Edgewater's Folly by John E. Ling, Jr.



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Edgewater's Folly

The city of Edgewater is under attack, though few realize it. Most just assume the rats and other vermin in the sewers have started spreading a new form of plague. They're partially right — rats are spreading a virulent new disease throughout the city. But for those willing to plumb their filthy depths, the city's sewer system holds many secrets. More is at play than just some filthy rats and a new strain of disease. Edgewater's Folly is a 7th level *Pathfinder Roleplaying Game* adventure of heroic proportions!

ADVENTURE BACKGROUND

The town of Edgewater has been growing in recent years. Edgewater has an odd, symbiotic relationship with Deep Salt Bay — a much larger city not far up the coast. Until recently, Deep Salt Bay received the majority of ships seeking a port of call in the region. Extremely low import tariffs in Deep Salt Bay coupled with a nefarious, greedy criminal element in Edgewater drove most ships to the larger city up the coast. New leadership in Edgewater has reversed that course — and those in power in Deep Salt Bay have taken notice.

Two years ago, Edgewater elected new leaders. Fed up with the docks being drastically under-utilized and various criminal gangs having their grubby fingers in everything, the citizens revolted. Despite threats from crime lords, the citizens voted out the town's lord-mayor along with seven of the nine council members. In their stead, the townsfolk elected a band of former adventurers who were looking for a place to settle down comfortably. Upon winning the election, the new lord-mayor and his council set about implementing two specific changes to sway the tides in Edgewater's favor.

First and foremost, they immediately set about bringing the criminal elements in line. As former adventurers, they recognized that completely removing the criminal underbelly was neither feasible nor beneficial. Like it or not, a city does reap rewards from a criminal element in some ways — as long as that element is kept in check. A town can potentially profit from gray markets; if certain goods and services can only be acquired in your town, wealthy adventurers who seek those items will come. And they will spend money. A lot of money. Criminals are also somewhat self-regulating, in an odd way. If the criminal element were completely wiped out in Edgewater, a new group would move in to fill the void. The devil you know is oftentimes better than the devil you don't.

The new lord-mayor and his council determined their best course of action was to work with one specific thieves' guild and give them an unofficial endorsement. The guard began to turn a blind eye on some of the guild's activities, and in return the guild shifted its operations more deeply into the shadows. The lord-mayor won an additional, crucial concession from the thieves' guild: they backed off on shakedowns of ship captains. This move was critical to the success of the new leaders' plans for economic recovery. Cargo-laden ships had avoided Edgewater's harbor precisely because of the recurrent shakedowns by various thieves' guilds. The lord-mayor convinced the guild leadership that over time, they would make more money by ending their shakedown practice so ships would return to the harbor.

The other action undertaken by the new lord-mayor and council was far more subtle and underhanded, but affected Edgewater's rising

prosperity dramatically. They hired silver-tongued agents to travel to Deep Salt Bay. There, those agents got the ear of the city's rulers and convinced them to raise tariffs on most goods coming into the docks there. It was easy money, the agents explained. All these captains *want* to come to Deep Salt Bay, the agents argued. Edgewater is in shambles, and can't even boast stable leadership, they continued. Slowly, the words of these silver-tongued agents (aided, no doubt, by judicious use of magic) convinced the leaders of Deep Salt Bay to give in to their greed. Taxes went up, slowly at first. But as the city's coffers began to fill — along with the pockets of the burgomaster — greed took over. The leaders of Deep Salt Bay continued to raise their import tariffs and other taxes.

At first, these increased fees meant little to ship captains. They certainly weren't going to dock in Edgewater and suffer a shakedown; they paid the fees. But over the course of two years, a curious thing happened. The reputation of Edgewater improved, while that of Deep Salt Bay deteriorated. Word traveled quickly among captains and crews of the various ships plying their trade along the coast, and soon Edgewater became the go-to port in the region. Business, as they say, was booming in Edgewater.

The agents sent to Deep Salt Bay quietly left town after performing their tasks. Now, that city's residents are wondering what led their leaders astray, what caused them to take such a good thing and throw it away. Some have noticed that "advisors" of the city's burgomaster have disappeared, and are asking difficult questions. Among those is the burgomaster's own wife, Gertie Treadwater. Gertie has grown accustomed to the lifestyle that can only be had as the wife of Deep Salt Bay's burgomaster, and she intends to do whatever is necessary to clean up after her fool of a husband.

Gertie has deduced that Edgewater was behind her husband's disappearing advisors. Not one to take such a slight while lying down, she has escalated events against the rival community. Through intermediaries, Gertie has hired a cabal of "blight druids." Blight druids are nature warriors intent on returning the earth to its most natural state, one that does not include settlements larger than a small village. Gertie understands full well that these rogue druids are not actually her allies. In time they'll turn their attention on Deep Salt Bay, but for now she's willing to use them to get the result she desires: Edgewater's ruin.

The druids have infiltrated Edgewater's sewer system. From there, they orchestrate the attacks on the community, inflicting the populace with a new magical disease the cabal designed specifically for this situation. The druids skulk in the sewer, using wild shape to hide among the natural inhabitants. To their surprise, they have encountered a wererat warren lead by Endie "The Rat" Talmot, a small-time crook on the outs with Edgewater's crime guild. Sensing a valuable resource at their disposal, the druids use The Rat and his warren as middlemen, distributing disease through them to the rest of the city.

The druids realize they are in this for the long haul. Gertie pays them well, and they plan on annihilating Edgewater within a few years. They expect their disease will wipe out about half the town's population over the course of the next year. They also expect that by that time some do-gooder cleric or paladin will come to the town's aid and stop the disease. The next phase of their plan is to bring forth a different plague — a plague of rats and other vermin. Talmot will make the perfect fall guy for their plans, so the druids do all they can to keep the petty criminal safe.



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HOOKS

A GM knows her players best, and so hopefully she knows how to entice them into the action. However, should she need a bit of inspiration to get her players to aid Edgewater, here are a few ideas she can take whole cloth, or alter as necessary for her group.

<u>Divine Intervention</u>: Especially pious clerics, oracles, or paladins of a deity dedicated to healing should have a particular interest in events in Edgewater. Whether they are sent to investigate and aid by their superiors, or they simply stumble upon events on their own, these holy warriors of health and vitality should be highly motivated to aid the sic – and solve the underlying issue, once discovered.

<u>Crime Does Pay (Sometimes)</u>: Players with a more criminal mindset may also have interest in Edgewater's problem. A player who is a member of Edgewater's semi-sanctioned criminal gang — or one looking to join — will have motivation to keep ships rolling into Edgewater's harbor. A player outside of the gang in an unsanctioned group or working freelance also could be motivated to help, and reap the benefits and accolades from such work.

Adversaries: If the GM spends a bit of time up front, she can work events in her campaign to make the blight druids a recurring adversary of the PCs. In this case, the PCs are motivated to help Edgewater simply because it allows them to tangle with their old foes once more. In this scenario, Edgewater's Folly could serve as the culmination of that specific campaign arc, or it could be used to set the pieces in motion to lead to a conclusion of your own design.

Mercenaries: The easiest hook to lay on the players, of course, is to simply pay them to do the job. As a former adventurer, Edgewater's lord-mayor is well aware that gold motivates. He offers PCs 5,000 gp each to investigate and end the threat; he expects, of course, for the PCs to negotiate, and 5,000 gp is simply his starting point. He is willing to go higher as described in the adventure, and could also be talked into adding special perks such as official titles.

ADVENTURE SUMMARY

The action begins about 2 months after the blight druids have started the spread of their disease. Whatever the reason for the characters' interest, they will need to work quickly to investigate events, uncover Talmot and his warren, link from him to the cabal of druids, and eventually — if they're lucky — connect the dots back to Gertie.

The adventure begins with the PCs interacting with the residents and leaders of Edgewater. Act I provides various set pieces and random encounters the GM can use to set the mood and distribute information as she sees fit. At a minimum, in Act I PCs should run through You Look Like Death Warmed Over, Panic in the Streets, and Thank you, Mr. Mayor so they can see the effects of the plague first hand, and interact with both the citizens and the city's leadership. Other encounters in this section are not required but can help the GM provide information, if necessary, or further set the mood of the city.

Act II takes the PCs into the town's sewers. The PCs likely first enter the sewers to confront The Rat and his warren in the northern half the sewer. Several clues available to PCs point them toward the wererat as somebody of interest. After dealing with Talmot, PCs will need to delve into the southern half of the sewers where they are likely to encounter the blight druids. It is here that PCs may get their first inkling that there's more going on than meets the eye. The blight druids prove to be highly skilled at guerilla tactics, moving in and out of the sewers stealthily to strike the PCs when it's least convenient. Bringing down the druid cabal ends the direct threat to Edgewater.

Finally, should the PCs decide to take events to their full conclusion, **Act III** provides the GM with the information she needs to have the PCs confront Gertie Treadwater. The players have the option in Act III to simply barge in and arrest or otherwise capture Gertie, or they can opt to play it as a more diplomatic roleplaying encounter. Either way, Gertie is a formidable foe with extensive resources at her disposal. Whether PCs seek to draw blades against her or attempt to negotiate a lasting settlement between the two communities, victory against Gertie Treadwater will not come easy.

SPECIAL CONSIDERATIONS

Magic, when unplanned for, quickly unravels the best-laid plans of GMs and publishers alike. While it is impossible to account for every spell or magic item your players may currently have access to, we can offer you some general advice about two aspects of magic — divination and healing — that have the potential to greatly affect events.

DIVINATION

Divination magic, probably more than any other school, has the ability to utterly crash a hidden-villain themed adventure such as **Edgewater's Folly**. It's all but impossible to lay out guidelines for GMs that takes into account every spell and magic item — even ignoring other 3rd party material, there are simply too many options to offer step-by-step



guidelines to deal with this school of magic. Instead, this section offers some general guidelines to consider, taking into account the likely abilities possessed by a 7th level character.

GENERAL

The general tenor of the information below can be summarized simply: If PCs are willing to expend resources to use divination magic, reward them rather than thwart them outright. Nothing is worse for a player to have his character shot down simply by GM decree. Instead of saying, "No" to a player who attempts to use divination magic, a GM would do better to find a way to say, "Yes, but..." In other words, give the player something for their trouble but not the keys to the answer ... at least not without a lot of work. "Yes, your spell was successful. But as you stare into your *crystal ball*, you see that your target anticipated your action and has cloaked the room in complete darkness." A "Yes, but..." answer gives the players some level of reward for their expenditure of resources — spell slots, magic item uses, etc. — but doesn't give them everything at once.

Take a quick look at the PCs' character sheets prior to the start of play. Take note of any items or spells available that offer divination magic, then research those in particular detail. The players may surprise you with the questions they ask, but at least you'll have an idea what to expect and can plan accordingly. Finding an in-game counter to their divination is best. Instead of using GM fiat and saying, "Your spell fails," you can instead have firm ground upon which to build your rebuff of the players' efforts. Players may not be familiar with your countermeasures, but once they realize you didn't cheat them of their information, they'll more easily accept their defeat (this time!) and look for ways to get the upper hand on you next time.

Don't spill all the proverbial beans; instead, give just enough to entice them to keep digging (or to get back on track, if they were stuck) Keep some secrets to yourself for later. Below are some considerations you may need to ponder.

SCRYING

Once players have a clue about Talmot, they may opt to *scry* on the wererat. Similarly, once players become aware of the blight druids' or Gertie's involvement, each of those parties becomes a potential target of scrying magic. In Gertie's case, it is entirely reasonable to protect her with *nondetection*, which makes *scry* and similar spells much more difficult — though not impossible. A character who takes steps to boost their caster level prior to attempting to *scry* should be rewarded with some information, rather than thwarted out-of-hand.

CLAIRAUDIENCE/CLAIRVOYANCE

These spells — and ones like them — allow the players to see or hear events in an area without being present. Generally speaking, these spells create a sensor that others can detect with a Perception check. Also, the duration on such spells is typically short: one minute per level for *clairaudience/clairvoyance*, and similar durations on other spells of this ilk. Those aware of the sensors could simply say or do nothing until the spell expires.

A similar category of spells turns an ordinary item or animal into a "bug" that allows the players to see or hear events as though they were present. While the mechanical implementation is different, ultimately these spells are the same: something allows the players to spy on a distant location. If their method of spying goes undetected, then the players win that round and gain valuable information.

Targets who detect the sensor might opt to feed the players false information rather than keeping quiet or leaving the room. The target needs to communicate to those in the immediate area that they intend to lie, and also must convince the players that the information provided is accurate. Communicating locally could be as simple as scrawling a note on a piece of paper. If the players have the ability to see (and the target knows), the target needs to find other non-verbal methods to alert his cohorts of the presence of a spy. Allow the target a DC 15 Bluff check to inform his cohorts of the presence of the spy. For more on this use of the Bluff check, see the "Secret Message" section of the Bluff skill description in the *Pathfinder Roleplaying Game Core Rulebook*. Delivering that information to others in the room is only half the battle; the target also needs to convey their false message to the spying players. Another Bluff check, opposed by the players' Sense Motive, is a solid way to handle this. Another option, if it's better for the target, is to allow the target a Perform (act) check with a DC of 20. Success allows the target to fool the players into thinking the information being passed along is legitimate.

LOCATE OBJECT / LOCATE CREATURE

These spells allow PCs to pinpoint the location of a specific item or creature. If players went to great effort to set up events - such as the rogue using Sleight of Hand to hide a small object on a target - give them their just rewards for a job well done. However, these spells aren't a panacea. The object or creature must be within range (400 feet plus 40 feet per level), and even then the spell simply informs the caster of the general direction to the object or creature. Further, the duration is only 1 minute per level. A clever target - one who identifies the PCs' intentions — could use the spell to lead the PCs on a wild goose chase. For example, if the target realized the PCs planted a specific item, the mark could in turn plant the item on another individual. PCs who then spend time and resources to track the item find that their shiny marble is in the position of some local rube, rather than the blight druid upon whom the rogue planted the item. That said, if the target doesn't realize an item has been planted, PCs should be rewarded with some pertinent piece of information.

AUGURY AND DIVINATION

These spells allow PCs to ask questions of a higher power, often a deity or functionary of a deity. Of course, there is always a chance the spell fails. Even if it doesn't, as GM you are well within your rights to give the results in a cryptic clue. These spells work best if you can ascertain ahead of time the questions players might ask. You can encourage your players to willingly work with you and provide you this information ahead of time, or you can try to guess their questions. Either way, if you can have a cryptic rhyme on hand that offers the answer to their question(s), you enhance the game for the players.

OTHER SPELLS

Obviously, the PCs have a bevy of spells and magic items at their disposal. Clerics and druids are especially fortunate in this regard, as they can simply pick any spell they desire when they pray in the morning. Therefore, the GM needs to be ready for whatever divination the PCs may put into action. The worst case scenario would be if the players cast a spell you weren't expecting. If that happens, ask for a five minute break so you can review the spell, along with the material in this adventure. Unless the game just started, PCs may like the break anyway. Be honest. Tell the players you need a few moments to gather your thoughts so you can make the game as fun as possible. If it happens only once a session, they're likely to go along with it without any sort of argument.

HEALING

Paladins can cure disease with their mercies and lay on hands. Clerics, oracles, druids, and even rangers can cast *remove disease*; since this is a 3rd level spell, one could even make a wand at a relatively cheap cost and enhance the healing power of a sufficiently motivated group of divine champions. Of course, the plague druids are also aware of all these measures, and have taken steps to limit or negate their effect.

The disease currently working its way through Edgewater is a modified version of bubonic plague, which the druids have melodramatically named *civilization's downfall*. The blight druids have managed to add a supernatural element to the disease, making it much harder — but not impossible — to cure with magic. Similar to mummy rot, completely curing *civilization's downfall* requires casting *remove curse* followed by *remove disease*. These spells must be cast within one minute of each other, as with mummy rot. However, the druids have also taken steps to make this less than obvious to those seeking to cure the city's ill.

If the afflicted subject is treated with just a *remove disease*, the caster makes a caster level check as normal. If successful, the target appears to be cured and the disease goes into remission for 1d3 days. After the remission period, the disease flares again and the target resumes suffering the full effects.

ACT I: EDGEWATER IS ON EDGE

The blight druids arrived in town just over three months ago. They spent their first month doing some basic reconnaissance. They quickly latched onto the idea of using Endie "the Rat" Talmot as their fall guy. Endie is an on-the-outs aspiring gangster. A wererat with little patience, a terrible temper, and an axe to grind, Endie is known to many around town. The druids sweet-talked Endie, with the aid of a bit of magic, and endeared themselves to him quite easily. Endie is interested in ruining the unofficial thieves' guild in Edgewater, and the druids used this as their opening.

Two months ago the druids first unleashed their terrible disease, with Endie's help. Given the wererat's antipathy toward the criminal incrowd, it should come as no surprise that the first victims were members of the thieves' guild. The disease spread from there. The many temples in the city have found the disease extremely difficult to fight. At first, time and effort were wasted simply using *remove disease*. The priests and clerics soon realized that *civilization's downfall* wasn't a normal version of the plague. (See below for more details on the disease.)

Now the disease is quickly approaching critical mass; a full quarter of the population is infected. Instances of *civilization's downfall* have also been reported in nearby settlements, spread by those who left town, whether they departed to escape the disease, or were just going about their daily routines. Edgewater's population has plummeted during the preceding two months due to exodus and death. Prior to the blight druids' arrival, the city's population was just under 12,000. With about 2,000 residents infected — about 750 of those asymptomatic at the moment — the lord-mayor and his council are contemplating a self-imposed quarantine on the city, for the good of mankind everywhere.

CITY OF EDGEWATER

NG small city

<u>Corruption</u> -1; <u>Crime</u> +0; <u>Economy</u> +1; <u>Law</u> -4; <u>Lore</u> -1; <u>Society</u> +4

<u>Qualities</u> academic, notorious, prosperous, strategic location <u>Danger</u> +10; <u>Disadvantages</u> plagued

DEMOGRAPHICS

Government council

Population 8,378 (6,755 humans; 538 elves; 379 dwarves; 301 halflings; 405 other)

Notable NPCs

Lord Mayor Misk Maderal (N male human rogue 8/bard 3) Councilor Selin Jallas (NG female half-elf rogue 8) Councilor Jas Undrel (NE male human aristocrat 5)

Councilor Loz Ruppet (CG female human fighter 8)

Harro Havvenbish (CG male dwarf cleric 7)

MARKETPLACE

Base Value 6,000 gp; Purchase Limit 50,000 gp; Spellcasting 7th Minor Items 4d4; Medium Items 3d4; Major Items 1d6

CIVILIZATION'S DOWNFALL

The plague druids are well aware that simple diseases such as bubonic or septicemic plague would have a devastating effect on Edgewater — but the resulting chaos would also be relatively quick, with churches in town rapidly mobilizing to cure the ill. Spreading plague would no doubt have an effect on Edgewater, but the effect would be brief. The druids are more interested in causing a slow but steady downward spiral that wipes Edgewater out completely. They know that after a certain amount of time, word will spread of Edgewater's fate; that word will cause merchant ships to abandon Edgewater's port for safer shores, and merchants will simply move to whichever ports import their goods.

Symptoms of *civilization's downfall* include fever, chills, headache, fatigue, stomach pains, and vomiting. In addition, internal bleeding often creates deep bruising on victims — it was this symptom that lead to septicemic plague gaining the nickname "black death" during the middle ages.

Each day the PCs spend in Edgewater (not counting the sewers) they must make a Fortitude save to avoid contracting the disease, unless they take measures to make themselves immune to disease — supernatural as well as natural. Characters who take precautions can gain up to a +2 circumstance bonus on their save. It is left to you, the GM, to decide if the measures taken by the players is worthy of a +1 or +2 bonus. If you're unsure, err on the side of caution and grant a +2; after all, we want the PCs to solve the problem, not die in a pool of their own vomit.

CIVILIZATION'S DOWNFALL

<u>Type</u> curse, disease, inhaled, injury; <u>Save</u> Fortitude DC 19 <u>Onset</u> 1 day; <u>Frequency</u> 1/day

Effect 2d3 Con damage and 1 Cha damage and target is fatigued and sickened; <u>Cure</u> 3 consecutive saves or treatment with a *remove disease* spell causes the disease to go into remission for 1d3 days; curing requires casting *remove curse* and *remove disease* on the target within one minute of each other.

ENCOUNTERS IN EDGEWATER

Whether PCs happen to be wandering through town and learn of the issues, have lived here for some significant amount of time, or were sent here to deal with the issue the following encounters should be run sometime between their arrival in town and the moment when they decide to delve into Edgewater's sewers.

YOU LOOK LIKE DEATH WARMED OVER

This encounter works best when you run it in a crowded public or semipublic location, such as a tavern, restaurant, or popular merchant's shop. The PCs should be present, dealing with normal everyday business that is, not necessarily investigating the odd outbreak of disease. This encounter works well as a way to introduce the players to the problem if they're not already aware of the outbreak. Read or paraphrase the following to the players.

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As you conduct your business, the doors burst open with a loud bang! A young man stumbles through the now open doorway. It's hard to say for certain, but the man looks as though he enjoyed good health until very recently. Tall and lean, with large biceps, a barrel chest, and slender waist, his appearance speaks of a man who likely made his living performing physical labor. Now, however, the man is anything but a picture of health. His eyes have a glassy far-away appearance. His nose and eyes seep with yellow puss. His clothing is heavily stained and reeks of vomit. Most disconcerting, his face and arms are covered in patches of deep bruises, so dark they almost appear black. The man stumbles a few steps, grabs the shirt of the nearest patron and rasps, "Help... me!" He coughs twice, spewing speckles of blood and who knows what else, and then collapses to the ground.

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As the man — a member of the Muckraker's Guild named Otis Fathern (NG male human expert 3) — collapses to the ground, pandemonium ensues. Customers drop whatever they were doing, shout obscenities, and flee the property as quickly as possible. After reading the text, roll a d20. On a 19 or 20 a young woman is tramped in the doorway in the ensuing panic.

Fathern, for his part, is in pretty bad shape. At this particular moment, he's actually dying — and will do so in 1d3+2 rounds without special intervention from the PCs. If the players are unaware of the *civilization's downfall* plague outbreak at this point, they're about to become intimately familiar with it. A DC 15 Heal check is sufficient to recognize that Fathern suffers from some sort of disease and his condition is near-terminal. At this point, a PC making use of the Heal skill won't do Fathern any good; the man needs magical healing to have even a chance at survival. A DC 27 Heal check allows a PC to better assess the situation. In this situation, the PC believes Fathern is affected by plague — a fair assumption, even, given the locale of his employment. Should the PCs have the ability to cast *remove disease* or similar spells, they can temporarily halt the progress of the disease (see the sidebar for details). Otherwise, Fathern dies within the prescribed number of rounds.

THANK YOU, MR. MAYOR

This encounter is ideal after the PCs have seen firsthand the devastating effects of the disease. GMs should only use this encounter, however, if they actually *want* the city to offer the players a reward for solving the problem. The GM can tweak this vignette if she wishes for another group (such as the Muckrakers Guild) to offer a reward.

SETUP

By the time this encounter runs, the PCs should be well aware of the crisis unfolding before them in Edgewater. Lord Mayor Misk Maderal could probably get most of his old adventuring group back together and tackle the issue. But... well, he's grown a bit lazy and accustomed to the comfortable life afforded him in his current position. He finds it just as easy to hire some new heroes for the dirty task. If they do well, he can claim part of the glory — after all, he had the foresight to hire these heroes. If they fail at the task, the Lord Mayor can either keep quiet about hiring a band of heroes who failed miserably, or he can attempt to turn them into martyrs after their failure. Whichever option plays best with the current politics, of course.

Lord Mayor Maderal is quite content to pay handsomely for the PCs to take on this task. But that doesn't mean he'll offer his best price upon first meeting the PCs. He can pay a very large sum of money, as well as provide specific magic items as part of the payment. He can also bestow titles (mostly honorary) upon the PCs, and if he's pressed he can issue a proclamation that effectively gives the heroes free run of the city — Edgewater picks up their housing cost, meals, and so forth.

INTRODUCTIONS

The GM will need to devise some method of introducing the PCs to the Lord Mayor Maderal. They can share a common ally who handles the introductions, for example. If the PCs have made a home in Edgewater for some time, it is possible Lord Mayor Maderal has heard tales of their exploits. Whatever works for your campaign is a good hook. As a last resort, you can have the Lord Mayor desperately select the PCs randomly from among all the adventuring groups calling Edgewater home. Whatever your hook, be sure to bring it to the PCs' attention. If your group likes a bit of intrigue, you can simply hint at the reasons why they were chosen. If not, come right out and say why, in the voice of the Lord Mayor. "I guess you're wondering why I've called you to my office. You're probably well aware of the issues besieging my fine city; Friar Cummings recommended you to me. He told me how you've helped him immensely over the past year with several problems. A fine man, Friar Cummings! A friend of his is surely a friend of mine!"

Remember two things when roleplaying the Lord Mayor. First, he's a former adventurer, so he knows the routines, the language, and so forth. Second, he's currently a politician. He'll say what he needs to say to win the job and get the PCs on his side — even if that means making some promises he may try and break later. Beyond that, how to play the Lord Mayor is entirely up to you. We see him as a friendly, gregarious man, but if you need him to be cold and calculating, that works just as well.

ACTION

Either the Lord Mayor can travel to the PCs, or he can summon them to his chambers in City Hall. Regardless, the Lord Mayor spends a great deal of time making small talk. He enquires about recent events, asking specific questions and making comments that let the PCs know he's done his homework on them.

After pleasantries and banter, Lord Mayor Maderal gets down to negotiating, even if the PCs aren't quite aware he shifts from one mode to another. He begins by trying to ascertain just how much the PCs know about the situation. In Maderal's mind, the less they know, the better. He assumes they're aware of the plague striking the city, and probably even that it seems to come from the sewers in one form or another. After



digging into their knowledge, he offers the PCs 5,000 gp each if they're willing to head into the sewers and figure out what is going on. Maderal is quite sure that Edgewater is under attack from some unknown entity, though he keeps this information close to the vest.

