jump them. Just as earlier, the gang is not looking to kill anyone unless the party has killed gang members. They seek to rough up the PCs and run them out of the district.

Consequences

If the party is ambushed, and they defeat the thugs, roll twice on the consequences table using a d8 rather than a d10.

Crystal Moth Tough

NE Medium humanoid (human) warrior 2; Speed 30 ft.

Init +0; Perception +1

hp 16 (2d10+5)

AC 13, touch 10, flat-footed 13; CMD 14

Fort +4, Ref +0, Will -1

Melee short sword +5 (1d6+2/19-20) or sap +4 1d6+2 (nonlethal)

Str	Dex	Con	Int	Wis	Cha
15 (+2)	11 (+0)	12 (+1)	8 (-1)	9 (-1)	10 (+0)
BAB +2,	CMB +4				

Skills Intimidate +5, Perception +1, Stealth +2

Feats Toughness, Weapon Focus (short sword)

Languages Common

Gear dagger, manacles, sap, short sword, studded leather armor

Already Using Sully?

If you used the Sully adventure hook, or if you have used Sully as a means of prodding the story forward, adjust this scene accordingly.

2D. SULLY

If the party makes it known they are seeking information about the Crystal Moth gang, someone will eventually point them at the Edge of the World inn, and tell them to find the "man called Sully who is usually skulking there."

Sully

CR 1 (XP 400)

Human wererat fighter 1 (augmented humanoid) **LN Medium** humanoid (human, shapechanger); **Speed** 30 ft.

Init +2; Senses low-light vision, scent; Perception +5

hp 12 (1d10+2)

AC 15, touch 12, flat-footed 13; CMD 15

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

Melee shortsword +4 (1d6+2/19-20)

Str	Dex	Con	Int	Wis	Cha
14 (+2)	15 (+2)	14 (+2)	11 (+0)	14 (+2)	8 (-1)
RAR +1	CMR +3				

Skills Perception +5, Stealth +3

- **Feats** Skill Focus (Perception), Weapon Focus (shortsword)
- **SQ** change shape (human, hybrid, and dire rat; polymorph), lycanthropic empathy (rats and dire rats)

Languages Common

Gear mwk studded leather armor, shortsword

Hybrid Form Adjustments:

+2 Str, +2 Con

hp 13 (1d10+3)

AC 17, touch 12, flat-footed 15; CMD 15

Fort +6, Ref +2, Will +2

DR 5/silver

- **Melee** short sword +5 (1d6+3/19–20), bite –1 (1d4+2 plus disease and curse of lycanthropy; DC 15)
- **Disease (Ex)** *Filth fever:* Bite—injury; *save* Fort DC 14; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

Sully has spent a great deal of time gathering information on the Crystal Moth gang. If he becomes convinced the party intends to bring the gang down, he agrees to help, but only if they promise to kill both Celltar and Lurch. He knows that Lurch is a wererat, the location of the Magpie Lane hideout, and suspects that Gerard is mixed up with the gang in some way.

Sully's Tale

Sully will tell the party of his history with Lurch and Celltar, leaving out some important points including his family name, the fact that he was born a nobleman, and the curse that afflicts him. Instead, he simply indicates that Lurch and Celltar conspired to end his engagement and he wants to see them pay.

Development

If the party convinces Sully to aid them, he provides each with a silver dagger and informs them of the dangers and weaknesses of wererats. He can be convinced to join the party for the duration of this adventure, fighting at their side against the gang.

MOVING ON

If the party decides to visit Gerard's Apothecary, proceed to Scene 3: Gerard's Apothecary. If they locate the Magpie Lane hideout, go to Scene 4: Magpie Lane Hideout. Finally, if they discover the sewer lair, proceed to Scene 5: Sewer Lair.



SCENE 3: GERARD'S APOTHECARY

Goal: Lead the party to Sewer Lair or the Magpie Lane hideout.

At some point, party will probably visit Gerard Blume, owner of Gerard's Apothecary. The friendly old man greets them warmly, asking how he can help. If they've made their intention to unseat the Crystal Moth gang known, he quietly thanks them, and offers a 25% discount on his goods.

If they seek information about the gang, he stars by telling them that the Crystal Moth gang doesn't bother him, he pays his dues, and keeps his nose out of trouble. This may not satisfy them, however, especially if they've heard that gang members frequent his shop, or recognized one of the gang members as a common face at the apothecary. In these cases, he insinuates that gang members come looking for "special" herbs he prepares for them. If this still doesn't throw them off, he will finally tell them that the gang forces him to help "clean" their money.

Gerard is a cold-blooded killer with a kind demeanor who wouldn't hesitate to put a knife in his best friend's back.

GERARD'S SECRET

Gerard and Lurch are in cahoots. When Lurch was coming up, Gerard took him under his wing and showed him the ropes. Now, retired from street crime, Gerard is happy to help his old apprentice.

