





Richard Pett's Crooked City

TB4: The Crucible



Richard Pett



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## Richard Pett's Crooked City The Crucible Credits

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These were the first unfortunates to walk the crooked streets of the Blight, much love and thanks to you for an awesome session at PaizoCon UK- Brett Andrews, Andrew Green, Clare Jones, Mark Laverock, Pete Pollard and Ben Wenham. You were lucky Brett, next time I won't roll a 1...

#### Pete Pollard, Fellow Conspiritor Special Dedication

Special Thanks

Felipe Gaona's excellent painting "Umbrella" is dedicated to the creator of the "Burning Woman in the Rain" image that served as the inspiration for this cover. I have seen the original piece as a wallpaper online in many locations and thought it perfectly captured the

atmosphere of The Crucible, but I have never been able to track down the identity of the creator. So here's to you, mystery artist. You managed to capture

a tiny piece of Richard Pett's brain with your art, an extremely dangerous thing to do. May his tentacled cosmic overlords never succeed in finding you.

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#### THE LOST LANDS

Rappan Athuk <sup>PF, S&W</sup> Rappan Athuk Expansions Vol. I <sup>PF, S&W</sup> The Slumbering Tsar Saga <sup>PF, S&W</sup> The Black Monastery <sup>PF, S&W</sup> Cyclopean Deeps Vol. I <sup>PF, S&W</sup> Cyclopean Deeps Vol. II <sup>PF, S&W</sup> Razor Coast: Heart of the Razor <sup>PF, S&W</sup> Razor Coast: Heart of the Razor <sup>PF, S&W</sup> Razor Coast: Freebooter's Guide to the Razor Coast <sup>PF, S&W</sup> LL0: The Lost Lands Campaign Setting\* <sup>5e, PF, S&W</sup> LL1: Stoneheart Valley <sup>PF, S&W</sup> LL2: The Lost City of Barakus <sup>PF, S&W</sup> LL3: Sword of Air <sup>PF, S&W</sup> LL4: Cults of the Sundered Kingdoms <sup>PF, S&W</sup> LL5: Borderland Provinces <sup>5e, PF, S&W</sup> LL6: The Northlands Saga Complete <sup>PF, S&W</sup> LL7: The Blight <sup>5e, PF, S&W</sup> LL8: Bard's Gate <sup>5e, PF, S&W</sup> LL9: Adventures in the Borderland Provinces <sup>5e, PF, S&W</sup>

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\* (forthcoming from Frog God Games)

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TB4: The Crucible

By Richard Pett



"...You've just entered the wrong side of town..."

*The Crucible* is a Pathfinder Roleplaying Game adventure designed for a party of four to six 7th-level PCs. It serves as a companion adventure to Richard's Pett's *The Blight* and takes place in that twisted city as revealed in the campaign setting published by **Frog God Games**.

# Introduction

The furnace thundered, heat raging like fury from within. A column of black iron rising into the arched roof of the giant windmill, hanging in the cradle of four vast chains, swayed like a goliath metal coffin. Yet as I approached, I suddenly became aware of another noise above the roar of the fire: the howl of hunger. The furnace itself was alive ...

—The Artificer

The streets of the Blight abound lately with stories of dreadful immolations: of people rising in the night and suddenly becoming balls of living flame; of searing, screaming souls blazing through the streets being burnt alive. There seems to be no explanation for this spontaneous combustion. Good people shiver in their beds for fear of suddenly catching fire; folk shake on church pews hoping they will not be the next to burst into flames. This nightmare is real, and it's happening now to the good people of this city, what few there might be ...

**The Crucible** focuses upon events surrounding a ragefire elemental, a new monster imprisoned within a magical item known as a *searing crucible*, an item created by the Artificer, the chief villain of the adventure. The PCs experience various locations around Festival and the Great Lyme River: the high-gables of the Festival parish during a rooftop chase; a site where fossilized Leviathans are being exhumed; and a pleasure pier with a rotting caravel in imminent danger of collapse into hungry mouths in the river below. The adventure reaches its climax in one of the abandoned Great Windmills on the Lyme as it becomes a raging inferno.

In **The Blight** campaign, *The Crucible* primarily takes place in Festival — the carnival isle of wererats. Two events also occur nearby on the Great Lyme River, but all the information you need is included here. The adventure can easily be modified for other urban settings, and suggestions are given on how to use *The Crucible* in other campaign settings. The story of *The Crucible* has a strongly evil theme and is ideally suited to paladins and good clerics, inquisitors, and oracles.

### Influences and inspirations

Some of the key influences on, and inspirations for, this adventure are listed below for GMs who would like additional source material on how to portray various NPCs and convey the flavour of the adventure:

- The original 1931 Frankenstein film, starring Boris Karloff.
- True histories of the Elephant Man, and the excellent film by David Lynch.
- Images of claimed spontaneous human combustion, including from the cases of Mary Reeser, Anna Martin, and Dr. J. Irving Bentley in particular.

## Adventure Background

The Artificer was, originally, only a minor user of magic, of a caste barely above the street illusionists and corner-mages seen across the whole of the Blight. Her only talent lay in her zealous research — an addiction to scouring the ancient shops of BookTown, squinting through mouldering shelves heady with the scent of old tomes and manuscripts for clues and secrets, unknown spells, and hidden orders. The years, however, had rolled by and, as her faculties depleted, she grew to loathe her lowly background and station in life, and the city and its people that had caused them. Knowing that she had been destined for great things, but now convinced that she would achieve none of them, she sank into a deep depression. As her misery grew, she lost her lodgings and began to roam the streets, often breaking into the book-filled corridors and backrooms of the antiquarian booksellers and bibliophiles simply to find shelter and rest. Until the night she found the *tome*.

The tome seemed little more than a collection of children's fairy stories, though richly illustrated with etchings and with faded gilt-edged pages. Unfortunately, it had been left somewhere damp; its binding hemorrhaged, its pages stained. By the feeble light of a tallow candle, she read of princes and dragons in tales of glory and betrayal until eventually, the tome itself died through her use of it — collapsing into ruin in her lap, its pages falling, its spine snapping.

The Artificer moved the pieces to one side, preparing to make a fire of what was left, when she noticed something within the corpse of the tome. It was a diagram — or rather a series of diagrams, and instructions written in ancient text — depicting a metal object of great size: a crucible. As the tome had collapsed, so had the magic that had obscured its true text with fairy stories! As the Artificer struggled in the gloom to translate the words, fumbling with obscure phrases and technical terms, she grew feverish as their meaning was revealed. In her growing excitement, the years of anguish fell away to be replaced by feelings of hope, of ambition, and a realization dawned upon her that Fortune had, finally, kissed her and given her a gift that could be her salvation.

This crucible was no mere melting pot for alchemy, no mundane container for molten iron; it was a design for a prison, a prison for ragefire, an intelligent, evil fire both terrible and beautiful, a sentient flame, a whirlwind blaze created, the tome said, by drawing and combining the blood of demons and efreet. The Artificer realized that the crucible could be configured to draw this rarest of hateful elementals into the world and then made to force the creature to multiply. It would make her the master of creatures that feast on the living, that immolate what they touch, and that grow — getting larger and larger as they gorge until they are firestorms that can destroy entire cities, and leave nothing but ash. Drunk on dreams of power and revenge, alive with hope and dizzy with ideas, the Artificer carefully gathered the instructions and, hiding them on her person, sank into an untroubled sleep for the first time in years.

The cold dawn and an encounter with a caretaker refocused the Artificer on her plight. She was alone, weak, and helpless. Yet she held in her hands a secret of power. With control over ragefire, her fortune could be made. She could use the elementals as weapons, harnessing their lethality, killing at her whim. The Artificer — who had long ago given up her true name as a worthless anchor from her earlier years — convinced herself that she would only have to threaten the use of ragefire, that she would be benevolent, and use the elemental not only for her own good, but for those of others like her. She would use the gift wisely, and not for spite or anger.

The Artificer had few friends. One, however, had shown kindness, of a sort, in the past — the Organ Grinder, a low-caste street performer who worked in the Lyme River pleasure town of Festival. The Artificer hid aboard the chain ferry out to the island and discussed things with her old acquaintance. The Organ Grinder, seeing a great personal opportunity, invested what funds he had in the enterprise, hoping it would enable him to eventually pay for the advancement of his study of golem-stitching.

The Organ Grinder suggested the use of a great windmill as a base. The great windmills, which lie in the broad part of the Lyme River, were often used by golem-stitchers and homuncule-wives as places to carry out their more troubling experiments undisturbed. The Organ Grinder arranged for the present inhabitant of one great windmill to be "removed," ensuring it was vacant.

For a year, the pair invested stolen wealth into the construction of their crucible and, only last month, installed the final part before drawing a

ragefire elemental into the physical world. The creature was furious, and railed against its imprisonment, but its hunger was all-consuming. The creature's hunger amazed the Artificer, who grieved at the choice that circumstance had now given her: Feed the creature she had worked for so long to summon to the Material Plane, or see it die.

At first she fed the creature's hungry demands with animal flesh — pigs mostly — but the creature refused to devour ignorant flesh; it hungered for the suffering that went with death by fire, a pain that fed it properly. Soon the Artificer relented and fed the creature a tramp who happened her way. As she saw the ragefire devour him and grow on his suffering, she knew that to gain the power she wanted, she would have to — regrettably, of course — make some sacrifices: the sacrifice of others.

While the Artificer continued her research and plotting, the Organ Grinder carried out her commands. He organized regular shipments of coal and timber to sate the creature's most basic needs, and with the help of Mahaas, a grotesquely deformed murderer with a penchant for dissection, kidnapped citizens for her to sacrifice to it to make it grow. After a few months, the creature reached a size where its spawn could be harvested. The Artificer began carefully testing the ragefire spawn upon those she thought would be little missed - orphaned waifs and strays, prostitutes and beggars selected for her by the Organ Grinder. With each attack, she was careful to ensure that the spawn was slain by her magic after its deed was done — and careful to cast it whilst veiled from sight. On two occasions, she was simply able to push her burning victims into the Great Lyme River. On others, her water- and cold-based magic sufficed to quench it. Her careful work ensured that no suspicion fell on her, but rumours of spontaneous combustion spread to every street corner with the blame placed variously on witches of the Great Coven, demons, devils, and acts of the angry gods that walked the streets of the Blight unseen.

Now, however, the Artificer's experiments are at an end, and she has chosen her first blackmail victim: Savant Edwina Spitewinter of the Royal Underneath Society, who is presently working on Festival at a great Leviathan dig. Following a demonstration of the power of ragefire, the blackmail is going well, and the Organ Grinder has been able to collect 2,000 gold shekels from the Savant so far — money the accomplices intend to use to land an even wealthier victim. Yesterday, however, an unfortunate accident occurred.

In a fit of pique, Mahaas used a ragefire spawn to immolate the uncooperative apple of his eye at a mainland ghat, with the burning prostitute running through the corpses of the area like a howling spirit. While mere threats with the ragefire have worked admirably in blackmailing Spitewinter for money, Mahaas was not so circumspect, and word has now spread like proverbial wildfire that the dead are rising to walk and burn as well as the living. This, inevitably, has led to dire consequences for the ghat owner who is looking for help to solve the riddle and restore his trade.

And thus, as a gruel-dawn rises across the Lyme, word reaches the PCs that the game is afoot  $\dots$ 

## Adventure Summary

The adventure begins with the PCs called in to investigate the case of a corpse that burst into flames and then inexplicably rose and ran — screaming — into the Lyme. Following initial clues, the PCs learn that it was not a corpse, but a prostitute last seen in the company of a deformed local man known as Mahaas. They may also discover further clues by working with the constabulary and by making a visit to a creepy river morgue.

The PCs find Mahaas' lodgings on Festival in the tenements of pawnbroker Uriah Mean, a bathchair-bound gnome illusionist with a miserly disposition. Mahaas has already piqued the gnome's interest; Mean scryed on his tenant and learned that the deformed freak has some "great treasure" in his grasp. Mean tries to befriend the PCs, but with the intention of having them tailed throughout their investigations so that he can attempt to take this alleged treasure when they find it. Learning where



Mahaas lives, a fight breaks out in the claustrophobic and trapped attic garret, during which the PCs may first encounter a ragefire elemental, and leads to a chase through the tenement, across rooftops, and into the streets of Festival. Whether Mahaas escapes or not, the PCs discover the source of the fires and a link to the Leviathan Dig, an excavation of a colossal fossilized skeleton from the banks of the Lyme River.

The Leviathan Dig is being conducted by the Royal Underneath Society, which is led by Savant Edwina Spitewinter, The Organ Grinder, who has already caused a terrible fire in Spitewinter's private museum, is blackmailing her. Unless the PCs handle the situation cleverly, they trigger a fight with Spitewinter's overly zealous guards. By questioning Spitewinter and searching her burnt museum, the PCs discover clues leading them to the Organ Grinder.

The Organ Grinder is well known on Festival for his strange performance that involves his curious musical instrument and a grotesque monkey, and the PCs may even have seen the duo during their chase of Mahaas. The PCs eventually find his strange home: a decaying caravel lashed vertically to the end of the Dislocated Pier. The Organ Grinder is studying to become a golem-stitcher, and his hovel is crammed with jars filled with preserved organs and limbs. Here, the PCs are attacked by the Organ Grinder, his homunculus familiar, and the twisted results of his awful experiments both failures and successes — including a necrocraft\* he constructed from the corpses of a minotaur and an ankheg. If desperate, the Organ Grinder also releases a ragefire elemental into the fray, risking burning down his home and the entire pier but perhaps trapping the PCs in the inferno.

As the battle progresses, the rotten ship might collapse into the alchemical silt around the river. Here, in the poisonous slime, a wallow-whale takes a passing interest in events and could make trouble for the PCs. Victorious, the PCs learn that the Organ Grinder regularly sailed to one of the great windmills and, therefore, head there to locate the source of the ragefire.

Within the great windmill is the *lesser searing crucible*, which hangs on great chains, 6-inches thick. The Artificer and a wing of loyal gargoyles fight furiously to defend her creation, but in the heat of the battle (pun thoroughly intended), the ragefire elemental escapes. Free, the hateful creature rampages, setting the mill alight. As their investigation reaches its climax, the PCs must choose between facing the poisonous waters of the Lyme and its foul inhabitants, or trying to quench the raging conflagration and prevent an Abyssal terror from ravaging the city.

\* See Pathfinder Roleplaying Game Bestiary 4

## Adventure Books

The adventure begins at the Burning Ghats, which lie on the banks of the River Lyme, approximately half a mile away from Town Bridge on the true right bank of the river. Use one, or a combination, of the following three openings depending upon the goals and alignments of the PCs.

## The Long Arm of the Law

This opening is suitable for PCs motivated to help the authorities, or at least to gain their favour.

The PCs are approached by **Constable of the Watch Fidelus Crop** (NG male human expert 2/warrior 3), the local city watch constable acting under the instructions of **Streetclerk Felicia Kent** (N female rogue 3), who is in charge of law enforcement and other local matters in this area. Kent is disinterested in what she sees as a trivial issue, but Crop is greatly worried; he does not like the idea of walking corpses or people burning to death on his watch and is looking for help. He is already inundated with work (assaults and murders are common in the Blight), and word has reached him about the PCs' exploits and prowess. While he cannot offer much in the way of financial reward, the friendship of the Office of the Watch could prove useful in the long run for the PCs. Crop informs the PCs of the location of Singhh's ghat and also indicates that previous victims are currently held at the Grime Street Morgue. The ghat is detailed in **Chapter 1** of this adventure, the morgue in **Chapter 2**.

## The Holy Inquisition

This opening is suitable for paladins, clerics, inquisitors, and oracles devoted to a good or lawful deity. The holy order of a PC's god wishes a full investigation to take place of all the burning victims. A church intermediary approaches the PCs and charges them with finding out if the matter is skullduggery aimed at somehow profiting from the incidents, some act of wickedness which must be punished, or if it could potentially be regarded as a miracle, in which case it must be properly recorded and catalogued to qualify as an official miraculous sign. The PCs are furnished with lodgings, religious authority, or simply money, and provided with the rumours about Singhh, and about the previous victims (see the rumour sideboxes in **Chapters 1** and **2**).

## Rumours in the Blight

Rumour sideboxes appear throughout this adventure. Rumours are essentially idle talk or gossip, and is the staple of daily life in most places, but particularly in a crowded place like a city the size of Castorhage. Rumours are always learned through the use of Diplomacy to gather information, although in these adventures very high checks don't always reveal the truth, just wilder or lesscommon gossip. In all cases, higher results also reveal all the information that lower results would reveal.

## The Sponsor

This opening is suitable for all player characters. The Honourable and Most Holy Guild of Crematoria Masters, who are very concerned about corpses returning to life while in the charge of their members — not to mention possible demands for refunds — charge the party with ensuring that the issue goes away. They pay suitable remuneration, provide for reasonable expenses throughout the investigation, and point the party toward their member, Ghatmaster Singhh, as someone with whom to begin their enquiries.

## for the BM: Froubleshooting

*The Crucible* is an urban horror mystery adventure. Clues lead the players from one part of the investigation to the next, and even if some are missed, the players should be able to unravel the mystery and reach the climax at the great windmill. However, if the investigation comes to a dead-end, you can use one or more of the following options:

- Someone other than the PCs, such as Constable Crop, finds a clue and, knowing the PCs are investigating the matter, hands the clue over.
- A clue or hint to a clue goes over and over at the back of a PC's mind. The PC might wake with an image of the room that held the clue in his mind, for example. The PC is haunted by this image until the location of the clue is revisited.
- An important NPC such as Mahaas or the Organ Grinder seeks out and attacks the PCs rather than waiting to be identified. The NPC trusts intermediaries to finish off the PCs, however, and the PCs can capture and compel these hirelings into revealing the location of the NPC. Alternatively, an NPC gets more ambitious and commits a new crime through which the PCs discover a new clue.
- The PCs fail to resolve the mystery. Occasional failure can be a good thing, particularly in a long-running campaign, as it provides the

option to reintroduce the NPC (who may have become more powerful) at a later date so he can haughtily remind the PCs that he beat them before ...

## Gights, Gounds, and **Gmells** in the Blight

This adventure takes place around the vile Great Lyme River, a ubiquitous, filthy backdrop to the events of the investigation. The chemical, excrement stench from its foul flow is a regular reminder of its roiling presence; the distracting splashes and squelches of its lurking denizens are frequent warnings of the horrors that call it home. The corpses that occasionally roll into view from its turbid depths, only to be dragged back under by some wan devourer, are chilling evidence of the brutality of life along its course and the truth of sailors' tales of its flesheating monsters. The more familiar the PCs are with the dark occupants of the deep, the more frightening the specific parts of the adventure will be where they face falling in.

Festival is very noisy and smells of sugar, tar, and sweat. The Blight: Richard Pett's Crooked City details this area of the Blight and provides GMs with more information to present its many locations and rich flavour.

## Running The Crucible in Other Cities

For a GM who wishes to run The Crucible for his players but does not want to set it specifically in a Blight campaign, the locations within this adventure could easily appear in another town or city.

The Burning Ghats: A ghat is a religious site consisting of a set of steps leading to water used for various purposes, including cremation. Any crematoria or similar corpse-burning area can be substituted, as can a site connected to a holy building appropriate to your campaign, such as a small riverside temple. The site should have few possible witnesses.

The Pawnbroker's Tenement: Any building with a high rooftop is suitable, such as a tall manor divided into poor lodgings, a tower, or townhouse. Some of the details of the chase may also need to be modified.

The Leviathan Dig: The dig can be moved quite easily or changed without altering the flavour of the adventure. Instead of mysterious ancient beings, the Leviathans could be giants, dragons, dinosaurs or other more commonly known creatures. This area could also be changed into an ancient dungeon setting with the PCs helping to open the chambers below.

The Dislocated Pier: The *Limpet* can be put on any pier or docklands.

The Great Windmill: If colossal feats of engineering are inappropriate for your campaign, substitute a riverside tower or a lighthouse for the windmill. No machinery is inside, but the crucible hangs within the structure.

## Geasons and the Weather

Although the basics of the adventure should remain unchanged, the season when this adventure takes place may affect various encounters. Refer to the Environment chapter of the Pathfinder Roleplaying Game Core Rulebook for general rules related to weather.

Winter: Winter is cold, with a 50% chance each day for a cold snap that lowers the temperature by a further 10° F. There is regular precipitation, most commonly as freezing fog or snow, but occasionally as hail, sleet, or heavy snow. The Lyme is nearly frozen, and anyone immersed in the water must deal with the cold as well as its denizens. Snow and ice hang on the rooftops, increasing the DCs of Acrobatics checks by 5.

Spring: The spring weather is damp. Rain falls throughout the adventure, which influences ranged attacks, visibility and balance on the wet rooftops, increasing the DCs of Acrobatics checks by 2. The DCs of Perception checks likewise increase by 2. Fires take longer to spread, having only a 75% chance of spreading to surrounding squares each round (see Fire and Water in Chapter 6).

Summer: The final encounter in the great windmill takes place when it is tinder dry. Fires spread twice as quickly, spreading to one adjacent 5-foot square per round for every square that is already burning. It is also very dusty, increasing the DCs of Perception checks by 2.

Autumn: Strong winds slash the city, and it rains often. These two factors offset each other in respect to the spreading of fires, so there are no game effects from that standpoint. However, if you determine it to be raining or windy during any outdoor encounters, apply the appropriate modifiers to movement, visibility, ranged attacks, etc., as provided in Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook.



# Chapter One: The Burning Bhats

This chapter covers the investigation as the PCs seek out the source of the latest burning rumours and look into the case involving the ghat of M'hajeet Singhh. It is primarily roleplaying and skill-based activities, so XP awards are designated for the PCs uncovering certain clues.

## The Strange Case of M'hajeet Singhh

The initial investigation of the PCs should begin at the ghat of the holy man M'hajeet Singhh (area A1). If the PCs wish to gather information on the ghatmaster and the previous day's events before going to the scene, use the rumour table in the sidebox to determine the information they acquire.

R	Rumours about Ginghh		
DC	Rumour		
10	"Did you hear about the ghat that Singhh runs? Well, yesterday he was busy burning the dead and preparing them for the river when one of those corpses stood up and ran! Why, Beltane himself never made so bold a robbery!"		
15	"I heard Singhh has paid dearly for his walking corpse, and now locals won't go near his ghat at Angelsgate unless they're going to the Angel Church. Who can blame thtem? Once someone's dead they should have the decency to remain so."		
20	"Some say Singhh has fallen on hard times and pulled the stunt himself using a niece of his. I heard that a member of the Watch suggested that stringing him up and asking questions afterward would likely reveal a more natural than supernatural cause for this walking corpse."		

## A1. Ginghh's Ghat

Locating Singhh's ghat at Angelsgate on the banks of the Lyme is simple and does not require a skill check. If the PCs aren't locals and don't already know, anyone they ask can point them in the right direction.

Here, the poisoned river gurgles at the foot of a line of stone steps, their surfaces smoothed by age and tattooed with colourful tikkas and dyes. Above, the streets frown upon a singular space; within are six great slabs, and one bears a corpse laid atop a huge pyre of sweet-smelling timber, straw and spices. The redolence of sandalwood and exotic oils mingles with the more subtle smell of putrefaction from the body and, stronger, the distant stink of the river. Nearby, a painted and singing holy man is lighting coals.

Angelsgate is named for the stone angel atop the nearby Angel Church, and also because it connects the streets beyond to the river and was once used as a dock. Originally called "Angel Gate," it ceased to be a viable dockland area after the Angel Gate Fire in 1596, which consumed a dozen warehouses that lay not far from the dock and which were reached via a broad cobbled street that still

remains today. A disused drinking trough in the shape of a whale lies about 50 feet away from the ghat; faded markings state that it was "Donated by the Angel Gate Import and Storage Company" in 1582. The ghat has been here since 1597 when the local traders, the ancestors of the current Singhh running the place, became more pious in the hope of work returning. Their prayers were answered in 1599 when renowned miller Halibut Quentin Crane (1534–1601) built a dye works on the land left by the warehouses. Unfortunately for Crane, a succubus enthralled him, stole his soul and took him to the Abyss. His eldest son, Sald Crane (1590-1688), took over. The dye works are still active today but use the canals for transportation.

The holy man is the ghatmaster **M'hajeet Singhh** (NG male human adept 4), who owns and operates the ghat here on the riverbank at Angelsgate. Singhh, who is usually very cheerful, is a slight but strong man of Jaata descent. However, the events of yesterday have robbed him of his spirits and trade. Anyone taking an interest in the ghatmaster soon finds themselves overwhelmed by his thanks and worries. The ghatmaster had at least five corpses to cremate this morning, but after yesterday's events, four people have withdrawn their loved ones for fear of them getting up and coming home. Singhh is so anxious to get his story out and so grateful for any potential help and interest that he babbles excitedly. This, combined with his thick Jaatin accent, makes him difficult to understand. A successful DC 15 Diplomacy or Intimidate check is required to calm him sufficiently to get the bulk of his story out in a concise manner. If the PCs fail this check, a DC 10 Linguistics or DC 15 Intelligence check allows the PCs to understand his flurry of words.

The "rising corpse" mentioned in the rumour was on a raised stone slab at point  $\mathbf{X}$  on the map. Singhh sleeps in a small, improvised flotsam shack (actually nothing more than four posts and a roof of wood and barrel parts) at point  $\mathbf{S}$ .

#### Ginghh's Gtory

Singhh's life fell apart yesterday morning at the 6th hour of the prime (6 AM). He remembers the Angel Church clock (A2) striking the hour. It was very misty — he could barely see farther than his hands before his face — and the morning was still. He could hear that the workers repairing the church (A3) had just started their work.

If pressed to describe what happened when the corpse rose, he recalls that he heard voices — two voices, in fact: a man and a woman — and that they might have been arguing, though he did not hear any of the details of the exchange. He admits he had only just awoken.

Lenice Quarn — the corpse in question — was wearing a white pyre gown, a common burial attire, then arose, dashing past him wreathed in fire. She screamed, ran down the steps, and leapt into the water. The constabulary later assumed the corpse was taken by slop-sharks (see sidebox) because they couldn't find the body when they dragged the water. In fact, Lyme Constable Crop, the local Constable of the Watch, sent a couple of lads out in a boat with a hook and chain. But these searchers spent little more than 5 minutes looking, partly due to fear and partly due to the stench and stinging in their eyes caused by the recent dumping of a load of alchemical rot in the river here. Singhh thought the dragging was somewhat cursory, and assumes they would have looked harder if Crop had stayed to supervise. If questioned about the local gossip that his niece was the walking corpse, Singhh looks confused and explains that he has no niece.

#### What Really Happened

Yesterday, Mahaas, the deformed hireling of the Organ Grinder, waylaid the prostitute Constance Chanterelle near the ghats just before the 6th bell. The air was thick with the Canker; visibility was a handful of feet. Constance wore a plain white dress, which in the light could easily be mistaken for a funeral shroud like Lenice's. Mahaas was obsessed with Constance — many men were — but she found him repulsive and always refused his advances. After she had done so again yesterday, Mahaas threatened her with a vial of fire he had stolen from the Organ Grinder. Constance started to run, and Mahaas, in a fit of frustration, threw the vial at her, little knowing what would happen. The vial smashed when it struck the girl, releasing a tiny ragefire spawn (see Appendix I) that immediately attached to her flesh and clothing. As the poor girl struggled, consumed in the devilish fire, she staggered into Singhh's view, her face wreathed in flame and obscured. Screaming, she ran to the water and leapt in. As she plunged under the water, she was carried by a submerged current and became caught in the rusting embrace of an old iron fishing vessel sunken just off shore. While the ragefire spawn was destroyed, extinguished by its immersion in the water, the damage had been done and, too weak to escape the snag, there the poor girl drowned.

Singhh's attention was on the dress: a white dress identical — so he thought — to one worn by one of his clients' corpses. While Singhh's attention was wholly taken by what the ghatmaster thought was one of his





## Glop-Gharks

The terror of all who use the river as their main way across the city, slop-sharks are one of the many predators lurking just beneath the rubbish and wastestrewn surface of the Lyme. Also known as Lyme anglers, from the smaller juveniles to the massive specimens that are the stuff of nightmares, all slopsharks resemble ragged sacks of putrid flesh about to burst open with a glowing lantern-like appendage dangling from between their eyes. They have great wide mouths filled with rows of ragged teeth, and their horrific diseased bite causes awful infections that frequently kill anyone lucky enough to survive the trauma. Lyme anglers (aka slop-sharks) are further detailed in *The Tome of Blighted Horrors* by **Frog God Games**.



charges — risen, burning, and screaming — Mahaas saw the corpse in the white dress and spontaneously contrived a plan. He quickly swallowed a *potion of ant-haul* and snatched the white-shrouded corpse, stuffing it into a nearby handcart belonging to the pie-seller Master Cookcroft (A4). He then fled with it into the Canker. Having hidden the stolen corpse in the river upstream, Mahaas believed he had committed the perfect murder and returned to his home on Festival.

#### Recovering the Body

Constance's body has not been eaten by slop-sharks yet because of the foul alchemic effluent dumped here last night (which also quickly drove the searchers off), and it is still lodged in the rusting skeleton of a small fishing vessel 30 feet out from Singhh's ghat (point  $\mathbb{C}$ ) and under 15 feet of water. This is where she died and where the ragefire spawn was likewise snuffed out.

Local children sagely inform anyone they see examining or entering the river here that it is full of slop-sharks in these parts and warn them against swimming out. If the PCs are nice to the children or reward them for their volunteered information, one of them remembers seeing some men from the local dye works dumping some barrels into the river upstream the day before yesterday. The child overheard them laughing and saying "It's not like anyone drinks from the river, 'cept the sharks, o'course, and this'll give 'em what for! They'll be outta' here like a flash!"

The waters are inky black, and visibility beneath the surface is only 2 feet, beyond which is total darkness without a light source. Anyone in the cold water can feel things moving about around them, and objects suddenly come into their view — an odd boot (perhaps with a foot still in it), a corn doll, a blind white slug. A DC 26 Perception check made by an individual in the water is required to locate Constance's body. If successful, it suddenly appears - wan and terribly burnt - out of the murky waters. The corpse can be disentangled easily from the metal and dragged back to shore. A DC 15 Perception check while examining the recovered body reveals that the majority of burns are on her face and neck, and that the shape of these burns resemble claw marks. A DC 20 Heal check identifies the cause of death as drowning from the water in her lungs. When Constance leapt into water, the ragefire was snuffed out, and she was close to death. Too weak to swim or fight the minimal current, she was pulled under, became lodged in the wreck, passed out, and ultimately drowned. What remains of her dress is white and plain, and she wears no shoes. The wreckage of her face is drawn into an eternal, silent scream. On the back of her shoulder is a crudely rendered tattoo with the image of a black rose.

**Development**: If the PCs find Constance's body, they can find a local able to identify her. A DC 15 Diplomacy check to gather information succeeds in this task, but identifying a body is an unpleasant business, and the PCs stir up suspicion, anger, and resentment, triggering **Event 1** below.

Ad Hoc XP Award: If the PCs successfully determine the cause of death as drowning, award XP for a CR 2 encounter. If they correctly identify the body, award XP for a CR 3 encounter.