Maderal expects the PCs will negotiate, of course. The absolute most he's willing to pay is the equivalent of 20,000 gp per PC — whether that's as a flat fee or includes some form of equipment or gear is immaterial. However, the Lord Mayor can sweeten the deal beyond the simple cash reward. He can offer the PCs titles, keys to the city, proclamations that effectively grant them free room and board in any of the cities hotels, and similar perks. As GM, you should drive a hard bargain — Maderal wants to pay as little as possible. Paying 10,000 gp and declaring the PCs Heroes of Edgewater is a significantly better deal for Maderal than, for example, paying 15,000 gp.

Maderal is willing to pay up to 25% as an advance, but begins negotiations at 5%.

NEGOTIATING

The simplest way to handle the negotiation is to just roleplay the encounter and let the chips fall where they may. However, if you have a group that prefers rolling dice over talking, you can turn the matter into a series of opposed die rolls.

For this purpose, Maderal has a total of +22 to Diplomacy, including a +6 Charisma bonus. He also has a +19 Sense Motive (+4 Wisdom), and +10 Profession (politician). If necessary, assume his Bluff is equal to his Diplomacy.

DEVELOPMENT

In the end, the ideal outcome would be for the mayor to hire the PCs to delve into the sewers and figure out who or what is attacking Edgewater.

As GM, it's better to make a bad deal than no deal. Making a deal with the PCs gives them skin in the game in the sense that it encourages them to have interest in a positive outcome for the adventure — even if that outcome is just a large cash payment.

If the PCs are generally clueless about where to go, this encounter also serves to point them in the right direction. The Lord Mayor can provide the PCs as much information as you deem necessary. Don't overshare, though. It's better to leave them in the dark, at least a bit. The PCs can always come back and talk to Misk again if they need to.

BRING OUT YER DEAD!

This encounter can serve as an alternate introduction point for the PCs. As they stumble upon this horrible scene, they get their first inclination that something is going on. Otherwise, you could also use this encounter once the PCs are aware of the problem to drive home just how dire the situation is for the city. Either way, run the encounter as the PCs walk down one of the city streets.

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Eerily, the streets feel almost deserted. The normal bustle of the day — housewives beating dust from a throw rug, children playing, busy pedestrians trying frantically to dodge the children — is all but vanished. An uncovered wagon pulled by a pair of black horses sits in front of a three-story ramshackle building. A pair of men emerges from the run-down building bearing a stretcher. Upon the stretcher lie the unmoving bodies of a young woman, probably no older than 25, and a toddler. Even from this distance, you can see that both bodies are gaunt, and large dark bruises cover the faces.

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SETUP

The men bearing the stretcher are members of the Muckraker's Guild, and are none too happy with the task they've been assigned this day. Seven more bodies, some dead for as long as a week and a half, remain in the building. The cart already holds the body of a middle-aged male, his skin also showing the telltale bruising of the plague.

If the PCs attempt to chat or otherwise interact with the two workers, they find them both to be in an incredibly sour mood. A PC must make a DC 15 Diplomacy or Intimidate check to get one of the workers to reply to any questions; alternately, PCs could also get in their way and halt their progress as a means of getting them to speak up. If the men are convinced to chat, they tell of a thoroughly gruesome scene inside one of the apartments, where ten people have died within the last ten days. If the PCs used Intimidate, the workers go out of their way to share horrific details of the scene, such as the state of decomposition.

Both workers are infected with the disease, though they haven't yet exhibited symptoms. Any PC who moves within 10 feet of the workers or 15 feet of one of the three corpses must make a Fortitude save to avoid becoming infected.

This encounter should drive home a sense of dread and despair for the players. Other than talking to the workers, and possibly becoming infected themselves, there really isn't much they can do here.

NO HONOR AMONG THIEVES

This is another encounter that can either serve to introduce the PCs to the situation, or to show them just how grim things have become in Edgewater. The encounter runs best if it's between dusk and dawn, and when the PCs are in an alleyway — preferably in a not-so-pleasant section of the city.

As you scurry down the oddly quiet streets toward your destination, you catch an odd sight out of the corner of your eye. There, down a narrow side alley, you see a man sitting on the ground, his back and head leaning against the wall. A second man appears to be rifling through the man's pockets looking for something.

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SETUP

Both men are vagrants. The first is dead, a recent victim of the plague; the second is hoping to acquire something of value so he can purchase a couple drinks and maybe a bite to eat.



WOULD-BE THIEF XP 200

hp 5 (*Pathfinder Roleplaying Game GameMastery Guide*, "Pickpocket")

CR 1

ACTION

Chances are good the PCs believe the thief killed the man, though that's not actually true. The man died just a few hours ago from *civilization's downfall* and the thief is just looking to take advantage of the situation. If the PCs confront the thief, his eyes get wide with a panicked look before he bolts down the alleyway looking to escape. If PCs wish to pursue the would-be thief, you can use the "Pursuit" rules from the *Pathfinder Roleplaying Game Game Mastery Guide*, which are summarized here.

Appendix II contains a set of "chase cards" for use in this encounter. Print these out and cut them apart, then lay them out in any order you like (keeping rooftop obstacles after the "ascending to rooftop" cards). This chase has no set finish line, so laying them out in a circle works best. Next, find a miniature or other small token to use as a representative of all the participants. Place all the PCs on a random card. If they did not approach the would-be thief before startling him, place his token 2 chase cards ahead of the PCs. If the PCs approached, adjust accordingly based on distance.

Next, determine the baseline speed, which is equal to the movement rate of the majority of the chase's participants. In most cases, this is a land speed of 30 feet. This base speed sets the distance of each chase card, so in most cases each card represents 30 feet of space. At the start of the chase, each participant makes an Initiative check to determine the order in which he moves. Our would-be thief gets a surprise round of movement if he can succeed on a Stealth check opposed by the PCs' Perception checks. If only some PCs pass the Perception check, they also gain surprise round movement. If all PCs pass the check, there is no surprise round.

While a character's actual speed doesn't directly affect how often he moves between cards, it does affect how quickly he navigates obstacles. For each 10 feet slower than the chase's baseline speed a character moves, he suffers a cumulative -2 penalty on any check made to navigate obstacles. Likewise, for every 10 feet faster than the baseline speed he moves, he gains a cumulative +2 bonus on these checks. Significant mobility advantages over the baseline speed type (such as flight) grant an additional +10 bonus on checks made to avoid obstacles, simulating the character's use of enhanced movement to bypass obstacles entirely. Used properly, extremely powerful effects (such as teleportation) allow a character to instantly move forward a number of cards (use each card's distance to determine ranges).

Using the base assumption of 30-foot cards, it takes a move action to

move through a single card. When a character exits from a card, he must choose one of that card's two obstacles to face as a standard action before moving to the next card. Success means the character moves to the next card, while failure means the character must face the obstacle again on the next round. Instead of exiting a card, a character can choose to take another action not directly related to navigating the chase's course, such as casting a spell or drawing a weapon.

A character who wants to attempt to move three cards during his turn can do so by taking a full-round action. That character must overcome both obstacles on the card he is leaving. In this case, if a character fails either obstacle check by 5 or less, he only moves one card forward and his turn ends. If a character fails either obstacle check by more than 5, he cannot move at all that turn. A character unfortunate enough to fail two obstacle checks in a turn becomes mired in his current square (he might have fallen from a ledge, gotten a foot stuck amid roots, or got caught in a crowd, for example). A character who is mired must spend another full-round action becoming un-mired and effectively loses his next turn in the chase.

A character can also choose to make a ranged attack or cast a spell during his turn in a chase. If the action is a full-round action, he can't move at all. Use the number of cards and their established distances to determine ranges as necessary. The terrain where the chase takes place might provide the target partial or even full cover or concealment, as you wish. A character can only choose to make melee attacks against targets that are on the same card.

This particular chase ends if the would-be thief is ever four cards ahead of the PCs after the last participant's initiative that round. Alternately, the chase ends if at least one PC finishes a round in the same square as the thief. In the former scenario the thief escapes, having slipped from sight long enough to evade capture; in the latter scenario the PCs capture the fleeing vagabond and prevent him from running off into the night.

DEVELOPMENT

Any PC who makes even a cursory check of the dead body notices the severe bruising on the face, neck, and arms. If the PCs have not yet encountered any plague victims, they may very well confuse these markings for signs of a physical altercation between the would-be thief and the victim. If so, a DC 15 Perception check allows the PCs to notice the would-be thief has no injuries (other than those sustained from the chase, if appropriate).

For his part, the thief vociferously proclaims his innocence. ("He was dead when I got here, man! You gotta believe me!") The thief is not currently infected with *civilization's downfall* — in fact, he's oddly immune to the disease, though nobody knows that yet. For his efforts, he lifted a total of 7 cp and a dagger from the dead body.

PCs who physically examine the dead body must make a Fortitude save to avoid contracting the disease.

AD-HOC XP ADJUSTMENT

If the PCs capture the thief after a pursuit, award them XP as though they overcame a CR 3 creature rather than a CR 1 creature.

PANIC IN THE STREETS

GMs should use this encounter only after the PCs have become well aware of the situation. They don't necessarily need to be "on the job" just yet, but it should be obvious to even the most obtuse observer that Edgewater is in crisis before you run this encounter. This encounter should be run during daytime hours. Ideally, you place this encounter near an important public location, such as city hall, the mayor's residence, City Square, or the Muckraker's Guildhall.

The streets are more crowded than usual, and a palpable energy crackles over the crowd. A shout rings out from the crowd. "I thought this new Lord-Mayor and his cronies were supposed to help us?" Another voice: "We're dying out here, and you haven't done a damn thing!" And another: "They're too busy, all safe and warm, eating their fancy meals!" More and more voices shout out from the crowd, the din deafening. The negativity feeds upon itself, and the comments become more and more personal — and more sadistic.

Just when you think things are about to boil over, a calm voice rings out above all the others. "Friends! Listen to yourselves, would you?" An older man you recognize steps to the front of the crowd. Perhaps a high priest you've seen or respected merchant; you can't quite put your finger on it. The man continues, "This is not what makes Edgewater a great city! Edgewater is a great city because we work together, because we care for one another. Please. Go home to your family, your friends. Grant them succor if they're ill. Enjoy their company either way."

The crowd mumbles, seemingly shaken from their daze by the man's speech. Just as the fringes of the crowd begin to melt away, a new voice yells out, "The old man wants us to die like cattle led to the slaughter! Compliant to the end and unaware of what's coming until it's too late!" The crowd freezes, unsure now whether to leave or continue their impromptu protest. Suddenly, a rock flies from the crowd and strikes the old man squarely on the temple. Immediately, blood gushes from the wound, his eyes roll back in his head, and he drops to the ground like a sack of potatoes. The new voice continues, "I won't go quietly, Lord-Mayor! Do you hear me!"

And then... anarchy.

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SETUP

The PCs have just witnessed the start of a riot. The palpable energy that was nearly quelled explodes. All manner of objects — rocks, beer bottles, bricks — fly through the air, striking randomly. The volume is so loud that nobody could speak over the crowd now even if they wanted to, at least not without the aid of magic. Storefront windows are smashed, fires lit. Fights break out, while others run for cover.

The old man can be anybody you need for your campaign. If you have no particular use for the NPC, designate him the high priest of a minor deity. He's still alive, but barely. Others in the crowd are also down on the ground with various injuries. The mob begins to spread quickly, and threatens to engulf a large section of the city.

ACTION

If the PCs wish to defuse the situation, they'll need to act quickly. The budding mob contains a few hundred people, and already it's starting to spread and grow. A bard or cleric with the *enthrall* spell has a very good chance of being a hero in this moment, as the spell affects any number of targets. The biggest downside to *enthrall* is that any violent act against a target of the spell ends the effect immediately. *Calm emotions* can be almost as effective, but is limited to a 20-foot radius spread. That can still have a large impact on the mob, especially if multiple casters happen to have it available.

Restraining unruly citizens is another option. Spells such as *entangle* and *rainbow pattern* can remove a significant number of rioters, though it does nothing to soothe their aroused state. Spells such as *deep slumber* can remove citizens from the mob, but only affect a small number of targets (up to 10 HD in the case of *deep slumber*).

Another option for spellcasters is using spells to divide the rioters into smaller groups, perhaps even isolating smaller numbers. While this tactic doesn't prevent them from harming one another, it does serve to reduce the size of the mob. The various *wall* spells can be highly effective at this task, as can cleverly used illusion spells.

Beyond magic, crowds can be dispersed through the use of nonlethal damage. In the real world, riot police use items such as rubber bullets, shotguns that propel beanbags, and firehoses for this sort of task. Your players may come up with some creative ideas, or they may simply choose to beat on townsfolk with the flat side of their sword, so to speak. Allow creativity to flow; give every idea a chance. Non-combat options should require some sort of skill check — whatever seems appropriate for the attempted task.

Ending the riot is a tough task; ending it quickly is even more difficult. Assume the mob started off with 250 townsfolk. Every minute, adjust this number by 2d6–5 (for a range of –3 through +7). This adjustment is independent of the PCs' actions. This adjustment accounts for new rioters joining the fracas or existing rioters dropping out (knocked unconscious, scared off, etc.). Adjust the number further by the number of townsfolk removed by the PCs, regardless of the means. For the purposes of a townsfolk who is only trapped (such as a tanglefoot bag or the *entangle* spell) assume the NPC is removed as long as the effect lasts 3 or more rounds. If the number of active townsfolk participating in the riot ever drops below 125, the crowd becomes too thin to sustain itself. At this point, the crowd can shrink as a result of your 2d6–5 roll, but cannot increase. Should the number of townsfolk ever drop below 100, instead remove 2d4–2 participants each round. If the number drops below 80, the crowd disperses and the riot ends.

GOOD, BAD... I'M THE GUY WITH THE SWORD

Of course, if your PCs aren't good aligned, or don't care too much about an alignment shift, the number of options available to them to quell the mob increases. Because ending the riot requires removing townsfolk from the scene, PCs with questionable morals could use tactics such as casting fireball or opening up a full attack on nearby targets. Such strategies would be brutal, but would likely prove highly effective at ending the riot.

However, such actions have strong consequences. Over the coming days, broadsides throughout the city will decry the PCs' "vile" actions. Merchants and other service providers are likely to turn the PCs away. The mayor and his council will not hire the PCs to deal with the villains in the sewers — and if the PCs killed more than 5 townsfolk, they go to the additional step of placing a bounty on their heads. Even if they "only" killed 5 townsfolk, Edgewater's officials will want nothing to do with them, and may try to arrest them on sight for their crimes.

In short, it has a good chance of changing the entire tenor of your campaign. Give your players plenty of opportunities — "Are you sure you want to cast that spell?" — to change their mind. But if they insist on heading down that path, they simply must deal with the consequences of their actions.

DEVELOPMENT

If you opt to use this vignette, it needs to be an utterly chaotic scene. (That's a theme you'll see a lot as you keep reading.) There is simply no way we can detail what would happen. Throw all manner of smaller encounters at your players within the larger context of the riot — a crying child in the middle of the street; an elderly woman trapped by a gang of four men; a young man lying in the middle of the street, his

head bleeding profusely and his leg broken; a merchant's store window shattered followed by looters helping themselves to the merchandise. A PC who has no effective method of crowd control in her repertoire should still have plenty to do within the moment.

Particularly heroic actions — saving the child or old woman, for example, or preventing the store from being thoroughly looted — could result in a reward, either monetary or just an owed favor. Improvise as needed, but by all means allow the player to bask in his or her special heroic moment.

If a PC kills one or more townsfolk while performing a heroic action, don't hold that death against them as detailed above, as long as the player tried other means first or had no other viable recourse. For example, if a PC moves to defend a store after the windows are smashed, the PC might choose to step between the store and mob while attempting a Diplomacy check to quell the mob. When that fails, the PC could try using nonlethal damage. As a last resort, she kills a rioter. This death shouldn't result in the PCs having a bounty placed on their head.

AD-HOC XP ADJUSTMENT

This encounter is extraordinarily tough – not just for the PCs, but for you to run and for us to tell you how much XP to award. As GM, you're really going to have to play this one by ear. Some rough guidelines: The faster the riot ends, the more XP players should get; ending the riot with minimal collateral damage should also increase the amount of XP; and bringing an end to events without the PCs causing the loss of life should also be rewarded. At a minimum, award XP for this encounter as though the PCs have defeated a CR 10 creature. For each "special" accomplishment you wish to reward, you should consider granting XP as though additional lower CR creatures were defeated. For example, if the PCs ended the riot without killing anybody from the city and without causing any significant property damage, you could award them XP for the CR 10 creature as the base, then also award XP for an "additional" two CR 5 creatures — one for each extraordinary achievement.

Make the awards worth their efforts. And hopefully, this rag-tag encounter leads to an epic gaming session your players talk about for years to come!

CLOSED!

This encounter should be used after the PCs are aware of the problem. They don't necessarily need to be "on the trail" so to speak, but they need to know there is an outbreak of a deadly disease in Edgewater. The encounter is only meaningful if the PCs have a connection to the establishment. This can be the place they sell unwanted magic items, where they get gems appraised, a tavern or restaurant, or any other business they've gained an attachment to. You should paraphrase the following read-aloud text, interjecting personal comments as appropriate to make it more meaningful for your group.

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As you walk down the street, the usual activity just isn't present. Those who are out move quickly and keep their head down almost seemingly afraid that if they make eye contact they'll run the risk of getting sick. As you continue down the road, you see an old friend out in front of his shop, hammering boards into the storefront.

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SETUP

This encounter should feel personal to at least one player, if at all possible. The proprietor — and their friend — has made the decision to board up the shop and move out. He has a series of 2x4 pieces of lumber, and is using them to seal the door and window. The alley entrance is already secured, and all the valuables have been removed from the building.

ACTION

The proprietor and his spouse have decided Edgewater is no longer a safe place to raise their family. They survived gang turf wars and difficulty getting merchandise due to the infrequent use of the docks, but this is just too much for them. They've made arrangements in Deep Salt Bay or another nearby town.

DEVELOPMENT

PCs cannot talk their friend out of leaving. However, they can convince the family to make the move a temporary one rather than permanent. With proper cajoling, the PCs can convince their friend to simply make this a temporary trip out of town, no less than 2 weeks but not more than one month. If Edgewater isn't safe by that time, he insists the move will become a permanent one.

If the PCs were especially close to this vendor, for whatever reason, feel free to have their friend bestow a small gift before riding off into the sunset with his family. A necklace and pendant or ring, for example, makes a nice token; it's something that's not *too* valuable, but easily caries more than monetary worth at the same time.

THE DUDGER HILL GANG

Use this encounter to help drive home the human side of a plague ravaging a city. When they're outside in a crowded location — a market, for example — you can use this encounter.

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As you make your way through the crowd, your group is suddenly accosted by a group of children — 4 boys and 2 girls. All six are filthy, as though they haven't bathed in weeks, and wear rags for clothing. The children move among your group, tugging on sleeves and begging. "Mister, spare a copper?" "Lady, would you happen to have any spare food?" "I'll clean your boots for two copper." The pack of kids shout over one another, trying to make sure their offer is the best-heard in the crowd.

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SETUP

Three of the children — two of the boys and a girl — are now orphans, thanks to the plague. So far none have shown signs of infection on their own though that may not matter if they can't find enough to eat. The other three children are friends of the first three. Two have sick parents and the third has a sick younger sibling. The children range in age from 8 up to 13.

The urchins have marked the PCs and other crowd-dwellers prior to their foray into action. The children have observed the crowd and picked a half-dozen or so targets to attempt to pick pocket, including two of the PCs. The children expertly move among the crowd, bumping into and grabbing hold of people while other members of the gang attempt to lift purses and other unattended objects. Pick two PCs who give off the appearance of being inattentive. Those two are among the children's marks.



STREET URCHIN (6) XP 200 each

CR 1/2

Male or Female young human expert 1 N Small humanoid (human)

Init +4; Senses Perception +3

DEFENSE

AC 16, touch 15, flat-footed 12 (+1 armor, +4 Dex, +1 size) hp 3 each (1d8–1) Fort –1, Ref +4, Will +1 Offense Speed 30 ft.

Melee sap +5 (1d4 nonlethal-3) or dagger +5 (1d3-3/19-20)

STATISTICS

Str 4, Dex 19, Con 8, Int 11, Wis 9, Cha 10

Base Atk +0; **CMB** -4; **CMD** 10

Feats Deft Hands, Weapon Finesse

Skills Acrobatics +8, Appraise +4, Bluff +4, Disable Device +10, Knowledge (local) +4, Perception +3, Sleight of Hand +10, Stealth +12 **Languages** Common

Other Gear padded armor, sap, dagger, belt pouch, 1d3 cp each

ACTION

As the six urchins run amongst the crowd, their movements are highly coordinated. A pick pocket attempt is only made when at least two other children are talking to, tugging on, or otherwise distracting the mark. The children are persistent, dreaming up all sorts of crazy questions to ask their marks — whatever keeps the adults distracted.

Lifting a small item from a person requires a DC 20 Sleight of Hand check. The kids receive a +2 circumstance bonus due to the distraction caused within the crowd. Success indicates the item was taken. The target, however, gets an opposed Perception check. Success indicates the thief's attempted legerdemain was noticed — though if the urchin scored a 20 or better, they still successfully take the item.

After four successes, the oldest child yells, "Hey, I think I hear grandma calling!" At that cue, the gang runs away down a narrow alley. If they're not pursued, they stop less than 10 yards down the alleyway and admire their score for the day.

DEVELOPMENT

Odds are, one of the PCs will catch the urchins in the act. If so, the other five kids attempt to scatter in different directions. The would-be thief, a 10-year-old girl named Marla, begs and pleads with the PCs to let her go. The girl begins to cry and tells the PCs both her parents recently died from the weird plague affecting Edgewater (true) and that she has nobody to turn to except the street gang (false — she lives with her older sister and her husband). She offers to do whatever the PCs want — run errands, shine armor, clean their house, etc. — if they let her go. During her babbling attempts to gain her freedom, have her say, "The Rat's been actin' weird." PCs may take this to mean "the rats are acting weird." However, she's actually referring to Endie "The Rat" Talmot, a wannabe gang leader.

PCs at this point have a decision to make. They can, of course, turn the urchin over to the authorities. The constable is well aware of the young gang of miscreants, but obviously has more important things on his plate recently. They could opt to give Marla a stern lecture about all that is wrong with a life of crime (an option that's highly likely if the group

contains an uptight paladin). They could also opt to show compassion and make arrangements to provide Marla and her band of reprobates with food and shelter. Of course, in this case Marla is going to have an interesting time explaining her earlier lies once the PCs learn she has a home (though others in the gang do not).

AD-HOC XP ADJUSTMENT

If PCs capture Marla, but let her go out of compassion, award the group XP as if they had defeated a CR 2 monster. If the PCs opt to "adopt" Marla and provide food and shelter, award XP as if they had defeated a CR 4 monster. If the PCs opt to take care of Marla and the other five members of her street gang — provide them with shelter, feed them, get them clean clothing, etc. — award XP as if they had defeated a CR 6 monster. (Of course, in the latter case feel free to roleplay out the fact that Marla and her friends are unlikely to trust the PCs. What will they do to gain the trust of the kids?)

In addition, if the PCs get totally bogged down later in the adventure and they have in some way aided Marla, the girl can make a return appearance to deliver a message, intentional or not. She could show up and say, "Hey, I heard some guys on the corner talking about The Rat and thought you'd be interested." Or you could make her aid more subtle; simply have Marla show up and talk. She can thank the PCs for their aid, and tell them what's been going on since they last saw her. Marla has an attention span that's typical for a 10-year-old, however, and her story wanders all over the place. Somewhere in that story, though, you can slip the PCs a valuable clue to get them back on track again.

ACT II: THE SEWERS

Most of the action in Edgewater's Folly should take place in the sewers. Act I allows the PCs to learn of the plague and do some investigation. Act II is where they take the information gained from the investigation and turn it into action. This chapter is broken down into four main sections.

The first, **Environment**, provides general information about the sewer environment. The information presented in this section applies to the entire sewer complex unless otherwise noted.

The second section details **Patrols** within the sewers. PCs have a chance to bump into patrols sent out by both The Rat and the plague druids. In many cases, the patrols are simply interested in gathering information about the PCs and returning to their employers, but if cornered the creatures in the patrols can put up one hell of a fight. Even worse, if a patrol manages to catch the party off guard, they won't hesitate to attempt to deal with the threat in order to curry favor with their boss.

Section three of this chapter details the rooms that roughly make up the **North Chambers** of the sewer complex. These chambers are under the control of The Rat and his wererat cohorts. The plague druids hope they've planted enough false evidence that any investigators would be led to chase down the unpopular wererat thug and leave their operations alone.

Finally, the last section provides information on the **South Chambers** of the sewer complex, where the plague druids have established their base of operations. PCs could simply stumble into things here while dealing with the rat problem, or they could be on the prowl for the plague druids themselves. Only by winning this final section can the PCs reverse the course of events in Edgewater and save the city from the plague.

The demarcation between "north" and "south" is fluid. Patrols for both groups cross into the other's territory, for example. Roughly speaking, north and south are split evenly on the map, with rows 1-5 comprising the north section and rows 6-10 comprising the south.

READING THE MAP TAGS

Through the adventure text below, each encounter is given a number and a name, for example N1: Drainage. The first character of the encounter number will tell you which section it's in: P for patrol, N for north, or S for south. The number after the letter is simply a "running counter" of the encounters. After the encounter's name is an estimate of the Challenge Rating of the encounter (if it has one), which takes into account all the factors involved — monsters, environment, traps, and so on.

The first line of an encounter will direct you to which page of the mega-map to use for this encounter. Columns are lettered A through J, and rows are numbered 1 through 10. Some encounters require more than one map tile; in a few cases several encounters share the same map tile. For example, encounter N1: Drainage says "Map Page: A1." On the other hand, encounter N21: The Lost Crypt says "Map Page E3, F3, G3, H3, I3, E4, F4, G4." This means to run that specific encounter, you need to use all eight of those map tiles.

At the start of Scene II you will find a copy of the mega-map with each tile labeled, for reference.

It's important to remember that the sewer depicted on the map is not the entire sewer complex of Edgewater — not by a long shot. Rather, what

is depicted on the map is simply where the characters are able to travel. The majority of the pipes — the ones that connect to buildings and even sewer grates on the streets — are inaccessible to characters.

