

# Ehe Blight

Richard Pett's Crooked City

Player's Bandbook





# Richard Pett's Crooked City Player's Aandbook Credits

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This setting is dedicated to Geoff Tew, a damn fine thief whose spirit still graces our gaming table and whose favourite character still walks these streets.

"In order to know virtue, we must first acquaint ourselves with vice."

Quotations except as noted otherwise are from the Marquis de Sade (1740-1814)

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- LL2: The Lost City of Barakus PF, S&W
- LL3: Sword of Air PF, S&W
- LL4: Cults of the Sundered Kingdoms PF, S&W
- LL5: Borderland Provinces 5e, PF, S&W
- LL6: The Northlands Saga Complete PF, S&W
- LL7: The Blight <sup>5e, PF, S&W</sup>
- LL8: Bard's Gate 5e, PF, S&W
- LL9: Adventures in the Borderland Provinces 5e, PF, S&W

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\* (forthcoming from Frog God Games)

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# Ehe Blight Player's Aandbook



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

# for the Players

A stitched thing shambles through the night, the smog of the Canker caressing it. Hooded and covered, the thing's head is too large for its body, and it has to lean frequently against the dirt-smeared brick embankments of Sister Lyme and suck in air through broken lips. A stench like rotting vegetables and sugar surrounds it. People move by in the smog, quietly and nervously going about their business. Occasionally, a cockroach crunches under their feet. Some travellers are rich enough to have linkboys, and a ghastly yellow pallor surrounds the conspirators as they flit like will-o'-wisps through the poison air of the street.

The silence is suddenly stabbed by the sound of a carriage clattering along the cobbles — a child's nightmare pulls the carriage yet no one seems to notice; it gulps the air as it lurches by — a slick black thing that hobbles spastically yet with great purpose. Unseen within, a naga pulls at a hookah, her arcane limbs fidgeting nervous. She is reading an ancient cabalistic work that details a ragefire elemental, a hateful thing of such fury that it can consume cities. The naga smiles and blows out a crimson smoke-ring as she puzzles this new weapon that has fallen, or rather been dropped, into her presence. The naga bangs upon the roof of the carriage for the driver to speed on, and within moments, the streets are quiet again.

The hooded thing staggers on, beneath towering walls and sloping gables where great spiders crawl, the arachnids cowering from the spider-catchers who ply their trade in the dark. Both avoid the rooftops where ancient scrimshaw gargoyles call to each other in haunting song. No one climbs to meet the scrimshaw; no one dares.

The figure passes a burnt-out pawnshop and is ignored by a young couple in a doorway; seeing only each other, one of the figures has two mouths full of jutting yellow teeth. The other, possibly a man, is dead, only alchemy keeps his wan body upright. He appears to be ignoring the prostitute's shortcomings, or perhaps is paying for them.

At last the stitched thing reaches its destination, a crooked house lit by the distant lights of the Great Fayre and the peculiar cutting beam of Hobbington's Lamp — the greatest of sea lanterns. Now hobbling down the stairs, it gives a secret knock and is allowed into the alchymic opium den. Entering, it sees something in the mirror opposite, but the thing it sees is not its own reflection, and as it watches the shadow moves out of the looking glass and into the room. The hooded figure bows, and hands over a package to the mirror dweller, who smiles crookedly and moves into the city night, drawing a shining meat-cleaver as it does so. Singing a nursery rhyme under its breath, it breaks into a skip.

Outside, countless other stories are taking place; misery and joy, and lust and sin abound here. This is their home; this is home to many, many things ..."

The Blight is vast; it is mad and random and teeming with life. Each doorway conceals a secret, every window a longing, every roof a hope and fear. A million faces stare from its broken soul. Each face hides a story.

This player's handbook offers you options to play characters not only in this setting, but that are applicable for many dark fantasy cities.

Many different races can trace their lineage back centuries in the Blight, and these Blight versions of standard races have developed their own unique abilities, contacts, and skills. In such a vast city, no guide can ever be considered entirely comprehensive, but here is a selection of new races and racial subtypes of the more established races commonly encountered. All the standard fantasy role-playing races may be met in the streets of Castorhage, but their environment may change local characters, as a dwarf living in the arctic or an elf living on a coral reef would change, but they are still unmistakably elves and dwarves.



## City Races

The information given below could be useful in any urban setting. Races in the *Pathfinder Roleplaying Game Core Rulebook* are a good starting point for variations based upon background, environment and attitude, and these are as numerous as campaign worlds they live in.

Thinking about the environment that races come from can be a fun addition to any gaming session - consider a race of dwarves that has lived far below the city in an area of the Underneath that has not been discovered until now. Perhaps greedy miners have followed a vein of silver down into the vast caverns beneath Castorhage, or maybe one of the pits has opened up somewhere in the city and the dwarves see the sun for the first time. Do the blind dwarves flee from the warmth or worship it? How do they react to the noise of the city and how do the locals react to them? Are they convenient monsters in the game of some local Streetclerk, or are they taken as freaks to Festival to be displayed and mocked for the delectation of the populace? Perhaps the dwarves are amazingly skilled artisans who begin work in secret for some unprincipled cad who kidnaps some of their number to ensure compliance. Perhaps the PCs come upon an escapee one night being chased by constables who claim the blind dwarf is a killer ...

Races presented hereafter represent Castorhage variations upon the core races, as well as four new races — briny, coprophagi, night-slugs, and swyne. Racial subtypes of each of the core races are also presented. These subtypes are those that exist in addition to the standard core races; they have unique abilities due to their exposure and background in relation to the Great City.

One potential PC race not included here is left for you and your GM to decide: goblins. Goblin pets — the latest fad — presently inundate the city, and it is entirely plausible for a player to have a goblin PC — if your group wishes to allow it. Other races may also be allowed as you wish. In a city where many things can hide in the open and anything goes as far as this guide is concerned, your GM is the final judge in your campaign, and what she says goes.

Do not limit your choice to standard races; a party of ghoul PCs makes an excellent change of pace. Skum and wererats also make interesting variations upon PC races and enable you to develop a whole new skill set and viewpoint for your characters. Your GM will always point you in the direction she wishes her campaign to go, but do not be afraid to make suggestions. The Blight is, after all, a city of a million stories ...

# Aew Racial Traits

A curious aspect of life in the Blight is that it subtly, over generations, moulds its inhabitants, exaggerating the effects on their physicalities and mentalities of the ways in which they apply themselves within its confines. For example, descendants of labourers are, on average, noticeably more hulking and brutish than their forebears, and descendants of scholars have, on average, wider eyes and larger craniums. Some of these effects are modelled by racial background traits and others by alternative racial traits.

# Blight Racial Backgrounds

As you review these racial backgrounds, you are likely to be struck by the fact that their mechanics closely resemble those used for the racial subtypes presented in *Pathfinder Roleplaying Game Advanced Race Guide*. Your drawing of this conclusion would not be inaccurate. They are, in fact, generally built as the Paizo racial subtypes are built. So why the name change? Well, there's a good reason for that, too.

**Frog God Games** — as a champion of old-school games — has taken for its cue on the use of racial subtypes the same approach as was used in 3.0/3.5 and earlier iterations of the world's most popular fantasy roleplaying game with a more traditional method more akin to the concept

of "subraces" of old. This approach was held by Necromancer Games during its years releasing 3.0/3.5 materials and has been carried through by the Frogs as well, most recently with the release of *LL8: Bard's Gate* and its (re)introduction of the wood elf and street dwarf racial subtypes. It appears again in the shortly forthcoming *Mountains of Madness* with the mountain dwarf racial subtype. So rather than make an abrupt about face for this book and start using the terminology in the same way as the *Pathfinder Roleplaying Game Advanced Race Guide*, we continued to use racial subtype as we have in our previous and future products.

However, we also didn't want to throw out the baby with the bathwater in regards to the Paizo mechanics for racial subtypes, so we retained them but renamed them as racial backgrounds. We think that the use of racial subtype in the connotation more along the lines of the old subraces makes sense anyway, since the concept of type and subtype in the Pathfinder Roleplaying Game already exist to define the sort of creature a thing is rather than more of an emphasis on the sorts of skills it has.

And as with all things **Frog God Games** provides, these rules are here for you to pick and choose as you please and as best suits your game. If you prefer to use the Paizo nomenclature regarding racial subtypes, then by all means drop the racial backgrounds name for racial subtypes and just go with the old-school subraces if you want to reference the racial subtypes we've added by another name. As always, make of it what you will.

## Dwarves

#### Blight Alternate Racial Traits

The following racial traits may be selected instead of the standard dwarf racial traits:

**Blight Builder:** Some Blight dwarves are especially talented with a skill related to construction of various sorts. They gain a +2 racial bonus on Climb, Craft (carpentry), Craft (stonemasonry), Knowledge (engineering), Profession (architect), Profession (builder), or Profession (engineer) checks, and may treat that skill as a class skill. This racial trait replaces defensive training.

**Blight Enmity:** Some Blight dwarves have redirected traditional dwarven enmities. Blight dwarves with this racial trait receive a +1 racial bonus on attack rolls against Between creatures, constructs, lycanthropes, or undead (choose one). Alternatively, at the GM's discretion, a Blight dwarf may choose a known organisation within the city such as the Justices, Thieves' Guild, or Anarchists, for example. This racial trait replaces hatred.

**City Sharp:** Some Blight dwarves have very strong ties to the city. They gain a +2 racial bonus on Blight-related Knowledge (local) checks, and on Diplomacy checks to gather information within the Blight, and may treat Knowledge (local) as a class skill. This racial trait replaces defensive training.

**Trade Expert:** Some Blight dwarves are descended from families with a focus on a skilled trade. They gain a +2 racial bonus on any one Craft or Profession skill, and may treat that skill as a class skill. This racial trait replaces defensive training.

#### Blight Racial Backgrounds

The following Blight racial backgrounds can be obtained when a character takes a specific combination of Blight alternate racial traits. These include additional bonuses that represent their total immersion in the uniquely challenging environment of the city. A character may be of only a single Blight racial background.

**Salt-o'-the-Earth:** Coming from a respected dwarven family in the city, salts can trace their local ancestry back over several generations to the dwarven kingdom said to have first carved the Underneath. Salts-o'-the-earth have the city sharp and Blight enmity racial traits, and may choose either a second enmity from the Blight enmity list or gain a +2 racial bonus on attacks rolls against their first choice of enemy.

**SprawlMason:** Some dwarves have a particularly strong background in all things connected to building. SprawlMasons have the Blight builder and Blight enmity racial traits. SprawlMasons with the stonecunning racial trait gain a +4 bonus on Perception checks to notice unusual stonework instead of the normal +2 bonus.

**Toiler:** Myriad dwarf families came to Castorhage seeking work, and the reputation of their spirit of toil gained many employment. Toilers have the trade expert and Blight enmity racial traits, and gain a +1 bonus on any trained Craft or Profession skill checks.

## Elves

#### Blight Alternate Racial Traits

The following racial traits may be selected instead of the standard elf racial traits:

**Artistic Devotion:** The Blight can transform elves of an artistic nature into obsessive practitioners, forever seeking the perfect expression of their form. They gain a +1 bonus on any trained Artistry<sup>PU</sup> and Craft skill check, a +2 racial bonus on checks with any one Artistry<sup>PU</sup> or Craft skill, and they may treat that skill as a class skill. This racial trait replaces weapon familiarity.

**Fey Talent:** Some Blight elves find that a talent for music, song, dance, or some other form of entertainment runs in their blood. They gain a +2 racial bonus on Acrobatics, Escape Artist, Perform (any one), or Sleight of Hand skill checks, and may treat that skill as a class skill. This racial trait replaces keen senses.

**Immersive Memory:** Some Blight elves are easily immersed within the memories of their ancient race and its history and experiences. They gain a +2 racial bonus on Knowledge (history) checks, and may treat it as a class skill. This racial trait replaces keen senses.

**Lifelong Learning:** Some long-lived elves have acquired a lifetime of knowledge and training, and life in the Blight evokes past experiences with the new. They gain the Breadth of Experience<sup>APG</sup> feat, but must begin at old age or older (see Chapter 7 of the *Pathfinder Roleplaying Game Core Rulebook*). This racial trait replaces elven immunities.

**Social Spirit:** An inner radiance seems to shine bright in some Blight elves, positively influencing those with whom they interact. They gain a +2 racial bonus on Diplomacy checks, on Bluff checks made to convince others with a lie, and may treat one of those skills as a class skill. This racial trait replaces weapon familiarity.

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

#### Blight Racial Backgrounds

The following Blight racial backgrounds can be obtained when a character takes a specific combination of Blight alternate racial traits. These include additional bonuses that represent their total immersion in the uniquely challenging environment of the city. A character may be of only a single Blight racial background.

**Forsaken:** Old elves come to the city to discover and learn, and these elves are called the forsaken by locals. They have a lifetime of memories and experiences, but memories are fickle and what may have been reality might seem like a dream. Some forsaken are bitter that their long lives are slowly coming to an end. They have the immersive memory and lifelong learning racial traits and, once per day, they may take 10 on any Knowledge check, even if stress and distractions would normally prevent doing so.

**Travellers:** These folk are the bright performers of the city who dazzle, amaze, and entertain its citizens. They have the fey talent and social spirit racial traits, and gain a +1 bonus on saving throws against fear and despair effects, and on skill checks with any skill listed in the fey talent racial trait that they are trained in.

## Gnomes

#### Blight Alternate Racial Traits

The following racial traits may be selected instead of the standard gnome racial traits:

Alchemy Fiend: The Blight elevates some gnomes' obsession with alchemy into incredible talent. They gain a +4 racial bonus on Craft (alchemy) checks, and may treat Craft (alchemy) as a class skill. This

racial trait replaces obsessive.

**Blight-Bonded:** Some gnome families have formed strong ties to the Blight through the latent action of their fey origins. Other gnomes recognise this bond and cannot help but be influenced by it. Blight-bonded gnomes gain Knowledge (local) as a class skill, and +2 racial bonus on Diplomacy and Intimidate checks when dealing with other gnomes. This racial trait replaces defensive training.

**Blight Enmity:** Some Blight gnomes have redirected traditional gnomish enmities. Blight gnomes with this racial trait receive a +1 racial bonus on attack rolls against Between creatures, constructs, lycanthropes, or undead (choose one). Alternatively, at the GM's discretion, a Blight gnome may choose a known organisation within the city such as the Justices, Thieves' Guild, or Anarchists, for example. This racial trait replaces hatred.

**Business-Brained:** Some gnomes find that the Blight enhances their naturally convoluted thought patterns into a talent for the abstract intricacies of high-level business, finance, and law. They gain a +4 racial bonus on Profession (banker, barrister, gambler, or merchant) checks (choose one), and may treat that skill as a class skill. This racial trait replaces obsessive.

**Truth Twister:** A creative relationship with fact and fiction, especially serving within the courts of the Blight, has led to some gnomes' facilities with deceit being enhanced. They gain a +2 racial bonus on Bluff and Sense Motive checks when lying and discerning lies, respectively, and may treat one of those skills as a class skill. This racial trait replaces hatred.

**Urban Magic:** The Blight has altered the inherently magical nature of some gnomes. Such gnomes with Charisma scores of 11 or higher gain the following spell-like abilities: 1/day—*floating disk, message, open/close,* and *unseen servant.* The caster level for these effects is equal to the gnome's level. The DC for these spells is equal to 10 + the spell's level + the gnome's Charisma modifier. This racial trait replaces gnome magic.

#### Blight Racial Backgrounds

The following Blight racial backgrounds can be obtained when a character takes a specific combination of Blight alternate racial traits. These include additional bonuses that represent their total immersion in the uniquely challenging environment of the city. A character may be of only a single Blight racial background.

Alchymyst: Typically found surrounded by bubbling pipes and jars, frothing jugs of vile-smelling ichor, and tubes connecting to tubes connecting to tubes, alchymysts are admired throughout the city for their nose for the task and their cunning skills with all manner of exotic substances. They have the alchemy fiend and Blight enmity racial traits, and may treat their Intelligence score as 2 points higher for the alchemy and bomb class features.

**Shortstone:** From the famous (some would say infamous) Shortstone family, their reputation precedes them. This huge, extended family is synonymous with Blight gnomes, and gains benefits from the seemingly endless relations that dwell in the city. Shortstones have the Blight-bonded and urban magic racial traits, and may add two of the following spells to their urban magic spell list: *animate rope*, *disguise self*, *grease*, and *urban grace*<sup>ARG</sup>.

ARG See Pathfinder Roleplaying Game Advanced Race Guide

# Balf-Elves

There is magic in her eyes, and a slight fey look about her. Her features are narrow, and her eyes purple. Her red hair is drawn into a tight pigtail by a deep blue cheesecloth scarf.

Everyone loves Tamarind, her smile, her laugh, her singing — she has broken a hundred hearts they say by refusing the advances of lesser men, claiming she is looking for a wealthy fat lord to live with and spend his money.

Behind those eyes, however, works a brain of evil. A black heart beats in her and Tamarind plots and weaves like a great, sick spider. She knows she is beautiful and knows it well, using what the gods have given her to bring her a better life.

She kills those who come too close to her web.

— **Tamarind** (NE female charmwell half-elf rogue 6/assassin 4)

#### Blight Alternate Racial Traits

The following racial traits may be selected instead of the standard halfelf racial traits:

**Emotionally Remote:** Torn between two worlds, some Blight halfelves have grown emotionally distant to those around them. They gain a +2bonus on saving throws versus emotion effects, and attempts to influence their attitudes using Diplomacy or Intimidate receive a -5 penalty. This racial trait replaces multitalented.

**Racially Ambiguous:** The Blight suppresses the elven appearance of some half-elves, allowing them to more easily pass as a different race while emphasising a talent for assuming alternative identities. They gain a +2 racial bonus on Disguise checks (+4 to appear as human), and may treat Disguise as a class skill. This racial trait replaces multitalented.

#### Blight Racial Backgrounds

The following Blight racial backgrounds can be obtained when a character takes a specific combination of Blight alternate racial traits. These include additional bonuses that represent their total immersion in the uniquely challenging environment of the city. A character may be of only a single Blight racial background.

**Charmwells:** Charmwells are more elven, and therefore more fey, than other half-elves; some have the stuff of the Old Ones and the dark fey about them. In the crowded city, these half-elves play up to their elven predominance and often become performers. They have the fey talent (from their elven heritage) and sociable<sup>ARG</sup> racial traits. In addition, when they use Diplomacy to shift a creature's attitude, they can shift up to three steps up rather than just two.

**Hidelings:** Some say the elves were the first creatures to walk through the mirror but came through from Between. Given this fear, some halfelves prefer to emphasise their human ancestry, and mask their elven heritage. Hidelings have the racially ambiguous and integrated<sup>ARG</sup> racial traits. In addition, hidelings do not receive the -2 penalty when using the Disguise skill to appear to be a different race.

**Sorrowful:** Neither one nor the other, a sorrowful was brought up by one parent and is missing something crucial in their makeup. After the initial love and lust died, their parents' extreme differences made it impossible for them to live happily ever after. Sorrowful favour the parent they lived with but are cursed either with unnatural long life or fleetingly short life in comparison to their parent. Sorrowful have the dual minded<sup>ARG</sup> and emotionally remote racial traits. In addition, once per day, a sorrowful may reroll a Will save. The reroll must be declared before the results of the roll are revealed, and the results of the second roll must be taken, even if they are worse.

ARG See Pathfinder Roleplaying Game Advanced Race Guide

# Aalf-Orcs

#### Blight Alternate Racial Traits

The following racial traits may be selected instead of the standard halfore racial traits:

**Slum Survivor:** Some Blight half-orcs are skilled at surviving in slums, sewers, and underbellies. They gain a +4 racial bonus on Stealth and Survival checks in urban environments, and may treat one of those skills as a class skill. In addition, slum survivors may use the Survival skill to find food and water in an urban environment. A successful DC 15 check locates enough sustenance for one person for 1 day. For every 2 points by which the result exceeds 15, the slum survivor can locate enough sustenance for one additional person. Using Survival in this way takes 1d4 hours per check. This racial trait replaces intimidating.

**Nightbreed:** The Blight moulds some half-orcs toward the darkness, emphasising their subterranean heritage. They gain a +4 racial bonus on sight-based Perception checks made in dim light or darker conditions, but also gain the light sensitivity weakness. This racial trait replaces intimidating.

#### Blight Racial Backgrounds

The following Blight racial background can be obtained when a character takes a specific combination of Blight alternate racial traits. These include additional bonuses that represent their total immersion in the uniquely challenging environment of the city. A character may be of only a single Blight racial background.

**Savages:** Their parents came to the city to seek their fortune; half-orcs themselves, they found life hard, and have joined the growing number of half-orcs who live in dark, rusty ghettoes and hovels — grouped together for fear of attack. Savages — as other city folk call them — are tough, independent, and smart; they have learnt to survive alone in the city. Savages have the scavenger<sup>ARG</sup> and slum survivor racial traits, and gain Endurance as a bonus feat.

ARG See Pathfinder Roleplaying Game Advanced Race Guide

# Halflings

### Blight Alternate Racial Traits

The following racial traits may be selected instead of the standard halfling racial traits:

**Deft Dancer:** Some Blight halflings are infused with the rhythm and beat of the city's dark heart. They gain a +2 racial bonus on Perform (dance) checks, on Perform (percussion, string, or wind) checks (choose one) and may treat Perform as a class skill. In addition, deft dancers with 3 or more ranks in Perform (dance) gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2, and a +6 dodge bonus to AC when taking the total defense action instead of the usual +4. This does not stack with similar dodge bonuses gained from the Acrobatics skill. This racial trait replaces fearless.

**Rigging Rat:** Some halflings have Blight-charged agility. They gain a +4 racial bonus on Acrobatics and Climb checks, and may treat one of these skills as a class skill. This racial trait replaces sure-footed and weapon familiarity.

**River Runner:** Many Blight halflings are drawn to its waterways, plying the Lyme with inborn expertise. They gain a +4 racial bonus on Profession (sailor or boatman) and Swim checks and may treat both as class skills. This racial trait replaces keen senses.

#### Blight Racial Backgrounds

The following Blight racial backgrounds can be obtained when a character takes a specific combination of Blight alternate racial traits. These include additional bonuses that represent their total immersion in the uniquely challenging environment of the city. A character may be of only a single Blight racial background.

**Boatfolk:** The river barges are full of halfling boatfolk who are fiercely insular and come from tightknit families. They have their own festivals, manners, and cant. Boatfolk have the rigging rat and river runner racial traits, and gain River Cant as a bonus language. In addition, when speaking in River Cant, boatfolk gain a +5 bonus on Bluff checks to pass secret messages to one another. Non-boatfolk who understand River Cant receive a -5 penalty on Sense Motive checks to detect these secret messages.

## Aumans

#### Blight Alternate Racial Traits

The following racial traits may be selected instead of the standard human racial traits:

**Citysoul:** Some humans instinctually are connected to the city, and they subconsciously move to its irregular beat. Within the Blight, they gain a +2 racial bonus on initiative checks, as well as on Perception, Sense Motive, and Stealth checks. In addition, once per day, they can become lost in thought in a trance-like state for 1 minute to subconsciously plumb their knowledge of the city. At the end of the trance, they may make Diplomacy check as though they had spent 1d4 hours gathering information. This trait replaces the bonus feat trait.

**Distorted:** Some humans have been warped by their birth and upbringing exposed to the toxins and pollutants of the Blight. They have strange internal anatomies and have a 25% chance to treat any critical hit or sneak attack as a normal hit. This trait replaces the bonus feat trait.

**Mapmind:** The minds of some humans intuitively understand the everchanging layout of the city, as though they have a mental model that is somehow always kept up to date. They gain a +4 racial bonus on Knowledge (local), Knowledge (geography), and Lore\* checks in relation to knowing the urban geography of the Blight, the fastest method to get from one location to another, and for finding specific locations within the city. In addition, they can spend a full-round action to know which district they are in, even if they cannot see their surroundings. This trait replaces skilled.

**Polluted:** The city itself seems infected with choking gases and corrosive chemicals, yet some humans seem to thrive in even the most pollutant-rich environments. They gain acid resistance 2 and a +4 racial bonus on Fortitude saves versus poison. This trait replaces the bonus feat trait.

**Twilight Sighted:** Touched by exotic blood or Between, some humans can see better than their kin in dim light conditions. They gain low-light vision. This trait replaces skilled.

**Water-Blooded:** They say that blood is thicker than water, but for some Blight humans, the waters of the Lyme seem to run through their veins. They can hold their breath for twice as long as a normal human, gain a +4 racial bonus on swim checks, and treat Swim as a class skill. This trait replaces skilled.

\* See New Skills

#### Blight Racial Backgrounds

The following Blight racial backgrounds can be obtained when a character takes a specific combination of Blight alternate racial traits. These include additional bonuses that represent their total immersion in the uniquely challenging environment of the city. A character may be of only a single Blight racial background. In addition, three common Blight backgrounds for humans are included: Capitoler, commoner, and criminal. These represent, by far, the most common racial backgrounds of the humans of the city and, therefore, are listed first in their separate section. Unlike the other racial backgrounds, the Capitoler, commoner, and criminal do not require a specific selection of alternate racial traits, but rather allow the individual to choose one background trait from a provided list that replaces the skilled racial trait.

#### Common Blight Racial Backgrounds

As mentioned, these three backgrounds — Capitoler, commoner, and criminal — are separate from the other human racial backgrounds provided below. However, just like those, a human can have only one of these Blight racial backgrounds regardless of whether it is one of the common ones or not.

**Capitoler:** A Capitoler hails from the Capitol, his or her parents mingled with minor gentry or scholars, serving clerks, guards, or any number of other professions and backgrounds. Capitolers can be of the Upper Class or Middle Class. Capitolers may dress more fashionably, have a richer accent, write in a very educated way, and generally have an air of confidence; in other words, they are better educated and slightly more aloof than other locals. Born in the Capitol, Capitolers make excellent clerics, paladins, wizards, alchemists<sup>APG</sup>, cavaliers<sup>APG</sup> and arcanists<sup>ACG</sup>, although all the other classes — and in particular rogues — are also commonly found.

Capitolers choose one of the following six background traits in place of the skilled trait:

**Book Learnt:** Pick any one Knowledge skill as a bonus skill and start with a +2 racial bonus to reflect the bookish studies of the character as a child.

**Higher Education:** Increase skills at 1st level as though the character had 2 more Intelligence than he has (subsequent skills are learnt with this modifier as well).

**Military Stock:** The PC may choose any one skill from Acrobatics, Heal, Intimidate or Ride as a bonus skill and take a +2 racial bonus to the use of this skill.

**Religious Background:** The character may be the son of a vicar, priest or other religious worthy. Add a +2 racial bonus to Knowledge (religion) checks, and the character learns this skill as a class skill.



**Troublesome Child:** The character spent his whole younger life playing in the rooftops and gables of the city. Choose a +2 racial bonus to either Climb, Knowledge (local) or Survival, and the skill is considered a class skill.

Wealthy Parentage: The character is born into wealth and privilege. Start with 2 times standard money and receive half that amount as an annual allowance.

**Commoner:** The backbone of the city, the common man or woman is a drinker, a laugher, a dancer and a fighter. She is at home in the gin-halls of the city, toasting the Queen, and then readying herself for work the next day. Commoners can be of the Middle Class or the Lowfolk. Her background is born in the streets where the workers toil and earn their bread and butter. Fighters, bards, rangers, brawlers<sup>ACG</sup>, hunters<sup>ACG</sup>, investigators<sup>ACG</sup> and swashbucklers<sup>ACG</sup> all rise from the commoner, although all the other classes are heard of in the narrow streets and squares of the city.

Commoners are tougher than the Capitolers; they have had an upbringing in the school of hard knocks and their skills reflect that. Commoners choose one of the following six background traits in place of the skilled trait:

**Child of a Trader:** Pick any one Craft or Profession skill as that of your parent and receive a +2 racial bonus to the skill, which is also considered a class skill.

**Mean Streets:** The character had a particularly tough upbringing. Take Improved Unarmed Strike as a bonus feat.

**Seaward:** A life on the docks and decks has made a mark on the character. Choose a +2 racial bonus in either Acrobatics, Climb, Craft (ships), Profession (sailor or boatman) or Swim.

**Thief:** The character has lived by his wits and by his speed. Choose a +2 racial bonus in either Acrobatics or Perception and receive Thieves'

Cant as a bonus language.

**Vagabond:** Life in the slums made the character adept at survival in the city. Choose a +2 racial bonus in either Appraise, Bluff, or Sleight of Hand.

**Wanderer:** The character moved about a lot as a child and was exposed to the ways of the Viroeni. Receive a +2 racial bonus in Knowledge (local), and choose either Rama or River Cant as a bonus language.

**Criminal:** Tramps and beggars, waifs, strays, and crooks, you come from the underclass of the city and make no bones about it; you've had it tough. The streets are unfriendly to those without a home, and you've been bred hard. Criminals of the sort described here can be of the Lowfolk, Invisibles, or Lowest of the Low. Rogues, barbarians, bards, sorcerers, vigilantes<sup>UI</sup>, brawlers<sup>ACG</sup>, hunters<sup>ACG</sup>, swashbucklers<sup>ACG</sup>, and slayers<sup>ACG</sup> are to be found amongst the Criminals, but all other classes, even paladins, have been found in the dark places of the city.

To reflect their tough upbringing, criminals choose one of the following six background traits in place of the skilled trait:

**Friends in Low Places:** The character has contacts in the city's underworld. Choose a +2 racial bonus to either Appraise, Diplomacy or Intimidate and consider it as a class skill.

**Mendicant:** A master at begging and fraud, the characters receives a +2 racial bonus in Bluff and considers this as a class skill.

**Sterner Stuff:** The characters hardened life has made her particularly resistant to either disease or poison, receive a +2 racial bonus to all saving throws of this type.