## Constance and Speak with Dead

The PCs can learn what happened to Constance by using *speak with dead* on her corpse. When the spell is cast, the corpse animates with a scream before it is consumed with sobs and moans. Coughing up foul river water, it answers the PCs' questions in a gurgling voice that a deformed man called Mahaas abused her with colourful language when she refused his advances, and threatened her with a "burning terror in a crystal flask" before she turned to run. Then the flask hit her, and she was engulfed in flames that tore at her neck like claws. She jumped into the river and the fire went out, but she became caught on something and couldn't get free. Other than describing Mahaas' appearance (see **B8-13**), the corpse knows little else of use to the PCs.

## A2. Church of the Angel

Currently wreathed in bamboo scaffolding (A3), the church steeple is being repaired. A DC 20 Perception check or DC 15 Knowledge (engineering) check reveals that a lightning strike caused the damage. The church is consecrated to Maelstrom, the Archangel of Vengeance. The interior decoration and stained-glass windows speak of revenge and the punishment of sin.

## A3. The Workmen

**Enoch and Dillard Sheldon** (N male human expert 3), 2 steeplejacks from the East Ending, are currently repairing the church steeple. Both are men of few words and do not like to stop working to talk, as they are paid upon completion of the job, not by the hour. They do not respond to shouts from the street below.

PCs wishing to question them must scale a series of three thin ladders (DC 10 Climb) that ascend 60 feet before meeting sparse bamboo scaffolding to traverse (DC 15 Climb), which extends outward from the spire over the street below via an overhang (DC 25 Climb unless secured to one of the roped harnesses like the Sheldon brothers). Of course, they could use some other means of reaching the men. Alternatively, PCs can wait until the end of the day when the pair descend. However, at this time, both are anxious to return to their families and move briskly through the city streets, not stopping without good reason.

A DC 15 Diplomacy or Intimidate check gets the taciturn brothers speaking. Dillard was working on the upper steeple in the morning when, alerted by screams and Singhh's yells, he saw the burning figure run and leap into the river. Enoch, however, also recalls seeing a hooded man in a multi-coloured patchwork coat hastily pushing a handcart away from the ghat just afterward. He assumes it was a local thief, taking advantage of the diversion.

Ad Hoc XP Award: If the PCs acquire this information from the workmen, award them experience for a CR 2 encounter.

## A4. The Pieman

**Master Cookcroft** (NG male human expert 2) is a huge, bald man who makes fine pies, including a mint lamb and a very passable minced beef and ale that he sells for 1 sp each in his nearby shop. If the PCs enquire about his handcart, the pieman tells the PCs that his cart vanished yesterday while he was making a delivery near the ghats, but that he found it later near the river upstream where the amiable Cookcroft suspects that children were playing a trick and hid it. A DC 25 Perception check to examine the cart reveals curious oil stains on the top. A DC 25 Craft (alchemy) or Knowledge (local) check identifies these stains as traces of the perfumed oils and resins used by Jaata holy men to prepare corpses for cremation. A DC 20 Perception check (automatic success to a PC or animal companion with the scent ability) reveals more stains within the cart. Cookcroft can show the PCs where he found the cart (A6) if they ask. The route goes right past a fruiterer's shop (A5).

Ad Hoc XP Award: Identifying the oil stains earns XP equal to a CR 1 encounter.

## A5. Gorse & Gons Fruit

A DC 10 Diplomacy check to make enquiries at the fruiterer's reveals that Gorse, the owner, saw the hooded man in the patchwork coat pushing the pieman's cart up the street at about 6th hour but didn't want to get involved. He, too, assumes it was a rogue who soon slipped over a nearby rickety canal bridge (A6) and into the Canker. He lets the PCs know that he's seen this hooded man before, hanging around the working girls at Armington's Tenements (A7).

## A6. Rickety Canal Bridge

A pair of planks cross an open sewer here. Presently, a dead dog lies beached on an isle of filth 10 feet directly below the bridge, which creaks ominously as it is crossed but remains whole and sound.

## A7. Corpse of Lenice Quarn

A DC 30 Perception check to search the river near where the cart was found uncovers the body of Lenice Quarn, the corpse Singhh was supposed to cremate and which he thought had burst into flames and run into the river. Like Constance's body, it, too, has remained unmolested by aquatic predators due to the dye factory's chemical dumping upstream. Heavy stones from the docks have been used to keep the corpse, still clad in its white but now stained and dirty funeral dress, from floating to the surface. It has patches of abraded skin and several dislocated joints which a DC 30 Heal (or excellent player deduction) reveals to mean that the corpse has recently been forced into a small space.

Ad Hoc XP Award: If the PCs correctly deduce that the body had been stowed in the pie cart resulting in its damaged state, award XP for a CR 2 encounter.

## A8. The Angelsgate Working Birls

The local doxies lodge in Armington's Tenements, which lie two streets back from the river, close to the Crane Dye Works. The dye workers are good customers of the girls, and nights can get rowdy in the seemingly endless number of local gin shops, alehouses, and taverns. After dark, rogues, cutpurses, or worse set upon PCs who become embroiled in the violent drunkenness that plagues this district.

A DC 15 Diplomacy check to gather information reveals that Constance was being plagued by a vile character by the name of Mahaas, a twoheaded freak who lives somewhere on Festival. However, unless the PCs are careful not to implicate Mahaas in Constance's murder, the girls may decide to visit vengeance upon Mahaas themselves.

## Event 1: Gtreet Justice (CR 8)

If the locals learn that the PCs have Constance's body, the Angelsgate working girls soon arrive with their pimp and his gang. They do not want the body interfered with, especially by vile and unnatural *speak with dead* spells, and demand that it be cremated properly. They are prepared to fight for it if necessary. The group consists of **12 Angelsgate doxies** and a trio of burly **Angel Gang enforcers**. Their pimp and gang leader, a strange looking fellow known as the **Cherub**, leads them. Muscled and tattooed, he is an albino, his shock of white hair and unblemished pale skin making him look almost angelic, but his knowing smile is anything but. If the PCs do not accede to the gang's wishes, they are willing to take the body by force, cheered on by the rowdy girls, who will not baulk at the odd kick, punch and choice language equating to an Intimidate check (+6).

#### THE CHERUB CR 7 XP 3,200

Male human rogue 2/swashbuckler 6 (Pathfinder Roleplaying Game Advanced Class Guide "Swashbuckler") N Medium humanoid (human) Init +7; Perception +11

AC 20, touch 15, flat-footed 15 (+5 armor, +4 Dex, +1 dodge) hp 60 (2d8+2 plus 6d10+6 plus 8) Fort +3; Ref +13; Will +2 Defensive Abilities charmed life 4/day, evasion, nimble +1

**Speed** 30 ft. **Melee** +1 anarchic falchion +12/+7 (2d4+7/18–20) **Special Attacks** deeds (derring-do, dodging panache, kip-up, menacing swordplay, opportune parry and riposte, precise strike, swashbuckler initiative), panache (1), rogue talent (bleeding attack +1), sneak attack +1d6, swashbuckler weapon training +1

**During Combat** The Cherub fights haughtily, singing hymns of the Holy Mother as he does so. He prefers to single out opponents, and challenges them to duels of "just you and me." Of course, he cheats whenever he can. Strangely, he is fair and much loved by his girls, and when he succeeds in any great way in combat, he moves (with a 5-foot step or move action) to one of the girls to receive a kiss (a free action that doesn't provoke attacks of opportunity). **Morale** Too important to die, the Cherub bows and tries to flee if reduced to half his hit points, and bows and surrenders if reduced to 10 or fewer hit points, knowing his friends in high places will pay his ransom. How this develops is left to you.

#### Str 17, Dex 20, Con 12, Int 14, Wis 11, Cha 12 Base Atk +7; CMB +10; CMD 26

Feats Blind-fight, Vital Strike, Weapon Finesse, Weapon Focus (falchion), Weapon Specialization (falchion)
Skills Acrobatics +13, Appraise +6, Bluff +12, Climb +8, Disguise +6, Escape Artist +7, Intimidate +10, Knowledge (local) +13, Perception +11, Sense Motive +11, Stealth +13
Languages Common, Halfling, Undercommon
SQ swashbuckler finesse, trapfinding +1

**Combat Gear** potion of blur; **Other Gear** chain shirt, heavy waxed fisherman's coat, +1 anarchic falchion, dandy attire including a fine gold ring depicting a whale swallowing a ship full of nuns (700 gp), coil of black pudding in a brown paper bag

CR4

#### LEMON, KIND KARG, and FETID, ANGEL GANG ENFORCERS (3) XP 1,200

Male human fighter 4/rogue 1 N Medium humanoid (human) Init +2; Perception +7

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge) hp 45 (4d10+8 plus 1d8+2 plus 4) Fort +6; Ref +5; Will +3 (+4 vs. fear) Defensive Abilities bravery +1

#### Speed 30 ft.

Melee battleaxe +9 (1d8+6/x3) Special Attacks sneak attack +1d6

**During Combat** The enforcers try to gain flanking positions to sneak attack with their axes. If they can't close to a melee position, they attempt to demoralize instead. **Morale** If the Cherub flees or is defeated, the enforcers flee or surrender; otherwise, they fight to the death.

Str 18, Dex 15, Con 15, Int 10, Wis 11, Cha 9 Base Atk +4; CMB +8; CMD 21 Feats Alertness, Blind-fight, Bludgeoner<sup>uc</sup>, Dodge, Iron Will, Weapon Focus (battleaxe), Weapon Specialization (battleaxe) Skills Acrobatics +6, Appraise +4, Bluff +6, Climb +9, Intimidate +6, Perception +7, Sense Motive +6, Sleight of Hand +6, Stealth +10 Languages Common SQ armor training 1, trapfinding +1 Gear leather armor, buckler, battleaxe, pouch with 30+2d10 gp in assorted coins, knick-knacks such as a lucky human toe mounted in a silver plate worth 12 gp (Lemon), a set of

worn dice carved with rude images (Kind Karg), and a jar of roll-mop herrings (Fetid) <sup>uc</sup> See Pathfinder Roleplaying Game Ultimate Combat

ANGELSGATE DOXIES (12) XP 400

CR 1

hp 11 (Pathfinder RPG GameMastery Guide "Prostitute") Gear dagger, sap

**During Combat** The doxies shout abuse at anyone fighting the gang and protect any badly injured friends by trying to shield them with their bodies and provide cover for them, attacking anyone who comes too close with their saps and daggers.

**Morale** If the Cherub flees or is defeated, or if half their number are defeated, the doxies flee or surrender.

Tactics: The group, like most in the Blight, automatically assume the PCs have some dirty reason for taking the girl's body, or worse, are responsible for her death and come calling like a baying mob. The PCs can diffuse the situation by convincing the Cherub of their authority or good intentions, but, aided by his gang and girls, he is difficult to convince. Treat the large group as being able to continually "take 20" on Sense Motive checks for a result of 31 versus the PCs' Bluff checks, and its starting attitude as unfriendly with a DC 31 for the PCs' Diplomacy checks. Showing a symbol of some sort of office in the investigation, such as a written authority by Lyme Constable Crop, gains a +2 bonus on one of these check. Any attempt to Intimidate the gang, however, immediately leads to hostility. If the PCs manage to escape them with the body, the gang resorts to finding where the PCs lodge through their extensive list of local contacts if necessary. You can assume in this case that unless the PCs left the area magically, or used some cunning escape that you feel deserves a reward for ingenuity, they find them within 1d6 hours.

**Development:** Fighting these thugs causes complications both immediately as locals refuse to speak to the PCs for fear of gang reprisals (increase social skill DCs in the area by 10), and at later dates as relatives and friends of the gang and their girls come looking to settle the score. How and when this reprisal occurs is left to you, but it should involve a CR 8 encounter with rogues from the local arm of the Thieves' Guild (a.k.a. The Guild).

Having learnt the identity of the murderer, the PCs likely wish to gather information about Mahaas. If so, use the results in the sidebar table but impose a -5 penalty if the information gathering is not conducted on Festival.

The Trail of Mahaas

### Rumours about Mahaas

#### DC Rumour

30

"One can only pity so poor a soul, stricken as he is with the second-head fluke\*. He hides that terrible second face away under

20 a great hood, which he wears to spare the fear of those he passes. He has many such hoods — some bright and gay, some dark and shadowy."

"That freak has been seen lurking around Festival for years. They say his second head is

25 Festival for years. They say his second head is alive and that it talks to birds and beasts!"

"There's more to him than meets the eye. He has lodgings with that Uriah Mean, and we all know about that miserly pawnbroker. They say

Mahaas keeps the same sort of dark company and has friends willing to die for him."

\*See The Tome of Blighted Horrors by Frog God Games

# Chapter Two: The Brime Street Morgue

If the PCs wish to gather information about any similar burning deaths in recent weeks, use the results in the sidebox table.

Rumours about Previous Dictims	
DC	Rumour
10	"The constabulary have five previous victims of spontaneous combustion interred in the Grime Street Morgue."
15	"The five victims were all loners."
20	"Did you hear about the strange rain that fell on the nights they died? Storms whipping out of nowhere and vanishing as soon as they start- ed. Mighty strange coincidence if you ask me."

## At the Morgue

PCs making a DC 15 Diplomacy check to gather information can obtain directions to the Grime Street Morgue if they don't already have them. Run by **Underclerk Ernest R. Wigmore** (N male human expert 3), the morgue rests at the edge of the Hollow and Broken Hills district of the city, roughly 100 yards from the Chain Ferry, and consists of a small office cluttered with wooden filing drawers and ledgers. A door locked with a good lock (DC 30 Disable Device) leads to a short flight of steps down to a large lime-washed cellar with a dozen wooden biers for incoming bodies. Ernest is a stickler for duty, and for the PCs to gain any kind of access to the cellar, he must be convinced of their good intentions with a DC 25 Diplomacy or Intimidate check. Mentioning Lyme Constable Crop's name grants the PCs a +4 circumstance bonus on either check.

So far, the first three bodies have been subjected to *speak with dead* spells by the authorities and all questions and answers studiously recorded in a ledger. PCs can gain access to the ledger only by stealing it or by making an additional DC 20 Diplomacy or Intimidate check. The ledger reveals that, in each case, a standard set of questions was asked and the answers were similar:

Q: Were you attacked? A: Yes
Q: Did you know your attacker? A: No.
Q: What attacked you? A: Living fire. It burnt so bad!
Q: Did the living fire say anything? A: No.

The first three have all been questioned with the spell within the last week, so the PCs will be unable to use new *speak with dead* spells on them at this time. However, it can be used on the remaining two. Likewise, if the PCs have other divinatory means at their disposal and contrive to learn more from the decedents, the basic story is the same for each victim. They were sleeping alone in the streets and awoke under attack from a fire creature that hung onto their flesh and burnt them to death. In their suffering, none of the victims saw the Artificer nearby, carefully noting the effects of her vile attack.

If asked, Ernest can confirm that the bodies were all found on the isle of Festival. PCs making a DC 25 Sense Motive check notice something about Ernest when he mentions the name Festival. In truth, the Underclerk has heard the rumours about the isle — that it is home to a nest of wererats. If pressed by a DC 25 Diplomacy or Intimidate check, he reveals that getting the bodies back over to the morgue was an issue. The current Festival Watch Captain, Edrin Grast (see area **F5**), is luckily dealing with an internal matter, and the main City Watch were able to demand the bodies. In truth, Ernest suspects that knowing the Watch over on the island, this matter would not have come to light but for the hysteria that greeted it.

The bodies retain their clothes, mostly charred to nothing in places with bits of metal from rings or necklaces actually melted into the scorched flesh, but shreds do remain. Any belongings are kept in a drawer in the corpse's bier clearly marked as "Victim's Personal Effects" and are detailed below.

Each victim marked **O** shows signs of the *aqueous orb*<sup>APG</sup> spell used by the Artificer to quench the fire and kill the ragefire. These effects are detailed on the first victim Rosie for reference.

APG See Pathfinder Roleplaying Game Advanced Player's Guide

**Victim #1, Rosie Weft (O):** The horribly burnt body of this young woman shows signs of the Artificer's use of an *aqueous orb* spell to extinguish the ragefire elemental. A DC 25 Perception check finds signs that the body was immersed in water although it was found on dry land. Her clothing has been burnt, but close checking (a DC 30 Perception check or DC 20 Heal check) reveals curious bruising and tearing of her subcutaneous tissues consistent with being struck by a force from the front, more or less evenly across her whole body. A DC 20 Perception or DC 15 Heal check shows that the burns resemble claws digging into flesh in at least two places.

Victim #2, Edmund Hyde: The Artificer pushed this victim into the Lyme. The corpse again shows signs of fiery claws that PCs can discern with a DC 20 Perception or DC 15 Heal check. Edmund's burnt clothes are the ragged garb of a low-caste person or beggar. Ernest can confirm that the constabulary knew Edmund, and he was a sad case. His wife ran away with a sailor 12 years ago, and he'd been drowning his sorrows in gin ever since. If asked, Ernest can provide the PCs with the address of the Grinning Lacedon, a public house on Festival where Hyde was known to drink. For more information on that ghastly drinking pit, see Further Leads below.

When hired by the Organ Grinder, Mahaas told him of a number of people on Festival whom he thought "could easily go missing," and two were people he'd seen frequenting Mean's pawnshop. Hyde was one of them, and the other was the navvy (Victim #5 below).

Victim #3, Eugene Wolkman (O): Eugene was a loner who slept on the docks where he worked. Three locals saw him running through the streets, his body a blazing pyre of flame. Their statements are included in Ernest's ledger. All three witnesses claim to have seen a sudden globe of water the size of a man strike the victim, quenching the flames, and believe it was a sign from the gods to protect them from injury. One witness, Goodwife Blacksyrup, claims to have heard a strange chanting just before the ball of water struck. A DC 23 Spellcraft check can identify the eyewitnesses'

descriptions as resembling the effects of an *aqueous orb* spell. The DC is increased to reflect the secondhand nature of the information.

Victim #4, N.N. Number One: An apparent tramp, this young man's corpse shows all the hallmarks of a ragefire attack. The head is terribly burnt, in particular. He was found floating among the docks last week.

Victim #5, N.N. Number Two (O): Apparently a navvy (dock labourer), this victim was found 3 days ago. He shows the signs of the ragefire's attacking claws. A search of the victim's belongings uncovers a pawnbroker's ticket along with 3 gp, 7 sp, and an iron key, all of which have also been logged by Ernest. The ticket is for a rapier pawned for 5 gp and is signed "Uriah Mean, Riverside Tenement Pawnbroker, Festival."

### Aon Aominis

The designation "N.N." is used in the City-State of Castorhage to indicate an individual whose name is not known, much like the use of John Doe in the United States. It is from the ancient language of High Boros and means "Non Nominus," or "Name Unknown."

## Go Far, Go Good?

By this stage of their investigation, it is hoped the PCs should know two key pieces of information. First that they are searching for a man called Mahaas who suffers from second-head fluke and who lives somewhere on Festival, and second that there is a link from two previous victims to a pawnbroker on the same isle. Luckily for the PCs, visiting the pawnbroker's tenement on Festival leads them straight to their quarry. The PCs can get to Festival on the Chain Ferry (see sidebox), which costs 1 sp per passenger; they can also arrange a more private and convenient crossing by private charter for 10 gp.

## The Chain Ferry

The Chain Ferry to Festival is a large, flat-bottomed barge pulled by a chain across the river. It is teeming with pleasure seekers, and has a large number of traders, puppeteers, and actors who ply their trades during its 10-minute crossing, which costs 1 sp. *The Blight: Richard Pett's Crooked City* gives more details of this ferry and the occupants.



## Festival

When the PCs finally reach Festival, read or paraphrase the following description:

Festival up close is even more insane than seems feasible. A vast bloated isle of garish colour rises from a wide, crowded shore of bright buildings, seemingly a freak gust of wind away from tumbling into the silty waters about her. Banners and hoardings and signs proclaim the last chance to see the "Dreadful Supper of Four Broken Men as One," the "Awful Whale-Girl," and "Foul Mother Broken." These signs compete for height and colour and size, obscuring Festival as it rises through crooked streets to a great fayre at its summit.

And as the chain ferry clanks to the harbour, there is a rush of entertainers: a dwarf in red cries out an invitation to see the Great Ape of Dark Libynos; an impossibly tall man wearing a hood with a single eyehole holds out a vast hand for alms; and a curious and ugly organ grinder sends his human-faced monkey to collect coppers while he plays his strange-looking organ.

The organ player is in fact the **Organ Grinder**, an NPC with a significant role in the adventure, with his pet Blight monkey. Whilst presently he has no interest to the PCs, nor any knowledge of them, them later recalling this meeting may help the PCs to deduce where the villain's performing patch encompasses. More information is detailed further in this adventure.

If the PCs wish to gather information on the pawnbroker, Uriah Mean, use the table in the sidebox to determine the information they acquire. The table below assumes the PCs make the checks on Festival. If they try other parts of the city where Mean is virtually unknown, the checks are made at +6 to their DCs.

Rumours about Uriah Mean		
DC	Rumour	
15	"Mean by name, mean by nature. He has no soul, that vile gnome. All he loves is money, and his every waking thought is driven by how to acquire more of it. His tenement lies at the edge of the Isle of Festival, very near the Chain Ferry in a part of the district known as the Footings. You can't miss it — it's the place that looks like it's falling into the river. It's one of the worst in the area. Leaks and holes, rot and mould — that's what thrives there. I wouldn't give you a fourthling to spend a night there although he lives in that barge outside."	
20	"They say Mean was crippled during a hunt and that he can't stand by himself, but I've heard different. I've heard he	
25	"Some people say Mean is one of the Family — the ruling clan of wererats who have Festi- val held in their small sharp teeth. The Family take care of their own, they say, and to cross any of them is dangerous."	
30	"Oh, he's in the Family alright! He has that thug Mister Mackerel to watch over his affairs and to deal with anyone who annoys him. You need to tread lightly 'round old Mean lest you're paid a visit in the night."	

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### Other Possible leads on Festival

The locations of the locales used across Festival are detailed on the area map. Two locations have been mentioned in passing: the Grinning Lacedon and the Festival Watch Station, both of which are detailed below and numbered occurred to their tag on the overall map of the city provided in *The Blight: Richard Pett's Crooked City*. If the PCs need to locate these places without directions, a simple DC 12 Diplomacy check to gather information suffices, although it might lead to a later encounter with rogues if you wish.

### The Grinning Lacedon

The Lacedon lurks in a mouldy corner of the Footings. Even from the outside, it looks to be on its last legs; within, it is even more decayed.

Here is a curiosity: This building literally sags. It leans between its neighbours, a dying building of dying timber and dying stone. The stone resembles rotting teeth in a swollen timber mouth. Above hangs a revolting object, a mummified ghoul, its leering face grinning directly down at the doorway.

Within, the twisted ornamentation grows and festers. Here is an obsessive collector's lifetime of obsession — about lacedons. There are paintings of their demise at the blades of heroic nobles, several bones in walnut cabinets, an obsessive amount of religious protection from both Brine and Mother Grace, and in one corner is a whole preserved lacedon skeleton labelled as a curiosity from the Physician's Institute in BookTown (area **B18**).

Wintry Theram (LN female human aristocrat 3/expert1), a sour-faced old witch who last smiled in 1693 accordingly to local legend, owns the Lacedon. PCs seeing Theram and making a DC 25 Sense Motive check can discern her breeding beneath the decay in her bearing and may even spot a ratty old fur coat hanging behind the bar if they make a similar DC Perception check. Theram hates her station in life, and longs for the Capitol from which - regrettably - she was exiled after offending a member of the Tredici Family. The comings and goings and base humour of commoners revolts her, but if someone notes her breeding and uses the correct etiquette (a DC 20 Diplomacy or Knowledge [nobility] check is enough to know the right way of such things and reduce the Diplomacy DC below by 10). Characters of high caste (if you use such PCs) automatically know the right way to do things. Theram takes a shine to such PCs and brings out a bottle of fine vintage wine (only offering it to the PCs that impressed her, and drinking most of it herself), although she soon gets boring with her one-track talk about the magnificence of the Capitol and her grand stained-glass windows, lofty gardens and good manners.

A DC 30 (or 20, see above) Diplomacy check gets the aloof owner to recall that Hyde (she never refers to anyone by their first name) had been flush with coin recently, having sold his wife's dresses to the pawnbroker Uriah Mean. "What a revolting, degenerate thing to do and to what a revolting and degenerate individual," she editorializes. She barred Mean from the Lacedon on sight, but she does know where he lives and can provide the PCs with details (see **Chapter 3**).

## ES. The Festival Watch

A squat, rather dirty stone tower rises from the quayside. It has become home to seagulls and crows, and its sides are streaked with years of their droppings.

Some of these fowl operate as familiars for members of the Family; it pays to know what is occurring in the local watch.

The Festival Watch consists of **32 constables** (NE male halfling rogue 1/fighter 2), recognizable by their emblazoned grey and green uniforms and the short scourges they wield to carry out their duties — which generally revolve around dealing with drunks and minor scuffles. There are also **5 Sergeants of the Watch** (NE male halfling rogue 2/fighter 4) led by **Watch Captain Edrin Grast** (NE male halfling afflicted wererat rogue 5/fighter 5/duelist 1).

Grast is presently away — at the behest of one of the ruling families of Festival — and his place is taken by **Acting Captain Pleasant Fumitory** (NE male halfling afflicted wererat ranger 6). Fumitory is a classic bully, and easily kowtowed by another. A DC 18 Intimidate check works far better than a DC 23 Diplomacy check for improving his attitude toward the PCs, which needs to be changed from unfriendly to friendly to get any information. He knows little (and frankly cares less) about the strange deaths; strange deaths happen all the time on Festival, and a talk with him reveals little except his love of licorice — which he stuffs in his fat mouth constantly. The PCs should really come away with how indifferent the Watch are — they may even make jokes about the victims. This should give the PCs a higher personal sense of justice and worth than the local law; if it were left to them, the deaths would remain unsolved.



# Chapter Ehree: The Pawnbroker's Tenement



## Bath-chairs and Pawnbrokers

A bath-chair is an early type of wheelchair for invalids. They are usually pulled by an animal that the driver controls with reins, like a light, one-man cart. Fairly rare in other parts of Akados (though not entirely unheard of among the most cosmopolitan population centres), they occasion little comment within the urban sprawl of Castorhage.

A pawnbroker offers secured loans to people, with items of personal property used as collateral. If an item is pawned for a loan, the pawner may redeem it for the amount of the loan plus some agreed-upon amount for interest within a certain contractual period of time. The amount of time and rate of interest is usually governed by the pawnbroker's policies. If the loan is not paid (or extended, if applicable) within the time period, the pawned item is offered for sale by the pawnbroker. Pawnbrokers may also sell items that have been sold outright to them by customers. The most famous (or infamous) pawnshop in Castorhage is the Soiled Sow Inn on Festival. Uriah Mean, the infamous pawnbroker, is a bath-chair-bound gnome wererat illusionist and an honourary member of the Family — the amalgamation of wererat clans who rule Festival. The infamous pleasure island secretly operates in the name of the Rat Queen — one of the so-called "gods" of the Blight who, like many of its deities, actually physically live in the city.

Mean operates from his river barge, which is anchored at a small jetty at the foot of his tenement building that overlooks the Chain Ferry as marked on the map. As is frequently seen across the urban sprawl of the Blight, structures have converged and Mean's barge has merged with and become a part of his tenement building. It is a mass of alterations and extensions, enhancements, add-ons, and botched improvements. Mahaas lodges in the attic garret of the tenement and is one of Mean's many tenants.



## Uriah Mean, a Dillain for All Geasons

Uriah Mean is an ugly old gnome with withered, useless legs and bushy white eyebrows that prop up a faded old sea captain's cap. He slumps in a rusted bath-chair resting on squeaking wheels. A harnessed boar with tiny, bloodshot eyes, coarse grey fur and yellow tusks pulls the contraption. The gnome uses reins tied to the boar's tusks to control the beast. A large black crow perches on the back of the chair, struggling to keep its balance and cawing loudly as the contraption lurches with every snap of the reins in the gnome's hands.

#### URIAH MEAN (GNOME FORM) XP 4,800

CR 8

Male gnome natural wererat illusionist 8 (Pathfinder Roleplaying Game Bestiary "Lycanthrope, Wererat") NE Small humanoid (augmented humanoid, gnome, shapechanger)

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

AC 17, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 size) hp 49 (8d6+16) Fort +4: Pof +4: Will +7 (+8 vs. illusions)

Fort +4; Ref +4; Will +7 (+9 vs. illusions)

Speed 1 ft., bath-chair 10 ft.

Melee mwk dagger +4 (1d3–2/19–20) Ranged mwk light crossbow +8 (1d6/19–20 plus poison)

Special Attacks curse of lycanthropy (DC 15)

Spell-Like Abilities (CL 8th):

At will—invisibility field (8 rounds/day)

6/day—blinding ray (30-ft. ray, ranged touch +6) 1/day—dancing lights, ghost sound (DC 13), prestidigitation (DC 12), speak with animals

#### Illusionist Spells Prepared (CL 8th):

4th—phantasmal killer (DC 18), scrying, shadow conjuration (DC 18)

3rd—blink, displacement, fly, lightning bolt (x2, DC 16) 2nd—blur, hypnotic pattern (x2, DC 16), invisibility, mirror image

1st—color spray (DC 15), identify, illusion of calm $^{\rm UC}$ , mage armor (already cast), silent image (DC 15), ventriloquism (DC 15)

0 (at will)—haunted fey aspect<sup>uc</sup>, acid splash (ranged touch +6), detect magic, message

Opposition schools Abjuration, Necromancy

<sup>uc</sup> See Pathfinder Roleplaying Game Ultimate Combat

#### Str 6, Dex 14, Con 14, Int 16, Wis 12, Cha 14 Base Atk +4; CMB +1; CMD 13

Feats Alertness<sup>B</sup>, Brew Potion, Casual Illusionist<sup>ARG</sup>,

Cosmopolitan<sup>APG</sup> (Bluff, Sense Motive), Craft Wand, Effortless Trickery<sup>GoG</sup>, Scribe Scroll

**Skills** Appraise +17, Bluff +12, Diplomacy +6 (+10 with rats and dire rats), Disguise +5, Fly +15, Intimidate +5, Knowledge (local) +14, Linguistics +7, Perception +5, Profession

(pawnbroker) +14, Sense Motive +10, Spellcraft +14, Stealth +6; **Racial Modifiers** +2 Perception

Languages Aklo, Common, Draconic, Dwarven, Elven, Giant, Gnome, Infernal, Orc, Sylvan

**SQ** arcane bond (crow familiar—Lovely), change shape (gnome, hybrid, and dire rat; *polymorph*), extended illusions (4 rounds), gift of tongues, lycanthropic empathy (rats and dire rats)

**Combat Gear** potion of cure serious wounds, wand of lightning bolt (CL 8th: 13 charges), 2 crossbow bolts wax-

sealed with blue whinnis poison,; **Other Gear** circlet of persuasion (concealed as the band of his sea captain's cap), masterwork dagger, masterwork light crossbow, 8 crossbow bolts, spell component pouch, key ring with keys to door of barge (**B1**) and trunk (**B3**)

<sup>ARG</sup>See Pathfinder Roleplaying Game Advanced Race Guide

<sup>APG</sup> See Pathfinder Roleplaying Game Advanced Player's Guide

<sup>GoG</sup> See Pathfinder Companion: Gnomes of Golarion

#### URIAH MEAN (HYBRID FORM)

CR 8

NE Small humanoid (augmented humanoid, gnome, shapechanger) Init +3; Senses low-light vision, scent; Perception +6 Defense AC 20, touch 14, flat-footed 17 (+4 armor, +3 Dex, +2 natural, +1 size) hp 57 (8d6+24) Fort +5; Ref +5; Will +8 (+10 vs. illusions)

DR 10/silver

#### Speed 10 ft.

Melee mwk dagger +7 (1d3+1/19–20), bite +1 (1d4+1 plus disease and curse of lycanthropy) Ranged mwk light crossbow +9 (1d6/19–20 plus poison) Spell-Like Abilities (CL 8th): At will—invisibility field (8 rounds/day)

6/day—blinding ray (30 ft. ray, +7 ranged touch) 1/day—dancing lights, ghost sound (DC 13), prestidigitation

#### (DC 12), speak with animals Illusionist Spells Prepared (CL 8th):

4th—phantasmal killer (DC 18), scrying, shadow conjuration (DC 18)

3rd—blink, displacement, fly, lightning bolt (x2, DC 16) 2nd—blur, hypnotic pattern (x2, DC 16), invisibility, mirror image

1st—color spray (DC 15), identify, illusion of calm<sup>uc</sup>, mage armor (already cast), silent image (DC 15), ventriloquism (DC 15)

0 (at will)—haunted fey aspect<sup>uc</sup>, acid splash (ranged touch +6), detect magic, message

**Opposition schools** Abjuration, Necromancy <sup>uc</sup> See Pathfinder Roleplaying Game Ultimate Combat

Str 12, Dex 17, Con 16, Int 16, Wis 15, Cha 14 Base Atk +4; CMB +2; CMD 15

**Feats** Alertness<sup>B</sup>, Brew Potion, Casual Illusionist<sup>ARG</sup>, Cosmopolitan<sup>APG</sup> (Bluff, Sense Motive), Craft Wand, Effortless Trickery<sup>GoG</sup>, Scribe Scroll

**Skills** Appraise +17, Bluff +12, Diplomacy +6 (+10 rats and dire rats), Disguise +5, Fly +16, Intimidate +5, Knowledge (local) +14, Linguistics +7, Perception +6, Profession (pawnbroker) +15, Sense Motive +11, Spellcraft +14, Stealth

+7; **Racial Modifiers** +2 Perception **Languages** Aklo, Common, Draconic, Dwarven, Elven, Giant, Gnome, Infernal, Orc, Sylvan

**SQ** arcane bond (crow—Lovely), change shape (gnome, hybrid, and dire rat; *polymorph*), extended illusions (4 rounds), gift of tongues, lycanthropic empathy (rats and dire rats)

<sup>ARG</sup> See Pathfinder Roleplaying Game Advanced Race Guide

<sup>APG</sup> See Pathfinder Roleplaying Game Advanced Player's Guide

<sup>GoG</sup> See Pathfinder Companion: Gnomes of Golarion

**Curse of Lycanthropy (Su)** A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fort DC 15 negates). If the victim's size is

not within one size category of the lycanthrope, this ability has no effect.