ENVIRONMENT

Several important environmental factors affect game play in the sewers. Unless a room or area indicates otherwise, these guidelines apply throughout the complex.

TIDES

The sewers of Edgewater rely upon the natural currents of the tides to first flood the sewer chambers, and then wash everything out to sea. Assume the tides cycle through from low to high and back again every 12 hours. Unless the players specifically plan the time of day when they enter the sewers, roll 1d6. This result is how many hours into low tide it is when they enter. For example, if you roll a 5, high tide arrives in only 7 hours.

Remember that the tide doesn't just suddenly roll in and flood everything; it's a gradual process. High tide is the point in time when the water is deepest, and low tide is the point in time when it's shallowest. Between these two points in time, the water level either rises (when moving from low to high) or falls (when moving from high to low). The map shows the sewer at low tide. During high tide, the depth of the water rises 1d3+3 feet, except as detailed in the next paragraph. The sewers are designed for this water level, of course. The walkways around the sewer become submerged during high tide — the ledges are typically about 3-1/2 feet above the low tide water level. So during high tide, the walkways are anywhere from a half-foot to 2-1/2 feet under water.

Some areas of the sewer are designed to not flood during even the worst high tides. The following rooms and areas remain dry during high tide: N2: Access Room, N14: Fresh Water, N19: Wererat Warren (except the eastern portion of N19a: Entryway), N20: Entry Chamber, N23: Storage, S2: Storeroom, S6: Warehouse, and S14: Druid Command (except S14e: Marrock's Chamber).

STORM SURGE

If your players are having far too easy of a time moving around through the sewer system, you have the option of hitting them with a "storm surge" at high tide. Depending on the season, a severe thunderstorm, tropical storm, minor hurricane, or similar storm batters the region. The resulting heavy rains coupled with a natural high tide result in a deeper high tide than normal. Add an additional 1d3+1 feet to the tide's depth; the subsequent high tide gains half this addition. The high tide after that returns to normal.

LIGHTING

With the exception of the harbor (**G9–J9** and **G10–J10**), there is no natural light in the sewers. Hallways and rooms intended for use by the sewer workers have torch sconces on the walls, though no torches currently occupy them. (An area is intended for sewer worker use if the area shows gridlines on the map. For example area **A2** is intended for sewer worker use, while area **J5** is not.)

GENERAL DIMENSIONS

All tunnels within the sewer complex are rounded. The height in the middle is 10 feet, while the height along the edges — typically where the walkways are located — is 8 feet. Rooms and chambers vary, depending on the purpose; entries for such will mention the room's height.

DOORS

Due to the humidity throughout the complex (see below) wooden doors aren't viable. Wood would quickly swell with the moisture in the air and become unusable. Likewise, making the doors of iron or steel would also be a fruitless endeavor. Eventually, rust would render the doors useless. To combat these problems, all the doors throughout the complex are made of architectural bronze. Architectural bronze is actually an alloy made from copper, zinc, and lead, which technically makes it a "brass" even though it's called "architectural bronze." Architectural bronze is relatively lightweight and, most importantly, does not rust. However, architectural bronze does require maintenance or else the typical "patination" will affect the metal's appearance. Until recently, members of the Sewer Workers' Guild combated this reaction by regularly oiling the metal, and applying a special lacquer to stave off the process. The patina that forms on architectural bronze typically doesn't affect the integrity of the metal, only its appearance. As such, most of the doors in the complex have a greenish hue to them, depending on the state of patination.

REAL WORLD CHEMISTRY

For those who care about fiddly details, here's more information on the chemistry of bronze and brass.

Traditional bronze is 90% copper and 10% tin. This alloy proved durable, and was a large factor in the real world moving out of the Stone Age. There are three other copper alloys that are commonly referred to as bronze. Statutory Bronze is made up of 97% copper, 2% tin, and 1% zinc. As you can guess from the name, this bronze is used to cast statues and similar objects. Architectural Bronze (which is technically a brass, as it's a copper-zinc alloy) is made of up 57% copper, 40% zinc, and 3% lead. This alloy is commonly used for door and window frames, mailboxes, decorative chutes, and similar applications. If welloiled or coated regularly in a special clear lacquer, architectural bronze avoids developing a patina - the greenish "tint" common to statutory bronze. The third common bronze alloy is called Commercial Bronze and is comprised of 90% copper and 10% zinc. Commercial bronze is often used to make screws, chain links, screen cloth, and similar items.

"Patination" is the development of patina on bronze. The patina is an oxidation reaction — much like rust in iron alloys. Unlike rust, however, patina can help protect the bronze alloy.

HUMIDITY

Simply put, *everything* in the sewer complex is wet. The air is saturated with moisture, the walls and floors are slick with moisture, and the ceiling drips foul-smelling moisture on the PCs' heads. What we're trying to say here is that the sewer complex is wet.

Due to the moisture, non-magical torches and lanterns have their light radius reduced by 25%. (This means a torch only sheds light in a 15-foot radius, a bullseye lantern sheds light in a 45-foot cone, and a hooded lantern shed light in a 20-foot radius.) In addition, using flint and steel to light a torch or lantern requires two full-round actions rather than one.

Moisture covers every surface of the sewer complex, making movement treacherous. A creature can move up to half its listed speed (Swim speeds are unaffected) without any trouble. Attempting to move further in any given round, however, requires a DC 10 Acrobatics check. This applies to standard movement as well as climb speeds.

Unprotected clothing and equipment quickly become saturated, even if a PC takes care to avoid trudging through the noxious liquid running through the sewer's channels. A character wet from the environment suffers a -2 penalty against cold-based spells. A character who fails a save against a cold-based spell while wet becomes lethargic — she takes a -4 penalty to initiative checks, and a -2 penalty to Reflex saves. (Assume a character who has spent 2 hours in the sewers is wet.) In addition, anytime the character must make a save against an effect that would leave her fatigued or exhausted, she suffers a -4 penalty.

STENCH

To put it kindly, sewers smell bad. Very bad. All distances for the scent ability are halved. In addition, once per hour spent in the sewers, randomly select a single PC and require a Fortitude save (DC 15). Failure indicates the unique smells of the sewer system overcame the PC, and he or she loses his or her proverbial lunch. The character is sickened for 1d3+1 rounds. Characters who are immune to poison or who have a bonus against poison are immune to this effect or receive a bonus to their save, respectively. (Note that characters who are immune are still subject to be selected randomly. It just means nobody gets sick that hour.)

SEWER GAS

Pockets of methane gas are a serious danger in any sewer system. For this reason, members of the Sewer's Workers' Guild in Edgewater use everburning torches when they enter the complex.

Any open flame — magical or mundane — has a chance to ignite a pocket of methane gas. Each area description will include a frequency at which you should check as well as the result. In general, the lower the grade the higher chance of gas accumulating — methane is denser than air.



MORE SCIENCE!

At sea level, our atmosphere is roughly 21% oxygen. Introducing a flammable gas into that atmosphere doesn't automatically guarantee an explosive reaction when an ignition source is introduced. If the percentage of the gas is too low, there isn't enough to ignite; if too high, the mixture is too rich to burn. These are called the Lower Explosive Limit (LEL) and Upper Explosive Limit (UEL) (sometimes, Lower Flammable Limit [LFL] and Upper Flammable Limit [UFL]). For methane, the LEL is about 5% and the UEL is about 15%. The Discovery Channel show Mythbusters actually did a segment on exploding sewer gases. They found a 9% mixture - more or less right in the middle of the range - worked consistently well for their experiments.

All of that said, this level of science is probably unnecessary in your campaign and it instead just serves as background information and perhaps a bit of mostly useless trivia you can use to astound your friends later.

DISEASE AND CONTAMINATION

Any character with an open wound (any character who has suffered hit point damage and has not healed to full) must make a Fortitude save (DC 12) once an hour or contract filth fever.

Unprotected food older than six hours becomes spoiled. Characters who consume spoiled food run the risk of contracting blinding sickness (Fortitude DC 16).Water in unsecured containers also spoil. Waterskins and canteens are watertight; other containers require GM adjudication.

SCENE 1: PATROLS

Both The Rat and the blight druids have patrols that scour the sewer complex looking for meddlers - whether official law enforcement or pesky adventurers. PCs can encounter either patrol regardless of whether they're in the "north" or "south" chambers of the map. The two groups nominally work together; however, the druids also have an interest in making sure Talmot and his gang are framed. As such, the druids most often fight in dire rat form hoping interlopers assume them to be lycanthropes rather than druids.

P1: WERERAT PATROL (CR 4)

The wererats are especially interested in keeping their lair (Map Pages A3, A4, A5, B5) secure. They patrol the remainder of the north, and make forays into the south to keep the druids honest.

If the PCs are within one Map Page of the wererat lair (A2 or B4, for example), there is a 50% chance of encountering a wererat patrol in addition to whatever other encounters take place in those segments. In any northern Map Page (rows 1-5) other than their lair or adjacent pages, there is a 20% chance of encountering a wererat patrol. In any southern Map Page (rows 6-10), there is a 10% chance of encountering a wererat patrol.

The sewer crawls with rats, snakes, lizards, and other small animals. If the PCs spend their resources killing everything that moves, they are going to be in for a long haul. (In such a situation, the druids will simply not stand for such a slight against nature and will take stronger action to intervene.) The GM would do well to desensitize the players to the presence of rats and other such animals; ensure characters constantly spot the vermin running down the path over their feet, swimming in the muck of the channels, lurking in the shadows staring at them, and so on. The GM should also regularly intersperse other animals - small snakes, lizards, raccoons, catfish, etc. - into her descriptions.

As PCs deal with the wererat patrols, keep track of the body count. Talmot has a total of 18 wererats in his gang (not counting "named" NPCs); the more the characters deal with as patrols, the easier the lair will be. After a total of 6 wererat deaths Talmot recalls all the patrols and hunkers in at the lair, readying his crew to withstand an assault. If PCs enter the wererat lair early in the adventure, there are 1d2+1 wererats out on patrol, and another 1d3-1 out of the complex entirely. The remainder of the crew are in the lair in various states of readiness.

SETUP

When PCs encounter a wererat patrol in a Map Page, assume the wererat and his swarm are attempting to remain unseen. The wererat lurks in rat form, but will change to hybrid before combat if possible. If another creature also occupies the Map Page, the wererat and his swarm wait, looking for an opportune time to overwhelm the PCs. The wererat has a +8 Stealth modifier, and the swarm has a +14.



CR 2

hp 18 (Pathfinder Roleplaying Game Bestiary "Lycanthrope,

Wererat")

Except change to afflicted lycanthrope, which reduces DR to 5/silver



CR 2

ACTION

If given the opportunity, the wererat shifts into hybrid form before attacking. If the PCs spot the patrol and move to attack, the wererat instead fights in rat form, hoping to fool the PCs into thinking he and the swarm are just regular rats looking to scavenge some food.

The wererat directs the swarm to attack any character not wearing armor on the assumption that such a character is a spellcaster and therefore easily distracted. The wererat looks to flank whenever possible, whether with the swarm or another combatant who just happens to be here.

If reduced to 5 or fewer hit points, the wererat attempts to slip away; it immediately seeks cover or concealment so it can use Stealth to hide from the players. If successful, the wererat then attempts to shift into animal form and slip through one of the myriad cracks and fissures in the walls so it can warn Talmot of the intruders. If the wererat is unable to flee for whatever reason, she will instead surrender and beg for her life when reduced to 5 or fewer hit points. In general, the wererats have minimal loyalty to Talmot; each aspires to murder their leader and take his place anyway, so surrender in such a situation simply offers a chance to make that happen. The wererats have absolutely no loyalty to the druids, and will, well, rat them out at the drop of a hat.

DEVELOPMENT

If the wererat escapes, Talmot becomes aware of the PCs' presence in the sewers 2d4 minutes later. He recalls all his patrols and prepares his gang to make a stand at their lair. If Talmot is already dead, the escaped wererat leaves the sewer complex and heads out of town.

If she is instead captured, regardless of whether she voluntarily surrendered, roll a d20 and consult the following table to determine how much this specific gang member knows about the overall plan. The wererat knows everything on the row for its result, as well as everything below that.

Result	Information Known
1-8	No information about the disease; will spill details about petty crimes if he/she thinks it will help
9–12	Talmot was kicked out of the unofficial thieves' guild, and he wants revenge
13-15	Talmot recently met with some foreigners who offered to help him get revenge if he would make his sewer and minions available
16–17	The foreigners are druids who prefer the form of rats and snakes. These druids hate large settlements, finding them to be an affront to nature
18	The druids have been using the rats to spread plague through the city
19	The druids have more plans beyond just spreading disease — this is just the first stage of their assault
20	The strain of plague is special, one the druid leader devised himself

No more than two wererats know the information provided by a result of a 18–20; if you roll a third 18–20, treat the result as though it were a 16 instead.

Should the PCs capture one or more wererats, they will obviously need to determine what to do with the criminals. Numerous options exist, from dragging the prisoners around — bound and gagged, of course — to turning them over to authorities, to executing them on the spot for their crimes against Edgewater. PCs' alignment should play a large part in determining the results. A Lawful Good character, such as a paladin, likely chafes at the idea of execution, and may even prevent his allies from such a plan. Others may not mind the option, depending on their personal moral compass. Similarly, highly tactical PCs likely resist the idea of hauling prisoners with them through the sewers, whether for the practical reason of the difficulty of protecting them, or simply because they don't want to offer chances for the prisoner to escape and re-engage them, thereby making their task more difficult in the end.

P2: DRUID PATROL (CR 6)

Much like the wererats, the druids are interested in keeping meddling interlopers out of the sewer as long as possible. The druids fully expect adventurers to arrive at some point, knowing it's not a difficult leap of logic to connect the spread of plague to rats in the sewer. Unlike the wererats, however, the druids are mostly content to observe and report back to their leader. Druid patrols only engage the PCs if they believe they're ripe for elimination or if given no other choice.

The druids maintain two lairs: on land (**D10**, **E10**, **F10**) as well as the ship (**H9**, **I9**, **J9**). Within one Map Page of any of those locations, the chance of encountering a Druid Patrol is 60%. Elsewhere in the southern section (rows 6-10) the chance of encountering a Druid Patrol is 30% unless stated otherwise. In the northern section (rows 1-5), the chance is 15%.

As PCs deal with the Druid Patrols, keep track of the druid body count. There are a total of 14 druids on patrol in the sewer at any given time. After a total of 5 druid deaths, Bogdani increases the strength of the patrols by adding one more druid. After a total of 10 deaths, Bogdani recalls patrols and arranges an ambush against the players. The location of that ambush is up to the GM, but it should be in a location where the druids can corner the PCs as best as possible, such as one of the tunnels leading to the midden pit (A9, B9, A10, B10). In such a location, PCs either have to stand and fight or flee into the muck — which the druids have no qualms entering in pursuit, by the way. Choose your location based on where the PCs are, where they've already explored, and so forth.

In addition to the druids on patrol, there are an additional 1d8+3 within the land base (See **S14: Druid Command** below). The druids use that area as their base of operations, as it's easier than making their way all the way back to the ship. If PCs assault the Land Base or the ship before encountering all the patrols, Bogdani (or another ranking leader, in the case of the Land Base) sends an animal to recall the patrols. The druids are less familiar with the crevices, tunnels, and pathways of the sewer; while a fleeing or recalled wererat arrives at their lair in 2d4 minutes, it requires 3d4+2 minutes for the druids to reach their base of operations.

SETUP

Druid patrols are always first encountered in animal form, with rats, constrictor snakes, giant rock-horned lizards, and dire raccoons being the most likely. The latter two are found in *The Tome of Horrors Complete* by **Frog God Games**. Stat blocks for those creatures appear in Appendix I.



Male or female human druid (blight druid) 5 (Pathfinder Roleplaying Game Advanced Player's Guide, "Druid, Blight")

CR 4

LE Medium humanoid (human)

Init +4; Senses Perception +11

XP 1,200 each

DEFENSE AC 13, touch 10, flat-footed 13 (+3 armor) hp 31 (5d8+5) Fort +5, Ref +3, Will +7

OFFENSE

BLIGHT DRUID WORKER (2)

Speed 30 ft.

Melee mwk scythe +6 (2d4+3/x4)

Ranged sling +3 (1d4+2)

Special Attacks miasma (DC 15), touch of darkness (2 rounds, 6/day), wild shape 1/day

Druid Spells Prepared (CL 5th; concentration +8)

3rd-deeper darkness^D, poison (DC 16), snare

2nd—blindness/deafness^D (DC 15) (blindness only), cat's grace, pox pustules^{\dagger} (DC 15), stone call^{\dagger}

1st—entangle (DC 14), frostbite^{\dagger}, longstrider, obscuring mist^D, ray of sickening^{\dagger} (DC 14)

0 (at will)—*detect magic, detect poison, light, mending*

† See Pathfinder Roleplaying Game Advanced Player's Guide

‡ See Pathfinder Roleplaying Game Ultimate Magic

D Domain spell (Darkness)

STATISTICS

Str 14, Dex 10, Con 12, Int 13, Wis 16, Cha 8

Base Atk +3; CMB +5; CMD 15

Feats Blind-Fight^B, Improved Initiative^B, Lightning Reflexes, Natural Spell, Self-Sufficient

Skills Climb +7, Fly +8, Handle Animal +5, Heal +10, Knowledge (nature) +11, Perception +11, Spellcraft +9, Survival +15, Swim +8 Languages Common, Druidic, Sylvan, Terran

Languages Common, Druduc, Sylvan, Terran

 ${\bf SQ}$ nature bond (Darkness domain), nature sense, vermin empathy +4, woodland stride

Combat Gear one of (*elixir of hiding, elixir of swimming, elixir of tumbling elixir of vision*), potion of bull's strength, potions of bear's endurance (2), *silversheen, wand of cure light wounds* (13 charges), antitoxin (2), bloodroot poison (1 dose), thunderstone; **Other Gear** +1 *leather armor*, mwk scythe, sling, with 10 stones, healer's kit, spell component pouch

SPECIAL ABILITIES

Miasma (Ex) Starting at 5th level, if a blight druid is adjacent to a creature at the beginning of its turn, the creature must succeed at a Fortitude save with a DC of 10 + 1/2 the druid's level + the druid's Wisdom modifier or become sickened for 1 round. A creature of the animal, fey, or plant type that fails its save is nauseated for 1 round and sickened for 1 minute thereafter. If the creature makes its save, it is immune to this effect for 24 hours, as are creatures immune to disease. This ability replaces trackless step and resist nature's lure.

Vermin Empathy (Su) A blight druid can improve the attitude of vermin as a normal druid can with animals. Vermin have a starting attitude of unfriendly. The blight druid can also improve the attitude of animals and mindless undead creatures that were formerly animals, but she takes a –4 penalty on the check unless the animal or undead has a disease special attack. This ability replaces wild empathy.

ACTION

The Druid Patrols prefer to observe from a safe distance whenever possible, rather than engage the PCs directly. They skulk in shadows, and do their best to act as an animals. This includes fleeing if approached or having light shone directly on them. Prior to starting a patrol, a blight druid casts *longstrider*, increasing his or her speed by 10 feet (not included in the stat block above). Should combat seem inevitable, one of the druids casts *deeper darkness* on a pebble while the other casts *pox pustules* on any character who appears to be an arcane spellcaster (that is, a target without armor who looks weaker than the others). If no such target exists, the second druid instead casts *blindness/deafness* on the target who appears to be the weakest (light armor, for example). Each druid then makes a decision whether to remain in animal form or to spend an action shifting back to human form. Regardless, the druids both close on the area of darkness, relying on their Blind-Fight feat to aid them in combat.

The druids then alternate making melee attacks (hopefully from concealment) with casting spells as appropriate for the situation. Most spells prepared by the druids are single-target melee spells, so plan their actions accordingly. As long as *deeper darkness* remains the druids will hold their *ray of sickening* spell in reserve, since aiming requires a bit of blind luck in magical darkness.

DEVELOPMENT

If reduced to 10 or fewer hit points, the druids flee. They coordinate their escape much as they coordinate their attack. One druid casts *entangle* while the other begins to slip away; next round, they switch with the druid who already made a withdraw casting *entangle* so his ally may slip away easier. A druid still in animal form attempts to take advantage by slipping into and through small fissures and such in the walls.

If escape is not possible, the druids instead fight to the death. They would prefer to die for their cause than risk capture and therefore being forced through magical means to share information with their foes. If captured anyway (such as by PCs opting to inflict non-lethal damage), the druids are entirely uncooperative and seek to escape at the earliest possible opportunity.

ATTACK OF THE CLONES

Space doesn't permit us to make every blight druid encountered different, unfortunately. With just a bit of work, though, you as GM can do things to make each druid *feel* different to the players. First and foremost, mix up the way you describe the druids, including different genders and races. While an elf or halfling has different overall stats from a human, the effects aren't so drastic that ignoring them will make a huge difference. You can, of course, remove the human bonus feat (Improved Initiative) and add other racial abilities as needed, but in the end it's really just not going to have an effect on game balance. Describe each druid a bit differently, and you've set yourself up to remove some of the "clone" feel that can happen with repeated stat blocks.

That said, if you only switch one thing on each individual druid, it's important to vary the equipment carried. Players will quickly get bored if, after they defeat every druid they write down, "1 masterwork scythe, leather armor, a healer's kit, some potions *yawn*" Mix it up when it comes to equipment, and the players will hardly notice you're using the same stat block over and over. This druid has a scythe, that druid has a club, and the one over there has a sickle. This one has leather armor, she has hide armor (remember to increase her AC a bit — they could use the boost), that one over in the corner has leather armor, but it's adorned with intricate carvings of vermin - rats, giant centipedes, scorpions, etc. — and dyed various colors to ensure the carvings stand out. Mix up the potions, too. We took some liberty with this by saying the druids have one of four possible elixirs, but not every druid needs to carry around one potion of bull's strength, two potions of bear's endurance, and so on. Mix it up, and give the players a change to pick up different loot.

Lastly, every now and then you should feel free to simply add something interesting to any given druid. Perhaps one has a really intricate piece of jewelry; another carries a journal in a water-tight belt pouch; another has a minor magic item (*boots* of elvenkind, goggles of minute seeing, pearl of power, and so on). Don't give each druid some new magic item — they're just about at the amount of treasure they should provide. But especially if you're looking to get something specific into the party's hands, adding an item here and there is a great way to mix it up each time.

This idea, of course, also applies to the wererats. The standard wererat listed in the *Pathfinder Roleplaying Game Bestiary* has masterwork studded leather armor, a short sword, and a light crossbow with 20 bolts; she also has unspent wealth to use for other treasure. By all means, give one wererat a dagger in place of a short sword, another a shortbow instead of a crossbow, and so on.

If a wererat is present, it's possible the druids will make a calculated gambit to pin events on the wererats. The druids, as a whole, already distrust the wererats (hence why they all carry *silversheen*). Read or paraphrase the following should you opt to have a druid make such a play.

Him! That's who you should be after! He and his ilk are the ones spreading the vile disease through Edgewater. We, the Order of Druidical Balance, seek only to restore events to their natural course. *He* is the abomination here, our common enemy. Let us take

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up arms together so we may rid this world of their foul lycanthropic presence once and for all. After the filth is removed from the sewer, we can then work to cure the ill and return balance.

••••••

The druid must make a Bluff check, should any of the players doubt him (which of course is very likely). Grant a +5 circumstance bonus to the check, since some of what is said above is true, and all of it is very believable. All the druids really need is a moment of uncertainty on the part of the PCs so they can attempt to slip away, leaving the wererat to face the PCs' anger alone.

A druid compelled to speak the truth, such as with a *zone of truth* spell, knows all the information listed on the table above under **P1: Wererat Patrol**. Of course, the druid also knows information about the Blight Druids' guards, protections, and so forth. In such a scenario, the druid attempts to remain silent as long as possible, and then provides the least amount of information when silence is no longer an option.

SCENE 2: THE NORTH CHAMBERS

The northern half of the sewer complex is the domain of Endie Talmot, a petty crook who also happens to be a wererat. Talmot —uncreatively nicknamed "The Rat" — has gathered several other wererats and formed a fledgling gang. The Rat is on the outs since the recent elections and the new mayor and council convinced the thieves' guild to change their ways.

Talmot and his thugs use their shapeshifting ability to slip in and out of locations unnoticed. This allows them to do the dirty work — contract murder, arson, abductions — the other crime groups in Edgewater will no longer undertake. All known members of Talmot's gang have a bounty on their head, placed there by the thieves' guild as a show to the mayor. Talmot has lost more than one "family" member to a well-run sting operation; as such, his paranoia level is high.

N1: DRAINAGE (CR 4)

Map Page: A1

This large pipe drains into the main sewer tunnel. The water here flows west to east; off the map to the west are additional tunnels and similar chambers. The landing opposite the pipe is 3 feet above the water level — usually this is high enough to prevent backwash, but when the system floods the landing here gets covered in water and worse.

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The current here picks up pace and flows to the east. A large connector pipe constantly gurgles with filthy water, refuse, and worse splashing to the water path below. A ledge opposite the pipe provides a safe haven from the muck and filth below. A pair of closed doors leads to the south.

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SETUP

The doors that lead to the south are closed. Sewer workers use this ledge to judge the system's overall flow; as a primary juncture, it's important for the Muckrakers to keep things flowing here. Unfortunately for the PCs, a gray ooze has taken up residence here on the ledge. Despite its lack of intelligence, the ooze has "learned" this ledge provides a good feeding ground. Rats, lizards, snakes, raccoons, and so forth use this ledge as refuge from the foul water below.



hp 50 (*Pathfinder Roleplaying Game Bestiary* "Gray Ooze")

CR 4

The ooze waits in the southeast corner of the ledge. Over time it has determined this is an excellent spot to sit and wait for prey to come along, perhaps because of its distance from the door and water. Remember even noticing a gray ooze requires a DC 15 Perception check. Failure indicates the PC failed to notice the ooze and may blindly stumble into it.

Given the noise from the confluence of pipes here, Perception checks based on sound suffer a -4 penalty.