> Gerard's friendly demeanor towards the party is an act, but one he's very good at performing. Nevertheless, he is a scoundrel who thinks of himself first. He has become comfortable in Butcher Block and could, under the right circumstances, be convinced to betray Lurch.

GERARD BLUME

The Lies Gerard Tells

Gerard is a highly skilled liar and a legitimate apothecary. A DC 25 Sense Motive check is required to get a hunch about his story, and then only that he is hiding something, perhaps from fear.

GERARD'S APOTHECARY



3a. Storefront3b. Backroom3c. Workshop3d. Bedroom

RUNNING THE SCENE

Gerard's first objective is to defray interest in his shop. He attempts to do this by suggesting he's just like every other merchant in Butcher Block. If this fails, he'll attempt to get rid of the party through whatever means he thinks will work.

He does not want the party in his back room (area 3b), but if it cannot be avoided, he begs them not to cause problems, suggesting the gang has forced him to collude with them. Gerard doesn't volunteer anything about the presence of a secret door.

Through the entire scene, he retains a friendly demeanor,

feigning fear of the gang, and never openly admits to associating with them.

AREA DESCRIPTIONS

The apothecary is a single-story structure typical of its kind in Butcher Block. It includes a storefront, back room, workshop, and bedroom.

3a. Storefront

Gerard's Apothecary is a well-kept building with a sign showing a mortar and pestle along with a collection of flared beakers. Bells jingle as you push open the door and step into a storefront packed with bottles, beakers, vials, herbs, and all manner of other oddities. A kindly old man with white hair and a brown wool cap smiles as you step in.

- •The owner, Gerard Blume, usually sits on a small stool behind the shop's wide counter.
- •Two windows flank the door of the shop.
- •A large, **worn rug**, once red but now matted and muddy, covers the floor in front of the counter.
- Shelves line the walls of the storefront, crammed full of herbs, potions, unguents, oils, tinctures, periapts, and countless other alchemical substances.
- A small door behind Gerard connects with the shop's back room, workshop, and Gerard's bedroom.

Gerard's goods include most common potions along with dozens of salves, lotions, and other medicinal items. He creates all of the concoctions himself, in a connected workshop (area 3c). Customers filter in and out of Gerard's Apothecary all day long. He greets each by name, often handing each a package wrapped in brown paper that he keeps behind his counter, some remedy designed for them personally.

3b. Back Room

- 1 Crystal Moth wererat
- 2 Crystal Moth toughs

Once a storeroom, this back room has been cleaned out and replaced with a table and chairs. The gang keeps three thugs in this room at all times. If the party barges in, the gang members look up from their game of cards to glower at them, but they only become hostile if attacked, or if the party discovers the secret door.

Three rough-looking thugs wearing studded armor marked with the moth symbol of their gang look up as you enter. Wooden mugs, half-eaten foodstuffs, coins, and a smattering of gems are scattered about a table where they sit.

- There are **3 Crystal Moth thugs** here, 1 wererat and 2 others, playing a dice game. The thugs **reek of sewage**.
- A **barrel of sour ale** sits in one corner and **bread and cheeses** are scattered about the table.
- Stock for the storeroom rests on shelves lining the walls.
- There is a **secret door in the north wall** that can be activated by turning a sconce on the north wall.

When the sconce is turned, it activates a mechanism that causes a five-foot portion of the wall to pivot open. Behind the secret door is a chute with a ladder of metal rungs leading into darkness. This ladder connects with area 5e of the Sewer Lair.

Treasure

The thugs treasure, most of which is on the table, includes:

- 18gp, 39sp, 88cp
- 8 malachite gems (10gp each)
- 2 red garnet gems (100gp each)

Perception

- DC Result
- 20 Notice the secret door and locate the mechanism to operate the secret door.

Crystal Moth Wererat

CR 2 (XP 600)

Human wererat rogue 2 (augmented humanoid) **LE Medium** humanoid (human, shapechanger); **Speed** 30 ft.

Init +2; Senses low-light vision, scent; Perception +8

hp 18 (2d8+6)

AC 16, touch 13, flat-footed 13; CMD 15

Fort +2, Ref +5, Will +3

Defensive Abilities evasion

Melee short sword +3 (1d6+1/19-20) or sap +2 1d6+1 (nonlethal)

Special sneak attack (+1d6)

Str	Dex	Con	Int	Wis	Cha
13 (+1)	15 (+2)	14 (+2)	10 (+0)	16 (+3)	6 (-2)

BAB +1, **CMB** +2

Skills Acrobatics +7, Bluff +3, Climb +6, Intimidate +3, Knowledge (local) +5, Perception +8, Sense Motive +8, Stealth +7, Swim +6

Feats Dodge, Weapon Finesse

SQ change shape (human, hybrid, and dire rat; polymorph), rogue talents (fast stealth), lycanthropic empathy (rats and dire rats), trapfinding (+1)

Languages Common

Gear manacles, mwk studded leather armor, sap, short sword

Hybrid Form Adjustments:

+2 Str, +2 Dex, +2 Con

hp 20 (2d8+8)

AC 19, touch 14, flat-footed 15; CMD 17

Fort +3, Ref +6, Will +3

Defensive Abilities evasion; DR 5/silver

Melee short sword +4 (1d6+2/19–20), bite –1 (1d4+1 plus disease and curse of lycanthropy; DC 15)

Disease (Ex) *Filth fever*: Bite—injury; *save* Fort DC 14; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

Crystal Moth Tough

CR 1/2 (XP 200)

NE Medium humanoid (human) warrior 2; Speed 30 ft.