**Disease (Ex)** Filth fever: Bite—injury; save Fort DC 17; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Without his spells active, Mean's statistics in hybrid form are AC 16, touch 14, flat-footed 17 and in gnome form AC 13, touch 13, flat-footed 11.

#### LOVELY XP —

CR —

Female crow familiar (Pathfinder Roleplaying Game Bestiary "Familiar, Raven")

NE Tiny magical beast (augmented animal) Init +2; Senses low-light vision; Perception +9

AC 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size) hp 28 (8 HD) Fort +1; Ref +4; Will +8 Defensive Abilities improved evasion

Speed 10 ft., fly 40 ft. (average) Melee bite +8 (1d3–4) Space 2-1/2 ft.; Reach 0 ft. Special Attacks deliver touch spells

#### Str 2, Dex 15, Con 8, Int 9, Wis 15, Cha 7 Base Atk +4; CMB -2; CMD 10

Feats Skill Focus (Perception), Weapon Finesse Skills Appraise +7, Bluff +1, Fly +17, Knowledge (local) +7, Linguistics +0, Perception +9, Profession (pawnbroker) +10, Sense Motive +6, Spellcraft +7, Stealth +10 Languages Common; speak with birds, speak with master SQ empathic link, share spells

## MANGE, INFERNAL THRALL C

hp 16 (Pathfinder Roleplaying Game Bestiary "Devil, Imp")

**Tactics:** As it rarely leaves his presence, Mean's thrall is usually encountered as a boar pulling its master's bath-chair. It can escape its harness by changing back into imp form, which it does as soon as it is aware of an attack. Mange makes frequent use of *invisibility* to sneak up on opponents and deliver attacks with its poison stinger before acrobatically flying away to safety. It uses its *suggestion* ability only at Mean's direction. As a thrall, Mange has no option but to lay down its life for its master.

#### **MEAN'S BATH-CHAIR**

Medium land vehicle Squares 1 (5 ft. by 5 ft.; 2 feet high); Cost 30 gp

AC 13 (+3 Diplomacy); Hardness 10 hp 20 (9) Base Save +3 (+3 Diplomacy)

Maximum Speed 60 ft. (twice the speed of the pulling creature -20 ft.); Acceleration 30 ft. (the speed of the pulling creature -10 ft.) CMB +3 (+3 Diplomacy); CMD 13 (+3 Diplomacy) Ramming Damage 1d4

Invalids often use this four-wheeled, metal-and-leather chair as a form of transport.

**Propulsion** muscle (pulled; 1 Medium creature) **Driving Check** Handle Animal or Profession (driver) (in the case of creatures with animal intelligence pulling the vehicle), Diplomacy or Intimidate (in the case of intelligent crea-

tures pulling the vehicle) Forward Facing toward the creatures pulling the vehicle Driving Device reins

**Driving Space** the square of the chair

The notorious pawnbroker and slum tyrant Uriah Mean is a bitter and miserly cripple whose apparent obsession with crushing his tenants and debtors' hopes for better lives is matched only by his acquisitive, endless greed. Whilst in rat form, a huge tomcat (the magically enhanced familiar of a local wizard) mauled the gnome, leaving him unable to use his legs — and with an irrational fear of cats. He spends most of his time confined to a rickety bath-chair that is pulled around by a trained boar (actually his thrall, an imp called Mange) that rarely leaves his presence.

His crow familiar, Lovely, always perches at his side during business deals and negotiations, is known to sometimes accost visitors to Mean's barge, demanding to know their business in its screeching voice, and to deliver messages for its master. With its ability to talkt to other birds, it has become the matriarch of a large murder of crows that roost on Mean's tenement building, teaching them to hunt stray cats and cry warnings of intruders.

A member of the Family, Mean's claims of "powerful friends" are no idle boast. If Mean survives the events of this adventure, he may become a recurring villain in the campaign, complicating the PCs' lives with his manipulations and greed. For more information about the Family, see *The Blight: Richard Pett's Crooked City*.

**Tactics:** Mean casts *mage armor* daily. If he suspects trouble and has time to prepare, he casts *illusion of calm*, and *ventriloquism*. A competent liar, he tries to talk his way out of threatening situations before resorting to violence. During combat, Mean raises his *invisibility field* and then casts *fly* as soon as he can, allowing his thrall to cover his retreat out of his enemies' reach. Once clear, he assumes hybrid form, releases Dogg, and then casts his attack spells as appropriate, usually leading with a *shadow conjuration* of a *spiked pit*<sup>APG</sup> to catch heavily armoured foes, and *phantasmal killer* on lightly armoured foes, before using *lightning bolt* and *color spray* on any who remain. He resorts to defensive spells immediately if seriously threatened.

CR 2 In hybrid or rat form, Mean is able to use his crippled legs slightly but at a greatly reduced speed. He highly values his own life and seeks to escape if reduced to 20 or fewer hit points. If prevented from fleeing, he curls into a cringing ball and begs for mercy, though it will certainly not be long before he is plotting his revenge if permitted to live.

Of potential interest to PCs is that Mean is terrified of cats. If he sees one, he shrieks in fear and either demands its removal or attacks it using his wand or his thrall. In either case, he is shaken for as long as the cat is within sight and for 1d4+2 minutes thereafter.

APG See Pathfinder Roleplaying Game Advanced Player's Guide

Development: When the PCs first meet Mean, he acts friendly and obsequious toward them, just the typical oily junk dealer looking to score some coin from potential customers. However, Mean is cunning and wants to know what the PCs know. He asks questions, offers help, and may even sponsor the PCs financially if he feels it would bear fruit, though ultimately he betrays them. If the PCs start asking questions about missing customers, Mean secretly recalls both but claims to know nothing about either of them. If told of their murders, he becomes very interested and asks many questions, trying to glean what the PCs know about them. If asked about Mahaas, Mean says he may be able to help, but wants to know as much as the PCs will reveal about why they want to locate him and what their motives are. When he has gleaned as much information from them as he thinks he can, he'll reveal that Mahaas is his tenant and that his garret can be reached by climbing the ladder at the front of the tenement (B4). Regardless of the outcome of this initial meeting, if he survives, Mean arranges for the PCs to be followed.

If the PCs have learnt that Mahaas lodges in Mean's tenement though gathering information, it is possible that they may not seek out Mean and begin searching through the building instead. If this occurs, Lovely accosts the PCs and demands that they seek permission to enter the building from



its owner lest they be treated as thieves. If the PCs do not comply, Lovely informs Mean, who prepares for combat and seeks them out, with Dogg (B2) in tow. If the PCs do not treat the gnome with respect, combat may ensue.

Assuming that Mean survives his meeting with the PCs, a number of events are likely to follow. Mean sends his crow familiar to tail the PCs and report back on a regular basis what they are doing. Lovely surrounds herself with other ravens and crows as she follows them, ensuring that without specific investigation, the PCs will not realize that they are being watched; crows are a common sight in the Blight after all. If discovered, however, Lovely flees back to Mean. If the PCs discover the raven before attacking the Organ Grinder (see **Chapter 5**), Mean reluctantly gives up. However, he may attempt to resume his surveillance if the PCs involve him again.

If Mean is attacked and killed, the Family learns about it unless the PCs have been sufficiently careful in covering their tracks and likely come looking for them. If Lovely is still watching the PCs when they learn about the great windmill, she arranges for Mean's mob (see **Event 5** in **Chapter 6**) to follow them there.



## B. Barge Pawnshop and Tenement

Read the following when the PCs first lay eyes on the abode of Uriah Mean.

A river barge hangs crippled at the foot of an exhausted stone tenement that rises spastically beneath dislocated gables. The whole structure appears diseased — thick lichens hang from walls from which stones protrude like broken limbs. A chain lashes the barge tightly to the slum, so that the vessel is suspended partly above the tainted waters, almost as though it appears reluctant to touch them. The whole place — building and barge — are strangled by straining moss-choked timbers that look as if they could snap at any moment and bring the whole place down.

Three iron balls — the guild-sign of the pawnbroker — hang over the barge. Pails, cast-iron street lanterns, handcarts, rope, and a confusion of other miscellany are all marked for sale, and the whole structure seems to groan under the sheer mass of the wares. Everything, it seems, has a price, even down to the hastily chalk-scrawled "10 shekels" on the rusting iron anchor of the barge itself.

An unkindness of mangy ravens lurks on the teetering gable above, cawing as you approach, and picking at the remains of what looks like a dead alley cat.

Disguised among the ravens is Lovely, Mean's crow familiar. The familiar lurks, ever watchful for trouble, and if it senses it - someone sneaking about, a group of people acting unusual or suspicious, or weapons being drawn — it shares the information with its master, who readies for combat accordingly.

#### LOVELY, CROW FAMILIAR CR — XP —

#### hp 28 (See above)

Mean's river-barge is of the type commonly used by river-gypsies here in the city. It has an upper deck that is little more than a flat outer level built around the central cabin, its own floor some 3 feet below the surrounding deck. This cabin is divided into two areas, one for living guarters and one for cargo. Mean's barge is rotten, and if two of the four chains holding it to the dock are broken (hardness 10, hp 15, break DC 30), the entire vessel begins to sink and go fully under after 1 minute. Outside the cabin, the deck is covered in goods, making space so cramped that anyone moving at greater than half speed must make a DC 10 Acrobatics check or trip and fall prone. Mean himself is used to the cramped living and ignores this effect.

Upon the barge, the air smells of damp and rot, the miasma of the vessel's own decrepitude. Those who search among the goods risk disturbing powdered rat droppings and contracting filth fever (DC 17 Fortitude save). The entire boat is so cramped and filthy, inside and out, that it imparts a -4 penalty on attacks with two-handed melee weapons and ranged attacks.

The tenement building fares little better. Built of stone which is rapidly being eaten by the acidic smog of the river and Blight stonemites (see sidebox), the tenement is falling apart. The surface of the walls is so crumbly and unstable that a DC 30 Climb check is required to scale them. The building has five stories plus an attic space (which has been converted into Mahaas' garret), is 75 feet high at the peak of its roof, 120 feet long,

### Blight Stonemites

In a city as dismal as Castorhage, where it is almost constantly damp, foggy, and chilled - except for when it's unbearably hot and muggy, thick with the smells of decomposing garbage, unwashed bodies, and worse things - and nicknamed for a particularly hazardous strain of fungus\*, it's really not particularly surprising to anyone that even something as pernicious and annoying as termites have their ugly stepbrother. That stepbrother would be the Blight stonemite.

Never confirmed to exist anywhere else beyond the bounds of the city, the Blight stonemite is a horrible, blood-red insect about 6 inches long that make an unsettling grinding noise as it gnaws through solid stone masonry and the softer mortar between. These creatures work much slower than a termite in their destruction but are no easier to remove once an infestation occurs. They are thought to be a favoured food of the Blight's other ubiquitous dweller of cellars and crawlspaces, the night-slug\*\*, proving at least some use for those disgusting scavengers. Stonemites are not only damaging to structures in the long term, they have a tendency to swarm when it gets very hot and humid, resulting in the collapse of major civic buildings on several occasions over the centuries during unusually sultry summers. Stonemites are not particularly dangerous to humanoids beyond causing itching and annoying welts from bites for those who sleep too close to a nest of the feeding insects. Nevertheless, apocryphal stories exist of unfortunate stonemasons or exterminators who have fallen victim to voracious swarms of the vermin, being reduced to little more than boneless, bloodless bags of flesh riddled with the tiny burrows of the creatures in their delving to feed on the calcification of the victim's skeletal structure.

\*See Blight in The Tome of Blighted Horrors.

\*\*See Night-Slug in The Tome of Blighted Horrors.

and 40 feet wide. It has four dwellings per floor (not including the attic), each 20 feet wide and 50 feet long. A rotting interior stair, a trio of exposed ladders outside, a knotted rope ladder, and a small timber bridge, can be used to reach the apartments within the tenement. The tenants of this riverside tenement are mostly meek, mild, and afraid of Mean and of the consequences of talking about him or the Family to strangers.

A framework of rotting timbers — the remains of scaffolding put up years ago - strangle the whole place, barge and tenement. A timber plank of one of these scaffolds breaks as soon as weight of at least 50 pounds is placed upon it. What windows there are, are barred with 1-inch-thick iron bars, and so grimy they cannot be seen through.

## B1. Pawnshop and Living Area (CR varies)

The deck of the mouldering boat is cluttered with countless mundane or strange objects, but pathways along the sides are clear to allow passage. A small ramp enters the barge's cabin. Beyond in the murk inside, the place looks even more cluttered.

This is where Mean spends most of his day. Countless objects from rattraps to wedding dresses, hatpins to grandfather clocks clutter the deck. A simple hatch (usually open during daylight hours) allows access within via a steep ramp. The hatch can be closed and locked with a good lock (DC 30 Disable Device), to which Mean carries the only key, and it usually is locked at night. Below, amongst even more junk. a hefty oak counter stands along one wall, and a small door leads to the kennel (B2).

Uriah Mean is a local tyrant and may become a recurring villain if he survives and the GM so chooses. Motivated solely by profit, he is a hard bargainer but is always interested in new stock; he generally pawns an item for 25% of his assessment of its value (Appraise +17). His tenant Mahaas already intrigues Mean, and the arrival of the PCs with their questions further piques this interest. He has already learnt something of Mahaas' value through scrying. Over the past couple of days, Mean has heard Mahaas talking to himself (which he frequently does) about some "new weapon" and a fortune that's to be had. Mean intends to keep an ear and an eye on Mahaas to learn more. With Mean when the PCs first encounter him are his crow familiar Lovely and his "boar" Mange.

URIAH MEAN XP 4,800 hp 49 (See above)	CR 8
LOVELY, CROW FAMILIAR XP — hp 28 (See above)	CR —
MANGE, INFERNAL THRALL XP 600	CR 2

hp 16 (Pathfinder Roleplaying Game Bestiary "Devil, Imp")

Tactics: As it rarely leaves his presence, Mean's thrall is usually encountered as a boar pulling its master's bath-chair. It can escape its harness by changing back into imp form, which it does as soon as it is aware of an attack. Mange makes frequent use of invisibility to sneak up on opponents and deliver attacks with its poison stinger before acrobatically flying away to safety. It uses its suggestion ability only at Mean's direction. As a thrall, Mange has no option but to lay down its life for its master.

Treasure: Mean keeps a loaded masterwork light crossbow behind the counter at all times. The bolt's tip is wax-sealed with blue whinnis poison. The pawnshop's stock is worth around 1,000 gp in total but it would take several weeks to sell in its entirety. A small till hidden behind the counter contains 25 gp, 25 sp and 25 cp.



## B2. Rennel (CR 3)

Nothing more than a kennel, this section of the boat's cabin has been left to fill with excrement and shed dog hair. The stench of an animal pen fills the air.

The floor is profusely covered in a dog's mess, and a DC 10 Acrobatics check is required for a two-legged creature to move herein at anything greater than half speed. Mean keeps a particularly large and nasty guard dog chained up in this room, an **advanced retch hound**, a sickly looking, four-eyed canine with oozing sores covering its mangy hide. Mean subdued the beast by long years of cruel training, and now the creature, which he calls Dogg, obeys its master's instructions out of fear. If Mean is present and being attacked, he instructs Dogg to defend him. Dogg's chain is long enough to allow him to reach any point in areas **B1–B3**.

#### DOGG XP 800

Male advanced retch hound (The Tome of Horrors Complete 513) NE Medium magical beast Init +4; Senses darkvision 60 ft., scent; Perception +8 Aura stench (DC 15, 10 rounds)

AC 21, touch 14, flat-footed 17 (+4 Dex, +7 natural) hp 28 (3d10+12) Fort +7; Ref +7; Will +4

#### Speed 40 ft.

**Melee** bite +7 (1d6+6 plus trip) **Special Attacks** breath weapon (10-ft. cone, 2d6 acid damage plus nauseated 1d3 rounds, Reflex DC 15 for half and not nauseated, usable every 8+1d4 rounds)

Str 18, Dex 19, Con 19, Int 5, Wis 14, Cha 8 Base Atk +3; CMB +7; CMD 21 (+25 vs. trip) Feats Skill Focus (Perception), Skill Focus (Survival) Skills Perception +10, Survival +11 (+15 tracking by scent); Racial Modifiers +4 Perception, +4 Survival when tracking by scent

### B3. Bedchamber (CR 9)

A filthy four-poster bed dancing with lice-covered furs fills this chamber. A chamber pot sits by its side along with a large iron trunk. An improvised ramp rises to a small hatch at the rear of the barge.

The rear ramp leads to an entrance that is always locked with a poor lock (DC 10 Disable Device) and is swollen shut with the dampness (Break DC 8 even if unlocked). The room is filthy, with nothing of value or interest beyond the iron trunk and a small dagger coated in wax-sealed blue whinnis lodged between the headboard of the bed and the mattress (DC 20 Perception check).

**Trap:** The trunk is locked with a good lock (DC 30 Disable Device) and is trapped. Unless the key that Mean keeps on his person is turned two complete clockwise revolutions, a number of hidden blades are launched across the room, targeting everyone in the chamber.

#### SPRINGING BLADES TRAP XP 6,400

CR 9

Type mechanical; Perception DC 25; Disable Device DC 29

Trigger touch; Reset manual Effect Atk +15 ranged (1d4+4 plus giant wasp poison); multiple targets (all targets in room)

**Treasure:** Mean keeps his funds in the locked iron trunk in six neat leather bags, each containing 200 gp. These lie above his spellbook, which contains all his prepared spells and all the common arcane cantrips plus *burning hands, disguise self, magic aura, magic missile, negative reaction*<sup>UC</sup>, *shocking grasp, unseen servant, vanish*<sup>APG</sup>, *scorching ray,* 

CR 3

minor dream<sup>ARG</sup>, and rainbow pattern.

APG See Pathfinder Roleplaying Game Advanced Player's Guide
 ARG See Pathfinder Roleplaying Game Advanced Race Guide
 UC See Pathfinder Roleplaying Game Ultimate Combat

## B4. Perilous Ascent

A rusting ladder, clumsily anchored to the powdery and crumbling outer walls of the tenement, climbs 60 feet up the side to a balcony off the attic.

A DC 15 Knowledge (engineering) check or DC 25 Perception check reveals that, due to the corroded stone, the ladder is likely not to be secure. It is easy to climb, but if more than 1 Medium or 2 Small creatures climb upon it at the same time, it breaks away from the wall after the topmost climber has ascended 1d6x10 feet, dropping anyone on it to the jetty below.

A narrow balcony hangs 60 feet above the jetty. Mahaas has greased the roof above the balcony with pig grease, which can be noticed with a DC 20 Perception check by anyone within 10 feet. While the climb onto the roof from the balcony is relatively easy (DC 10 Climb check), anyone crossing the greased area must make a DC 17 Acrobatics check or slip and slide toward the edge of the roof. A DC 20 Reflex save is required to prevent a fall to the ground 60 feet below.

An unlocked door with flaking red paint leads into the garret.

## B5. Ritchen (CR 6)

The room beyond the red door is a vile place. At least forty mangy street cats skulk in a large number of cages behind piles of rubbish, and a pair of wild-looking terriers stare out from the ruptured decay of a horsehair chair. Below a glass window so thick with grime that it resembles a blackboard sits a lardercupboard and a tiny iron stove. Nearby, a dripping tap fills an iron pot to the brim with rust-coloured water.

Mahaas cooks and eats in here with the help of some of his pets (which occasionally make more of a contribution than just assistance). The lardercupboard is very well stocked at present with a whole ham and three jugs of cider. The 2 Blight terriers bark if they detect intruders on the balcony or entering the room, though they are fairly cowardly and try to escape attackers or cower and whimper if prevented from doing so. They are far more scared of something other than the PCs, though. Mahaas has a pet he stole from a flesh dealer in BookTown - a monstrous abomination that the dealer referred to as the Child of Spines. Like many Between creatures, the Child possesses a rudimentary intelligence. This one's Between gate, a fragmentary and fickle gateway near a place children use to play, is perhaps why the thing giggles and mumbles nursery rhymes to itself occasionally. The creature is small and revolting, superficially resembling a boneneedle but with a distended flaccid fleshy sack within which can be seen rudimentary childlike hands - and occasionally a childlike face - trying to push outward. When it was captured, its previous owner trained it like a dog. These beatings left it fearful of whomever wears a Between ring like that which Mahaas also stole. The caged cats are used to feed the thing; the dogs just try to stay out of its way. When the PCs first enter the room, a PC making a DC 20 Handle Animal check or a DC 30 Perception check notices the terriers are looking at the oven within which the Child of Spines lurks.

BLIGHT TERRIERS (2) XP 100 The Tome of Blighted Horrors "Familiar, Terrier" N Tiny animal Init +2; Senses low-light vision, scent; Perception +8 hp 5 (1d8+1) Fort +3; Ref +4; Will +3

Speed 40 ft. Melee bite +2 (1d3 plus death shake) Space 2-1/2 ft.; Reach 0 ft.

Str 11, Dex 15, Con 13, Int 2, Wis 12, Cha 7 Base Atk +0; CMB -2 (+2 grapple); CMD 10 (14 vs. trip) Feats Skill Focus (Perception) Skills Acrobatics +2 (+6 jumping), Intimidate -2 (+10 vs. rats [including swarms]), Perception +8, Survival +1 (+5 in burrows and underground); Racial Modifiers +4 Survival in burrows and underground, +12 Intimidate vs. rats (including swarms)

**Death Shake (Ex)** If a terrier makes a successful bite attack against an opponent of its size or smaller, it makes a grapple check as a free action without provoking attacks of opportunity. If the grapple check is successful, the terrier immediately shakes its head violently in an attempt to break the neck or back of its opponent. This attack deals 2d3 points of damage. A terrier automatically does death shake damage in any round that it maintains its grapple. Against an opponent that is a four-legged animal that dwells in underground burrows or dens, the terrier can use this attack against a creature up to one size category larger than it is and gains an additional +4 bonus to the grapple check.

### CHILD OF SPINES XP 2,400

CR 6/BA 9

Female Between-born lesser boneneedle (The Tome of Horrors Complete 79, The Tome of Blighted Horrors "Between Creature")

N Small vermin

Init +7; Senses blindsense 30 ft., darkvision 90 ft., low-light vision; Perception +8 Aura emotion (50 ft., DC 15)

**AC** 21, touch 19, flat-footed 13 (+7 Dex, +1 dodge, +2 natural, +1 size)



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

CR 1/4

**hp** 56 (3d8+3 plus 40); fast healing 5 Fort +4; Ref +10; Will +2; second save<sup>MA</sup> Defensive Abilities all-around vision, dislocated (displacement), distorted (75%), evasion; DR 10/cold iron and magic; SR 20

Weaknesses aversion to daylight

<sup>MA</sup> See Pathfinder Roleplaying Games Mythic Adventures

Speed 40 ft., climb 40 ft. Melee bite +10 (1d3-1 plus poison) Spell-like Abilities (CL 9th): 1/day—blink, mirror image 3/day-invisibility (self only), spider climb (self only)

Str 8, Dex 25, Con 12, Int 8, Wis 12, Cha 3 Base Atk +2; CMB +0; CMD 18 (30 vs. trip) Feats Ability Focus (poison), Acrobatic Steps<sup>B</sup>, Dodge<sup>B</sup>, Lightning Reflexes<sup>B</sup>, Mobility<sup>B</sup>, Nimble Moves<sup>B</sup>, Step Up, Weapon Finesse <sup>B</sup> Skills Climb +15, Perception +8, Stealth +17; Racial Modifiers +4 Perception, +6 Stealth, modifies Climb with Dexterity Languages Aklo, Common SQ crowd

Crowd (Ex) These monsters crawl over each other in an attempt to swarm an opponent. Up to three boneneedles can occupy a single 5-foot space.

Poison (Ex) Boneneedle Poison; Sting—injury; save Fort DC 14; frequency 1/round for 2 rounds; effect 1d4 Dex; secondary effect: target takes an extra 1 point of damage from crushing or bludgeoning attacks until all Dex damage is healed; cure 1 save. The save DC is Constitution-based.

**Tactics:** The Child lurks in cover behind the oven, waiting for a chance to take lone prey; this includes any of the animals herein, although the frequent beatings it has taken at the hands of its owners has honed its hatred for men and it always attacks humans in preference to others. It prefers to quickly move, attack with poison, and then escape. However, it does not attack anyone wearing the Between ring Mahaas presently wears, and ideally waits undiscovered until the PCs pass and then scuttles out behind them to attack. The Child is quite cowardly, and seeks escape over attack. If the opportunity of a wide-open door presents itself, the thing scuttles away, a flaccid body on too many legs. If this occurs, make sure a PC sees it fleeing.

## B6. Aviary (CR 7)

The roof is fractured here, and a long rotting purlin is exposed to the elements. Birds fly in and out of the hollow this opening has created.

Mahaas keeps many animals, and his stirges are his favourites. This room has a ruptured ceiling with a few holes that allow the 12 stirges who roost here to go in and out. The floor is littered with the bloody droppings that remain from their hunts in addition to the bones and carcasses of rodents, gulls, pigeons and small cats that they were able to carry away. Lovely's murder knows to keep away from this place.

#### STIRGES (12) XP 200

hp 5 (Pathfinder Roleplaying Game Bestiary "Stirge")

## B7. Frapped Corridor (CR 8)

This dusty, rubbish-strewn corridor bears a trap left by the paranoid Mahaas. He never comes this way himself.

Trap: Halfway along the corridor, a small pressure plate beneath a loose floorboard triggers a poison vapor trap.

#### POISON VAPOR TRAP XP 4,800

Type mechanical; Perception DC 20; Disable Device DC 20

#### Trigger location; Reset repair

Effect poison gas (lungtaker poison); never miss; onset delay (1 round); multiple targets (all targets within 10 ft. of the trapped square)

## Lungtaker Poison

This insidious inhaled poison strikes directly at the victim's lungs and can cause swift suffocation. It first appeared in Pathfinder Campaign Setting: Magnimar, City of Monuments by Paizo Publishing. It is reproduced here for your convenience.

#### LUNGTAKER

Type inhaled; Save Fortitude DC 17 Frequency 1/round for 6 rounds Effect 1d6 Str; Cure 2 saves.

If this poison's accumulated Strength damage ever exceeds the victim's Strength score, the victim immediately begins to suffocate (see Chapter 13, Pathfinder Roleplaying Game Core Rulebook). A DC 17 Heal check (or any amount of magical healing) is enough to stop this suffocation before the victim dies.

## B8-13. Attic Living Areas (CR varies)

Mahaas spends most of his time in his private chambers with his accomplices, 2 wererats that are outcasts from the Family, and his demon thrall Lump. Whilst he can be encountered anywhere in the garret, he spends most of his time in the living area (B12).

#### Mahaas' Story

Mahaas is friendly with a number of unsavory characters on Festival, including two outcasts of the Family, the group of wererats who rule this island. One other associate prefers to keep his distance and does business in disguise: the Organ Grinder. The Organ Grinder has recently been using Mahaas to assist in extorting money from Savant Edwina Spitewinter, a member of the Royal Underneath Society. Spitewinter is conducting a dig to uncover the fossilized remains of a Leviathan, one of a huge and twisted ancient species whose bodies occasionally emerge from the silt and stone of Castorhage's bedrock. Spitewinter has organised a temporary camp on Festival to excavate it.

The Organ Grinder has been paying Mahaas to help. They visited Spitewinter and, after causing a fire with a ragefire spawn, persuaded the savant to part with cash for protection. On the last three occasions, the Organ Grinder has had a pair of quartz flasks in his possession and has suggested to the savant that, unless she pays, he will smash the flasks for her to see what caused the fire. Afterward, Mahaas stole one of the flasks so that he could carry out the Organ Grinder's threats if it came to it. Unable to control his anger in an unrelated incident, however, Mahaas smashed one of the flasks at the ghats yesterday, resulting in the death of the prostitute Constance Chanterelle. The Organ Grinder is not aware of this incident.

If the PCs manage to intimidate and question Mahaas, he knows only that his employer is generous, and required a little ugly help to persuade a wealthy toff to part with some money. This toff, Savant Edwina Spitewinter, is at a nearby worksite digging into the rock under the city. He can provide directions to it. Mahaas does not know where the Organ Grinder is, but knows he performs across Festival.

Mahaas is a poor soul unmade by the gods. His voluminous attire is colourful, if faded, with sewn remnants of at least a hundred other items

CR 1/2



made into one eye-catching patchwork. However, not one but two heads fight for space through his torn collar, and while one is handsome, with an oiled moustache and neatly groomed hair, the second is a sack of cankerous flesh. At least three mouths open up from this monstrosity, and a look of blind idiocy crosses the abstract features of this unwelcome additional visage. Mahaas wears a dull grey metal *Between ring* on his left index finger. Occasionally, the ring tightens up so much that it hurts.