**Street Corner Entertainer:** The character has made a few tanners playing on the street corners in the past. Add a +2 racial bonus to any one Perform skill and consider it as a class skill.

**Street Fighter:** The character earned at least part of her living as a boxer or street tough. Take Improved Unarmed Strike as a bonus feat.

**Tramp:** From gypsy blood, the character wandered the streets since birth. Receive a +2 racial bonus to Knowledge (local) and consider this as a class skill. The character also chooses either Rama or River Cant as a bonus language.

ACG See Pathfinder Roleplaying Game Advanced Class Guide APG See Pathfinder Roleplaying Game Advanced Player's Guide

<sup>UI</sup> See Pathfinder Roleplaying Game Ultimate Intrigue

#### Other Blight Racial Backgrounds

**Crooked:** Pity those who have been infested with thoughts of Between — for some it is a daily terror, a fear that, at any moment, she is going to reach out and devour them forever. Others fear that their very thoughts of Between are bound to manifest, and come and get them. The wolf staring into the crib. Some think a war is about to begin, a war that will end everything very, very quickly as Between rises up and devours the grotesque, bloated city of Castorhage.

These are edgy people, yet strangely enlightened. They tend to be more artistic, creative, awakened, or elemental, but not always. They may have a peculiar effect upon animals, or upon people, or upon the things they create: cats may yowl and flee when they enter a room; people give them surprised second glances when they first encounter them, having imagined something different, something changed; or they may create things that are not quite right — works of staggering genius that anger people and can never be sold, or objects that defy explanation yet send a subtle twist up the spines of those who view them, and who can't bear to be near them for any great length of time.

Crooked humans have the distorted and twilight-sighted racial traits. In addition, once per day, they may make a Diplomacy or Intimidate check to change a creature's attitude as a swift action, rather than after a minute of conversation.

**Lyme-Blessed:** Ah Sister Lyme, she slithers — or perhaps more rightly oozes — through the city, her veins reaching upstream to taint and choke. None can escape her. She peculiarly affects these humans; they've spent many generations on her back or in her womb, and it has seeped into their pores. Other humanoid races do not seem to take this patina, this infestation — some have pointed out that it shows her disapproval of those who are not human and base a whole range of bigoted beliefs on this thin veneer of reason.

Whatever the true cause, Sister Lyme has a peculiar hold on these folk, be they from fishing, harbouring, shipwright, or any of a host of other maritime and related backgrounds. Somewhere deep in their family tree, the river changed them. Maybe it was an accident? Perhaps the Canker nearly choked them, or they fell in and saw something? Maybe it was just the more common, visceral nightmares that plague those who live by her flanks? Whatever it was, she has a hold of them.

Lyme-blessed humans have the polluted and water-blooded racial traits. In addition, their eyes are subtly adapted to see better through water distortions and obstructions. They can see twice as far through fog, mist, and murky water than a normal human, and halve the miss chance for these concealments.

# Aew Racial Gubtypes

As mentioned above under Blight Racial Backgrounds, the use of racial subtypes here is in the traditional "subrace" sense rather than the *Pathfinder Roleplaying Game Advanced Race Guide* sense whose racial subtypes are more akin to the aforementioned Blight racial backgrounds.

The racial subtypes included here are all more or less unique to the Blight (with the exception of gypsy-souls). Not that they can't be found anywhere else — though that is likely to be rare enough — but rather that wherever they're found, their existence can be traced back to their Blight roots, proving that the Blight is so pervasive — so corrupting — that it changes everything it touches and usually not for the better.

# Derro, Lantern Folk

Only in a place as dissolute and depraved as the Blight would a race as sinister as the derro be able to find a home among the surface races. Though even here they are given the name lantern folk rather than go by their more commonly known epithet of derro. At home in the Underneath, these derro have lived long enough in the shadow of the great city-state above to have taken on some of its characteristics, much like the blighted



humans (see below). While they remain as sensitive as ever to the light of the sun, their race's own inherent propensity for madness has reacted with the strange energies of proximity to Between and the vaguely life-like quality of the city itself in an unusual way — lantern folk are, for the most part, sane. A stable population such as this is unheard of, and has allowed for a peaceful co-existence within the city's bowels.

**Physical Description:** The lantern folk are physically typical of derro. The have skin ranging from pale blue to stark white, and wild, bushy hair ranging from stark white to pale blue (hair and skin tone are rarely the same). They wear moustaches and sideburns with regularity, though beards are fairly uncommon. They have the same bulging, pupil-less eyes of the derro and only four fingers on each hand, though their feet retain five toes. They are small and slight of build, but extremely light on their feet and quick.

**Society:** Lantern folk lack the savants and other bizarre demagogues that permeate derro society. They instead dwell among the dwarves of the Underneath and elect delve-chiefs to govern their neighbourhoods in an orderly and peaceful fashion. They typically work as miners, craftsmen, traders, tunnel maintenance workers, or gatherers of resources available only in the Underneath or lower subterranean areas. When encountered on the surface in the night markets or well-shaded establishments during the day they sell their rare Under Realms or negotiate contracts with surface firms for the kinds of specialised work that they can provide. The racial propensity for sadistic experiments and poisoning only rarely emerges among lantern folk individuals.

**Relations:** When the dwarves of the Underneath discovered the lantern folk derro centuries ago, many voices called for their immediate extermination. The depredations of the derro were well known among the dwarves. However, these derro demonstrated peaceful contact and did not show the signs of madness so prevalent among that race. In the end, cooler heads prevailed, and the lantern folk were allowed to peacefully assimilate into the society of the Underneath. A compromise made with the hardliner dwarves, who still distrusted the derro-kin and their inclination for skulduggery in the dark, required them to maintain a light source about themselves at all times when outside their own homes. The derro, wishing to avoid extermination at the hands of the more war-like and numerically superior dwarves, agreed to this request, and it is from this practice that they came to have the name by which they are now known — though most make use of *light* spells rather than lanterns these days.

The lantern folk have now lived in the Underneath for centuries without causing any problems and continue to follow the decree of keeping a *light* spell at all times. However, this decree only applied to when they were in the Underneath, so when they are abroad above ground or in tunnels that are not a part of the Underneath, they are not in the habit of keeping a *light* spell active. Most folk who interact with the lantern folk are the dwarves of the Underneath, but they get along in general with all of the different population segments. The exception to this are any derro who are not lantern folk and any duergar. For some reason, these two races despise the lantern folk and seek to slay them whenever possible.

Alignment and Religion: The lantern folk no longer embrace the evil ways of their derro forebears. They have also shed much of the chaos inherent to the madness of others of their kind. As such, the most common alignment among the lantern folk is neutral with a number of lawful neutral and neutral good as well. The chaos of their old ways slips through in some individuals so that chaotic good and chaotic neutral lantern folk are not unheard of. For the most part, the lantern folk have embraced the religion of the dwarves of the Underneath who sponsored them and hold Vergrimm Earthsblood<sup>MM</sup> or Crugas<sup>MM</sup> in high regard. Some revere Dwerfater<sup>MM</sup> or even Grox<sup>MM</sup>, but these are much fewer and farther between.

Adventurers: For folk interested in plumbing the maze of tunnels that exists beneath the Underneath, few are more suited to this lifestyle than the lantern folk. Their natural ability to navigate these low passages and survive in the great darkness makes them most suitable. They also do well aboveground in the many cellars of the city or even out on its winding streets at night. Most lantern folk are rogues or sorcerers with a number of rangers and druids oriented toward subterranean habitats.

Male Names: Bariom, Caedimus, Cassius, Filo, Luciliun, Tiberonus Female Names: Andromeda, Caliopa, Gratica, Koryola, Veran, Vesta

#### Lantern Folk Racial Traits

+2 Constitution, +2 Charisma, -2 Wisdom: Lantern folk are hardy and strangely compelling, but they harbour an ancestral seed of madness in their souls.

**Small:** Lantern folk are Small creatures and gain a + 1 size bonus to their AC, a + 1 size bonus on attack rolls, a - 1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a + 4 bonus on Stealth checks.

Slow Speed: Lantern folk have a base speed of 20 feet.

Darkvision: Lantern folk can see well in the dark up to 60 feet.

**Racial Hit Dice:** Unlike typical derro, lantern folk do not possess any racial Hit Dice. Instead, their Hit Dice is defined solely by the class levels they take.

**City Knowledge:** Lantern folk gain a +4 bonus on Lore\* (Underneath) checks and a +2 bonus on Lore checks related to one other city district. Lore checks related to either of these two city districts can be made untrained.

**Derro Magic:** Lantern folk with a Charisma of 11 or higher gain the following spell-like abilities: at will—*darkness*, *light*; 1/day—*daze*, *ghost sound*. The caster level for these effects is equal to the lantern folk's level. The DC for these spells is equal to 10 + the spell's level + the lantern folk's Charisma modifier.

**Know Your Own:** Lantern folk gain a +2 bonus on Diplomacy and Sense Motive checks versus others of the same racial subtype.

**Sneaky:** Lantern folk gain a +2 racial bonus of Stealth checks in lighting conditions that are dim or less.

**Vulnerability to Sunlight:** A lantern folk takes 1 point of Con damage after every hour it is exposed to sunlight.

Languages: Lantern folk begin play speaking Common, Dwarven, and Undercommon. Lantern folk with high Intelligence scores can choose from the following: Aklo, Darkling, Draconic, Gnome, Goblin, and Orc. Having grown up in (or under) the Blight, they have had a much greater opportunity to meet and mix with a variety of other races and ethnicities than a member of their race not resident in a large, cosmopolitan city may have done. Lantern folk therefore add all available human languages to the list of racial bonus languages they may choose from (except secret languages, such as Druidic).

\*See New Skills

# Elf, Primitive

Primitives are elves who have found themselves drawn to the strange, almost otherworldly allure that seems to shine just beneath the surface of the Blight for those with the sensitivity to see it. The result of their long exposure to this strange, intangible presence ever tickling at their minds has led them to devote their lives to its expression in art. They are fey — almost elemental — creatures inspired and tortured by wildly vivid dreams to the point of obsession over an act of creation to bring their dream visions to life. They may stand for hours immersed in the light play of sun on the gables, entranced by the reactions of an admixture of venoms, or crafting the perfect expression in musical movements about the unique potpourri of odours produced by a particular alleyway.

Physical Description: Primitives tend to stand taller and are more willowy than the typical elf, rarely with an ounce of fat on their bodies as they devote every waking moment and all their energy to the perfection of their art. Some with an epicurean bent lie at the opposite end of the spectrum, representing the shockingly phenomenon of a morbidly obese elf. They share the same almond-shaped eyes of other elves, but their wide irises are always completely black, blending seamlessly with their pupils, and creating the impression of looking into a vast, bottomless well. Their clothing tends toward minimalist ideals and ranges in quality from a few diaphanous veils or scarves to little more than a rough loincloth. They see their bodies as another form of expression of their art and wish to reveal their canvas to as many as can see, regardless of physique, injury, or deformity. Exotic and extravagant tattoos, often covering much of their bodies, are not uncommon. In the cold winters of the Blight, they bundle up in rough, primitive garments of hide and thick fur, channelling the inner nature they sense within the walls of the city. The hygiene of these elves varies wildly, with some taking great pride in their physical aesthetic

and others seeing such concerns as mundanely gauche, preferring to revel in a natural state of filth.

**Society:** Primitives take their name from the fact that they see themselves entirely outside society. In fact, to them society is an unnatural aberration that separates them from the enlightened beauty that they forever seek to capture and emulate in their art. As such, primitives with any political leaning at all tend toward the Anarchist camp. Some may even believe the true expression of their inner eye's beauty lies in watching the entire city burn.

**Relations:** Primitives have poor relations with virtually every other race, including other elves. Only other primitives and the most avantgarde of art patrons within the city who share their bohemian outlook find themselves in the social circles of the primitives, and even then these relationships tend to be short, self-absorbed, and one-sided, the primitive moving on to some new companion in their eternal quest to capture their inner eye in art.

Alignment and Religion: Primitives have all of the emotional capriciousness of other elves but tend to lack much value for kindness or any concept of beauty that lies outside their own personal obsessions. Most primitives are chaotic, but very few of them are good. Primitives are never lawful. Many primitives gravitate toward agnostic or atheistic beliefs as all other matters are subordinated to their personal obsessions. Some do, however, venerate deities that represent certain types of art, freedoms, or simply hedonism in general. Among the primitives who venerate a deity, some of the more common divine patrons are Dame Torren<sup>BG</sup>, Moccavallo<sup>BG</sup>, Bacchus-Dionysus<sup>BG</sup>, the Queen of Spiders<sup>BG</sup>, Pan<sup>BG</sup>, Lurz-Urcia<sup>LCB</sup>, Pelora<sup>DMC</sup>, Eliphaz<sup>DMC</sup>, Arialee<sup>GD</sup>, Sriasha<sup>K2</sup>, Gilyo<sup>K9</sup>, Demogorgon<sup>MM</sup>, Bast<sup>DD</sup>, Tiamat<sup>DD</sup>, Shupnikkurat<sup>DD</sup>, the Church of Marwan<sup>DD</sup>, The Poppy's Chorus<sup>DD</sup>, and one of the largest chapters of the Cult of the Unspeakable<sup>TD</sup> in the Lost Lands. A few even call upon the blessings of The Ash Queen\*\* or The Horseman\*\*. Above all, they fear the demon lord Mathrigaunt the Mad<sup>BP</sup>, knowing full well even in their indolence that to fully succumb to madness is to lose their vision entirely. There are rumours, however, of some primitives who have done that very thing and now secretly seek to propagate the spread of the insidious cult among their peers.

In addition, it is not unusual to see a new cult spring up among a group of primitives dedicated to some wholly or partially fabricated deity drawn from an exotic land or a prehistoric past viewed as somehow purer or more visceral. Without the backing of a true deity to provide any sort of evidence of divine inspiration whatsoever, these small cults usually dissolve in a matter of days or months at the most. While they exist, though, some of them can become quite dangerous or vicious in their ideals of physical excess at any cost.

**Adventurers:** While the harrowing and strenuous life of an adventurer holds little appeal for most languid primitives, for those whose imagination it does capture, little can hold them back. For them, something of the vision they seek to actualize lies in the chaotic freedom and risk of adventuring, and they jump into the life with both feet. There are few rigors they won't endure, dangers they won't face, and risks they won't take for the sake of their passion. The most frequent classes they take are barbarian, bard, oracle<sup>APG</sup>, sorcerer, swashbuckler<sup>ACG</sup>, or witch<sup>APG</sup>.

**Male Names:** Primitives eschew the names of their elven heritage and those of the surrounding human culture alike. They prefer to take on monosyllabic mononyms that they feel portray the underlying truth of their being or poetic descriptions that seek to do the same. To most others, their names seem pretentious, nonsensical, or both. Male names include Chak, Durst, Flower-Fire, Pum, Quell-The-Stone, Ran-The-Side-Fall, Son-Of-Nos, Slay-Made-Blue, Tak-tak, Thorn, Tutho, Uch, Willow, and Whole-Wind.

**Female Names:** Females use a similar naming convention as the males, but their names tend more toward the more poetic phrasing or individual words that they feel represent their moment. Such names include Abundance, Encounter-Upon-Green-Radiance-Of-Night, Light-In-Ever-Noise, Perfect, Pain-For-Promise, Rain, Sash, Two-Sides-Through, Under-Lives-Peace, and Willow.

#### Primitive Racial Traits

+2 Intelligence, -2 Wisdom, +4 Charisma: Primitives are geniuses in their field, but prone to foolishness. They possess an almost unnatural animal magnetism.

**Medium:** Primitives are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Primitives have a base speed of 30 feet.

**Low-Light Vision:** Primitives can see twice as far as humans in conditions of dim light.

**Artistic Devotion:** Primitives are forever seeking the perfect expression of their form. They gain a +1 bonus on any trained Artistry<sup>PU</sup> and Craft skill check, a +2 racial bonus on checks with any one Artistry<sup>PU</sup> or Craft skill, and they may treat that skill as a class skill.

**City Knowledge:** Primitives gain a +4 bonus on Lore\* checks related to one city district and a +2 bonus on Lore checks related to one other city district. Lore checks related to either of these two city districts can be made untrained.

**Dreamspeaker**<sup>ARG</sup>: Primitives have the ability to tap into the power of sleep, dreams, and prescient reverie. They add +1 to saving throw DCs for spells of the divination school and sleep effects they cast. In addition, primitives with a Charisma of 15 or higher may use *dream* once per day as a spell-like ability (caster level is equal to the primitive's character level).

**Focused Devotion:** A primitive may reject a class skill in order to increase his maximum permissible ranks in an artistic devotion skill by 1. This increase can be gained only once per class skill, regardless of the number of sources that enable it as a class skill. Further, if the primitive ever chooses to regain a previously rejected class skill from a new source, the primitive's permissible maximum rank is reduced by 1 and a skill rank spent to achieve that maximum, if any, is lost.

**Heightened Sensitivity:** Primitives receive a +2 racial bonus on Perception and Sense Motive checks. They receive a -2 saving throw penalty against enchantment spells and effects.

**Know Your Own:** Primitives gain a +2 bonus on Diplomacy and Sense Motive checks versus other primitives. This stacks with the bonus from heightened sensitivity.

**Languages:** Primitives begin play speaking Common and Elven. Primitives with high Intelligence scores can choose from the following: Celestial, Draconic, Gnome, Halfling, Infernal, and Orc. Having grown up in the Blight, they have had a much greater opportunity to meet and mix with a variety of other races and ethnicities than a member of their race not resident in a large, cosmopolitan city may have done. Primitives therefore add all available human languages to the list of racial bonus languages they may choose from (except secret languages such as Druidic).

\* See New Skills

\*\* See For the GM, True Gods of the Blight

# Gnome, Tradelord

Tradelord gnomes are a common sight amongst the financial areas of the city; they are cunning and astute, good judges of character and risk, and their talents are in demand — by the legal, financial, and speculative professions, as well as the less-legal arms of those groups. In many ways, their reputation resembles that of the street dwarves in other urban areas throughout Akados, but whereas the street dwarves are known for being hard-working business owners and workers, tradelord gnomes are specifically involved as financiers, bankers, commodity speculators, investors, and trade factors at the highest echelons of local and international trade. And while they are known for their business acumen, they are not especially well-regarded for their scruples. A person always feels more comfortable with a tradelord gnome on his side of a negotiating table but much less comfortable with one on the opposite side.

**Physical Description:** Tradelord gnomes superficially resemble ordinary gnomes in all ways, but all tradelord gnomes are descended from a handful of Castorhage gnome families (no matter how distantly related), and all tend to bear a certain family resemblance. Their hair tends toward muted shades of brown, red, or sometimes green, though grey and silver seem to predominate even at relatively young ages. In addition, there is an unusually high incidence of balding among their numbers. Eyebrows are almost always thick and bushy, with wide, hooked noses, and large,



protruding ears. Thick, brushy moustaches and sometimes sideburns are extremely common, though beards are never worn. Their skin also tends to be more pallid compared with their kin and is frequently extremely thin, almost parchment-like, with a spider web of tiny veins visible on the cheeks, chin, nose, and ears. Eyes tend to be bleary and slightly jaundiced, and myopia is very common, with many tradelord gnomes wearing spectacles before they reach adulthood.

**Society:** Tradelord gnomes are extremely preoccupied with social class and form. They are extremely proud of their Castorhage lineage from a few well-placed families whose involvement in the politics and finances of the city-state date back for centuries. With family names such as Bothelwaite, Curringham, Evendon, and Shipwright, they feel that they are the true cream of the crop within the city-state, with a name that should open doors and get immediate recognition even among the unwashed Lowfolk. The fact that none of their family names is even remotely as well-known as the upstart parlor magician Shortstones and their seemingly endless progeny irks the families of the tradelords to no end, though they will never let on to being disturbed by a notion so far beneath them.

**Relations:** Tradelord gnomes tend to get on well with most other races, if at a comfortable and coolly indifferent arm's length. They hold ordinary gnomes in utter contempt, however. The city's Lowfolk recognize them as true "movers" within the Blight's social strata, and the Upper Class see them as formidable and respectable professionals, if not particularly friendly or suitable for socializing. The tradelord gnomes' natural standoffishness actually serves them well in their relations with others because it makes them seem stuffy and competent while at the same time masking their inclination toward pompousness biting condescension. The few that manage to get close to a tradelord gnome almost always find them rude and unpleasant but worthwhile companions nonetheless for their astute judgment and considerable skills at the bargaining table.

Alignment and Religion: Tradelords have a tendency toward law and neutrality, being much more concerned with reaching the means to their ends through skilful manipulation of the existing rules rather than with whether or not the ends themselves might be in any way worthy or moral. Lawful neutral and neutral are their most commonly taken alignments, with some exceptional individual skewing toward lawful good or lawful evil. Neutral good and neutral evil are extremely rare, and chaotic alignments are unheard of among them. Favored religions are Sefagreth<sup>BG</sup>, Thyr<sup>SV</sup>, Dre'uain<sup>BP</sup>, Archeillus<sup>BP</sup>, and Iskardar<sup>MM</sup>, and no doubt more than a few who secretly revere Lord Mammon\*\*. Noticeably absent among the worship of the tradelord gnomes is the worship of their chaotic racial deity Hammer Mittelschmerz<sup>MM</sup>.

Adventurers: Tradelord gnomes seldom become adventurers, but some find the thrill of the discovery of new trade markets and the victory over opposing forces as a great draw and become sea captains, caravan leaders, or even trade negotiators in the most hostile of environments. Bards are by far the favourite class for these adventurous souls, with wizards and oracles coming in a close second, particularly those wizards that specialize in enchantment, divination, or transmutation. For the truly adventurous, rangers and rogues are not unheard of.

Male Names: Bates, Cumberlin, Huffingham, Jomas, Myles, Perrington, Tomorj, Trevor, Willin

Female Names: Agathra, Agned, Delorys, Gertrand, Myllicent, Myrtle, Pennifor

#### Tradelord Gnome Racial Traits

+2 Intelligence, +2 Charisma, -2 Strength: Tradelord gnomes are not as hardy as their ordinary gnome kin and lack much in the way of physical strength, but they more than make up for it with the power of their presence and their impressive mental acumen.

**Small:** Tradelord gnomes are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 bonus on Stealth checks.

Slow Speed: Tradelord gnomes have a base speed of 20 feet.

**Low-Light Vision:** Tradelord gnomes can see twice as far as humans in conditions of dim light. See Chapter 7 of the *Pathfinder Roleplaying Game Core Rulebook*.

**Business-Brained:** Tradelord gnomes find that the Blight enhances their naturally convoluted thought patterns into a talent for the abstract intricacies of high-level business, finance, and law. They gain a +4 racial bonus on Profession (banker, barrister, gambler, or merchant) checks (choose one), and may treat that skill as a class skill. In addition, they use their Charisma or Intelligence modifier, instead of their Wisdom modifier with this Profession check, if they wish. This decision is made at character creation and, once chosen, cannot be changed.

**City Knowledge:** Tradelord gnomes gain a +4 bonus on Lore\* checks related to one city district and a +2 bonus on Lore checks related to one other city district. Lore checks related to either of these two city districts can be made untrained.

**Illusion Resistance:** Tradelord gnomes get a +2 racial saving throw bonus against illusion spells and effects.

**Keen Senses:** Tradelord gnomes get a +2 racial bonus on Perception skill checks.

**Know Your Own:** Tradelord gnomes gain a +2 bonus on Diplomacy and Sense Motive checks versus others of the same racial subtype.

**Truth Twister:** While tradelord gnomes are great appreciators of civil law and order in the business arena, this is only insofar as they can manipulate and twist it to their advantage. Tradelord gnomes' facilities with deceit are enhanced in situations involving negotiation, giving them a +2 racial bonus on Bluff and Sense Motive checks when lying and discerning lies, respectively, and they may treat one of those skills as a class skill.

**Urban Magic:** Like many other gnomes, the Blight has altered the inherently magical nature of tradelord gnomes. Those with Charisma scores of 11 or higher gain the following spell-like abilities: 1/day—*floating disk, message, open/close,* and *unseen servant.* The caster level for these effects is equal to the tradelord gnome's level. The DC for these spells is equal to 10 + the spell's level + the tradelord gnome's Charisma modifier.

Weapon Familiarity: Tradelord gnomes treat any weapon with the word "gnome" in its name as a martial weapon.

Languages: Tradelord gnomes begin play speaking Common, Gnome, and either Semuric or Xaon. Tradelord gnomes with high Intelligence

scores can choose from the following: Draconic, Dwarven, Elven, Giant, Goblin, Orc, Sylvan, and Undercommon. Having grown up in the Blight, they have had a much greater opportunity to meet and mix with a variety of other races and ethnicities than a member of their race not resident in a large, cosmopolitan city may have done. Tradelord gnomes therefore add all available human languages to the list of racial bonus languages they may choose from (except secret languages, such as Druidic).

\*See New Skills

\*\* See For the GM, True Gods of the Blight

# Half-Orc, Ghadowlamp

Shadowlampers, as they are typically called, are half-orcs in the Blight born pale and sickly looking. The light still hurts the enlarged eyes of these half-orcs. Sometimes referred to as vampires, ghouls, or undead by other city folk, they prefer to do their business by night. To many, however, the Shadowlamper is a boon; someone who prefers to work at night can come in very handy, not only for the criminal underclasses, but also amongst more legitimate professions. The Queen's 4th Shadowlampers are a renowned part of the City Watch, with a waiting list of seven years to join and the toughest entry tests in the whole Watch. The Illuminati have made great use of Shadowlampers, and these half-orcs are also ranked amongst some of the most famous spider-hunters in the city's history.

**Physical Description:** Shadowlamp half-orcs are tall like their more common kin, easily exceeding 6 feet in height for both genders, but lack the sheer muscle mass of their cousins. Their bodies are thin and corded with wiry muscle that makes them look more like scarecrows — or cadavers — than a typical half-orc, and their skins tend to run paler than the dusky or greenish hues more frequently found. They have wide eyes with large pupils that are frequently bloodshot and teary in bright lights. Though their lower canines are less prominent than is normal for half-orcs, they are nevertheless somewhat elongated, and the fact that their upper canines are likewise hypertrophied only adds to the comparisons to some sort of blood-drinking undead beast.

**Society:** As products of a wholly urban environment, shadowlampers do not suffer the persecution and ostracization seen by the societies of both of a typical half-orc's parents. This is partially because shadowlamp half-orcs are the offspring of mated shadowlamp half-orcs, the initial orc/human crossing having occurred generations in the past. This is also because with so many underclasses in the Blight held with equal disdain by the upper crust of society, it is too much trouble for a lone segment to be singled out for specific prejudice. They receive the hardships and privations of a second-class citizen, but then so do most folk of the Blight, so it seems like no unique burden to shadowlampers.

**Relations:** With no special prejudice levelled against them in the city of their birth and a generations-long dissociation from the separate cultures of their progenitors, shadowlamp half-orcs get along with the other races that inhabit the city just as would any other. No special grudges are harboured, and no great blood feuds recognized. A shadowlamper on the streets of the city would have the same possibility to like or dislike an elf he met on the street as he would an orc. Though some folk are put off by their cadaverous appearance and exhibit a prejudice along those lines, the respect they command for the work they do and the myriad of other racial prejudices that swell within the disparate folk of the Blight causes shadowlampers to not feel singled out as a target of vitriol by any particular group.

**Alignment and Religion:** Shadowlamp half-orcs have no great propensity toward evil nor toward chaos. Likewise, they hold no special fondness for good or law. They are just as likely to be chaotic evil as chaotic good, though only a very few could be considered lawful good. The largest portion of their population falls firmly within the boundaries of neutrality. Most work hard, do their job, support their families, and at the end of the day enjoy a pint and a cigar. They usually hold no great loyalty to the city or its institutions, but take great pride in their own work ethic and expertise in those areas in which they excel. As creatures naturally suited for the dark of night, those few shadowlampers who do observe a formal religion tend to gravitate toward those that favour the shadows such as Mirkeer<sup>CotSK</sup> and Sister Shadow\*\* or other aspects of the night such as Narrah<sup>SV</sup> or even relating to their occupation such as Vanitthu<sup>RCFG.</sup> A shadowlamper worshipping Grotaag<sup>MM</sup> is unheard of, but most pay no attention to any religion in particular.

**Adventurers:** As individuals skilled for a certain line of work, in particular guarding, watching, or hunting at night or in the dark places of the city, shadowlampers make excellent adventurers, and many are drawn to such a life. Shadowlampers are most commonly found as fighters, rogues, or rangers, though no few have a made a career as hunters<sup>ACG</sup>, investigators<sup>ACG</sup>, and swashbucklers<sup>ACG</sup>. Because of their penchant for night work and working in high and precarious places, those who have opted the pursuit of gunfighter<sup>UC</sup> often find themselves especially employable.

Male Names: Borkil, Daga, Hurk, Kultak, Merrik, Tarik, Yasg Female Names: Borlea, Dresa, Morfuda, Shevzu, Tulik, Yada

#### Ghadowlamp Aalf-Orc Racial Traits

+2 Strength, +2 Dexterity, -2 Charisma: Shadowlamp half-orcs are tough and hardy, but their appearance is often off-putting to others.

**Medium:** Shadowlamp half-orcs are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Shadowlamp half-orcs have a base speed of 30 feet.

**Acute Darkvision**<sup>ARG</sup>: Shadowlamp half-orcs have exceptionally sharp darkvision, gaining darkvision 90 feet.

**City Knowledge:** Shadowlamp half-orcs gain a +4 bonus on Lore\* checks related to one city district and a +2 bonus on Lore checks related to one other city district. Lore checks related to either of these two city districts can be made untrained.

**Know Your Own:** Shadowlamp half-orcs gain a +2 bonus on Diplomacy and Sense Motive checks versus others of the same racial subtype.

**Light Sensitivity:** Shadowlamp half-orcs are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

**Nightbreed:** Shadowlamp half-orcs receive a +4 racial bonus on sightbased Perception checks made in dim light or darker conditions and gain a +1 bonus on all skill checks when working in dim light or darker conditions.