Init +0; Perception +1

hp 16 (2d10+5)

AC 13, touch 10, flat-footed 13; CMD 14

Fort +4, Ref +0, Will -1

Melee short sword +5 (1d6+2/19-20) or sap +4 1d6+2 (nonlethal)

Str	Dex	Con	Int	Wis	Cha	
15 (+2)	11 (+0)	12 (+1)	8 (-1)	9 (-1)	10 (+0)	
BAB +2, CMB +4						

Skills Intimidate +5, Perception +1, Stealth +2

Feats Toughness, Weapon Focus (short sword)

Languages Common

Gear dagger, manacles, sap, short sword, studded leather armor



Disable Device

DC Result 20 Unlock the lock box.

Poisoned Needle Trap

CR 1; XP 400

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger lockbox is opened; Reset manual

Effect Atk +10 (poison needle; 1 point plus greenblood oil)

Greenblood Oil Poison

Type poison (injury); **Save** Fortitude DC 13

Frequency 1/round for 4 rounds

Effect 1 Con damage; Cure 1 save

The Apothecarist Complete

This set of four books covers obscure topics on herbalism and alchemy. They can be used to gain a +2 circumstance on skill checks relating to either topic.

3c. Workshop

Gerard does his work in this chamber, which is packed full of alchemical tools and supplies. The workshop is empty, except when Gerard is here working.

Treasure

- Alchemical supplies worth a total of 250gp
- 4 potions of healing

3d. Bedroom

This is Gerard's bedroom and it includes a bed, small sitting table, dresser, fireplace, and lock box. He keeps his valuable locked up in the lock box. The lock box is trapped with a poison needle trap.

Treasure

Gerard's valuables include:

- *The Apothecarist Complete*, volumes I-IV (a set of 4 books covering herbalism and alchemy worth 100gp)
- Small bronze statue depicting a pair of elephants fighting (100gp value)
- 500gp (in assorted coins)

MOVING ON

If the PCs locate the hideout on Magpie Lane, continue to Scene 4: Magpie Lane Hideout. If they instead discover the sewer lair, proceed to Scene 5: Sewer Lair. If they are stumped, use Sully to point them at the Magpie Lane Hideout, or, if they've already been there, the Sewer Lair (through a route other than Gerard's Apothecary).



Scene 4: MAGPIE LANE HIDEOUT

Goal: Discover the Sewer Lair or connection between Gerard and the gang.

Magpie Lane is a quiet street several blocks off Fisher Row. The road is crammed with warehouses and abandoned structures, one of which is not as empty as it might seem at first glance. It is from this hideout that Grinning Mollie manages the extortion rackets.

The streets of Magpie Lane are nearly empty, save for a pair of men leaning against the corner of a nearby warehouse, smoking. You look to have interrupted some sort of exchange, for one of them snatches a small package from the outstretched hand of the other, and then dashes off down the alley. The remaining man turns towards you and smiles, waving and calling out a greeting.

The gang always keeps two guards on the street, and one on the roof. If anyone seems to take too much interest in the warehouse, one of the street guards intercepts them, while the second dashes back to the warehouse to sound an alarm. The remaining gang member strikes up a conversation with the party, trying to delay them long enough for his partner to get back to the warehouse.

PARTICIPANTS

This location includes the following creatures (stat blocks are presented at the end of this scene):

- Grinning Mollie
- Celltar Drumthunder
- 10 Crystal Moth toughs

GENERAL FEATURES

The hideout is a twenty-foot-tall warehouse with a flat roof. A couple of small windows, set high in the walls, allow a smattering of light to filter in, but the gang always keeps the main part of the building lit. The party can enter through the main doors, the side or back door, one of the small windows, or one of two trapdoors on the roof.

Insight

DC Result

20

The exchange between the two men appears to have been staged. Your best guess is that the one that ran off is a lookout.

Fair Warning

Grinning Mollie, Celltar Drumthunder, and 10 Crystal Moth toughs may present an overwhelming encounter. If your players are of the sort to rush in headlong with little regard for consequences, consider cutting the number of toughs in half.

AREA DESCRIPTIONS

The encounters at this location can vary dramatically depending on whether the party is detected approaching or enters unobserved.

4a: Storage & Common Area

This large, open space serves as storage, sleeping quarters, and a common area. The sleeping quarters are sectioned off by short walls and curtains. A small, single story office (area 4b) in one corner serves as Grinning Mollie's chambers.