#### MAHAAS XP 4,800

Male human alchemist (vivisectionist) 7/rogue (roof runner) 2 (Pathfinder Roleplaying Game Advanced Player's Guide "Alchemist"; Pathfinder Roleplaying Game Ultimate Magic "Vivisectionist"; Pathfinder Roleplaying Game Ultimate Combat "Roof Runner") NE Medium humanoid (human) Init +8; Perception +14

AC 26, touch 18, flat-footed 18 (+2 armor, +4 shield, +8 Dex, +2 natural) hp 62 (9d8+18) Fort +7 (+11 vs. poison); Ref +19; Will +2 Defensive Abilities evasion, fortification 25%

Speed 30 ft.; roof running, tumbling descent Melee mwk rapier +13/+8 (1d6/18–20), mwk sickle +13 (1d6) Ranged hand crossbow +14/+9 (1d4/19-20) or dagger +14 (1d4/19-20) Special Attacks sneak attack +5d6 plus 5 bleed Alchemist Extracts Prepared (CL 7th): 3rd—burst of speed 2nd—cat's grace (already used), certain grip<sup>uc</sup>, cure moderate wounds, spider climb 1st—expeditious retreat, jump, polypurpose panacea<sup>UM</sup>, shield (already used), urban graceARG

Before Combat If Mahaas becomes aware of intruders, he drinks his mutagen and then extracts of cat's grace and shield. These effects are included in his stats.
During Combat Mahaas uses Acrobatics to flank and sneak attack with his rapier and sickle, applying black adder venom to a blade as a swift action each round. He saves his ragefire spawn until things get desperate, only flinging it at an opponent if cornered or if losing the fight.
Morale If reduced to 40 hp or less, Mahaas uses his expeditious retreat extract in anticipation of escape. If reduced below 30 hp, he uses burst of speed and flees via the escape hatch (see B12) and across the rooftop.
Base Statistics Without his mutagen and extracts Mahaas' statistics are Init +4; Perception +14; AC 16, touch 14, flatfooted 12; Ref +15, Will +3; Dex 18, Wis 12.

#### Str 10, Dex 26, Con 14, Int 14, Wis 10, Cha 8 Base Atk +6; CMB +6; CMD 24

**Feats** Alertness<sup>B</sup>, Brew Potion, Die for Your Master<sup>UM</sup>, Extra Discovery (3), Throw Anything, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +20, Climb +12, Craft (alchemy) +10 (+17 to create alchemical items), Disable Device +14, Escape Artist +20, Heal +4, Knowledge (local) +14, Knowledge (nature) +6, Perception +14, Sense Motive +2, Sleight of Hand +12, Spellcraft +6, Stealth +20, Survival +7

Languages Common, Giant, Gnome

**SQ** discoveries (bleeding attack, parasitic twin, preserve organs 25%, tumor familiar (weasel named Entrail), vestigial arm [x2]), swift poisoning, heart of the streets<sup>ARG</sup>, mutagen (Dex), poison use, rogue talents (ledge walker), swift alchemy, torturous transformation

**Combat Gear** potion of cure moderate wounds, black adder venom (5), bottled ragefire spawn (see below); **Other Gear** murderer's blackcloth<sup>uE</sup>, his hooded multi-colored patchwork coat is a cloak of arachnida, Between ring (see **Appendix B**), crossbow bolts (10), dagger, hand crossbow, masterwork rapier, masterwork sickle, 5 gp.

<sup>ARG</sup> See Pathfinder Roleplaying Game Advanced Race Guide

<sup>UC</sup> See Pathfinder Roleplaying Game Ultimate Combat <sup>UE</sup> See Pathfinder Roleplaying Game Ultimate Equipment <sup>UM</sup> See Pathfinder Roleplaying Game Ultimate Magic

### ENTRAIL

CR8

CR —

Male weasel tumor familiar (Pathfinder Roleplaying Game Bestiary "Familiar, Weasel"; Pathfinder Roleplaying Game Ultimate Magic "Tumor Familiar") NE Tiny magical beast Init +2; Senses low-light vision, scent; Perception +13

AC 19, touch 14, flat-footed 17 (+2 Dex, +5 natural, +2 size) hp 31 (7 HD); fast healing 5 (when attached) Fort +5; Ref +10; Will +3 Defensive Abilities improved evasion, evasion

Speed 20 ft., climb 20 ft. Melee bite +10 (1d3–4 plus attach) Space 2-1/2 ft.; Reach 0 ft. Special Attacks deliver touch spells

Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 5 Base Atk +6; CMB +6; CMD 12 (16 vs. trip) Feats Weapon Finesse Skills Acrobatics +22 (+18 jump), Climb +22, Disable Device +3, Escape Artist +11, Perception +13, Sleight of Hand +3, Spellcraft +0, Stealth +26, Survival +5; Racial Modifiers +8

### Arcanists and their Thralls

Any moderately fashionable arcanist in the Blight must have his thrall — and the more powerful the thrall, the more respect the arcanist is afforded by his colleagues. A thrall is not a familiar — indeed, the relationship between the thrall and familiar is often a complex one — but rather a physical guardian of its master; arcanists generally don't lower themselves to fisticuffs of any sort.

Thralls are generally bound by a pact to serve the arcanist for an agreed period, often 40 years plus a day. This is a curious length of time when considered but one which, inexplicably, is most common in all pacts between mortals and fiends or other outsiders. Arcanists often have genies or lesser demons or devils as thralls; the most powerful occasionally have more than one. Thralls tend to squabble among themselves, however, over the affection of their master and often end up jealously killing one another.

A common situation between warring arcanists is to settle their dispute by thrall duel in which their thralls battle it out in a final combat to decide which master was in the right. The losing arcanist is bound by a sacred and ancient pact to acknowledge the victor as being correct in the matter.

Acrobatics, +4 Stealth Languages speak with master SQ empathic link, share spells

#### LUMP CR 2 XP 600 Dretch thrall (Pathfinder Roleplaying Game Bestiary "Demon, Dretch") hp 18

**During Combat** Lump releases a *stinking cloud* before resorting to its claws and bite. It uses *cause fear* on the first that fights back. **Morale** Lump guards Mahaas with its life. Thralls are drawn into the world as part of a pact and cannot flee.

Mahaas carries a bottle holding a trapped **ragefire spawn**. If the bottle is broken, the ragefire spawn emerges and immediately begins taking out its anger on anyone in sight.

RAGEFIRE SPAWN	CR 3
XP 800	
hp 22 (See Appendix A)	

**During Combat** The ragefire spawn's primary motivation which it follows with a terrifying single-mindedness — is to kill sentient humanoid creatures. See "Development" below. **Morale** The ragefire spawn exists to consume life and unrelentingly fights to the death.

#### OUTCASTS OF THE FAMILY (2) XP 600

CR 2

Male natural wererat (Pathfinder Roleplaying Game Bestiary "Lycanthrope, Wererat") hp 20

**During Combat** The wererats work with Mahaas to flank opponents, tumbling into position if necessary.

**Morale** The wererats assume rat shape and flee if reduced to 10 or fewer hit points or if Mahaas flees. They do not follow Mahaas onto the rooftops, however. If caught, they are able to tell the PCs about the blackmail as Mahaas has been bragging about it. They are aware of the bottled fire creature, but don't know where it came from or what it is.

**Development:** Whenever a ragefire is released, it has the potential to become vast, growing and swelling in size as it consumes flesh and

combustible material. A more serious danger comes from its inherent nature: When a ragefire elemental spends a full round in an area containing combustible material, the whole area it is in catches fire. Such fires spread unless quickly dealt with. For more information, see area **E2-4** in **Chapter 6**.

## B8. Junk Room

This room and its jumbled contents lie under a thick film of lichen and mould caused by leaks in the roof. It is filled with junk.

A thorough search finds a saw, a file, and two spades.

## B9. Library Laboratory

Hundreds of books line shelves in this room. The books glower over a peculiarly fleshy alchemist's laboratory while grinning masks and hoods hang from hooks nearby.

Most of the books here are about alchemy, anatomy, surgery, or vivisection. Many are deeply disturbing, showing an absolute lack of empathy for the subjects. Some, however, are valuable. A DC 15 Knowledge (arcana) or Craft (alchemy) check can locate three books worth 100 gp each to an appropriate buyer: Hugot's *Thrall Pacts*, Spade's *Making Animals Useful* and Palwin's *Alchymye in Scyence*. Mahaas also keeps his formulae book here, which contains all his prepared extracts plus 1st—*anticipate peril, comprehend languages, cure light wounds, deathwatch, keen senses*; 2nd—*anthropomorphic animal, barkskin.* 

There are many more hoods than masks, and most of the hoods are double ones. Among the disturbingly fleshy pigskin hoods, hoods made from sacks with eyes cut out, and single huge hoods is a saggy double hood that has had the second hood sewn into it at some time. A DC 25 Perception check notices this. The first hood is identical in effect to a *circlet of persuasion*. Although he rarely uses it, Mahaas is aware of its effects. The masterwork alchemist's laboratory is presently being used to experiment on cats.

## B10. Gtores

This is another junk room cluttered with oddments Mahaas has collected. **Treasure:** A DC 25 Perception check while searching the room uncovers a trio of gold earrings set with tiny jet stones worth 25 gp each that have fallen down the back of a horsehair seat. A small tapestry worth 50 gp that depicts knights on chargers and a stuffed teddy bear are easily found without requiring a skill check. The teddy bear has a Small masterwork silvered dagger hidden in its mouldering chest cavity.

## B11. Bedroom

A mangy horsehair bed with goose-down pillows dominates this room. A large tarpaulin stretches across several small leaks in the roof to prevent rain dripping onto the bed.

## B12. Living Area and Menagerie (CR varies)

This is a cluttered living room with comfortable oak chairs, a large table, and a small stove. The walls have several cupboards, while across the chamber are several cages and huge bell jars; the animals within are screaming and yelling and howling.

The animals, fish and vermin herein reflect the diverse nature of the city and Sister Lyme. Among the various blind fish, mice and enormous vermin are a **Small gable spider**, a **half dozen giant fleas**, and a **spore rat**. Hidden in a bell jar under a faded tapestry depicting the Capitol is a **floating eye** that, if uncovered, uses its hypnotic gaze attack.

#### SMALL GABLE SPIDER CR 1/2 XP 200

hp 5 (See Appendix A)

#### GIANT FLEAS (6) XP 200

CR 1/2

CR1

**hp** 5 (Pathfinder Roleplaying Game Bestiary 4 "Flea, Giant")

#### SPORE RAT XP 400

The Tome of Horrors Complete 505 N Small plant (fungus) Init +3; Senses low-light vision; Perception +8

AC16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size) hp 13 (3d8) Fort +3; Ref +4; Will +5 Immune plant traits

Spd 20 ft., climb 20 ft. Melee bite +6 (1d4–2 plus spores) Special Attacks spore cloud, spores

Str 6, Dex 16, Con 11, Int 2, Wis 12, Cha 4 Base Atk +2; CMB -2; CMD 11 (15 vs. trip) Feats Alertness, Weapon Finesse Skills Climb +12, Perception +8; Racial Modifiers uses Dex to modify Climb and Swim

**Spore Cloud (Ex):** Twice per day, a spore rat can release a cloud of noxious spores in a 5-foot radius. Creatures adjacent to the spore rat must succeed on a DC 11 Fortitude save or take 1d4 points of Strength damage. The cloud lasts a single round. The save DC is Constitution-based.

**Spores (Ex):** The bite of a spore rat injects a living creature with miniscule spores that cause nausea for 1 round. A successful DC 11 Fortitude save negates the nausea. The save DC is Constitution-based.

#### FLOATING EYE XP 135

The Tome of Horrors Complete 288 N Diminutive magical beast (aquatic) Init +2; Senses darkvision 60 ft., low-light vision; Perception +4



AC 16, touch 12, flat-footed 14 (+2 Dex, +4 size) hp 5 (1d10) Fort +2; Ref +4; Will -3

Speed swim 60 ft. Melee bite +0 (1d2–5) Space 1 ft.; Reach 0 ft. Special Attacks hypnotic gaze (DC 10, 1d6+1 rounds)

Str 1, Dex 15, Con 11, Int 1, Wis 4, Cha 2 Base Atk +1; CMB -8; CMD 4 Feats Skill Focus (Perception) Skills Perception +4, Stealth +14 (+22 to hide), Swim +10;



Racial Modifiers +8 on Stealth checks to hide

Environment any aquatic Organization school (3–12)

**Hypnotic Gaze (Ex)** Creatures meeting the gaze of a floating eye must succeed on a DC 10 Will save or stand and stare blankly at the floating eye (similar to the effects of a *hypnotism* spell) for 1d6+1 rounds. A swimming creature that fails its save does not sink, but floats on the surface of the water. The save DC is Constitution-based.

**Treasure:** Tossed about the room are a sack of 250 sp, a pair of copper candlesticks depicting swans worth 30 gp, and a small tapestry depicting The Ice Fayre of Castorhage worth 75 gp. An alchemy lab and a set of thieves' tools are on the table. Sitting by the stove is a curious large object: a fossil that looks like a tail covered in barbs, with holes for eyes, or maybe mouths, and ending in a sphincter with teeth. The object has clearly only recently been dug up as it still has mud on it. Anyone who makes a DC 15 Knowledge (local) check recalls that the excavation of a Leviathan — an ancient species whose fossilized remains are occasionally found in the silt of the city — is currently taking place not far from here. A DC 10 Diplomacy check to gather information on strange fossils uncovers the same information. Above the entrance to **B9** is a hidden cupboard (a DC 25 Perception check is required to notice it). The cupboard door is hinged to the ceiling and contains 4 bags of gold shekels (400 gp in each).

## B13. Roof Bridge

A clockwork mechanism connects to a secret door on the outside. The door can be found with a DC 25 Perception check along with the tiny metal stud that operates it. If the stud is pressed, the door opens and a clockwork bridge snaps forward across to the adjacent rooftop, stretching 15 feet from sill to sill, 60 feet above the cobbled street below. A 15-foot-long jump is required to cross. If pressed, Mahaas and his henchmen flee this way to escape across the rooftops (see **Rooftop Chase** below for more details). As he crosses the bridge, Mahaas hits another hidden trigger as a free action that causes the bridge to collapse behind him, leaving the 15-foot gap to somehow be navigated.

## B14. Tenement Roofs

Beyond the secret entrance, jagged rooftops and gables spill away over the streets far below.

## Event 2: Rooftop Chase (CR 7)

This encounter uses a variant of the chase rules from the *Pathfinder RPG GameMastery Guide*. The modifications attempt to keep the mechanics of the chase embedded within a shared time structure and environment yet lend a dynamic feel to the encounter.

When running a chase encounter, it is important to remember that there are many other ways in which PCs might move or overcome obstacles. Detailed descriptions are provided to help the players understand each stage of the chase, including the route it is taking and any obstacles encountered. Allow PCs to substitute other skills or abilities when it makes sense, but balance the DCs for substituted skills or abilities in relation to the presented DCs. Of course, spells such as fly or dimension door could alleviate the need for checks altogether.

#### Gtructure of the Chase

The chase occurs in stages over the rooftops of Festival. It has a number of different routes that different PCs may choose — or be forced — to take as they come to each obstacle. The chase assumes Mahaas opens his secret door, and gets across the bridge. For every round of delay Mahaas gets a further stage away (assuming he doesn't fail the check). The chase assumes a speed of 30 feet, and each stage is roughly 120 feet in length for the purposes of spells and ranged weapons. The PCs have visibility and line of sight for only up to 1 stage ahead. A PC moving only 20 feet falls behind by 1 stage for every 3 stages traveled.

If Mahaas gets 3 or more stages ahead, he escapes but is very likely to tail the PCs and come back afterward. If he reaches the final stage ahead of the PCs, he descends to a busy Festival crowd and tries to slink away.

#### Chase Gtages

Skills marked with a superscript <sup>M</sup> are the options that Mahaas attempts under normal circumstances unless the PCs somehow prevent him from doing so. All Acrobatics DCs assume at least a 10-foot running start; otherwise, double the DCs accordingly.

#### A. Over the Bridge

This crosses the initial 15-foot gap from B13. Mahaas does not require a skill check to cross since the bridge is still in place when he does so. Everyone else must make a DC 15 Acrobatics check or a 15-foot-long jump is required to cross. The drop is 60 feet.

#### B. To Aigher Ground

This route involves ascending to the higher roof peaks of the building across from Mahaas' flat and past its smoking chimneystacks. It has three different route options:

- 1. Around the narrow edges: Acrobatics DC 20 or Climb DC 15.
- 2. Up the drainpipe:<sup>M</sup> Climb DC 10.

3. Between the smoky chimneystacks: Fortitude save DC 13; failure means PCs get smoke in their eyes and take a -4 penalty on their next check.

#### C. Jump, Man, Jump!

This crosses from the roof of one building to the next over a 20-foot gap. The drop is 120 feet. It has three different options:

- 1. Jump the gap: Acrobatics DC 20
- 2. Balance over the washing line: Acrobatics DC 25
- 3. Swing on the hidden rope:<sup>M</sup> Perception DC 25, Acrobatics DC 10

#### D. Alley Bridges

Rickety bridges cross an alley from one roof to the other. They span a 60-foot-wide gap. The drop is 120 feet. It has three different bridge options:

1. The broad path: Acrobatics DC 10, but the bridge is deliberately weakened. Perception DC 30 to spot and avoid the weak spot, Reflex save DC 20 to avoid a fall if the weak spot is stepped on.

2. The narrow path:<sup>M</sup> Acrobatics DC 20

3. The winding path: Acrobatics DC 15 but lose 1 round

#### E. Over the Pleasure Wheel

A small Ferris wheel straddles a street, its axle mounted into the buildings on either side. To cross requires climbing down onto the axle and then through its spokes to come out on the other side; timing a jump down to try to pass between two of its spokes and land on the axle on the far side; or simply making an all-out jump for the top of the wheel and

trying to skip directly across to the opposite roof. The drop is 40 feet from the axle or 60 feet from the top of the wheel.

1. Cautious climbing: Climb DC 10, but lose 2 rounds to take the easiest way

2. Time the jump: Acrobatics DC 15, but lose 1 round to take the safer course

3. Go for it:<sup>M</sup> Acrobatics DC 20

#### §. Up the Sigh Wall

A high wall blocks the wall and must be surmounted with either a ladder, a stairway, or by climbing. Any fall is 1d6 x 10 feet.

- 1. Up the stair: Lose 1 round
- 2. Up the ladder: The ladder is loose, Climb DC 10 to avoid falling
- 3. Straight up the wall:<sup>M</sup> Climb DC 20

#### G. Down, down, deeper and down

The path leads down from the high rooftops and onto the crowded upper streets of Festival. The roofs here are 60 feet above ground level. There are three possible methods:

- 1. Descend the rickety ladders: Lose 1 round
- 2. Rappel down a rope: M Climb DC 15

3. Take the plunge: Jump from the roof for 6d6 points of falling damage (or 4d6 and 1d6 nonlethal with Acrobatics DC 15), but gain 1 round

#### **1G: Through the Crowded Streets**

If Mahaas makes it here before the PCs, he has a chance to escape. He moves into the crowd, gaining +4 to his Stealth check to do so. If the PCs succeed at 2 consecutive Perception checks against him as he moves through the crowd, they can catch up with him. If not, they lose him. Every round the PCs are behind Mahaas requires an additional consecutive Perception check.



# Chapter Hour: The Leviathan Dig

A member of the Royal Underneath Society, Savant Edwina Spitewinter is a noted expert on the Ancients — creatures of old also referred to as Leviathans. These huge fossilized horrors are found occasionally beneath the silt and stone of the city, and are sometimes the subject of furious and unsubstantiated rumours. Anyone seeking information about the Leviathan Dig in Castorhage can make Diplomacy checks to gather information (see sidebox below).

## Rumours about the Leviathan Dig

#### DC Rumour "Just what are they digging for? These Savants are the cause of all the trouble in this city! 10 They'll not be happy until they've dug their way to Hell." "They say they've found one of the Ancients, like the one they dug up at the Seminary last year. Unholy things of teeth and tusk, with 15 great bloated heads. I've heard them Savants say these creatures came from the stars. Came from Hell, more like!" "They've found some sort of object with this 20 one — an idol or totem, or some such thing. I say what's buried should stay buried!" "I've heard tell that they've been having trou-25 ble at the dig, and Savant Spitewinter has had to hire guards — what for I can't guess!"

## A Royal Underneath Gociety Dig

Spitewinter uncovered this particular site by accident while spending time on Festival with her children. As she strolled the Merry-Go-Round, the streets and boardwalks that lie at the foot of the Festival itself, at low tide she spotted what she thought was an Ancient in a nearby sandbar and soon began to dig furiously from a raft at an exposed embankment of river silt. Now, two months into the dig, three strange creatures are being uncovered.

Recently, however, Spitewinter has been subject to blackmail from the Organ Grinder, who has been threatening to ruin the dig and destroy Spitewinter's work unless paid handsomely to protect it. Up until recently, Spitewinter has paid the Organ Grinder; however, after having paid 2,000 gp and realising that the blackmail was unlikely to stop, Spitewinter has brought in some hired muscle to protect the site. Her nervousness is being transmitted to these hired men, and they have already deposited three sightseers into the river through an "attack first and question later" policy.

## C1. Guarded Dock (CR 8)

The festering footings overlook a curious site, an excavation of some sort on a sandbar some way from shore. It seems to have excited a lot of local interest based on the many onlookers keeping a careful distance from the bridge that leads out to the dig.

Anyone observed approaching this area is accosted by **4 mercenary guards** who lurk on the dock. Unless their attitude can be changed from hostile to at least indifferent (a DC 25 Diplomacy or DC 20 Intimidate check), they draw their weapons and threaten to attack. They follow through with this threat unless visitors leave immediately. If they can be made friendly or helpful, they lead visitors to the dig site.

ALBRIGHT GUARDIANSHIP COMPANY GUARDS (4)CR 4XP 1,200Male human fighter 5LN Medium humanoid (human)Init +2; Perception +5
<b>AC</b> 19 touch 12 flat-footed 17 (+6 armor +2 Dex +1 shield)

AC 19, touch 12, flat-footed 17 (+6 armor, +2 Dex, +1 shield) hp 47 (5d10+15) Fort +6; Ref +3; Will +1 (+2 vs. fear) Defensive Abilities bravery +1

Speed 30 ft. Melee longsword +9 (1d8+4/19–20) Ranged heavy crossbow +7 (1d10/19–20) Special Attacks weapon training (heavy blades +1)

Before Combat The guards try to Intimidate opponents first as they threaten attack. If this fails, they draw their weapons. Morale The guards uphold the good name of the Albright Guardianship Company by fighting until clearly overpowered (fewer than 10 hit points) before offering to "walk away."

#### Str 16, Dex 14, Con 14, Int 11, Wis 10, Cha 11 Base Atk +5; CMB +8; CMD 20

**Feats** Antagonize<sup>UM</sup>, Blind-fight, Flanking Foil<sup>UC</sup>, Point-blank Shot, Power Attack, Swap Places<sup>APG</sup>, Weapon Focus (longsword)

**Skills** Acrobatics –2, Bluff +1, Heal +1, Intimidate +8, Perception +5, Sense Motive +1, Swim +2

Languages Common

SQ armor training 1

**Gear** chainmail, buckler, heavy crossbow, longsword <sup>APG</sup> See Pathfinder Roleplaying Game Advanced Player's Guide

<sup>UC</sup> See Pathfinder Roleplaying Game Ultimate Combat <sup>IM</sup> See Pathfinder Roleplaying Game Ultimate Magic



## C2. The Flotsam Walkway (CR 0 or 8)

A precarious walkway of timber planks is lashed to a number of inflated pigs' bladders and sealed barrels. It links the isle that is the focus of activity to the shore.

An iron dock ladder leads down between 15 and 20 feet (depending on the tide); no check is required to use the ladder. The planks beyond are not so easy to use, as they move about unpredictably. A DC 8 Acrobatics check is required to use them without falling. Characters falling at high tide must make a DC 10 Swim check and a DC 15 Climb or Acrobatics check to clamber back onto the walkway without help. At low tide, it is a different matter: Characters fall waist deep (if they are Medium) into the cloying silt of the bay here. The silt behaves exactly like quicksand.

Characters watching the shore for a while notice that several dirty children throw offal and the odd creatures (but not rats or cats — they have differing fortunes here on Festival; rats abound, cats do not) such as mangy old chickens and the odd stray puppy into the water and watch the fun develop. A **pair of sough-eels** has taken to catching and eating the prey, and ignoring the odd rock throw by the children. The sough-eels are close by, and if anything drops into the water, they appear 1d3 rounds later.



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CR 6



## C3. Dig Gite

Barely visible above low tide waters is a mucky islet, little more than a sandbank in Sister Lyme. Yet this sandbank is now a hive of activity: A raised area of timbers has been lashed together and a tent has been erected on it, while nearby is the burnt-out husk of a shed. Not far away, a large hole has been dug below the water level, though a wall of high planks holds the river back. A dark stack of strange, hexagonal stones stands nearby on the edge of the sandbank.

The islet is reached by a rickety set of boardwalks, planks, and barrellids supported by bladders and sealed barrels (C2). The dig site is on a sandbar that provides relatively stable footing. All other areas beyond the dig, though, are thick, black Blight mud, which has the same properties as quicksand (see Marsh Terrain in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*). All boardwalks, barrel-lids and planks are unfixed and wobbly, requiring a DC 5 Acrobatics check to cross.

**Savant Edwina Spitewinter** (N female human expert 8) presently resides in a small tent on the dig site itself. She has two reasons for this: First, she is afraid of being attacked, and second, the dig is reaching an exciting phase, with parts of a third most-unusual creature being revealed. Objects clutter Spitewinter's tent; she has been labelling and cataloguing the most interesting fragments from the dig. A dozen large trunks containing hundreds of small sample boxes fill the interior.

Spitewinter is a tall, slender woman who favours dark, foul-smelling Black Radge Shag tobacco in her pipe, and who walks with the aid of a cane. At the dig, she is usually found covered in malodourous mud and wielding a small trowel. She is a Savant of the Royal Underneath Society. An expert in her field, she has overseen a dozen digs in the city. This dig, however, particularly excites her as she has not only uncovered a shard of a honeycomb totem, but also a type of Leviathan she has never seen before. If the PCs can change her initial unfriendly attitude to friendly by convincing her that they are here to help rather than sabotage her dig (a DC 31 Diplomacy check), she tells them what she knows about her blackmailer (see below). If the PCs return the Leviathan tail sample from Mahaas' garret to her, she immediately becomes friendly.

#### What Spitewinter Rnows

Although she does not know his name, Spitewinter has made several observations. First, she knows what the Organ Grinder looks like (see below) and that he has a curious monkey following him — a monkey with an unsettlingly human appearance. Secondly, she believes her blackmailer must be local, as his drawl is unmistakably a Festival accent. Finally, she knows he has an accomplice, a vile-looking fellow who appears to have second-head fluke — a most regrettable sickness (see Mahaas, **C8–13**). She is particularly annoyed at this accomplice who took it upon himself to take a beautiful tail sample that she had recovered. She would dearly like it returned if the vile man is ever brought to justice. Spitewinter has considered having the men tailed but is so engrossed in the dig that so far

## Becoming a Gavant

Savant is a title seldom given. To earn the title, the claimant must have at least 8 ranks in the related skill, Skill Focus in the related skill, and must also have performed some valuable or acclaimed service for one of the Universities, most of which are located in BookTown.

Savants receive a salary of  $1d4+1 \ge 100$  gp per month to conduct their studies, lodgings at the University that sponsors them, unlimited time to study (occasionally interrupted by a requirement to lecture), and the use of the University's facilities. University facilities invariably include masterwork workrooms and libraries that enhance associated skill checks. she has only taken the step of hiring guards, incensed after the men almost destroyed her samples.

Spitewinter had been using a wooden shed to store samples that she has discovered here and shows its burnt remains to anyone she feels is trying to help her (C5).

Spitewinter plays no further role in this adventure, but you may wish to use her and her dig as a way of introducing future adventures to your players — perhaps she unearths a glass vessel in the dig, an opaque thing that intrigues her. She accidentally drops the glass one night, breaking it, and something terrible emerges and slithers into the city night. Horrified, she remembers the strangers and their confidence — and she seeks them out to help her find the escaped thing.

## C4. The Leviathans

Three Ancients are being unearthed here, their fossilized remains exposed and the tidal waters kept back by thick plank dikes. The first was a hulking snake-like brute with an enormous maw. The second was more jaw than body, with three tooth-filled mouths. The final creature is barely visible, but clearly unusual. Its flank and tail were covered in smalltusked mouths, and it had a triple tail ending in four bony scythes, and what appears to be a shoulder structure that looks like it connected to a wing.

The fossilized skeletal remains of three Leviathans are being unearthed here by the Royal Underneath Society. During the day, **2d4+2 student volunteers** (LN male or female human expert 1) are around, assisting in the dig. At the eastern end of the dig is the "honeycomb totem" (see below).

## Leviathans, Ancients, and Fossils

The terrible Ancients are buried beneath the city streets; their fossilized bodies have laid, it is speculated, for eons beneath the ground. Practically nothing is known about the creatures save the clues given by their fossilized bones and the strange ruins that occasionally lie nearby. Their forms were an affront to the gods - indeed many cults and religions have ascribed their demise to some offended deity. Their bodies take several forms, yet all are linked by some commonality. They are always large - at least 10 feet long — and often much, much larger. They show signs of both reptilian and insectoid ancestry. Their bodies were covered in barbed chitinous plates, and their jaws were able to dislocate to enable them to swallow large prey. Some show snake-like forms, whilst others resemble lizards. Some are so strange to look upon that it has been impossible to categorise them as anything other than aberrations. Various worthies have discussed the creatures, and continue to conjecture, but as more information appears, the mystery deepens and the number of questions increases.

#### Aoneycomb Totem

At the edge of the site, a small shard of dark stone rises from a series of hexagonal granite slabs. Weathered hexagons, rather like those found in a beehive, cover the shard itself.

These structures, known as honeycomb totems, are a common feature of Leviathan sites, as anyone making a DC 25 Knowledge (history) check is aware. Their significance has not yet been determined.

## C5. Burnt Gample Store

Little is left of this plank building save charred wood, ash, and ruin.

Spitewinter relates the events that occurred here as she sees them. Ten days ago, she noticed a plume of smoke from the store and quickly ran to it to save her specimens. When she arrived, the blackmailer appeared with his accomplice and monkey, said that fires in the Festival were spreading and that, unless he was paid 2,000 gp, he could not guarantee that the Savant herself would not be caught in some fire and horribly burnt. He added that "some fires burn where they are told to." Panicked, she agreed and, after saving her most precious specimens, paid the men who then left. This event prompted her to hire guards.

A search of the charred wreckage finds little, but a DC 25 Perception check reveals a very strange curiosity: the silhouette of something burnt upon the remains of one wall — a thing vaguely humanoid in shape, with long claws.

A DC 25 Diplomacy check to gather information in the immediate vicinity brings a pair of local waifs — **Jib** and **Grag** (NE male human afflicted wererats) — to the PCs' attention. The youths claim to have seen something. They have no truck with officialdom, but if the PCs can convince them (a DC 23 Diplomacy or DC 13 Intimidate check suffices), they tell their tale.