**Orc Blood:** Shadowlamp half-orcs count as both humans and orcs for any effect related to race.

**Weapon Familiarity:** Shadowlamp half-orcs are proficient with greataxes and falchions and treat any weapon with the word "orc" in its name as a martial weapon.

**Languages:** Shadowlamp half-orcs begin play speaking Common, Orc, and Undercommon. Shadowlamp half-orcs with high Intelligence scores can choose from the following: Abyssal, Aklo, Dwarven, Draconic, Giant, Goblin, Terran, and Undercommon. Having grown up in the Blight, they have had a much greater opportunity to meet and mix with a variety of other races and ethnicities than a member of their race not resident in a large, cosmopolitan city may have done. Shadowlamp half-orcs therefore add all available human languages to the list of racial bonus languages they may choose from (except secret languages such as Druidic).

\*See New Skills

\*\* See For the GM, True Gods of the Blight

# Aalfling, Gypsy-Goul

Consummate traders and tricksters, gypsy-souls are halflings who feel a deep and abiding kindred with the Viroeni gypsy-folk of Akados. Though not related to these wandering tribes by blood, the gypsy-souls have associated with them for so many generations that these halfling bloodlines indeed seem more closely akin to the Viroeni than to their own kind. In fact, the gypsy-souls speak the Rama language of the Viroeni and generally keep to their own neighbourhoods, caravans, or encampments rather than mix extensively with others. The exceptions to this are, of course, the Viroeni themselves, who see the gypsy-souls as kindred little brothers and sisters and the halfling boatfolk of Castorhage. Interaction in the city, however, can draw some out of their insular natures, at least for a time. Gypsy-souls support themselves as tinkers, traders, and in the performance of odd jobs whenever possible. Some have small animal herds.

**Physical Description:** Gypsy-souls in general conform to the physical appearance of their halfling kin. They tend to be a little bit taller — some reaching the outlandish height of 3 foot, 6 inches — and a bit leaner, rarely having the paunch from a life of prosperity and good meals that tends to find its way onto many halflings as they reach middle age. They almost always go barefoot, which is not unusual for halflings in general, and their

ears are less pointed, in some cases being completely indistinguishable from human ears in shape. Their thick curly hair tends toward dark brown and black, with many wearing thick sideburns and even short beards, though rarely moustaches, and they have a tendency to grey early, with many having thick streaks of white running through their unruly mops at even a relatively young age. Their eyes share dark shades similar to their hair though occasionally a striking ice blue appears. Their skins are a shade darker than the almond coloration of typical halflings, possibly from greater exposure to the sun in their wandering lifestyle. They quickly develop many fine lines and wrinkles from years in the sun and wind and a tendency toward laughter, though this does not make them appear older as much as it makes them seem jollier and more world wise.

Society: Like the Viroeni wanderers that they have come to identify with, gypsy-souls spend most of their life traveling upon the roads of Akados in caravans of small wagons. These are frequently included as part of a Viroeni caravan but not always so. When they are with Viroeni, they are treated as one of their own and answer to the tribes reigning matriarch just as do her human kinfolk. This arrangement is very egalitarian in that on many occasions the Viroeni themselves answer to a halfling gypsy-soul matriarch if she is the most senior member of the caravan. On the open road or in an encampment, gypsy-souls are prone to music, dancing, and the telling of elaborate jokes. They do not involve themselves in pranks very frequently because they are accustomed to living on few resources and among hostile peoples so that anything that might damage another's property or dignity is seen as detrimental to their survival. Rather, they confine their internal rivalries to clever jests and barbs for the amusement of all, and a gypsy-soul that knows he has been bested enjoys the roast as much as any onlookers and begins planning his future rejoinder almost immediately. Pranks upon non-gypsy-souls, however, is an entirely different matter, and truly legendary members of their families are those who can pull the most outlandish pranks upon other peoples.

**Relations:** If folk look upon the Viroeni as roving skulks and thieves, they look upon the gypsy-souls who associate with them as little better than an infestation of vermin. Only in municipalities of established relation with gypsy-souls do they find any real welcome. In Castorhage, there are entire barrios occupied by gypsy-souls who have made a more permanent abode for themselves, and here they have become enough of a fixture to avoid constant persecution. It is true that the folk of the Blight look upon all gypsy-souls as cutpurses and pickpockets, but then, most other groups are suspected of the same, so the gypsy-souls find an easier acceptance than in most other places. In places not as accustomed to the presence of gypsy-souls, they are usually confined to isolated encampments away from towns and cities, and allowed entry only on market days when their wares and services might be of use. Gypsy-souls harbour some resentment toward this inherent disregard for them, but their own habit of tricks and pranks does not engender them to these communities.

Alignment and Religion: Gypsy-souls are chaotic by nature though rarely truly evil. Many of them, in fact, have a heart of gold that is tempered by their impish ways. Their love of freedom and disdain of rules and the shackles of civilization means that they are never inclined toward lawfulness. Most frequently, they are chaotic good or neutral with some neutral good and chaotic neutral. Only on the rarest occasions are neutral evil or chaotic evil gypsy-souls encountered. Their love of the freedom of the road and the irreverent ways of halflings means a great many favour the halfling deity Mick O'Delving<sup>BP</sup> with Pekko<sup>RCFG</sup> almost equal in popularity. Their inherent wanderlust and love of the many hidden twists and turns of life leads many into reverence of Belon the Wise<sup>BP</sup>, Moccavallo<sup>BG</sup>, Tykee<sup>BG</sup>, or Zors<sup>BG</sup>. Some of the older gypsy-souls are devoted to the traditional Viroeni deities of Mert<sup>DD</sup>, Vionir<sup>BG</sup>, or Lurz-Urcia<sup>LCB</sup>. Very rarely, an evil gypsy-soul might venerate Demogorgon<sup>MM</sup> as the Lord of Fate.

**Adventurers:** Their love of life on the road makes adventuring a natural choice for gypsy-souls. Many would claim that adventuring is their only occupation, whether they be an aged caravan matriarch, mischievous street urchin, or established urban tinker. The draw of an adventurer's life is one of the reasons that many gypsy-souls who establish themselves in cities such as Castorhage eventually abandon their sedentary life and take to the roads once again. Rogues and bards are by far the most common class choices among gypsy-souls, but they count many rangers, clerics, oracles<sup>APG</sup>, brawlers<sup>ACG</sup>, and swashbucklers<sup>ACG</sup> among their number as well.

**Male Names:** Gypsy-souls have abandoned the typical naming conventions among halflings in favour of those of the Viroeni. Common male names include Alfonso, Andrej, Baldo, Hanzo, Luca, Marko, Stefan, and Toman.

Female Names: Esmara, Eva, Mirella, Nuri, Riva, Tabita, Violca

#### **Bypsy-Goul Racial Traits**

+4 Dexterity, +2 Charisma, -2 Strength, -2 Wisdom: Gypsy-souls are light and quick on their feet. They are also extremely charming, but their small structure makes them physically weaker than other creatures and their often-impulsive ways makes them prone to getting in over their heads.

**Small:** Gypsy-souls are Small creatures and gain a + 1 size bonus to their AC, a + 1 size bonus on attack rolls, a - 1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a + 4 bonus on Stealth checks.

Normal Speed: Gypsy-souls have a base speed of 30 feet.

**City Knowledge:** Gypsy-souls gain a +4 bonus on Lore\* checks related to one city district and a +2 bonus on Lore checks related to one other city district. Lore checks related to either of these two city districts can be made untrained.

**Deft Dancer:** Gypsy-souls are infused with the rhythm and beat of the city's dark heart. They gain a +2 racial bonus on Perform (dance) checks, on Perform (percussion, string, or wind) checks (choose one) and may treat Perform as a class skill. In addition, deft dancers with 3 or more ranks in Perform (dance) gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2, and a +6 dodge bonus to AC when taking the total defense action instead of the usual +4. This does not stack with similar dodge bonuses gained from the Acrobatics skill.

**Gypsy-Cant:** Gypsy-souls gain a +10 bonus on Bluff checks to pass secret messages to one another in front of listeners who do not speak Rama. Even non-gypsy-souls who understand Rama receive a -5 penalty on Sense Motive checks to detect these secret messages.

**Halfling Luck:** Gypsy-souls receive a +2 racial bonus on all saving throws.

**Keen Senses:** Gypsy-souls receive a +2 racial bonus on Perception skill checks.

**Know Your Own:** Gypsy-souls gain a +2 bonus on Diplomacy and Sense Motive checks versus others of the same racial subtype or with humans of the Viroeni ethnicity.

**Shiftless**<sup>ARG</sup>: Gypsy-souls have a reputation for larceny and guile — and sometimes it's well deserved. Gypsy-souls gain a +2 racial bonus on Bluff and Sleight of Hand checks, and Sleight of Hand is always a class skill for them.

**Weapon Familiarity:** Gypsy-souls are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

Languages: Gypsy-souls begin play speaking Common, Halfling, Rama, and River Cant. Gypsy-souls with high Intelligence scores can choose from the following: Dwarven, Elven, Gnome, Goblin, Orc, and Sylvan. Having grown up in the Blight or on the roads, they have had a much greater opportunity to meet and mix with a variety of other races and ethnicities than a member of their race may have done. Gypsy-souls therefore add all available human languages to the list of racial bonus languages they may choose from (except secret languages such as Druidic).

\* See New Skills

# Human, Blighted

It is a peculiar facet of the Blight that those who dwell there notice a subtle change over many generations, almost as though their deeds truly become tattooed upon their bodies. This is true in general only for those who have several generations of Castorhage in their kin; those who manage to escape, who throw off the shackles even for a few years, or who by good fortune are somehow immune to this effect are unaffected.

Others are not so lucky, and this kinship manifests in subtle changes within the bodies of those who come from such long lines of locals. For example, those who use their bodies for brute force — the builders, labourers and roofers — can be identified by their peculiarly large hands, or shoulders, or backs. Miners develop wider eyes with larger pupils; chimney sweeps, an unsettling ability to voluntarily dislocate their limbs;



nobility may be tainted by generations of envy or lust and have peculiarly feral or angered expressions. In general, these changes are not monstrous but are all the more unsettling for their subtlety.

**Physical Description:** Blighted humans are fairly typical of the human folk of western Akados. Their skin tones are usually somewhat pale and range from sallow to ivory to pinkish all the way to the almost pure white of albinism. Whereas most of western Akados tends toward more aquiline features, those of the blighted are usually coarser and somewhat broader. Their hair runs to the same dark browns, auburns, and black of western Akados, and their eyes are a range of blue, grey, blue-grey, bluish-black, dark brown, and pale violet. As noted, their physical features do tend to reflect the sort of occupation their family has held for many generations, though these changes are subtle and fall well within the normal physical morphology found within the population.

**Society:** No single social stratum fits the blighted. They can be from the lowest of the city's gutters to the marbled galleries and halls of the Capitol. In fact, a member of the blighted would not even identify himself as such. Being one of the blighted is not a recognised classification; it is simply a physical reality of those whose families have dwelt in the city-state long enough for physical changes to occur. This is reflected in that the one feature they all truly have in common is their ancestry's long residence within Castorhage.

**Relations:** Like humans elsewhere, the relations of the blighted run the gamut from open integration with other races and cultures to rampant xenophobia and prejudice based on the individual's upbringing and circumstances.

Alignment and Religion: The full range of alignment options are commonly found among the blighted. This applies as well to their religious preferences, though they have a higher tendency to follow the religions indigenous to the city of Castorhage as opposed to those of elsewhere in Akados. There are many exceptions to this, however, as the folk of Castorhage includes immigrants from across the world of Lleogyr who have brought their native beliefs with them to their new homes. By far the largest human congregation of any god in Castorhage is that of Mother Grace\*\*, the city's de facto patroness deity.

Adventurers: The adventuring life among the blighted is more dependent upon their occupation and circumstances than their race. An indolent nobleman with money to burn and free time to spare might take up adventuring as a pastime to relieve his boredom, whereas a Lowfolk woman living in the gutter and begging or picking pockets to feed herself might see it as an opportunity to increase her prosperity. In addition, the selection of adventuring classes is as varied as the backgrounds of the individuals themselves.

**Male Names:** The blighted use the same styles and forms of names as the rest of the citizenry of Castorhage. Their naming conventions do not mark them in any way as different from anyone else.

**Female Names:** Like the males, blighted females share the same naming conventions as the folk of the city around them.

#### Blighted Auman Racial Traits

+3 to One Ability Score, -1 to One Ability Score: This bonus and penalty should reflect the occupation or circumstances in which the blighted individual has been raised.

**Medium:** Blighted humans are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Blighted humans have a base speed of 30 feet.

**City Knowledge:** Blighted humans gain a +4 bonus on Lore\* checks related to one city district and a +2 bonus on Lore checks related to one other city district. Lore checks related to either of these two city districts can be made untrained.

**Citysoul:** Blighted humans are instinctually connected to the city, and they subconsciously move to its irregular beat. Within the Blight, they gain a +2 racial bonus on initiative checks, as well as on Perception, Sense Motive, and Stealth checks. In addition, once per day, they can become lost in thought in a trance-like state for 1 minute to subconsciously plumb their knowledge of the city. At the end of the trance, they may make Diplomacy check as though they had spent 1d4 hours gathering information. This trait replaces the bonus feat trait.

**Know Your Own:** Blighted humans gain a +2 bonus on Diplomacy and Sense Motive checks versus others of the same racial subtype.

**Mapmind:** The minds of blighted humans intuitively understand the ever-changing layout of the city, as though they have a mental model that is somehow always kept up to date. They gain a +4 racial bonus on Knowledge (local), Knowledge (geography), and Lore\* checks in relation to knowing the urban geography of the Blight, the fastest method to get from one location to another, and for finding specific locations within the city. In addition, they can spend a full-round action to know which district they are in, even if they cannot see their surroundings. This trait replaces skilled.

Languages: Blighted humans begin play speaking Common and either one other human language of their choice including Rama, River Cant, Thieves' Cant, and Xaon or one planar language of their choice including Abyssal, Aquan, Auran, Celestial, Daemonic, Ignan, Infernal, Protean, and Terran. Blighted humans with high Intelligence scores, having grown up in the Blight, have had a much greater opportunity to meet and mix with a variety of other races and ethnicities than a member of their race not resident in a large, cosmopolitan city may have done. Blighted humans therefore may choose any language they want including the esoteric languages such as Ancient Kemitian, Azhar, High Boros, Loquatia Arcana, and Necronomus (except secret languages such as Druidic).

\*See New Skills

\*\* See For the GM, True Gods of the Blight

ACG See Pathfinder Roleplaying Game Advanced Class Guide
 APG See Pathfinder Roleplaying Game Advanced Player's Guide
 ARG See Pathfinder Roleplaying Game Advanced Race Guide
 BG See LL8: Bard's Gate by Frog God Games
 BP See LL5: Borderland Provinces by Frog God Games
 COTSK See LL4: Cults of the Sundered Kingdoms by Frog God Games
 DD See Dunes of Desolation by Frog God Games
 DMC See Dead Man's Chest by Frog God Games
 GD See Glades of Death by Necromancer Games

- <sup>K2</sup> See K2: The Diamond Fortress by Necromancer Games
  <sup>K9</sup> See K9: Elemental Moon by Necromancer Games
  <sup>LCB</sup> See LL2: The Lost City of Barakus by Frog God Games
  <sup>MM</sup> See Mountains of Madness by Frog God Games
  <sup>PU</sup> See Pathfinder Roleplaying Game Pathfinder Unchained
  <sup>RCFG</sup> See Razor Coast Freebooter's Guide by Frog God Games
  <sup>SV</sup> See LL1: Stoneheart Valley by Frog God Games
  <sup>TD</sup> See Trouble at Durbenford by Necromancer Games
- <sup>UC</sup> See Pathfinder Roleplaying Game Ultimate Combat

# Aew Races

The scourge of the Blight does more than simply twist the essence of those unfortunate enough to live there for generation after generation and create new traits and subtypes of existing races. The Blight also has entirely new races ... or has at least has attracted these otherwise rare races in numbers unknown elsewhere.

# Briny (Half-Skum)

Fishermen spit when they hear the name mentioned — briny, fishbred — born of a forced union between skum and the wives of men. The humans hate the children that flounder in the streets, children more at home in the cold, dark waters than in the lands of the sun and air. They are children that, they say, have some purpose in being on land; children that remind them of the foul act that created them; children that hate the day, hate the sun, yet are attracted to it, like moths to a flame, their eyes watering painfully as they stare into the glow of the summer orb, praying for someone to turn off the light.



They come from the deep and cold places below, watching the warmth of landmen's wives with greedy eyes, eyes that want to steal. Skum lurk everywhere in this city, and the local strain constantly seek a human mate to take and impregnate. If a skum is not born, the union is cast out along with the mother — by the skum, who are bound by an ancient ritual not to kill them (some have conjectured that the aboleth expressly forbid such killings to allow their progeny to establish a foothold on land). The women (called "brine mothers" by most folk) often come back — poor, silent creatures that they are, no matter what they were like before. They always bring back what they have been given, these poor taken wives, but they never tell what they saw, or what happened to them. The given thing is called a briny, and hated although it is, it is well-known amongst the fishermen that to kill the child means to also kill the wife, for many have tried. Many have killed the foul infant in the hope of freeing the wife, only to find her hanged a few days later — always by her own hand.

**Physical Description:** Some are more human than others, but each is deformed in some way, and about a quarter of them slowly change as they age, eventually undergoing a terrible transformation and becoming a skum. However, for a PC, this end can be a long way off, or perhaps it never occurs. They always inherit some aquatic feature: bulging eyes, shreds of wan, scaly skin between fingers or toes, or perhaps an unsettling smell of brine and fish.

**Society:** Briny tend to stick with other briny — it's safer that way, although the more human ones find it fairly easy to blend into society. Some briny even thrive on their appearance and make a living from it in the freakshows and side-stalls of the city.

**Relations:** Many locals are bigoted, and fishermen in particular despise such creatures. This can harden the attitude of a briny, who may become aggressive. They make excellent friends, however, since anyone who overlooks their ancestry is unusual and to be prized. Some people pity the briny, and show them acts of great kindness; many religions in the city happily accept converts to their cause. Briny can procreate with other briny, and do so willingly and regularly in the city, most notably on the Gyre. The resulting offspring is always a briny who does not further transform as it ages and is considered, perhaps, the most blest of the briny by their small society.

Alignment and Religion: Although they can have any alignment, briny tend to be neutral, their upbringing making them more self-reliant and less biased toward one school of thought or another. Some briny are unaware of the eventual end fate has in store for them, while others seek to stop the awful transformation with devotion and prayer. Communities of briny develop their own religious practices based upon nature or sea, or adopt those of other races to better blend into the societies of which they are a small part. Amongst these, the worship of Brine\* is by far the most common.

Adventurers: Tough lives make rogues or fighters of many briny, whilst others take to religion and rise to high ranks. Amongst their own societies, religion tends to be more druidic than clerical.

**Male Names:** In an effort to blend in, briny often take human names, although those with an inherent favouring of the Aquan language may take a darker name more in keeping with their past.

**Female Names:** Like the males, the less common females also tend to take names from societies in which they find themselves.

#### Briny Racial Traits

+2 Constitution, -2 Charisma: Briny are tough but strange.

**Medium:** Briny are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Briny have a base speed of 30 feet.

Darkvision: Briny can see well in the dark up to 60 feet.

**Amphibious:** Briny have the aquatic subtype and the amphibious special quality.

**Destined Devolution:** A briny ages at the same rate as a half-orc. Of those that die of old age, 1 in 4 spontaneously slough off their skin to reveal a living adult skum within. This transformation functions as the *reincarnate* spell, with the newly formed skum gaining the following modifications to its physical ability scores: +4 Strength, +2 Dexterity, +4 Constitution, and -2 Charisma.

**Natural Swimmers:** A briny has a swim speed of 20 ft. and gains a +8 racial bonus on all Swim checks.

Resistant to Cold: Briny have cold resistance 5.

Sun Misery: Briny have the light sensitivity weakness.

**Water Mastery:** A briny gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when it is in water terrain (above or below the surface). Briny have a +4 racial bonus on all Perception and Stealth checks made while below water.

**Languages:** Briny begin play speaking Common. Briny with high Intelligence scores can choose any languages they want (except secret languages such as Druidic).

\* See For the GM, True Gods of the Blight

# Coprophagi (Roachfolk)

In a city of social dregs, the coprophagi (or roachfolk as they are more commonly known) are truly the scrapings from the bottom of the barrel. Reviled by all, the roachfolk live almost invisibly within the City-State of Castorhage, restricting their movements and habitats to areas where others wouldn't care to look or to the sheltering darkness of night that hides them from the eyes who might take umbrage at their very existence.

It is thought that roachfolk originally must have hailed from Between or some other vile plane because no records speak of their existence before the rise of the city-state, and they are largely unknown elsewhere on the continent. The fact that they bear a vague resemblance to dwarves, however, speaks of a far closer and more tragic origin, though none amongst the stout folk speaks of such a thing, and they would violently oppose anyone who attempted to lay such a claim. For their part, the coprophagi keep to themselves and avoid contact with others whenever possible for fear or instigating pogroms against their very existence — a circumstance that has occurred more than once in the past. The fact that they continue to survive within the Blight — and in significant numbers — is a testimony to their ruggedness and adaptability.

**Physical Description:** The coprophagi in all ways resemble a humanoid cockroach. They stand erect on two, thick insectile lower legs with two



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more sets of limbs extending from their torso, a pair of long insect-like arms extending from their flanks midway between waist and shoulder, and a second pair of smaller insectile appendages that extend from their shoulders. Their hide is brown or black and like a carapace in texture and durability, and a larger, thicker carapace extends down their backs from neck to thigh to provide their own natural armour. Their heads are like those of a large roach, with long antennae extending from the front, but they do have an oddly and unexpectedly humanoid shape to them. Some even have feeble beards growing down from their mandibled jaws, giving rise to the rumour of some mysterious dwarven heritage.

**Society:** Roachfolk keep to themselves, their society largely opaque to outsiders. What most do know of them is that they have formed a sort of fraternal order called the Festering Brethren. Of all the roachfolk encountered by other races, it is these who are typically seen and are some of the few who will even go about in the daytime in the view of others. The Festering Brethren largely cover their bodies in rags and winding clothes like lepers, though it does not disguise their insectoid shapes, and many even carry a curved staff with a small bell on the end that rings as they use it to walk. Also like that of a leper, these staves are intended to give the other folk of Castorhage warning that a member of the Festering Brethren approaches so they have the opportunity to relocate elsewhere if they wish to avoid being in the presence of the roachfolk.

**Relations:** Roachfolk are tolerated at best and are unwelcome in most establishments within the city. They lack the stigma of true vermin borne by the night-slugs but nevertheless are treated little better. Outside the city, they are likely to be viewed as a monster and a threat. No law in Castorhage requires the coprophagi to use the bell-staves — though some insist that it is only a matter of time — and the rampant pacifism that the Festering Brethren tend to display certainly helps that situation. Despite their peacefulness, though, the coprophagi are willing to defend themselves, and the Festering Brethren in particular have proven on many occasions to be capable combatants, further discouraging outright acts of violence against their race. Of all races, the mongrelfolk are most sympathetic of the coprophagi, and might perhaps even be distant relations to the roachfolk.

Alignment and Religion: Roachfolk are survivors and have little use for religion. They tend toward neutrality, and their actions are typically those necessary to get by each day. That said, few roachfolk are chaotic because they have learned that to provoke the populace of the Blight with their actions is to invite their own extermination. The Festering Brethren in particular are an order dedicated to Zors<sup>BG</sup>, the Hanged Man, albeit in a much more lawful aspect than that with which that demigod is usually associated. The majority of coprophagi within the city worship either Mother Grace\* or Sister Shadows\*. There is a secretive minority, however, who cling to the prophecies of The Horseman\* as they time when their race will rise above all others.

Adventurers: The hardscrabble existence among the coprophagi makes techniques for day-to-day survival their first priority. A part of that is to avoid getting caught when they're scrounging about the gutters of the city. As a result, most roachfolk with PC class levels are rogues, but oddly, members of the Festering Brethren are usually monks or clerics.

**Male or Female Names:** The names of the coprophagi are unpronounceable to most humanoid tongues. They, therefore, habitually take simple names borrowed from the predominant cultures around them irrespective of gender or meaning. However, they hold no special connection to these names and frequently take a new name whenever they next must deal with folk who are not of their own kind. Some common names include Abe, Ban, Bell, Bob, Cane, Cob, Dock, Duke, Guv, Jud, Lob, Lord, Mab, Nob, Pod, Prince, Queen, Rose, and Tune.

#### Coprophagi Racial Traits

+2 Dexterity, +4 Constitution, –2 Intelligence, –4 Charisma: Roachfolk are durable survivalists and can move swiftly, but they lack the intelligence of most races and are generally perceived very poorly by others.

**Small:** Roachfolk are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

**Fast Speed:** Roachfolk are able to scurry quickly on their bottom two sets of limbs, giving them a base speed of 40 feet.

#### Darkvision: Roachfolk can see well in the dark up to 60 feet.

**Extreme Durability:** Roachfolk are immune to all non-magical diseases and gain a +4 racial bonus to Fortitude saves against poisons or any form of radiation. In addition, they are naturally able to withstand temperature extremes identical in effect to an *endure elements* spell (see Chapter 10 of the *Pathfinder Roleplaying Game Core Rulebook*).

**Four-Armed:** Roachfolk possess two middle limbs and two smaller upper limbs. Both sets are capable of grasping and holding objects or weapons, though the lesser upper limbs cannot hold any object heavier than 5 pounds each. This allows a roachfolk to fight with two weapons in its middle limbs while also holding two bucklers or light wooden shields in its lesser limbs (gaining the benefits each). Or they may instead fight with two weapons and two weapons weighing 5 pounds or less apiece; or two weapons and a two-handed weapon weighing no more than 10 pounds; or a two-handed weapon and another two-handed weapon that weighs no more than 10 pounds. The upper limbs are always considered secondary attacks when used in combat, and their penalties cannot be reduced even by Multiattack or other feats.

**Limited Flight:** A roachfolk has a pair of undersized wings tucked beneath his back carapace. It can use these wings as a move action to make an Acrobatics check to jump with a +10 circumstance bonus (it is always considered to have had a 10-foot running start with this use) or as a full-round action to achieve true flight for 80 feet. However, at the end of either of these uses it must land at the end of its movement, though its landing can be on some surface that it clings to with its climbing ability.

**Multi-Legged:** Roachfolk are able to use their extra limbs as needed in order to assist with balance. They receive a +4 racial bonus to their Combat Maneuver Defense when resisting a trip attempt.

**Natural Armor:** The carapace of a roachfolk gives it a +2 natural armor bonus. This bonus increases by +1 for every 4 Hit Dice the roachfolk gains as it thickens and toughens from exposure to hardship.

**Natural Attacks:** A roachfolk can attack with each of its claw-like hands. The claws of the upper limbs deal 1d4 points of damage, and the claws of the middle limbs deal 1d3 points of damage. The middle claws are considered secondary attacks even when a roachfolk is fighting unarmed.

**Scent:** Roachfolk have the scent special quality (see the "Universal Monster Rules" section in Appendix 3: Glossary of the *Pathfinder Roleplaying Game Bestiary*).

**Swift Climber:** A roachfolk has a climb speed of 20 ft. and gains a +8 racial bonus on all Climb checks.

**Weapon Familiarity:** Coprophagi treat any weapon with the word "coprophagi" in its name as a martial weapon. Copropagi monks are proficient with the coprophagi bell-staff and the coprophagi razor wheel.

**Languages:** Roachfolk begin play speaking Mongrotic. Roachfolk with high Intelligence can choose bonus languages from the following: Aklo, Common, Dwarven, Goblin, and Undercommon.

\* See For the GM, True Gods of the Blight

# Aight-Glug

None is as naturally capable of the fine art of breaking and entering as the night-slug. Fortunately for society, few are also as cowardly. Nightslugs maintain their existence simply by avoiding notice. Sometimes called the Tunnel People by the few folk of Castorhage that run across them in the endless sewer channels beneath the city, these elusive creatures often reside in small crawlspaces or even the hollows between the outer masonry and inner plaster and lathe of a house. They are capable of maneuvering their bodies through seemingly impossible spaces. Those among their number who are not lucky enough to acquire such grand accommodations typically live in places that allow them to avoid notice — the city dump, a gable hanging over a small alleyway, and so forth.

**Physical Description:** Night-slugs have a humanoid structure with blotchgrey skin bearing randomly arranged tufts of muddy-brown hair. Their arms are thin and elongated, hanging limply at their sides, and they seem to possess little if any muscle tone in general. Their ligaments and tendons are exceptionally elastic, allowing a night-slug to elongate its arms and legs, in the process pulling what muscle it has closer to its frame. In addition, night-slugs have a "collapsible" skeleton; its bones are composed primarily of cartilage, allowing the creature to squeeze into incredibly small areas. A typical nightslug stands around 3-1/2 feet tall and weighs 40 pounds.



**Society:** Night-slugs are true scavengers living on the fringes of the societies of others. They usually prefer densely populated urban areas for the increased number of hiding places and resources from which to scrounge their needs. Most night-slugs are loners because of the limited resources available to them, mated couples rarely staying together beyond the birth of a brood of whimps (as their young are called), and mothers generally abandoning their young as soon as they reach maturity after 3 years.

**Relations:** While most humanoids despise night-slugs and find their presence loathsome, few actually fear the creatures. More than one urban goodwife has walked into a room of her house at night to find a night-slug crouched in the corner chewing on a lace table runner and staining the rug with its noxious skin secretions. While the typical reaction certainly includes a scream, rather than flight it just as often concludes with her grabbing a broom and chasing the creature until it manages to squeeze back through a crack in the baseboards to the safety of the inner walls. In some cities plagued by these creatures, there is an entire industry for exterminators hired to enter homes and buildings to clear out night-slug infestations. The only race that could truly be said to hold empathy for the night-slugs are the wretched mongrelfolk on the rare occasions when the two peoples cross paths.