A thick jumble of crates and barrels chokes half of this warehouse, creating a maze of narrow passages between them. In one corner, a small room has been sectioned off, while across from it, several cots have been separated from the warehouse floor by grubby curtains.

- At any time, there are **seven thugs in the warehouse**, sitting at the table or lounging in their bunks.
- The western side of the warehouse is crammed with crates and barrels stacked as high as ten feet in places. Many of the containers are marked with insignia indicating they are, or were, owned by local businesses.
- A large table and six chairs occupies the eastern side of the warehouse. Several barrels of ale and boxes of foodstuff are stacked nearby. If the thugs are caught unawares, they are playing cards or eating at this table.
- Each of the **four bunk beds includes two small lock boxes** (eight in total) holding the personal possessions of one of the gang members.

Running the Scene

If caught unawares, the gang members are split between sitting at the table playing cards and sleeping on the bunks while Grinning Mollie works in her room. Celltar is usually with the gang, plucking a tune on his lute.

When alerted to trouble, however, they prepare as follows:

• 2 gang members clamber on top of crates with their crossbows, at the points marked "X" on the map.

MAGPIE LANE HIDEOUT

4A

Lookouts

Don't forget that in addition to the seven gang members in the warehouse there are also three others: two on the street and one on the roof.

- 2 others take up positions flanking the doors, lurking just out of sight from outside, but ready to spring on anyone entering.
- Grinning Mollie, and the last two toughs, greet intruders at the door.
- **Celltar hangs back**, near area 4b but within sight of the door. During the fight, he'll use ranged attacks and magic, but is quick to flee if he feels the battle turns against the gang.

Celltar is a human skald who sells songs and lies liberally as he wanders the world fleeing an honest day's work.

> The three guards outside (two from the street and one the roof) join the fray as well, if able. The rooftop guard opens one of the trap doors and fires bolts down at the party, while the two outside gang members move to flank the party.

Development

The thugs fight until Grinning Mollie is defeated, at which time they will flee if they feel like the party has the upper hand. Grinning Mollie fights until she has one quarter of her hit points, then attempts to flee. If possible, she takes the back door out of the warehouse and then uses the secret door in the outhouse to escape. If this happens, the party should encounter her again in the Sewer Lair.

Celltar Drumthunder flees as soon as he feels personally endangered, or if he has any cause to think the battle is turning against the gang. He takes the fastest route out of the warehouse and then attempts to vanish into the city, never to be heard from again. If Sully is with the party, and Celltar escapes, he leaves, stalking off after the bard, the true target of his wrath.

Treasure

The crates and boxes are filled with low-value items extorted or burgled from Butcher Block. The goods have no real value, although they can be turned over to the guard for a bounty of 50gp. If the party does this, they earn the story reward "Mercantile Friend."

CELLTAR DRUMTHUNDER

4b: Grinning Mollie's Quarters

Grinning Mollie has a private room with a bed, table, and dresser, and a smattering of possessions. She spends most of her time in her quarters, dealing with gang members, working on paperwork, planning jobs, or sleeping.

This small, cramped room doubles as a bedroom and office. A table is pushed into one corner, with a few uncomfortable looking chairs. A bed is tucked in another, hidden behind a tattered sheet. An exterior doorway is secured by a deadbolt. A heavy logbook sits on the table.

Treasure

Grinning Mollie keeps the gang's monetary treasure and her logbook in a trapped chest under her bed. If the trap is not disarmed before opening the chest, the logbook is destroyed. The logbook includes the names, dates, and payments received from the merchants of Butcher Block. Entries cover a time period of several months. It also indicates the disposition of stolen goods, including an entry reading, *"Sewers"* next to the more valuable goods.

- The monetary treasure include:
- 1,250gp (in assorted coins)
- 1,000gp (in assorted gems)

4c: Outhouse

This small outbuilding has a false wall that hides a secret room. Once discovered, a trapdoor in the floor opens to reveal a ladder that connects to the sewers. It is a short walk from here to the Sewer Lair.

MOVING ON

If your party has discovered the secret door in the outhouse, proceed with Scene 5: Sewer Approach. If they move on to Gerard's Apothecary, proceed to Scene 3. If they are stumped, you can use Sully, or Captain Eoin to nudge them towards either the sewers or Gerard's Apothecary.



Where's Gerard?

Gerard Blume's name does not appear in Grinning Mollie's logbook as he has never been extorted by the Crystal Moth gang.

Alchemist Fire Trap

CR 2; XP 600

- Type mechanical; Perception DC 26; Disable Device DC 26
- Trigger chest is opened; Reset none
- **Effect** 1d6 fire damage plus 1d6 fire damage the following round (Reflex DC 15 avoids secondary damage)

Perception*

DC Result

20 Locate the secret door in the outhouse.

*If Grinning Mollie fled through the outhouse secret door, she left signs of her passage. The party gains +2 on checks to locate the secret door.