"We was playin' hoopla when we saw 'em — a man, a monkey wiv an 'orrible human face, an' a fella wiv two 'eads — enter the building. Finkin' 'em a bit odd, we spied on 'em frew a gap in't wall and saw t' 'ooded man fling a vial against t'wall. The stuff inside looked strange and sticky an' when it hit t'wall, it gave out a sort of baby-like cry, and then, suddenly, it was a flamin' gargoyle thing that started burning everythin'. Then t' 'ooded man got worried and said somefin' about it growin' an' 'think what it could do if left to feed' 'e said. Then 'e drank something and suddenly a great big ball o' water appeared and swallowed the burnin' thing right up an'we legged it."

The boys describe the Organ Grinder's use of the ragefire elemental and a subsequent use of a *scroll of aqueous orb* he had from the Artificer for just such an occasion. Embellish these details as much as you wish.

## Locating the Organ Brinder

In a parish full of freakshows, street entertainers, and diversions, finding a man with a human-faced monkey is not as easy as it might seem. However, the **Organ Grinder** has to earn a living — including returning to his blackmail victim for more money. The PCs have options to locate the man that include laying low near the site and awaiting his return or by getting out onto the streets of Festival and trying to see him in action. The Grinder is alert; he's aware that Spitewinter has hired some thugs and that she might just send them after him. The problem he has is that people watch him — that's his job after all. He relies upon his Perception to spot suspicious characters, and that could be his downfall.

The **organ** the Grinder uses is a curious animated object that offers a further option to pursue the Grinder back to his lair — if the PCs wish to do so. The Grinder has his organ with him only when he works.

Bear in mind finally that the Blight is a violent place, low-life street attacks occur daily — particularly in Festival — and the PCs are almost certainly going to be witnessed if they attack, but no one is likely to lift a finger to help their victim.

**Development:** The PCs can scour Festival, but it's a big place. A DC 25 Knowledge (local) check confirms that most street performers have particular territories — except puppeteers, who are a different bunch entirely — so that similar acts don't clash. If the PCs have already seen the Organ Grinder as they arrived and remember him (don't prompt them

## Rumours about the Organ Brinder

DC	Rumour
15	"He's a strange one that Organ Grinder. They say he's addicted to absinthe and that his monkey talks to him. He looks odd too, got a nose too big for his face; a fat face at that, which looks like it's about to burst, and those red spectacles. There's something up with that chap."
20	"He's not called the Organ Grinder for nothing. He 'angs around the Seminary hoping to get tips from the Physicians. They say 'e's a go- lem-stitcher!"
25	"He lives in an old ship hung on the Dislocated Pier. Have you seen it? 'angs above the water as though waitin' to drop in. I wouldn't send my worst enemy into that dangerous place. We all know the things that live in t'river"

but reward them if they mention it), then they know he must be local anyway. Otherwise, they may go off around Festival looking and have other encounters as you see fit. In addition, the PCs can attempt to gain the local gossip on the Organ Grinder by asking around (see sidebox).

A DC 30 Perception check locates the Organ Grinder working on the street. If the PCs scour the right places, the DC is reduced to 25. A suggested locale area is indicated on the Festival Map for the encounter. If he is located and followed, allow the Grinder to try a series of 4 Perception checks to spot anyone following him. If he makes 2 checks in a row, he drinks his *potion of invisibility* and flees back to his lodgings (see **Chapter 5**). At that stage, his monkey and organ also flee via the rooftops. If you like, you could run a short chase to resolve this pursuit, or you could simply require the pursuing PC(s) to succeed in a DC 20 Climb check to avoid a 40-foot drop and a Perception check opposed to the monkey's or organ's Perception (as they watch for a tail) to follow it back to the Dislocated Pier in **Chapter 5**.

If the PCs have not yet located him, the Grinder appears 4 days after the PCs arrive at the dig to strong-arm Spitewinter, but doesn't go himself — he sends his monkey at night to her tent. It tells Spitewinter to get a gem worth 1,000 gp ready for the night after, or there'll be big trouble. As his monkey delivers the message, the Organ Grinder watches from the point marked X at the southwest corner of the Leviathan Dig map. He returns the night after, sending the monkey with the elemental in a flask. If the gem isn't handed over, the flask is smashed in Spitewinter's face.

### The Organ Brinder

This man's face appears almost like a caricature: His head is too fat for his body, and a pendulous, bulbous nose dangles on it like a swaying sack. His attire is fairly mundane for a performer, but his top hat is held at a rakish angle to his fat face as he plies his instrument.

## THE ORGAN GRINDER XP 9,600

CR 10

Male human alchemist (Preservationist) 8/bard (Street Performer) 3 (Pathfinder Roleplaying Game Advanced Player's Guide "Alchemist," "Street Performer"; Pathfinder Roleplaying Game Ultimate Magic "Preservationist") LE Medium humanoid (human) Init +6; Senses deathwatch; Perception +14

**AC** 20, touch 16, flat-footed 14 (+2 armor, +6 Dex, +2 natural) **hp** 75 (11d8+22) Fort +9 (+11 vs. poison); **Ref** +15; **Will** +5 (+1 vs. illusions and mind-affecting magic); +4 vs. bardic performance, sonic, and language-dependent effects

#### Speed 30 ft.

Melee mwk rapier +15/+10 (1d6/18–20) or mwk scorpion whip +15/+10 (1d4)

**Ranged** mwk light crossbow +15 (1d8/19–20 plus poison) **Special Attacks** bardic performance 10 rounds/day (distraction, fascinate), bomb 10/day (3d6+2, DC 16), discoveries (alchemical zombie<sup>UM</sup>, infusion, smoke bomb, tumor familiar<sup>UM</sup>) **Bard Spells Known** (CL 4th):

1st (2/day)—innocence<sup>APG</sup>, silent image (DC 13), unseen servant, vanish<sup>APG</sup>

0 (at will)—dancing lights, ghost sound (DC 12), mage hand, mending, open/close, prestidigitation (DC 12)

Alchemist Extracts Prepared (CL 8th):

3rd (2/day)—eruptive pustules<sup>UM</sup> (DC 15), summon nature's ally IV (owlbear)

2nd (5/day)—blur, cat's grace, fire breath<sup>APG</sup>, see invisibility, vomit swarm<sup>APG</sup>

1st (5/day)—crafter's fortune<sup>APG</sup> (DC 13), cure light wounds, disguise self, expeditious retreat, shield

**Before Combat** The Organ Grinder drinks his mutagen (included in stats) and casts *blur*, *shield* and *eruptive pustules*. **During Combat** He seeks to gain flank during combat, then attacks by hurling his bottled ragefire spawn. He follows up by *summoning* an owlbear. He'll then attack with *flame breath* and *vomit swarm* in addition to his combat abilities and bombs. If things begin to go against him, he flees to the Hold Menagerie (area **D7**) for a final stand, releasing the creatures as detailed.

**Morale** A tough opponent if trapped in his own lair with his beloved experiments, the Organ Grinder is not likely to surrender until severely injured (5 or fewer hit points). If attacked outside, he flees immediately and tries to get home using his potion of invisibility as detailed above.

**Base Statistics** When not under the effects of wormwood bile, the Organ Grinder's stats are as follows: **hp** 84; **Fort** +10; **Will** +5 (no penalty vs. illusions and mind-affecting magic); Bard CL 3rd; **Cha** 12

Str 10, Dex 22, Con 16 (2 Con damage), Int 14, Wis 11, Cha 14 Base Atk +8; CMB +8; CMD 24

**Feats** Boon Companion<sup>PPC:AA</sup>, Brew Potion, Craft Construct, Craft Magic Arms & Armor, Craft Wondrous Item, Evolved Familiar<sup>UM</sup>, Improved Familiar, Throw Anything, Weapon Finesse

**Skills** Acrobatics +10, Bluff +16 (+26 to imitate voices), Climb +4, Craft (alchemy) +16 (+24 create alchemical items), Craft (carpentry) +6, Craft (leather) +16, Diplomacy +6 (+7 influence crowds and gather information), Disable Device +12, Disguise +16, Handle Animal +13, Intimidate +2 (+3 influence crowds), Knowledge (arcana) +15, Knowledge (local) +17, Knowledge (nature) +6, Linguistics +6, Perception +14, Perform (act) +16, Perform (keyboard instruments) +10, Spellcraft +12, Use Magic Device +11

Languages Common, Halfling, Rivercant

**SQ** arcane familiar (variant homunculus named Scat), arcane thrall (salt mephit named Lott), bardic performance (disappearing act [1 ally], harmless performer), bottled ally I–III, swift poisoning, gladhanding, mutagen, simple reanimation, streetwise, swift alchemy, versatile performance (act), well versed

**Combat Gear** 3 crossbow bolts treated with hag's spittle poison<sup>PCS:RG</sup>, arcane scroll (CL 5: aqueous orb), potion of invisibility in a pot and red glass potion bottle; **Other Gear** +1 padded armor, masterwork rapier, masterwork scorpion whip<sup>UC</sup>, masterwork light crossbow, crossbow bolts (10), belt

of mighty constitution +2, bracers of the glib entertainer<sup>UE</sup>, deathwatch eyes<sup>UE</sup>, mummer's ruff<sup>UE</sup>, entertainer's outfit, alchemy crafting kit, spell component pouch, surgeon's tools, masterwork thieves' tools, formulae book (contains all prepared extracts plus summon nature's ally I and II), key to area **D1** designed to look like a wallow-whale devouring the sun with copper and obsidian eyes worth 75gp.

<sup>APG</sup> See Pathfinder Roleplaying Game Advanced Player's Guide

PCS:RG See Pathfinder Campaign Setting: Rival Guide PPC:AA See Pathfinder Player Companion: Animal Archive UC See Pathfinder Roleplaying Game Ultimate Combat UM See Pathfinder Roleplaying Game Ultimate Magic UE See Pathfinder Roleplaying Game Ultimate Equipment

#### Organ Brinder's Monkey

The Organ Grinder's familiar is a vile little creature: a bald, pink-faced monkey, with clever fingers, and a long mangy tail covered in balding patches. The thing has an altogether unsettling human look about it, right down to its fez and clown's costume. Called Scat by the Organ Grinder, the creature is an enhanced homunculus created in the form of a monkey with a human face. This homunculus can talk, albeit in a strangled, somewhat stuttering way. It sounds like a squeaky child's toy with words thrown in at random.

#### SCAT XP —

CR —

Male variant evolved homunculus tumor familiar (Pilferer) (Pathfinder Roleplaying Game Bestiary "Homunculus"; Pathfinder Roleplaying Game Ultimate Magic "Tumor Familiar"; Pathfinder Player Companion: Animal Archive "Pilferer") LE Tiny construct

Init +2; Senses darkvision 60 ft., low-light vision; Perception +12

AC 20, touch 14, flat-footed 18 (+2 Dex, +2 size, +6 natural) hp 37 (8 HD); fast healing 5 (when attached) Fort +7; Ref +11; Will +6 Immune construct traits: SR 16

Speed 30 ft., climb 30 ft. Melee bite +9 (1d4-1 plus poison) Space 2-1/2 ft.; Reach 0 ft. Special Attacks deliver touch spells Spell-Like Abilities (CL 8th): Constant—nondetection (DC 23)

#### Str 8, Dex 15, Con —, Int 11, Wis 12, Cha 7

Base Atk +8; CMB +8 (+12 steal); CMD 17 (19 vs. steal) Feats Ability Focus (poison), Improved Steal<sup>APG</sup> Skills Acrobatics +11, Climb +10, Disable Device +6, Escape Artist +7, Handle Animal +9, Perception +12, Sleight of Hand +11, Spellcraft +7, Stealth +14; Racial Modifiers +8 Acrobatics Languages Common; telepathic link SQ empathic link, evolution (skilled [Acrobatics]), share spells, sneak

Gear clown's outfit, fez, tin cup

**Poison (Ex)** Bite—injury; save Fort DC 18; frequency 1/minute for 60 minutes; effect sleep for 1 minute; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

<sup>APG</sup> See Pathfinder Roleplaying Game Advanced Player's Guide

#### The Organ

There's something unsettlingly dislocated in the way this object sits. It's made up of a grinning devil body, with many-jointed limbs and a grinning face within the mouth of which is a kitten. The limbs are clearly preserved flesh from some sort of monster. It has wheels, but almost looks like it could get up and walk of its own accord.

CR 3

CR 3

#### THE ORGAN

XP 800

Pathfinder Roleplaying Game Bestiary "Animated Object" N Small construct

**Init** +1; **Senses** darkvision 60 ft., low-light vision; **Perception** –5

AC 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size) hp 21 (2d10+10) Fort +0; Ref +1; Will -5

Defensive Abilities hardness 5; Immune construct traits

**Speed** 30 ft., climb 20 ft. **Melee** slam +3 (1d4)

**During Combat** The Organ is very cowardly, with no interest in fighting. It usually sits quietly out of the way hoping it won't be seen, like a sloth in the jungle.

**Morale** If it takes damage, the Organ flees, its legs unfolding below the wheels. It likes to climb, as it knows the rooftops are safer — usually. If separated from the Organ Grinder, it slips across rooftops back to the *Limpet* (**Chapter 5**)

Str 10, Dex 12, Con —, Int —, Wis 1, Cha 1 Base Atk +2; CMB +1; CMD 12 Skills Acrobatics +1 (+5 jump), Climb +8 SQ construction points

RAGEFIRE SPAWN XP 800 hp 22 (See Appendix A)

**During Combat** The ragefire spawn's primary motivation which it follows with a terrifying single-mindedness — is to kill sentient humanoid creatures. **Morale** The ragefire spawn exists to consume life and unre-

lentingly fights to the death.


# Chapter Sive: The Dislocated Pier

The Dislocated Pier is one of hundreds of piers that thrust intrusively out into the Lyme. These piers allow further real-estate development out over the waters, but so expensive is their maintenance cost that many are in terrible states of repair and are dangerous to use. Some have officially been closed, although such places, of course, make useful places to hide.

The Dislocated Pier lies in Liquorice, a part of Festival famous for imported liquorice. As well as several nearby merchants and traders, this pier specialises in gaudy freakshows and minor plays in tiny theaters. The *Limpet* — the Organ Grinder's boat home — itself lies at the very end of the pier, and while the journey to it is by no means dangerous, the fragility of these structures is readily apparent.

This crippled pier leans and sags as it drags itself away from Festival and out over the sick, black waters of the Lyme. Like a dislocated limb, it writhes and bends its way for a hundred feet above the water, its back groaning beneath a confusion of stalls and shops, tiny theaters and freak shows. The pier ends abruptly — like a broken arm with a severed hand — above the river, its final palsied moments spent in obeisance to the sky above, its entrails exposed to the air and rotting.

Lashed to the end of this ruined appendage is a ship — the carcass of a mildewed keelboat — bow raised as though praying to the gods themselves for release. This prisoner, wreathed in iron and wire, rope and rust, hangs perilously from the broken pier, looking as though at any moment its confinement will end and its stern will drop into the poisonous embrace of the dark waters beneath.

The Lyme's current is sluggish around the dislocated pier (Swim DC 10). The lower piers are slippery with seaweed and rot, however, and a DC 20 Climb check is required to get out of the river onto them. A mud bank lies 120 feet from the end of the pier with the shore 60 feet farther on. The mud is difficult terrain, and anyone entering it is entangled and unable to move unless they make a DC 10 Strength check each round.

## The Limpet

The *Limpet* is an old keelboat that has been raised from the water vertically, lashed to the pier, and converted for use as a dwelling. The interior is thus a confusing stack of rooms, and poor alterations to its architecture have made it dangerous. The whole structure is in danger of collapse, with tie lines, chains, and ropes badly corroded or worn. Coal dust and wood chips lie in plentiful amounts throughout the *Limpet*. This is the result of the Organ Grinder's frequent visits to the great windmill aboard the *Blackleg*, a coal and timber merchant's vessel (see the end of the chapter for further details).

The stairs are tricky to use; they have not been properly converted. A DC 5 Acrobatics check is required to safely navigate them, with a failure resulting in a fall. The Organ Grinder and his followers have grown used to this inconvenience and do not need to make any checks. The inner walls of the ship are infested with hundreds of old fittings, planks and remnants of interior walls; those wishing to clamber about along them rather than take the stairs must make a Climb check (DC 10).



## Giklight Cockroaches

Smaller, more nauseating cousins of the pyrebeetle, these creatures feed on waste and give off an insipid, pallid light when they are awake. Siklight cockroaches are a common sight in poorer parts of the Blight. A siklight cockroach costs 8 cp and, if properly cared for, will live for a year or more. Siklight cockroaches have a hard chitinous shell (hardness 3) and 1 hit point. If their shell is pierced, the cockroaches explode like alchemist's fire. The cockroaches are also prone to sudden changes in temperature and certain conditions of the Canker (see *The Blight: Richard Pett's Crooked City*), and small explosions and fires are a common sight in areas lit by them. For this reason, the siklight cockroach has many nicknames among the populace, including Devil's Spark, Trust-Me-Not, Tricklight, Mother's Misery, Beltane's Fart and a host of other, less-polite curses and cant-words.

The doors are damp and tend to stick; they must be forced open with a DC 5 Strength check.

Siklight cockroaches (see sidebox) light all the rooms. The overpowering musk of the Organ Grinder's various creatures makes use of the scent ability impossible within the *Limpet*.

## Combat in the Limpet

So ruptured, rotten, and unstable is the ship that any major damage to the *Limpet*, such as by an area effect spell, can cause it to collapse. Most area effect spells cause half damage to the *Limpet's* structure, but sonic attacks cause full damage. After removing hardness 3 from any damage, keep a running total of the damage of such spells and consult the table below. Remember that not just the PCs' attacks damage the ship.

Total Damage	Effect		
5–24	The ship shakes and groans; plates fall off tables, and mice scuttle for cover.		
25–49	Ropes securing the ship to the pier snap, and the whole structure becomes unstable. All attack rolls made while onboard take a -2 penalty until the damage to the ship is repaired. Spellcasters must make a concentration check (DC 5 + 1/spell level) to successfully cast spells.		
50-74	The whole ship sags forward. Each round anyone onboard who moves any distance greater than a 5-foot step must make a DC 10 Acrobatics check or fall prone.		
75+	The whole structure collapses into the River Lyme (see below). Those onboard must make a DC 15 Reflex save or take 2d6 points of damage from falling objects and the fall into the river, where they may be trapped and drown. Each round after the fall, those onboard must hold their breath and make either a DC 20 Escape Artist or Strength check to escape the wreckage of the ship. On a successful save, they take only 1d6 points of falling damage and are thrown clear of the ship.		

## Event 3: A Lyme Bath (CR 8)

If the *Limpet* sustains more than 50 points of damage, objects falling from it into the water attract a **wallow-whale**. The whale arrives 2d6 rounds later and attacks anything that drops into the water — objects and creatures alike. If the *Limpet* itself falls into the river, the wallow-whale takes 8d8 points of damage as the stern rams into it (DC 20 Reflex save for half). The wallow-whale is not hungry, just curious, and will not use its swallow whole ability. If it gets into a fight with the PCs, it loses interest after 1d4 rounds or after taking 40 hp of damage and slips back into the black waters to swim away.

#### GARGANTUAN WALLOW-WHALE CR 12/BA 1 XP 19,200 hp 173 (See Appendix A)

Ad Hoc XP Award: If the PCs battle the wallowwhale, award them XP for a CR 8 encounter.

## D1. Entry (CR 7)

The bow rises ten feet above the pier, and a single hefty oak door inset in the vessel's deck forms a grand entrance. This portal has iron bindings and a six-inch-square, leaded-glass window. A small, carved wooden gargoyle sits on the lintel and smiles wickedly.

The door is locked and **trapped**. If someone tries the handle of the door without first unlocking it, a poison arrow trap is triggered.

## WYVERN ARROW TRAP XP 3,200

Type mechanical; Perception DC 20; Disable Device DC 25

CR7

Trigger touch; Reset repair Effect Atk +15 ranged (1d8/x3 plus wyvern poison)





## D2. Lesser Bold (CR 7)

Beyond the door is a cluttered chamber. Racks of knives lie under piles of books, and iron-shod boots hang, laces taut, from the arms of an iron octopus. A tight little spiral stair descends through an access point in the floor.

Hanging directly above the entry door, the Organ Grinder has hung a foul exhibit — the head and forelegs from a lion, neatly sawn in half and mounted on a varnished wooden plaque. This **lion trophy** is a creation of golem-stitching called a Made (see sidebox), mummified in an alchymic wash, and attacks with its rending ghoulish claws and bite. It grapples paralyzed prey and proceeds to try to feed on it, ignoring other opponents. If the Organ Grinder is expecting a visitor, he removes the lion trophy for storage in a closet to ensure their safety.

#### LION-TROPHY MADE XP 1,600

CR 5

Necrocraft modified lion (Pathfinder Roleplaying Game Bestiary "Lion"; Pathfinder Roleplaying Game Bestiary 4 "Necrocraft")

NE Medium undead

Init -1; Senses darkvision 60 ft., low-light vision; Perception +0

AC 13, touch 10, flat-footed 13 (-1 Dex, +4 natural) hp 31 (4d8+13) Fort +2; Ref +0; Will +4 DR 5/slashing; Immune undead traits Weaknesses vulnerability to fire

#### Speed 0 ft.

**Melee** bite +7 (1d8+4 plus paralysis), 2 claws +7 (1d4+4 plus grab and paralysis)

**Special Attacks** paralysis (1d4+1 rounds, DC 13, elves are immune to this effect), rend (grapple, 2d4+9)

#### Str 19, Dex 9, Con —, Int —, Wis 10, Cha 13 Base Atk +3; CMB +7 (+11 grapple); CMD 16 Feats Toughness<sup>B</sup>

**SQ** construction points (extra attack [bite], extra strength [2], flammable, grab, mostly zombies, paralysis, rending claws, slower [3])

**Rend (Ex)** If the lion trophy manages to grab an opponent, it can cause tremendous damage each round that it maintains a grapple (including the first round of the grapple). Once the lion trophy grabs an opponent, it

## Golem-Stitching and the Made

As well as being his home, the interior of the *Limpet* is a gallery for the Organ Grinder's twisted art of golem-stitching, a sadly growing trade in the city and one which demands increasing amounts of flesh to sculpt. The creations of golem-stitchers are called Made and vary greatly depending upon the power of the creator. "Made" is actually a catchall term for a variety of animated dead and constructs. Some made are alchemical zombies, some are necrocraft, some are flesh or carrion golems or even homunculi, others are stranger still. The art of golem-stitching is one that transcends the boundaries of art, guardianship, and trap with such creations often fulfilling all three functions at once. There is a flourishing market in Made, and these monstrosities can be bought and sold at the Flea Markets and Souks in Golem Town. The Organ Grinder learnt his trade through the acquisition of a secret (see **D5**).

can only make bite attacks but still deals rend damage automatically. If a grappled opponent is paralyzed or otherwise helpless, the lion trophy can maintain its grapple and deal rend damage with a single claw and use its other claw to fight normally.

**Treasure:** Searching among the confusion of objects cluttering the room, a DC 20 Perception check reveals a fine gold candlestick worth 200 gp, a stag's head with an old purse inside its mouth containing 4 amethysts worth 100 gp each, a single (right) *boot of friendly terrain*<sup>UE</sup> and a flask of alchemist's fire.

UE See Pathfinder Roleplaying Game Ultimate Equipment

The spiral stair descends to **D3** and is completely exposed, without railing or cover. This room has a guardian instructed to remain here and deter visitors, an alchemically preserved **four-armed gargoyle fast zombie** the Organ Grinder refers to as the Crooked Doorman. It is a new addition to the *Limpet*, its corpse having been recently given to the Organ Grinder by the Artificer as partial payment for his services. It reeks of an acrid preservative fluid.

## THE CROOKED DOORMAN XP 1,600

CR 5

Male four-armed gargoyle fast zombie (Pathfinder Adventure Path #48: Shadows of Gallowspire "Four-Armed Gargoyle"; Pathfinder Roleplaying Game Bestiary "Zombie") NE Large undead (earth) Init +2; Senses darkvision 60 ft.; Perception +0

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size) hp 66 (12d8+12) Fort +4; Ref +6; Will +8 Immune undead traits

**Speed** 50 ft., fly 60 ft. (clumsy) **Melee** 4 slams +15 (1d8+7), bite +15 (1d8+7), gore +15 (1d4+7) or 4 claws +15 (1d6+7), bite +15 (1d8+7), gore +15 (1d4+7) **Space** 10 ft.; **Reach** 10 ft. **Special Attacks** quick strikes

**Before Combat** If anyone knocks on the door, the Crooked Doorman answers in a hissing troubled breath that the master isn't at home.

**During Combat** The zombie is fairly brutish, and simply launches itself at prey, flailing randomly.

Str 25, Dex 14, Con —, Int —, Wis 10, Cha 10 Base Atk +9; CMB +17; CMD 29 Feats Toughness<sup>B</sup> Skills Fly -8, Perception +0, Stealth -2

**Quick Strikes (Ex)** Whenever a fast zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus.

## D3. Gtorage

A narrow spiral stair descends into this room, which is crammed with objects, piled in tea chests, hanging from beams or forced onto crude crooked shelving.

This room is so cluttered that when the door is opened several objects fall to the ground. Within the clutter are three street signs (Three Needles Street, Folgate Road, and Fanshaw Street), a portable ram with a head like a twisted giant's, a battered leather backpack containing straw, numerous household items, a large jar of very hefty coach-bolts and long nails, a pair of wall supports, and a large amount of rubbish. An enormous

number of spiders are in this room, but whilst they are big, fast, hairy, and demonstrate an uncanny ability to settle on anyone with arachnophobia, they are otherwise harmless.

## P4. Dissectory (CR 7 and 8)

In this polished chamber's centre is a dissecting table, complete with straps. A bloody white tarpaulin on the table covers something larger and feral smelling. Shelves around the room are crowded with a gruesome display of pickled or mummified body parts in glass jars. Some of the specimens still wriggle and move, even though they are simple biological forms such as tentacles, the forepaws of a cat, a human tongue, or a monkey's hand. In one corner, an object lies covered by a hefty woolen throw with swirling red and orange woven patterns.

The Organ Grinder keeps his workshop for creating Made scrupulously clean. The floors are so well-polished that a DC 5 Acrobatics check is required to move more than 30 feet per round. The specimens are Made created by the Organ Grinder and are pathetically poor things worth nothing to anyone.

Currently, the Grinder is amusing himself most of the time with his latest creation — a collage of body parts from a minotaur and an ankheg that he, unimaginatively, calls an **ankhetaur**. To protect himself, he has fitted the creature with an iron muzzle and straps that hold it in place. While muzzled, the creature cannot attack. Removing the muzzle is a full round action that provokes an attack of opportunity. Four straps (hardness 2, hp 5, Break DC 23) bind the creature's hands and feet.

# NECROCRAFT ANKHETAURCR 7XP 1,600Pathfinder Roleplaying Game Bestiary "Ankheg," "Minotaur"; Pathfinder Roleplaying Game Bestiary 4 "Necrocraft"NE Large undeadNet + 10 Senset darkeirian + 0

Init +0; Senses darkvision 60 ft.; Perception +0

AC 15, touch 11, flat-footed 15 (+6 natural, -1 size) hp 45 (7d8+14) Fort +3; Ref +2; Will +5 Immune undead traits

Speed 30 ft., burrow 20 ft. Melee 2 claws +10 (1d6+6 plus 1d4 bleed and grab), bite +10 (1d8+6 plus 1d4 acid and grab) Space 10 ft.; Reach 10 ft. Special Attacks blade fists, spit acid

**Before Combat** The ankhetaur is muzzled and strapped down. If a strap is severed (hardness 1, hp 3), the creature is able to use its claws to release the other straps in 1 round. **During Combat** The biped is deranged, and spits acid and attacks wildly.

**Morale** If reduced to 20 hp or less, the creature's instinct kicks in and it burrows through the ship using both its claws to try to tear through the hull and escape. If it breaches a section of the hull (hardness 3, hp 25), it leaps into the river to escape (and likely feeds the wallow-whale in **Event 3**). If it escapes in this way, remember to add this damage to the overall ship damage as detailed above.

## Str 23, Dex 11, Con —, Int —, Wis 10, Cha 13

Base Atk +5; CMB +12; CMD 22 (24 vs. overrun and trip) Feats Toughness<sup>B</sup>

**SQ** construction points (acid, additional movement [burrow], blade fists, extra attack [bite], extra legs, grab, slower)

**Spit Acid (Ex)** Once every 6 hours, the necrocraft can spit a 30-foot line of acid. Creatures struck by this acid take

4d4 points of acid damage (Reflex DC 14 halves). Once it uses this attack, it must wait 6 hours before using it again. Additionally, during this time period, its bite attack does not inflict any additional acid damage. The save DC is Constitution-based.

**Development:** The object beneath the throw is a wooden pedestal supporting a great jar of vinegar with the head of a **medusa penanggalen** trapped within. The jar is secured by an iron screw-top lid sealed with wax; a DC 10 Strength check is required to open it (the occupant cannot open it from the inside). If the Organ Grinder retreats through this room, he may choose to knock the jar from its pedestal and then close the door behind him, trapping Leyak within to attack any pursuers

Whenever the PCs first see the trapped head, read the following:

The severed head of an ebony-skinned woman floats in a sealed glass jar filled with an amber fluid. Floating viscera trails from the ragged stump of her neck. Her hair is a multitude of grey eel-like serpents that twist and writhe to fix their gaze upon you as the woman's eyes suddenly flick open, though they close again just as suddenly. She is alive! She begins desperately mouthing pleas for help, her expression one of indescribable anguish and fear with her eyes clenched tightly shut.

This creature is Leyak, and she has been trapped in this jar for many years. Her host body was destroyed long ago. Her petrifying gaze is ineffective through the distortion of the glass. She has been traded around the golemstitching community ever since she was first sold by her initial captor but none of her "owners" has been brave enough to release her. The Organ Grinder won her several months ago and still hasn't decided what to do with her.

Leyak's voice is just audible through the thick glass with a DC 20 Perception check. She pleads for release, promising anything they require of her, including information on anything or anyone they seek. She explains that she was a human slave brought to Castorhage and that she is not truly a monster but has been experimented upon to look as she does. She is a consummate liar, however, and unfortunately, her promises are all Bluff (Sense Motive checks receive a -4 penalty due to the muffling and distorting ). If she is released, her awful hunger utterly consumes her and she attacks without mercy.

CR8

#### LEYAK XP 4.800

Female medusa penanggalen (Pathfinder Roleplaying Game Bestiary "Medusa"; Pathfinder Roleplaying Game Bestiary 3 "Penanggalen")

LE Medium undead (augmented monstrous humanoid) Init +8; Senses all-around vision, darkvision 60 ft.; Perception +25

AC 23, touch 14, flat-footed 19 (+4 Dex, +9 natural) hp 76 (8d8+32); fast healing 5 Fort +6; Ref +10; Will +8 Defensive Abilities channel resistance +4; DR 5/silver and slashing; Immune undead traits; Resist cold 10, fire 10 Weaknesses light sensitivity, penanggalen weaknesses

#### **Speed** fly 60 ft. (good)

**Melee** bite +12 (1d6+3 plus disease), slam +12 (1d4+3 plus grab and wither), snake bite +7 (1d4+1 plus disease and poison)

**Special Attacks** blood drain (1d4 Constitution), create spawn, disease (DC 18), petrifying gaze

**Before Combat** Starving for blood, Leyak closes her eyes so as not to petrify her victims. This does not blind her, however, as she can still see through her snakes' eyes. Aware of what lies beneath the tarpaulin, Leyak's first action if freed is to bite through one strap as a standard attack.