Alignment and Religion: Night-slugs are not particularly intelligent and typically exist at a subsistence level with little drive or idea of improving themselves. As such, their alignment is almost always neutral though exceptions do exist, of course. In general night-slugs are not religious and devote little time or energy in contemplation of the gods. As such, there is no religion that could be said to be typical of night-slugs, and most follow no religion at all.

Adventurers: Unlike their skulk cousins who possess a more violent bent, night-slugs are inherently cowardly and rarely a threat to even those who would otherwise find themselves at their mercy. There are examples, however, of individuals who have overcome this innate fearfulness and gone on to become highly proficient rogues and even assassins, in some cases.

**Names:** As loners and outcasts, most night-slugs don't bother with names at all. Their lack of interaction with most others prevents any sort of need for one. A night-slug identifies everyone as either "self" or "other/danger." Of the few that do take names, they are usually a single word — bereft of context — borrowed from another language or a monosyllabic name that sounds pleasing to a particular night-slug's ear. They make no distinction between male or female names. Examples include Bloo, Fancy, Glugh, Plop, Spoon, and Tater.

#### Aight-Glug Racial Traits

+4 Dexterity, -2 Intelligence, -4 Charisma: Night-slugs are nimble and highly flexible, but generally lack in formal education and suffer severe prejudice from most other races.

**Small:** Night-slugs are Small creatures and gain a + 1 size bonus to their AC, a + 1 size bonus on attack rolls, a - 1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a + 4 size bonus on Stealth checks.

Slow Speed: Night-slugs have a base speed of 20 feet.

**Low-Light Vision:** Night-slugs can see twice as far as humans in conditions of dim light. See Chapter 7 of the *Pathfinder Roleplaying Game Core Rulebook*.

**Fast Crawler:** While prone, a night-slug can move at half speed. While squeezing, a night-slug can move at its normal speed. The crawling movement of a night-slug does not provoke attacks of opportunity as normal, though other aspects of it can, such as moving through a threatened square, retreating from an opponent without using the withdraw action, etc. A night-slug can take a 5-foot step while crawling or squeezing.

**Slime Coat:** The skin of a night-slug constantly secretes a thin fluid most resembling a slightly slimy version of perspiration that leaves an off-color stain on most fabrics and has a musty odor. This constant coating gives the night-slug a +1 natural armor bonus that applies to its Combat Maneuver Defense as well and a +8 racial bonus on Escape Artist checks and Acrobatics checks to move through a threatened or enemy square. However, it also provides a +4 circumstance bonus to those using Survival to track a night-slug as well as Perception checks to locate a night-slug's trail.

**Compression:** Night-slugs gain the compression ability (see the "Universal Monster Rules" section in Appendix 3: Glossary of the *Pathfinder Roleplaying Game Bestiary 3*).

**Languages:** Night-slugs begin play speaking Common. Night-slugs with high Intelligence can choose bonus languages from the following: Darkling, Goblin, Halfling, Mongrotic, and Undercommon.

# Gwyne

"Lord, why can't I get a decent tailor these days? Adjust my cravat, idiot; can't you see it's crooked? How can I go to the lodge dressed like a human? I hope they have those succulent kidneys tonight, the ones that they serve just lightly toasted with sugar. They have fine food at the lodge — not that you'd know about the finer things in life. We'll drink the finest Crava from crystal and eat our fill before talking business over cabb'e and hookahs filled with the finest tobacco and insectum money can buy. We'll trade millions tonight, you know? Millions! Can you imagine a million? I thought not. That's the trouble with humans — no imagination, and little appreciation for the finer things in life — little appreciation of anything, in fact."

Pleasure, pleasure, and pleasure: the three "P's" of swyne philosophy. A swyne lives to enjoy, to eat the finest food, to romance the most beautiful people, to plunder the greatest treasures. A swyne is a voyeur, a pleasure-seeker, a lothario. They do anything and everything to ensure that they get the most out of life.

In essence a humanoid pig, the swyne is usually fat, sallow-eyed, and hungover from excess. Dressed in the best he can buy, a swyne gets what



he can out of life — as often and as plentifully as possible. Roughly human in size and shape — and with all the foibles and interests that accompanies — the swyne are often mistaken for fat humans from a distance, until their snouts and piggy eyes come closer into view. Swyne tend to stick together, and refer to each other as brother or sister hog.

**Physical Description:** Some swyne can pass for human; so subtle are their porcine features. Others resemble humanoid pigs, with hoggish features, clumsy hands, and squealing laughter. They all tend to be fat (a result of enjoying as much fine food as they can, as often as they can), and prone to being clumsy; their porcine ancestry runs deep, and occasionally shows itself in their eating habits.

**Society:** Swyne stick together. A swyne almost always helps another swyne in trouble, often with the benefit of a considerable lecture on the error of their ways and how the suffering swyne in question should follow the path of his benefactor, whatever that path may be. Swyne live for excess, and have developed many guilds of their own to band together to ensure mutual benefit — providing, of course, that the benefit is primarily their own. The swyne have developed thousands of clubs related to excess and pleasure, the most famous of which are the Hedonists, a group perpetually related to dark rumours of excess, torture, and cruelty over enormously excessive luncheons.

**Relations:** Everyone has his uses, and a swyne judges life by the number of associates he has. Their selfish natures tend to make true friendships rare but incredibly close; a swyne friend is one for life, but a swyne associate cannot be trusted. Swyne deeply admire the banking gnomes of the city, and many close associations have and do take place across the city. They consider elves to be flighty and unpredictable, dwarves miserable, and half-orcs repulsive. They like a halfling's appetite and admire the human capacity for vice. They take great offence at being likened to pigs, and often refer to other humanoid races as monkeys as a riposte if so insulted.

Alignment and Religion: Swyne religions are based around acquisition: be it monetary, rare objects, land, property, or any other such avarice. Porfask\*, the Swyne God of Wine-cellars is one; Hork\*, Goddess of Musk, another. Of course, Mammon\* has the greatest share of worshippers among the race and has been adopted into the swyne pantheon — whether he is aware of it or not. To many races, the swyne gods seem trivial in their focus; to a swyne, they are divine in their singular greed.

**Adventurers:** The restless greed of the swyne makes them useful allies, which, coupled with their brotherliness, makes them useful contacts. Of all the classes, bards, mesmerists<sup>OA</sup>, sorcerers, and summoners<sup>APG</sup> are the most common, with those who study charm and other enchantment spells often members of the Liars' Guild, a group of specialist swyne enchanters. Whatever the class, a swyne's reason is almost always remarkable in its selfishness.

Male Names: Boarbrand, Bogslob, Grund, Grork, Hobb, Hogwell, Hoglard, Pikskin

**Female Names:** Asparagus, Cauliflower, Cupling, Ladywell, Lettuce, Pigmella, Porcinia, Porflower, Sugary, Winscent, Winseed.

#### **Swyne Racial Traits**

+2 Constitution, +2 Charisma, -2 Dexterity: Swyne are stocky and slow but very charming with it.

**Medium:** Swyne are Medium creatures and receive no bonuses or penalties due to their size.

**Normal Speed:** Swyne are not as slow as their bulk would suggest, and have a base speed of 30 feet.

**Gut Feeling:** Swyne are naturally gifted at judging people or sniffing out a bargain. They gain +2 racial bonus on Appraise and Sense Motive checks.

**Healthy:** Swyne can — and often do — eat almost anything, and their powerful fortitude makes them highly resistant to toxins and sickness. Swyne gain a +4 racial bonus on saving throws against disease, poison, and effects that cause the nauseated or sickened conditions.

Scent: Swyne possess the scent ability.

**Stubborn:** Swyne are difficult to influence, despite their penchant for excess. Swyne gain a +2 racial bonus on Will saving throws versus charms and compulsions. In addition, if they fail such a save, they receive another save 1 round later to prematurely end the effect (assuming the effect has a duration greater than 1 round). This second save is made at the same

DC as the first. If they have a similar ability from another source (such as a rogue's slippery mind class feature), they can only use one of these abilities per round, but can try the other on the second round if the first re-roll fails.

Languages: Swyne excel at languages; charming someone in their own language is more gratifying for the customer or dupe. They begin play speaking Common and any one other modern languages. Swyne with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic). Very few learn Grus (or admit to speaking it if they do), as they consider the language vulgar and associated with true swine (i.e. the boarfolk).

\* See For the GM, True Gods of the Blight

# Alew Favoured Class Option

The Blight-born favoured class skill is designed to encourage characters created in the Blight to devote at least a part of their development resources to recognising the all-pervasive influence that the city has on its citizens and to simulate the advantages brought by knowing the city more intimately than any visitor. Any character of any race or class who was born and/or raised in the Blight since childhood can choose the Blightborn favoured class option each time he takes a level in a favoured class.

**Blight-born:** Receive +2 skill ranks as long as one is devoted to Artistry<sup>PU</sup>, Bluff, Craft (any commonly found in the Blight), Diplomacy, Disguise, Intimidate, Knowledge (any), Linguistics, Lore\* (any Blight district), Perform, Profession (any common to the Blight), Sense Motive, or Stealth.

\* See New Skills

APG See Pathfinder Roleplaying Game Advanced Player's Guide

<sup>OA</sup> See Pathfinder Roleplaying Game Occult Adventures

PU See Pathfinder Roleplaying Game Pathfinder Unchained

# Blight Campaign Fraits

We are the result of a thousand factors beyond our control — the factors surrounding our birth, our parents' situation, their friends' stories, and so on. Often our background is entirely ordinary, but even an ordinary story is still a story. A backstory gives your PC a beginning to his tale, and the following campaign traits help you to form your character's backstory. How and if you use these backstories is up to you; is it little more than colourful fluff to commence a character's history, or is it much more than that — an entire tale waiting to unfold?

The campaign traits below are deliberately unusual, in keeping with the strange setting you have before you; don't be afraid to make your PC extraordinary. You may have this character for a long time to come, so a little forethought can create a tale that may take you in an unexpected direction. As always, try to avoid using the trait as a simple mechanic;



make a story, however simple, from the backgrounds below.

**Abandoned**: Abandoned to live on the streets as a child, you grew up tough. Choose one skill from Bluff, Intimidate or Knowledge (local) to which you gain a special +2 bonus. Also select a home district you grew up in; in that district, that skill bonus increases to +3. When alone, you find it uncomfortable and try to seek out company if possible.

Alleychild: The narrow defiles and ginnels were your childhood playground and home. Choose one skill from Climb, Escape Artist or Stealth, to which you gain a special +2 bonus, or you can have +1 to each of the three (choose when the character is made). You find wide-open spaces a bit distressing.

Almost Killed: You fell in the Lyme, were hit by a runaway broken or undead horse, or fell from a tall building. Choose one of the following penalties: lose 5 ft. movement or permanently lose 1 point of Constitution. However, your instincts are sharper as a result, giving you +2 Dexterity and a +1 bonus on all Reflex saves. You have odd nightmares about the event that somehow manifest themselves in the dreams of others, who find it impossible to save you.

**Apprentice**: A trader raised you. Choose a Profession skill and gain Skill Focus for that profession as a bonus feat. You have saved twice as much starting money as standard.

Artists' Quarter Born: You were raised or spent some considerable time in the crazy and creative district of the Artists' Quarter. You make all Knowledge (local) checks for the Artists' Quarter or Lore (Artists' Quarter) checks with a +4 bonus and consider Knowledge (local) as a class skill.

**Bastard Nobility**: You bear the hallmarks of an aristocrat's bastard. You can mingle easier than others with different castes, and when attempting to use Bluff or Disguise to alter your background or caste, you gain a +2 bonus to the check.

**Between Marked**: Whilst very young, a nightmare from Between somehow manifested itself and scarred you. You gain Knowledge (Between) as a class skill, as well as an insight into the realm about you, granting you a +1 to all Perception checks due to an uncanny sixth sense you've developed. Furthermore, you are deeply affected by the experience and cannot abide being near mirrors. Whenever within 20 ft. of a visible mirror or other strongly reflective surface (even water), you make all Will saves at -1.

**Boatchild**: You have grown up on the banks of Sister Lyme, and even swum her depths for dares. You gain a +2 bonus to Swim checks and gain Profession (sailor or boatman) as a class skill. If you wish, you can choose to gain River Cant as a bonus language instead of the bonus to Swim checks.

**BookTown Born**: You were raised or spent some considerable time in BookTown. You make all Knowledge (local) checks for BookTown or Lore (BookTown) checks at +4 and always consider Knowledge (local) as a class skill.

**Born to Beer Slops**: You were raised in the gin houses and taverns of the city. Choose any Perform skill and consider it a class skill. You make all interaction checks with landlords or tavern owners (Bluff, Diplomacy, Intimidate or Perform) with a +2 bonus.

**Brine Touched**: There is some briny in your family, a gift that your mother and father tried to hide. Choose one of the following: webbed fingers giving you a swim speed of 10 ft., bulging eyes that give you darkvision 60 ft., or rudimentary gills just behind your ears that give you the ability to hold your breath twice as long as normal.

**Brothel Waif**: The child of a harlot, you have grown up tough and independent. Choose one of the following as a bonus feat: Athletic, Deceitful, Persuasive or Self-Sufficient.

**Capitol Born**: You were raised or spent some considerable time in the Capitol. You make all Knowledge (local) checks for the Capitol or Lore (Capitol) checks at +4 and always consider Knowledge (local) as a class skill.

**Child of a Famous Beauty**: Your mother or father was famous in the city for their looks. Add +1 Charisma. However, you were often left alone when young and suffered from nightmares. Whenever you are in a situation where a colleague or friend is not within 60 ft. and you must make a Will save, you do so with a -1 penalty.

**Chimney Sweep**: When young, you were small and used for cleaning chimneys of the wealthy or those of the Capitol. You gain the Stealthy feat

as a bonus feat. But whenever in confined spaces, you make all Will saves to avoid fear effects with a -2 penalty.

**Choir Child**: You have an incredible singing voice. You gain Perform (sing) as a class skill. However, the brutality for perfection meted out on you has scarred you. You make all saving throws to avoid being shaken at -2.

**Circus Act**: You ran away to join the circus. A colourful life of travelling through Festival and the Artists' Quarter followed, punctuated by trips to other parts of the city. Choose an act you performed, be that clown, ringmaster, acrobat, tightrope walker, stilt walker or any other performance your GM judges appropriate. For those performances involving Charisma (clowning, being a ringmaster), add one to your starting Charisma or gain a +2 bonus to your Acrobatics skill for any other act. In the tough backstage life you had, you were never fed enough; you make all saving throws against disease or exhaustion effects with a -2 penalty.

**Cruel Kin**: Cruel parents or relatives raised you, and you left home early. You are independent, but a bit of a loner. You make all Diplomacy checks to influence attitude at -2, but gain a +1 special bonus to all Will saves.

**Devotee of Mother Grace**: Very religious parents who found great solace in the order of things in the church of Mother Grace raised you. You gain Knowledge (religion) as a class skill, or gain a +2 bonus to Knowledge (religion) checks if you already have it as a class skill. Your inherent faith is strong and, once per day as a free action, you can utter a prayer to Mother Grace that grants you +1 bonus to any saving throw, skill check, or attack roll.

**Educated**: You attended one of the minor schools in the city. You increase your skill points as though you were human, or double that bonus if you are a human. Schools were vile, ordered places, and they have given you a healthy loathing for order; you have a -2 penalty to all saving throws against all spells with the lawful descriptor.

**Festival Born**: You were raised or spent some considerable time in Festival, but were not tainted by the place. You make all Knowledge (local) checks for Festival or Lore (Festival) checks at +4 and always consider Knowledge (local) as a class skill.

**Foundling**: You were abandoned as a baby, but found. There is something distinctly odd about you. This can be a physical thing such as a minor deformity (an extra finger, mismatched eye colour and so forth), or simply an odd air about you. Regardless of what it is, you make all Diplomacy checks to attitude at -2. There is also a bit of magic about you, however. Choose two 0-level spells from either the bard or druid list; you can cast these spells as spell-like abilities a number of times per day equal to your Charisma bonus (minimum 1). The DC for these spells is calculated using your Charisma bonus.

**Freakshow Touched**: You were raised in a freakshow and became close to many acts. Develop an extra friendship (see below) with one of the acts.

**Gable Child**: You spent your days up in the gables, where the air was clearer and there was always more to see. Heights hold no fear for you. When climbing any artificial structure, you gain a +2 bonus to Climb checks. Climbing is in your soul, however, and you are often tempted to tackle structures and buildings just to see the view. This is not a mechanical effect; it is yours to develop.

**Gablemaester's Child**: Your father was one of the brave gablemaesters who kept the rooftops clean, safe, and free from spiders. You have utmost familiarity with the rooftops of the city, and treat them as a favoured terrain as though you were a ranger of your own class level (with the normal increases starting at 8th level).

**Guild Child**: You were raised as part of a guild and have a benefactor looking out for you. Roll an extra friendship (see below) to have as a mentor, guide, or family friend. Choose a Profession or Craft skill and consider it a class skill; if you already have those as class skills, gain a +2 bonus to one of your choosing.

**Guild-Bound Family**: Your family is blighted by an agreement they made to a guild before you were born. If you can pay off this fee (1d6+3 x 100 gp), you gain 500 XP as a one-time goal reward (see **For the GM**). Choose a Profession or Craft skill and consider it a class skill; if you already have those as class skills, gain a +2 bonus to one of your choosing. You have a healthy loathing of the Guild system; this is not a mechanic, but yours to develop as you wish.

**Haunted by Between**: Between seems somehow to follow you around. Every so often, you hear noises no one else does, feel something move behind you, or see a reflection in a corner of a mirror that cannot be there. You are inherently Between touched. Choose two 0-level spells from either the bard or sorcerer list. You can cast these spells as spelllike abilities a number of times per day equal to your Charisma bonus (minimum 1). The DC for these spells is calculated using your Charisma bonus. Having that strange effect at your back makes you jittery. This is not a mechanical effect, but something to be added into your character in whatever way you feel works best.

Hollow Hills Born: You were raised or spent some considerable time in the haloed and holy places of the Hollow and Broken Hills. You make all Knowledge (local) checks for the Hollow and Broken Hills or Lore (Hollow and Broken Hills) checks at +4 and always consider Knowledge (local) as a class skill.

**Jumble Born**: You were raised or spent some considerable time in the Jumble. You make all Knowledge (local) checks for the Jumble or Lore (Jumble) checks at +4 and always consider Knowledge (local) as a class skill.

**Kissed by Angels**: Some people are born lucky, and you're one of them. Cats sit in your lap, children stop crying and laugh when you enter a room, and frosty discussions thaw when you talk. You make all checks for Bluff, Diplomacy, and Perform, as well as any other such check your GM deems appropriate, as though your Charisma was 2 higher than it actually is. Some petty people find such lucky folk annoying, and become jealous of them, of course.

Link Child: When younger, you worked the dark streets of the city as a link boy (or girl). Your night vision is excellent, and you have an almost sixth sense when operating in darkness. You gain a +2 bonus to Perception checks when in dim light or less, and operate as though you had the uncanny dodge ability while in those lighting conditions. If you already have such an ability, it improves in such conditions. You find daylight unpleasant, and prefer to wear tinted lens when the sun is at its highest.

**Messenger**: When younger, you were hired by one of the many messenger guilds in the city to pass messages in haste. You are adept at running and choose Fleet or Run as a bonus feat. Furthermore, your knowledge of the city streets is excellent; you consider Knowledge (local) as a class skill, and if you already have it as a class skill, gain a +2 bonus to it.

**Mill Child**: You spent much of your childhood working in one of the many mills in the city. You are very adept at getting through small spaces. You consider Escape Artist as a class skill; if you already have access to it, you gain a +2 bonus to it. You also make all Acrobatics checks to move through threatened or enemy spaces with a +2 bonus. The noisy mill machinery and treadmills damaged your hearing, however, causing a -1 penalty on all Perception checks.

**One of Many**: There were 10+1d6 other children in your family. Develop an extra friendship (see below) with one of your kin.

**Orphan**: Raised by an overseer, your early life was incredibly tough. You gain Toughness as a bonus feat. However, you still have nightmares about your childhood. This is not a mechanical effect, but one to use as a character story.

**Riverchild**: You were raised in a boat town along the river; you speak River-Cant as a bonus language, develop an extra friendship (see below) with one of your kin from the township, and gain a +2 bonus to all checks for Bluff, Diplomacy, Intimidate, and Perform when interacting with boatfolk.

Seventh Child of a Seventh Child: There is something decidedly odd about you; odd things happen around you, and occasionally unpredictable events occur — cats bristle and flee from you, plates fall on floors when you enter the room, or a clock strikes thirteen. This does not have a mechanical effect, and your GM should weave it into your character's story from time to time. Choose two 0-level spells from either the bard or sorcerer list. You can cast these spells as spell-like abilities a number of times per day equal to your Charisma bonus (minimum 1). The DC for these spells is calculated using your Charisma bonus.

Sewer Brat: You spent a lot of time in Underneath, either as a runner for a guild, someone who ran away from home or the orphanage you were raised in, or some other story you deem appropriate. You make all Knowledge (local) checks for Underneath at +4 or Lore (Underneath) checks and always consider Knowledge (dungeoneering) as a class skill. **Sideshow Touched:** You were raised in a carnival sideshow and became close to many acts. Develop an extra friendship (see below) with one of the acts.

**Sinks Born:** You were raised or spent some considerable time in the Sinks. You make all Knowledge (local) checks for the Sinks or Lore (Sinks) checks at +4 and always consider Knowledge (local) as a class skill.

**Strange Relations**: Somewhere in your family line is an anomaly: the hint of an elf, the touch of a gnome, the flicker of a halfling. Exactly how and where this came from is a mystery. Choose either a dwarf's stonecunning, an elf's or gnome's keen senses, or a halfling's fearless ability and add it as a racial trait for your character. Your character is slightly odd in a hard-to-define way. This is not a mechanic, but a story option; perhaps the PC has a luxuriant dwarvish beard, slightly pointed ears, or woolly feet that indicate that somewhere, far back, something odd happened in the family.

**Streetwaif**: You were raised on the hard streets of Castorhage. Choose one of the following feats as a bonus feat: Deceitful, Self-Sufficient, or Toughness. You made an enemy, however; your GM will develop this bane for you accordingly, and weave it into your ongoing story.

**Toiltown Born**: You were raised or spent some considerable time in Toiltown. You make all Knowledge (local) checks for Toiltown or Lore (Toiltown) checks at +4 and always consider Knowledge (local) as a class skill.

Thirteenth Child of a Thirteenth Child: There is something decidedly odd about you, and not all of it good. Strange effects follow your character. These are only minor but decidedly strange: horses keel over and die in the street when you walk by; a pyre-beetle lamp goes out; you find twoheaded silver coins; or a plummeting magpie crashes into a wall as you walk past. Life, in short, continues to throw oddities about you. This has no mechanical effect, but should form part of your PC's story. It should not be overtly negative or positive, just odd.

**Touched by the Unsea**: When young, you were taken to the Unsea, and it had a profound and unsettling effect upon you. The Unsea calls you, and you find it oddly consoling to have objects from there or even odd things from the mundane sea about your home or person. You gain the clerical Water domain granted abilities icicle and cold resistance at 6th level. You do not have the bonus spells unless you are a cleric with the Water domain, in which case you cast all domain spells at +1 to the DC of their saves. There is something oddly clammy and brackish about you.

**Town Bridge Born**: You were raised or spent some considerable time in Town Bridge, and can consider yourself a Town Bridge local. You make all Knowledge (local) checks for Town Bridge or Lore (Town Bridge) checks at +4 and always consider Knowledge (local) as a class skill.

**Wicked Stepsisters**: Wicked stepsisters who delighted in using you as little more than a slave raised you. This made you resilient, if sad, when young. You do not develop any starting friendships; instead, the stepsisters (who are both level 1–3 aristocrats) are still alive and well and still lurking somewhere in your backstory for your GM to develop.

Wild Child: You were feral as a child. Choose one of the following bonus feats or abilities: Animal Affinity, druid nature sense, or two 0-level spells from the druid list. You can cast these spells as spell-like abilities a number of times per day equal to your Charisma bonus (minimum 1). The DC for these spells is calculated using your Charisma bonus. Your feral nature remains with you and should be developed into your character's story.

# Aew Gkills

The Blight campaigns use the Background Skills system, including the Artistry and Lore skills, as detailed in *Pathfinder Roleplaying Game Pathfinder Unchained*. In addition, Castorhage has some specific uses of skills that characters may wish to explore.

# Craft (tattoo) (Int)

Special tattoos are used by Blight guilds and many other organizations to indicate membership and rank. As these tattoos are regularly displayed

to non-members, advanced tattooing techniques and secret color blends of expensive and rare inks are used to minimize forgeries. Crafting such a tattoo requires at least 1 rank in Craft (tattoo). Authorized guild tattooists — who are supplied with the necessary materials and knowledge to produce a guild's tattoos — gain a +4 circumstance bonus when crafting their guild's tattoos. The guild inspects their work and magically erases it if it does not meet their standards.

The Craft DCs of an organization's tattoos are detailed with the organization. In general, however, a tattoo indicating general membership of a common club or guild requires a successful DC 20 Craft (tattoo) check. Rarer tattoos — such as those indicating higher ranks or membership in exclusive clubs — typically have higher DCs, and rarer and more expensive components. Tattooists who do not use the official tattooing materials or who do not have access to a copy of the same tattoo or a detailed schematic of its design throughout the entire crafting process risk having their tattoos identified as forgeries even if they succeed on the Craft check. Anyone captured with a counterfeit tattoo will — at best — have the tattoo painfully flayed away or, at worst, have the body part on which it is displayed entirely removed.

The Craft check for a forgery is made secretly, so that the forger is not sure how good her work is. As with Disguise, the check is made only when someone examines the work. The Craft check is opposed by a skill check from the person who examines the tattoo to verify its authenticity. The type of skill check used to authenticate a tattoo is detailed in the organization (See **Clubs and Guilds** in **Chapter 1** of **The Blight Campaign Guide**). The examiner gains modifiers if any of the conditions are listed on the table below.

Condition	Skill Check Modifier
Type of tattoo unknown to inspector	-4
Type of tattoo somewhat known to inspector	+0
Type of tattoo well known to inspector	+4
Inspector only casually examines the tattoo	-2
Tattoo contradicts membership knowledge	+4

# Rnowledge (Between) (Int; Trained Only)

Like other Knowledge skills, characters with this skill can answer questions about Between. As Between lore is rare and protected, characters cannot take ranks in this skill (nor in the Lore skill related to Between knowledge) without access to a source of such lore, and without the GM's permission. The DCs of Knowledge (Between) checks follow the guidance for other types of Knowledge checks, and typically replace tasks that would be covered by Knowledge (geography) and Knowledge (nature) checks in the mundane world as well as handling checks involving monsters from Between or that have the Between subtype.

Additionally, ranks in Knowledge (Between) may permit checks using other Knowledge skills but which relate to Between questions. For example, a character who wishes to know the symbol of a Between ruler may be required to succeed on a Knowledge (Between) and a Knowledge (nobility) check.

# Lore (district) (Int: Trained Only)

The Lore (district) skill can be used to perform Knowledge (local) tasks related to a specific district. Characters with 5 or more ranks in Lore (district) gain a +2 bonus on Knowledge (local) checks related to that specific district.



# If you quarrel with a sweep you will get blackened

# Profession (Int; Trained Only)

Some of the more common Profession skills in the Blight are accountant, alchemist, animal trainer, antiquarian, apothecary, appraiser, architect, armourer, astromancer, baker, banker, barber (including dentistry), barkeeper, barrister, bibliomerchant, boatman, body collector, bondsman, bookbinder, bootblack, bowyer, breaker, breeder, brewer, builder, butcher, cadaver snatcher, cadaver-surgeon, carpenter, cartographer, charcoal burner, carter, chimney sweep, chairman, chandler, chatelaine, clerk, clothier, cobbler, coffin maker, constable, cook, coolie, cooper, cordager, corner-doxy, costermonger, cottar, courtesan, cressman, crier, diplomat, distiller, driver, drover, duelling referee, dyer, embalmer, engineer, executioner, farmer, farrier, ferryman, finesmith, fireman, fisherman, flagonfist, flea market trader, fletcher, florist, fortune-teller, friar, furrier, gablemaester, gambler, gaoler, gardener, ghatmaster, glassblower, glazier, golem-stitcher, gong farmer, gravedigger, grinder, grocer, groom, guard, guide, haberdasher, herbalist, herdsman, homunculi wife, importer, innkeeper, jeweller, jurist, landlord, launderer, leatherworker, legalese, librarian, limner, link-boy, loan shark, lobbyist, lobsterman, locksmith, longshoreman, manufactor, medium, milliner, metalcaster, mercer, merchant, messenger, midwife, miller, milliner, miner, mourner, navigator, navvy, notary, oddsmaker, overseer, pactmaker, pawnbroker, peat cutter, peddler, perfumer, physiker, pig keeper, plague doctor, plasterer, porter, potter, prahu-punter, priest, printer, punkahwallah, puppeteer, pyrelamplighter, rat catcher, reporter, renderer, river pilot, roofer, sadhu, sage, sailor, salter, savant, sawyer, scholar, seamstress, servant, scrivener, sewerer, shepherd, shipwright, skinner, slaughterman, smith, soldier, soothsayer, souk seller, stable master, steeplejack, stevedore, stonemason, street sweeper, streetclerk, surveyor, sutler, swamper, tailor, tanner, tax collector, taxidermist, teacher, thatcher, tinker, tollman, tongawallah, torturer, trader, translator, undertaker, urger, vicar, vintner, wainwright, weaver, whaler, wigmaker, woodcutter, woodworker and writer.