Grinning Mollie

CR 3 (XP 800)

LE Medium humanoid (human) warrior 5; **Speed** 30 ft.

Init +3; Perception -1

hp 32 (5d10+5)

AC 17, touch 14, flat-footed 13; CMD 22

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

Melee mwk scimitar +9 (1d6+3/18–20)

Str	Dex	Con	Int	Wis	Cha
17 (+3)	16 (+3)	11 (+0)	13 (+1)	11 (+0)	9 (-1)

BAB +5, **CMB** +8

Skills Intimidate 7, Knowledge (local) 3, Perception 3, Profession (criminal) 8

Feats Dodge, Mobility, Toughness

Languages Common, Orc

Gear studded leather, mwk scimitar

Crystal Moth Tough

CR 1/2 (XP 200)

NE Medium humanoid (human) warrior 2; Speed 30 ft.

Init +0; Perception +1

hp 16 (2d10+5)

AC 13, touch 10, flat-footed 13; CMD 14

Fort +4, Ref +0, Will -1

Melee short sword +5 (1d6+2/19-20) or sap +4 1d6+2 (nonlethal)

Str	Dex	Con	Int	Wis	Cha
15 (+2)	11 (+0)	12 (+1)	8 (-1)	9 (-1)	10 (+0)

BAB +2, CMB +4

Skills Intimidate +5, Perception +1, Stealth +2

Feats Toughness, Weapon Focus (short sword)

Languages Common

Gear dagger, manacles, sap, short sword, studded leather armor

Celltar Drumthunder

CR 2 (XP 600)

CE Medium humanoid (human) bard 3; Speed 30 ft.

Init +2; Perception +2

hp 20 (3d8+3)

AC 14, touch 12, flat-footed 12; CMD 14

Fort +2, Ref +5, Will +1

Melee silver rapier +5 (1d6/19-20) or dagger +5 (1d4)

Ranged silver dagger +5 (1d4/19-20; 10 ft.)

Bard Spells Known (CL 3rd; concentration +5) 1st (4/day)- charm person (DC 16), disguise self, hypnotism (DC 16), unseen servant

0 (at wil)- *daze* (DC 15), *detect magic*, *lullaby* (DC 15), *mage hand*, *mending*

Str	Dex	Con	Int	Wis	Cha
11 (+0)	15 (+2)	12 (+1)	9 (-1)	7 (-2)	18 (+4)

BAB +2, **CMB** +2

Skills Appraise+ 3, Bluff +13, Diplomacy +8, Disguise +8, Intimidate +8, Knowledge (local) +5, Perception +2, Perform (percussion, sing, string) +8, Spellcraft +3

Feats Skill Focus (Bluff), Spell Focus (enchantment), Weapon Finesse

Languages Common, Elven, Infernal

SQ bardic performance (10 rounds/day; countersong, distraction, fascinate, inspire competence (+2), inspire courage (+1)), bardic knowledge (Ex) (+1), Versatile Performance (Ex) (sing)

Gear mwk silver rapier, mwk silver dagger, mwk leather armor (dyed blue), mwk lute, mwk drum; 3gp, 36 sp, 22cp

Scene 5: SEWER LAIR

Rat Sentries

The sewers are choked with rats of all sizes. These creatures act as scouts and lookouts for the Crystal Moth gang. If the party approaches the lair from the sewers, it is unlikely they can do so without the gang being aware of them. In this case, the gang is on alert (see area 5b).

Perception

DC Result

20 Locate the secret door and the mechanism to operate it.

The Form of Things

Wererats encountered in the Sewer Lair are typically in hybrid form. Goal: Break the power of the Crystal Moth gang.

The true lair of the Crystal Moth gang is in the sewers beneath Butcher Block, and it is here that Lurch will be found.

SEWER APPROACH

If the PCs approach from the sewers, whether blindly searching, or from the Magpie Lane Hideout, they must choose between slogging through sewage or navigating ledges overlooking that sewage.

Narrow ledges, about two feet wide, overlook a short drop into slowly moving sewage. The smell overwhelms your senses, leaving your eyes watering and your nostrils burning. Rats scurry about in the darkness, lurking just beyond the radius of your light, their eyes shining menacingly.

- There is **no light** in the sewers.
- The smell of rot and waste is nearly overwhelming.
- Small stone **bridges span the river of slow-moving sludge**, spaced about 60-feet apart.
- At regular intervals, ladders connect to the streets.

• **Rats are everywhere**, their eyes gleaming in the PC's light. As the PCs near the lair, they notice blocks placed along the wall.

After a time, you become aware of small stone blocks that have been placed against the wall on one side of the ledge. Most of the blocks are white sandstone, and show considerable degradation and grime. Scattered among the white stones are a few black blocks.

The gang uses these blocks to mark the location of their secret doors. When approaching from the hideout, they count six black stones, then three white stones. Each secret door is opened by depressing a pressure plate near the ceiling above the white stone.