**During Combat** Leyak focuses her bite and slam on one PC, trying to grapple so that she can use her blood drain. Her

snakes strike at any others within reach. **Morale** If reduced to 25 hp or fewer, Leyak resorts to using her petrifying gaze while attempting to flee.

Str 16, Dex 19, Con —, Int 14, Wis 15, Cha 19 Base Atk +8; CMB +11 (+15 grapple); CMD 25 Feats Improved Initiative, Weapon Finesse Skills Bluff +20, Disguise +12, Fly +23, Intimidate +15, Perception +25, Sense Motive +10, Stealth +23; Racial Modifiers +8 Bluff, +8 Fly, +12 Perception, +8 Sense Motive, +8 Stealth Languages Common, Draconic, Infernal SQ separate

## D5. Gtudy

This study is crammed with books and dominated by a fine roll-top desk. The complete skeleton of an ape hangs from a beam, its articulated bones held together by wire, and glass cases display two preserved and stuffed exotic birds. A ladder descends steeply into the gloom via a hole broken in the floor.

The ladder descends 20 feet to **D6**. The desk contains several ledgers that show that, over the past several months, the Organ Grinder has been ordering several tons of coal each week from Sallow & Son Coal and Timber Factors to be delivered to a single location. Each order for a barge load of coal and timber lists a charge of 100 gp, and there have been 15 total orders. The latest order is due for delivery tomorrow to the usual place: one of the great windmills at the mouth of the Lyme.

## Aew Tome

## THE SECRET OF CREATION

This book, bound in the softest goatskin, contains a curious codex of sigils, runes and oddly disturbing drawings.

**Trigger:** Deciphering the trigger requires a month's study of the text and a successful DC 20 Linguistics check.

**Reward:** The reader understands the rudiments of creating Made, essentially learning the ability to create a necrocraft creature (*Pathfinder Roleplaying Bestiary 4*). The character is able to cast animate dead and make whole once per week as though a 5th-level cleric, provided he has the minimum required Wisdom required to cast these spells, and can use the book as reference by remaining within 50 feet of the tome at all times during the casting. The book also serves as a spellbook containing the arcane versions of animate dead and make whole.

**Consequence:** Although able to create Made (see above), the creatures constructed are crude and miserable attempts at true necrocraft. They rarely last more than 6 months before falling apart, although they still strangely twitch and occasionally sob. When created, the creator must make a Will save (DC 15 + 1/HD of necrocraft creature being created); if the save fails, the creation lasts only 1d6+2 months before falling apart. If the save is successful, a true necrocraft creature is created.

In addition, the owner of the book is troubled by dreams in which the animated parts of created creatures stalk him. This has no game effect and is unpleasant enough to warrant the owner being constantly troubled about keeping the tome.

The Secret of Creation is worth 1,300gp.

A DC 15 Knowledge (nature) check identifies one of the birds as an albino dodo and a DC 18 Knowledge (arcana) check identifies the other as a paradise cockatrice. A paradise cockatrice is identical to its more mundane cousin save in one regard: It has the most exquisite plumage — a rainbow display of violet, turquoise, and emerald. Costumers and spellcasters alike prize their feathers. The Organ Grinder keeps the key to the chest hidden in his chamber (see **D6**) in the dodo's mouth. The silver key is tiny, and can be found only with a DC 35 Perception check as a part of a thorough search of the room unless the PCs specifically open the case and search the dodo, in which case it can be found with a DC 20 Perception check.

**Treasure:** The desk has a very fine writing set worth 75 gp and three bottles of Devil's Wormwood absinthe (see sidebox). Only two of the bottles still contain a worm as the Organ Grinder has already eaten one and gained its benefits. The desk itself has a hidden cache (a DC 30 Perception check is required to notice the hidden door that lies behind a section of removable shelving). Within the space is a small leather-bound book containing *The Secret of Creation* (see sidebox). The stuffed birds are worth 100 gp and 500 gp to the right collector.

## Aew Drug: Absinthe

This highly intoxicating green beverage is common in the Blight. It is usually taken with water and is commonly called "green fairy" or "Devil's wormwood." A shot can cost anywhere from 1 gp to 30 gp but various magically or alchemically enhanced versions exist which cost a lot more. A few of the more specialized versions of absinthe are detailed below. Their effects and damage given are alchemic in nature.

#### **GREEN FAIRY**

Green fairy is taken by artists who claim it enhances creativity.

Type drug, ingested; Addiction moderate, Fortitude DC 16

Price 20 gp

**Effect** 1 hour; +1 alchemical bonus to Charisma-based checks, –2 penalty on saves against illusions and mind-affecting effects

Effect after 1 hour; for 1d4 hours, user must make a caster check to cast spells, DC 15 + spell level Damage 1d2 Con damage

## **DEVIL'S WORMWOOD**

Said to have been distilled in Hell, this vile liquid has a fat worm floating in each bottle. Eating the worm exposes the consumer to a poison which may extend the effects of the drug if it doesn't commit them to a nightmare-filled coma (see Devil's worm below). **Type** drug, ingested; **Addiction** severe, Fortitude DC 18

#### Price 500 gp

**Effects** 1–3 hours; +1d4 Cha, +1 arcane caster level, -4 penalty on saves against illusions and mind-affecting effects

Damage 1d4 Con damage

## DEVIL'S WORM

Each bottle of Devil's wormwood contains a poisonous Devil's worm. A person under the effects of the Devil's wormwood who consumes a Devil's worm and is affected by its poison will extend the duration of the drug's effects.

Type poison, ingested; Save Fortitude DC 18 Onset 1 minute; Frequency 1/minute for 4 minutes Effect 1d4 Wis damage, +1 caster level; Cure 1 save Special If Devil's worm poison affects a creature under the effects of Devil's wormwood, the duration of the drug is extended to 1–3 months.

**CR 10** 

## P6. Organ Brinder's Chamber (CR varies)

This chamber takes up much of the old lower hold of the ship. It comprises three levels connected by rickety ladders, with an open central section such that it is possible to leap between them. Each floor is cluttered with oddments and objects, including a large amount of books and several crude canvases.

The ladders are not tied to the walls and can easily be knocked down as a move action that provokes an attack of opportunity. The bottom floor is the sloped stern of the ship, and its surface is slick and requires a DC 10 Acrobatics check to move on at greater than half speed. The Organ Grinder, his monkey-like familiar Scat, and his salt mephit thrall Lott, spend most of their time here. In addition, his barrel organ usually shuffles about in this chamber when he is present. When the Organ Grinder is out, Lott generally remains within the Limpet feeding (or more usually, tormenting) the creatures in the menagerie (D7).

XP 9.600 hp 75 (See Locating the Organ Grinder, Chapter 4)

SCAT XP — hp 37 (See Locating the Organ Grinder, Chapter 4)	CR —
THE ORGAN XP 800 hp 21 (See Locating the Organ Grinder, Chapter 4)	CR 3

#### LOTT, SALT MEPHIT THRALL CR 3 XP 800

hp 19 (Pathfinder Roleplaying Game Bestiary "Mephit, Salt")

During Combat The mephit is careful to use only its dehydrate attack when the Organ Grinder is more than 30 feet away — it is not remotely concerned about the others but itches to see the effects of its special attack. In general, it moves away from the Grinder and uses this ability early in combat if it can. The mephit then uses its glitterdust ability and breathes as often as possible, whilst trying to avoid being attacked.

Morale Lott guards the Organ Grinder with its life. Thralls are drawn into the world as part of a pact and cannot flee.

RAGEFIRE SPAWN	CR 3
XP 800	
hp 22 (See Appendix A)	

During Combat The ragefire spawn's primary motivation which it follows with a terrifying single-mindedness — is to kill sentient humanoid creatures.

Morale The ragefire spawn exists to consume life and unrelentingly fights to the death.

Treasure: The books are generally about anatomy, healing and alchemy. However, a few are notable. The first - Granthim's Treatise upon Outsider's Souls - is richly illustrated in gilt and crimson diagrams and is worth 350 gp. The second, a huge, untitled folio of images of speculative beasts of Between is worth 400 gp. Finally, a copy of Kathrill's Arcanum contains the spells beast shape 1, contagion, dimension door and solid fog. Within the pages of this book, bound into the spine of the book as an end-piece and covered in dust of disappearance (DC 40 Perception check to locate), is an arcane scroll (CL 15: horrid wilting, mage's sword).

The Organ Grinder keeps his treasure in a chest hidden behind a small secret panel (DC 25 Perception). It is locked with a superior lock (DC

40 Disable Device) that has a tiny keyhole, the key to which is hidden in his stuffed dodo's mouth (D5). Within the chest, he keeps his formulae book; 1,250 gp in a large leather sack; a whalebone and walrus tusk jagging wheel set with gold bands worth 600 gp; an engraved whaletooth depicting a swarm of ravens with obsidian-encrusted wings worth 700 gp; and three smoky coloured and decorated achaierai eggs (DC 15 Knowledge [planes] to identify) set with tiny emeralds and gold filigree, each worth 500 gp.

## D7. Aold Menagerie (CR varies)

A feral stench prowls this room, and a dozen rickety wooden cages line the trio of clumsily made wooden floors that were clearly once the ship's bulkheads. Again, planks and ladders connect this crooked space, while buckets of water, coarse tubers and plants, and fly-speckled cuts of meat hang from nails variously spaced along the walls.

The Organ Grinder is very proud of his menagerie of animals that he has collected from around the known world. It fills the old upper hold of the ship, which contains 12 wooden cages each held shut by a simple wooden peg that requires a move action to remove. The bars of the cages are close enough to prevent attack by the creatures within, and the cages are as tall as they are wide. If the Organ Grinder retreats here, he releases one caged animal at a time while climbing away if attacked. While not all animals here are aggressive (caged birds make up the rest of the menagerie), those that are offer him a last line of defence and are detailed below. He releases these in preference to any others although, if desperate, he may release other creatures in the hope that their flight distracts enemies. Each released creature emerges from its cage to look for food. It attacks anyone it can reach. The cages with creatures (and their occupants) are marked on the map.

Like D6, the bottom floor is the sloped stern of the ship, its surface slick with a slurry and animal droppings, and requires a DC 10 Acrobatics check to move upon.

DIRE WOLVERINE XP 1,200	CR 4
hp 42 (Pathfinder Roleplaying Game Bestiary "wolverine	e, Dire'')
DIRE APE XP 800	CR 3
hp 30 (Pathfinder Roleplaying Game Bestiary "Ape, D	)ire'')
LION XP 800	CR 3

hp 32 (Pathfinder Roleplaying Game Bestiary "Lion")

DIRE WEASEL	
XP 800	

hp 32 (Pathfinder Roleplaying Game Bestiary 4 "Weasel, Dire")

CR 3

CR1

#### **KRENSHAR** XP 400

**hp** 13 (Pathfinder Roleplaying Game Bestiary 2 "Krenshar")

Development: If the PCs defeat the Organ Grinder, they can interrogate him. He is essentially a coward and pleads for his life, providing them with the information he knows in return for their mercy. The information he spills includes the location of the Artificer, the "creator of the living fire," at the great windmill (Chapter 6). He explains about the "strange metal contraption that she calls the Crucible," and the constant supply of coal and timber that is required to keep it alight. He admits that he was to sail with a new shipment from Sallow & Son to the mill on the morrow.

If the PCs kill the Organ Grinder, they might recover some of this information by using speak with dead, but the corpse attempts to deceive them if it makes its Will save, and its answers will be brief and cryptic if not. The link to Sallow & Son Coal and Timber Factors can also be

gleaned from the ledgers on his study desk (D5). If the PCs want to head straight to the great windmill, boats and skiffs are easy to hire at only 5 gp per day, or the PCs may make arrangements to buy a boat for themselves. Alternatively, they may decide to first visit Sallow & Son.

## Gallow & Gon Coal and Timber Factors

The ragefire elemental requires a constant supply of combustible material to be forced to spawn, and coal and timber have been used in huge quantities to that effect. The Artificer has used Sallow & Son Coal and Timber Factors, as she knew their business was on its last legs and likely would go under without her patronage. John and Jacob Sallows' loyalty is therefore assured through their fear of bankruptcy and personal ruin.

The merchants' warehouse, a shoddy building with living accommodation upstairs and a 6-foot-high wall surrounding it is indicated on the Festival map. Unpopular, but not an enemy of the wererats, the warehouse is rundown within and clearly understocked for the size of the yard. It contains no timber at all. A low iron gate, which is never locked, opens into the yard. The Blackleg, the pair's ship, moors just outside the warehouse. The pair have a large, emaciated heavy fighting dog loose in the yard; it is very hungry and aggressive, and attacks anyone who tries to enter the yard without one of the pair present. Killing the dog lowers the pair's attitude toward strangers by one category.

**PIT-MASTIFF (HEAVY FIGHTING DOG)** XP 600 hp 26 (See Appendix A)

Development: The coal merchants are dupes in the plot and desperate enough to appear secretive. John Sallow (N male human expert 6; Wis 12, Cha 13, Sense Motive +8) is a tall, sturdy man whose usual attire is coal dust. His son Jacob (N male briny\* expert 4) is quick-tempered. Getting any kind of information out of the coal merchants is not easy. They have been sworn to secrecy, and John knows that without his regular order from his "friends at the Great Windmill," he will go out of business and he is not sure which is worse. While the men are civil, their initial attitude is unfriendly. If the PCs can come up with a clever ruse (such as posing as a friend of the Organ Grinder and insisting on accompanying the latest shipment), force the information out of the pair, or explain what they're involved in as an appeal to their better natures, they can be made to reluctantly talk.

If convinced to talk, John and Jacob reveal that they have been delivering coal and timber for months to one of the great windmills and acquiesce to take the PCs in their coal barge with tomorrow's delivery. They can give a description of their employer, the Artificer (see E2), and relate that she has told them she is "engaged upon an arcane experimentation" that requires a constant supply of tinder. Jacob has caught a brief glimpse of the crucible and can give them a very basic description of the crucible itself, swearing by the all saints that he thought the device was alive, sure that he heard deep roars from within.

Thick iron plates on the *Blackleg's* hull reinforce the merchant's vessel to enable the pair to safely draw their barge up to the windmill and make deliveries without their ship being smashed by the rocks

\* See The Blight: Richard Pett's Crooked City for details.



# Chapter Gix: The Great Windmill



If the PCs wish to gather information about the Great Windmills, use the information in the sidebox. No information is available on the Artificer, however, as she has done well in keeping her identity and activities secret. A Knowledge (local) check may also be used to allow the PCs to know the information below.

The Great Windmill is a vast building that stands in the mouth of the Great Lyme River on a squat manmade island located in the estuary of the river, approximately 4 miles from Festival and shown on the location map. The isle is little wider than the windmill itself, with a short timber jetty allowing access by boat.

Built of heavy timbers soaked in oil to prevent rot, the mill is 100 feet tall and 30 feet wide with a stout wooden door at its base. A steeply conical roof of slate tiles rise 25 feet farther. The walls are easy to Climb (DC 15), the roof less so (DC 20) due to its slippery nature (it has been treated often with grease to keep out rain).

The central floors of the structure have been removed to accommodate the *lesser searing crucible*, leaving only stubby balconies connected by ladders tied to them with wire. The entire place is very hot, and if anyone unprotected from severe heat enters the building, they immediately begin to sweat and must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage (see heat dangers, *Pathfinder Roleplaying Game Core Rulebook*).

## Rumours about the Great Windmills

#### DC Rumour

10	"You can see 'em from most eastern parts of the city — vast places built on manmade islands in the river. Many of 'em have burnt down, or been blown over, or fallen, but there must be a good score of 'em left."
15	"Most were built about seventy years ago. The mills were supposed to replace water power for the millers. Course, most of the bigger millers use accursed fleshgines and foul treadmills now so they became obsolete. They milled their last flour over forty years ago, I'd guess."
20	"Dddangerous places! One exploded. Exploded! They say the hot machinery ignited the flour dust and the place just blew!"
25	"One of the main reasons for their demise was how awkward it was to land at 'em. Now, o' course, they're places best avoided: pirates, smugglers, briny-boys, golem-stitchers, and even sea-devils are rumoured to populate 'em. Hah, one of the things that made 'em so awkward is now one of their strengths! Handy bases for keeping outta sight if ya wanna do unseen things"

## Reaching the Great Windmill

The estuary is a tricky place to navigate at times, as the Canker springs up and curious — but still hazardous — sandbanks form. Some even say sea devils or skum deliberately form the sandbanks to trap vessels when the Canker is at her deepest. If the PCs are travelling by their own means, you could make this part of the adventure as tricky or easy as you wish. As written, the PCs either go with the coal merchants or under the own methods, and since these could vary considerably, the approach is left open for you to consider.

When the PCs draw within 200 yards of the Great Windmill, read or paraphrase the following description:

A vast dark shape looms from the water; like some primal dragon or kraken, it is monstrous and brooding. Its great sails hang ossified on her seaward side, barely moving in the wind. Whilst its flanks soar into the sky to nearly 130 feet, its feet grip the stone upon which it is built almost in desperation. This structure has a tiny footprint and virtually suffocates the rock upon which it perches. A low jetty seems to be the only landing point on this strange outpost, yet even this looks a tricky proposition as the tide is rough and the rocks about it are jagged.

As the PCs draw even closer to the island, a DC 20 Perception check notices that the water around the island seems more populated than expected with dark shapes that swim below. The Artificer and her gargoyle accomplices, eager to ensure that unwanted visitors are kept away, have been chumming the waters to draw predators.

## E1. Jetty (CR varies)

A low timber jetty with a single moored jolly boat extends out from the foot of a vast towering edifice of great timber beams, which squats like a cuckoo in an inadequate nest. The jetty sits atop razor-like rocks. This great windmill almost appears to be dipping its toes into the waters and, by the look of the salt scars around its base, the place is frequently inundated by storms.

The rocks, like many forming isles hereabouts, are indeed razor sharp. A combination of skill checks is required to reach the isle by boat if using mundane methods. A DC 25 Profession (sailor) check allows the boat to be held within 10 feet of the rocks for 5 rounds while it loads or unloads on the jetty. A DC 25 Strength check can be substituted for the skill if necessary. If either of these checks fails, the boat grinds its hull against the rocks, inflicting 3d6 points of damage to whatever vessel the PCs have. A DC 20 Acrobatics check (to jump) or a Climb check is required to disembark from the boat onto the jetty, and those who fail the check fall into the waters and immediately find out the identities of the dark shapes lurking below.

Even if all the PCs safely disembark, they still are left with the problem of what to do with their vessel. If they allow it to drift, it soon gets dragged away





by the strong currents. If they leave it moored, it is soon damaged beyond repair by being repeatedly ground against the rocks by the actions of the waves. If the PCs arrive aboard the *Blackleg*, they discover that its reinforced, iron-plated hull foregoes the need for any of the normal checks and can remain lashed to the jetty for hours if need be. In addition, its gangplank also allows access from the boat to the jetty without any sort of check.

If the PCs examine the outer walls of the Great Windmill, they notice a heavy metal flue emerging from the roof and rising 30 feet above the mill. This flue vents off the crucible's smoke and is easily visible during daylight hours. A DC 10 Perception check reveals that it is a recent modification added to the windmill. A DC 15 Perception check also allows the PCs to make out a balcony high above. This perch (E4) hangs 100 feet above the ground entrance. The wind sails of the mill are each 70 feet long and 25 feet wide at their distal ends, and they move with almost imperceptible slowness. PCs who are able to reach them can Climb along them (DC 15) to reach their intersection at the base of E4.

A gargoyle sits on watch, hidden amongst the rocks of the shore (Stealth +17) keeping an eye out for unexpected visitors. In addition, the waters around the island are infested with aquatic carnivores, the most dangerous of which are **3 slop-sharks** that keep the other predators at bay and move quickly to attack anyone they perceive in the water. The slop-sharks are bloated and have an unpleasant crimson hue.

#### GARGOYLE CR 4 XP 1,200 hp 42 (Pathfinder Roleplaying Game Bestiary "Gargoyle")

**Before Combat** The gargoyle is used to seeing John and Jacob Sallow on the *Blackleg*, but not a full crew. If it sees more than three people, it flies stealthily but quickly to the perch (**E4**) to alert the Artificer.

## E2. Main Chamber (CR varies)

The interior of the great windmill has been stripped of furnishings and floors to accommodate a singular construction - a cyst of iron, a vast metal cocoon that gives off a nimbus of heat and the smell of hot iron - which dominates the space. This cyclopean object is suspended from great timber beams high above by a single iron chain and has heavy doors sealed at its base, where it hangs just above the floor. Several large scars and dents mar the iron plating of the construction as if something powerful within had tried to escape in the past. Piles of coal and several wheelbarrows lie nearby, ready to feed the inferno within. What were once the upper floors of the mill are now little more than a single balcony connected by a rickety ladder. Most disturbing of all though is the noise - the steady hateful roar of something within the object itself.

This entire area is sweltering from the proximity of the crucible. The area is considered to be severe heat (averaging approximately  $120^{\circ}$  F) and requiring a DC 15 Fortitude save (DC +1 for each previous check) every 10 minutes or take 1d4 points of nonlethal damage. Characters in heavy clothing or armor of any sort take a -4 penalty on this save. If a character goes unconscious in here, he begins taking 1d4 points of lethal damage every 10 minutes. The occupants of the room have grown acclimated to these effects.

The coal piles are used to feed the elemental within the crucible. Lying amongst them is a heavy cloth the gargoyles use to open the door levers to ensure they do not take damage while doing so (see **E3** below). The ladder is safe, and the floor above creaks but is solid enough. The mechanism that holds the mill's great sails is a rusting mass of iron 60 feet above the floor.

The **Artificer** spends her every waking hour attending the thing she has created, and is now nurturing it with the intention of drawing off a large

CR 5

## Fire and Water

## Fire

A fire elemental or ragefire elemental, including ragefire spawn, sets alight any combustible material in its squares if it remains in one place for a full round. These fires may then spread. Each round at initiative count 10, the fires spread to one adjacent 5-foot square for every two squares that are already burning, rounded down (for example, a fire of four 5-foot squares ignites two more, a fire of seven 5-foot squares ignites three more, and so on). A fire burning in only a single 5-foot square has a 50% chance per round of spreading to an adjacent square.

Whenever a PC moves into a square that is on fire or starts her turn in a square that is on fire, she must succeed at a DC 15 Reflex save or catch on fire, taking 1d6 points of damage that round and every round she remains on fire (see "Catching on Fire" in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* for full rules for catching on fire).

If half or more of the squares in an area are on fire, at the GM's discretion, the smoke may become too thick to breathe without effort; characters must make a DC 15 Fortitude save (+1 per previous attempt) at the beginning of their turn each round or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage (see "Smoke Effects" in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*).

A PC can extinguish a 5-foot square of fire with a successful DC 15 Survival check; for every 5 points by which the check exceeds the DC, the PC extinguishes 1 additional adjacent square within his reach. Casting *create water* or *drench* has a 50% chance of extinguishing a square, while higher-level spells with the cold or water descriptor extinguish a number of squares equal to their spell level squared (1 square at 1st level, 4 squares at 2nd level, 9 squares at 3rd level and so on to a maximum of the number of squares covered by the spell's area of effect) unless the spell specifies otherwise. Encourage players to come up with other creative ways of extinguishing flames.

If fires grow too large, the burning debris creates thick black smoke that pours into the sky above Castorhage, and a fire brigade eventually arrives, followed by one or more units of the City Watch. PCs emerging from burning areas after the authorities have arrived may be detained and have some explaining to do.

## Water

The ragefire elemental (see **Appendix A: New Monsters**) is an Abyssal variant of the fire elemental. In the description of its water vulnerability, it describes the damage caused by contact with water. A ragefire elemental fully immersed in water takes damage equal to one-third of its maximum hit points per round. Likewise, even if not immersed, a ragefire elemental takes 1 point of damage per 15 gallons

number of ragefire spawn. With these, she intends to attack shipping far out to sea where there will be no witnesses and no way for her elementals to escape after the carnage. She is helped in her task by a **quasit thrall** and a small wing of **3 gargoyles** that fear and respect her ever since she killed their four-armed patriarch and fed several more dissenters to the crucible. While most of the remaining gargoyles are now loyal to the Artificer, they are petty, treacherous and vindictive creatures and remain ready to exploit any perceived weakness. One in particular, the old matriarch, is waiting for an opportunity that the PCs are likely to create.

The Artificer is busy tending her beloved elemental; however, it is getting angrier and angrier. She's managed to quell it over the last few days with use of her *cone of cold*, but knows the thing wants to escape. The outer shell of the crucible is already scored with unnaturally large punch marks from within. Unfortunately, the gargoyles, sick of the beatings they get and extremely amused by what may happen if the thing within is freed, have already plotted to help it (see "Tactics" below for

of water that it is exposed to (though the water is usually evaporated in the process). As the plot of *The Crucible* so heavily involves these effects, the results of using certain spells and magic items are summarized below.

*Aqueous Orb*<sup>APG</sup>: A Large or smaller ragefire elemental is engulfed by the 10-foot sphere of water produced by this spell if it fails its Reflex save. An engulfed ragefire is considered immersed and takes damage accordingly. If a ragefire elemental of size Huge or larger fails its save, it is not engulfed but still takes damage on a failed save as if coming into contact with a 5-foot square of water, dealing 6d6 points of damage.

*Create Water*: This spell creates 2 gallons of water per level. At 8th level, this would be sufficient to deal 1 point of damage to a ragefire elemental.

**Decanter of Endless Water:** This magic item is fairly ineffective as a weapon except with the geyser which creates 30 gallons per round and deals 2 points of damage as opposed to 2d4 listed in the item description.

**Drench\*:** This orison has no effect on a ragefire elemental other than to irritate it.

*Geyser*<sup>APG</sup>: This spell creates a spout of boiling water filling a 5-foot square. If in the square where the geyser appears, a ragefire elemental takes 6d6 points of damage per round. The droplets of water falling in the surrounding squares are of insufficient quantity to damage the elemental.

*Hydraulic Push*<sup>APG</sup>: The quick blast of water produced by this spell is the equivalent of 30 gallons of water and deals 2 points of damage to a ragefire elemental that occupies the targeted square.

*Hydraulic Torrent*<sup>APG</sup>: This blast of water in a 60-foot line deals 1d6 points of damage/level (max 10d6) to a ragefire elemental but is considered to have struck something that it cannot push past when it hits the ragefire.

*Sleet Storm*: Every round that a ragefire elemental remains within the area of effect of a *sleet storm*, it is the equivalent of standing in a 5-foot square of water and takes 6d6 points of damage.

*Slipstream*<sup>APG</sup>: If a ragefire elemental fails its saving throw against this spell, it takes 6d6 points of damage as its square is covered by the water conjured by the spell. However, that water evaporates after 1 round, leaving the square dry once again.

These rules can also be applied to other spells, and to other creatures that are composed wholly or partly of elemental fire or that have the fire subtype, at the GM's discretion. While GMs could suggest that water might damage creatures composed of fire, it is recommended that these specific rules are left to be discovered in game by resourceful, and experimental, players.

<sup>APG</sup> See Pathfinder Roleplaying Game Advanced Player's Guide\* See Book of Lost Spells by Frog God Games

more details). The Artificer is obsessive about her prisoner, and knows it is her way to fortune and power. She'll never give it up.

When first seen, the Artificer is almost shocking in her near nakedness. She's lithe and oily and dirty, and has grown accustomed to working in the intense heat of the windmill. She wears hefty boots and a cloak that barely covers her body. A leather belt from which dangle a few pouches and tools hangs at her waist.

#### THE ARTIFICER XP 12,800

**CR 11** 

Female human sorcerer (crossblooded) 12 (Pathfinder Roleplaying Game Ultimate Magic "Crossblooded") CE Medium humanoid (human) Init +1; Perception +2

AC 17, touch 13, flat-footed 16 (+4 armor, +1 Dex, +2 deflection)

**hp** 68 (12d6+24) Fort +8; Ref +7; Will +8 Resist fire 10

## Speed 30 ft.

Melee dagger +5/+0 (1d4-1/19-20) Ranged dagger +7/+2 (1d4-1/19-20) Sorcerer Spells Known (CL 12th):

6th (3/day)—disintegrate (DC 22) 5th (6/day)—cloudkill (DC 21), cone of cold (DC 21), overland flight

4th (7/day)—dimension door, emergency force sphere<sup>PC:-</sup> CEOD, greater infernal healing<sup>PCS:ISWG</sup>, greater invisibility, resilient sphere (DC 20)

3rd (7/day)—aqueous orb<sup>APG</sup> (DC 19), dispel magic, elemental aura<sup>APG</sup>, protection from energy, slow (DC 18), vampiric touch 2nd (7/day)—bear's endurance, blur, eagle's splendor, protection from arrows, resist energy, see invisibility, web (DC 18) 1st (8/day)—alarm, endure elements, illusion of calm<sup>UC</sup>, infernal healing<sup>PCS:ISWG</sup>, mage armor, magic missile, shield 0 (at will)—detect magic, drench\* (DC 16), light, mage hand, mending, prestidigitation (DC 15), ray of frost, read magic

#### Bloodlines arcane, destined

Before Combat The Artificer casts greater invisibility, mage armor, shield and blur when she becomes aware of intruders at the great windmill.

**During Combat** She leads with disintegrate followed by cloudkill. Use other spells at your discretion, but try to keep her to the edges of combat. The Artificer never attacks the ragefire elemental — even if it attacks her — until all her enemies are dead, at which point she'll seek to quell it and get it back into the crucible. She has no gualms about ordering any of her wretched followers to die to protect a hair on herself.

Morale This is the Artificer's only chance of power; she's been wretched before and knows how hard that is in this city of all places. She'll die before abandoning her plans at the windmill.