# Alew Seats Blight Affinity

You have a deep-rooted lineage with the city and are adept at working within it.

Prerequisite: Knowledge (local) 5 ranks

**Benefit:** You treat the city as though you were a ranger and it was your favoured terrain, gaining +2 to all Knowledge (local), Perception, Stealth,



and Survival checks. You gain +2 on your initiative modifier and leave no trail.

# Fetch Aunter (Combat)

An enemy of the Blight's undead population, you are adept at hunting and destroying them.

Prerequisite: Base attack bonus +3

**Benefit:** You treat undead as though you were a ranger and they were your favoured enemy. You gain +2 to all Bluff, Knowledge, Perception, Sense Motive, and Survival checks against undead creatures. You also gain a +2 bonus on weapon attack and damage rolls against them. You can make an untrained knowledge check if it relates to undead.

**Special:** Your GM may ask you to incorporate a reason for this feat into your character's story and use it in ongoing adventures as he sees fit.

## Gable Clamberer

You are adept at clambering quickly over rooftops, up walls, and over gables.

Prerequisite: Climb 5 ranks.

**Benefit:** You gain a +4 bonus to your Climb skill check when climbing manmade structures. When using your climb skill on manmade structures, you do not take a -5 penalty to climb at half speed.

# Rat-Catcher (Combat)

You are a sworn enemy of the Blight's wererat population.

Prerequisite: Base attack bonus +3

**Benefit:** You treat wererats as though you were a ranger and they were your favoured enemy. You gain +2 to all Bluff, Knowledge, Perception, Sense Motive, and Survival checks against them. You also gain a +2 bonus on weapon attack and damage rolls against wererats. You can also make an untrained knowledge check if it relates to them. You gain half of this bonus against rat-like creatures, including dire rats, rat swarms, and ratfolk.

**Special:** Your GM may ask you to incorporate a reason for this feat into your character's story and use it in ongoing adventures as he sees fit.

# Optional Rule: Money Feats

Everything in a city, they frequently say, has a price. Information is no different, and much like hiring a consultant to advise on a plan, an architect to oversee a building project, or a general to organise an army, the PCs can have words in the right places to get the right answers.

Money feats work like normal feats except they are temporary and there is no limit to how many you can have at any one time. Each can be purchased at any time during the game, and last 1 month; once the month is up, the feat is lost. It is recommended that purchasing such feats occurs at a scheduled time — say the start of every month — to make recordkeeping simpler.

Characters can have as many money feats per month as they can afford; money, like levels, is power. Money is paid out up front and lost regardless of the success of any actions or checks, and even lost if no checks are made. Some information is worth having, some is not.

Like all feats, some money feats have a prerequisite, all have a benefit, and some have a special situation. All are considered general feats, so anyone can buy them provided they fulfil the prerequisites.

# Bully i (Money)

You use this feat to meet shady people in the city and cross their palms with cash in order to get your name out on the street.

**Prerequisite:** Bullies attract bullies. You must have 2 ranks in either Bluff or Intimidate to purchase Bully I.

**Benefit:** You pay to enhance your reputation on the streets for 1 month. The cost is 100 gp to gain a +1 circumstance bonus to all Bluff and Intimidate skill checks made within the city.

# Bully ii (Money)

You use this feat to meet shady people in the city and cross their palms with cash in order to get your name out on the street.

**Prerequisite:** Bullies attract bullies. You must have 4 ranks in either Bluff or Intimidate to purchase Bully II.

**Benefit:** You pay to enhance your reputation on the streets for 1 month. The cost is 200 gp to gain a +2 circumstance bonus to all Bluff and Intimidate skill checks made within the city.

# Bully iii (Money)

You use this feat to meet shady people in the city and cross their palms with cash in order to get your name out on the street.

**Prerequisite:** Bullies attract bullies. You must have 6 ranks in either Bluff or Intimidate to purchase Bully III.

**Benefit:** You pay to enhance your reputation on the streets for 1 month. The cost is 300 gp to gain a +3 circumstance bonus to all Bluff and Intimidate skill checks made within the city.

# Bully iv (Money)

You use this feat to meet shady people in the city and cross their palms with cash in order to get your name out on the street.

**Prerequisite:** Bullies attract bullies. You must have 8 ranks in either Bluff or Intimidate to purchase Bully IV.

**Benefit:** You pay to enhance your reputation on the streets for 1 month. The cost is 400 gp to gain a +4 circumstance bonus to all Bluff and Intimidate skill checks made within the city.

# Consultant i (Money)

You use this money feat to contact experts in various Knowledge skills. **Prerequisite:** To make the necessary contacts, you must have friends in the right places. A+1 Charisma ability score bonus is required to purchase Consultant I.

**Benefit:** You pay to ask any number of questions of a specific consultant with a specific Knowledge skill for 1 month. The cost is 125 gp for a consultant in the specified field with a Knowledge skill bonus of +6. The consultant cannot take 20 on these checks and cannot attempt to retry failed checks. The consultant's personal resources do allow him to take 10 on the check if you want him to.

Consulting an expert takes 4 hours per visit, during which any reasonable number of questions can be asked as determined by your GM. For the purchase of the money feat, you may consult your expert up to once per day for the entire month.

You may purchase this feat multiple times in order to obtain consultants in multiple Knowledge skill fields or multiple consultants in one Knowledge skill field.

# Consultant ii (Money)

You use this money feat to contact experts in various Knowledge skills. **Prerequisite:** To make the necessary contacts, you must have friends in the right places. A +2 Charisma ability score bonus is required to purchase Consultant II.

**Benefit:** You pay to ask any number of questions of a specific consultant with a specific Knowledge skill for 1 month. The cost is 250 gp for a consultant in the specified field with a Knowledge skill bonus of +8. The consultant cannot take 20 on these checks and cannot attempt to retry failed checks. The consultant's personal resources do allow him to take 10 on the check if you want him to.

Consulting an expert takes 4 hours per visit, during which any reasonable number of questions can be asked as determined by your GM. For the purchase of the money feat, you may consult your expert up to once per day for the entire month.

You may purchase this feat multiple times in order to obtain consultants in multiple Knowledge skill fields or multiple consultants in one Knowledge skill field.

# Consultant iii (Money)

You use this money feat to contact experts in various Knowledge skills. **Prerequisite:** To make the necessary contacts, you must have friends in the right places. A +3 Charisma ability score bonus is required to purchase Consultant III.

**Benefit:** You pay to ask any number of questions of a specific consultant with a specific Knowledge skill for 1 month. The cost is 500 gp for a consultant in the specified field with a Knowledge skill bonus of +10. The consultant cannot take 20 on these checks and cannot attempt to retry failed checks. The consultant's personal resources do allow him to take 10 on the check if you want him to.

Consulting an expert takes 4 hours per visit, during which any reasonable number of questions can be asked as determined by your GM. For the purchase of the money feat, you may consult your expert up to once per day for the entire month.

You may purchase this feat multiple times in order to obtain consultants in multiple Knowledge skill fields or multiple consultants in one Knowledge skill field.

## Consultant iv (Money)

You use this money feat to contact experts in various Knowledge skills. **Prerequisite:** To make the necessary contacts, you must have friends in the right places. A +4 Charisma ability score bonus is required to purchase Consultant IV.

**Benefit:** You pay to ask any number of questions of a specific consultant with a specific Knowledge skill for 1 month. The cost is 1,000 gp for a consultant in the specified field with a Knowledge skill bonus of +12. The consultant cannot take 20 on these checks and cannot attempt to retry failed checks. The consultant's personal resources do allow him to take 10 on the check if you want him to.

Consulting an expert takes 4 hours per visit, during which any reasonable number of questions can be asked as determined by your GM. For the purchase of the money feat, you may consult your expert up to once per day for the entire month.

You may purchase this feat multiple times in order to obtain consultants in multiple Knowledge skill fields or multiple consultants in one Knowledge skill field.

# Fence i (Money)

You have contacts in the right places in the antiquarian, insectum, and "obtained" goods markets.

**Prerequisite:** Good fences don't find themselves for you. You must have 2 ranks in either Diplomacy or Knowledge (local) to purchase Fence I.

**Benefit:** You pay a good fence to increase your take on treasures sold for 1 month. The cost is 125 gp for a fence whose services bring you two-thirds the value of the treasures you sell.

Normal: You sell treasure for half of its value.

## Fence ii (Money)

You have contacts in the right places in the antiquarian, insectum, and "obtained" goods markets.

**Prerequisite:** Good fences don't find themselves for you. You must have 4 ranks in either Diplomacy or Knowledge (local) to purchase Fence II.

**Benefit:** You pay a good fence to increase your take on treasures sold for 1 month. The cost is 250 gp for a fence whose services bring you three-quarters the value of the treasures you sell.

Normal: You sell treasure for half of its value.

# Fence iii (Money)

You have contacts in the right places in the antiquarian, insectum, and "obtained" goods markets.

**Prerequisite:** Good fences don't find themselves for you. You must have 6 ranks in either Diplomacy or Knowledge (local) to purchase Fence III.

**Benefit:** You pay a good fence to increase your take on treasures sold for 1 month. The cost is 500 gp for a fence whose services bring you four-fifths the value of the treasures you sell.

Normal: You sell treasure for half of its value.

# Fence iv (Money)

You have contacts in the right places in the antiquarian, insectum, and "obtained" goods markets.

**Prerequisite:** Good fences don't find themselves for you. You must have 8 ranks in either Diplomacy or Knowledge (local) to purchase Fence IV.

**Benefit:** You pay a good fence to increase your take on treasures sold for 1 month. The cost is 1,000 gp for a fence whose services bring you nine-tenths the value of the treasures you sell.

Normal: You sell treasure for half of its value.

# Research i (Money)

By touring BookTown, visiting antiquarian booksellers, and studying private libraries, you gain access to specialist knowledge.

**Prerequisite:** You must be trained in the specific Knowledge skill in question.

**Benefit:** You pay for access to the finest book collections in order to find answers to your questions for 1 month. The cost is 50 gp to obtain access to a library pertaining to a specific Knowledge skill for which you gain a +1 circumstance bonus for 1 month of access to this library. Researching in the library to obtain information on a specific topic requires 1d10 hours – your Intelligence modifier (minimum 1 hour). On a failed check, you may retry but must spend the research time again. For the purchase of this money feat, you may research in your library for up to 12 hours per day for the entire month.

You may purchase this feat multiple times in order to obtain libraries to consult in multiple Knowledge skill fields or multiple libraries to consultant in one Knowledge skill field. Purchase of the feat only allows the purchaser to make use of the research library, not any friends or companions (though the purchaser's familiars and eidolons are permitted).

# Research ii (Money)

By touring BookTown, visiting antiquarian booksellers, and studying private libraries, you gain access to specialist knowledge.

**Prerequisite:** You must be trained in the specific Knowledge skill in question.

**Benefit:** You pay for access to the finest book collections in order to find answers to your questions for 1 month. The cost is 100 gp to obtain access to a library pertaining to a specific Knowledge skill for which you gain a +2 circumstance bonus for 1 month of access to this library. Researching in the library to obtain information on a specific topic requires 1d10 hours – your Intelligence modifier (minimum 1 hour). On a failed check, you may retry but must spend the research time again. For the purchase of this money feat, you may research in your library for up to 12 hours per day for the entire month.

You may purchase this feat multiple times in order to obtain libraries to consult in multiple Knowledge skill fields or multiple libraries to consultant in one Knowledge skill field. Purchase of the feat only allows the purchaser to make use of the research library, not any friends or companions (though the purchaser's familiars and eidolons are permitted). By touring BookTown, visiting antiquarian booksellers, and studying private libraries, you gain access to specialist knowledge.

Prerequisite: You must be trained in the specific Knowledge skill in question.

**Benefit:** You pay for access to the finest book collections in order to find answers to your questions for 1 month. The cost is 200 gp to obtain access to a library pertaining to a specific Knowledge skill for which you gain a +3 circumstance bonus for 1 month of access to this library. Researching in the library to obtain information on a specific topic requires 1d10 hours – your Intelligence modifier (minimum 1 hour). On a failed check, you may retry but must spend the research time again. For the purchase of this money feat, you may research in your library for up to 12 hours per day for the entire month.

You may purchase this feat multiple times in order to obtain libraries to consult in multiple Knowledge skill fields or multiple libraries to consultant in one Knowledge skill field. Purchase of the feat only allows the purchaser to make use of the research library, not any friends or companions (though the purchaser's familiars and eidolons are permitted).

# Research iv (Money)

Research iii (Money)

By touring BookTown, visiting antiquarian booksellers, and studying private libraries, you gain access to specialist knowledge.

Prerequisite: You must be trained in the specific Knowledge skill in question.

**Benefit:** You pay for access to the finest book collections in order to find answers to your questions for 1 month. The cost is 400 gp to obtain access to a library pertaining to a specific Knowledge skill for which you gain a +4 circumstance bonus for 1 month of access to this library. Researching in the library to obtain information on a specific topic requires 1d10 hours – your Intelligence modifier (minimum 1 hour). On a failed check, you may retry but must spend the research time again. For the purchase of this money feat, you may research in your library for up to 12 hours per day for the entire month.

You may purchase this feat multiple times in order to obtain libraries to consult in multiple Knowledge skill fields or multiple libraries to consultant in one Knowledge skill field. Purchase of the feat only allows the purchaser to make use of the research library, not any friends or companions (though the purchaser's familiars and eidolons are permitted).

# Well Connected i (Money)

You cross a few palms with money to keep their ear to the ground for information.

**Benefit:** You pay so your contacts keep their eyes and ears open for information that may be of use to you for 1 month. The cost is 100 gp to gain a +1 circumstance bonus to all Diplomacy skill checks used to gather information within the city.

# Well Connected ii (Money)

You cross a few palms with money to keep their ear to the ground for information.

**Benefit:** You pay so your contacts keep their eyes and ears open for information that may be of use to you for 1 month. The cost is 200 gp to gain a +2 circumstance bonus to all Diplomacy skill checks used to gather information within the city.

# Well Connected iii (Money)

You cross a few palms with money to keep their ear to the ground for information.

**Benefit:** You pay so your contacts keep their eyes and ears open for information that may be of use to you for 1 month. The cost is 300 gp to gain a +3 circumstance bonus to all Diplomacy skill checks used to gather information within the city.

# Well Connected iv (Money)

You cross a few palms with money to keep their ear to the ground for information.

**Benefit:** You pay so your contacts keep their eyes and ears open for information that may be of use to you for 1 month. The cost is 400 gp to gain a +4 circumstance bonus to all Diplomacy skill checks used to gather information within the city.

# Aew Equipment

# Equipment and Things to Part You From Your Lucre — Castorhage Boods

A short walk in the Blight avails one of the sheer volume of goods for sale, from Aarckle, Budge & Sons Gentlemen's Outfitters, to Zyn, Ripple & Wade, Pipe Makers to the Aristocracy. The wares are advertised across every available space; no wall is without a painted sign or hoarding, sandwich boards are carried by down-at-their-heels men eager to earn a tanner, and shop windows often show elaborate displays of wares. With so many people in such a small space, competition is stiff, and beyond their gaudy adverts, traders stop at nothing to be the best — and the richest in the city-state.

# Weapons of the Blight

Along with most other weapons, the following new weapons are used by the denizens of Castorhage.

#### Weapon Qualities

**Misfire:** The increased power or configuration of some crossbows can result in a misfire. If the natural result of your attack roll is equal to or less than the weapon's misfire value, that shot misses, even if you would have otherwise hit the target, and the crossbow cannot be used again until a person proficient in the use of the weapon spends a full-round action to restore it to working order. The misfire value of a masterwork or magical crossbow is reduced by 1 to a minimum of "—" (i.e., no chance of misfiring).

### Weapon Descriptions

**Bell-staff, coprophagi:** This is a simple walking staff usually of hornbeam or some other hardwood capped with a curving arm from which dangles a small bell. When the staff is carried, the bell rings, causing a -15 penalty to Stealth checks. The coprophagi and sometimes lepers or other diseased individuals typically use these staves to give warning of their approach to others so they can be well away before they reach them. In the hands of a coprophagi or other individual proficient in its use, though, the bell-staff becomes a potent weapon.

The proficient user of a coprophagi bell-staff can as a free action flip the bell up and against the arm it hangs from so that the clapper is held still, and the bell no longer rings to cause the Stealth penalty. You can then flip it down again as a free action as well so that it returns to ringing as normal. A non-proficient user can perform the same maneuvers (if he thinks of them) as move actions that provoke attacks of opportunity.

In battle, a bell-staff is a double weapon though the bell end is used for a trip attack rather than a damaging strike.

**Broadsword:** The broadsword has a heavier, shorter blade than the longsword. It is 2-1/2 to 3 feet in length.

**Claymore:** The claymore is a heavier, two-handed version of the falcata<sup>UE</sup>. It is 4-1/2 to 5 feet in length.

**Crop:** A stout leather crop used to spur on a mount or punish a peasant. **Crop, loaded:** A loaded crop is a crop in which the shaft and head has been weighted with lead to provide some heft.

Cosh: This small, flexible club, also known as a blackjack, consists of



Light Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Misfire	Weight <sup>1</sup>	Туре	Special
Crop	10 gp	1.	1d2	×2	-		1 lb.	В	nonlethal
Crop, loaded	20 gp	1d2	1d3	×2	—	—	1 lb.	В	nonlethal
Ranged Weapons									
Crossbow, folding	50 gp	1d4	1d6	19-20/×2	70 ft.	1	3 lbs.	Р	-
Bolts (10)	1 gp	-	-	—	-		1 lb.	_	—
Crossbow, recurve	100 gp	1d8	1d10	19–20/×2	60 ft.	2	6 lbs.	Р	_
Bolts (10)	1 gp	_	—	—	—	—	1 lb.	_	_
	1.	S. T. Solt	a second	1. 19 Mar					

#### Martial Weapons

Simple Weapons

Light Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Misfire	Weight <sup>1</sup>	Туре	Special
Cosh	5 gp	1d4	1d6	19-20×2	-	-	3 lbs.	В	nonlethal
Cosh, folding	10 gp	1d3	1d4	19–20×2	—	—	2 lbs.	В	nonlethal
One-Handed Melee Wec	apons								
Broadsword	12 gp	1d6	1d8	×3		_	5 lbs.	S	-
Two-Handed Melee Wea	pons								
Maul	35 gp	2d4	2d6	×3	—	-	14 lbs.	В	-
Ranged Weapons									
Crossbow, arbalest	125 gp	1d10	2d6	19-20/×2	150 ft.		18 lbs.	Р	-
Bolts (10)	2 gp	-	-	-	-	- 1	1 lb.	-	-

#### Exotic Weapons

Light Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Misfire	Weight <sup>1</sup>	Туре	Special
Razor wheel, coprophagi	5 sp	1d4	1d6	19–20		-	1 lb.	S	monk
Two-Handed Melee Weapo	Two-Handed Melee Weapons								
Bell-staff, coprophagi	5 ср	1d4/—	1d6/—	x2	-	—	5 lbs.	В	double, monk, trip
Claymore	100 gp	1d10	2d6	19–20/×3	—	—	9 lbs.	S	_
Ranged Weapons	Ranged Weapons								
Crossbow, folding hand	100 gp	1d2	1d3	19-20/×2	20 ft.	1	1 lb.	Р	-
Bolts (10)	1 gp		—	-	-	—	1 lb.	—	
Crossbow, rptng arbalest	825 gp	1d10	2d6	19–20/×2	150 ft.	—	24 lbs.	Р	—
Bolts (5)	2 gp	—	—	—	—	—	1 lb.	—	—
Crossbow, rptng recurve	600 gp	1d8	1d10	19-20/×2	60 ft.	2	10 lbs.	Р	-
Bolts (5)	1 gp	- 9	-	-	-	-	1 lb.	-	-
<sup>1</sup> Weight figures are for Medium w	veapons. A S	Small weapon	weighs half	as much, and	a Large we	apon weig	hs twice as i	much.	

a leather-wrapped lead weight attached to the end of a wooden shaft via a leather-wrapped coil spring.

**Cosh, folding:** This smaller, lighter cosh folds to make it easily concealable, granting a +2 bonus on Sleight of Hand checks to conceal it on your body. It can be unfolded as a swift action. The gentleman's version — a handy weapon for the discerning person of quality to have in a tight spot, or on the rugged streets of the Blight — is usually rimmed with metal, and is readily transportable in a handy leather holder.

**Crossbow, arbalest:** Because of the size and weight of this heavy crossbow, you take a -2 penalty on your attack rolls with it if you are not wearing an arbalist's harness (see below). If you are wearing an arbalist's harness, loading an arbalest is a full-round action that provokes attacks of opportunity; if you are not wearing a harness, loading takes two full-round actions that provoke attacks of opportunity.

You can fire an arbalest with one hand or in each hand in the same manner as you would a heavy crossbow. Any consequent penalties to attack rolls are cumulative with any penalty gained for not wearing an arbalist's harness. **Crossbow, folding:** This smaller, light crossbow can be folded down to make it more easily concealable or disguisable. Unlike most other weapons of its size, you may attempt to conceal a folding crossbow upon your body with a Sleight of Hand check, and it grants a +2 bonus on Disguise checks to disguise it as some other object. It can be assembled as a full-round action that provokes attacks of opportunity. The gentleman's version — de rigueur at all fashionable or aristocratic shoots and hunts — is always of masterwork quality, usually inlaid with precious metals, and always comes collapsed in its own velvet-lined carry case.

The configuration of the folding crossbow tends to make it misfire. If the result of your attack roll with a folding crossbow is a natural 1, the crossbow cannot be used again until a person proficient in the use of the weapon spends a full-round action to restore it to working order. A masterwork or magical folding crossbow has no chance of misfiring.

For the purposes of Weapon Proficiency and similar feats, a folding crossbow is treated as if it were a light crossbow.

Crossbow, folding hand: This hand crossbow can be folded down to

make it even more easily concealable or disguisable, granting a +4 bonus on Sleight of Hand checks to conceal it on your body, and a +2 bonus on Disguise checks to disguise it as some other object. It can be assembled as a full-round action that provokes attacks of opportunity.

The configuration of the folding hand crossbow tends to make it misfire. If the result of your attack roll with a folding hand crossbow is a natural 1, the crossbow cannot be used again until a person proficient in the use of the weapon spends a full-round action to restore it to working order. A masterwork or magical folding hand crossbow has no chance of misfiring.

For the purposes of Weapon Proficiency and similar feats, a folding hand crossbow is treated as if it were a hand crossbow.

**Crossbow, recurve:** A recurve crossbow is a light crossbow modified with the power of a heavy crossbow at a shorter range. You draw a recurve crossbow back by pulling a lever called a cranequin. Loading a recurve crossbow is a move action that provokes attacks of opportunity. A recurve crossbow fires crossbow bolts.

Normally, operating a recurve crossbow requires two hands. However, you can shoot, but not load, a recurve crossbow with one hand at a -3 penalty on attack rolls. You can shoot a recurve crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for one-handed firing.

The increased power of the recurve crossbow tends to make it misfire. If the result of your attack roll with a recurve crossbow is a natural 1 or 2, the shot misses even if you would have otherwise hit the target, and the crossbow cannot be used again until a person proficient in the use of the weapon spends a full-round action to restore it to working order. A masterwork or magical recurve crossbow only misfires on a natural 1.

**Crossbow, repeating arbalest:** This weapon functions identically to a repeating heavy crossbow, except that its damage, critical, and range values are equivalent to those of an arbalest crossbow instead.

**Crossbow, repeating recurve:** This weapon functions identically to a repeating heavy crossbow, except that its damage, critical, and range values are equivalent to those of a recurve crossbow instead.

**Maul:** This massive hammer's head ends in multiple blunt spikes that concentrate the force of a swing, allowing it to deliver crushing blows. Due to the size and weight of its head, a maul is poorly balanced and requires two hands to wield.

**Razor wheel, coprophagi:** This weapon is made from a thin sheet of scrap metal that has been fashioned into a circular shape and given a serrated edge. A wooden handle is set in its centre at a perpendicular angle so that it can be gripped with the blade parallel to the wielder's arm and used in battle as a slashing weapon.

UE See Pathfinder Roleplaying Game Ultimate Equipment

# Blight Gear

#### Adventuring Gear

Cost	Weight
5 gp	5 lbs.
25 gp	—
125 gp	1 lb.
5 sp	—
8 gp	2 lbs.
200 gp	15 lbs.
40 gp	3 lbs.
300 gp	10 lbs.
20 gp	3 lbs.
5 cp/pound	—
1 cp/pound	-
8 cp	—
5 sp	1 lb.
5–10 gp	5–8 lbs.
	5 gp 25 gp 125 gp 5 sp 8 gp 200 gp 40 gp 300 gp 20 gp 5 cp/pound 1 cp/pound 8 cp 5 sp

**Cage, Pyrebeetle:** This is a small, portable cage capable of holding up to 5 pounds of pyrebeetles. If properly cared for and fed, pyrebeetles can survive in these cages for up to a week.

**Everburning candle:** This otherwise normal candle has a *continual flame* spell cast on its wick. Due to the small size of its wick, it sheds light only as an ordinary candle, but it does not emit heat or deal fire damage. If the candle is broken, its *continual flame* no longer functions.

**Everburning lamp:** Everburning lamps are oil lamps bearing a *continual flame* spell that function in all ways as an everburning torch (see Chapter 6 of the *Pathfinder Roleplaying Game Core Rulebook*). However, an everburning lamp is partially made of glass and is, therefore, more fragile than an everburning torch. If an everburning lamp is broken, its *continual flame* no longer functions.

**Gable bridge, clockwork:** Similar to a clockwork ladder, a gable bridge extends to 20 feet in length at the pull of a lever, enabling it to be used as a bridge, provided support is available at both ends. These objects, which weigh 15 lbs and are structurally stronger than the ladder, are frequently used by Gablemaesters on their hunt for spiders and other horrors in the rooftops.

**Harness, arbalist's:** This harness is worn over armour or normal clothing and is used to provide support for the use of an arbalest crossbow or repeating arbalest crossbow by allowing the stock to rest in a special socket built into the harness. The wearer of an arbalist's harness can mount the crossbow in place or remove it from its mount as a move action, and can fire and reload the crossbow while it is mounted. Reloading while the arbalest is mounted requires only one full-round action rather than the normal two full-round actions, though pulling the reloading lever on a repeating arbalest crossbow is still a free action. Firing an arbalest from an arbalist's harness does not provoke an attack of opportunity as using a ranged weapon normally does. Reloading the arbalest and mounting or dismounting the arbalest does provoke attacks of opportunity.

Ladder, clockwork: A collapsible ladder able to extend up to 20 feet in length in a single round. Activating a clockwork ladder is a move equivalent action that provokes an attack of opportunity. A clockwork ladder collapses back to 4 feet in length and weighs 10 lbs.

**Lantern**, **pyrebeetle:** This sturdy lantern comes equipped with a fireproof wire cage capable of holding a pound of pyrebeetles in its interior as well as built-in reflectors to magnify its light to equal that of a torch.

**Pyrebeetle, live:** These cockroach-like beetles have an extremely hardy carapace and produce a natural slow-burning oil from glands within their bodies. They are not especially incendiary, but burn readily if exposed to fire. Typically, they are set alight after being held within small fireproof cages or bags of tough fibres. A pound of burning pyrebeetles emits light in a 10-foot radius, but reflectors mounted on street lamps or within lanterns doubles this area of illumination to an area equal to that of a torch. A pound of live pyrebeetles burns with a largely smokeless fire for 12 hours. A single live pyrebeetle is insufficient to provide a light source, quickly burning out and crumbling. Burning pyrebeetles are not suitable to serve as flaming weapons because they do not burn particularly hot and readily crumble to ash if treated too roughly while burning.

**Pyrebeetle carcass:** As live pyrebeetles, the carcasses of pyrebeetles can be lit for use as a light source. They give off the same illumination as live pyrebeetles, but the oil-producing glands of a pyrebeetle break down soon after death. A pound of pyrebeetle carcasses burn for only 2 hours. A single pyrebeetle carcass is insufficient to provide a light source, quickly burning out and crumbling.

**Siklight cockroach:** These small, pale-grey roaches gives off a soft, greyish light equal in illumination to candle when awake. They eat garbage and if properly cared for, will live for a year or more. They also gives off a distinctive unpleasant odour so that anyone carrying one or more of these insects has a -2 penalty to Stealth checks when within olfactory range. Siklight cockroaches have a hard chitinous shell (hardness 3) and 1 hit point. If their shell is pierced, the cockroaches explode similar to alchemist's fire, though only dealing 1 point of fire damage in the square where the explosion occurs and no splash damage to surrounding squares. However, they do burn for 1 round thereafter and deal 1 additional point of fire damage, so flammable objects and structures can easily be set alight by such an explosion. The cockroaches are also prone to rupturing their carapace under certain weather conditions and are known to start many small fires in Toiltown and in the hovels along the

Great Lyme River (conditions for such a spontaneous explosion are at the GM's discretion). Fortunately, cumulative exploding siklight cockroaches do not cause additional damage or duration of burning. However, many of them explode in a single square, they still only deal a total of 1 point fire damage and another point fire damage on the following round before they burn out. For this reason, they have found no practical application as weapons, though they can make good detonators.

**Siklight sconce:** This is a small candle sconce of tin, brass or some other non-flammable substance. The candleholder portion has a wire covering and allows space for a single siklight cockroach to be caged within. Beneath this is a small, connected repository that can hold a small amount of organic garbage upon with the caged cockroach can feed. As long as the food repository is kept stocked with garbage and the sconce is shielded from extremes in temperature or violent handling, a siklight cockroach can live in the sconce for up to a year or more. A siklight sconce can be set on a table or other surface as a candle stand or mounted to a wall.

**Siklight sconce, candelabra:** This functions in all ways as a siklight sconce but can have individual sconces for anywhere from 3 to 12 siklight cockroaches.