APOTHECARY APPROACH

If the PCs enter the lair from Gerard's Apothecary, they enter at area 5e. The gang's alertness level depends on events in the apothecary.

AREA DESCRIPTIONS

Descriptions for each of the lair locations can be found below.

5a. Entry

The sewer connects with the lair at three points, each marked on the map as area 5a. These hallways are all similar, and they are each trapped.

The secret door slides into the floor with the sound of stone grinding on stone. Inside is a hall about five feet wide with a lever set just inside. Peering down the hall, you see a second lever about ten feet beyond the first. There is a dirty hand print on the wall above the lever.

There is a pressure plate on the wall above the lever that, when depressed, closes the secret door. It can only be depressed if the lever is in the "up" position. The lever itself controls the pit trap. The trap is armed when the two levers are opposite one another (one up, one down). If they're both up, or both down, the trap is disarmed.

- The lever near the door is in the up position.
- The lever beyond the pit is in the down position.
- There is no light in this chamber.

5b. Guard Post



Pit Trap

5A

CR 1; XP 400

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset manual

Effect 20-ft.-deep pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Alertness Level

You need to decide if the gang is on alert. If the PCs approached from the sewers, or if they caused a lot of trouble for the gang in Butcher Block, Lurch is expecting trouble and has the guard posts staffed at all times. all other times, check the table below to see what the PCs encounter here:

- 1-25: No sentry
- 26-75: 1 wererat sentry (50% chance to be sleeping at the table)
- 76-100: 2 wererat sentries

5c. Living Quarters

- 1 Crystal Moth wererat
- 2 Crystal Moth toughs
- 2 dire rats

This chamber is clearly a common living space for the gang. A few chairs and couches are arranged in front of a small table. Nearby, shelves hold a ragtag collection of books, board games, and knick-knacks taken from the people of Butcher Block.

- The room is roughly **30 ft. x 35 ft.**
- There are 3 doors exiting the chamber.
- A table in the southwest holds questionable foodstuffs.
- Crates and barrels of additional food, water, and bad ale are stacked in a corner.
- **3 gang members** sit at the small table, engaged in a game of dice.
- A **smattering of coins and jewelry** serves as the current pot and is piled in the center of the table.
- 2 dire rats laze on the floor, gnawing on the remains of some dead creature.

Running the Scene

As soon as a fight begin here, one gang member rushes to area 5b or 5e (depending on how the PCs approached), to get reinforcements. If the PCs seem particularly threatening, another may attempt to open the kennel (area 5d), freeing the dire rats kept there.

Gang members fight only until it is apparent they are outmatched, then they flee.

Treasure

Most of the treasure is piled on the table.

- 22gp, 56sp, 134cp
- 4 agate gems (10gp each)
- 1 bloodstone (50gp)

Crystal Moth Wererat

CR 2 (XP 600)

LE Medium humanoid (human, shapechanger); Speed 30 ft.

Init +3; Senses low-light vision, scent; Perception +8

hp 20 (2d8+8)

AC 19, touch 14, flat-footed 15; CMD 17

Fort +3, Ref +6, Will +3

Defensive Abilities evasion; DR 5/silver

Melee short sword +4 (1d6+2/19–20), bite –1 (1d4+1 plus disease and curse of lycanthropy; DC 15)

Special sneak attack (+1d6)

Str	Dex	Con	Int	Wis	Cha
15 (+2)	17 (+3)	16 (+3)	10 (+0)	16 (+3)	6 (-2)

BAB +1, CMB +2

Skills Acrobatics +7, Bluff +3, Climb +6, Intimidate +3, Knowledge (local) +5, Perception +8, Sense Motive +8, Stealth +7, Swim +6

Feats Dodge, Weapon Finesse

- **SQ** change shape (human, hybrid, and dire rat; polymorph), rogue talents (fast stealth), lycanthropic empathy (rats and dire rats), trapfinding (+1)
- **Disease (Ex)** *Filth fever:* Bite—injury; *save* Fort DC 14; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

Languages Common

Gear manacles, mwk studded leather armor, short sword

Crystal Moth Tough

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CR 1/2 (XP 200)
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NE Medium humanoid (human) warrior 2; Speed 30 ft.

Init +0; Perception +1

hp 16 (2d10+5)

AC 13, touch 10, flat-footed 13; CMD 14

Fort +4, Ref +0, Will -1

Melee short sword +5 (1d6+2/19-20)

Skills Intimidate +5, Perception +1, Stealth +2

Feats Toughness, Weapon Focus (short sword)

Languages Common

Gear short sword, studded leather armor

Dire Rat

CR 1/3 (XP 135)

N Small animal; Speed 40 ft., climb 20 ft., swim 20 ft.