ACTION

The ooze has no real tactics; it just wants to eat. It lies in wait in the corner, content to allow the PCs to ignore if they so choose. If any PC moves within the ooze's reach, it lashes out with a pseudopod and attacks, hoping to secure its next delicious meal.

DEVELOPMENT

The doors to the south are closed, but not locked. The doors swing inward from the perspective of standing on the ledge. Given the proximity to the wererat warren, it is likely a patrol lurks nearby on the other side of the door (See encounter **P1: Wererat Patrol** above for chances of such an encounter).

N2: ACCESS ROOM

Map Page: B1

This chamber provides access for sewer workers. A ladder fastened to the wall grants access to the streets above.

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The small chamber, roughly fifteen feet to a side, is located at the bottom of a long ladder. On the north wall, a rack containing numerous tools — wrenches, mallets, rakes, shovels, and the like — is fastened to the wall. On the south wall, a small chest, open and empty, sits invitingly. A closed door is on the east wall.

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SETUP

This room is one of the many access chambers through the complex. The ladder leads up to the streets above — exactly where is probably immaterial. Workers who descend the ladder stored their personal items in the chest if their visit was only going to be a short one. The muckrakers relied on an honor system for the security of these chests; as one can imagine, it was extremely rare for anything of consequence to be left in the chest.

The construction of this chamber makes it less humid than the remainder of the complex. PCs could opt to use this chamber as a base of operations, given its easy access to both the world above and the rest of the sewer complex.

The door on the east wall swings inward from the perspective of somebody standing within the chamber.

N3: CROSSING POINT Map Page: B1 For various bureaucratic reasons, the design of the sewer lacks crossings across the filthy water. Workers improvise, using either boards or ladders at numerous key points such as this one.

A slick piece of lumber, probably about one inch thick, spans the waterway. The board is roughly 8 inches wide, and appears sturdy enough.

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SETUP

Traversing the board is relatively simple for the sure-footed. A DC 12 Acrobatics check allows a character to scurry across the plank with no difficulty. The board is exactly as it appears — a sturdy, improvised bridge.

Instead of attempting an Acrobatics check, a character can opt to crawl across the board on hands and knees. Doing so is automatically successful, but requires a full-round action.

DEVELOPMENT

This would be an ideal location for the PCs to encounter a wererat patrol. We're not saying you should fudge your die rolls, because that would be wrong. We're just pointing out the obvious.

N4: AMBUSH! (CR 4)

Map Page: C1

A pair of rat swarms pour out of the walls as the PCs make their way down the narrow path.

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As you trek down the stone path, you notice multiple fissures and holes in the stone surface of the tunnel wall. Small rats scurry along the path, anxious to get away from you. They duck in and out of the fissures, seeking escape from your intrusion into their world. Quickly, a rat that ducked into a hole reappears. Then another. And another. Then another fissure erupts with rats. Rats, everywhere!

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SETUP

Spring this encounter on the PCs when they are exactly halfway down the tunnel on Map Page C1. One swarm emerges on each side of the path. If PCs are on only one side (highly likely) the rats plunge into the water and arrive on the same side as the PCs one round later.



RAT SWARM (2) XP 600 each

CR 2

hp 16 (Pathfinder Roleplaying Game Bestiary "Rat, Swarm")

ACTION

This is a known trouble area, and experienced sewer workers actively avoid this path. (If any of the PCs happen to be a member of the Muckraker's Guild, give them the chance to recognize they and their peers never traverse this path with a Profession (muckraker) check, DC 12.)

The rat swarms are interested only in a meal of delicious humanoid

flesh. They immediately seek to swarm the PCs, biting and scratching as they do. Remember to have unprotected PCs make saving throws to avoid contracting filth fever from the rats.

The ledges here are as slippery as any other surface in the complex. A PC who wishes to move more than half her speed in a round must make a successful DC 10 Acrobatics check. If she fails, she in unable to move; if she fails by 5 or more, she loses her footing and falls into the water below. The fall itself is not enough to inflict damage to the character — other than her pride, that is — but it is enough to expose her to disease, as detailed above. The rats have no compunctions toward following such a character into the water, to add a bit of insult to injury.

AD-HOC XP ADJUSTMENT

There is little to no room to maneuver in this corridor. Award a 20% bonus to PCs for defeating both swarms.

DEVELOPMENT

This encounter "resets" after one day. Whatever mystical reasons, rats simply swarm out of the holes and fissures in the walls here whenever a tasty meal happens to walk past.

There is a 15% chance of a methane explosion in this corridor. For open fire sources such as a torch or lantern, check once per round; for fire spells, check when the spell first comes into existence. If the spell has a duration beyond instantaneous, check again at the start of the caster's turn each round the flame exists. If the methane ignites, it inflicts 3d6 fire damage to all creatures in a 20-foot radius spread, centered on the source of ignition. A DC 14 Reflex save halves the damage. Once one explosion has occurred here, another cannot happen for 48 hours.

N5: UNTAMED CROSSING (CR 2)

Map Page: D1

Unlike area N3, there is no board or other simple method across the sewer here.

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The foul-smelling, awful-looking sewer water flows fast around the bend. All manner of detritus floats past, including an occasional rat seemingly out for a leisurely swim. No obvious method to cross the 10-foot-wide channel exists.

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SETUP

PCs will either need to get creative in finding a way across, or they'll need to reroute their trip through the sewers. They have several options, which include (but certainly are not limited to):

- Magic: They can fly or use *floating disk* creatively or whatever other magical means are at their disposal to make their way across the 10 foot channel.
- Swim: It's not desirable, but they can opt to swim across. Given the current, doing so requires DC 12 Swim check. (Characters with a swim speed need not make this check.)
- Jumping: They can, of course, jump across the channel. The base DC to do so is 12 (10 for the distance, +2 for the slick surface). Remember movement is restricted, and failure to get a 10 foot running start doubles the DC.

- Take the Long Way: PCs could simply opt to go back to Map A1 and head south into the wererat warren. Doing so would allow them to make their way to the lagoon where they can travel north from map D5 back to the opposite side.
- Scavenge: Resourceful characters can do a few things to scavenge a bridge. First, they can head back to N3 and retrieve the board. As another option, a bit to the south in area NX a ladder lies against the wall. Alternately, if they approach this encounter from the east, they can head back to area N6 and acquire a ladder there.

Of course, this list is not exhaustive. Players have a knack for coming up with creative solutions to simple problems. Barring magic, you will likely need to familiarize yourself with the various skill descriptions in the *Pathfinder Roleplaying Game Core Rulebook* for skills such as Acrobatics or Climb to adjudicate their solution.

DEVELOPMENT

There is a 20% chance of a methane explosion in this corridor. For open fire sources such as a torch or lantern, check once per round; for fire spells, check when the spell first comes into existence. If the spell has a duration beyond instantaneous, check again at the start of the caster's turn each round the flame exists. If the methane ignites, it inflicts 2d6 fire damage to all creatures in a 15-foot radius spread, centered on the source of ignition. A DC 13 Reflex save halves the damage. Once one explosion has occurred here, another cannot happen for 48 hours.

AD-HOC XP ADJUSTMENT

If PCs make it across, award XP as though they had defeated a CR 2 creature.

N6: CLIMBING THE LADDER (CR 2)

Map Page: E1

This encounter is similar to N3, except instead of a board across the channel, a ladder extends over the sewer's sludge.

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This seems to be a recurring theme — no simple way across the various sewer channels. This time, the 10-foot-wide stream of filth and muck is crossed by a simple 15-foot ladder. The ladder is made from wood, and quite slick with moisture and who knows what else.

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SETUP

The ladder itself is perfectly stable, though slick with water and waste. A sure-footed PC can cross the ladder-bridge with a DC 15 Acrobatics check while moving at half-speed. Alternatively, a PC can opt to crawl across the ladder with a DC 5 Climb check.

AD-HOC XP ADJUSTMENT

If PCs make it across, award XP as though they had defeated a CR 2 creature.

N7: ODD EDDY

Map Page: E1, F1

The sewer, like most others, relies upon gravity to move water and everything else through the pipes. Unlike a lot of other sewer systems, however, the one in Edgewater also relies on the tides to generate a brief surge each day and wash refuse out as the tide recedes. The tide surge has created a blockage (see **N8** below), and that in turn has affected the flow of water. Here, between the two southward tunnels on maps E1 and F1, the result is a powerful eddy that swirls in the dark water.

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The disgusting water churns in the channel below, seemingly sloshing against the sides of the tunnel more than previously.

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SETUP

PCs may attempt either a Knowledge (dungeoneering) or Knowledge (nature) check to recognize the tell-tale signs of a dangerous eddy with a strong undertow. Otherwise, the party is unaware of the extra dangers presented by the waters in this area.

For reasons long forgotten, the channel here is deeper than other locations through the sewer, reaching a depth of 20 feet in the area right where the two maps join together. The channel quickly slopes on both sides back to the normal depth before reaching the southerly branch.

LOOKING FOR AN AMBUSH LOCATION?

Both the wererats and the druids are well aware of these dangerous waters and the perils associated with falling into the sewer. The wererats avoid the water here, while the druids will only enter the water if they're capable of shifting into an aquatic animal.

We're not at all saying you should spring an ambush on the PCs. But, if you were looking to do so...well, this would be a fantastic location!

ACTION

If the PCs avoid the water, this is merely a passing curiosity for them. Should they enter the water for whatever reason — like, say, being pushed in — they'll quickly learn of the oddly strong current here. On the surface, the current flows west to east. However, upon reaching the terminus at the eastern edge, it immediately dives underwater, dragging creatures and objects with it. The current dives to the bottom of the ditch and comes back up again on the western side, where the cycle repeats. In effect, the water current here is a whirlpool, except the water circulates along a vertical axis rather than horizontal.

A creature in the water must make a DC 15 Swim check to break free of the current. Those who are successful have the option of staying in the vortex (and thereby necessitating another Swim check next round) or moving beyond the eddy's cycle to the east. Those who fail are sucked underwater and must begin holding their breath. The current will return creatures to the surface 1d4+2 rounds later. A successful DC 15 Swim check as a full-round action can reduce the time underwater by one round. For example, Gareth the barbarian succumbs to the water's power. The GM rolls a d4 and gets a result of 2, meaning Gareth will be underwater for 4 rounds. On his next turn, Gareth attempts another Swim check and this time he succeeds. He spent one round underwater, and reduced his time by one round with a successful check. This means Gareth will only have 2 more rounds to go to briefly escape the eddy's pull, rather than 3 rounds.

AD-HOC XP ADJUSTMENT

If the PCs deal with a random encounter here, such as an ambush, treat the CR of that encounter as if it were one higher for the purposes of determining XP.

DEVELOPMENT

Any creature caught in the eddy immediately runs the risk of catching filth fever each round spent underwater.

There is a 20% chance of a methane explosion in this corridor. For open fire sources such as a torch or lantern, check once per round; for fire spells, check when the spell first comes into existence. If the spell has a duration beyond instantaneous, check again at the start of the caster's turn each round the flame exists. If the methane ignites, it inflicts 4d6 fire damage to all creatures in a 20-foot radius spread, centered on the source of ignition. A DC 15 Reflex save halves the damage. Once one explosion has occurred here, another cannot happen for 48 hours.

N8: ANOTHER CROSSING (CR 2)

Map Page: F1

This encounter plays exactly as N5 above.

DEVELOPMENT

A DC 20 Perception check or DC 15 Knowledge (nature) check allows a PC to notice the current here flows north rather than south. This oddity is a major factor in the eddy at area N7.

N9: BLOCKAGE (CR 4)

Map Page: G1

The water's current, the tidal surge, and a bit of help from the otyugh who lairs here have combined to create a blockage against the western portcullis. This blockage appears almost like a beaver's dam.

If the PCs approach from the west, read or paraphrase the following.

A thick tangle of branches, clothing, muck, and who know what else is pushed against the other side of a portcullis. The water barely flows through the natural blockade.

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Alternately, of PCs approach from the east, read or paraphrase this text.

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The water surface here expands from the typical width of 5 feet to what appears to be 15 feet on either side of the sewer channel. In addition, the chamber is nearly completely flooded. A portcullis to the west extends from the ceiling into the water. Perhaps it has something to do with the flooding?

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SETUP

The portcullis is intended to do just this — catch any debris pushed along by the tidal surge. However, it is the task of the muckrakers to come along and clear any blockages to prevent flooding or other damage. The muckrakers have long since shirked their duties at this portcullis, however, due to the presence of an ornery otyugh who opted to make its lair here in this chamber.

The clever otyugh interweaved branches, brambles, body parts, discarded clothing and other assorted debris into a massive pile of refuse attached to the eastern side of the portcullis. By flooding the chamber, the otyugh ensures it has plenty of offal.



hp 39 (Pathfinder Roleplaying Game Bestiary "Otyugh")

ACTION

The otyugh tends to hang out in the northeastern corner of the chamber when it's not swimming in filth looking for an interesting meal. There is a 20% chance PCs arrive while the creature is in the corner catching a nap. Otherwise, it's either in the water (50%) or wandering in the crosspipe (20%; see encounter area **N10** below).

The creature is extremely territorial. When it first began weaving its filth-trap, muckrakers mistakenly assumed it was just a simple clog and moved in to clean up. The otyugh dispossessed them of that thought rather quickly, and since that time the guild has steered a wide berth around this chamber.

The first order of business for the PCs is likely just to get *into* the chamber. The mechanism for raising and lowering the portcullis is inside the chamber — muckrakers would travel south and east before heading up the cross-pipe. That said, the location of the mechanism is a moot point, as the otyugh has removed the chain from the winch. Due to the otyugh's special design, lifting the portcullis requires a DC 28 Strength check, rather than the usual DC 25. Up to four creatures can work together on the task without getting in each other's way.

If the otyugh spots the PCs on the other side of the portcullis, it uses its extraordinarily long tentacles to attack through the bars. The portcullis and detritus pile give the PCs a +4 cover bonus to their AC against the otyugh's tentacles, and likewise grant the same bonus to the otyugh from any ranged spells or weapons the PCs may attempt to use. Once it begins attacking, it yells and screams — perhaps surprising the PCs by the fact it speaks Common, though with a very broken "pidgin" dialect. The GM should channel her inner angry toddler, and that should suffice for the otyugh's level of vocabulary and disdain.

If the otyugh is reduced to 5 or fewer hit points, it flees, yelling inane phrases such as, "You hurt Grum Grum badly! Grum Grum Grum leave and not play anymore!" If prevented from fleeing, Grum Grum... er, the otyugh will fight to the death to protect its home instead.

AD-HOC XP ADJUSTMENT

Due to the flooding and the portcullis likely being a serious impediment to the PCs, grant a 20% XP bonus for this encounter.

DEVELOPMENT

If the PCs manage to lift the portcullis, they encounter consequences they weren't expecting. The water, filth, and muck held back by the otyugh's dam rush down the passageway. All characters standing on the ground or on the lower half of the walls must make a DC 18 Reflex save. Failure indicates the creature was swept up in the wave and washed down the channel 1d10x10 feet. PCs suffer 1d3 points of nonlethal damage for every 10 feet travelled in this manner. PCs standing in the water at the time of the flood receive a -2 to their save; those clinging to the wall receive a +2.

This chamber is one of the many with access to the streets of the city.

TREASURE

All manner of items are scattered throughout the otyugh's lair, most of it underwater. PCs must succeed on a DC 12 Perception check to find the creature's treasure — which was collected more through happenstance

CR 4

than actual intention. PCs find 1d10x10 sp, 2d6x5 gp, a small white pearl (actually a *pearl of power [1st level]*), and numerous rusty and useless weapons (mostly daggers and short swords). With a successful DC 25 Perception check, a PC finds a thin gold band set with small rubies, emeralds, and diamonds. The small stones completely encircle the band. The ring is worth 2,000 gp.

N10: CROSS-PIPE (CR VARIES)

Map Pages: H1, H2

This channel, called the "cross-pipe" by the muckrakers, helps funnel water and debris through the system. A tidal surge moves water uphill, cleaning out the system. This channel, along with the flow gate found at area **N17**, helps regulate that flow.

This channel extends to the north, where it joins with smaller pipes likely leading to businesses, or maybe even residences. It also extends to the south, where it flows under an over-walk designed to ease navigation around the sewer.

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SETUP

There is a 50% chance the otyugh from **N9** is found wandering through the water and muck in this channel. Of course, there is also a chance of encountering a wererat or druid patrol here, as this section is rather important to the navigation of the entire complex.

If none of those random events occur, the PCs encounter nothing out of the ordinary here.

N11: TURNABOUT (CR 2)

Map Page: I1

This smaller chamber was built into the complex to allow the muckrakers room to turn around with their large sweeper poles. In addition, the extra space was sometimes used for tool storage — why carry the rakes and such when you can just leave them here? A dire raccoon has taken up residence here now.

The small open chamber sports a few hooks embedded in the wall, likely used for supporting tools and such. The southeast corner is packed with all manner of materials — fabrics, clumps of vines, gobs of dried-out seaweed, and who knows what else. While the chamber is a mess, the pile of junk in the corner is unmistakably a nest of some sort.

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SETUP

There is a 50% chance the chamber's resident is present. Otherwise, she's out prowling for a meal or something shiny. She's territorial, but not suicidal. Upon noticing the PCs, she arches her back, hisses and spits, and swipes with her foreclaws. All the while, her eyes dart around the chamber looking for a quick exit should she need it.



"Raccoon, Dire") N Small animal

Init +3; Senses low-light vision; Perception +11

AC 19, touch 14, flat-footed 16 (+3 Dex, +5 natural, +1 size) hp 17 (2d8+8) Fort +7, Ref +6, Will +3

DEFENSE

OFFENSE

Speed 30 ft., climb 30 ft. Melee bite +5 (1d4+1 plus disease) Special Attacks disease

STATISTICS

Str 13, **Dex** 17, **Con** 18, **Int** 2, **Wis** 16, **Cha** 9

Base Atk +1; CMB +1; CMD 14 (18 vs. trip)

Feats Weapon Finesse

Skills Climb +9, Perception +11, Stealth +11, Swim +5; Racial Modifiers +4 Perception, +4 Swim

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: Bite—injury; *save* Fort DC 15; *onset* 1d3 days; *frequency* 1 day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

ACTION

Should the PCs act timid, their attitude emboldens the raccoon and she pushes the advantage to get the intruders out of her domain. However, at the merest hint of aggression from the PCs, she looks to make a hasty exit. She has no fear of jumping into the water if swimming away seems the most expedient course.

DEVELOPMENT

There is a 25% chance of a methane explosion in this corridor. For open fire sources such as a torch or lantern, check once per round; for fire spells, check when the spell first comes into existence. If the spell has a duration beyond instantaneous, check again at the start of the caster's turn each round the flame exists. If the methane ignites, it inflicts 5d6 fire damage to all creatures in a 30-foot radius spread, centered on the source of ignition. A DC 16 Reflex save halves the damage. Once one explosion has occurred here, another cannot happen for 48 hours.

TREASURE

The raccoon is drawn to shiny objects like bees to flowers. All manner of shiny and glittering objects lie scattered throughout her nest and the surrounding area. A DC 15 Perception check, plus 10 minutes of searching, turns up 1 pp, 2d4 gp, 3d8 cp, 27 pieces of colored glass (worthless), and a small lapis lazuli worth 15 gp.

N12: DRAKE LAIR (CR 4) Map Page: J1

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A pair of plague drakes makes their lair here. The room was originally designed as an overflow control. Grates in the floor drain into a natural pit 40 feet below the room. The entryway to the room is a steep slope, effectively putting the door 5 feet further above the sewer level than other doors in the complex.

This oblong room is slightly less wet than other chambers in the complex, likely due to the slightly increased elevation. A trio of brass grates are built directly into the floor.

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SETUP

Approaching the doors requires a bit of effort, due to the steep slope. The slope requires a DC 10 Acrobatics or Climb check. Flying characters, of course, will have no problem making the approach.

The drakes are on friendly terms with the otyugh. The pair are also vaguely aware of the druids' plans, and approve of the scheme though so far have done nothing to actually aid their efforts.

The elevation of the room relative to the rest of the complex reduces the amount of moisture hanging in the air and gathered on surfaces. Light sources function normally here, and creatures can move up to their full speed without penalty; attempting to move more than full speed — for example, attempting to charge — still requires a check. The drakes are immune to this penalty.



(Gaming Paper, Sewer Bestiary, "Drake, Plague") N Medium dragon

Init +2; Senses darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural) hp 22 (3d12+3) Fort +6, Ref +5, Will +5

Immune paralysis, sleep

OFFENSE

Speed 30 ft., climb 30 ft., fly 30 ft., swim 30 ft. **Melee** bite +6 (1d8+3 plus disease), tail slap +0 (1d6+4) **Special Attacks** contagious breath

STATISTICS

Str 15, Dex 14, Con 13, Int 5, Wis 14, Cha 12 Base Atk +3; CMB +5; CMD 17 Feats Great Fortitude, Weapon Focus (bite) Skills Climb +14, Intimidate +4, Perception +8, Stealth +8

Languages Draconic SQ carrier, speed surge

SPECIAL ABILITIES

Carrier (Ex) Plague drakes do not suffer the negative effects of any disease they are exposed to but instead become carriers. They are able to pass on diseases to those they damage, or those with whom they spend long periods in close contact. All plague drakes have plague rot (see below), but a plague drake has a 50% chance of having a second disease, a 25% chance of having a third disease, and a 10% chance of having a fourth disease. The most common diseases are filth fever, ghoul fever, and zombie rot. A creature need only save against a single disease (determined randomly) when injured by a disease-ridden plague drake, but must save against a different disease with each injury.

Contagious Breath (Su) A plague drake can, as a standard action, spit a pustule of diseased pus breath that bursts like a lanced boil. This attack has a range of 120 feet and deals 3d6 points of acid damage (DC 12 Reflex half) to all creatures within a 20-foot-radius spread. All creatures in the area must also save against the drake's disease as if they had been bitten. Once a plague drake has used its contagious breath, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

Disease (Su) Plague Rot: injury—bite or contagious breath; *Save* Fortitude DC 14 *Onset* none; *Frequency* 1/day *Effect* 1d6 Str, Dex, Con (determine randomly using 1d3) damage; *Cure* 1 save. Victims of plague rot have boils and patches of rotting skin, and may lose muscle mass, lose feeling in their limbs, or develop a terrible cough. Unlike most diseases a creature may contract plague rot even if already infected by it, up to three times. Each additional strain of plague rot affects a different ability score.

Speed Surge (Ex) Three times per day as a swift action, a plague drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

Virulent (Su) The diseases of a plague drake have a +2 bonus to their save DCs. This is added into the plague rot disease, above, but also applies to any other disease the plague drake carries.

Each drake has an additional disease; one has filth fever, and the other carries *civilization's downfall*.

ACTION

The drakes are furious if their lair is entered. They have no interest in parlaying and attack on sight. They charge the nearest foe and ferociously bite. The next round, the drakes breathe; they aim their breath weapons to cover the maximum number of characters possible. If the PCs happen to be bunched, one drake will breathe while the other attacks normally, and the third round the two switch tactics.

The drakes do not surrender until both are reduced to 5 or fewer hit points, or until one is dead and the other has fewer than 10 hit points. Should a drake need to make a retreat, it makes use of its speed surge ability to gain extra distance from the characters.

DEVELOPMENT

PCs may find this room to be a suitable place to rest, and perhaps even to use as a base of operations in the sewer. If the drakes are not dead, however, they return after acquiring healing.

TREASURE

The drakes have managed to accumulate a small hoard over time. In the northeast corner of the room is their small stash. Here, the players can find 39 pp, 1,027 gp, 2 bloodstones each worth 50 gp, *pipes of sounding*, a *ring of swimming*, and a potion of *enlarge person*.

N13: FUNGAL GROWTH (CR 7) Map Page: A2, B2

A pair of basidironds lair in this tunnel, which was carved years ago by a passing purple worm. While the creatures are mindless, the wererats have managed to train them to an extent. Wererats, it seems, have a unique scent that allows the plants to identify their "friends." For their part, the wererats often bring "treats" for the plants — mostly bodies they need to dispose of, though occasionally the wererats bring other creatures to feed the plants.

These tunnels meander through the bedrock, carved by some unknown force. It's hard to say for sure, but it seems the tunnels reside below the level of the rest of the complex. Filthy water pools at various points through the tunnels.

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SETUP

The basidironds have free roam of the sewers, but stick to these tunnels. If they encounter a lycanthrope, they expect to receive a "treat," some form of food. They can be found anywhere through the tunnel, but if they detect another creature with their tremorsense they move to investigate.



BASIDIROND (2) XP 1,600 each

hp 52 (Pathfinder Roleplaying Game Bestiary "Basidirond")

CR 5 EACH

ACTION

The basidirond attack with their slam attack in the first round. In the second round, each releases their hallucination cloud. Characters in both clouds must save against each separately. The creatures will defend their lair to the death, but will not pursue outside of their tunnels.

DEVELOPMENT

There is a 10% chance of a methane explosion in this chamber, but only in the squares in the center of the complex (those that "straddle" the map pages). For open fire sources such as a torch or lantern, check once per round; for fire spells, check when the spell first comes into existence. If the spell has a duration beyond instantaneous, check again at the start of the caster's turn each round the flame exists. If the methane ignites, it inflicts 2d6 fire damage to all creatures in a 5-foot radius spread, centered on the source of ignition. A DC 13 Reflex save halves the damage. Once one explosion has occurred here, another cannot happen for 36 hours.

N14: FRESH WATER (CR 7)

Map Page: C2, D2

When digging the original tunnels that eventually became the sewers, early explorers happened upon an underground stream, independent of the water in the caverns. The stream flows about ten feet below the surface in this area, and dives through a natural fissure in the rocks just south of this chamber. The dais-like structure around the water pit was built to project the stream a bit from the muck and grime that occasionally washes through the sewer complex. The room was also turned into a minor shrine to a lesser water deity; the muckrakers would pay homage whenever they came to the room to retrieve fresh water. ••••••

This large chamber has an air of importance, almost temple-like. Four rugged support columns hold up the roof above. To the west, a dais-like structure rises above the floor. What appears, at least at first glance, to be a pit fills the center of the dais.