#### Tools and Gkill Rits

ltem	Cost	Weight
Gablemaester's kit	200 gp	8.5 lbs.1
Rat-catcher's kit	10 gp	40 lbs.1
Second-story harness	55 gp	3 lbs.1

<sup>1</sup> These items weigh one-quarter this amount when made for Small characters.

**Gablemaester's kit:** Specialized kits for the spider-hunting gablemaesters that dare to venture across the spires and rooftops of Castorhage, this kit includes the crampons, pitons, and other tools found in a climber's kit that provide a +2 circumstance bonus on Climb checks but also includes a second-story harness (see below), alchemical solvent<sup>UE</sup>, antitoxin, and vermin repellent<sup>UE</sup>.

**Rat-catcher's kit:** For those brave enough to risk hunting dire rats and wererats within the city, special gear is often required. Rat-catcher's gear comes in a hefty trunk and consists of bags of pepper (to mask scent), a bag of silver dust, a hefty armoured leather shirt (equivalent of padded armor), and an alchemically silvered shortspear.

**Second-story harness:** This series of straps, trusses and buckles can be worn over clothing or armour and allows the wearer to, as a move action, secure herself in place on a vertical surface so that both her hands are free. The wearer can remain in this position without needing to make additional Climb checks and does not lose her Dexterity bonus to AC as long as she remains anchored. While anchored in this way she cannot move but does not need to make Climb checks to avoid falling whenever she takes damage. The wearer can release herself to start moving again as a move action. The second-story harness originally appeared in *Pathfinder Adventure Path #61: Shards of Sin.* 

UE See Pathfinder Roleplaying Game Ultimate Equipment

#### Animals, Mounts, and Related Gear

Item	Cost	Weight
Animal Sentinel (canary)	1 sp	_
Broken animal	varies	-
Broken creature, intelligent	varies	—
Cage, canatry	2 gp	5 lbs.
Camel	75 gp	
Camel (combat trained)	110 gp	-
Canary	2 gp	—
Dog, fighting (blight-bull)	40 gp	
Dog, fighting (pit-mastiff)	210 gp	_

Item	Cost	Weight
Dog, terrier	2 gp	- KC -
Elephant	450 gp	—
Elephant (combat-trained)	530 gp	-
Hyme	6,500 gp	—

Animal sentinel (canary): An animal sentinel is a normal animal used (normally by humanoids) to detect hazards before they can affect the animal's owner. Many types of animal sentinels exist, but the type most commonly encountered are the caged canaries used by miners. The caged canaries are carried into new or deep tunnels to detect the presence of carbon monoxide or coal gas (see "Bad Air" in Chapter 8 of the Pathfinder Roleplaying Game GameMastery Guide) or methane (see Chapter 13 of Mountains of Madness by Frog God Games). The use of a canary animal sentinel provides a +10 circumstance bonus to the Survival check to detect the presence of the invisible, odorless gasses before larger creatures are affected or before exposed flames can ignite volatile pockets. When a canary sentinel is exposed to these types of bad air, the bird becomes sickened for 1d4 rounds before its owner becomes affected. When the owner is exposed to the levels of gas that would cause negative effects to him, the canary becomes unconscious and dies in 1d4 rounds. After an exposure to such a hazard, there is a 50% chance that the bird dies regardless of whether it was removed from the hazard in time or not.

**Broken animal:** These sell for 10 times their standard value, so a broken heavy horse costs 2,000 gp. Animals come with a focus (a command word or command item, such as a rod or badge or tabard). The most common broken animals are performing monkeys (often dressed in human clothes to entertain) that sell for 500 gp. (See **The Blight Bestiary**)

**Broken creature, intelligent:** These sell for 300 gp x Int x HD. A broken troll, therefore, would cost 10,800gp (300 x 6 x 6 gp). (See **The Blight Bestiary**)

**Camel:** This camel is trained as a mount or pack animal. A combattrained camel can be ridden into combat without danger. See the Handle Animal skill in the *Pathfinder Roleplaying Game Core Rulebook* for more details on mounted combat and *Pathfinder Roleplaying Game Bestiary 2* for game information on camels.

Dog, fighting: See The Blight Bestiary

**Dog, terrier:** See *The Tome of Blighted Horrors* by **Frog God Games Elephant:** An elephant trained as a mount or pack animal. A combattrained elephant can be ridden into combat without danger. See the Handle Animal skill in the *Pathfinder Roleplaying Game Core Rulebook* for more details on mounted combat and *Pathfinder Roleplaying Game Bestiary* for game information on elephants.

**Hyme:** A hyme is an unpleasant but loyal draft animal detailed further in **The Blight Bestiary**.

#### Transport

Item	Cost	Weight
Boat, Bilges narrowboat	1,000 gp	varies
Caravan, gypsy	150 gp	900 lbs.
Carriage, fancy	500 gp	700 lbs.
Fare, coarse cab	1 gp/mile	
Fare, elephant-wallah	2 sp/mile	-
Fare, gable palanquin	10 gp/mile	
Fare, sedan chair	1 sp/mile	_
Fare, treadmill ferry	2 sp	

**Bilges Narrowboat:** A horse or other dray animal pulls this 30- to 100-foot-long ship. It is 10 feet wide and has a living space. Sometimes the whole boat is given over to a living area, but costs are tripled for such vessels. In general, they travel at 1 mph along the city's lock-laden canal ways and 2 mph on rivers.

**Caravan, Gypsy:** A richly decorated and enclosed wagon used for living and travel. A family of 4 can easily live in a gypsy caravan. They are almost always drawn by a single horse.

**Carriage, Fancy:** A four-wheeled luxurious transport able to carry as many as four passengers in leather-clad luxury. Often, details are added to the carriage such as potion stores, armoured doors, and magical accessories. Installing these in the carriage costs one and a half times as much as a normal object. For example, installing a chest into a carriage would cost 2 gp and 2 sp.

#### Clothing

Item	Cost	Weight	
Cummerbund, silk	4 sp	1/2 lb. <sup>1</sup>	
Boots, farmer's heavy duty	1 sp	3 lbs.1	
Boots, gentleman's luxurious, (Forbes Winter; Grugg & Sonts)	3 gp	2 lbs.1	
Boots, ladies' calfskin and crocodile hide, luxurious	8 gp	1-1/2 Ibs.1	
Boots, ladies' dire wolverine and ermine, luxurious	75 gp	2 lbs.1	
Boots, wading, leather	5 sp	5 lbs.1	
Boots, workman's heavy	5 sp	3 lbs.1	
Fisherman's coat, heavy waxed	3 gp	6 lbs.1	
Gauntlets, black leather	3 gp	1 lb.1	
Gauntlets, owlbear hide	16 gp	1 lb.1	
Gloves, winter, gentleman's luxury (Forbes Winter; Grugg & Sons)	2 gp	-	
Hat, stovepipe	15 sp	1 lb.1	
Hat, tophat, basic	1 gp	1/2 lb.1	
Hat, tophat, fancy ermine-lined (Forbes Winter; Grugg & Sons)	25 gp	2 lbs.1	
Hatpin, basic	1 sp	-	
Hatpin, jewelled	5+ gp	—	
Jacket, insectum, luxurious (Aarkle, Budge & Sons)	14 gp	3 lbs.1	
Jacket, smoking, luxurious (Forbes Winter; Grugg & Sons)	10 gp	4 lbs.1	
Keff	5 cp	1/2 lb.1	
Muff, basic	5 sp	1 lb.1	
Muff, ermine or beaver	1 lb.1	100 gp	
Overcoat, basic	5 sp	5 lbs.1	
Overcoat, luxurious, fur and silk lined (Maxim's)	40 gp	6 lbs.1	
Overcoat, waxed (Aarkle, Budge & Sons)	1 gp	5 lbs.1	
Tailcoat, Iuxurious (Forbes Winter; Grugg & Sons)	8 gp	4 lbs.1	
Veil, mourning	2 sp	—	
Veil, white	3 sp	-	
Wrap, ladies winter	4 sp	4 lbs.1	

<sup>1</sup> These items weigh one-quarter this amount when made for Small characters.

**Fisherman's coat, heavy waxed:** This heavy long coat is made of canvas and carefully waxed to seal it against moisture. Because of its excellent insulating qualities, it grants a +2 circumstance bonus on Fortitude saving throws against exposure to cold weather. Though it is not considered armour, it also provides a +1 armour bonus and a -1 armour check penalty when worn. It can be worn over light armour providing the

unusual benefit that's its armour bonus will stack with that of any armour worn underneath (including *bracers of armour*), though its armour check penalty will stack as well.

**Keff:** This is a thin, black full-face scarf. It is light enough with a loose enough weave to be worn in the summer months without being stifling or limited vision, but provides some protection against biting flies.

#### Personal Brooming and Accessories

Item	Cost	Weight		
Dubbing (Mompeson's Finest)	3 ср	1/2 lb.		
Flask, hunter's, plain	7 sp	1-1/2 lbs.		
Flask, hunter's, silver	25 gp	1-1/2 lbs.		
Grooming case, gentleman's (Watt, Simpin & Dodd)	6 gp	2 lbs.		
Hair oil, gentleman's (Forbes & Son)	1 sp	—		
Hair oil, musked (Forbes & Son)	3 sp			
Hipflask, fancy	15 gp	gp 1/2 lb.		
Hipflask, plain	1 gp	1/2 lb.		
Hookah, fancy	15 gp	10 lbs.		
Insectum container, fancy	10 gp	-		
Insectum container, armoured	20 gp	1/2 lb.		
Lucky rabbit's foot	1 gp			
Monkey's paw, mounted on silver chain	2 gp	_		
Moustache oil, basic	2 sp			
Moustache wax, luxury (Hobb & Darkler, Gentleman's Groomers)	7 sp	—		
Muscle balm (Colcott's, "Eases stiffness")	2 sp	-		
Pipe, smoking, briar	2 sp	—		
Pipe, smoking, clay	1 ср			
Pipe, luxury smoking, calabash	5 gp	1/2 lb.		
Polish, boot (Mompeson's Finest Tan)	5 cp	1/2 lb.		
Razor, cut-throat (Hoppin & Sons)	1 gp	—		
Razor, cut-throat, superior (Forbes & Son)	4 gp			
Scrip, luxury leather	1 gp	1/2 lb.		
Scrip, plain	2 sp	1/2 lb.		
Shaving stick, military	2 cp	—		
Shaving stick, perfumed	1 sp	-		
Snuffbox, gentleman's	3 gp	—		
Tantalus lock, walnut; average	50 gp	1/2 lb.		
Travelbag, gentleman's	5 gp	3 lbs.		
Travelbag, lady's	5 gp	3 lbs.		
Umbrella, fancy	1 gp	1 lb.		
Umbrella, plain	5 sp	1 lb.		
Walking cane, fancy	2 gp	2 lbs.1		

<sup>1</sup> These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.

**Insectum container, fancy:** A richly decorated container in which to keep live insectum.

Insectum container, armoured: As above, but made of steel.

Scrip, luxury leather: A small decorative pouch or wallet for carrying

small amounts of coinage and important papers or calling cards.

Scrip, plain: As above, but without decoration.

**Tantalus lock, walnut; average:** A tantalus lock for a liquor bottle encased in walnut. The lock is of average quality (DC 25 Disable Device check).

#### Food and Drink

Item	Cost	Weight
Ale (Tolly's Bottled Brown)	1 sp	1 lb.
Chocolate	10 gp/1b.	1 lb.
Cabb'e (coffee) beans	2 sp/lb.	1 lb.
Gin (pint)	2 sp–5 gp	1 lb.
Tea & Accoutrements		
Tea, common, brick or loose leaf	5 cp/lb.	1 lb.
Sieve, bland	2 cp	—
Sieve, fancy	1 sp	-
Sieve, silver	2 gp	—
Tea, Arrath Green Leaf	6 gp/lb.	1 lb.
Tea, Dazeel	1 sp/lb.	1 lb.
Tea, East Dominion Between Leaf	25 gp/ 1/4 lb.	1 lb.
Tea, Mugreebb Finest Quality (Gruss & Daughter)	4 sp/lb.	1 lb.
Teapot, earthen	1 sp	2 lbs.
Teapot, silver	15 gp	1 lb.
Tea set, common	5 sp	5 lbs.
Tea set, luxury silver (Hobbington & Daughter)	50 gp	7 lbs.
Tippling stock, luxury	20 gp	-
Tonic (Ad's, "Guaranteed to lift your spirits")	4 sp	—

#### Drugs

Item	Cost	Weight
Opium tincture	25 gp	—
Snuff, tobacco (1 pinch)	1 sp	-
Tobacco, rough shag	5 sp/lb.	1 lb.
Tobacco, Turkad	8 gp/lb.	1 lb.
Tobacco, personal mix (Tott & Grimwell, Royal Tobacconists)	2 gp/lb.	1 lb.

**Opium tincture:** This small vial of liquid contains a single dose of ingestible opium.

**Snuff, tobacco:** Typically carried in decorative silver boxes, snuff is a form of tobacco that does not require chewing or smoking. Instead, it is snorted into the nostrils with the effects experienced as swiftly as inhalation.

#### Poisons

**Boiling death toxin:** Harvested from the alchemically enhanced boiling death lice, this version of the toxin has been concentrated into an ingestible or injury poison that can be applied to weapons. Otherwise, it is the same as boiling death lice.

**Boiling death lice:** A failed experiment in insectum development, the bites of these alchemically enhanced lice inject a potent toxin that boils the victim's blood. Typically, they are kept in a flask that is thrown at the victim. If it hits, the flask breaks and the swarm of lice emerges to bite the victim. Victims with a natural armour bonus of at least +2 are immune to this form of the toxin. *Boiling death lice*: Bite—injury; *save* Fort DC 20; *frequency* 1/rd. for 6 rds.; *effect* 1d6 Con; *cure* 2 saves.

## Insectum

Insects are everywhere in the Blight, a peculiarity even the wisest find difficult to explain. In summer, the night air boils with them, and even in the depths of winter, a hive of enormous elephant cockroaches may be seen huddling behind a hearth, or a black batmoth fluttering around a pyrelantern's glow in the snow. The Blight, which is host to many unique species, seems to nuture them, and many grow to uncommon, even giant, sizes. They have an alarming habit of forming swarms that — if not dealt with swiftly — may amass in quantities large enough to kill domestic animals and even people.

The preponderance of large and unique insects, as well as other types of vermin, in the city has led to a unique industry that combines alchemy, toxicology, and insect husbandry to produce a range of alchemically enhanced drug-like insect venoms. The purpose-bred species that result are known as insectum, and their use is tightly controlled by the corrupt and ruthless Insectum Guild, which issues licenses to only a handful of official dealers to collude on supply, and who respond swiftly to spikes in demand with commensurate price rises. A host of illegal street dealers fill out the market for insectum, but most are unpredictable in quality, with many of these disreputable dealers selling inferior, sick, or even dangerous insectum. While guild members are not spotless, the value of their official status and a fixed address tends to ensure that the effects of their products can be relied upon.

An insectum is typically used by ingestion or injury: eating it, or applying its bite or sting, sometimes to a particular body area, where it may remain attached for the duration of its effects. Usually, the user must willingly succumb to the effects of the toxin in order to also benefit from the alchemical boon it contains. Insectum are sold live and sterile, and die within a week of purchase. An insectum must be alive when used, and unless otherwise detailed, dies once it has been used. The price reflects a single dose of insectum.

injury injury injury injury	75 gp 40 gp 100 gp	
injury		
	100 gp	
iniury		
in ijor y	350 gp	
ingested	2 gp	
injury	50 gp	
ingested	40 gp	
injury	175 gp	
injury	275 gp	
injury	125 gp	
ingested	75 gp	
injury	35 gp	
	40 gp	
	injury injury ingested	

Poisons							
Poison	Туре	Fort DC	Onset	Frequency	Effect	Cure	Price
Boiling death	ingested/injury	20	4	1/rd. for 6 rds.	1d6 Con	2 saves	2,300 gp
Boiling death lice	injury	18	—	1/rd. for 6 rds.	1d3 Con	2 saves	900 gp
Insectum	Туре	Price					
--------------------------	----------	--------					
Gadfly ambrosia	ingested	3 gp					
Great snakefly	injury	40 gp					
Howling nightshade grub	ingested	40 gp					
Hungering wasp grub	ingested	250 gp					
Joy scarab	injury	10 gp					
Jubb's nasal lice	injury	140 gp					
Kothrington's swan fleas	injury	150 gp					
Libidinosus vermis	ingested	40 gp					
Lobotomy hornet	injury	950 gp					
Lucius spider	injury	40 gp					
Misery slug	ingested	30 gp					
Ochre lice	ingested	100 gp					
Porr's scarab	ingested	275 gp					
Rictus gnats	injury	150 gp					
Screaming maggot	ingested	125 gp					
Speed weevil	injury	40 gp					
Thistle frenzy bug	injury	40 gp					
Wart lice	ingested	175 gp					
Water crane	ingested	110 gp					

Angry weevil: This black-and-red giant weevil injects a toxin that deals 1d2 points of damage and causes the user to fly into a rage for 1 minute, gaining +2 Constitution and +2 Strength, but taking a -2 penalty to its AC. This does not stack with other rage effects. When the user reduces a creature to 0 or fewer hit points, she must attempt a DC 12 Will save or become confused. For the remainder of the duration, she attacks the nearest creature other than herself. On the following round, refer to the *confusion* spell to determine her actions. At the end of this round, and each round thereafter, she can attempt a new saving throw to end the confusion effect. The user cannot end her rage voluntarily, nor can she use rage powers while confused.

Auceps scarabaeus: The bite of this golden scarab contains a poison that causes 1d6 points of damage plus 1d3 Charisma damage (Fort DC 15 negates). If affected by the poison, the user gains a +2 alchemical bonus to initiative and on Perception and Sense Motive checks for 2 hours.

**Bite spider:** The bite of this spider injects a toxin that deals 1d3 Charisma damage and causes the user's skin to gradually harden over the course of 1 minute, providing a +2 enhancement bonus to natural armour for 1 hour. When the effect ends, angry boils and warts cover the user's skin for the following 1d6 days, imparting a -2 penalty on Diplomacy checks.

**Blake's sanguisuga:** When this mottled brown leech is first attached, the user must succeed on a DC 15 Fortitude save or be nauseated for 1 minute. The leech remains attached for 1d3 hours in which time the user's pain threshold is greatly elevated. The user gains DR 1/— and a +3 alchemical bonus on saves versus pain effects for the duration.

**Bloatfly:** Consuming this 2-inch-long fly provides a Small or Medium creature sufficient nutrition for 1 day. The user must succeed on a DC 15 Fort save or be sickened for 1 hour.

**Callus fleas:** The bites of these fleas cause the user's skin to gradually harden over the course of 1 minute. This deals 1d6 points of damage but provides a +2 enhancement bonus to natural armour for 1 hour.

**Cockerel spider:** Ingesting this spider causes the user's voice to deepen and become more threatening. The user gains a +4 alchemical bonus on Intimidate checks for 1 hour but must also succeed on a DC 15 Fort save or take 1d3 Dexterity damage.

**Darkwasp:** The sting of this wasp injects a venom that deals 1d8 points of damage plus 1d2 Constitution damage (Fort DC 16 negates) and numbs the user's ability to feel pain. If affected by the poison, the user gains DR 2/— and a +5 alchemical bonus on saves versus pain effects for 1 hour.

**Dolor crabrao:** The sting of this wasp injects a venom that deals 1d6

points of damage plus 1d3 Constitution damage (Fort DC 20 negates). If affected by the poison, the user gains the ability to enter a rage that lasts for 1 minute as a free action. While in a rage, the user gains a +2 bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saving throws. In addition, she takes a -2 penalty to Armor Class. She also gains 2 temporary hit points per Hit Die. These temporary hit points are lost first when a character takes damage, and disappear when the rage ends. This does not stack with other rage effects. While in a rage, the user cannot use any Charisma-, Dexterity-, or Intelligence-based skill (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration (such as spellcasting). The user cannot end her rage voluntarily, and is fatigued for 1 minute after the rage ends. If the user falls unconscious, her rage immediately ends.

**Eyeleech:** When this black leech is attached to the eyelid, it injects a toxin that deals 1d3 points of damage but the user's night vision is enhanced. The user gains darkvision 60 ft., and a +2 alchemical bonus on all sight-based Perception checks, for 1d3 hours.

**Festerfew:** A user who eats a handful of these live lice gains a +5 alchemical bonus on all saves versus disease and poison for 1d4 hours but must also succeed on a DC 20 Fortitude save or be sickened for 1 hour.

**Fingerlice:** A user whose hands are bitten by these lice gains exceptional manual dexterity but tiny maggots writhe under their skin. The user gains a +2 alchemical bonus on Disable Device and Sleight of Hand checks for 2 hours, but takes a 1 point of Constitution damage.

**Firebite lice:** A user bitten by these lice gains exceptional agility but the toxins cause the user to feel like they are on fire. The user takes 2d3 points of damage, but gains a +2 alchemical bonus on Acrobatics and Escape Artist checks, and may use his Dexterity bonus when determining CMB instead of his Strength bonus.

**Gadfly ambrosia:** Consuming a paste made from the crushed remains of this fly provides a Small or Medium creature with sufficient water for 1 day. The user must succeed on a DC 15 Fort save or be sickened for 1 hour.

**Great snakefly:** The bite of this fly is applied behind the user's ear, whereupon she gains a +5 alchemical bonus on Acrobatics and Fly checks for 2 hours. At the end of the duration, the user takes 1d2 temporary Dex damage for 1d2 hours.

**Howling nightshade grub:** This sausage-sized grub tastes disgusting and howls when eaten. For the following day, the user gains a +5alchemical bonus on skill checks and Fortitude saves made to resist nonlethal damage from exhaustion, starvation, thirst, a forced march, or hot or cold environments, but becomes sluggish and takes a -1 penalty to initiative for the duration.

**Hungering wasp grub:** When eaten, this orange-and-black-striped grub provides the user with a +5 alchemical bonus on saves versus poison for 1d2 days. At the end of the duration, the user is nauseated for 1d10 minutes and must succeed on a DC 20 Fortitude save or be sickened for 1d2 days.

**Joy scarab:** The bite of this green scarab beetle injects a toxin that instils intense feelings of elation and joy. The user gains a +5 alchemical bonus on saves versus harmful emotion effects for 1d4 hours. However, for the duration, the user fights only to defend herself. If the user is interacted with or questioned while under the effects of this spell, she is considered to have an initial attitude of Friendly (see the Diplomacy skill, *Pathfinder Roleplaying Game Core Rulebook*), though any advice or answers she gives may be disjointed due to her euphoric state.

**Jubb's nasal lice:** These lice must be snorted into the nasal passage where their bites grant the user the scent universal monster rule for 2 hours. For the duration, the user also takes a -4 penalty on saves versus inhalation effects, such as stench and inhaled poisons.

**Kothrington's swan fleas:** The bites of these fleas inject a toxin that deals 1d6 points of damage but the user gains a +4 alchemical bonus to Strength for 1 minute. At the end of the duration, the user must succeed on a DC 15 Fortitude save or take a -4 penalty to Strength for the following hour.

**Libidinosus vermis:** Ingesting this worm grants the user a +4 alchemical bonus on Diplomacy and Bluff checks for 1d3 hours, but the user also takes a -4 penalty to Wisdom for the duration. At the end of the duration, the user must succeed on a DC 15 Fortitude save or take 1d3 Wisdom damage.

Lobotomy hornet: The sting of this hornet injects a venom that grants

the user a +2 alchemical bonus to Strength for 1d4 hours, but the user also takes a -4 penalty to Intelligence for the duration. At the end of the duration, the user must succeed on a DC 15 Fortitude save or take 1d4 Intelligence damage.

**Lucius spider:** This fist-sized grey spider's bite delivers a toxin that deals 1d6 points of damage for 1d3 rounds, but a user so affected gains a +5 alchemical bonus to Climb and Swim checks for the following 1d3 hours.

**Misery slug:** Eating this slimy, black finger-long slug cures 1d4 points of damage each round for the following 1d4 rounds, but the user is sickened for the duration. At the end of the duration, the user must succeed on a DC 12 Fortitude save or be nauseated for 1d4 rounds.

**Ochre lice:** Eating a handful of these fat lice grants a +4 alchemical bonus on Stealth checks for 1d3 hours, but the user takes a -2 penalty to Will saves for the duration.

**Porr's scarab:** Consuming this crunchy, bitter black beetle grants a +2 alchemical bonus to Dexterity and Strength for 1 hour if the user succeeds on a DC 15 Fortitude save. Failure results in the user vomiting up the remains of the beetle and becoming nauseated for 1d10 minutes.

**Rictus gnats:** The bites of these gnats cause the muscle tone of the user's face to relax, making it hard to convey expressions or emotion. For  $1d3 \times 10$  minutes, the user gains the ability to remain conscious at negative hit points as though he had the Diehard feat. If the user already has the Diehard feat, he dies only when his negative hit points are equal to or greater than twice his Constitution score. For the duration and for 1d3 days thereafter, the user's face remains devoid of expression, incurring a -2 penalty on the user's Diplomacy, Disguise, Perform, and Sense Motive checks.

**Screaming maggot:** This writing, bulbous maggot screams when eaten, dealing 1d4 points of sonic damage to the ingester, who must also succeed on a DC 12 Fortitude save or be deafened for 1d10 minutes. The user gains a +2 alchemical bonus to Intelligence for 1 hour.

**Speed weevil:** The venomous bite of this white weevil is applied to the chest near the heart, dealing 1d8 points of damage and granting the user a +10 ft. bonus to her base land speed for 2 hours.

**Thistle frenzy bug:** If this insect is attached to the user's neck, its sharp claws inject toxins that deal 1d6 points of damage but the user gains a +1 dodge bonus to AC while the bug remains attached. The bug remains attached for 1d3 hours before dropping off, but if it is forcibly removed before this time, the user must succeed on a DC 15 Fortitude save or take 1d3 Dex damage from a concentrated burst of venom.

Wart lice: Ingesting these lice causes the user's skin to become malleable and flexible, granting a +4 alchemical bonus on Disguise checks for 1d4 hours. At the end of the duration, the user's skin forms ugly warts, imparting a -2 penalty on the user's Diplomacy checks for 1d4 days before they disappear.

Water crane: Eating this long-legged water insect grants the ability to breathe underwater for  $1d4 \times 10$  minutes. Once the user has breathed underwater, though, she must succeed on a DC 15 Fortitude save to be able to breathe air again so long as the water breathing duration is still in effect. If the user fails this saving throw, she is able to breathe underwater only for the next 1d10 minutes or until the duration ends, whichever is sooner. After this time, if the water breathing duration is still effect, the user can attempt another saving throw to be able to breathe air again.

# Other Things to Gpend Your Money On

# Cost of Living

Live a life of luxury; eat well, drink the finest wines, and be seen in all the right places. In the Blight, how well you eat and how well connected you are has a direct effect on play and uses these optional rules. This option uses the cost of living rules in Chapter 12 of the *Pathfinder Roleplaying Game Core Rulebook* and expands them slightly for living in a filthy, crowded city such as the Blight. Simply apply the Pathfinder Roleplaying Game rules with the additional information provided below. Some groups may not wish to enter into the minutiae of expenses, in which case ignore the rules hereafter.

Costs of living are associated with a specific standard of living as detailed below. Generally, costs of living are subtracted at the start of each month, along with the effects as indicated. However, the life of an adventurer has its ups and downs — particularly financially — and expending the full cost of a month's expenses may take place at any time to negate the detrimental effects of that bracket of living. For example, a PC living destitute after a particularly tough month of failed adventures suddenly happens upon a treasure chest 3 weeks into the month; he spends the full 25 gp for living a normal lifestyle and thus negates any chance of a temporary loss of Con or a save against filth fever.

Destitute (0 gp/month): Eating what you can beg.

At the end of each month, make a Fortitude save (DC 10+1/consecutive month of destitution) or take 1 point of Con damage. This damage cannot be recovered except by magic healing or by an improvement in living standards up to at least average for at least 1 week, during which it can heal as normal. You must also make a Fort save against (DC 15) at the end of each month full month of living destitute or contract the disease (see the Appendices of the *Pathfinder Roleplaying Game Core Rulebook*). If you contract filth fever, there is a cumulative 10% chance for each consecutive month of living in destitution that you have to make a Fort save or contract one of the following additional diseases. Roll d% to determine which one. The cumulative chance stops and resets to 0 if you spend at least 1 week at an average standard of living. Likewise, if one of these comorbid diseases is contracted, there is no additional chance of catching another unless you are cured of the first one.

#### Comorbid Diseases

d%	Disease	Fort DC
01–03	Black rot <sup>TOH4</sup>	24
04–15	Blinding sickness	16
16-31	Bloody flux <sup>TOBH</sup>	16
32–39	Devil chills	14
40-42	Festering lung <sup>TOH4</sup>	19
43–58	Grey ache*	12
59-60	Leprosy	20
61–64	Mindfire	12
65-72	Red ache	15
73–80	Shakes	13
81-84	Slimy doom	14
85–00	Swamp ague*	11

### \* See Chapter 8 of *The Blight Campaign Guide* <sup>TOBH</sup> See *The Tome of Blighted Horrors* by Frog God Games <sup>TOH4</sup> See *Tome of Horrors 4* by Frog God Games

Poor (3 gp/month): Eating frugally, with little or no meat.

At the end of each month, make a Fortitude save (DC 5+1/consecutive month of poor living) or take 0-1 (1d2–1) points of Con damage. This damage cannot be recovered except by magic healing or by an improvement in living standards for at least 1 week, during which it can heal as normal.

You must also make a Fort save against filth fever (DC 12) at the end of each full month of poor living or contract the disease (see the Appendices of the *Pathfinder Roleplaying Game Core Rulebook*).

Average (10 gp/month): You have meat and ale occasionally, the odd night in a tavern, and generally your dress is fair.

You heal Con damage at the normal rate after maintaining an average standard of living for at least 1 week.