Init +3; Senses low-light vision, scent; Perception +1

hp 5 (1d8+1)

AC 14, touch 14, flat-footed 11; **CMD** 12 (16 vs. trip)

Fort +3, Ref +5, Will +1

Melee bite +1 (1d4 plus disease)

Str	Dex	Con	Int	Wis	Cha
10 (+0)	17 (+3)	13 (+1)	2 (-4)	13 (+1)	4 (-3)

BAB +0, CMB -1

Skills Climb +11, Perception +4, Stealth +11, Swim +11

Feats Skill Focus (Perception)

Disease (Ex) *Filth fever:* Bite—injury; *save* Fort DC 11; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

5d. Kennel

• 12 dire rats

This dirty hallway, reeking of rotting flesh that overpowers even the stench of sewage, and choked with bones, serves as a kennel for a dozen huge rats.

• A **lever set on the wall** next to the bars can be used to raise and lower the doors to the kennel.

The gang started keeping their dire rats locked in a kennel after several incidents where the rats attacked the non-lycanthrope gang members. The kennel is filthy, and filled with rotting carcasses and other unpleasant things.

5e. Guard Post

- 2 Crystal Moth wererats
- 2 Crystal Moth toughs

This post is always manned by at least 4 gang members. They are usually drunk, relying on the thugs in Gerard's Apothecary to handle things.

This chamber is clearly a guard post. Several thugs, deep in their cups, sit at a table piled high with empty mugs, alcohol bottles, and a smattering of half-eaten foodstuffs.

- Several torches held in sconces illuminate the room.
- There are **3 exits** from this chamber: a ladder on the north wall ending at a small trapdoor in the ceiling, a wooden door on the east wall, and a wide, open hallway to the west.
- Extra **barrels of water and sour ale** are stacked near the table.

When the guards notice the PCs, read or paraphrase:

As they spot you, the guards stagger to their feet, fumbling for their weapons and swaying uncertainly from their drink.

The ladder in this room ascends 20 feet to the back room of Gerard's Apothecary (area 3b).

5f. Common Area

• 2-6 Crystal Moth toughs

This chamber serves as sleeping quarters as well an exercise and training room for the guild.

Drunken Guards

These drunken thugs suffer a -2 penalty on attack and damage rolls, skill checks, saving throws, and AC. SCRAPPLE LAMMY This large chamber has a few training dummies, mats for sparring, a collection of lock boxes, clearly used in practice, and a curtained off area to the south behind which you can see a row of bunk beds.

• There **numerous exits** from this room, which also connects with the kennel (see area 5d).

• At any time, there will be **1d3 gang members working** in the room and another **1d3 sleeping** in the bunks.

Treasure

Each of the bunks has a pair of small wooden trunks tucked underneath. There are a total of eight trunks holding the personal effects of one of the gang members. Scattered among them are a total of 50gp in assorted coins.

Scrapple Lammy is a dimwitted hill giant chef with a nasty temper and delusions of greatness.

5g. Kitchen

Scrapple Lammy

"Scrapple" Lammy is the gang's chef. He got his name from his favorite dish, scrapple, which consists of scraps of pork mashed together with cornmeal and shaped into loaves for slicing and eventual frying. Lammy is a hill giant

> runt, though he's still massive compared to anyone in the Crystal Moth gang.

• Scrapple Lammy is usually in this chamber,

working at the stove, or counter, preparing

his favorite dish: scrapple.

 Several cook books from various wellknown chefs are on a bookshelf. The gang's kitchen is everything you might expect of people that have chosen to make their home in the sewers. Pig carcasses, crawling with flies, are stacked near a table where they're being prepared. Several "loaves" of raw scrapple are ready for frying on the nearby stove. Various odds and ends used in cooking adorn shelves, counters, and other areas of the chamber.

Lammy was with the guild before Lurch took over and the wererat

CR 6 (XP 2,400) is not keen on the idea of attempting to force the giant out.

Scrapple Lammy

CN Large humanoid (giant); **Speed** 40 ft. **Init** -1; **Senses** low-light vision; **Perception** +6

hp 65 (10d8+20)

AC 15, touch 8, flat-footed 15; CMD 22

Fort +11, Ref +2, Will +3

Defensive Abilities rock catching

Melee frying pan +12/+7	(2d6+7) or 2 slams +11
(1d6+5)	

Str	Dex	Con	Int	Wis	Cha
21 (+5)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	7 (-2)

Space 10ft.; Reach 10 ft.

BAB +7, CMB +13

Skills Intimidate +12, Perception +6, Profession (cook) +6

Feats Cleave, Intimidating Prowess, Martial Weapon Proficiency (frying pan), Power Attack, Weapon Focus (frying pan)

Languages Common, Giant

Scrapple Lammy

PCs do not need to fight Lammy. He is not hostile, and will try to feed them. However, if they poke fun at his cooking, or hesitate to eat, he becomes enraged and attacks.

5h. Lurch's Quarters

• Lurch

The gang leader, Lurch, keeps a small apartment here, including a sitting room and a bedchamber. A secret door in the eastern wall connects with the treasure room (area 5j).

This sitting room is separated from a connected bedroom by a soiled curtain. A heavy oak table with several chairs dominates the sitting room and a bookshelf on the north wall holds a few volumes as well as a small cherry-wood chest.