SETUP

As long as sound is not muffled in any way — such as from a *silence* spell — characters can hear the underground stream clearly once the doors are opened.

Unfortunately for the PCs, a territorial gatorpede has taken up residence here. The creature arrived about six months ago by traversing the natural stream. Unable to travel any further south, it has decided this is the end of its journey. It now guards the entrance to its water ferociously. The muckrakers left the creature to its own devices, certain they could get an adventuring party to come down and deal with the beast in due time. Then the plagues hit, and other matters — such as not dying — became more important.

The wererats are aware of the creature's presence and avoid this room.



CR 7

(Gaming Paper, Sewer Bestiary, "Gatorpede")

N Large magical beast (reptilian)

Init +2; Senses darkvision 120 ft., low-light vision, scent; Perception +7
DEFENSE

AC 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, -1 size) hp 85 (10d10+30)

Fort +10, Ref +9, Will +4

OFFENSE Speed 30 ft., climb 30 ft., swim 40 ft.

GATORPEDE

XP 3,200

Melee bite +14 (1d8+5 plus grab) and 2 claws +14 (1d6+5)

Space 10 ft.; Reach 10 ft.

Special Attacks thrash

STATISTICS

Str 20, Dex 15, Con 16, Int 1, Wis 12, Cha 9

Base Atk +10; CMB +16 (+20 grapple); CMD 28 (32 vs. trip) Feats Cleave, Combat Reflexes, Dodge, Mobility, Power Attack Skills Acrobatics +8, Climb +19, Perception +7, Swim +17

Skins Acrobatics +6, Chino +17, 1 creeption +7, Swini +1

 ${\bf SQ}$ amphibious, sprint, vicious nature

SPECIAL ABILITIES

Sprint (Ex) Once per minute a gatorpede may sprint, doubling any one movement type for 1 round.

Thrash (Ex) When a gatorpede successfully grabs a target with its bite attack, as a swift action it undulates and thrashes along the length of its entire body. It automatically makes a trip maneuver check against all adjacent creatures that are at least one size category smaller than it is. This CMB check does not provoke an attack of opportunity. A gatorpede may thrash as a result of its vicious nature even if it does not have a foe grabbed, but otherwise will never thrash without having a grabbed foe (see below).

Vicious Nature (Ex) The primitive, mutated brain of a gatorpede can barely handle its own crude thoughts focused on hunting, eating, and

claiming territory. Any foreign thoughts or feelings cause its mind to shut down and pure instinctive drive to take over. If the gatorpede fails to save against any mind-affecting ability, rather than have the normal effect the gatorpede bursts into a frenzy of unthinking action. Roll on the chart below at the beginning of each of the gatorpede's rounds to see what actions it takes:



TABLE: VICIOUS NATURE ACTIONS

Roll	Result
01-65	Attack nearest creature
66-75	Move to highest point it sees, and if possible attack a target from there.
76-83	Take full defense action and thrash
84-93	Flee directly away from nearest foe for 1 round.
94-100	Move to farthest target is sees and (if possible) attack.

ACTION

The gatorpede charges whenever the doors are opened. The creature has no concept of parlay, nor of surrender. It fights to the death. If PCs flee without closing the door, it will attempt to follow, as far as the corridor leading out its door. It will not enter the sewer waters, or attempt to maneuver around the corners.

DEVELOPMENT

A wererat will only tell the party about the presence of the gatorpede if compelled to do so with magic.

N15: STORAGE (CR 2)

Map Page: E2

This chamber is intended for storage of basic supplies — rakes, shovels,

work gloves, and so forth. Unfortunately for the heroes, a pair of spider swarms has recently arrived.

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A thick layer of webs carpets everything; movement within the web complex indicates these are spider webs. By your best guess there must be hundreds of the arachnids — each about the size of a gold coin — crawling around. Under the webs, you think you can make out the outline of boxes and crates.

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SETUP

The swarms are hungry, having only fed on stray rats so far. Any PC who approaches to the middle of the bridge or closer causes the spiders to swarm and attack. The spiders have no tactics; they attack the nearest creature, seeking to bury their sharp mandibles into tender flesh.



CR 1 EACH

hp 9 (Pathfinder Roleplaying Game Bestiary "Spider Swarm")

ACTION

Fire, of course, is probably the best way to take care of the spiders under normal circumstances. PCs can try it, though they run the risk of a sewer gas explosion.

Once they engage the PCs, the spiders pursue if the heroes flee; they keep up their pursuit anywhere within one map segment of their lair.

N16: FILTRATION (CR 5)

Map Page: G2

This tunnel and portcullis combination — in conjunction with the flow gate (see area **N17**) —allows the muckrakers to control the ebb and flow of the tidal surge while filtering out larger debris.

A Large constrictor snake lives in this chamber. It has fed on enough rats, possums, and similar creatures to now be too big to pass through the portcullises, and is stuck in the interior of this chamber. The muckrakers are aware of the snake, and wary of it — though to date it hasn't given them any real trouble.

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The water here flows through a pair of portcullises, spaced about 30 feet apart. The walkway itself ends outside the portcullis, meaning you'll need to wade through the water and climb through the bars to get in, absent a more creative solution. The chamber itself seems to be a sort of elongated "figure eight" shape, with a 10 foot or so channel in the center, surrounded by an oval 5-foot-wide channel around the outside.

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SETUP

Both portcullises are currently down. While the snake is trapped inside, it is quite content as the tide sweeps enough food into the chamber for it to have a veritable buffet of choices. More importantly, Grum Grum the otyugh in area **N9** becomes enraged if he finds the portcullises have

been lifted or damaged. The current setup provides him the tastiest morsels of garbage. Or at least, so he believes.



ADVANCED GIANT CONSTRICTOR SNAKE CR 7 XP 3,200

N Large animal

Init +4; Senses scent; Perception +15

DEFENSE

AC 19, touch 13, flat-footed 15 (+4 Dex, +6 natural, -1 size) hp 73 (7d8+42)

Fort +10, Ref +9, Will +5

OFFENSE Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +14 (1d6+13 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks constrict (1d6+13)

STATISTICS

Str 29, Dex 19, Con 20, Int 1, Wis 16, Cha 6

Base Atk +5; CMB +15 (+19 grapple); CMD 29 (33 vs. grapple)

Feats Blind-Fight, Skill Focus (Perception), Toughness, Weapon Focus (bite)

Skills Acrobatics +17 (+13 when jumping), Climb +17, Perception +15, Stealth +10, Swim +17; Racial Modifiers +8 Acrobatics, +4 Perception, +4 Stealth

ACTION

As a general rule of thumb, the snake is very willing to mind its own business. However, it also has become lazy and does not go out of its way to hide from humans. It has effectively been conditioned by the muckrakers to believe humans will ignore it as long as it stays out of the way. However, should the PCs insist on entering the chamber and splashing around, the snake could mistake a PC — especially a smaller PC such as a halfling, gnome, or dwarf — for a tasty treat.

Should the snake attack, it attempts to grab, then constrict its foe. If successful, the following round it submerges under the filthy water, causing its foe to deal with both constriction and the risk of drowning.

DEVELOPMENT

If reduced to under 15 hit points, the snake attempts to flee. If the portcullises are closed, remember it must squeeze through the bars to do so.

There is a 25% chance of a methane explosion in this chamber. For open fire sources such as a torch or lantern, check once per round; for fire spells, check when the spell first comes into existence. If the spell has a duration beyond instantaneous, check again at the start of the caster's turn each round the flame exists. If the methane ignites, it inflicts 5d6 fire damage to all creatures in a 20-foot radius spread, centered on the source of ignition. A DC 16 Reflex save halves the damage. Once one explosion has occurred here, another cannot happen for 36 hours.

N17: FLOW GATE

Map Page: H2

This chamber controls most of the flow of water through the entire northern section. The wheel here controls the portcullises in **N16** and also controls the directional valve here in this chamber.

A mechanical wall, not quite 6 feet in height, blocks the flow of water here. A large wheel on the southern bank looks to be used to move the wall. Moisture and moss cover the floor, walls, and wheel here

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SETUP

Grum Grum, the otyugh in area **N9**, is fanatical about keeping the wheel and wall in the current position. He believes this provides him the choicest treats among the muck that flows through the sewers. (Whether he's right or wrong, really, is immaterial, unless you're willing to get into an argument with him.)

ACTION

Turning the wheel is difficult, especially after the wall is partially moved and the water begins to flow. Initially getting the wheel to turn requires a DC 26 Strength check. Up to 8 Medium creatures can band together to turn the wheel. In such a case, one person is designated as the primary and all others must use the aid another action to grant a +2 bonus.

The wall currently sits diagonally with the upper portion running northwest to southeast. A successful Strength check moves the wall to have a west-northwest by east-southeast alignment. Such an alignment allows water to flow freely throughout the northern section. During high tide, this reduces the maximum depth of the water in the entire northern section of the sewers by 1d3 feet.

The wall can continue to move so that it rests in a northeast to southwest alignment. To do so, however, is more difficult than the task of simply opening it due to the flow of water around both sides. Moving to a west to east alignment requires a DC 32 Strength check. Moving further to an east-northeast by west-southwest alignment requires a DC 23 Strength check — this is the easiest movement to make since the force of the water on either side of the wall at this point is relatively equal. Finally, closing off the wall in the final alignment requires another DC 26 Strength check.

Each "step" through the compass requires 8 "man minutes." That means, assuming successful Strength checks, 8 Medium creatures can move the wall in 1 minute. However, 4 Medium creatures would require 2 minutes. In addition, moving the wall is a noisy endeavor — especially within the water. Any creature in map pages F1, G1, H1 I1, F2, G2, I2, and J2 gain a +20 circumstance bonus to Perception checks to hear the gate opening. Underwater, that bonus rises to +30. Any creature in the room itself automatically succeed at Perception checks to hear the movement.

Finally, the wheel also controls the portcullises in **N9** and **N16**, though currently the mechanism to open the portcullis at **N9** is broken. As the wall moves, so do the portcullises. When the wall is in an east-to-west alignment, the portcullises are open 50%. When the wall is in a northeast to southwest alignment, they're completely open.

DEVELOPMENT

If Grum Grum hears the wall moving, he flies into a rage and makes his way here as quickly as possible to stop the stupid humanoids from ruining his food supply.

There is a 25% chance of a methane explosion in this chamber. For open fire sources such as a torch or lantern, check once per round; for fire spells, check when the spell first comes into existence. If the spell has a

duration beyond instantaneous, check again at the start of the caster's turn each round the flame exists. If the methane ignites, it inflicts 5d6 fire damage to all creatures in a 20-foot radius spread, centered on the source of ignition. A DC 16 Reflex save halves the damage. Once one explosion has occurred here, another cannot happen for 36 hours.

N18: ACCESS CHAMBER

Map Page: I2

This is a small access chamber from the street level. The rusty ladder embedded in the wall is the only thing of interest here. The ladder itself is sturdy enough for each rung to support up to 400 pounds.

N19: WERERAT WARREN

Map Page: A3, B3, A4, A5, B5, B6

This complex of rooms was originally built as a safe haven of sorts for the members of the muckrakers' guild. Stashed behind concealed doors that seal tightly, these rooms offer respite and shelter from the moisture and stench of the sewer complex. Muckrakers who needed to be nearby to clear clogs after the tides came in (or rolled out) would spend time here. The occasional muckraker on the outs with his or her spouse could also be found in these rooms.

Now these rooms host a far more sinister occupant: Endie Talmot — aka The Rat — and his brutal (if somewhat incompetent) gang of wererats. The Rat and his band of miscreants use their ability to shapeshift to keep the muckrakers at bay. Uncomfortable with the uncertainty of when a rat might slip through a crack and attack, the muckrakers have abandoned the complex to Talmot's gang.

When Edgewater's new leaders were elected two years ago, one of their first tasks was to get the rampant crime under control. To that end, the Lord-Mayor and his closest advisors held secret meetings with some of the most powerful criminal bosses in Edgewater. The Lord-Mayor made it clear Edgewater would flounder and eventually collapse if crime drove all ship traffic out of her ports. The Lord-Mayor insisted on changes from the various gangs, and in exchange for their cooperation he would make arrangements to turn a blind eye to other activity elsewhere in the city. A thug known for shakedowns and similar activity protested the arrangement and was slain by the Lord-Mayor on the spot.

That show of strength was enough to encourage the other leaders to capitulate, particularly since the Lord-Mayor also had a retinue of five experienced adventurers; it was clear they could easily opt to remove all the crime lords permanently if necessary. Since then, the docks of Edgewater have flourished; so have gambling and prostitution, two activities the Lord-Mayor was willing to accept as a part of the city's growing economy.

Unfortunately for Endie Talmot, he and his crew of wererats made most of their living down on the docks. There they were able to slip in and out disguised as rats, with none the wiser regarding their presence. Endie's crew ran all manner of illicit activity: blackmail based on information overheard from the shadows, theft of small but valuable items off ships, "insurance" money paid by captains interested in protecting vital cargo, and so forth. Endie was not the least bit squeamish about the occasional murder or two. The Lord-Mayor's plans swiftly brought an end to Talmot's burgeoning crime empire.

Talmot seethed. He turned to narcotics and alcohol to bury the agony of losing out on a small fortune, and he longed for the day he and his rats could rise up and take control of the city. Then, like a blessing from his twisted god, new rats — capable of casting magic and shifting into other forms — arrived in the sewers. These new interlopers had a plan, a

plan that would make Talmot wealthy and powerful beyond his wildest imagination.

Talmot has fallen prey to the slick words of the plague druids, and believes it is just a matter of time until the city of Edgewater capitulates. When that happens he and his filthy rats will rule the city. He dreams of torturing the Lord-Mayor, keeping his nemesis barely alive so he might inflict the most horrible pain imaginable each and every day. Talmot immediately agreed to allow the plague druids to have access to his sewers — though not his "stronghold" within. He also agreed to allow his minions to become carriers of their awful disease. Talmot assumed incorrectly that he and the wererats would be immune to *civilization's downfall*.

CHAOS REIGNS!

It's important for this adventure, but especially here and when encountering the druid leaders later, to not treat this is a simple dungeon crawl. Residents of a room will not sit idly by and wait for the PCs to come along to deliver an ass-whooping. The wererats are living, breathing people. They have fears, desires, friends, family. They use hit and run tactics. They soil their pants then run away in fear. They stand defiantly blocking an entryway so others can mobilize and escape. They cower in the corner begging for mercy.

Rats run through the room. Are they regular, filthy rats? Or wererats in disguise? A flask flies into the room and explodes in a rain of glass shards and acid. Where did it come from? Have combatants move from room to room. Have spellcasters or those with splash weapons make sniper attacks from a hiding location. (Don't forget the -20 on the Stealth check to remain hidden after such an attack.) Use the wererat's shapeshifting ability as a tactical advantage to allow new combatants to easily enter the fray or wounded gang members to slip away — up the chimney, through a crack in the wall, or whatever convenient egress exists.

Chaos reigns! It's up to you to make it come alive.

N19A: ENTRYWAY (CR 4) Map Page: A3, B3

The Rat always has two guards here. They spend most of their time in the western half of the room, and keep the doors leading to the corridor open.

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This odd room appears to be some form of storage. A drain dominates the floor in the eastern area. A set of double doors, opening into the room, are on the western wall.

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SETUP

This room provided the muckrakers a place where they could wash off before entering the main chambers. Muckrakers would stand over the grate and splash water as necessary to remove any muck (or worse) stuck to their clothing. The western section of the room stored cleaning supplies they could use as needed to avoid tracking filth into the living chambers.

Both guards spend their time here in rat form, and lurk in the shadows in an attempt to remain out of sight. They prefer to mill about the



western half of the room, so as to keep a better focus on the hidden door leading to the south and into the warren. Assume both guards are taking 10 on their Stealth and Perception checks (+12 and +8, respectively). The wererats distrust the druids, and so are generally alert and ready for trouble.



WERERAT (2) XP 600 each

CR 2

hp 18 (Pathfinder Roleplaying Game Bestiary "Lycanthrope, Wererat")

Except change to afflicted lycanthrope, which reduces DR to 5/silver

ACTION

The wererats primary action is to raise a ruckus and draw PCs away from the hidden door. If possible, they move in for a sneak attack while in rat form; after the sneak attack, or if it is not possible, they shift to hybrid form. Once changed, they yell and scream obscenities and other insults at the characters, while trying to get them to move toward the eastern section of the room. If necessary, the wererats will bolt and attempt to lead the PCs through the sewers. Guards are willing to head into N13 (and risk the fungi living there) if doing so distracts the PCs from the entryway.

At the end of the long corridor running south from N1 is a concealed door. The door was built in such a manner for practicality rather than subterfuge. The design of the door forms a tight seal with the walls and floor, which works to keep moisture and grime out of the complex. Noticing the door requires a DC 17 Perception check.

DEVELOPMENT

There is a 25% chance another wererat — either out on patrol or in the warren — hears the noise and moves to help. There is a 10% chance a druid patrol is nearby and hears the commotion; in that case, however, the druids do not automatically aid the wererats. Instead, they observe. If the PCs seem weak, the druids lend their aid. (They like to remind Talmot and the others of their assistance on a regular basis.) If the PCs clearly outmatch the rats, the druids slink away and report to their leader. If the fight looks even, they wait and watch.

If captured, the wererats do not willingly talk. If compelled to talk (magically or otherwise), see the table in encounter P1: Wererat Patrol for information the guards may have about civilization's downfall. Of course, they can also provide basic information about the layout of the warren, strength and relative numbers of other members of the guild, and so forth.

N19B: SUPPLY ROOM (CR 5) Map Page: A3

This room's design originally allowed the muckrakers to keep their supplies and filthy clothes away from their de facto living area. The wererats use the room for similar purposes, though the supplies they keep are different. The room stores dried foods and water in sealed casks, along with a few other odds and ends.

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This wide hallway is illuminated by four torches in sconces, two on the western wall and two on the eastern wall. The torches on the eastern wall flank a short corridor leading to a bronze door; the door's hinges are visible. To the south, a double-bronze door leads further into the complex.

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SETUP

Barring a streak of bad luck by the PCs, there are no wererats in this area. However, the door leading south is trapped. The trap has a password, known by all the wererats.





CR 5

EFFECTS Trigger proximity (alarm); Reset none

Effect spell effect (fireball, 6d6 fire damage, DC 14 Reflex save for half damage); multiple targets (all targets in a 20-ft.-radius burst)

ACTION

Theoretically, PCs could hide in the closet unseen for a period of time ranging from a few hours to a full day. The wererats rarely make use of the space, so the odds of anybody actually entering the room are small - unless, of course, they're on the lookout for the PCs.

DEVELOPMENT

Any significant noise in this area — say, for example, the sounds of a fireball trap being detonated - is enough to get the attention of the wererats in area N19c.

TREASURE

Talmot's wererats are fairly well supplied. In the closet off the hallway, PCs will find 5 sealed casks of fresh water, 1 sealed cask of cheap wine, 2 sealed casks of cheap ale, 1 sealed crate of dried meat, 1 crate of root vegetables (mostly potatoes and carrots), 3 "bricks" of lard, a large bronze cooking pot, 250' of rope, 22 pitons, 3 rakes, 2 spades, 6 pounds

of soap (cut into 1/4 pound blocks), and 17 pairs of rubber hip boots.

N19C: GREATROOM (CR VARIES) Map Page: A4

The muckrakers used this chamber to relax and the wererats saw no reason to improve on such a simple plan. The room contains a large fireplace that vents to the surface, a small table and chairs, an ill-used writing desk, and a bookcase loaded with cheap (and mostly trashy) novels.

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This large room could easily be the greatroom of an inn, or even a comfortable manor house. A fireplace in the southeast corner is lit, giving the room a soft glow and providing a comfortable warmth. In the corner next to the fireplace is a bronze kettle. A wooden table with six sturdy chairs occupies the northeast corner. The northwest corner, just below the double doors, is filled by a writing desk. A throw rug covers the ground immediately in front of the fireplace. On the edge of the rug furthest from the fireplace is an odd mannequin. It wields a longsword and short sword, standing facing the fireplace. Another pair of double doors, its hinges visible on this side of the room, leads further to the south.

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SETUP

PCs who barge into this room are likely to find they get more than they bargained for. There are at all times a minimum of 4 wererats lounging around the room. There are an additional 1d3–1 wererats, bringing the total potential wererats present to a range of 4–6.

Three wererats sit at the table playing dice, each with a bowl of warm

stew and a flagon of ale. The fourth wererat lounges in front of the fire in dire rat form. Others are ranged around the room.

One of the wererats playing dice at the table has a chimerette "familiar." The creature perches on his shoulder, and makes rude and degrading remarks to the others. They're all quite used to verbal abuse from the tiny creature, and ignore its verbal assault.

Torches in sconces line the walls at regular intervals.



WERERAT (4-6)

XP 600 each

hp 18 (*Pathfinder Roleplaying Game Bestiary* "Lycanthrope, Wererat")

Except change to afflicted lycanthrope, which reduces DR to 5/silver



WERERAT MASTER XP 600 each

hp 18 (*Pathfinder Roleplaying Game Bestiary* "Lycanthrope, Wererat") *Except* change to afflicted lycanthrope, which reduces DR to 5/silver;

Replace Dodge with Chimerette Familiar, which reduces DC to 3/stver, touch AC to 12, and CMD to 14. The chimerette grants a +3 bonus to Intimidate, bringing the wereat master's total to +6.



CR –

CR 2

CR 2

(Gaming Paper, Sewer Bestiary, "Chimerette") NE Tiny magical beast

Init +3; Senses Darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size) hp 9 (2 HD; 1/2 master's total for hp) Fort +4, Ref +6, Will +2

Special Defenses improved evasion

OFFENSE

Speed 20 ft., fly 40 ft. (average) **Melee** 2 bites +6 (1d3-1), bite +6 (1d2-1 plus poison) and 2 claws +6 (1d3-1)

Space 2 1/2 ft.; Reach 0 ft.

STATISTICS

Str 9, Dex 16, Con 12, Int 9, Wis 15, Cha 12

Base Atk +2; CMB +3; CMD 11

Feats Weapon Finesse

Skills Acrobatics +8, Bluff +3, Climb +4, Fly +7, Intimidate +3, Knowledge (local) +1, Perception +11, Sense Motive +4, Stealth +16, Swim +4; **Racial Modifiers** +4 Perception

Languages Aklo, Common, Sphinx; empathic link

SPECIAL ABILITIES

Familiar: The master of a chimerette familiar gains a +3 bonus to Intimidate checks.

Poison (Ex) Bite—injury; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save.

ACTION

After the PCs enter the room, the wererat lounging in front of the fire slips into a crack behind the fireplace. She takes 1d3 points of fire damage in doing so, as she must get close enough to the flames to scorch her hide. She arrives in N19d 1d3+1 rounds later, shifts to hybrid form, and shouts a warning about intruders in the greatroom. She then rushes through halls and rooms to N19g to Talmot's chamber to warn the leader of the PCs' arrival in their warren. When moving through the tunnel between the greatroom and the common room, she must squeeze, reducing her movement to 15' per round. Of course, if PCs are fortunate enough to somehow prevent her from fleeing during the first round of combat (a web spell, for example), she cannot escape to raise the alarm. If the wererats detected the PCs' presence while they were in N19b, the wererat on the carpet has already made her move to exit this room and travel to the common room. (As such, if she moved quickly enough and the PCs moved slowly enough, it is entirely possible there are almost double the number of wererats present in this room.)

The wererats playing dice react quickly, rising immediately and drawing their weapons. The chimerette is unable to hide its disdain for spellcasters, and if one is present among the PCs the creature turns its vile invectives in his or her direction. Nothing is out of bounds for the creature's insults — assumed family history, attire, and so on. If the character has a familiar of its own, the chimerette implores it to leave its master and run away, interlaced (of course) with deep-cutting insults about the PC.

INSULTING THE CHARACTERS

Just a quick word on the insults the chimerette tosses around. Obviously, you know your players and we don't. This encounter with the chimerette should be amusing, even while the creature attempts to cut to the bone with its insults. Nothing is out of bounds — except what is normally out of bounds for your group. It is important, as GM, that you do not run this encounter in a way such that it hurts feelings for the *player*. The character's feelings, of course, are fair game.

The dice players act as a fairly well-organized fighting group. They maneuver to grant one another flanking bonuses whenever possible, and gang up on a single target with the hopes of removing him or her from combat quickly. They make as much noise as possible in the hopes of drawing the attention of their allies to the south.

DEVELOPMENT

Unless the PCs are incredibly silent in their slaughter or capture of the wererats present, noise of combat likely travels into the common room (**N19d**). The PCs have the advantage of a 15-foot corridor, with closed doors on either end, between them. Each round, all wererats present in the common room should receive Perception checks to hear the commotion. The base DC to hear the sounds of combat is –10. Each closed door adds +5, bringing the base DC to +0. Consider everybody in the common room distracted, which brings the DC to +5. Lastly, the DC increases by +1 for every 10 feet between the wererat and the combat. Assuming combat takes place around the table in the greatroom, a wererat sitting at the table in the common room would need to make a DC 11 Perception check; the DC can vary, of course, based on distance.

If captured and compelled to talk, the wererats here have the same knowledge as the others. See area **P1: Wererat Patrol** for a table providing information the wererats can provide.

TREASURE

Along with all the gear and equipment carried by the wererats, there are several items of interest to the PCs in this room. The table where the wererats were playing dice contains two bone dice, 29 sp, 1 gp, and a small red gem (actually just a piece of colored glass, though the wererat convinced his friends it was a small garnet). The table and chairs themselves are sturdy, but of plain design and abused. As a set, they're worth 40 gp if PCs can somehow get them out of the room. (Also, they technically belong to the muckrakers, not the wererats; this fact may matter later.) There are three pewter bowls, each containing various amounts of stew and each having a pewter spoon. In addition, there are three pewter tankards. A cask of cheap ale sits in an unoccupied chair at the time the PCs entered the room.