There is a non-cumulative 25% chance that you must also make a Fort



save against filth fever (DC 12) at the end of each full month of average living or contract the disease (see the Appendices of the *Pathfinder Roleplaying Game Core Rulebook*).

Wealthy (100 gp/month): You visit taverns regularly, eat meat most days, and drink wine.

After 3 consecutive months of this standard of living, you gain a +1 temporary bonus to your Constitution. This Con bonus remains until your standard of living drops below this level for at least 1 month.

Owing to being well connected, you gain a + 2 bonus to social interaction skill checks (Bluff, Diplomacy and Intimidate) in your home district. This bonus stacks with any other you have gained through feats or traits. This bonus is lost if your lifestyle drops for at least 1 month.

**Extravagant (1,000 gp/month):** Only the finest things in life for you. You drink expensive wine as often as you wish, go out to expensive clubs and the theatre, and are seen and known by many.

After 3 consecutive months of this standard of living, you gain a +2 temporary bonus to your Constitution. This Con bonus remains until your standard of living drops below this level for at least 1 month: if it drops to a wealthy standard of living, you lose half of the bonus; if it drops to an average or lower standard of living, you lose the entire bonus.

Owing to being well connected, you gain a +4 bonus to social interaction skill checks (Bluff, Diplomacy and Intimidate) in your home district. This bonus stacks with any other you have gained through feats or traits. This bonus is lost if your lifestyle drops for at least 1 month: if it drops to a wealthy standard of living, you lose half of the bonus; if it drops to an average or lower standard of living, you lose the entire bonus.

**Decadent (5,000 gp/month):** You deny yourself nothing. You eat and drink and partake in whatever catches your fancy as often and as much as

you like. You rarely go to clubs or the theatres because private showings and debauches are prepared for you. Your hedonism is known to all, and you have acquired a sizable entourage or sycophants, devotees, and hangers-on who emulate your every move.

After 3 consecutive months of this standard of living, you gain a +2 temporary bonus to your Constitution. However, after an entire year of this standard of living, you lose the temporary bonus and instead take 1 point of Con drain. This drain increases by another point for each year in which you maintain this standard of living. This drain ends if your standard of living drops below this level for at least 1 year, but Con already drained is not recovered.

There is a non-cumulative 5% chance that you must also make a Fort save against cackle fever (DC 16), demon fever (DC 18), filth fever (DC 12), mindfire (DC 12) red ache (DC 15) or shakes (DC 13) at the end of each full month of decadent living due to your lascivious lifestyle or contract the disease (see the Appendices of the *Pathfinder Roleplaying Game Core Rulebook*). There is an equal chance of being exposed to each (roll 1d6).

Owing to being well connected, you gain a +4 bonus to social interaction skill checks (Bluff, Diplomacy and Intimidate) in any district within the city. This bonus stacks with any other you have gained through feats or traits. In addition, your reputation precedes you, allowing you once per day to re-roll an initial interaction skill check in a non-hostile situation or make the initial skill check at +8 (rather than +4). These bonuses are entirely lost if your lifestyle drops below a decadent standard of living for at least 1 week as the crowds turn on you and make you an object of their derision.



## Between Thief

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+1	+0	Echo merge
2nd	+1	+1	+1	+1	Greater improved evasion
3rd	+2	+1	+2	+1	Mirror walk, rogue talent
4th	+3	+1	+2	+1	Draw from mirrors I
5th	+3	+2	+3	+2	Greater mirror walk
6th	+4	+2	+3	+2	Draw from mirrors II, rogue talent
7th	+5	+2	+4	+2	Between guide
8th	+6	+3	+4	+3	Mirror mastery
9th	+6	+3	+5	+3	Draw from mirrors III, rogue talent
10th	+7	+3	+5	+3	Between guide master

# Aew Prestige Classes

sufficient skill can take his accomplices with him, enabling the group to slip between worlds with deadly efficiency. **Alignment:** Any.

Hit Die: d8

Unique urban settings generate unique characters and unique orders. The Blight, like many dark fantasy city settings, has its own unique prestige classes that enable characters to take a chosen path. The prestige classes below represent some of those encountered in this and other cities.

# Between Thief

The darkest place a thief can venture is Between. It hides great secrets and presents great perils but enables a thief to enjoy the ultimate escape route.

**Role:** A Between thief is a powerful ally for a party who is able to use Between as a way to move unseen and unexpected. A Between thief of

Requirements

To qualify to become a Between thief, a character must fulfil all the following criteria.

Skills: Knowledge (Between) 10 ranks, Stealth 10 ranks.

Spells: Able to cast 2nd-level conjuration spells.

**Special:** Must have the evasion special ability and the improved evasion advanced rogue talent.

# Class Gkills

The Between thief's class skills are Acrobatics (Dex), Climb (Str), Knowledge (Between) (Int), Stealth (Dex), and Survival (Wis) Skill Ranks at Each Level: 6 + Int modifier.

# Class Features

The following are class features of the Between thief prestige class.

Weapon and Armor Proficiency: A Between thief gains no proficiencies with weapons, armour, or shields.

Echo Merge (Sp): By taking a few steps into Between, a Between thief can use *dimension door* as a spell-like ability once per day per level. His caster level is equal to his Between thief level.

**Greater Improved Evasion (Ex):** A Between thief takes no damage at all on a successful saving throw against attacks that allow a Reflex saving throw for half damage. If he fails the save, he can choose to make an immediate re-save, based on the same DC as originally required. He takes only half damage even if he fails this second check. A Between thief can use this ability a number of times a day equal to his level in Between thief, rounded up.

**Mirror Walk (Sp):** At 3rd level, a Between thief is able to use a pair of mirrors to move through as though using a *teleport* spell between them. The mirrors must be large enough for the thief to physically move through, and, just as with a *teleport* spell, the Between thief must have a clear idea of the location and layout of the destination that contains the target mirror. If the teleportation results in being off target, or a similar area, the Between thief may end up crawling out of a different mirror within range of the spell. If no other mirror is within range, then the ability fails.

Between thieves frequently carry two mirrors, positioning one as an escape point from wherever they are entering. Others use this ability to infiltrate a place by entering via a mirror placed or already in place at the location. Only the Between thief and up to 50 lbs. of objects can use this method of transportation.

**Rogue Talent:** At 3rd level, and every 3 levels thereafter, a Between thief gains a special ability that allows him to confound his foes. This functions as the rogue talent class feature. If a Between thief has the advanced talents rogue class feature, he can select from the advanced talents list instead.

**Draw from Mirrors (Sp):** At 4th level, once per day a Between thief is able to use his skills to draw a horror from Between to terrify his enemies. This ability is identical in effect to the *phantasmal killer* spell. The Between thief uses his class level as his caster level, and the save DC is Intelligence-based.

At 6th level, a Between thief is able to target two creatures with his *phantasmal killer* effect.

At 9th level, the Between thief is able to target three creatures with his *phantasmal killer* effect.

**Greater Mirror Walk (Sp):** This ability functions as the mirror walk ability except the Between thief is considered to be very familiar with any location regardless of where the target mirror actually is located.

**Between Guide (Sp):** At 7th level, a Between thief is able to enter the shadowy outskirts of Between at will. This ability manifests itself identically to an *ethereal jaunt* (caster level as Between thief level), but the thief moves into Between rather than the Ethereal plane. The Between thief is able to use this ability once per day per 3 levels of Between thief.

**Mirror Mastery (Sp):** This ability functions as the greater mirror walk ability except that a Between thief can lead up to 6 willing creatures through the mirror used.

Between Guide Master (Sp): At 10th level, a Between thief is able to use a mirror to create a gate to Between. The mirror functions as a *gate* spell but allows only planar travel to Between and back. The *gate* remains fixed unless the mirror is moved or smashed, in which case the *gate* is severed and the traveller trapped wherever he is.



# Fetchseer

In darkened alleys, and beneath the piers and streets, undead roam. Hunted and despised, they nourish themselves on the careless and the foolish.

While many people are aware of this lurking menace, there are a small number whose awareness runs deeper and more viscerally than their fellows. Whether due to the lingering taint of undeath somewhere in their family tree, a natural sensitivity, or a traumatic event, these individuals find that they have inadvertently tapped into the senses of the undead. While they sleep, they encounter horrific visions of the depravities committed by the unliving, as if they themselves were the culprit. Many go mad from the unceasing nightmares, but those that do not take up arms in a grim crusade against the unliving. These Fetchseers hunt down the undead wherever they hide, both for the safety of others, and so that they can hold on to their own sanity.

**Role:** Fetchseers naturally excel when pitted against the undead. Able to glean clues as to the whereabouts of the undead from their nightmares, discern the weaknesses of their unliving enemies, and capable of resisting life-draining attacks, it is the rare undead that will not find itself at a distinct disadvantage.

**Alignment:** The one constant among the ranks of the Fetchseers is a certain level of empathy. The truly selfish, who care nothing for the fate of their neighbours, never awake the supernatural senses of the Fetchseer. Due to this fact, Fetchseers cannot be of evil alignment.

Hit Die: d8.

# Requirements

To qualify to become a Fetchseer, a character must fulfil all the following criteria.

Alignment: Any non-evil.

Feats: Skill Focus (Knowledge [religion])

Skills: Knowledge (religion) 5 ranks, Sense Motive 5 ranks.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+1	Know thy enemy
2nd	+1	+1	+1	+1	Dreams of the dead
3rd	+2	+1	+1	+2	Favoured enemy +2
4th	+3	+1	+1	+2	Spiritbane
5th	+3	+2	+2	+3	Dead men's tales
6th	+4	+2	+2	+3	No fear
7th	+5	+2	+2	+4	Favoured enemy +4
8th	+6	+3	+3	+4	Spark of defiance
9th	+6	+3	+3	+5	Lay to rest
10th	+7	+3	+3	+5	Last rites

# Class Gkills

Fetchseer

The Fetchseer's class skills are Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (local) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex) and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

# Class features

All of the following are class features of the Fetchseer prestige class.

Weapon and Armor Proficiency: A Fetchseer is proficient with all simple weapons, one martial weapon of her choice, light armour, medium armour, and shields.

**Know Thy Enemy (Ex):** A Fetchseer can take 10 on any Knowledge (religion) check to identify an undead creature, even when circumstances would normally not permit her to do so. If she succeeds in identifying an undead creature, she receives a +2 insight bonus to her Armour Class against attacks made by that creature, and her attacks ignore up to 5 points of that creature's damage reduction. These effects lasts for the duration of the encounter.

**Dreams of the Dead (Sp):** At 2nd level, the Fetchseer has advanced sufficiently in mental discipline that she is able to glean important information from her horrific dreams of undead atrocities. Treat this as if the Fetchseer had cast a *contact other plane* spell. In this case, the plane contacted actually stands for the depth to which the Fetchseer is delving into her dreams — going deeper provides a more accurate interpretation, but also a greater risk of mental scarring. Answers of "Lie" or "Random Answer" actually mean that the Fetchseer has crucially misinterpreted some piece of information in her dream. Furthermore, the question(s) that the Fetchseer asks must be related to the activities, whereabouts, and/or intent of undead creatures in the local area. This ability may be used once per day, though most Fetchseers would not dare to use it as frequently as that.

**Favoured Enemy (Ex):** At 3rd level, a Fetchseer gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against undead creatures. Likewise, she gets a +2 bonus on weapon attack and damage rolls against them. At 7th level, this bonus increases to +4. This is treated as a favoured enemy bonus. If the Fetchseer has a favoured enemy bonus against undead from another class, the bonuses do not stack, and she simply uses whichever bonus is higher.

**Spiritbane (Su):** At 4th level, a Fetchseer learns a special rite that allows their weapons to damage incorporeal undead more effectively. As a move action once per day, the Fetchseer may grant any weapon she is holding the *ghost touch* quality. The *ghost touch* enchantment lasts for 1 minute per Fetchseer level, or until a creature other than the Fetchseer picks up the weapon. The Fetchseer gains a second use of this ability at 7th level, and a third at 10th level.

**Dead Men's Tales (Sp):** At 5th level, the Fetchseer's connection to the realms of the dead becomes strong enough for her to use *speak with dead* as a spell-like ability. The Fetchseer can use this ability a number of times

per day equal to 1 + her Intelligence modifier (minimum 1).

As well as using this ability in the usual way, if the Fetchseer strikes the killing blow on an undead creature, she may expend one use of this ability as an immediate action. If she does so, she can immediately ask the appropriate number of questions of the newly slain undead as if it was a valid target for *speak with dead*. This use of dead men's tales functions even upon undead creatures that would not leave a body upon being slain, such as incorporeal undead.

**No Fear (Ex):** At 6th level, a Fetchseer has become inured to the horrors of the undead, and the terrors of the world. She gains a +4 bonus on saving throws against fear effects. If the Fetchseer starts her turn frightened, panicked, or under the effects of an ongoing haunt, she may make another saving throw at the original DC to remove these effects.

**Spark of Defiance (Su):** At 8th level, a Fetchseer has succeeded in warding her body, mind, and soul against the depredations of the undead. If an undead creature attempts to inflict ability damage, ability drain, or energy drain upon the Fetchseer, she gains a +2 bonus on her saving throw against the effect. Furthermore, if the effect would not normally allow a save, the Fetchseer is permitted to make a Fortitude save with a DC equal to 10 + 1/2 the undead creature's Hit Dice + the undead creature's Charisma modifer. Success indicates that she resists the attack, and negates all ability damage, ability drain, or energy drain that would normally result from it.

Lay to Rest (Su): At 9th level, a Fetchseer's sensitivity has become very powerful. As a standard action, a Fetchseer may attempt to glimpse the mind of one intelligent undead within 50 feet. The undead receives a Will save (DC 20 + the Fetchseer's Intelligence modifier). Failure means that the Fetchseer learns precisely how to destroy the creature. This grants knowledge such as the location of a vampire's coffin or of a lich's phylactery, the means by which a ghost can be laid to rest, a haunt destroyed, and so on. If the undead fails its Will save, the Fetchseer is also stunned for 1 round as she assimilates the new information. This ability can be used a number of times per day equal to 1 + the Fetchseer's Intelligence modifier (minimum 1).

Last Rites (Su): At 10th level, a Fetchseer obtains true power over the undead. As a full-round action, the Fetchseer can call upon the suffering and fear of the countless victims of the undead. A glowing white spear shapes itself in the Fetchseer's hands over the course of 1 round. At the start of her next turn, the Fetchseer may either hurl the spear at an undead creature within 100 feet as a ranged touch attack, or strike an adjacent undead creature with the spear as a melee touch attack. If the spear hits, the undead must make a Fortitude save (DC 20 + the Fetchseer's Intelligence modifier) or be instantly reduced to 0 hit points. If the undead makes its save, it instead takes 10d6 points of positive energy damage. An undead reduced to 0 hit points by this ability who has regenerative effects — such as a ghost's rejuvenation ability or a lich's phylactery - must make a Will save (with the same DC as the Fortitude save) or be permanently destroyed. The Fetchseer's power brings true death. If not used, the spear remains in existence for 1 round per Fetchseer level, and then fades away. Once used to make an attack, the spear disappears regardless of the success or failure of that attack.

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A Fetchseer may use this ability a number of times per day equal to 1 + the Fetchseer's Intelligence modifier (minimum 1), but once an undead has been the target of this ability, it is immune to further uses of this ability for 1 week.

# Ex-fetchseer

A Fetchseer who becomes evil loses all supernatural and spell-like Fetchseer class features, but retains all extraordinary class features, weapon proficiencies, and armour proficiencies. They may not progress any further in levels as a Fetchseer. An ex-Fetchseer can regain their abilities and advancement potential if they atone as appropriate.

# Aighwayman

The dashing highwayman is the hero of the common man, a dandy rogue who uses the twisting alleyways and paths of the city to make good her escape, stealing from the rich and giving to the poor, breaking the hearts of lovers, and outsmarting the Watch again and again.

A highwayman is more than a rogue, but isn't as hot-headed as a duelist; she uses her talents to escape and her infamy to achieve her aims. A famous highwayman laughs as she escapes the clutches of the Watch; an infamous highwayman can become the scourge of the Watch and a folk-hero always guaranteed a safe escape route.

**Role:** A highwayman is a useful ally for any party of adventurers, but must use her talents wisely. The highwayman is also an alter ego, and may have many deeds and exploits attributed to her — whether she is there or not. The highwayman can also, of course, spend time with groups using their own identify, and then later brag about events they were involved with — after any witnesses' silence has been guaranteed, of course.

Alignment: Highwaymen come in all shapes and sizes, from goodnatured folk heroes who rob from the rich and give to the poor, to infamous villains who terrorise districts and take what they want. A highwayman can be of any non-lawful alignment, as their infamy or fame is their focus. **Hit Die:** d8.

# Requirements

To qualify to become a highwayman, a character must fulfil all the following criteria.

Feats: Dazzling Display, Weapon Focus.

Skills: Bluff 5 ranks, Disguise 5 ranks, Intimidate 5 ranks.

# Class Gkills

Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis),



Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), and Stealth (Dex).

Skill Ranks at Each Level: 6 + Int modifier.

# Class Features

All of the following are class features of the highwayman prestige class. Weapon and Armor Proficiency: A highwayman is proficient with all simple and martial weapons, all pistols, and light armour.

**Masked Miscreant (Ex):** Upon gaining the first level of this prestige class, the highwayman gains a public persona as a notorious local rogue, though her true identity is not generally known. While operating in her public persona, the highwayman gains several benefits. Firstly, she gains a +2 bonus to all Charisma-based skill checks that involve interaction. Secondly, a highwayman who acts in the surprise round of an encounter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+1	+0	Masked miscreant
2nd	+1	+1	+1	+1	Improved display
3rd	+2	+1	+2	+1	Quick escape 1/day
4th	+3	+1	+2	+1	Rogue talent
5th	+3	+2	+3	+2	Knockout blow
6th	+4	+2	+3	+2	Quick escape 2/day
7th	+5	+2	+4	+2	Swift demoralize
8th	+6	+3	+4	+3	Rogue talent
9th	+6	+3	+5	+3	Quick escape 3/day
10th	+7	+3	+5	+3	Laughing rogue

### Highwayman

can spend her action introducing herself and boasting about her deeds. If she does so, she gains a +2 morale bonus on attack and damage rolls for the duration of the encounter.

**Improved Display (Ex):** A highwayman may use the Dazzling Display feat as a move action instead of a full-round action.

Quick Escape (Ex): Starting at 3rd level, once per day a highwayman can move up to double her speed as a move action without provoking attacks of opportunity. The highwayman must be able to end her movement out of sight of all opponents in order to use this ability. A highwayman can use this ability twice per day at 6th level, and three times per day at 9th level.

**Rogue Talents:** At 4th level, and again at 8th level, the highwayman gains a rogue talent. A highwayman's levels stack with her rogue levels to determine access to advanced talents.

**Knockout Blow (Ex):** At 5th level, a highwayman becomes an expert at overcoming her foes without killing them. The penalty for using a weapon to deal non-lethal damage is reduced to 0, and if the highwayman is striking to deal non-lethal damage, she may add twice her Charisma modifier to the damage dealt.

**Swift Demoralize (Ex):** At 7th level, a highwayman can attempt to demoralize a single opponent as a swift action instead of a standard action.

**Laughing Rogue (Ex):** At 10th level, a highwayman has mastered the art of turning her reputation into a weapon. The highwayman may add twice her Charisma bonus to her attack and damage rolls against shaken, frightened, or panicked opponents, and her Charisma bonus to her AC against attacks made by such opponents.

# Witchhunter

The Great Coven is everywhere: it stretches into every street, every family, every church. The witchhunter aims to remove that sickness. A mighty warrior in her own right, the witchhunter has specialised in dealing directly with witches and other evil spellcasters. Judge, jury, and executioner, the witchhunter does not stray from her path and is prepared to do anything to achieve his goal.

**Role:** A witchhunter is a powerful member of a party; not only does she bring her unique skills to their aid, but she also establishes a line of legitimacy with the powerful. A witchhunter generally operates as part of an order, and openly defies her foes. She is unable to rest until she celebrates her kill.

**Alignment:** A witchhunter must be of good alignment, but she may choose any good path. Some seek a rigid order or righteousness; they gain no pleasure from bringing their justice to bear and slay their enemies quickly and cleanly. Others take a more chaotic path, making an example of those who dare to defile the land with their curses.

Hit Die: d10.

# Requirements

To qualify to become a witchhunter, a character must fulfil all the following criteria.

Alignment: Any good.



Base Attack Bonus: +4. Feats: Iron Will. Skills: Spellcraft 5 ranks.

**Special:** A character who wishes to take levels in the witchhunter prestige class cannot possess any ability to cast arcane spells. A character who obtains any arcane spellcasting ability after taking levels in witchhunter becomes an ex-witchhunter, with the effects detailed below. Spell-like and supernatural abilities are not treated as arcane spellcasting ability for the purpose of this restriction and for the abilities of the witchhunter class as a whole.

# Class Gkills

The witchhunter's class skills (and the key ability for each skill) are Bluff (Cha), Disguise (Cha), Intimidate (Cha), Knowledge (planes) (Int),

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+1	Hexward I, witchfinder
2nd	+2	+1	+1	+1	Cursebreaker 1/day
3rd	+3	+2	+1	+2	Disruptive
4th	+4	+2	+1	+2	Pass sentence 1/day
5th	+5	+3	+2	+3	Shrouded
6th	+6	+3	+2	+3	Cursebreaker 2/day
7th	+7	+4	+2	+4	Hexward II
8th	+8	+4	+3	+4	Pass sentence 2/day
9th	+9	+5	+3	+5	Spellbreaker
10th	+10	+5	+3	+5	Cursebreaker 3/day, blazing retribution

### Witchhunter



Perception (Wis), Sense Motive (Wis) and Spellcraft (Int) Skill Ranks at Each Level: 4 + Int modifier.

# Class Features

All of the following are class features of the witchhunter prestige class. Weapon and Armor Proficiency: A witchhunter is proficient with all simple and martial weapons, all firearms, and light armour.

**Witchfinder (Su):** A witchhunter gains the ability to detect arcane spellcasting ability and the presence of creatures of the outsider type or from Between. The witchhunter must touch the target as a standard action in order to use this ability. If used in combat, this is a melee touch attack that does not provoke an attack of opportunity. Upon touching the target, the witchhunter learns if they have any arcane spellcasting ability, and whether the target is an outsider or from Between. Some witchhunters touch the target with an item such as a pin or a holy symbol rather than with their bare hand when they use this ability, but such objects are not required for this ability to function. At 5th level, the witchhunter no longer needs to touch her target to use this ability, but can instead use it on any creature within 30 ft. as a standard action. At 9th level, the witchhunter may use this ability as a swift action.

**Hexward (Su):** At 1st level, every witchhunter crafts a magical fetish that protects against evil magic. This crafting takes 1 week of work, but has no gold piece cost. The specifics of the fetish vary depending on the crafter, but the effects remain the same. While the witchhunter wears her fetish, she gets a +2 sacred bonus to saving throws versus arcane spells, witch hexes, and curses. At 7th level, this bonus increases to +4. The fetish does not take up a magic item slot, but if the witchhunter is parted from her fetish, she loses the saving throw bonus until she retrieves it or crafts a new one. A witchhunter can possess only one fetish at a time, and the fetish's magic works only for its crafter. The fetish does not occupy an item slot on the witchhunter and need not be worn openly.

**Cursebreaker (Sp):** At 2nd level, a witchhunter gains the ability to dispel enchantment spells, evil curses and to end the effects of witch hexes by touch, once per day. The caster level for this effect is twice the witchhunter's class level. This functions as the *break enchantment* spell, but with a range of touch and targeting only one creature. In addition, this ability attempts to end the effect of any witch hexes currently affecting the target creature, making a caster level check against each hex with a DC of 11 + witch level. A witchhunter can use this ability twice per day at 6th level, and three times per day at 10th level.

Disruptive: At 3rd level, the witchhunter gains the Disruptive feat.

**Pass Sentence (Su):** At 4th level, a witchhunter can pass sentence on a target within sight as a swift action. If the target has arcane spellcasting ability or is an outsider or from Between, the witchhunter adds her level to all damage rolls made against the target, and adds a bonus equal to her Charisma bonus (if any) on all saving throws against the target's spells.

In addition, the first time the witchhunter hits the target with an attack, the target must must make a Will save (DC 15 + the witchhunter's level + the witchhunter's Charisma modifier) or lose access to their highest-level prepared arcane spell or arcane spell slot as if they had cast it. If they have multiple spells of that level, the lost spell is determined randomly. If the witchhunter targets a creature that has no arcane spellcasting ability and is not an outsider or from Between, the sentencing is wasted with no effect. The sentencing remains until the target is dead, or the next time the witchhunter rests and regains their uses of this ability.

A witchhunter may use this ability once per day at 4th level, and twice per day at 8th level.

**Shrouded (Sp):** At 5th level, the witchhunter benefits from a permanent *nondetection* effect, as per the spell. The witchhunter may suppress or resume this effect as a free action.

**Spellbreaker:** At 9th level, the witchhunter gains the Spellbreaker feat. **Blazing Retribution (Su):** At 10th level, a witchhunter's fetish not only protects its bearer from hexes and curses, but metes out punishment to those who would attempt to summon arcane magic against the witchhunter. Whenever the witchhunter succeeds on a saving throw against an arcane spell or hex, she may have the offending spellcaster burst into flames as an immediate action. These flames deal 1d6 points of fire damage for each level of the spell that was cast upon the witchhunter. A Reflex save (DC 20 + the witchhunter's Charisma modifier) halves the damage. For the purpose of this ability, a hex is treated as a spell of the highest level that the hexing witch is able to cast. A witchhunter can use blazing retribution a number of times per day equal to 1 + her Charisma modifier (minimum 1). A witchhunter must be wearing her fetish openly in order to use this ability.

# Ex-Witchhunters

A witchhunter who ceases to be good or who takes levels in any class that grants arcane spellcasting ability loses all witchhunter class features (but not including bonus feats or weapon and armour proficiencies). They may not progress any further in levels as a witchhunter. An ex-witchhunter who is no longer good can regain their abilities and advancement potential if they atone as appropriate, but an ex-witchhunter who now possesses arcane spellcasting ability can never regain their witchhunter class status.

# Relationships Creating the PCs' Friends

Life is about relationships, and yet strangely many roleplaying games are not; they generally focus upon the individual and his or her associates or fellow adventurers. The relationships they inspire are those between the PCs, their enemies and superiors, and sometimes an ambiguous NPC or foe. Most players are happy to have one character upon which to expend their energies. However, if we look at ourselves, we are made up of a group of relationships of varying types — our friends, our family, our work — and this option explores how these could be translated into an urban fantasy setting.

Relationships come in several packages. There are those relationships the PC starts with, which may be both positive and negative, and then those that are picked up as the story grows and adventures take place. There are also negative and positive relationships, where PC's actions (or lack of actions) bring about an important result.

Relationships in this category go beyond those of normal Diplomacy skills; such NPC friends do not refuse any reasonable requests by the PCs that are within their power. In situations where a PC abuses the trust of a friend or directly leads him into harm, the NPC becomes unfriendly and all future Diplomacy checks with the friend have a -10 penalty until the NPC's attitude is brought back to helpful. If a PC abuses the friendship like this again, the NPC's attitude permanently becomes hostile, and at the GM's discretion, he may actively work to undermine or harm the PC in the future.

It is said that you can't pick your family ... but you can pick your friends. As such, the creation of these PC relationships should be managed as a coordinated effort between the player and GM working together in order to build both an engaging backstory for the PC as well as creating opportunities for the GM to customize and personalize adventures and encounters around the PCs' stories.

Be careful with relationships. Being mates with a wealthy merchant may look good on paper, but is not always all that it seems from the standpoint of the player or the GM. Perhaps the merchant has wealthy and powerful enemies who often dispose of said merchant's friends without so much as a flicker — a decided disadvantage to the average PC. A wealthy friend can be pressed to give money for powerful magic items or spells, and a rich friend can open doors easily — an unexpected complication for an unprepared GM. Starting relationships should be appropriate to a 1stlevel PC, with the understanding that such a character can likely pick up many powerful friends and enemies along the way.

At the start of the game, if the player wishes, the PC has 1 NPC friend for every point of Charisma bonus. You should pick these initial friends since they need to be appropriate to your campaign and also because they offer you an opportunity to begin to introduce campaign NPCs immediately. Your GM may also elect to have all the PC's friends allocated directly rather than randomly. For example, a cleric PC's entire group of friends may come from within the clergy or a paladins entirely from some knightly order. Only assign the friends of the PCs randomly if you and the GM agree to it.

In determining these relationships, bear in mind that they should play some part (no matter how small) in the PC's story; some may even accompany PCs on adventures, some may be too busy, and some would never dream of doing so. Some are just local friends, but each should be a part of the PC's life in some way. In determining these friendships, you and the GM should decide if they are friends or kin; blood is thicker than water, and family generated here can be counted on to help as much as any friend. How other family members are treated is left to you and the GM; perhaps there are none or they play no role, or perhaps they have significant roles to play, possibly even as enemies.

You may decide to simply refer to the NPC by name to begin with, and then you and the GM elaborate upon the statistics and skills at a later date; or not, if that is fair enough for you. Or for more significant NPCs (such as those with levels in the core classes), generate them accordingly. Half of the NPCs are men, and half women unless you deem otherwise. Alignments should generally not be more than 1 step away from the PC's own alignment. In terms of race, again assign from the table below, as that reflects the mix of races in the Blight, or assign as you wish. For example, you may decide a dwarf PC is more likely to have dwarf friends, whereas a gnome might seek to make friendships with virtually anyone.



To determine the types of friends a PC starts with, choose from the table below or roll randomly with d%. If no race for the friend is indicated, assume it is a human: 75% Castorhager, 14% Xi'en, 8% Foerdewaith, 3% other (see *The Blight Campaign Guide*: Part 2, Races and Ethnicities of Castorhage). This list is by no means exhaustive and should be supplemented by your own ideas and those of your GM.