If he is not encountered elsewhere in the dungeon, Lurch is here, sleeping or sitting at his table working. There is a 25% chance that he is with 1-3 gang members, one of which will always be a wererat.

Lammy's Bedroom

Lammy sleeps on a large bed of soiled blankets and sheets that have not been washed in a long time. He keeps his valuables hidden in a heap of poorly tanned pig hides. They include:

- A small bag of golden pearls (7 total, 100gp each)
- A masterwork great club
- Several pounds of leather strips
- Salted otyugh jerky
- A noble's outfit sized for a small child (50gp value)

Storage

Foodstuffs brought from the city are stored here, enough provisions for several weeks, along with water and ale. There is nothing of real value.

Alchemist Fire Trap

CR 2; XP 600

Type mechanical; Perception DC 26; Disable Device DC 26

- Trigger chest is opened; Reset none
- **Effect** 1d6 fire damage plus 1d6 fire damage the following round (Reflex DC 15 avoids secondary damage)

Treasure

The bookshelf holds volumes I-VI of *Quinthar: Tales of a Bald Bard*, as well as several books on history. The small cherry chest is trapped, and contains Lurch's logbook which catalogs all the treasure the gang has taken from Butcher Block, along with purchasers. This logbook, as well as a notebook filled with notes on illicit activities of numerous important figures in Butcher Block, are both destroyed if the trap is not disarmed before opening the chest.

In his bedroom, Lurch keeps a footlocker with his personal treasure including 350gp value in small gems.

5i. Storage

There is no light in this room.

This chamber is packed full of sealed crates, stacked from floor to ceiling, leaving just enough space for a path that winds through it.

Low-value items extorted and stolen from Butcher Block are kept here, before being moved on the black market. There are things such as paintings, rugs, clothing, jewelry, and other personal belongings, none of which holds an individual value of more than 1gp. The value of all the items combined is 500gp, although it will be a challenge to find a buyer. A better option is to turn this stuff over to the guard, receiving a bounty equal to 10% of its value, 50gp, and the gratitude of the rightful owners. If the party does this, they earn the story reward "Mercantile Friend."

A secret door in the west wall connects with the gang's real treasure room. All the gang members know of this chamber, and anyone inspecting the floor can clearly see signs of foot traffic that dead-ends at the wall.

Perception

DC Result

10 Locate the secret door to the treasure room.

Lurch

CR 3 (XP 800)

- Human wererat rogue 2, fighter 1 (augmented humanoid)
- LE Medium humanoid (human, shapechanger); Speed 30 ft.
- Init +3; Senses low-light vision, scent; Perception +9

hp 23 (2d8+1d10+9)

AC 20, touch 14, flat-footed 16; CMD 20

Fort +5, **Ref** +6, **Will** +3

Defensive Abilities evasion; DR 10/silver

Melee shortsword +4/+4 (1d6+4/19-20), bite +1 (1d4+2 plus disease and curse of lycanthropy; DC 15)

Special sneak attack (+1d6)

Str	Dex	Con	Int	Wis	Cha
19 (+4)	17 (+3)	16 (+3)	10 (+0)	16 (+3)	6 (-2)

BAB +2, CMB +6

- Skills Acrobatics +7, Appraise +5, Bluff +2, Disable Device +7, Escape Artist +8, Intimidate +4, Knowledge (local) +4, Perception +9, Sleight of Hand +8, Stealth +8
- Feats Dodge, Two-Weapon Defense, Two-Weapon Fighting
- **SQ** change shape (human, hybrid, and dire rat; polymorph), rogue talents (fast stealth), lycanthropic empathy (rats and dire rats), trapfinding (+1)
- **Disease (Ex)** *Filth fever:* Bite—injury; *save* Fort DC 14; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

Languages Common

Gear mwk studded leather armor, mwk silver shortsword (x2)

5j. Treasure Room

Truly valuable items are brought into this chamber for storage until they are sold. The items include such things as paintings, sculptures, bolts of silk, and others valued over 1gp each. The total value of all the items combined is 10,000gp, although moving all of the stolen merchandise will be difficult. The guard will pay the party a bounty of 10% of the total value, or 1,000gp. If the party does this, they earn the story reward "Mercantile Friend."

Additionally, there are several chests filled with coins and gems.

- 30,000cp
- 10,000sp
- 500gp
- 2,500gp value in assorted gems



CONCLUDING THE Adventure

With Lurch defeated, the immediate danger posed to Butcher Block by the Crystal Moth gang is ended. However, if enough gang members survive, or if Grinning Mollie was not defeated, the gang soon rallies around a new boss and threatens Butcher Block once again. Depending on how things went, they may be out to get revenge on the PCs.

APPENDIX: REWARDS

Mercantile Friend: You have a reputation for coming to the aid of merchants, even when nobody asks. You gain a +2 bonus on all social checks dealing with merchants from the city.

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