The writing desk is sturdy and of good design; it's worth 50 gp. The desk contains 53 pages of vellum, several ink bottles of different colored inks, and a few quills. Thanks to the fire, the room is dry enough that the vellum will not rot. In addition, several large blocks of wax are on the desk. These blocks are intended to be rubbed over vellum and paper before it leaves the room, to help protect them from the environment of the sewer until they can reach the surface. As with the table and chairs, these items are actually the possessions of the Muckrakers' Guild — though that fact hasn't prevented the wererats from making use of them.

The throw rug in front of the fire depicts images of magical creatures: unicorns, dragons, mermaids, and the like. The rug has seen better days, and is ripped and tattered. Repairing the rug requires 25 gp of materials and a successful DC 25 Craft (clothing) or similar skill. When repaired, the rug is worth 250 gp. The *mending* spell has no effect, as all the "pieces" of the rug are not present (there are threads missing, eaten by various rats).

Two bronze kettles occupy the corner closest to the fireplace. These kettles have the same price and properties of a standard iron pot, but resist corrosion caused by the air in the sewers. One pot (the larger of the two) contains a cheap but edible stew. The second is empty. In addition to the kettles, there are also 7 pewter bowls, 11 pewter spoons, 9 pewter forks, and 4 pewter mugs here.

The last item of note in the room is a *sparring dummy of defense*, a magic item detailed in **Appendix I**.

N19D: COMMON ROOM (CR VARIES) Map Page: A5

The common room is similar to the greatroom, designed for residents to relax. The biggest difference is that the common room is generally more subdued, primarily because of the bedrooms to the south.

This large room is clearly designed as part of the living quarters. A round table with four chairs is in the northeast corner. There are two doors on the south wall. Torches line the room at regular intervals.

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SETUP

As above in the greatroom, the number of wererats present here varies. Azilina, a sorcerer with her eye on taking out Talmot to gain control, is always encountered here. Besides Azilina, there are 1d3 additional wererats present in the room.

If Azilina has any advance warning (such as the wererat from N19c coming to raise the warning, or simply hearing the sounds of combat

elsewhere) she casts *mage armor*, raising her AC to 17 and her flatfooted AC to 15 while in human form, or 19 and 17 while in hybrid form. If time permits, she then casts *blur* on herself.

Assuming forewarning, the other wererats present move to positions near the door. They hope to catch the PCs by surprise as they enter.





WERERAT (1-3) XP 600 each

CR 2

hp 18 (*Pathfinder Roleplaying Game Bestiary* "Lycanthrope, Wererat")

Except change to afflicted lycanthrope, which reduces DR to 5/silver



Speed 30 ft.

AZILINA (HUMAN FORM)

CR 6

XP 2,400 Female human afflicted wererat sorcerer 6 CE Medium humanoid (human, shapechanger)

Init +2; Senses low-light vision, scent; Perception +4

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural) hp 35 (6d6+12) Fort +6, Ref +5, Will +7

OFFENSE

 Melee mwk sickle +6 (1d6–1)

 Bloodline Spell-Like Abilities (CL 6th; concentration +9)

 6/day—touch of destiny (+3)

Sorcerer Spells Known (CL 6th; concentration +9) 3rd (4/day)—*fireball* (DC 16)

2nd (6/day)—blur, hideous laughter (DC 15), see invisibility

1st (7/day)—alarm, grease (DC 14), mage armor, ray of enfeeblement (DC 14), sleep (DC 14)

0 (at will)—acid splash, detect magic, light, mending, prestidigitation (DC 13), ray of frost, read magic

Bloodline destined

STATISTICS

Str 8, Dex 14, Con 13, Int 12, Wis 12, Cha 16

Base Atk +3; CMB +2; CMD 14

 \mbox{Feats} Brew Potion, Eschew Materials^B, Great Fortitude, Stealthy, Weapon Finesse

Skills Bluff +12, Escape Artist +4, Knowledge (arcana) +7, Knowledge (local) +4, Perception +4, Spellcraft +10, Stealth +7

Languages Common, Sylvan

XP 2,400

SQ bloodline arcana (gain luck bonus on saves when casting personalrange spells), change shape (human, dire rat, hybrid; *polymorph*), fated (+1)

Combat Gear potion of invisibility, potion of cat's grace, scroll of wall of ice; **Other Gear** mwk sickle, amulet of natural armor +1, cloak of resistance +1, silver ring with small onyx (30 gp), 14 gp



CR 6

Female human afflicted wererat sorcerer 6 CE Medium humanoid (human, shapechanger)

Init +2; Senses low-light vision, scent; Perception +4

AZILINA (HYBRID FORM)

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural) hp 41 (6d6+18)

Fort +7, Ref +5, Will +7 DR 5/silver

OFFENSE

Speed 30 ft. Melee mwk sickle +6 (1d6), bite +5 (1d6) Bloodline Spell-Like Abilities (CL 6th; concentration +9) 6/day—touch of destiny (+3) Sorcerer Spells Known (CL 6th; concentration +9) 3rd (4/day)—fireball (DC 16) 2nd (6/day)—blur, hideous laughter (DC 15), see invisibility 1st (7/day)—alarm, grease (DC 14), mage armor, ray of enfeeblement (DC 14), sleep (DC 14) 0 (at will)—acid splash, detect magic, light, mending, prestidigitation (DC 13), ray of frost, read magic Bloodline destined

Str 10, Dex 14, Con 15, Int 12, Wis 12, Cha 16

Base Atk +3; CMB +3; CMD 15

Feats Brew Potion, Eschew Materials^B, Great Fortitude, Stealthy, Weapon Finesse

Skills Bluff +12, Escape Artist +4, Knowledge (arcana) +7, Knowledge (local) +4, Perception +4, Spellcraft +10, Stealth +7

Languages Common, Sylvan

SQ bloodline arcana (gain luck bonus on saves when casting personal-

range spells), change shape (human, dire rat, hybrid; polymorph), fated (+1), lycanthropic empathy

Combat Gear potion of invisibility, potion of cat's grace, scroll of wall of ice; Other Gear mwk sickle, amulet of natural armor +1, cloak of resistance +1, silver ring with small onyx (30 gp), 14 gp

ACTION

The wererats in this room do all they can to avoid PCs discovery of the concealed door to the east. Azilina looks to stay out of melee and uses her spells as the situation dictates. She prefers to hit an obvious arcane caster with ray of enfeeblement, knowing the Strength penalty might make the character too weak to stand. Barring that, she targets any character in heavy armor with hideous laughter. She prefers not to use *fireball* in such tight quarters, but if she believes casting the spell will take out several of her enemies she'll do so; of course, she aims it in such a way as to avoid including herself in the spell's area of effect. She isn't too concerned about other wererats. She knows they have a knack for completely avoiding her spells; beyond that, she simply doesn't care about their lives enough to allow any such concern to meddle with her combat tactics.

DEVELOPMENT

Any rats in the sleeping quarters to the south who hear the fight arrive in 2d3+1 rounds, as they must don armor, grab gear, and so on. If the wererat from N19c was able to get away to warn the others, Endie Talmot arrives 8-12 rounds after she raised the warning in this room. (That is the amount of time for the wererat to make it to Talmot's chambers, explain the situation, and for the pair of them to make it back.)

TREASURE

The table and chairs are good quality - better than those in the greatroom - and are worth 100 gp. As before, however, these are the property of the Muckrakers.

N19E: BEDCHAMBERS (CR VARIES) Map Page: A5

Though the layout of these two rooms is slightly different, the purpose and contents are roughly the same. These rooms housed muckrakers on long shifts, and now house wererats. All beds are bunk beds.

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Clearly, this room is a sleeping quarter for the masses. Bunk beds line the walls, with small chests at the foot of the bed or occupying empty locations around the room. The floor is covered in straw; in a few places the straw seems to be piled up into nest-like structures, but for the most part the straw seems to be present simply as ground cover.

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SETUP

Each room has 1d4+1 wererats present. When the PCs first enter the warren, none of the occupants of these rooms is combat-ready. Each requires 2d3+1 rounds to prepare: wake, dress, don armor, etc. It's possible for the players to arrive here to find empty rooms, for example if they made significant noise previously and all the occupants in here rushed elsewhere to help. If PCs manage to progress silently to this point, they find the occupants entirely unaware and unprepared.



hp 18 (Pathfinder Roleplaying Game Bestiary "Lycanthrope, Wererat")

Except change to afflicted lycanthrope, which reduces DR to 5/silver

WERERAT (1-3)

XP 600 each

ACTION

If combat occurs in these rooms, the wererats attempt to shift to hybrid form (70% chance) and fight to the best of their ability, or to animal form (30%) and flee, making use of cracks or holes in the wall to aid their escape. None of the wererats present here will fight to the death. They're clever enough to realize if PCs are assaulting this room, it means their brethren elsewhere are likely dead. Those who originally opt to fight will either flee or surrender upon being reduced to 9 or fewer hit points. Alternately, if the occupants of these rooms are fighting the PCs elsewhere, follow the general tactics and guidance listed for that encounter.

A wererat in hybrid form grabs his or her melee weapon — it's never far, even when sleeping — and fights furiously. They work together, if more than one is present, to flank targets and gang up on dangerous foes. The wererats are comfortable maneuvering in tight confines, making use of their Acrobatics skill to leap from bed to bed, sliding through the straw to avoid a foe, and so forth.

DEVELOPMENT

As with other wererats, those who surrender or are captured do not easily volunteer information. If compelled or convinced to do so, they have the same general knowledge as other wererats present in the sewers.

If PCs slaughtered wererat patrols to the extent that Talmot recalled all remaining wererats, all occupants who would have been in this room are awake, armored, armed, and stationed elsewhere in the Warrens.

While the door to the east is concealed, it's possible it may be open when the PCs arrive depending on the timing of events. If the door is closed, finding it requires a DC 22 Perception check.

TREASURE

Between the two bedchambers there are a total of 18 locked chests. Each wererat has a key to his or her personal chest, and several chests are trapped as well. (There is no honor among thieves, after all.) Each chest contains clothing and personal items. The contents of the 12 chests are detailed below. Place six chests in each bed chamber. Each chest requires a DC 22 Disable Device check to open; information about individual traps is outlined below.

Chest #1 (no trap): 37 sp, 23 gp; 2 potions of cure light wounds, gold ring (20 gp).

Chest #2 (poison gas trap): 58 cp, 33 sp, 42 gp; alchemical silver dagger, gold chain with red topaz pendant carved into the rough shape of a dragon breathing fire (400 gp).



Trigger touch; Reset none

Effect poison gas (burnt othur fumes); never miss; onset delay (1 round);

CR 2

multiple targets (all targets in a 10-ft.by-10-ft. area in front of the chest) **Burnt Othur Fumes (poison—inhaled):** *save* Fort DC 18; *frequency* 1/ round; *duration* 6 rounds; *effect* 1 Con drain/1d3 Con damage; *cure* 2 saves

Chest #3 (poison dart trap): 38 cp, 22 sp, 3 gp; tanglefoot bag, thunderstone; sterling silver snake ring (snake swallowing its own tail) (50 gp).



POISONED DART TRAP

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger touch; Reset none

Effect Atk +10 ranged (1d3 plus greenblood oil)

Greenblood oil (poison—injury): *save* Fort DC 13; *frequency* 1/round; *duration* 4 rounds; *effect* 1 Con dmg; *cure* 1 save

Chest #4 (no trap): 23 cp, 38 gp, 1 pp; silk shirt with gold thread embroidery depicting images of rats (200 gp).

Chest #5 (no trap): 78 cp, 23 sp; iron key (GM can determine purpose). Chest #6 (*acid arrow* trap): 38 sp, 29 gp, 2 pp.



ACID ARROW TRAP CR 3

Type magic; Perception DC 27; Disable Device DC 27
EFFECTS

Trigger touch; Reset none

Effect spell effect (*acid arrow*, atk +2 ranged touch, 2d4 acid damage for 4 rounds)

Chest #7 (no trap): 7 cp, 38 sp, small gold hoop earrings (25 gp, in hidden compartment [DC 26 Perception])

Chest #8 (no trap): 38 cp, 21 sp.

Chest #9 (no trap): 29 cp.

Chest #10 (*energy drain* trap): 39 sp, 48 gp, 7 pp, moonstone (25 gp), jet (30 gp), jade frog statue (200 gp).



ENERGY DRAIN TRAP

Type magic; Perception DC 34; Disable Device DC 34

EFFECTS Trigger touch; Reset none

Effect spell effect (*energy drain*, Atk +10 ranged touch, 2d4 temporary negative levels, DC 23 Fortitude negates after 24 hours)

Chest #11 (no trap): 23 cp, 2 pp, blue quartz (15 gp).

Chest #12 (no trap): 77 sp, 3 gp.

Chest #13 (*flame strike* **trap):** 78 cp, 29 sp, 38 gp; 2 vials alchemist's fire; amber (100 gp), chrysoberyl (125 gp).



FLAME STRIKE TRAP CR 6

Type magic; Perception DC 30; Disable Device DC 30

EFFECTS Trigger touch; Reset none

Effect spell effect (*flame strike*, 8d6 fire damage, DC 17 Reflex save for half); multiple targets (all targets in a 10-ft.-radius cylinder). Chest #14 (no trap): 23 gp, 7 tindertwigs, 7 +1 crossbow bolts. Chest #15 (bestow curse trap): 78 cp, 3 gp, +1 throwing axe.



CR 1

CR 10

BESTOW CURSE TRAP CR 4

Type magic; Perception DC 29; Disable Device DC 29
EFFECTS

Trigger touch; Reset none

Effect spell effect (*bestow curse*, -6 decrease to an ability score [determine randomly], DC 16 Will save negates).

Chest #16 (no trap): 23 gp, 2 sunrods, 2 smokesticks.

Chest #17 (no trap): 87 cp, 3 sp; malachite (15 gp).

Chest #18 (insanity mist trap): 38 gp; disguise kit; bottle of elven firewater ale (50 gp); 2 crystal glasses (10 gp each); +1 kukri.



INSANITY MIST TRAP CR 8 Type mechanical; Perception DC 25; Disable Device DC

Trigger touch; Reset none

Effect poison gas (insanity mist); never miss; onset delay (1 round); multiple targets (all targets in a 10-ft.by-10-ft. area in front of the chest) Insanity Mist (poison—inhaled): save Fort DC 15; frequency 1/round; duration 6 rounds; effect 1d3 Wis damage; cure 1 save

N19F: THE LAB (CR 5)

Map Page: B5

This room is the home for two of the more powerful wererats, Azilina (introduced in **N19d**) and Alti, a natural lycanthrope alchemist. The two women serve as Talmot's trusted lieutenants. Both laired in this room until recently, when Alti fell victim to a terrible accident while performing an experiment. While she survived, the ensuing explosion was enough to blow a hole in the wall. Alti still uses this room as her quarters, but Azilina refuses to make her lair in such an unsecure location and has taken to camping out in the common room.

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This chamber is split into two halves. The northern section is long and thin, punctuated by a large hole in the east wall. A table littered with beakers, flasks, tubes, and more lies just north of the gaping hole. The southern chamber is the opposite, squat and wide. In the southwest corner of the room a flight of stairs leads up, presumably to the surface. Supply crates and barrels dominate the southeastern corner.

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SETUP

Alti continues to make her lair here in this room, confident in her ability to detect any threats that may wander through the opening in the eastern wall. Fortunately for her, the actual opening is a rather tight squeeze, choked with rubble and debris. Moving through it requires a Small creature to squeeze; a Medium or larger creature cannot access the room through here. Also of note, the opening is right above a sewer channel, with no place for intruders to stand before making their way into the hole.

Alti is the only natural lycanthrope in Talmot's gang. In fact, Alti inflicted several members with the curse of lycanthropy as a means of expanding the group's powerbase. She has aspirations of taking control of the gang,
but thoroughly lacks the leadership skills necessary to successfully run the gang. Her already high-pitched voice squeaks and cracks when she gets nervous (which is most of the time), so those around her are unable to take her seriously.

If given time to prepare, she consumes her *potion of cat's grace* and *potion of spider climb*. She also uses her *keen senses* and *bomber's eye* extract. If she doesn't have time, she skips the *keen senses* extract; she always consumes the *bomber's eye* last due to its short duration. The effects of these potions and extracts are not included in her stat block below, as it's possible to catch her unaware and therefore leave her no time to prepare.





ALTI (HUMAN FORM)

XP 1,600

CR 5

Female human natural wererat alchemist 5 (*Pathfinder* Roleplaying Game Advanced Player's Guide)

NE Medium humanoid (human, shapechanger)

Init +1; Senses low-light vision, scent; Perception +9

DEFENSE

OFFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +1 Dex, +1 dodge) hp 36 (5d8+10) Fort +6, Ref +5, Will +4; +4 vs. poison

Speed 30 ft.

Melee mwk morningstar +5 (1d8+1) Ranged bomb +6 (3d6+4 acid) Special Attacks bomb 11/day (3d6+4 acid, DC 16) Alchemist Extracts Prepared (CL 5th) 2nd—detect thoughts (DC 14), invisibility, see invisibility $1st-bomber's\ eye^{\dagger},\ cure\ light\ wounds,\ expeditious\ retreat,\ keen\ senses^{\dagger},\ shield$

† See Pathfinder Roleplaying Game Advanced Player's Guide

STATISTICS Str 12, Dex 13, Con 14, Int 18, Wis 12, Cha 6

Base Atk +3; CMB +4; CMD 16

Feats Brew Potion^B, Dodge, Extra Bombs, Iron Will^B, Throw Anything^B, Weapon Focus (bomb)

Skills Craft (alchemy) +17, Disable Device +8, Knowledge (arcana) +10, Knowledge (history) +6, Knowledge (local) +7, Knowledge (nature) +9, Perception +9, Sense Motive +6, Spellcraft +12, Stealth +5, Survival +9, Use Magic Device +6

Languages Common, Draconic, Elven, Gnome, Orc

SQ alchemy (alchemy crafting +5, identify potions), change shape ((humanoid, hybrid, dire rat); *polymorph*), discoveries (acid bomb, precise bombs [4 squares]), lycanthropic empathy, mutagen (+4/-2, +2 natural, 50 minutes; currently has a Constitution mutagen prepared), poison use, swift alchemy

Combat Gear potions of cure moderate wounds (2), potion of cat's grace, potion of spider climb, acid (3), alchemist's fire (3), smokestick, tanglefoot bag (2), thunderstone (2), *elixir of truth*; **Other Gear** +1 *chain shirt*, mwk morningstar, *universal solvent* (x2), sunrod, silver chain with dragon-shaped topaz pendant (100 gp), silver ring (three snakes braided together, their heads forming a triangle on top) (50 gp), 45 gp



CR 5

Female human alchemist 5 (*Pathfinder Roleplaying Game Advanced Player's Guide*)

NE Medium humanoid (human, shapechanger)

ALTI (HYBRID FORM)

Init +1; Senses low-light vision, scent; Perception +9

DEFENSE

AC 19, touch 12, flat-footed 17 (+5 armor, +1 Dex, +1 dodge, +2 natural) hp 41 (5d8+15)

Fort +7, Ref +5, Will +4; +4 vs. poison

XP 1,600

DR 10/silver

Speed 30 ft.

Melee mwk morningstar +6 (1d8+2), bite +5 (1d6+2 plus disease and curse of lycanthropy [DC 15])

OFFENSE

Ranged bomb +6 (3d6+4 fire)

Special Attacks bomb 11/day (3d6+4 acid, DC 16), disease

Alchemist Extracts Prepared (CL 5th)

2nd—detect thoughts (DC 14), invisibility, see invisibility

1st- bomber's eye', cure light wounds, expeditious retreat, keen senses', shield

† See Pathfinder Roleplaying Game Advanced Player's Guide

STATISTICS

Str 14, Dex 13, Con 16, Int 18, Wis 12, Cha 6

Base Atk +3; CMB +5; CMD 17

Feats Brew Potion^B, Dodge, Extra Bombs, Iron Will^B, Throw Anything^B, Weapon Focus (bomb)

Skills Craft (alchemy) +17, Disable Device +8, Knowledge (arcana) +10, Knowledge (history) +6, Knowledge (local) +7, Knowledge (nature) +9, Perception +9, Sense Motive +6, Spellcraft +12, Stealth +5, Survival +9, Use Magic Device +6

Languages Common, Draconic, Elven, Gnome, Orc

SQ alchemy (alchemy crafting +5, identify potions), change shape ((humanoid, hybrid, dire rat); *polymorph*), discoveries (acid bomb, precise bombs [4 squares]),lycanthropic empathy, mutagen (+4/-2, +2 natural, 50 minutes), poison use, swift alchemy

Combat Gear potions of cure moderate wounds (2), potion of cat's grace, potion of spider climb, acid (3), alchemist's fire (3), smokestick, tanglefoot bag (2), thunderstone (2), *elixir of truth*; **Other Gear** +1 *chain shirt*, mwk morningstar, *universal solvent* (x2), sunrod, silver chain with lion-shaped topaz pendant (100 gp), silver ring (three snakes braided together, their heads forming a triangle on top) (50 gp), 45 gp

SPECIAL ABILITIES

Disease (Ex) *Filth Fever*: Bite—Injury; *save* Fort DC 15; *onset* 1d3 days; *frequency* 1 day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

ACTION

Alti is likely encountered in her human form, and odds are she'll stay in that form for most of the fight. She makes use of acid bombs; she's deathly afraid of an incendiary device setting off a pocket of sewer gas. If she was able to consume her *potion of spider climb*, Alti makes her way to the ceiling in an effort to put some space between her and the PCs. During combat, she'll make use of her tanglefoot bags or thunderstones if she thinks the situation warrants it tactically. She prefers to use thunderstones in the vicinity of spellcasters, so as to potentially interrupt their spellcasting ability.

If she feels the need to flee, she uses her *invisibility* extract and makes her way toward the gaping hole in the wall. She then shifts to rat form and squeezes through the rubble before diving into the filthy water below.

DEVELOPMENT

If Alti escapes she is both grateful to the PCs, and furious with them. She's grateful because she views their intervention as her best chance to remove Talmot from power, allowing her to take over the gang even if that means she needs to fill some recently acquired vacancies by inflicting a few other people with lycanthropy. However, her pride is severely wounded by the indignity of having to jump into icky sewer water to flee. She holds a grudge against the PCs, and if they remain in Edgewater they should encounter her again at some time in the future.

Alternatively, if the PCs capture Alti they may be able to convince her to "turn evidence" against Talmot if they can somehow discern her strong desire to lead the gang. A PC who learned this (perhaps via spells such as *detect thoughts*) could easily manipulate Alti into providing all the details of the plot as she knows them. And, it just so happens, she knows the entire plot.

The secret door in the southeast corner leading to the closet in Talmot's chamber is well concealed. It requires a DC 28 Perception check to locate.

TREASURE

In addition to the lab itself (well-stocked and worth 300 gp [consider it masterwork], but weighing 65 pounds), this room contains several other items of note. There are a total of 7 masterwork arrows (Alti was experimenting with delivering alchemical substances with them), 12 masterwork crossbow bolts, good invisible ink (see *Pathfinder Roleplaying Game Ultimate Equipment*), and 7 vials of alchemist's fire. Also, all the ingredients necessary for brewing 10 doses of *civilization's downfall* lie scattered around the table; without help, it's unlikely the PCs piece together the ingredients. Lastly, ingredients for numerous common alchemical items (sunrods, alchemist's fire, tindertwigs, smokesticks, etc.) also lie about the room, mixed with the reagents for civilization's downfall.

N19G:TALMOT'S ROOM (CR 7) Map Page: B6

This room is the relatively posh bedchamber of the wererat gang leader, Endie "The Rat" Talmot. He considers himself a sophisticated master criminal, clear evidence of an over-inflated sense of self-worth. Though he's certainly more than just a petty street thug, he's not anywhere near the conniving mastermind he thinks he is.



Thick animal skin rugs cover the floor in a haphazard pattern. A large four-post bed with a canopy veil sits in the northwest corner, while a sturdy table surrounded by five chairs fills the southeast corner. Much like the rugs on the ground, a hodgepodge of paintings, murals, and tapestries decorate the walls of the room.

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SETUP

Odds are, the PCs don't actually encounter Talmot here. There are only two ways for that to realistically happen. The first is if the PCs manage to make their way stealthily through the entire wererat warren; that task is possible, but not very likely. The other potential way the PCs could encounter Talmot here in his bedchamber is if they enter through the main door in the south wall. That is, if they *start* with Talmot's room, rather than ending here.

If provided time to prepare, Talmot consumes one of his *potions of invisibility*. Whether encountered here or elsewhere, he uses this advantage to seek out the weakest target available for his first strike.



ENDIE "THE RAT" TALMOT (HUMAN FORM) CR 7 XP 3,200

Male human afflicted wererat fighter (mobile fighter) 2/ rogue 5 (Pathfinder Roleplaying Game Advanced Player's Guide, "Mobile Fighter"; Pathfinder Roleplaying Game Bestiary, "Lycanthrope")

CE Medium humanoid (human, shapechanger)

Init +8; Senses Perception +11

DEFENSE

AC 20, touch 15, flat-footed 15 (+5 armor, +4 Dex, +1 dodge, +1 dodge vs. traps)

OFFENSE

hp 45 (7 HD; 2d10+5d8+12)

Fort +6, Ref +9 (+1 vs. traps), Will +5

Defensive Abilities agility +1, evasion, uncanny dodge

Speed 30 ft.