#### Str 8, Dex 12, Con 14, Int 13, Wis 10, Cha 20 Base Atk +6; CMB +5; CMD 18

Feats Alertness<sup>B</sup>, Brew Potion, Combat Casting, Eschew Materials, Extend Spell, Improved Familiar, Maximize Spell, Spell Focus (conjuration), Spell Focus (evocation)

Skills Appraise +5, Bluff +9, Diplomacy +9, Fly +9, Intimidate +9, Knowledge (arcana) +9, Knowledge (engineering) +9, Knowledge (history) +9, Knowledge (local) +4, Linguistics +2, Perception +2, Sense Motive +9, Spellcraft +16; Racial Modifiers +2 Sense Motive

Languages Abyssal, Common, River Cant

SQ arcane familiar (quasit named Suffer), bloodline arcana, eye for talent<sup>ARG</sup>, fated, metamagic adept (3/day) Combat Gear empower lesser metamagic rod, 3 quartz flasks of ragefire spawn; Other Gear dagger, cloak of resistance +2, ring of protection +2, ring of minor fire resistance APG See Pathfinder Roleplaying Game Advanced Player's Guide

ARG See Pathfinder Roleplaying Game Advanced Race Guide

<sup>uc</sup> See Pathfinder Roleplaying Game Ultimate Combat PC: CEOD See Pathfinder Companion: Cheliax, Empire of Devils PCS:ISWG See Pathfinder Campaign Setting: Inner Sea World Guide

\* See Book of Lost Spells by Frog God Games

## SUFFER

XP —

Female quasit familiar (Pathfinder Roleplaying Game Besti-

ary "Demon, Quasit") CE Tiny outsider (chaotic, demon, evil, extraplanar) Init +6; Senses darkvision 60 ft.; Perception +7

AC 22, touch 14, flat-footed 20 (+2 Dex, +2 size, +8 natural) **hp** 41 (12 HD); fast healing 2 Fort +5; Ref +6; Will +9 Defensive Abilities improved evasion; DR 5/good or cold iron; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 17

Speed 20 ft., fly 50 ft. (perfect) Melee 2 claws +10 (1d3-1 plus poison), bite +10 (1d4-1) Space 2-1/2 ft.; Reach 0 ft. Special Attacks deliver touch spells Spell-Like Abilities (CL 9th): At will—detect good, detect magic, invisibility (self only) 1/day-cause fear (30 ft. radius, DC 11) 1/week—commune (six questions)

Str 8, Dex 14, Con 11, Int 12, Wis 12, Cha 11 Base Atk +6; CMB +6; CMD 15

Feats Improved Initiative, Weapon Finesse Skills Acrobatics +2, Appraise +2, Bluff +6, Diplomacy +4, Fly +22, Intimidate +6, Knowledge (planes) +7, Linguistics +2, Perception +7, Sense Motive +9, Spellcraft +13, Stealth +16, Use Magic Device +3

Languages Abyssal, Common, Infernal; telepathy (touch) SQ change shape (bat or wolf; polymorph), empathic link, share spells

**Poison (Ex)** Claw—injury; save Fortitude DC 19; frequency 1/ round for 6 rounds; effect 1d2 Dexterity; cure 2 consecutive saves. The DC includes a +2 racial bonus.

#### GRIEVE XP 1,200

CR 3

Male advanced quasit thrall (Pathfinder Roleplaying Game Bestiary "Demon, Quasit")

CE Tiny outsider (chaotic, demon, evil, extraplanar) Init +8; Senses darkvision 60 ft.; Perception +9

**AC** 20, touch 16, flat-footed 16 (+4 Dex, +4 natural, +2 size) **hp** 22 (3d10+6); fast healing 2 Fort +3; Ref +7; Will +6 **DR** 5/cold iron or good; **Immune** electricity, poison; Resist acid 10, cold 10, fire 10

Speed 20 ft., fly 50 ft. (perfect) Melee 2 claws +9 (1d3+1 plus poison), bite +9 (1d4+1) Space 2-1/2 ft.; Reach 0 ft. Spell-Like Abilities (CL 6th): At will-detect good, detect magic, invisibility (self only) 1/day—cause fear (30 ft. radius, DC 11) 1/week—commune (six questions)

Str 12, Dex 18, Con 15, Int 15, Wis 16, Cha 15 Base Atk +3: CMB +2: CMD 16 Feats Improved Initiative, Weapon Finesse Skills Acrobatics +10, Bluff +8, Fly +22, Intimidate +8, Knowledge (planes) +8, Perception +9, Stealth +18, Use Magic Device +8

Languages Abyssal, Common; telepathy (touch) **SQ** change shape (small centipede, or toad; polymorph)

Poison (Ex) Claw—injury; save Fortitude DC 15; frequency 1/ round for 6 rounds; effect 1d2 Dexterity; cure 2 consecutive saves. The DC is Constitution-based and includes a +2 racial bonus.

CR —

## GARGOYLES (3) XP 1,200 hp 42 (Pathfinder Roleplaying Game Bestiary "Gargoyle")

RAGEFIRE SPAWN (3)	CR 3
XP 800	
hp 22 (See Appendix A)	

**During Combat** The ragefire spawn's primary motivation — which it follows with a terrifying single-mindedness — is to kill sentient humanoid creatures.

**Morale** The ragefire spawn exists to consume life and unrelentingly fights to the death.

**Tactics:** Each of the gargoyles (including the one attending the bellows at **E3**) agrees that it would be highly amusing to see the elemental in action. They know how to fully open the crucible, and the arrival of any sword- and spell-wielding foes grants them cover to see their plan to fruition. One (or all) of them move toward the main opening lever and pull it, releasing the ragefire elemental (see **E3** below) and then scatter to watch the ensuing chaos. They regroup at the Perch (**E4**) to watch. They leave this position only if attacked, in which case they attack as a quartet, fleeing if any one of their group is slain.

**Treasure:** The Artificer's gear is scattered across the chamber. A Perception check (DC 15) locates her formulae book; another similar check finds an unlocked iron chest containing 2,500 gp and copies of various shipping ledgers that detail voyages that the Company of Honourable Seamen are due to make in the next 2 months. Three of these voyages are circled, with the words "spice," "silk," and "brandy" scribbled beside them, and the word "valuable" written and underlined beside them. These are the first ships the Artificer plans to attack and rob as soon as they sail.

## E3. The Crucible (CR 9)

A vast construct of riveted iron plates fills the interior of the windmill like a great metal child inside its womb. A great chain holds it to the beams high above, while below it is so close to the ground it can barely be crawled under. At the base, three 5-foot-wide doors are shut fast, levers at their sides, while a curious brass tap protrudes just below. To one side, a set of bellows can be pumped to keep the fires within roaring. The entire contraption gives off an intense heat, while something inside growls angrily.

This vast construction is a *lesser searing crucible* (see Appendix B). A furnace lies within the base of the crucible; the three iron doors allow access, only one of which can be open at a time. Two doors are used to feed the furnace, and the third is used to open the crucible and feed its prisoner. Iron valves permit fumes to escape but keep the creature trapped within. The tap is used to draw off essences of the ragefire as ragefire spawn with a command word known by the Artificer. The iron chain at its top is 6 inches thick (hardness 10, hp 180 [90 causes the chain to snap under the weight of the crucible], Break DC 35), and the beams from which it hangs are 2 feet thick (hardness 5, hp 240 [120 causes the beam to snap under the weight of the crucible], Break DC 30). If the chain or beams can be severed or fail, the furnace falls and ruptures, allowing the elemental to escape and filling the ground floor with burning coals to a depth of 5 feet (exposure to which inflicts 10d6 points of damage per round). Characters making a DC 25 Reflex save manage to dive out the door or leap onto an exposed beam fragment (GM's discretion) and take only half damage; how those who make their escape manage to stay away from the coals, which burn for another hour unless extinguished, is between them and the GM. If the coals are dumped, the building also catches fire (see the Fire and Water sidebox above).

The **gargoyle matriarch** attends the bellows that power the furnace and feeds it fuel. This gargoyle, Shlarch, is drenched in sweat and filth. She is the old matriarch of the wing who still burns with anger at the Artificer for slaying her mate. Shlarch has been working the crucible for the Artificer,

observing, biding her time and plotting with her gargoyle followers. Not only has she overheard and memorized the command word to make the tap work, but she has also overheard the Artificer describing some of the functions of the crucible to the Organ Grinder, including how the bound creature can be released. When the PCs enter the mill and confront the Artificer, Shlarch realizes that her opportunity has come. Anyone touching the metal shell of the crucible or one of the levers takes 2d6 points of fire damage unless they are suitable protected (for example, by using the cloth lying in the coal heap in **E2**). Anyone entering the crucible takes 10d6 points of fire damage each round.

## SHLARCH, GARGOYLE MATRIARCH XP 6,400

Feale four-armed gargoyle (Pathfinder Adventure Path #48: Shadows of Gallowspire "Four-Armed Gargoyle") CE Large monstrous humanoid (earth) Init +1; Senses darkvision 60 ft.; Perception +15

AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, -1 size) hp 105 (10d10+50) Fort +4; Ref +6; Will +8 DR 10/magic

**Speed** 40 ft., fly 60 ft. (average) **Melee** bite +15 (1d8+6), 4 claws +15 (1d6+6/19–20), gore +15 (1d4+6) or bite +15 (1d8+7) **Space** 10 ft.; **Reach** 10 ft. **Special Attacks** rend (1d6+6)

Str 23, Dex 12, Con 20, Int 8, Wis 15, Cha 11 Base Atk +10; CMB +17; CMD 28 Feats Great Fortitude, Hover, Improved Critical (claw), Power Attack, Skill Focus (Fly) Skills Fly +18, Perception +15, Stealth +10; Racial Modifiers +2 Stealth (+6 in stony environs) Languages Common, Terran SQ freeze

**Development**: When combat starts in the room, a gargoyle opens the tap to release the elemental. The ragefire elemental starts to pour out through these doors at the base of the crucible like liquid flame and pools beneath. At this stage, a character can try to close the tap. This is a full round action that provokes an attack of opportunity from any gargoyles that threaten the PCs. A DC 15 Strength check is required, and those attempting this take 6d6 points of fire damage as the elemental and contents boil outward. If the elemental is not stopped, 3 rounds later, the Huge ragefire elemental emerges from the pool and joins the fray (see **Event 4** below). When this occurs, the other gargoyles retreat from the fight to watch, with glee, what happens.

## E4. The Perch

A larger fragment of the windmill's flooring stands virtually intact near the roof. Through a hole in the floor can be seen the beams supporting the great behemoth in the room below. The shimmer of super-heated air rises up through this hole and makes this room uncomfortably warm.

This room is considered to be severe heat like the rest of the tower due to the vast crucible below. A narrow balcony has been made by the gargoyles to allow their frequent raids into the city to collect carrion, steal trophies to line their lair, abduct beggars and vagabonds to feed on, or to find insects and small birds and mammals to slowly pull apart.

**Treasure**: The gargoyles have kept various objects from victims fed into the furnace, including a scorched wooden clog; a silver monocle set with carved swans and angels that functions as a *lens of detection*; a glovepuppet two-headed crow bearing a minor illusion (CL 2) that occasionally shouts out cuss-words for no discernible reason; a silver stirrup cup shaped like a fox eating a dove worth 500 gp; a large bloody and soot-

CR 9

damaged smock; a desiccated human hand; and a fine pinafore dress set with obsidians worth 200 gp and, again, stained with blood (the value increases to 400 gp if properly cleaned and restored).

## Event 4: The Ragefire Freed (CR 11)

As the ragefire elemental has fed, it has grown and with this increase in size has come an increase in its cunning. It wants nothing less than to destroy its prison, kill the Artificer, and wreak havoc. It is about to get its chance ...

HUGE RAGEFIRE ELEMENTAL	CR 11
XP 12,800	
hp 136 See Appendix A)	

**During Combat** The ragefire elemental first focuses on killing the Artificer, then on destroying the crucible by breaking its chain and causing it to fall and rupture (see **E2** above), and then on killing anything else, all the while moving about the windmill to set it alight. If it has the time, it takes the opportunity to try to create spawn from any humanoid it kills.

**Morale** The ragefire elemental wants to live. If it is reduced to 50 hit points or fewer, it flees (see "Development" below).

**Tactics:** The ragefire elemental and the ragefire spawn set the mill alight. The walls, ladders, upper floors, and structural beams of the structure are all made of wood that is very ready to burn. Any interior surface that is adjacent to an elemental begins to burn. Refer to the **Fire and Water** sidebox for rules on determining the speed with which the fire spreads. Rules for



tracking the effects of the fire as it spreads throughout the mill follow (refer to "Heat Dangers" in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* for further details). All effects are cumulative.

Squares Affected	Effect
1–10	The building is on fire and anyone inside experiences severe heat; embers and smoke begin to fill the interior. If the crucible ruptures, refer to <b>E3</b> for additional effects.
11–20	The flames spread, and anyone inside the mill experiences extreme heat; smoke fills the room and obscures vision, giving concealment (20% miss chance) to anyone within it.
21–30	Over half the building is now on fire, and the smoke has become too thick to breathe without effort; anyone inside must make a Fortitude save (DC 15 +1 per previous attempt) at the beginning of their turn each round or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage.
31–40	Most of the building is now aflame; breathing air in these temperatures deals 1d6 points of fire damage per round (no save); the characters also take 1d6 points of nonlethal damage from the smoke effects (no save) but must make a save each round to avoid coughing and choking due to the smoke. These penalties end when the character recovers from the nonlethal damage she took from the heat.
41+	The building is now completely engulfed in fire, and anyone within (regardless of what square they're in) must make a Reflex save (DC 15 +1 per previous attempt) or catch on fire. After 10 rounds of burning at this intensity, debris begins to fall, and anyone within must make a DC 20 Reflex save each round or be struck for 1d6 points of damage. Anyone injured by falling debris must make a second DC Reflex save or be knocked prone. If a PC is knocked prone, the falling debris makes a CMB +8 check to determine if the character is pinned or not. A pinned character continues to take an additional 1d6 points of fire damage each round (regardless of other damage being taken) because of the burning wood that has pinned them. A pinned character can escape by making a successful CMB check against the debris' CMD 20. After 15 minutes of burning at this intensity, the roof of the great windmill collapses, taking the structural beams with it. The windmill collapse covers the entire surface of the isle. Anyone upon the island when this occurs is in the bury zone, and takes 8d6 points of damage or half that amount if they make a DC 15 Reflex save. There is no slide zone. Characters take 1d6 points of fire damage per round while buried.

**Development:** Once the windmill collapses, and the Artificer is dead, the ragefire elemental seeks to escape the island. If Mean's Mob are waiting (see **Event 5** below), they flee from the elemental rather than engage it. If the elemental is not fleeing, it attempts to kill them. Ten minutes into combat, a caravel (the *Filthy Drake*) approaches the isle's jetty, eager to help save anyone from the fire. The ship comes to within 25 feet of the isle in this case. The elemental makes an Acrobatics check to leap onto the ship, killing any of the crew who don't immediately leap overboard (whom the slop-sharks rapidly take care of), and the burning ship begins

drifting toward the city. If the elemental is not destroyed, in 20 minutes the fragments of burning caravel draws close enough to a shore and the elemental leaps off and onto the city docks. A large fire then breaks out in the city as the elemental begins killing everyone in sight. If it is not destroyed swiftly, the number of lives it may claim could transform it into a greater ragefire elemental. These developments are dealt with in the **Conclusion** below.

## Event 5: An Unexpected Complication (CR 9)

If Uriah Mean was able to have the party followed (see **Chapter 3**), 5 minutes after the PCs reach the island, Mean's Mob arrives on the jetty behind them. They scuttle any other boats at the jetty with heavy spikes driven through the hull and, if a fight has already started within the windmill, wait outside to deal with the victor and take the spoils. If a fight has not yet broken out, they enter the windmill and start one. They flee to the jetty if the windmill catches fire and depart entirely on their boat if it becomes fully engulfed in flame and in danger of collapse.

## Mean's Mob

Uriah Mean keeps strange company, and has particular associates within the lower echelons of the Family. He is particularly close to the Krabs, a **quartet of wererat acrobats** of the little known Pensil Fair. The Krabs are, in turn, close friends with Mister Mackerel, a **kuwa oni** who wanders the town polymorphed as a tall fisherman who wears a long waxed coat.

#### MISTER MACKEREL XP 6,400

CR 9

Male kuwa oni ranger (skirmisher, urban ranger) 5 (Pathfinder Roleplaying Game Bestiary 3 "Oni, Kuwa"; Pathfinder Roleplaying Game Advanced Player's Guide "Skirmisher," "Urban Ranger")

LE Medium outsider (human, native, oni, shapechanger) Init +6; Senses darkvision 60 ft., low-light vision; Perception +16

AC 21, touch 16, flat-footed 15 (+4 armor, +6 Dex, +1 natural) hp 84 (10d10+30); regeneration 5 (acid or fire) Fort +11; Ref +11; Will +8 SR 19

## Speed 40 ft.

Melee\* +1 keen scythe +14/+9 (2d4+19/19-20/x4) or 2 claws +13 (1d6+15) Ranged composite longbow +16/+11 (1d8+6/x3)

**Special Attacks** favored enemies (elves +2, humans +4) **Spell-Like Abilities** (CL 10th):

3/day—darkness, fly

1/day—charm person (DC 14), deep slumber (DC 16), invisibility (self only) \* Includes Power Attack

## Str 22, Dex 22, Con 16, Int 14, Wis 17, Cha 14

Base Atk +10; CMB +16 (+18 trip); CMD 32 (34 vs. trip) Feats Cleave, Combat Expertise, Combat Reflexes, Improved Trip, Power Attack, Pushing Assault Skills Acrobatics +6 (+10 jump), Bluff +10, Climb +10, Disable Device +12, Disguise +15, Fly +16, Intimidate +15, Knowledge (arcana) +6, Knowledge (local) +15, Perception +16 (+18 locate traps), Sense Motive +10, Spellcraft +6, Stealth +19, Survival +16 (+18 tracking), Swim +10, Use Magic Device +6 Languages Aquan, Common, Elven

**SQ** change shape (any human; *alter self*), combat style (two-handed weapon), favored terrain (urban +2), hunter's bond (companions), hunter's tricks (upending strike, 5/day), track, trapfinding +2, wild empathy

**Gear** mithral shirt, mwk scythe, composite longbow (+6 Str) with 20 arrows

## THE KRABS (4), HYBRID FORM XP 800

Male human natural wererat rogue (acrobat) 3 (Pathfinder Roleplaying Game Bestiary "Lycanthrope, Wererat"; Pathfinder Roleplaying Game Advanced Player's Guide "Acrobat") LE Medium humanoid (human, shapechanger) Init +3; Senses low-light vision, scent; Perception +8

AC 18, touch 13, flat-footed 15 (+3 armor, +3 Dex, +2 natural) hp 27 (3d8+10) Fort +4; Ref +6; Will +3 Defensive Abilities evasion; DR 10/silver

## Speed 30 ft.

**Melee** mwk short sword +5 (1d6+3/19-20), mwk short sword +5 (1d6+1/19-20), bite +0 (1d4+1 plus curse of lycanthropy and disease)

Ranged light crossbow +5 (1d8/19-20)

**Special Attacks** curse of lycanthropy (DC 15), disease (DC 14), sneak attack +2d6

### Str 17, Dex 17, Con 16, Int 10, Wis 15, Cha 6 Base Atk +2; CMB +5; CMD 18

Feats Two-weapon Fighting, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +9, Climb +9, Disable Device +9, Escape Artist +9, Knowledge (local) +5, Perception +8, Sleight of Hand +11, Stealth +11, Survival +2 (+6 in urban and underground settings), Swim +9; Racial Modifiers +2 Sleight of Hand, +2 Stealth

## Languages Common

**SQ** change shape (human, hybrid, and dire rat; polymorph), expert acrobat, heart of the slums<sup>ARG</sup>, rogue talents (peerless maneuver 1/day), lycanthropic empathy (rats and dire rats), second chance (1/day)

**Gear** masterwork studded leather armor, 2 masterwork short swords, light crossbow with 10 crossbow bolts

<sup>ARG</sup> See Pathfinder Roleplaying Game Advanced Race Guide

**Tactics:** Mackerel leads the group with *invisibility*, attempting to assess the situation, and flies back to report and plan the best ambush. He tries to charm any particularly tough fighters to step out of the way before melee. The Krabs attack as a group, attempting to shift combat quickly by overpowering single opponents and tumbling into position to try to gain advantage from the flanks. If reduced below 25 hp, Mister Mackerel attempts to flee using *fly* or *darkness* as needed. No heroes, a Krab flees if reduced to 15 hp; if two flee, so do the rest.

**Development:** If Mister Mackerel escapes, he may ask his oldest friend, the Bilge Prince (see **Conclusion**), to help him exact his revenge.

## Conclusion

Destroying the ragefire elemental and the Artificer ends this adventure. However, the PCs may still need to make a quick escape from the burning isle, and may be glad of help from the *Filthy Drake*, which approaches the isle if it sees flames. PCs offering up the notes from among the Artificer's possession to the Company of Honourable Seamen, and by making a DC 25 Bluff or Diplomacy check to back up their story, receive a 500 gp reward and may open up future opportunities for adventure with the Company.

If anyone from Mean's Mob escapes, consider that they return to their master and, if Mean is still around, he becomes an enemy for the PCs. Mean is a nasty person to cross, but never likes to openly fight if he can avoid it. He'll send the occasional trouble the PCs' way by means of his shady connections.

If the ragefire elemental escapes into the city, a great fire sweeps through the East Ending, a poor district of the city. Many people are killed in the 2 days of fire that grips the district. If the PCs do not seek it out and

slay it, the elemental escapes into the Underneath where, having advanced to be a greater ragefire elemental, it hunts the denizens therein to try to raise a brood of ragefire spawn with which to launch another attack. The PCs should hear about this and must decide if they are willing to brave the depths of the terrible Underneath to track it and kill it lest it unleash another terrifying inferno on the citizens of the Blight. If they do not, sooner or later a family of dwarves from Choketown (area **U9**), who suffer greatly before finally vanquishing the creature, trace back what happened. **Elder Bartholomew Rothgrorr Haggrudd Formel Choke** instructs a party of dwarves (CR 12) to track down those responsible. The PCs soon find themselves hunted by dwarves eager to place blame for their woes. How this develops is left to the GM.

Word of the PCs' exploits eventually reaches the ears of the affable **Quentin Ruben Sollerman Hubbard, KC\*** (N male human ranger 14) who has need of associates to gather obscure items from across the known world (see area **F21**). He offers the PCs a chance to join him on a voyage of discovery into the Unsea, an aspect of Between he is desperate to fish and explore. The pay should be high enough to tempt the PCs. How that adventure develops is left to the GM.

\* Knight of the City, a minor and obscure noble title of Castorhage

Finally, if Mister Mackeral survives, he may have informed his friend the **Bilge Prince** of their actions, at the GM's discretion. If so, the Bilge Prince takes umbrage at the assault upon his boon companion and seeks vengeance upon the PCs at some inopportune time when they are on or near the water. The Bilge Prince is a four-armed mutant sahuagin and can be used as a long-term adversary of the PCs if you choose.

## THE BILGE PRINCE XP 4,800

CR 8

Male mutant sahuagin ranger (skirmisher) 6 (Pathfinder Roleplaying Game Bestiary "Sahuagin"; Pathfinder Roleplaying Game Advanced Player's Guide "Skirmisher") LE Medium monstrous humanoid (aquatic) Init +3; Senses blindsense 30 ft., darkvision 60 ft.; Perception +13

AC 24, touch 14, flat-footed 21 (+5 armor, +3 Dex, +5 natural, +1 deflection)

hp 68 (8d10+24) Fort +8; Ref +11; Will +7; +4 vs. hot or cold environments and to resist damage from suffocation Resist electricity 2 Weaknesses light blindness

Speed 30 ft., swim 60 ft.

Melee mwk trident +12/+7 (1d8+5), mwk net +12/+7 (entangle), 2 claws +8 (1d4+2), bite +8 (1d4+2) Ranged mwk underwater heavy crossbow +12/+7 (1d10/19–20) Special Attacks favored enemies (aquatic humanoids +2, humans +4)

Str 20, Dex 16, Con 17, Int 14, Wis 14, Cha 6 Base Atk +8; CMB +13; CMD 27

Feats Endurance, Exotic Weapon Proficiency (Net), Improved Two-weapon Fighting, Net Adept<sup>UC</sup>, Net and Trident<sup>UC</sup>, Net Maneuvering<sup>UC</sup>, Two-weapon Fighting Skills Climb +16, Handle Animal +9, Intimidate +9, Knowledge (geography) +7, Knowledge (nature) +13, Perception +13, Sense Motive +2, Stealth +14, Survival +13 (+16 to track), Swim +24 (+28 to resist nonlethal damage from exhaustion) Languages Aquan, Common; speak with sharks SQ blood frenzy (1/day), combat style (two-weapon combat), favored terrain (water +2), animal companion (shark), hunter's trick (upending strike, 5/day), track, wild empathy Gear +2 eel hide studded leather armor<sup>UE</sup>, ring of protection +1, masterwork net, masterwork trident, masterwork underwater heavy crossbow, 10 crossbow bolts <sup>UC</sup> See Pathfinder Roleplaying Game Ultimate Combat

UE See Pathfinder Roleplaying Game Ultimate Equipment

## SHARK

CR —

Male shark animal companion (Pathfinder Roleplaying Game Bestiary "Shark") N Small Animal (aquatic) Init +7; Senses low-light vision, scent; Perception +7

AC 20, touch 14, flat-footed 17 (+3 Dex, +1 size, +6 natural) hp 19 (6 HD) Fort +7; Ref +6; Will +2 Defensive Abilities evasion

**Speed** 0 ft., swim 60 ft. **Melee** bite +5 (1d4+3)

Str 14, Dex 16, Con 15, Int 1, Wis 12, Cha 2 Base Atk +2; CMB +3; CMD 16 (can't be tripped) Feats Great Fortitude, Improved Initiative Skills Perception +7, Stealth +7, Swim +10

Appendix A: Hew Monsters

CR 1/2

## Dog, Fighting

This vicious-looking dog is heavily-muscled and scarred from many battles.

#### BLIGHT-BULL (LIGHT FIGHTING DOG) XP 200 N Small animal

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

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 natural, +1 size) hp 13 (2d8+4) Fort +5; Ref +5; Will +1 Defensive Abilities ferocity

Speed 40 ft. Melee bite +5 (1d4+3 plus jawlock)

Str 14, Dex 15, Con 15, Int 2, Wis 12, Cha 8 Base Atk +1; CMB +2 (+6 grapple); CMD 14 (18 vs. trip) Feats Weapon Focus (bite) Skills Acrobatics +6 (+14 jumping), Perception +5; Racial Modifiers +4 Acrobatics when jumping SQ tricks (attack, defend, down, exclusive, flank, menace) PPC:AA

**Gear** leather barding PPC:AA See Pathfinder Player Companion: Animal Archive

**Environment** urban **Organization** solitary, pair, or pack (3–12) **Treasure** none

Jawlock (Ex) A fighting dog can lock its jaws when it hits with a bite attack. This works like the grab special ability for creatures up to its size and the attach special ability for larger creatures. Each round the dog successfully maintains its grapple, the creature it is locked onto takes bite damage.

## PIT-MASTIFF (HEAVY FIGHTING DOG)

XP 600

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

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 natural) hp 26 (4d8+8) Fort +6; Ref +6; Will +2 Defensive Abilities ferocity

CR2

Speed 40 ft. Melee bite +7 (1d6+4 plus jawlock)

Str 16, Dex 15, Con 15, Int 2, Wis 12, Cha 8

Base Atk +3; CMB +6 (+10 grapple); CMD 18 (22 vs. trip) Feats Light Armor Proficiency, Weapon Focus (bite) Skills Acrobatics +6 (+14 jumping), Perception +8; Racial Modifiers +4 Acrobatics when jumping SQ tricks (attack, defend, down, exclusive, flank, menace) PPC:AA

**Gear** studded leather barding PPC:AA See Pathfinder Player Companion: Animal Archive

#### **Environment** urban **Organization** solitary, pair, or pack (3–12) **Treasure** none

Dogs bred and trained specifically to fight are much tougher than normal breeds. They are typically garbed in light barding and have been taught to lock their jaws to bring opponents down. Their training has suppressed some of their natural instincts and rendered them quite specialized; consequently, they aren't of much use for other activities, such as tracking, but continue to fight well past the point when other dogs would no longer be able to continue.

Animal Companion: A druid or other character with the ability to select an animal companion may gain a fighting dog with the following statistics:

**Starting Statistics: Size** Small; **Speed** 40 ft.; **AC** +2 natural; **Attack** bite (1d4); **Ability Scores** Str 14, Dex 17, Con 15, Int 2, Wis 12, Cha 8; **Special Attacks** jawlock; **Special Qualities** low-light vision, scent.

**4th-Level Advancement: Size** Medium; **Attack** bite (1d6); **Ability Scores** Str +4, Dex -2, Con +2.



## Elemental, Ragefire

The rage and hatred that emanate with the white-hot heat from this demonic fire are palpable.

## RAGEFIRE ELEMENTAL

Languages Abyssal, Ignan

Environment any land (Abyss) Organization solitary, pair, or inferno (3–8) Treasure none

**Create Spawn (Su)** As a full-round action, a Huge, greater, or elder ragefire elemental can create ragefire spawn by incinerating the corpse of a non-evil humanoid of at least 5 HD that it has killed within the last 10 rounds. Ragefire spawn are under the control of the ragefire elemental that created them and remain enslaved until its death, or until they feed and become ragefire elementals themselves. They do not possess any of the abilities they had in life. A ragefire elemental may have enslaved ragefire spawn totaling no more than twice its own HD; any ragefire spawn it creates that would exceed this limit become free-willed ragefire spawn.

Feed (Su) As a full-round action, a Tiny, Small, Medium, or Large ragefire elemental can incinerate the corpse of a non-evil humanoid of at least half the elemental's HD that it has killed within the last 10 rounds to gain a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, Fortitude and Reflex saving throws, and skill checks. Its maximum hit points increase by 5 for each growth point it gains. For every 2 growth points, the DC for its burn special ability and its CR increase by +1. When a Tiny ragefire elemental gains 1 growth point, or a Small, Medium or Large ragefire elemental reaches 4 growth points, it increases in size, losing all of its growth points (and bonuses) but gaining the stats for a ragefire elemental of the next larger size. A Huge ragefire elemental loses this special ability but gains the create spawn special ability. It is not known how a greater or elder ragefire elemental is created, but it is speculated that a Huge ragefire elemental that causes a large enough loss of sentient life may advance to these states.

**Heat (Ex)** A ragefire elemental deals fire damage equal to its burn attack whenever it hits in melee or in each round during which it is in a grapple.

Water Vulnerability (Ex) Contact with water or nonflammable liquids deal 1 point of damage per 15 gallons. Anything less than 15 gallons is insufficient to deal actual damage due to the tremendous heat causing most of it to evaporate before making contact, but it does anger the elemental. If a ragefire elemental is forced to enter a space that is covered with water without some flammable barrier to protect it, the water deals 6d6 points of damage per 5-foot-square of exposure per round, though one 5-foot square of water is evaporated per round of exposure. A ragefire elemental will not purposely expose itself to a body of water, not even a small one in order to evaporate it.

If a ragefire elemental is fully immersed, the water is not evaporated, the elemental is staggered, and the water deals damage to the elemental equal to one-third of its maximum hit points — a ragefire elemental reduced to 0 hit points in this manner is permanently destroyed, even if only a summoned creature. A ragefire elemental immersed in water or some other nonflammable liquid cannot swim and is forced to move along the bottom of the water-filled area with all normal penalties to speed for being underwater. Ragefire Elemental Gizes

Elemental	Height	Weight	Heat
Tiny	2 ft.	1/2 lb.	1d3
Small	4 ft.	1 lb.	1d4
Medium	8 ft.	2 lbs.	1d6
Large	16 ft.	4 lbs.	1d8
Huge	32 ft.	8 lbs.	2d6
Greater	36 ft.	10 lbs.	2d8
Elder	40 ft.	12 lbs.	2d10

## RAGEFIRE SPAWN

XP 800

CR 3

CE Tiny outsider (chaotic, elemental, evil, extraplanar, fire) Init +6; Senses darkvision 60 ft.; Perception +4

AC 18, touch 15, flat-footed 15 (+2 Dex, +1 dodge, +3 natural, +2 size) hp 22 (3d10+6) Fort +5; Ref +5; Will +3 Immune elemental traits, fire Weaknesses vulnerability to cold, water vulnerability

#### Speed 40 ft.

Melee 2 claws +7 (1d3 plus burn and attach) Space 2-1/2 ft.; Reach 0 ft. Special Attacks burn (1d3, DC 13), heat

Str 10, Dex 15, Con 14, Int 3, Wis 11, Cha 11 Base Atk +3; CMB +3 (+7 grapple); CMD 14 Feats Dodge, Improved Initiative<sup>8</sup>, Iron Will, Weapon Finesse<sup>8</sup> Skills Acrobatics +8 (+12 jump), Climb +4, Intimidate +4, Perception +4 Languages Abyssal, Ignan SQ feed

Attach (Ex) When a ragefire spawn hits with a claw attack, it latches onto the target. An attached ragefire spawn is effectively grappling its prey but the target does not gain the grappled condition. The ragefire spawn loses its Dexterity bonus to AC and has an AC of 15 but holds on with great tenacity and burns the target's flesh. A ragefire spawn has a +4 racial bonus to maintain its grapple on a foe once it is attached. An attached ragefire spawn can be struck with a weapon or grappled itself; if its prey manages to win a grapple check or Escape Artist check against it, the ragefire spawn is removed.