### 100 Types of Friends

<b>d%</b>	Type of Friend
1	Acrobat (commoner 2–4)
2	Actor (expert 1-2)
3	Alchemist 1–2
4	Alchymic-undying (any class)
5	Anarchist (warrior 1–4)
6	Antiquarian (expert 3-6)
7	Artists' model (commoner 1–3)
8	Awakened animal (varies)
9	Barber (expert 4–8)
10	Bard 1–2
11	Beggar (beggar <sup>1</sup> 1–5)
12	Boatman <sup>2</sup> (expert 1–3)
13	Broadsheet printer (expert 1–3)
14	Briny ranger 1–2

<b>d%</b>	Type of Friend	d%	Type of Friend		
15	Briny labourer (commoner 1–2)	62	Mercenary fighter 1–2		
16	Cabb'e House Owner (expert 1–3)	63	Merchant <sup>9</sup> (expert 1-4)		
17	Cartographer (expert 3–7)	64	Navvy (commoner 1–3)		
18	Chimney Sweep (expert 1–2)	65	Noble anarchist (aristocrat (2–4)		
19	Cleric 1–2	66	Noble fallen on hard times (aristocrat 1–2)		
20	Clown (commoner 1–2)	67	Noble's bastard child (varies)		
21	Cockfighter (commoner 2–4)	68	Parish vicar (adept 3–6)		
22	Conman (rogue 1-3)	69	Pig keeper (commoner 1–2)		
23	Conjoined twin (any class)	70	Porter (commoner 1–2)		
24	Constable (warrior 1–4)	71	Prostitute (commoner 1–2)		
25	Contortionist (commoner 2–5)	72	Puppeteer (expert 1–2)		
26	Cripple (beggar 3–6 <sup>1</sup> )	73	Ranger 1–2		
27	Dwarf <sup>3</sup> embalmer (expert 2–4)	74	Rat catcher (expert 1–3)		
28	Dwarf <sup>₄</sup> mercenary (fighter 1–3)	75	Reformed criminal (warrior 2–4)		
29	Dwarf <sup>4</sup> miner (commoner 1–3)	76	Religious fanatic (adept 1–3)		
30	Dwarf <sup>3</sup> merchant (expert 3–5)	77	Retired Watch officer (warrior 3–8)		
31	Dwarf <sup>3</sup> musician (commoner 2–5)	78	Retired sailor (expert 3–6/mariner <sup>10</sup> 1–2)		
32	Elder sage (old human expert 6–10)	79	Retired soldier (fighter 4–8)		
33	Elf <sup>5</sup> wizard $2-5$	80	Rogue 1–2		
34	Escaped slave (commoner 1–4)	81	Sailor (expert 1-4)		
35	Executioner (expert 1–3)	82	Scribe (expert 1–3)		
36	Failed painter <sup>6</sup> (commoner 1–4)	83	Singer (expert 1–2)		
37	Failed poet <sup>6</sup> (commoner 1–3)	84	Slaughterman (commoner 1–3)		
38	Fire Eater (expert 2–4)	85	Soldier (fighter 1–4)		
39	Flea market trader (commoner 1–3)	86	Sorcerer 1–2		
40	Freakshow exhibit (commoner 1–2)	87	Stablemaster (expert 3–5)		
41	Freakshow owner (expert 2–5)	88	Storyteller (bard 3–5)		
42	Gablemaester (expert 3–5)	89	Streetclerk (expert 3–5)		
43	Gambler (expert 2–5)	90			
43	Gin shop owner (commoner 2–5)	90	Street food vendor (commoner 1–3) Street tough (warrior 1–4)		
44 45	Glassblower (expert 2–4)	92	Swyne dilettante (aristocrat 1–2)		
46	Gnome <sup>7</sup> trader (expert 1–6)	93	Swyne mage (wizard 1–3)		
47	Gnome <sup>8</sup> painter (expert 2–4)	94	Taxidermist (expert 2–5)		
48	Gnome <sup>7</sup> peddler (commoner 1–4)	95	Theatre impresario (expert 3–6)		
49	Gnome <sup>7</sup> river pilot (expert $3-5$ )	96	Trader fallen on hard times (expert 1–3)		
50	Gnome <sup>7</sup> shipwright (expert 2–8)	97	Undertaker (expert 1–5)		
51	Groom (commoner 1–2)	98	Unusual (GM's choice)		
52	Guild factor <sup>9</sup> (expert 5–10)	99	Watch inspector (expert 3–8)		
53	Gypsy (Viroeni or halfling commoner 1–4)	100	Wizard 1–2		
54	Halfling rogue 1-2		L8: Bard's Gate by Frog God Games		
55	Household servant (commoner 1–2)		numan, 10% halfling street dwarf, 10% hill dwarf		
56	Innkeeper (commoner 2–4)		nill dwarf, 25% street dwarf		
57	Insectum addict (beggar <sup>1</sup> 1–4)	<sup>5</sup> 70% ł	half-elf, 29% high elf, 1% primitive		
58	Invalid soldier (warrior 1–4)		numan, 19% half-elf, 1% primitive rock gnome, 29% tradelord gnome, 1% svirneblin		
59	Leper (beggar <sup>1</sup> 3–6)	<sup>8</sup> 90% rock gnome, 7% svirneblin, 3% tradelord gnome			
60	Link-boy (commoner 1–2)	<ul> <li><sup>9</sup> 60% human, 25% tradelord gnome, 10% street dwarf, 5% half-elf</li> <li><sup>10</sup> See <i>Dead Man's Chest</i> by Frog God Games</li> </ul>			
61	Manufactory worker (commoner 1–3)	<sup>11</sup> Cons	sider something more monstrous such as mongrelfolk, ratfo s, coprophagi, lantern folk, wererats, etc.		

# Common Alames of The Blight

After determining the types of friends above, names should be selected for these friends. Lists of names are provided below for males, females, and surnames. These are examples of typical human names found within the Blight. There are many more names to found within the city, but these can serve as a guide for capturing the feel of the average names spoken on the streets and in the gin houses of the city.

### Male Hames Joshua

Barbel Bathsedomil Bedomile Borage Breck Carbuncle Carder Cleg Cole Crig Droll Ekrin Flax Gideon Grund Henbit Jacob

Ancona Bernice Blackberry Briney Broom Brudella Bunting Buttercup Catkin Celeress Chastity Chen Constance Curlew Dandelion Dulse Ella

Alderfly Bedstraw Blackfly Blackhemp Bladderwort Botfly Brompton Butterly Catchpenny Cornuwell Cotter Crump Crush Dogerell Flixton Frim Grindalythe Kale Kotlin Loam Luther Natter Mab Mox Oscar Padge Pleasant Quarrel Qogg Rudge Seth

### Semale Alames

Silas

Elisa Elisabeth Ettie Fogou Grace Happiness Hazel Hemp Hempy Hope Hornet Humrineller Ivy Juniper Katkin Lettuce Mallow

### Gurnames

Grindylow Gutter Hartwill Hogweed Humpless Kumblecramps Kumblekumble Linton Lucksikard Mine Mowthorpe Mumblechump Mumpsy Pedimine Podge Pollard Porter

Mercy Murnifell Nan Nightscent Poppy Primrose Rull Shanny Shanny Sheepsbit Tansy Teasel Thenna Uneria Vellia Weft Zydora

Sorrel

Spurge

Sturgeon

Tanner

Toadflax

Tog

Tomlin

Turnip

Turnstone

Tussock

Uriah

Weald

Weld

Welt

Woad

Wrack

Wryneck

Pumple Rake Rast Rowgate Sedge Slyne Sough Stoat Stotter Tangle Thornholme Tredge Troff Turnkey Wodge Wold Zander



# Appendix: Blight Pre-Generated Characters

The following player characters represent several Wicken villagers about to be hanged in the *Redemption* prison hulk. As such, they have no gear other than ragged peasant's clothing. Each of these curiously gifted villagers was created using a 20-point build and has a background that ties them into the events of the *The Levee Adventure Path*. Although they are designed specifically for use with *The Levee*, they can be used — with appropriate gear added — in any other campaign or as sample Blight NPCs.

# References

The following character builds draw on material from the Blight campaign setting and other Pathfinder Roleplaying Game publications. Content from **The Cyclopædia Infestarum** is marked with an asterisk (\*). Content from other *Pathfinder Roleplaying Game* products is marked using the following abbreviations. Readers can find the complete rules of these books available online for free at **d20pfsrd.com**.

Pathfinder Roleplaying Game Advanced Class Guide Pathfinder Roleplaying Game Advanced Player's Guide Pathfinder Roleplaying Game Advanced Race Guide Pathfinder Player Companion: Champions of Purity Pathfinder Campaign Setting: The Inner Sea World Guide Pathfinder Roleplaying Game Player Companion:	ACG APG ARG CP ISW
Quests & Campaigns	QC
Pathfinder Roleplaying Game Ultimate Campaign	UC
Pathfinder Roleplaying Game Ultimate Magic	UM

# Agnes Geroggs, Farmer

CR 1/2

XP 200 Female human witch<sup>APG</sup> 1 N Medium humanoid (human) Init +0; Perception +4

AGNES SCROGGS

AC 10, touch 10, flat-footed 10 hp 12 (1d6+6) Fort +2; Ref +0; Will +4

### Speed 30 ft.

Melee unarmed strike +0 (1d3 nonlethal) Special Attacks hexes (feral speech<sup>UM</sup>, healing [1d8+1], slumber [1 rd., DC 14]) Spells Prepared (CL 1st): 1st—charm person (DC 14), sleep (DC 15) 0 (at will)—daze (DC 13), mending, stabilize Patron animals

Str 10, Dex 10, Con 14, Int 16, Wis 14, Cha 14 Base Atk +0; CMB +0; CMD 10 Feats Alertness<sup>B</sup>, Extra Hex (2) Traits mediator<sup>CP</sup>, Wicken farmer\* Skills Bluff +4, Diplomacy +6, Handle Animal +9, Heal +6, Knowledge (nature, planes) +7, Perception +4, Profession (farmer) +9, Sense Motive +4, Spellcraft +7



**Languages** Common, Elven, Gnome, Halfling **SQ** silver tongued<sup>ARG</sup>, witch's familiar (toad named Umbridge; knows all prepared spells plus L0—all; L1—animal purpose training<sup>ACG</sup>, beguiling gift<sup>APG</sup>, cure light wounds, and ill omen<sup>APG</sup>)

Gear peasant's outfit

**Feral Speech (Su)** This hex grants you the ability to speak with and understand the response of any animal as if using *speak* with animals, though each time you use the hex, you must decide to communicate with either amphibians, birds, fish, mammals, or reptiles, and can only speak to and understand animals of that type. You can make yourself understood as far as your voice carries. This hex does not predispose any animal so addressed toward you in any way. At 12th level, you can use this hex to communicate with vermin.

**Mediator** You have a way with calming tempers, using cool logic to sooth heated disagreements, and you were always the one to settle arguments among your friends, family, and community. You receive a +1 trait bonus on Diplomacy checks. In addition, you receive a +1 trait bonus to the DC

of any charm or compulsion effect that does not provide ongoing control and results in peaceful acts, such as *calm emotions*, *sleep*, or a *suggestion* to lay down arms. **Wicken Farmer** You grew up and worked on a farm in Wicken. The land was fertile, the water clean, and the harvests were invariably good. Your farm thrived and, in time, became yours. You gain a +3 trait bonus on Handle Animal and Profession (farmer) checks, and both are class skills for you.

You were born and raised at your family's farm on the outskirts of Wicken, a village that lies several miles outside the great city of Castorhage. Your parents were much older than most others when they conceived, and your arrival was both a blessing and a surprise for they had all but given up the hope of having a family.

From an early age, you found you had a way with the animals of the farm, instinctively understanding them and being able to convince them to be calm or comply where others seemed to find their behavior confusing, aggressive, or stubborn. Your skill helped the farm to thrive and, by your late twenties, you had taken over from your aging parents.

When your mother died two years later, you met your Aunt Sorcha for the first time at the funeral. Aunt Sorcha stayed at the farm afterward ostensibly to cook, clean, and help your father grieve — but primarily, having discovered your way with animals, to secretly pass on her knowledge of witchcraft to you. She helped you to find Umbridge, your toad familiar who had been waiting for you in one of the farm's dry stone wells. With Sorcha and Umbridge's help, you learned how to speak with animals, and how to use your subtle influences on people too, many of whom began to seek you out to mediate disputes.

When your father died less than a year later, Aunt Sorcha had almost finished her teachings. When the soldiers came, she had been gone for less than a week. You do not know why you have been arrested, but you hope Aunt Sorcha's teachings help you and others to survive the experience. Umbridge, who has remained hidden beneath your clothes throughout, believes they will.

You are 5 ft. 6 in. tall and weigh 150 lbs. You have long, wavy brown hair, green eyes, and white skin tanned from long hours working outdoors. You are 31 years old, and The Green Father is your patron deity.

# Eliza Crabapple, Frapper

ELIZA CRABAPPLE XP 200

Female human rogue 1 N Medium humanoid (human) Init +8; Perception +5

AC 14, touch 14, flat-footed 10 (+4 Dex) hp 10 (1d8+2) Fort +1; Ref +6; Will +1

### Speed 30 ft.

Melee unarmed strike +4 (1d3+1 nonlethal) Special Attacks sneak attack +1d6

Str 12, Dex 18, Con 13, Int 13, Wis 12, Cha 10 Base Atk +0; CMB +1; CMD 15 Feats Improved Initiative, Weapon Finesse Traits Grog's snarer\*, ordinary<sup>uc</sup> Skills Acrobatics +8, Climb +5, Craft (traps) +5, Disable Device +7, Escape Artist +8, Knowledge (local) +5, Perception +5 (+6 to locate traps), Sense Motive +5, Sleight of Hand +8, Stealth +10 (+14 when hiding in a crowd), Swim +5 Languages Common, Elven

SQ heart of the fields<sup>APG</sup>, trapfinding +1 Gear peasant's outfit

**Grog's Snarer**: You spent many hours with Wild Grog, Wicken's local poacher, learning how to set snares and trap game. Game was plentiful in Wicken, the foul air of the city



unable to grasp at its forest and meadows. You gain a +2 trait bonus on Craft (traps) and Stealth checks, and both are class skills for you.

Heart of the Fields You are used to hard labor and gain a racial bonus equal to half your character level to Craft (traps), and once per day you may ignore an effect that would cause you to become fatigued or exhausted. This racial trait replaces skilled.

You were born and raised at your father's home in Wicken, a village that lies several miles outside the great city of Castorhage. You were named after your mother who died giving birth to you, weakened by a disease that she picked up from the markets in the city. Your father is a skilled artisan, adept in repairing clocks, locks, and simpler, mechanical devices. From a young age, you were taught the mysteries of cogs, gears, triggers, and trips as you helped him in his work, sometimes traveling with him to various parts of the city to make deliveries and pickups.

As you progressed into your teenage years, you grew tall and athletic. You loved running, jumping, and climbing all around the village and local area until you met Silas, a strong and handsome local shepherd's boy. Silas introduced you to Wild Grog, the local poacher, who taught you both how to trap game. You excelled in setting snares and making traps, a skill that your father's teachings had set a solid foundation for, and you were proud to contribute to the kitchen table. But Wild Grog, an old adventurer, also taught you both how to fight. You learnt to use your agility and speed to outmanoeuvre your opponent and find weak spots in their defenses.

When the soldiers came, though, your skill was outmatched by their armor and weaponry, and you were bludgeoned into unconscious for deigning to resist. You do not know why you and other villagers have been arrested, but you hope Wild Grog's teachings help you and the others to survive the experience.

You are 5 ft. 9 in. tall and athletically built, weighing 155 lbs. You have short, curly strawberry-blonde hair, green eyes, and freckled white skin. You are 19 years old, and The Green Father is your patron deity.

CR 1/2

# Gideon Redmane, Cidermaker

# GIDEON REDMANE

CR 1/2

Male gnome bard (prankster<sup>ARG</sup>) 1 NG Small humanoid (gnome) Init +2; Senses low-light vision; Perception +6

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size) hp 11 (1d8+3) Fort +3; Ref +4; Will +2 (+3 vs. charms and compulsions); +2 vs. fear, despair, and illusions

### Speed 20 ft.

 Melee unarmed strike +1 (1d2 nonlethal)

 Special Attacks bardic performance 7 rounds/day (countersong, distraction, inspire courage +1, mock [DC 13])

 Spell-Like Abilities (CL 1st):

 1/day—dancing lights, ghost sound (DC 14), prestidigitation, speak with animals

 Spells Known (CL 1st):

 1st (2/day)—grease (DC 14), silent image (DC 15)

 0 (at will)—daze (DC 13), ghost sound (DC 14), prestidigitation, summon instrument

 Str 10, Dex 15, Con 16, Int 8, Wis 11, Cha 17

 Base Atk +0; CMB -1; CMD 11

Fats Spellsong<sup>UM</sup> Traits ciderwright\*, irrepressible<sup>QC</sup> Skills Bluff +7, Climb +6, Knowledge (all) +0, Perception +6, Perform (comedy, wind instruments) +7, Profession (brewer) +8, Sleight of Hand +6, Stealth +10; Racial Modifiers +2 Perception, +2 Profession (brewer) Languages Common, Gnome, Sylvan SQ bardic knowledge +1, eternal hope<sup>APG</sup>, gnome magic Gear peasant's outfit

**Ciderwright** Wicken's copious crop of apples always appeared in late summer or early autumn, and you became an expert at climbing the orchards to retrieve the choicest fruit. Working under the guidance of the local brewer, Tully Redmane, you also mastered the art of cider making. You gain a +2 trait bonus on Climb and Profession (brewer) checks, and both are class skills for you.

**Eternal Hope** Gnomes with this racial trait receive a +2 racial bonus on saving throws against fear and despair effects. Once per day, after rolling a 1 on a d20, the gnome may reroll and use the second result. This racial trait replaces defensive training and hatred.

**Irrepressible** Your hope for a brighter future blessed by the gods, combined with your powerful personality, allows you to force your way free of spells that cloud the mind. You can use your Charisma modifier in place of your Wisdom modifier when attempting Will saving throws against charm and compulsion effects.

You were born and raised at your parents' tavern in Wicken, a village that lies several miles outside the great city of Castorhage. Your father, Tully, is a master cider maker, and your mother is a cook and hostess to all who visit The Smiling Pig. As a gregarious and fun-loving youngster, you relished living in a home that attracted frequent visitors, even those from the city, and you loved helping your father and older sisters out in the orchards.

Due to your longevity and the centrality of your family's tavern and brewery to village life, you have grown to know all of the families of Wicken and can count several of the parents of your current close friends as former playmates. While some of the longer-lived races find such change to be sad, you have always had a talent for seeing the funny sides, the silver linings, and for making people laugh. The fact that you have learnt how to make people drunk as well just works in your favour. You



also enjoy telling tall tales to the officious or the ill-humored, and you have developed the skill to cut them down to your size with a few choice, mocking words.

You had been back at Wicken for only six years when the soldiers came, having left for a decade to study music, comedy, and magic with talented members of your extended family who cleave even closer to their fey roots in the deep, wild forests even farther from the city. But your attempts to charm and distract the armored invaders fell on compassionless hearts, and you were bludgeoned into unconscious for making light of their serious, unknown business. You do not know why you and other villagers have been arrested, but you hope that your optimism and influence help you and the others to survive the experience.

Tall for a gnome, you stand 3 ft. 8 in. tall and weigh 43 lbs. You have spiky red hair, golden eyes, and nut-brown skin. You are 46 years old, and Hammer Mittelschmerz is your patron deity.

# Meriwether Chubb, Preacher

### MERIWETHER CHUBB XP 200

CR 1/2

Male human cleric of Mother Grace (The Beatific Quest) 1 LG Medium humanoid (human) Init +0; Perception +3

AC 10, touch 10, flat-footed 10 hp 10 (1d8+2) Fort +4; Ref +0; Will +5; +2 vs. charms and compulsions

### Speed 30 ft.

Melee unarmed strike +2 (1d3+2 nonlethal) Special Attacks channel positive energy 6/day (DC 11, 1d6) Domain Spell-Like Abilities (CL 1st): 6/day—calming touch (1d6+1), inspiring word (1 round)

**Spells Prepared** (CL 1st): 1st—bless<sup>D</sup>, protection from evil, sanctuary (DC 14) 0 (at will)—guidance, light, stabilize **D** Domain spell; **Domains** Community, Nobility (Martyr<sup>APG</sup>)

Str 15, Dex 10, Con 14, Int 10, Wis 16, Cha 13 Base Atk +0; CMB +2; CMD 12 Feats Extra Channel, Selective Channeling Traits alman preacher\*, birthmark (see below) Skills Diplomacy +5, Knowledge (history, planes) +4, Knowledge (religion) +6, Perform (oratory) +7, Sense Motive +7 Languages Common

Gear peasant's outfit

Alman Preacher You spent many hours in Wicken's Church of St. Alman, absorbing Father Gromwell's religious stories that filled your head and heart with dreams of Heaven and Paradise. You gain a +2 trait bonus on Knowledge (religion) and Perform (oratory) checks, and both are class skills for you.

**Birthmark** You were born with a strange birthmark that looks very similar to the Mother and Child symbol of Mother Grace. This birthmark can serve you as a divine focus for casting spells and channeling energy, and as a physical manifestation of your faith, and it increases your devotion to your god. You gain a +2 trait bonus on all saving throws against charm and compulsion effects.

You were born and raised at your family's home in Wicken, a village that lies several miles outside the great city of Castorhage. Your father is the village blacksmith and your mother is a housewife. While your older brother followed your father into the family trade, your destiny was different from birth for you were born with the distinct rose-colored mark



of the Mother and Child over your heart.

Father Gromwell, the priest of the parish's Church of Saint Alman, took you under his wing as an acolyte from a young age and, along with your friend Sept, filled your head with dreams of Heaven and Paradise with his stories of angels and the afterlife.

Your faith in Mother Grace grew deep and, as you emerged from your teenage years, she blessed you with the power to heal, to inspire, and to protect those around you. When Father Gromwell confirmed you into the clergy, it was as much to his delight and pride as it was to your parents. In keeping with the teachings of the Beatific Quest, you began to lead religious and instructional sermons on the value of community, service, sacrifice, and the study of history working alongside your superior, Father Nettle, to build and lead the parish whenever Father Gromwell became immersed in his wonderful paintings of angels.

A short time later, when Father Gromwell announced that he was retiring and passing the torch to Father Nettle, the news was met with surprise and sadness, but also with understanding for you and the community knew that he had left the parish in good hands. It was only a few months after he had left, though — time in which you had hardly had the time to properly discuss the implications of Father Nettle's modernising ideas — when the soldiers came. You do not know why you and the other villagers have been arrested, but you hope that your faith and inspiration help you and the others to survive the experience.

You are 5 ft. 11 in. tall and, with the heavy, naturally strong build of your blacksmith father, weigh 185 lbs. Your short brown hair is cut in a tonsure, your eyes are blue, and your fair skin is pale from spending long periods indoors. You are 27 years old, and Mother Grace, as the Beatific Quest, is your patron deity.

# Gept Alman, Painter

SEPT ALMAN XP 200 CR 1/2

Male sorrowful\* half-elf sorcerer (wildblooded<sup>UM</sup>) 1 LG Medium humanoid (elf, human) Init +3; Senses low-light vision; Perception +5

AC 13, touch 13, flat-footed 10 (+3 Dex) hp 7 (1d6+1) Fort +1; Ref +3; Will +7; +2 vs. death effects, emotion effects, and enchantments Defensive Abilities dual minded\*; Immune sleep

Speed 30 ft. Melee unarmed strike -1 (1d3-1 nonlethal) Bloodline Spell-Like Abilities (CL 1st): 6/day—heavenly fire (1d4 divine energy; ranged touch +3) Spells Known (CL 1st): 1st (4/day)—color spray (DC 14), mage armor 0 (at will)—dancing lights, detect magic, disrupt undead (ranged touch +3), mage hand, message Bloodline empyreal

Str 8, Dex 16, Con 12, Int 14, Wis 16, Cha 10 Base Atk +0; CMB -1; CMD 12 Feats Eschew Materials, Fey Foundling<sup>ISW</sup> Traits Alman artist\*, sacred touch Skills Craft (painting) +6, Heal +5, Knowledge (arcana) +6, Knowledge (planes) +8, Lore (The Beatific Quest) +6, Perception +5, Spellcraft +6, Use Magic Device +4; Racial Modifiers +2 Perception Languages Celestial, Common, Elven, Gnome SQ elf blood, emotionally remote\* Gear peasant's outfit

Alman Artist You spent many hours in Wicken's Church of St. Alman, helping Father Gromwell to paint scenes of celestial glory, and listening to his stories of the afterlife. You gain a +2 trait bonus on Craft (painting) and Knowledge (planes)



checks, and both are class skills for you.

**Dual Minded** Half-elves with this racial trait gain a +2 bonus on all Will saving throws. This racial trait replaces the adaptability racial trait.

**Emotionally Remote** Torn between two worlds, some Blight half-elves have grown emotionally distant to those around them. They gain a +2 bonus on saving throws versus emotion effects, and attempts to influence their attitudes using Diplomacy or Intimidate receive a -5 penalty. This racial trait replaces multitalented.

**Fey Foundling** Your strange connection to the faerie realms infuses es you with life, and whenever you receive magical healing, you heal an additional 2 points per die rolled. You gain a +2 bonus on all saving throws against death effects. Unfortunately, you also suffer +1 point of damage from cold iron weapons (although you can wield cold iron weapons without significant discomfort).

You do not know where you were born or who your parents are, for you were found at the door of the Church of Saint Alman as a baby, laid in a basket woven of twigs and leaves, and bearing a red birthmark shaped like a seven-pointed star near your left eye. Father Gromwell, who found you, named you accordingly, and pronounced you a blessed child of Wicken and the son of all.

Many of the families of Wicken contributed to your upbringing, sharing the burdens and the pleasures of your company, and so you got to know almost everyone. Try as you might, though, you have never been quite able to overcome the lack of direct connection to the people who raised you, and you have remained emotionally remote, suffused at times with a deep sense of melancholy. You became good friends with Meriwether, however, the church's acolyte who was only a year older than you, and you spent many days with him in the church, learning the teachings of Mother Grace. You also spent time helping Father Gromwell paint his grand visions of angels — a skill that you became quite proficient in and you also loved to listen to his stories of the realms of the afterlife.

Your magic came as you left your teenage years, a gift from an ancestor

that causes the star high on your left cheekbone to burn with an inner fire and enables you to heal with a touch or with divine flame, and to dazzle with starlight. But when the soldiers came, there were too many for you to subdue, and you were bludgeoned into unconsciousness for daring to resist. You do not know why you and the other villagers have been arrested, but you hope that the magic that suffuses your blood helps you and the others survive the experience.

You are 6 ft. 2 in. tall and slender, weighing only 170 lbs. You have shoulder-length blonde hair, violet eyes, and pale white skin. You are 26 years old, and Mother Grace, as the Beatific Quest, is your patron deity.

# Gilas Bodd, Poacher

SILAS HODD XP 200 CR 1/2

XP 200 Male human fighter 1 N Medium humanoid (human) Init +2; Perception +6

AC 12, touch 12, flat-footed 10 (+2 Dex) hp 13 (1d10+3) Fort +4; Ref +2; Will +0

Speed 30 ft.

Melee unarmed strike +3 (1d3+2 nonlethal)

Str 15, Dex 15, Con 14, Int 13, Wis 10, Cha 12 Base Atk +1; CMB +3; CMD 15 Feats Dazzling Display, Two-Weapon Fighting, Weapon Focus (dagger) Traits Groa's spotter\*, harvester<sup>uc</sup>

Iraits Grog's spotter, harvestere

**Skills** Climb +6, Intimidate +5, Perception +6, Perform (oratory) +7, Profession (trapper) +5, Survival +4



Languages Common, Elven Gear peasant's outfit

**Grog's Spotter** Your keen eyes aided Wild Grog, Wicken's local poacher, especially at night when hunting rabbits. Grog was a great storyteller, and you spent happy hours listening to his stories of heroism and dragons. You gain a +2 trait bonus on Perception and Perform (oratory) checks, and both are class skills for you.

**Harvester** You were trained to harvest all parts of an animal with care and precision. You gain a +1 trait bonus on Profession (trapper) checks, and you do not risk poisoning yourself whenever you handle or apply poison taken from a venomous creature.

You were born and raised at your family's home on a hill overlooking Wicken, a village that lies several miles outside the great city of Castorhage. Your father is a shepherd, and your mother and younger sister are seamstresses. You spent much of your youth helping your father, guiding the flock in the hills and dales, shearing and lambing in the spring, and protecting them from wolves and other predators. You grew strong and quick as a result, with proficient knife skills and a sharp eye.

Your family was poor, however, and so as you got older, you also began joining Wild Grog, an old friend of your father's, as he poached game. You proved a proficient survivalist, with a particular talent for spotting game trails and burrows, knife-hunting, and skinning for meat and fur, but you had little patience for the finer points of trapmaking. When Grog mentioned you could both do with another pair of hands, you invited Eliza, a local girl who you'd had your eye on for a while, to join you. She proved to be an excellent trapmaker, and the three of you enjoyed great success. You loved Grog's stories of his old adventuring days, which he used as inspiration to teach you and Eliza how to fight. You learned how to use two daggers at once, as well as some handling tricks to warn opponents of your intimidating proficiency. But when the soldiers came, your skill was outmatched by their armor and weaponry, and you were bludgeoned into unconscious for deigning to resist. You do not know why you and other villagers have been arrested, but you hope Wild Grog's teachings help you and the others survive the experience.

You are 6 ft. tall and muscular, weighing 190 lbs. You have long brown hair, brown eyes, and tanned skin. You are 21 years old, and The Green Father is your patron deity.



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