Melee +1 *dagger* +8 (1d4/19–20), mwk dagger +8 (1d4–1/19–20) **Ranged** +1 *dagger* +10 (1d4/19–20)

Special Attacks sneak attack +3d6

STATISTICS

Str 8, Dex 18, Con 13, Int 14, Wis 12, Cha 10

Base Atk +5; CMB +4; CMD 19

Feats Combat Expertise^B, Dodge, Improved Feint, Improved Initiative, Iron Will, Skill Focus (Stealth), Two-Weapon Fighting, Weapon Finesse^B **Skills** Acrobatics +13, Appraise +9, Bluff +10, Climb +8, Disable Device +13, Knowledge (local) +8, Linguistics +7, Perception +11, Sense Motive +6, Sleight of Hand +13, Stealth +16, Survival +6, Swim +4

Languages Common, Gnome, Goblin, Halfling, Terran

SQ change shape (human, dire rat, hybrid; *polymorph*), rogue talents (finesse rogue, ledge walker), trap sense +1, trapfinding +2

Combat Gear potions of cure light wounds (2), potion of cure moderate wounds, potions of invisibility (2); **Other Gear** +1 chain shirt, +1 dagger, mwk dagger, cloak of resistance +1, ruby and sapphire signet ring (a forgery of a distant noble's crest) (125 gp), 21 gp



ENDIE "THE RAT" TALMOT (HYBRID FORM) CR 7 XP 3,200

Male human afflicted wererat fighter (mobile fighter) 2/ rogue 5 (Pathfinder Roleplaying Game Advanced Player's Guide, "Mobile Fighter"; Pathfinder Roleplaying Game Bestiary,

"Lycanthrope") CE Medium humanoid (human, shapechanger)

Init +9; Senses Perception +12

DEFENSE

AC 22, touch 15, flat-footed 17 (+5 armor, +4 Dex, +1 dodge, +2 natural, +1 dodge vs. traps)

hp 52 (7 HD; 2d10+5d8+19)

Fort +7, Ref +10 (+1 vs. traps), Will +6; +1 vs paralyzed, slowed, or entangled

Defensive Abilities agility +1, evasion, uncanny dodge; DR 5/silver
OFFENSE

Speed 30 ft.

Melee +1 *dagger* +9 (1d4+2/19–20), mwk dagger +9 (1d4/19–20), bite +5 (1d6 plus disease) or bite +10 (1d6+1 plus disease) **Ranged** +1 dagger +11 (1d4+2/19–20) Special Attacks disease, sneak attack +3d6

STATISTICS

Str 12, Dex 20, Con 15, Int 14, Wis 15, Cha 10

Base Atk +5; CMB +6; CMD 22

Feats Combat Expertise, Dodge, Improved Feint, Improved Initiative, Iron Will, Skill Focus (Stealth), Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +14, Appraise +9, Bluff +10, Climb +10, Disable Device +14, Knowledge (local) +8, Linguistics +7, Perception +12, Sense Motive +7, Sleight of Hand +14, Stealth +17, Survival +7, Swim +6

Languages Common, Gnome, Goblin, Halfling, Terran

SQ change shape (human, dire rat, hybrid; *polymorph*), rogue talents (finesse rogue, ledge walker), trap sense +1, trapfinding +2

Combat Gear potions of cure light wounds (2), potion of cure moderate wounds, potions of invisibility (2); **Other Gear** +1 chain shirt, +1 dagger, mwk dagger, *cloak of resistance* +1, ruby and sapphire signet ring (a forgery of a distant noble's crest) (125 gp), 21 gp

SPECIAL ABILITIES

Disease (Ex) Bite—Injury (*Filth Fever*); save Fort DC 15; onset 1d3 days; frequency 1/day; effect 1d3 Dex and 1d3 Con; cure 2 consecutive saves.

ACTION

Talmot prefers to enter combat while in hybrid form; he enjoys the adrenaline rush that comes from the monstrous form. If Talmot had a chance to consume his *potion of invisibility* prior to encountering the PCs, he takes a moment to observe his foes, and picks out the target he feels is the most vulnerable to a knife in the kidney. An arcane spellcaster is a likely target for this attack, if one is obviously in the group.

After his initial blow, Talmot deftly maneuvers around the combat, seeking flanking bonuses with his minions as much as possible. If possible, he will even order them to move into favorable locations. If he is unable to gain a flanking position as a means to deliver sneak attacks, Talmot instead will attempt to feint as a move action (remember he has Improved Feint), and use his standard to deliver a single attack augmented by sneak attack damage.

Talmot is a smart combatant. If he is getting hit too much, he makes use of his Combat Expertise feat to augment his defenses. He keeps a *potion of invisibility* in reserve in case he needs to make an escape. Talmot flees if reduced to 12 hit points or fewer.

If captured, Endie Talmot turns into a sniveling, begging weasel of a man. He willingly sells out anybody and everybody in exchange for his life, and with the merest of threats. Talmot spills his guts, implicating the druids as well as Gertie Treadwater. (The druids are unaware that Talmot knows their employer's name.) If either Alti or Azilina have fled, Talmot views this as an opportunity to make either of the ladies a scapegoat, and he attempts to position his blithering confession in such a way as to portray them as the true mastermind behind the plot, and he, poor helpless Endie, was simply coerced into going along with the sickening plan.

The door to the south is obvious from within the room. From outside the room, it is concealed and requires a DC 26 Perception check to locate. The door is 10 feet above the ground level, and as such any player searching the area needs to explicitly search up along the wall to have a chance.

DEVELOPMENT

Talmot, of course, knows the entire sordid plot as well as who is behind events. His penchant for cowardice makes him an ideal source of information if PCs can capture him rather than kill him.

TREASURE

There are a total of five animal skin rugs — 3 deer (50 gp each), 1 aurochs (125 gp), and 1 dire wolf (300 gp). Talmot considers the latter symbolic, showing his dominance over werewolves. The rugs are filthy, but if carefully cleaned and restored fetch the listed prices. The four-post bed is made of cheap pressboard and carefully stained to look higher quality. It fetches around 100 gp on the open market, but weighs a total of 100 pounds and is, of course, large and bulky. The table and chairs are simple but sturdy. The table is worth 15 gp, and each chair is worth about 5 gp — though like the bed, they're large and bulky making them difficult to transport.

Lastly, Talmot has a taste for fine art. Unfortunately, he doesn't have much of an eye for it. There are a total of 9 removable pieces of art hanging on the walls — 4 paintings and 5 tapestries — as well as two frescoes. The artwork pictures fantastic creatures such as mermaids, gryphons, and a rock lizard the artist assured him was actually a dragon. The paintings fetch on average 15 gp each, and the tapestries fetch on average 50 gp each.

N20: ENTRY CHAMBER

Map Page: C3

This small chamber allows muckrakers easy access from the street level to roughly the middle of the complex.

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This small 10-foot by 10-foot room is clearly an access point. A door to the south and a ladder leading up in the northwest corner are the only entry and exit points of the little chamber.

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SETUP

There is nothing of particular interest here, though if PCs need to secure a way in or out this little chamber could serve the purpose. The room itself is probably too small to serve as a camp for all but the smallest of parties.

N21: THE LOST CRYPT

Map Page: E3, F3, G3, H3, I3, E4, F4, G4

When engineers constructed the sewers, they stumbled upon an ancient burial chamber accessed by natural caverns leading from the bay. Not wishing to disturb a burial chamber for fear of upsetting the spirits, they carefully built the complex around the chamber's main features. In particular, they took great care to raise up the daises upon which the coffins and sarcophagi were laid. The engineers knew the chamber would flood; their goal was to prevent the flooding from reaching any of the burial chambers. They were generally successful, until the walls of the southern access chamber began to crumble a few years ago allowing water and sewage to seep in during the biggest of the high tides. Perhaps it was coincidence, but soon after the water breached the chamber, muckrakers began reporting odd occurrences in the region. Rumors spread that the chambers were haunted.

Calling the chambers "haunted" might be a stretch, though it's a tale Talmot and his gang seized upon to help keep the muckrakers out of the sewers. The truth of the matter is that there are undead in these crypts, but their existence is a relatively new occurrence brought forth by the volatile cocktail of dead bodies, foul energy (all the death and such from the plague will do that), tainted sewer water seeping in, and just bad luck.

N21A: MAIN CHAMBER (CR 10) Map Page: E3, F3, E4, F4

This extremely large chamber consists of six raised daises above the water, and ten daises off to the sides of the chambers. Each dais is 10 feet above the water's surface, which keeps even the high tide from touching the tops and fouling the coffins and sarcophagi. The same, however, cannot be said for looters and grave robbers, who have picked most of the contents of this chamber clean of valuables. However, a few burial boxes remain untouched...whether it's because they were sealed shut or for some other unknown reason is a mystery.

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This grandiose chamber would be beautiful if not for the muck and filth floating in the water. Six daises are raised out of the water, and another 10 are splayed around the room at regular intervals. Coffins and sarcophagi rest atop each dais; while many pried or smashed open, some still appear to be intact. The largest dais — and correspondingly, the largest sarcophagi — is on the southern wall. Two stone statues garbed as mighty warriors flank this spectacular sarcophagus. The stagnant water in the chamber is filthy. It appears to be about 3 feet deep. Bones float in the fetid soup.

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SETUP

Experienced PCs likely focus on either the many broken burial chambers or the two humungous stone statues to the south. Unfortunately for them, neither is the actual threat in this chamber. Scattered throughout the chamber are the many bones of those interred here. The foul energy birthed by the plague has gathered here in this chamber. This energy binds the bones of the dead together, making them into terrible guardians: bone golems. Should any creature enter the fetid water, the two bone golems immediately coalesce. The water churns as the bones and other detritus fly together to create the pair of creatures acting as the guardians of this chamber.

Small PCs will have particular difficulty dealing with the flooding in the chamber, as the water is around 3 feet deep. Such creatures must make Swim checks every round to move half their speed unless they have some other means of moving about the room. A Medium creature instead treats the flooded areas of the chamber as difficult terrain. Large or larger creatures are unimpeded by the water.



BONE GOLEM (2) XP 4,800 each

hp 90 (*Pathfinder Roleplaying Game Bestiary 3* "Golem, Bone")

CR 8

ACTION

Once the golems are brought into existence, they fight to the death. Golems do not pursue creatures out of this room, and 1 minute after the last creature leaves the golems de-animate and return to being just a pile of bones and refuse in the water.

Each bone golem begins combat by tossing its bone prison at a nearby target. The golems are unintelligent, and as such simply pick the closest target. If two targets are equidistant, choose randomly. If the golem's victim ever escapes the bone prison, the golem creates a new one the next round, again targeting the nearest creature. Note this could result in the golem targeting a familiar or animal companion, but not an ordinary sewer rat.

After making use of its bone prison, the golems thrash in combat, each attacking the nearest non-caged party member furiously with slams and bite attacks. Each golem focuses attacks on a single target, and neither coordinates actions with the other. If a PC being targeted by a golem moves away, the golem simply picks a new target next round, again choosing the closest potential target to itself.

DEVELOPMENT

As mentioned above, the golems do not pursue out of this chamber. If there are no creatures present here after one minute, the golems dissipate back into their building blocks scattered around the room.

Noise of combat in this room alerts Shar-ra and Mark-ra, the mummies in N21d.

There is a 10% chance of a methane explosion in this chamber. For open fire sources such as a torch or lantern, check once per round; for fire spells, check when the spell first comes into existence. If the spell has a duration beyond instantaneous, check again at the start of the caster's turn each round the flame exists. If the methane ignites, it inflicts 3d6 fire damage to all creatures in a 20-foot radius spread, centered on the source of ignition. A DC 14 Reflex save halves the damage. Once one explosion has occurred here, another cannot happen for 48 hours.

TREASURE

PCs who dig through the muck and filthy water on the ground can find a pearl necklace (DC 24 Perception check, 10 minutes of searching; 150 gp value) and a ruby brooch carved into the shape of the sun god's holy symbol (DC 32 Perception check, an additional 20 minutes of searching; 200 gp value).

N21B: ANTECHAMBER (CR 5)

Map Page: G3, G4

The energy cocktail caused all the remaining bodies in this chamber to

rise as zombies. Shar-ra and Mark-ra find this phenomenon fascinating, and have found they can exert some semblance of control over the zombies, both here and in the next chamber. The two mummies are able to exert the barest of control over the zombies, and so for now have given the simple command of, "Guard" to the creatures in both these rooms.

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This chamber has been hit hard by both looters and the environment. Shattered remnants of coffins lie about the room. Hollows in the natural rock that clearly were carved to house the coffins now lie empty. Muck and grime from the sewer system covers most of the surfaces of the chamber.

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SETUP

This room housed several bodies and their coffins. A total of 12 zombies now shuffle about this room. The mummies in **N21d** maintain a tenuous control over the creatures, and use them to guard the antechamber. The mummies' primary goal is to have the zombies make enough racket during combat to serve as a forewarning of impending attackers.



CR 1/2 EACH

hp 12 (Pathfinder Roleplaying Game Bestiary "Zombie")

ACTION

The zombies, of course, are mindless and attack without any coordination. If combat lasts more than one round in this room, the mummies in **N21d** automatically hear the combat and can prepare accordingly. If combat somehow only lasts one round, the mummies get Perception checks as normal to hear it. The zombies move en masse to



trap the players, and then beat them to a pulp.

The chamber to the south is an ideal location for the PCs to attempt to trap the zombies — or for the zombies to accidentally trap the players. Those who are Small or smaller in size (such as a wererat in animal form) are capable of slipping through the cracks in the wall into the sewer channel to the southeast.

DEVELOPMENT

If combat lasts longer than 1 round, the mummies in **N21d** are aware of the PCs' presence. They attempt to observe from a distance, to determine the threat they face. If they feel the PCs are weakened, or simply unaware, they either send the skeletons from **N21c** or attack themselves.

There is a 15% chance of a methane explosion in this chamber. For open fire sources such as a torch or lantern, check once per round; for fire spells, check when the spell first comes into existence. If the spell has a duration beyond instantaneous, check again at the start of the caster's turn each round the flame exists. If the methane ignites, it inflicts 3d6 fire damage to all creatures in a 20-foot radius spread, centered on the source of ignition. A DC 14 Reflex save halves the damage. Once one explosion has occurred here, another cannot happen for 48 hours.

TREASURE

One zombie wears a gold ring inlaid with small emeralds and diamonds worth 500 gp. $\,$

N21C: BURIAL MOUND (CR 3) Map Page: H3

A total of eight skeletons have risen in this room. As with the zombies in the previous room, the mummies have slight control over the otherwise free-willed creatures. They have commanded the creatures to "guard" this chamber, which has resulted in the skeletons simply shuffling about, before attacking whatever enters the chamber, including rats and other vermin.

Out of all the rooms encountered thus far in this odd burial complex, this chamber seems to be the hardest hit by environmental factors. Erosion has destroyed the smooth stones used to cover the coffins, and any markings have been obliterated by water, grime, and likely looters.

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SETUP

The skeletons mill about the room. Faster than their undead brethren in the previous chamber, these minions of the mummies still fight with a total disregard for tactics or their own well-being.

SKELETONS (8) CR 1/3 EACH XP 135 each

hp 4 (*Pathfinder Roleplaying Game Bestiary* "Skeleton") except, no scimitars

ACTION

Unless ordered otherwise by the mummies, the skeletons all wait in this chamber for the PCs to arrive. Once they do, they attack as a group,

rushing the entrance to attack the fleshy creatures with their claws.

DEVELOPMENT

As with the previous chamber, the mummies are aware of any combat here lasting longer than one round. (A successful Perception check grants awareness of a combat lasting as little as one round.). The mummies are intelligent enough to decide whether or not to enter the fray, or allow the PCs to come to them in their domain.

There is a 20% chance of a methane explosion in this chamber. For open fire sources such as a torch or lantern, check once per round; for fire spells, check when the spell first comes into existence. If the spell has a duration beyond instantaneous, check again at the start of the caster's turn each round the flame exists. If the methane ignites, it inflicts 6d6 fire damage to all creatures in a 20-foot radius spread, centered on the source of ignition. A DC 17 Reflex save halves the damage. Once one explosion has occurred here, another cannot happen for 48 hours.

N21D: MUMMIES (CR 10) Map Page: I3

The same bizarre cocktail of energy that lead to the creation of the bone golems in the primary chamber as well as the zombies and skeletons in the antechambers also recently caused two long-dead warriors buried in this inner chamber to rise as mummies. These two warriors were renowned for their ability to fight without an actual weapon, though each had a very different style. Fortunately for the sewer workers, until very recently these two were sealed away from the outside world.

Now, however, the activity of the plague druids and rats has caused the walls between **N21a** and **N21b** to crumble away, and Shar-ra and Mark-ra have access to the outside world whenever they desire. The pair spends most of their time here in their inner sanctum, participating in deep philosophical discussions — about their state of being, their different fighting styles, and so forth. The pair views themselves as friendly rivals, each believing their own fighting style is best.

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This smaller room appears to be the end of the complex and has no obvious exits. A total of 5 sarcophagi are aligned around the room; two of the five are open. In the center of the room, a large symbol — about 10 feet square — is carved into the ground and filled with what appears to be silver.

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SETUP

The symbol carved into the ground is an ancient symbol from a nowdormant god of war. Identifying the symbol requires a successful DC 30 Knowledge (religion) or DC 35 Knowledge (history) check.

The mummies who reside here despise the living, but do not necessarily attack on sight. Despite their Intelligence scores, the two are interested in meaningful discussion, in particular about their current state of being. Why have they risen as mummies? Why haven't the other occupants of the room? Why did those in the antechambers rise as mindless zombies and skeletons? If the PCs don't come in swords swinging, Sharra welcomes them. "Ah, we have guests! Perhaps they can answer our questions."



Female mummy monk 6 (*Pathfinder Roleplaying Game Bestiary* "Mummy")

LE Medium undead

Init +1; Senses darkvision 60 ft.; Perception +19

Aura despair (30 ft., DC 16, paralyzed for 1d4 rounds)

DEFENSE

AC 28, touch 18, flat-footed 26 (+1 Dex, +1 dodge, +1 monk, +10 natural, +5 Wis)

hp 111 (14 HD; 8d8+6d8+48)

Fort +9, Ref +8, Will +16; +2 vs. enchantments

Defensive Abilities evasion; **DR** 5/—; **Immune** disease, undead traits **Weaknesses** vulnerable to fire

OFFENSE

Speed 40 ft.

Melee slam +20 (1d8+13 plus 1d6 acid damage and mummy rot) or unarmed strike +19/+14 (1d8+9 plus 1d6 acid damage) or flurry of blows +19/+19/+14/+9 (1d8+9 plus 1d6 acid damage)

Special Attacks flurry of blows, stunning fist (8/day, DC 18)

STATISTICS Str 28, Dex 12, Con —, Int 8, Wis 20, Cha 15

Base Atk +10; CMB +21 (+23 bull rush); CMD 37 (39 vs. bull rush)

Feats Combat Reflexes, Dodge, Extra Ki, Improved Bull Rush, Improved Unarmed Strike, Power Attack, Skill Focus (Perception), Stealthy, Stunning Fist, Toughness, Weapon Focus (slam)

Skills Acrobatics +14 (+24 when jumping), Escape Artist +3, Intimidate +11, Perception +19, Sense Motive +18, Stealth +14; Racial Modifiers +10 Acrobatics when jumping

Languages Common

SQ fast movement, maneuver training, ki pool (10 points, magic), slow fall 30 ft., high jump, purity of body

Other Gear deliquescent gloves

SPECIAL ABILITIES

Despair (Su) All creatures within a 30-foot radius that see a mummy must make a DC 16 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charismabased.

Mummy Rot (Su) Curse and disease—slam; *save* Fort DC 16; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure* —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* or greater magic. The save DC is Charisma-based.



MARK-RA XP 4,800 **CR 8**

Male mummy fighter 3 (*Pathfinder Roleplaying Game Bestiary* "Mummy")

LE Medium undead

Init +1; Senses darkvision 60 ft.; Perception +22 Aura despair (30 ft., DC 19, paralysis 1d4 rounds)

DEFENSE

AC 31, touch 11, flat-footed 30 (+7 armor, +1 Dex, +10 natural, +3 shield)

hp 110 (11 HD; 8d8+3d10+58)

Fort +9, Ref +6, Will +10 (+1 vs. fear)

Defensive Abilities bravery +1; **DR** 5/—; **Immune** undead traits **Weaknesses** vulnerable to fire

OFFENSE

Speed 20 ft.

Melee slam +19 (1d4+13 plus mummy rot) or unarmed strike +18/+13 (1d3+13)

STATISTICS

Str 28, Dex 12, Con -, Int 6, Wis 17, Cha 19

Base Atk +9; CMB +18 (+20 bull rush); CMD 29 (31 vs. bull rush)

Feats Ability Focus (aura of despair), Improved Bull Rush, Lightning Reflexes, Lunge, Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (slam)

Skills Perception +22, Sense Motive +7, Stealth +11

Languages Common

SQ armor training 1

Other Gear +1 mithral deathless breastplate, +1 heavy steel shield

SPECIAL ABILITIES

Despair (Su) All creatures within a 30-foot radius that see a mummy must make a DC 19 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charismabased.

Mummy Rot (Su) Curse and disease—slam; *save* Fort DC 16; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure* —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* or greater magic. The save DC is Charisma-based.

ACTION

The mummies are unsure why they exist, but know they have a seething hatred for the living. They have brief moments of flashback where they see previous tomb raiders pillaging their sacred burial grounds. These moments cause their deep-seated hatred to rise to the surface, and powers them on to attack the living with a cold callousness neither would have believed possible while alive.

DEVELOPMENT

It's possible the PCs encounter the mummies in one of the preceding chambers, depending on what Shar-ra and Mark-ra feel is the best course of action.

There is no rhyme or reason as to why these two rose as mummies while the other corpses in the chamber remain undisturbed.

N22: OVERFLOW CONTROL (CR 2 OR CR 4) Map Page: B4, C4, D4

This set of two smaller, circular chambers and a much larger rectangular

one are designed for overflow control. The sewer system relies on the tides to clean itself, and sometimes the tides are higher than necessary for this function. When a large volume of water rushes into the complex, these chambers take on the excess water to prevent the whole system from flooding.

These chambers are deeper than other water-covered areas of the sewer, extending to a depth of 30 feet. They also have a higher concentration of sewer gas, due to the sheer volume of muck and refuse. Small drains carved into the bottom of each tank allow the water to slowly drain away, restoring the system back to its natural state soon enough — though an excessive amount of offal and trash are left behind after the water drains away. The task of cleaning these chambers after they drain is left to the newest member of the muckrakers' guild, who shovels it all out and removes it to the midden pit (see area **S10** for details).

There is a 30% chance in each tank of encountering a rat swarm. In addition, the powerful fumes have a chance to overwhelm anybody who spends more than 5 rounds in the room.

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This chamber is utterly filth-ridden, and the smell is even worse.

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SETUP

PCs probably don't want to go wading into this mess. Unless, of course, they catch sight of something shiny in the muck and water below. A DC 27 Perception check allows a PC to catch a glimpse of something interesting below.

There is a 30% chance in each chamber of encountering a rat swarm in the pit.



RAT SWARM XP 600

CR 2

hp 16 (Pathfinder Roleplaying Game Bestiary "Rat, Swarm")

In addition, any character who spends longer than 5 rounds in the chamber has a chance to be overcome by noxious vapors and contract cackle fever. Treat this as a trap. A character who succeeds on the Perception check to spot the "trap" recognizes the danger. Survival or Knowledge (dungeoneering) can be substituted for the Perception check if the character is more skilled in one of those. In order to "disable" the trap, the characters must find some way of filtering the air they breathe (assuming they simply don't leave the chamber, of course). Placing a handkerchief or similar cloth object over one's nose and mouth is effective enough to grant a +2 bonus to the Fortitude save; however, that character then effectively only has one hand. Doing anything that requires two hands necessitates removing the makeshift filter from in front of one's face. If a PC has a thicker cloth object available, use your best judgment as to the bonus received from the item. A character who is immune to disease, of course, can disregard the chance of inflicting cackle fever — though they still may retch and gag from the fumes.

SICKENING FUMES TRAP CR 10

Type natural (treat as mechanical); **Perception** DC 15; **Disable Device** DC 15

EFFECTS

Trigger location; Duration while in room, after 5 rounds; Reset automatic

Effect save or contract cackle fever (disease—inhaled; *save* Fortitude DC 16; *onset* 1 day; *frequency* 1/day; *effect* 1d6 Wis damage; *cure* 2 consecutive saves)

ACTION

PCs who notice a shiny object may very well be lured into the filth to hunt for a treasure. If a rat swarm is present, it attacks as soon as one PC reaches the middle of the circular pits or 15' from any edge of the rectangular pit. The rats are quite hungry, and happy with their luck that a meal wandered into the pit for them. The swarm attacks mercilessly and does not retreat or surrender.

The water and muck level currently sits at 15' below the edge; entering the sludge requires dropping 15' (no damage). The water and muck combined are 15' deep. Due to the thickness of the material, characters can effectively "tread water" with a DC 0 Swim check as a free action. If she's not in combat with the rat swarm, she can take 10 on this check.

TREASURE

For each PC who "succeeded" on the initial Perception check to catch a glimpse of a shiny object, secretly roll a d20. On a roll of 1–14, the PC found a meaningless object: a copper piece, a piece of colored glass, and so on. On a roll of 15 or 16, the PC finds a gold piece. On a roll of 17, he finds a platinum piece. On a roll of 18, he finds a thin gold band with a cubic zirconium worth 25 gp. On a roll of 19, he finds a silver braided necklace; after it's been cleaned, closer examination of the necklace shows each strand of silver in the braid is exquisitely etched to appear like dragon scales. The necklace is worth 200 gp once it's been cleaned. On a roll of a 20, the character finds a potion of a second level spell (determine randomly). The container, obviously, is filthy but the seal is perfectly intact and the contents remain pure. Only one roll each of 17 and higher is possible. If more than one PC rolls the same number, reroll or adjust the value up or down by one (your choice) to get a new result.

Map Page: H4

This is one of many storage areas around the complex, designed to make the muckrakers' job easier by putting supplies in key locations.

Six doors along the edge of the channel appear to be sealed tightly.

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SETUP

Each room contains supplies. The doors seal tighter than most others in the sewer, to help keep out the water when the tide rises. In addition, the first five feet inside the doorway and the small "lip" outside the door rise at a steep angle. These measures combine to keep the tide out and the supplies dry.

ACTION

Opening the door requires a DC 7 Strength check. Muckrakers, of course, are aware of this and always take 10 on the task. Should a PC attempt to open a door and fail the Strength check, she must make a DC 12 Reflex save to avoid losing her balance and falling backward into the muck and water.

DEVELOPMENT

Due to the special design elements of these rooms, they make an ideal

location for PCs to rest, as long as they can find some way to secure the doors.

TREASURE

Any sort of basic supplies the PCs might want can be found in these rooms. One chamber has a large supply of lime powder. Other equipment includes rakes, shovels, picks, rope, pitons, buckets, ladders, 10-foot poles, hip wader boots, and similar. Technically speaking, everything in these six chambers belongs to the City of Edgewater.