## SMALL RAGEFIRE ELEMENTAL XP 1,200

CR 4

CE Small outsider (chaotic, elemental, evil, extraplanar, fire) Init +7; Senses darkvision 60 ft.; Perception +7

AC 18, touch 15, flat-footed 14 (+3 Dex, +1 dodge, +3 natural, +1 size) hp 30 (4d10+8) Fort +6; Ref +7; Will +3 Immune elemental traits, fire Weaknesses vulnerability to cold, water vulnerability

Speed 50 ft. Melee 2 claws +8 (1d4+1 plus burn and grab) Special Attacks burn (1d4, DC 14), heat

Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11 Base Atk +4; CMB +4 (+8 grapple); CMD 18 Feats Dodge, Improved Initiative<sup>B</sup>, Mobility, Weapon Finesse<sup>B</sup>

CR 6

Skills Acrobatics +10 (+14 jump), Climb +6, Intimidate +5, Perception +7 Languages Abyssal, Ignan SQ feed

## MEDIUM RAGEFIRE ELEMENTAL

XP 2,400 CE Medium outsider (chaotic, elemental, evil, extraplanar, fire)

Init +9; Senses darkvision 60 ft.; Perception +9

AC 20, touch 16, flat-footed 14 (+5 Dex, +1 dodge, +4 natural) hp 51 (6d10+18) Fort +9; Ref +10; Will +4 DR 5/—; Immune elemental traits, fire Weaknesses vulnerability to cold, water vulnerability

Speed 50 ft. Melee bite +11 (1d8+2 plus burn), 2 claws +11 (1d6+2 plus burn and grab) Special Attacks burn (1d6, DC 16), heat Fort +13; Ref +16; Will +6 DR 10/—, Immune elemental traits, fire Weaknesses vulnerability to cold, water vulnerability

## Speed 60 ft.

Melee bite +19 (2d8+7 plus burn), 2 claws +19 (2d6+7 plus burn and grab) Space 15 ft.; Reach 15 ft. Special Attacks burn (2d6, DC 21), create spawn, heat

Str 24, Dex 27, Con 20, Int 10, Wis 11, Cha 11 Base Atk +13; CMB +22 (+26 grapple); CMD 41 Feats Combat Reflexes, Dodge, Improved Initiative, Improved Iron Will, Iron Will, Mobility, Spring Attack, Vital Strike, Weapon Finesse Skills Acrobatics +24 (+36 jump), Bluff +11, Climb +23, Escape Artist +19, Intimidate +16, Knowledge (planes) +13, Perception +16 Languages Abyssal, Ignan

Str 14, Dex 21, Con 16, Int 6, Wis 11, Cha 11 Base Atk +6; CMB +8 (+12 grapple); CMD 24 Feats Dodge, Improved Initiative<sup>B</sup>, Iron Will, Mobility, Weapon Finesse<sup>B</sup> Skills Acrobatics +14 (+22 jump), Bluff +5, Climb +9, Intimidate +7, Knowledge (planes) +3, Perception +9 Languages Abyssal, Ignan SQ feed

## LARGE RAGEFIRE ELEMENTAL XP 6,400

CE Large outsider (chaotic, elemental, evil, extraplanar, fire) Init +11; Senses darkvision 60 ft.; Perception +13

AC 22, touch 17, flat-footed 14 (+7 Dex, +1 dodge, +5 natural, -1 size) hp 95 (10d10+40) Fort +11; Ref +14; Will +5 DR 5/—, Immune elemental traits, fire Weaknesses vulnerability to cold, water vulnerability

CR 9

Speed 50 ft.
Melee bite +16 (2d6+4 plus burn), 2 claws +15 (1d8+4 plus burn and grab)
Space 10 ft.; Reach 10 ft.
Special Attacks burn (1d8, DC 19), heat

Str 18, Dex 25, Con 18, Int 8, Wis 11, Cha 11 Base Atk +10; CMB +15 (+19 grapple); CMD 33 Feats Combat Reflexes, Dodge, Improved Initiative<sup>8</sup>, Iron Will, Mobility, Spring Attack, Weapon Finesse<sup>8</sup> Skills Acrobatics +20 (+32 jump), Bluff +7, Climb +15, Escape Artist +14, Intimidate +13, Knowledge (planes) +6, Perception +13

Languages Abyssal, Ignan SQ feed

## HUGE RAGEFIRE ELEMENTAL XP 12,800

CE Huge outsider (chaotic, elemental, evil, extraplanar, fire)

Init +12; Senses darkvision 60 ft.; Perception +16

AC 23, touch 17, flat-footed 14 (+8 Dex, +1 dodge, +6 natural, -2 size) hp 136 (13d10+65)



#### **GREATER RAGEFIRE ELEMENTAL** XP 25,600

CE Huge outsider (chaotic, elemental, evil, extraplanar, fire) Init +13; Senses darkvision 60 ft.; Perception +19

AC 26, touch 18, flat-footed 16 (+9 Dex, +1 dodge, +8 natural, -2 size) hp 184 (16d10+96) Fort +16; Ref +19; Will +7 DR 10/---, Immune elemental traits, fire Weaknesses vulnerability to cold, water vulnerability

#### Speed 60 ft.

Melee bite +23 (2d10+8 plus burn), 2 claws +23 (2d8+8 plus burn and grab) Space 15 ft.; Reach 15 ft. Special Attacks burn (2d8, DC 24), create spawn, heat

Str 26, Dex 29, Con 22, Int 12, Wis 11, Cha 11

Base Atk +16; CMB +26 (+30 grapple); CMD 46 Feats Combat Reflexes, Dodge, Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Mobility, Spring Attack, Vital Strike, Weapon Finesse Skills Acrobatics +28 (+40 jump), Bluff +19, Climb +27, Escape Artist +28, Intimidate +19, Knowledge (planes) +20, Perception +19

Languages Abyssal, Common, Ignan

## **ELDER RAGEFIRE ELEMENTAL** XP 51,200

CE Huge outsider (chaotic, elemental, evil, extraplanar, fire) Init +14; Senses darkvision 60 ft.; Perception +22

AC 29, touch 19, flat-footed 18 (+10 Dex, +1 dodge, +10 natural, -2 size) hp 218 (19d10+114) Fort +17; Ref +21; Will +8 DR 10/—, Immune elemental traits, fire Weaknesses vulnerability to cold, water vulnerability

#### Speed 60 ft.

Melee bite +27 (2d12+9 plus burn), 2 claws +27 (2d10+9 plus burn and grab) Space 15 ft.; Reach 15 ft.

Special Attacks burn (2d10, DC 25), create spawn, heat

Str 28, Dex 31, Con 22, Int 12, Wis 11, Cha 11 Base Atk +19; CMB +30 (+34 grapple); CMD 51 Feats Combat Reflexes, Dodge, Greater Vital Strike, Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Lunge, Mobility, Spring Attack, Vital Strike, Weapon Finesse Skills Acrobatics +32 (+44 jump), Bluff +22, Climb +31, Escape Artist +32, Intimidate +22, Knowledge (planes) +23, Perception +22

Languages Abyssal, Common, Ignan

Ragefire elementals embody the chaos and evil of their Abyssal heritage, manifesting in demonic forms of living flame, smoke, ash, and cinders. They exist to incinerate life and, in so doing, grow stronger and more destructive.

A ragefire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the ragefire elemental can step or jump over it or the water is covered with a flammable material (such as a layer of oil).



This massive bloated fish has a glowing, fleshy protrusion that extends from the top of its skull and dangles in front of its wide-mouth filled with needlelike fangs.

## LYME ANGLER

CR 5

XP 1,600 N Huge animal (aquatic) Init +2; Senses blindsense 30 ft., low-light vision; Perception +13

AC 20, touch 8, flat-footed 18 (+12 natural, -2 size) hp 52 (7d8+21) Fort +8; Ref +7; Will +4 Immune disease, poison

Speed swim 30 ft. Melee bite +12 (2d8+12 plus disease) Space 15 ft.; Reach 10 ft. Special Attacks lantern lure

Str 26, Dex 11, Con 17, Int 1, Wis 14, Cha 2 Base Atk +5; CMB +15; CMD 25 (can't be tripped) Feats Alertness, Improved Initiative, Lightning Reflexes, Weapon Focus (bite) Skills Perception +13, Stealth -8, Swim +20

Environment temperate ocean Organization solitary, pair, or school (3–6) Treasure none

**Disease (Ex)** Brine misery: Bite—injury; save Fort DC 16; onset 1d4 rounds; frequency 1/day; effect 1d4 Dex plus staggered; cure 2 consecutive saves. The save DC is Constitution-based.

Brine misery causes an extremely irritating stinging itch at the point of the wound that causes the victim to have the staggered condition until the disease is cured. Lantern Lure (Ex) As a free action, a Lyme angler can illuminate the dangling lure on its forehead with a phosphorescent glow that gives off light equal to a candle. All creatures with an Intelligence of 2 or less within 20 feet on which the Lyme angler has gained surprise must make a DC 13 Will save or become fascinated for 1 round. A creature that is not surprised has spotted the angler and is not fooled by the angler's lantern display. Once fascinated a victim can make a new save each round that the lantern lure remains in view to break the effect. However, while fascinated, the victim does not view the angler as a potential threat and remains fascinated until it actually attacks, which automatically breaks the effect. The save DC is Dexterity-based.

Also known as a slop-shark to those along the River Lyme, the Lyme angler is among the largest of predatory fish in and around that waterway. Lyme anglers have a luminescent organ called its lantern lure at the tip of a modified dorsal ray (or fishing rod). The organ serves not only the purpose of luring prey in the warm, shallow, polluted waters of the Lyme, but also serves to call males' attention to the females to facilitate mating. The source of luminescence in this organ is a species of nearly microscopic symbiotic brine shrimp that lives in and along the Lyme and has an affinity for the lantern lure organ of the Lyme angler. Through a complex chemical reaction, the Lyme angler is able to agitate these brine shrimp and cause them illuminate its lure at will.

These diseased things of corruption and toxin are common in the Lyme. They have enormous fanged-filled mouths, and their bodies are riddled with sores, infestations, and chemical burns — proof that there are places even they cannot swim safely. One of the most notorious man-eaters of the river, the immense Lyme angler can reach lengths of more than 20 feet and weigh up to 5,000 pounds.



This massive eel, nearly 20 feet long, has pale hide almost translucent like a fish's belly that is marred by great areas of sloughing flesh that hang loose in rotten folds. It is eyeless, with a row of small black nodules extending back from its snout, and has several small vestigial fins growing sporadically along the length of its body. Its mouth however, is the most noticeable feature, occupying nearly a quarter of its length and splayed wide with a crowd of jagged fangs.

### SOUGH-EEL

CR 6

XP 2,400 N Huge animal (aquatic) Init +4; Senses blindsense 90 ft., blindsight 30 ft., scent; Perception +7

AC 19, touch 8, flat-footed 19 (+11 natural, -2 size) hp 76 (9d8+36) Fort +10; Ref +8; Will +4 Defensive Abilities loose flesh; Immune disease, poison, vision-based attacks Weaknesses water dependency

Speed 10 ft., swim 30 ft. Melee bite +13 (2d8+12 plus disease and grab) Space 15 ft.; Reach 10 ft.

Special Attacks gnaw, swallow whole (4d6 acid damage, AC 15, 7 hp)

Str 26, Dex 10, Con 19, Int 1, Wis 12, Cha 8

Base Atk +6; CMB +16 (+20 grapple); CMD 26 (can't be tripped) Feats Improved Initiative, Lightning Reflexes, Skill Focus (Stealth), Stealthy, Weapon Focus (bite) Skills Escape Artist +12, Perception +7, Stealth +9, Swim +20; Racial Modifiers +4

Stealth, +12 Escape Artist

Environment temperate ocean Organization solitary or school (4–8) Treasure none

**Disease (Ex)** Flesh Rot: Bite—injury; save Fort DC 18; onset 1 minute; frequency 1/day; effect 1d6 Con and 1d6 Cha damage; cure 2 consecutive saves. The save DC is Constitution-based.

Gnaw (Ex) If a sough-eel begins a round with a grabbed foe, it inflicts automatic bite damage (2d8+12 points of damage). A sough-eel possesses a second set of jaws in its throat that aid in swallowing—it can make a second bite attack (+11 attack, 1d8+6) against a foe it has already grabbed. After a sough-eel has used its gnaw attack against a grabbed foe for 1d3 rounds, it will attempt to swallow that foe on its next attack.

Loose Flesh (Ex) The rotten, loose folds of flesh that continually slough off of a sough-eel provide it with a measure of protection against certain attacks. In addition providing it with its racial bonus to Escape Artist checks, it gives the sough-eel immunity to bleed damage and precision damage such as that dealt by sneak attacks. Water Dependency (Ex) Sough-eels can survive out of the water for 1 minute per point of Constitution (after that, refer to the drowning rules in the Pathfinder Roleplaying Game Core Rulebook).

These vile predators are found exclusively in the dark, filthy waters of the Great Lyme River and Fetid Sea in the vicinity of the City-State of Castorhage. Some have speculated that they were once a temperate water variety of moray eel that was indigenous to the area until the Lyme was tainted by the noxious effluvia from the metropolis known colloquially as the Blight. Unlike most aquatic species that were unable to survive the poisoning of the waters, the sough-eel population managed to endure the deadly influx but were changed in the process. Immune to most disease and poison, the sough-eels as carriers of their own endemic pathogen, are now affected by it chronically so that their hide is in a constant state of dying and sloughing off in large swaths and layers. This has not seemed to affect their ability to survive in their harsh environment, and every native of the Blight knows better to enter the water of the Lyme for fear of the voracious attacks of the ever-present sough-eels.



A spider the size of an alley cat scampers up the side of a tenement building. In its mandibles, it drags what appears to be a clothesline, with many of the garments still dangling limply behind.

### GABLE SPIDER

**Environment** urban (The Blight) **Organization** solitary, pair, or colony (3–10) **Treasure** incidental

**Poison (Ex)** Bite—injury; save Fort negates; frequency 1/ round for 4 rounds; effect 1d2 Dex; cure 2 consecutive saves. The save DC is Constitution-based.

**Sticky Globule (Ex)** Once every other round, a gable spider to project a globule of the substance it uses to coat its webs as a ranged touch attack. The attack functions like a tanglefoot bag, except the sticky globule has a range equal to the gable spider's climb speed. The save DC is Constitution-based and includes a +2 racial bonus.

**Web Construct (Ex)** Gable spiders are not web-spinners but rather construct great, elaborate webs from the materials and debris they have available. They coat these web constructs with their sticky fluids so that even though these tangled constructions are easily seen, actually stumbling or falling into one still causes the creature to become trapped. A trapped creature is entangled and can escape with a successful Escape Artist check or tear free with a Strength check. Both are standard actions with a DC equal to 1/2 creature's HD + creature's Con modifier. Attempts to tear a character free from a web construct by a character who is caught in it suffers a -4 penalty. The trapped character gains a +5 bonus if he has something to walk on or grab while pulling free. Each 5-foot-square section of a web construct has a number of hit points equal to the Hit Dice of the gable spider that created it and DR 3/—.

A gable spider can move across its own web construct or that of another gable spider at its climb speed and can pinpoint the location of any creature touching the web construct.

## Gable Spider Gizes

Size	Globule Save DC	Web Construct Save DC	Poison Save DC
Small	13	13	11
Medium	15	15	13
Large	18	18	16

## SMALL GABLE SPIDER

**XP 200** N Small vermin

Init +3; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4

CR 1/2

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size) hp 5 (1d8+1) Fort +3; Ref +3; Will +0 Immune mind-affecting effects

**Speed** 20 ft., climb 15 ft.



**Melee** bite +4 (1d4–3 plus poison) **Special Attacks** poison (DC 11), sticky globule (DC 13)

Str 5, Dex 17, Con 12, Int —, Wis 10, Cha 2 Base Atk +0; CMB -4; CMD 9 (21 vs. trip) Feats Weapon Finesse<sup>8</sup> Skills Climb +13, Perception +4, Stealth +11 (+15 in webs); Racial Modifiers +4 Perception, +4 Stealth (+8 in webs), +16 Climb SQ web construct

#### MEDIUM GABLE SPIDER

CR 2

XP 600 N Medium vermin Init +4; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural) hp 19 (3d8+6) Fort +5; Ref +5; Will +1 Immune mind-affecting effects

Speed 30 ft., climb 20 ft. Melee bite +6 (1d6–1 plus poison) Special Attacks poison (DC 13), sticky globule (DC 15)

Str 9, Dex 19, Con 15, Int —, Wis 10, Cha 2 Base Atk +2; CMB +1; CMD 15 (27 vs. trip) Feats Weapon Finesse<sup>B</sup> Skills Climb +15, Perception +4, Stealth +8 (+12 in webs); Racial Modifiers +4 Perception, +4 Stealth (+8 in webs), +16 Climb SQ web construct

LARGE GABLE SPIDER CR 4 XP 1,200 N Large vermin Init +5; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4

AC 16, touch 14, flat-footed 11 (+5 Dex, +2 natural, -1 size) hp 42 (5d8+20) Fort +8; Ref +6; Will +1 Immune mind-affecting effects

Speed 30 ft., climb 20 ft.
Melee bite +7 (1d8+3 poison)
Space 10 ft.; Reach 5 ft.
Special Attacks poison (DC 16), sticky globule (DC 18)

Str 15, Dex 21, Con 19, Int —, Wis 10, Cha 2 Base Atk +3; CMB +6; CMD 21 (33 vs. trip) Feats Weapon Finesse<sup>B</sup> Skills Climb +10, Perception +4, Stealth +0 (+4 in webs); Racial Modifiers +4 Perception, +4 Stealth (+8 in webs) SQ web construct Gable spiders are different from other varieties of giant spiders, and it is for this reason that the whole of the city isn't shrouded in endless sheets of webbing. Gable spiders are not web-spinners. They are still agile climbers like normal spiders and still live in weblike structures, but they lack spinnerets of their own. Rather they are instinctively master builders when it comes to stringing together the detritus found in the city's dumps and alleys: frayed ropes, sail cordage, clothes lines, lengths of twisted rags, curtains, sail cloth, and more. Even lengths of chain and bits of lumber construction can be found in the weblike contrivances that the gable spiders build. They combine these myriad materials in twisting, knotted mazes of suspended lines that can shame the largest of spider webs for complexity. They knot and anchor these mismatched lines among the rooftops and with each other to create these swaying-but-stable webs of junk.

However, just because they are not web-spinners does not mean the gable spiders are not masters of their domain. Rather than spinnerets, gable spiders have large swollen glands that secrete a sticky fluid they use to coat their rope and cloth constructions to provide the same benefits of a natural web. Creatures become stuck within their depths and become easy prey for the gable spiders who are able to move in and among these artificial webs with great agility and speed.

**Animal Companion:** A druid or other character with the ability to select a vermin as an animal companion may gain a gable spider with the following statistics:

Starting Statistics: Size Small; Speed 30 ft., climb 20 ft.; Attack bite (1d4); Ability Scores Str 5, Dex 17, Con 12, Int —, Wis 10, Cha 2; Special Attacks sticky globule (DC 13); Special Qualities darkvision, tremorsense 30 ft.; CMD trip +12.

**4th-Level Advancement: Size** Medium; **AC** +1 natural; **Attack** bite (1d6); **Ability Scores** Str +4, Dex +2, Con +2.





Something stirs in the sludge beneath; something swims through the arsenic poison that passes for water. It is vast; a seething globe of flesh, a mountain of rotting skin that hangs like a bridal train behind its back. It has at least a dozen eyes oddly spaced on its foul body, and a vast maw capable of swallowing a ship.

## GARGANTUAN WALLOW-WHALE XP 19,200

N Gargantuan magical beast (aquatic, augmented animal, Between) Init +1; Senses blindsight 120 ft., darkvision 60 ft., Iow-light vision; Perception +24

AC 27, touch 3, flat-footed 27 (-3 Dex, +24 natural, -4 size) hp 173 (16d10+80 plus 5) Fort +17; Ref +7; Will +7 DR 2/cold iron; SR 18

Speed swim 40 ft. Melee bite +25 (2d8+19 plus grab and disease) Space 20 ft.; Reach 20 ft. Special Attacks capsize, swallow whole (2d4+19 plus 3d6 acid, AC 22, 16 hp)

Str 36, Dex 4, Con 21, Int 4, Wis 11, Cha 5 Base Atk +16; CMB +33 (+35 bull rush; +37 grapple); CMD 40 (42 vs. bull rush; can't be tripped) Feats Awesome Blow<sup>B</sup>. Diehard, Endurance. Great Fortitude, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception) Skills Perception +24, Swim +29; Racial Modifiers +4 Perception Languages Aklo (cannot speak)

Environment any ocean (Between) Organization solitary or mated pair Treasure none

**Capsize (Ex)** A wallow-whale can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category the ship is larger than the whale's size, the whale takes a cumulative –10 penalty on this CMB check. **Disease (Ex)** Filth Fever: injury (bite); save Fortitude DC 23; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

#### COLOSSAL WALLOW-WHALE XP 51,200

## CR 15/BA 3

N Colossal magical beast (aquatic, augmented animal, Between)

**Init** +1; **Senses** blindsight 120 ft., darkvision 60 ft., low-light vision; **Perception** +28

AC 30, touch 0, flat-footed 29 (-2 Dex, +30 natural, -8 size) hp 266 (20d10+140 plus 16) Fort +21; Ref +10; Will +9 DR 2/cold iron; SR 21

CR 12/BA 1 Speed swim 40 ft. Melee bite +29 (4d6+25 plus grab and disease) Space 30 ft.; Reach 30 ft. Special Attacks capsize, swallow whole (2d4+25 plus 3d6 acid, AC 24, 25 hp)

> Str 44, Dex 6, Con 25, Int 4, Wis 13, Cha 5

Base Atk +20; CMB +45 (+47 bull rush; +49 grapple); CMD 53 (55 vs. bull rush; can't be tripped) Feats Awesome Blow<sup>8</sup>, Diehard, Endurance, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Armor<sup>8</sup>, Improved Vital Strike, Iron Will, Power Attack, Skill Focus (Perception), Vital Strike

Skills Perception +28, Swim +34; Racial Modifiers +4 Perception Languages Aklo (cannot speak)

Environment any ocean (Between) Organization solitary or mated pair

Treasure none

Capsize (Ex) A wallow-whale can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category the ship is larger than the whale's size, the whale takes a cumulative –10 penalty on this CMB check. Disease (Ex) Filth Fever: injury (bite); save Fortitude DC 27; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consec-

utive saves. The save DC is Constitution-based.

Originally found only in the Unsea of Between before some of these great cetaceans somehow escaped and began reproducing in the mundane world's oceans, wallow-whales are now the terror of the Fetid Sea and one of the primary threats for which the Castorhage Navy diligently patrols those waters. Wallow-whales are offal, carrion, husks, leavings, and scum given life. Stirges are frequently seen circling them when they surface to launch a spume of oily brine, purulence, and clotted fluids from their blowholes, and oozes capable of surviving in the acidic environment can sometimes be found infesting their cathedral-like stomachs. Wallowwhales aren't afraid to venture close to the city to feed upon the excrement, rot, and flotsam that see hes like a gyre around its foundations. Yet despite their foul body habitus, the ambergris of a wallow-whale is a thing both rare and highly valuable selling for as much as 100 gp/pound. Daring or foolhardy whalers armed with cold iron harpoons hunt these beasts upon the oceans, and in some cases upon the Unsea, with typical Gargantuan specimens typically yielding 1d6 x 10 pounds of the substance and a Colossal beast yielding 3d6 x 10 pounds.

# Appendix B: Aew Magic Items

BETWEEN RING

Aura faint evocation; CL 5th Slot ring; Price 36,000 gp; Weight —

## DESCRIPTION

This plain, unadorned ring is typically made of iron or some other common metal and bears signs of tarnish, rust, or some flaw that cannot be polished away or repaired. It also includes something of the tainted essence of Between in its composition, giving it a slightly greasy feel to the touch. When a Between ring is worn, the wearer must make a DC 16 Will save or be unable to voluntarily remove it. It never fits well: sometimes it feels too loose (though it never falls off), and sometimes it squeezes much too tightly, causing pain and a discolouration in the finger. Each day there is a 1-in-20 chance that it tightens, causing 1 point of damage from the constriction. If a Between ring ever constricts for 5 days in a row without the wearer receiving any magical healing, the finger it is worn on dies and becomes necrotic, eventually falling off in 1d4+4 days. The loss of this finger deals 2d4 points of damage but is one way for a wearer who has failed his Will save to remove the ring.

A wearer of a Between ring gains a +2 luck bonus to AC against any creature with the Between subtype or Between Creature template. In addition, the wearer can make an unarmed attack against such a creature with the hand that is wearing the ring as if he had the Stunning Fist feat and dealing lethal damage three times per day. This does not provoke an attack of opportunity. If the wearer is already able to deal lethal damage with unarmed attacks, the ring gives an additional +2 luck bonus to the attack and damage rolls. If the wearer already has the Stunning Fist feat, the ring provides the Stunning Critical feat once per day.

## CONSTRUCTION

**Requirements** Forge Ring, divine favor, greater magic fang; **Cost** 18,000 gp

## MANUAL OF THE CRUCIBLE

**Aura** Moderate abjuration, conjuration [chaos, evil], enchantment (lesser), Strong abjuration, conjuration [chaos, evil], enchantment (greater); **CL** 9th (lesser), 11th (greater)

Slot none; Price 20,000 gp (lesser), 28,000 gp (greater); Weight 5 lb.

## DESCRIPTION

A manual of the crucible contains information, incantations, and magical power that help a character craft a searing crucible. The instructions therein grant a +5 competence bonus on skill checks made to craft the device. The tome also holds the prerequisite spells needed to summon and bind a ragefire elemental within the crucible (although these spells can be used only for this purpose and cannot be copied), effectively granting the creator use of the Craft Wondrous Item feat and 9 ranks in Knowledge (engineering) during the construction of the crucible, and an increase to her caster level for the purpose of crafting the searing crucible.

The spells included in the manual of the crucible require a spell trigger activation and can be activated only to assist in the construction of the Searing Crucible. The cost of the book does not include the cost of constructing the crucible. Once the crucible is finished, the writing in the tome fades. When the tome is fed to the crucible, the searing crucible is finally complete.

A lesser manual of the crucible contains dimensional anchor, dismissal, geas/quest, lesser planar binding, and magic circle versus evil. The reader may treat her caster level as 2 levels higher than normal for the purpose of crafting a lesser searing crucible.

A greater manual contains banishment, dimensional anchor, geas/quest, planar binding, and magic circle versus evil. The reader may treat her caster level as 3 levels higher than normal for the purpose of crafting a greater searing crucible.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, caster must be of a specific level (9th for lesser, 11th for greater), lesser: dimensional anchor, dismissal, geas/quest, lesser planar binding, magic circle versus evil, greater: banishment, dimensional anchor, geas/quest, planar binding, magic circle versus evil, creator must have 9 ranks in Knowledge (engineering); **Cost** 10,000 gp (lesser), 14,000 gp (greater)

## SEARING CRUCIBLE

**Aura** Moderate abjuration, conjuration [chaos, evil], enchantment (lesser), Strong abjuration, conjuration [chaos, evil], enchantment (greater); **CL** 9th (lesser), 11th (greater)

Slot none; Price 50,000 gp (lesser), 70,000 gp (greater); Weight 12 tons

## DESCRIPTION

This vast iron object allows the user to conjure a ragefire elemental from the Abyss that may subsequently grow if fed non-evil sentient humanoids. The structure of the crucible includes a chamber into which creatures can be placed that a bound elemental will be able to feed upon and thus grow in size. If the bound ragefire elemental reaches huge size, it can then be forced to create spawn if fed 10 tons of combustible material (coal, wood, etc.) and a non-evil sentient humanoid creature with at least half the elemental's HD within the space of 1 week. The crucible holds the ragefire spawn in a separate internal chamber, and only one ragefire spawn can be held in the crucible at any one time, but it can be drawn out by opening a tap and speaking a command word. The ragefire spawn pours out like liquid flame in a single round, but it can be captured in a sealed container capable of holding at least a liter and withstanding the elemental's heat. Ragefire spawn created in this way are under the control of the user of the crucible, and not the bound elemental. At any one time, the user may have a number of enslaved spawn totalling no more than the bound elemental's Hit Dice; any spawn created that would exceed this limit are free-willed.

The bound ragefire elemental can be released by opening the tap when no ragefire spawn are held in the crucible and speaking the command word. It takes 1 round for a small or Medium elemental to pour out, 2 for a Large elemental, and 3 for a Huge elemental. Alternatively, by speaking a different command word while touching the crucible, the user of the crucible can dismiss the bound ragefire elemental back to the Abyss. The elemental

receives a Will saving throw with a DC equal to the DC of the dismissal or banishment spell used to create the searing crucible. If the saving throw is successful, the elemental immediately begins to pour from the tap. An elemental freed from the crucible may then escape or attack, but may also listen to bargaining, depending on its relationship with the creator.

A lesser searing crucible can summon a Medium ragefire elemental. A greater searing crucible can summon a Large ragefire elemental, and the DC of the banishment spell gains a +4 bonus due to substances anathema to ragefire

## Legal Appendix

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elementals included in the construction.

## CONSTRUCTION

Requirements Craft Wondrous Item, caster must be of a specific level (9th for lesser, 11th for greater), lesser: dimensional anchor, dismissal, geas/quest, lesser planar binding, magic circle versus evil, greater: banishment, dimensional anchor, geas/quest, planar binding, magic circle versus evil, creator must have 9 ranks in Knowledge (engineering); Cost 25,000 gp (lesser), 35,000 gp (greater)

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## GM MAP







GM MAP

PLAYER MAP





Richard Pett's Crooked City

## TB4: The Crucible

## Don't go to sleep. Gome say dreams of fire are haunting the night, and that if you dream of burning, you awaken on fire.

People in the Blight begin to awaken at night burning with an all-too-real fire. Most of them die horribly, spouses or lovers staring in shocked horror at their sudden death throes in the grip of consuming flames. A few of the truly unlucky actually manage to survive — if living in such a state can be called survival. There seems to be no rhyme or reason in the victims of these incinerating dreams, as those among the high and low fall victim to its touch, and the locals each pray that he or she will not be next.

Now no one dares to sleep.

The Crucible is a stand-alone adventure set in The Blight for 4-67th-level characters.