N24: SMALLER TUNNEL (CR 4)

Map Page: I4, I5

This tunnel was not part of the original sewer complex. Unlike the larger tunnels added later by a purple worm burrowing through the complex, most believe a wayward bulette carved this smaller passage.

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This relatively short, twisting tunnel has a different appearance than the rest of the complex so far. It's pretty obvious this passage was carved by some creature, rather than dug out as part of the sewer complex.

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SETUP

Together with the larger tunnel into which it leads (see area S5), these passages have had an interesting (and adverse) effect on the ecology of the sewer system. The presence of the extra tunnels has caused the water level to drop significantly. In fact, the island appearing in the middle of the lake (see area S4) was not originally present. The water level is low enough that the tides are unable to thoroughly do their job. Previously, the high and low tides did an admirable job sweeping the filth and muck out of the sewer. Now, the relative strength of the tidal surge sometimes means the sewers don't get cleaned completely, and extra refuse and offal remain behind. This, in turn, has led to an increase in the rat population, as well as other vermin.

As it so happens, this tunnel is inhabited by a relatively recent addition to the local vermin population. A dire midge swarm has taken up residence in this tunnel, content to feed on rats and other pests, as well as the occasional druid or wererat who happens by. When not feeding upon the living, the midges have plenty of waste material upon which they can feed. Their natural invisibility coupled with the dark and twisting passage makes this tunnel an especially effective hunting ground for the midges.



AC 17, touch 15, flat-footed 14; (+3 Dex, +4 size) hp 31 (7d8) Fort +5, Ref +5, Will +3 Defensive Abilities natural invisibility, swarm traits; Immune weapon damage Weakness swarm traits

OFFENSE

Speed 5 ft., fly 20 ft. (perfect) Melee swarm (2d6 plus itching) Space 10 ft.; Reach 0 ft. Special Attacks distraction (DC 13), itching (DC 13)

STATISTICS

Str 1, **Dex** 16, **Con** 11, **Int** —, **Wis** 12, **Cha** 8

Base Atk +5; CMB —; CMD — Skills Fly +11, Perception +1

SQ swarm traits, vermin traits

SPECIAL ABILITIES

Blood Feed (Ex) Swarms of dire midges are driven into a feeding frenzy at the scent of blood. A creature that is suffering bleed damage, or that has failed a saving throw against a dire midge swarm's itching ability, is targeted in preference of other creatures by a dire midge swarm. Further, such creatures take double damage from midge swarms, and suffer a -4 penalty to saving throws against the swarm's distraction and itching abilities.

Itching (Ex) Dire midge swarms take dozens of tiny bites out of their victims, and cause terrible, distracting itching. When a creature takes damage from a dire midge swarm it must make a Fortitude save or suffer a -2 penalty to all attack rolls and skill checks, and a -4 penalty to concentration checks. Once a creature fails this save, it has these penalties until it is both healed of all damage and 1d4 hours have passed. A DC 25 Heal check can reduce the penalties to -1.

Natural Invisibility (Ex) This ability is constant — a dire midge swarm remains invisible at all times, even when attacking. As this ability is innate, it is not subject to the invisibility purge spell. Against foes that cannot pinpoint it, the dire midge swarm gains a +20 bonus on Stealth checks (it is always considered to be moving). This bonus is not included in the statistics above.

Welts (Ex) The bites of a dire midge swarm raise terrible welts and red blotches, marring the skin. Once a creature has taken damage from a dire midge swarm, it suffers a -4 penalty to all Diplomacy checks until it fully heals, or the blotches are covered or concealed (DC 15 Disguise check).

ACTION

PCs are likely to blunder into this encounter blindly. Factoring in the +20 from natural invisibility, the dire midge swarm has a +39 to Stealth checks. For simplicity, assume the swarm has taken 10, for a total of 49. PCs who fail their Perception check to notice the swarm walk right into the area that could effectively be considered the creature's nest. Once the PCs stumble into the swarm, it attacks relentlessly, raising hundreds — or even thousands — of tiny red, itchy welts on the PCs as the members of the swarm feast on their blood.

The water in this tunnel hinders any Small (or smaller) PCs. The depth is about 2 1/2 feet. Small creatures treat all squares in the tunnel as difficult terrain. Creatures that are Tiny or smaller must swim if they have no other form of movement. Creatures who are Medium or larger are unaffected by the water's depth.

DEVELOPMENT

There is a 10% chance of a methane explosion in this chamber. For open fire sources such as a torch or lantern, check once per round; for fire spells, check when the spell first comes into existence. If the spell has a duration beyond instantaneous, check again at the start of the caster's turn each round the flame exists. If the methane ignites, it inflicts 2d6 fire damage to all creatures in a 20-foot radius spread, centered on the source of ignition. A DC 13 Reflex save halves the damage. Once one explosion has occurred here, another cannot happen for 48 hours.

N25: CROSSING (CR 2) Map Page: C5

Originally, this flow-pipe had an actual bridge spanning the distance. That bridge was damaged long ago, and has since been replaced by a piece of discarded lumber. This area serves as one of the main entryways of water from the lake into the sewer system.

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Clean water flows out of the pipe to the east. The water splashing into the ditch below the pipe makes everything in the area slick with moisture. What appear to be the remnants of a stonework bridge spanning the chamber are visible on the north and south ends, but now only a rotted piece of lumber spans the chasm.

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SETUP

As with area N3 above, traversing this plank is relatively straightforward and mostly safe. A DC 12 Acrobatics check allows a character to cross the wet plank without slipping and falling in.

Instead of attempting an acrobatics check, a character can opt to crawl across the board on hands and knees. Doing so is automatically successful, but requires a full-round action.

N26: CIRCLE DRAIN (CR 4)

Map Page: G5

Prior to purple worms and bulettes carving their own passageways through the bedrock, this drain helped control the flow of water in and out during the tides. The drain's water level now is much lower, only about 4 feet deep. During especially powerful high tides, the water level rises to near-normal levels here. When that happens, the water flows in a powerful clockwise pattern that has the ability to trap even the best of swimmers.

This is a large circular chamber with a pipe spilling out water to the south. The chamber has exit points to both the west and the north. The water here flows clockwise, creating a weak whirlpool.

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SETUP

A crab swarm makes their nest here. The creatures have no particular beef with the PCs, other than they view the appearance of the PCs as an intrusion into their lair. The crabs have an interesting symbiotic relationship with the sewer itself, feasting upon all manner of fish, toads, rats, and other small creatures that happen to get caught in the eddies here.

The water is just deep enough here that PCs need to make Swim checks to avoid being swept up in the current while fighting the crabs. A successful DC 10 Swim check allows a PC to tread water as a move action; a successful DC 15 Swim check allows the character to move at one-quarter speed as a move action.



CRAB SWARM XP 1,200

hp 38 (Pathfinder Roleplaying Game Bestiary "Crab Swarm")

ACTION

The crabs are mindless creatures, and view the PCs as either food or threat. In either case, they move in and attack relentlessly.

SCENE 3: THE SOUTHERN CHAMBERS

The southern portion of the sewer complex is mostly under the purview of the blight druids. The druids have used their control of this section to spread *civilization's downfall* throughout Edgewater. After arriving in the bay and working their way into the sewers, the druids were quite surprised to find a cabal of wererat crooks. It was quickly obvious to the druids that the wererat leader had significant issues with the established rulers of Edgewater. Sensing they could use the wererat and his gang to both spread their plague and serve as scapegoats, the druids struck up a faux friendship with The Rat, and recruited him as their "partner."

The druids patrol the sewer complex disguised as native animals such as rats and toads. While the druid patrols span the entire complex — to keep an eye on the wererats, watch for intruders, and so on — they especially focus their efforts on the southern half. That's the area closest to their ship and the chambers their leader, Bogdani, has taken over.

As mentioned in **Scene I: Patrols** there are a total of 25 druids present in the sewer, not counting their leader. After five druids have died, whatever the cause, Bogdani adds one additional druid to each patrol (bringing the total number of druids per patrol to three. After a total of 15 druid deaths, Bogdani recalls all patrols and prepares an ambush near **S14**. That scenario is described in the "Development" section of that encounter.

S1: WORM HOLE

Map Page: A6

This chamber used to feed other sections of the city's sewers. Several years ago, however, a purple worm delved through the complex, indiscriminately carving new tunnels as it went. Here, the effects on the sewer's functioning were devastating. The muckrakers were forced to seal off this section of the sewer by closing the pipe that fed into the lake. They also opted to pile a large amount of debris at the base of the worm hole. The debris does not completely seal off the passage, and on occasion horrific things have crawled up out of the deep recesses of the world. The blockage does serve to keep the lesser critters at bay...most of the time. The stone crossing bridge is described below in area S3. This section focuses on the worm hole and the barricade built around it.

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A large pile of rocks and debris fill the western end of this empty channel. The channel itself is dry — some muck remains behind, but it has clearly been dried out for months, if not longer. The pile of rocks doesn't extend to the ceiling. An odd draft emanates from the other side.

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SETUP

PCs will need to scramble up the rock pile to see the worm hole on the other side. The rock pile offers more than enough hand and foot holds

to make the task something easily completed — a DC 0 Climb check is sufficient to scramble to the top. Once the PCs reach the top, read the following additional text.

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On the other side of the massive rock pile is a gaping hole, leading deep into the ground. While you're no expert on the subject, this sort of hole likely was made by a purple worm or similar creature delving through the rock. An oddly warm breeze blows up and over the rock pile.

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Exploring the worm hole is beyond the scope of this adventure. Discourage PCs from taking such an excursion; doing so requires spelunking gear. Of course, if they insist of delving into the hole, you should allow them to do so. Piecemeal together some encounters until you can find a suitable adventure to occupy them in the deeper recesses of the underground.

S2: STOREROOM (CR 5)

Map Page: B6

This room is opposite the chamber Talmot has claimed as his personal bedchamber. In the past this secure room was used for extra supplies for the muckrakers, when the storage in their fortified rooms became too full. Here they kept all manner of supplies, from materials necessary for the job (shovels, rakes, lime, waterproof clothing, goggles, and so on) to dried food and clean water.

Talmot was paranoid about having an access point so close to his chambers also open to the realm above. As a preventative measure, he purchased and stashed a pair of adamantine cobras in this chamber.

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Large crates and barrels fill this chamber, tossed around in a haphazard manner. Many of the crates are ripped open - sewerworker's clothing, safety goggles, rope, and similar supplies spill out of those crates. A ladder leads up to the surface, and a door stands in the middle of the north wall.

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SETUP

The adamantine cobras (a variant of the iron cobra) hide among the refuse of the room, waiting for any who do not utter the pass phrase ("Talmot for mayor.") The cobras have a +12 to Stealth; assume they always take 10, for a total of 22. The cobras remain hidden until the round after the PCs enter and then attack, assuming the PCs haven't somehow stumbled onto the pass phrase.



ADAMANTINE COBRA (2) XP 600

CR 3

N Small construct

Init +2; Senses darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 25, touch 13, flat-footed 23 (+2 Dex, +12 natural, +1 size) hp 20 (1d10+15) Fort +0, Ref +2, Will +0

DR 10/-: Immune construct traits: SR 13

OFFENSE

Speed 40 ft.

Melee bite +3 (1d6+1 plus poison)

STATISTICS Str 12, Dex 15, Con -, Int -, Wis 11, Cha 1 Base Atk +1; CMB +1; CMD 13 (can't be tripped) Skills Stealth +12; Racial Modifiers +6 Stealth SQ find target

SPECIAL ABILITIES

Find Target (Su) Once per day, an adamantine cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by discern location. The creator must have seen or be holding an item from the specified creature for this order to function.

Poison (Ex) An adamantine cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically black adder venom), though acid, alchemical substances, and even stranger liquids have been used. Black Adder Venom: Bite-injury; save Fort DC 11; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save.

ACTION

Those who enter this room have 1 round to utter the pass phrase. Otherwise, the cobras attack the following round. They mindlessly attack until either their foes are dead (or flee) or they themselves are destroyed.

TREASURE

PCs could scavenge supplies left in this chamber. If they spend 10 minutes searching the already-opened crates, they find a total of 400 feet of hemp rope, 7 pair of safety goggles, 14 pair of water-resistant overalls, 9 spades, 7 rakes, 5 pounds of dried meats (now moldy), and 1 pound of salt. Still-sealed crates contain a total of 10 more spades, another 200 feet of hemp rope, 50 iron pitons, 20 pounds of (moldy) dried meat, and 25 pounds of lime. In addition, there are 5 casks, each holding 7 gallons, of water. The water is still potable, though it does have a funny aftertaste to it.

S3: CROSSING BRIDGE Map Page: C6

This bridge was more important when water and sludge flowed freely through this channel. However, after a purple worm came through the bedrock and destroyed the area to the west, this drainage pipe was sealed and the channel no longer used.

This bridge rises above the dry channel below, crossing from north to south. To the east, a sealed pipe appears as though it used to deliver water or sludge to this channel; the dryness below indicates the seal has been in place for quite a long time.

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SETUP

PCs are free to explore through the channel, over the bridge, and around

the pipe. The pipe is sealed by a steel plate affixed over the mouth, then welded into place. There's nothing of particular interest in the area — though of course the longer they hang around here and make noise, the more likely they are to catch the attention of either a wererat or (more likely) a druid patrol.

S4: LAKE

Map Page: D5, E5, F5, D6, E6, F6, D7, E7, F7

This large lake originally worked to control the incoming and outgoing flow of the tides. However, the random meanderings of a purple worm forever changed the landscape here. The large tunnel to the east (see area **S5** below) and the downspout to the south (see area **S11** below) have worked to drain the lake of much of its volume. Where the lake was once easily 20 feet deep, it is now barely 6 feet deep at its deepest (the southeast heading out toward the bay).

The island in the center of the lake wasn't originally present. Likewise, the "shore" points north, west, and southwest were not visible prior to the purple worm's rearranging of the geography. The net effect is the tides no longer have the power to flush the sewers as they once did, and the muckrakers must work harder to keep the channels clear and the muck flowing.

S4A: NORTH SHORE (CR N/A OR 6)

Map Page: D5, E5, F5

This beachhead was present previously, though not nearly as large. The area leading to the north on map page D5 slopes steeply; originally, this door allowed entry during low tide. Water pressure prevented the door from opening — and flooding the sewers — during high tide. Now, the door opens except during the largest of super tides.

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This beach might be pleasant if raw sewage didn't coat the surface of everything . The land slopes steeply to the south. A corridor to the northeast appears to be carved from the bedrock, but much

rougher than the workmanship in the rest of the chambers.

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SETUP

The rough corridor to the northeast was carved by the bulette who also carved the tunnel further to the east (see area **N24**). This tunnel has a profound effect on the current in the circular drain (see area **N26** above), causing water to rush in during a super tide.

The druids use this beachhead as a staging ground for patrols heading off to the north. They leave their small rowboat here, unconcerned about anybody stumbling upon it. The chance of encountering a druid patrol here is 40%, rather than the standard 30% in the remainder of the southern half.



BLIGHT DRUID WORKER (2) XP 1,200 each

hp 31 (see encounter P2: Druid Patrol above for details.)

ACTION

If a patrol is encountered here, they are more likely to aggressively attack the PCs, rather than stay hidden in animal form. The druids prefer to remain at range for as long as possible. If the PCs are conveniently clumped together, one of the druids will cast *entangle* to further their goal of remaining at range. Depending on the nature of their targets, the druids make use of their spells such as *pox pustules, stone call*, and *blindness/deafness* to assault the PCs from range.

These druids are just heading out on patrol, and as such have not made use of the wild shape ability yet today. Should one be reduced to 10 or fewer hit points she'll attempt to jump into the water and wild shape into an aquatic form. If successful, she swims immediately to the ship to warn Bogdani.

DEVELOPMENT

The druids are fanatical about their cause, but not to the extent they fight to their dying breath. If unable to escape, a druid will surrender, especially if a PC wears a holy symbol of a good deity or one of the party otherwise appears to be a sucker who would take pity. The druid cooperates as little as possible under such conditions until such time as she can plan her escape.

A pipe embedded in the western wall of the beachhead feeds water into area **N25**. The flow moving through this pipe used to be much higher; it's now barely a steady stream.

TREASURE

The rowboat is in excellent condition, and is worth 50 gp, but weighs 100 pounds.

S4B: WEST SHORE (CR 5) Map Page: D6

Prior to the burrowing creatures' rearranging the features, the water level on this beach consistently reached the wall and created a constant flow of water to the chamber to the left. However, after the purple worm devastated that section of the sewers (see **S1** above), and the pipe was sealed, the water level here has dropped significantly. The beach is covered in a mix of moss and seaweed.

This small beach on the western shore of the lake abuts what was clearly once a drainage pipe. The pipe's opening remains, however even the most cursory of inspection reveals it is now sealed from the opposite end. The beach itself is covered in a carpet of green — a mixture of moss, other fungus, and seaweed that has drifted in with the tides.

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SETUP

This beach is much more deadly than it appears at first glance. It is home to a pair of assassin vine variants; this variant grows underground rather than in a jungle, and therefore resembles moss, lichen, or other fungus. The creature is in all ways the same as its jungle-born cousin, except characters can identify it with Knowledge (dungeoneering) rather than Knowledge (nature).

The pair of vines covers most of the surface of this small beach. They can move slowly, but they've found simply lying here and letting the tide do its work brings them plenty of food — rats, crabs, and so forth.

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CR4





ASSASSIN VINE (2) XP 800 each

CR 3

hp 30 (*Pathfinder Roleplaying Game Bestiary*, "Assassin Vine")

ACTION

The vines are content to lounge on the beach and wait for the tide to bring them meals twice a day. However, should the PCs decide to go ashore here, the vines have no hesitation about turning the occasion into a feast. While the vines lack intelligence, and therefore fight without thought to tactics, they instinctually understand the benefits of allowing any potential prey to walk onto the beach before moving to attack. As such, the vines will not attack until at least 2 PCs are five or more feet from the water's edge. Once that happens, the vines cause the massive amounts of seaweed and the natural lichen to entangle the PCs, before attempting to bludgeon with their slam attacks.

The creatures will fight to the death, incapable of comprehending the concept of surrender and lacking the means of locomotion to retreat.

DEVELOPMENT

The druids occasionally dump bodies here, some dead, some barely alive. They view the vines as a wonderful means of disposing of the overlyinquisitive, as well as an effective means of torture for those who cross them. Should the druids capture the PCs, there is a chance (depending on how events have played out, and left to the GM's discretion) the druids dump them here rather than at sea. If they do so, the PCs are left here bound and naked.

TREASURE

While the assassin vines don't keep treasure, it does accumulate in their lair as a matter of course. Buried just below the surface of the beach (DC 23 Perception) is a +1 *short sword*, a masterwork sling, and an opal worth 400 gp.

S4C: ISLAND (CR 8)

Map Page: E6

The island is a natural formation that wasn't visible until the landscape was altered and the water level significantly reduced. Nature is nothing if not opportunistic, however, and the island is now home to a giant dragonfly and her recently hatched nymphs.

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This relatively large island appears to be natural. On the western edge, several rock formation jut upward out of the sand, reaching as high as 20 feet into the air. Water constantly laps at the shoreline, which is more pebble-like than sandy.

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SETUP

This island is a convenient home for a giant dragonfly family. The muck and filth from the sewer is just sufficient here to mimic a fetid swamp, and the mother deemed the island worthwhile for laying her eggs. The abundance of crabs, rats, and similar food sources allow her to maintain a constant vigil over her quickly growing nymphs.



GIANT DRAGONFLY

XP 800

NFLY CR 4

hp 45 (*Pathfinder Roleplaying Game Bestiary 2*, "Dragonfly, Giant")



GIANT DRAGONFLY NYMPH (4) CR 3

hp 32 (*Pathfinder Roleplaying Game Bestiary 2*, "Dragonfly, Giant, Nymph")

ACTION

The giant dragonfly is extremely territorial and protective of her young. She swoops off her nest in the rocks as soon as she notices the PCs coming ashore. The entire island is within range of a charge attack from her rock nest, so her first attack always gains the +4 advantage from her darting charge ability. She seeks to bite her foe, grab hold, and carry it upward into the air. On the start of her next turn, she bites the grappled foe again, then drops it over the rocks.

The nymphs lurk either in the water at the edge of the shoreline, or in tide puddles further up the beach. This brings their total Stealth modifier to +18; assume they each take 10, for a total of 28. If they gain surprise, and a PC is within range, the nymphs gain a +4 bonus on their attack as a result of their extended jaw ability.

The family continues to attack in this manner, never relenting. The mother seeks to grab and smash any foes to protect her young, while the nymphs are simply interested in a delectable meal of humanoid flesh.

DEVELOPMENT

The druids steer clear of this island. While they venerate nature, and are especially pleased to see such a creature spawning on the edge of the sewers, they know enough to keep well away from these dangerous predators.

S4D: SOUTHWEST SHORE (CR 6) Map Page: D7

Prior to the purple worms, this beach didn't exist. The flow of the tide, coupled with the downspout tunnel almost due south, manages to keep the beach somewhat clean, at least considering the environment. Now, this beach is the lair of a pair of flail snails.

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This beach appears to be cleaner than the others, though odd fungi grow on the walls and up toward the ceiling.

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SETUP

The druids avoid this beach, not wanting to deal with the territorial and ill-tempered pair of flail snails that have decided to make their home here. The snails, for their part, are content to be left here to their own devices. They immediately move to defend their beach from any intruders — including the PCs.



FLAIL SNAIL XP 1,200 each

hp 30 (Pathfinder Roleplaying Game Bestiary 3 "Flail Snail")

CR4

ACTION

The snails defend their beach at all costs. They (slowly) move to strike with their slam attacks, preferring to corner a foe against a wall if at all possible. Each round, the flail snail uses its retraction ability after attacking, increasing its defenses. At the start of its own turn, it returns to normal as a free action, move and attacks, and then retracts again.

Should they need to flee, the flail snails will move to the nearest wall and start climbing, knowing they likely can out-climb all but the most dogged of pursuers.

S5: WORM TUNNEL (CR 7)

Map Page: G6, H6, H5, I5, J5

The same purple worm that caused the rest of the damage through the complex carved this tunnel. In a somewhat interesting twist, a few months before the plague set in and took over Edgewater, the town had hired a band of dwarven engineers to repair this area of the sewer. The dwarves planned on using the curvature of the tunnel to regulate the speed of the water flow in and out of this sewer section. However, the dwarves never had a chance to get started on their work, and they've long since left town.

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This long, twisting tunnel, easily 25–30 feet wide, makes its way through the natural rock surface through which the sewers themselves were carved many years ago. Unlike the sewer tunnels and channels, however, this tunnel is not at all refined, yet oddly smooth.

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SETUP

Moisture, mildew, mold, and offal make the surface of this tunnel dangerously slippery. Treat the entire surface of this tunnel — including walls and ceiling — as though it were coated in ice. (Characters must spend 2 squares of movement to enter a square, and all Acrobatics DCs are increased by +5.)

The ceiling of the tunnel is not as smooth as the ground and walls, due to the start of stalactite formations. The overall conditions — relative darkness, humidity, etc. — have made this tunnel the ideal domain for flight of bat swarms. Five such swarms live in this tunnel, their guano adding to the slickness of the surface.

As a rule of thumb, the bats have absolutely no interest in the PCs. If the PCs encounter the bats at sunset or sunrise, they're just obstacles for the bats as they search for food. If the PCs find them roosting, the bats are wary but otherwise uninterested. However, loud noises or a direct threat to the animals (throwing rocks, an errant *fireball*, etc.) will rouse the animals from their sleep and cause them to panic, attacking all creatures in the cavern as they swoop and careen through the tunnel. A simple light source at ground level (torch, lantern, *light* spell, etc.) is not enough to rouse the bats by itself.

A LIVING DUNGEON

The sewer under Edgewater is a living, breathing ecology. While creatures such as the bat swarms have specific locations to which they are keyed — because those locations are the most-likely place to encounter them — these creatures do not sit around twiddling their proverbial thumbs all day waiting for the PCs to come in, kill them, and take their stuff. They hunt for food, they stalk their territory, and the more intelligent denizens might even communicate with one another, possibly even forming bonds and alliances.

In the introduction to the sewer section, we talked about the importance of tracking time so the tides can come and go. The bat swarms in S5 are another reason to track time; at sunset every evening, the flight of swarms set off to hunt mosquitos and other such insects. (If you've never experienced the sight of a bat swarm exiting a cave at sunset to hunt for food, you're missing out on one of Mother Nature's most interesting spectacles!) The bats fly through the lake, and out to the bay en masse. PCs and other creatures caught in the exodus take swarm damage each round for 2d3+2 rounds. Dropping prone under these conditions grants immunity to this damage. Likewise, the opposite migration occurs a few hours before sunset, with the bats returning to roost and digest their evening's meal.

Tracking time allows you, the GM, to bring the Edgewater Sewers to life — the tide rolling in and out (and the dangers that poses), bats migrating, other creatures seeking food, and so forth. It's far more interesting than a static dungeon where monsters twiddle their thumbs waiting for the heroes!



XP 600 each hp 13 (Pathfinder Roleplaying Game Bestiary, "Bat Swarm")

CR 2

ACTION

There is a cumulative 10% chance each round the bats are engaged in combat that one of the swarms flees. If one swarm flees, the chance of another swarm fleeing does not reset, but continues to increase by 10%.

If the bats are attacking, rather than the PCs simply being in the way as they try to exit to hunt, it is because the PCs were viewed as a threat to the roost. The bats swarm, creating chaos as a cover to allow the majority of the colony to escape the "threat."

TREASURE

The heaps of guano on the ground are a valuable resource. Used by gunsmiths in the manufacture of gunpowder and farmers as fertilizer, intrepid entrepreneurs would travel to this tunnel to harvest the sulfurous material. Wizards, too, value the material — though not nearly in the volume preferred by gunsmiths and farmers. The presence of the druids and the rise of Talmot's gang have dissuaded guano gatherers from trekking into the sewer recently. PCs who can find a way to transport the foul-smelling substance will find a ready market, whether taken to a gunsmith or the farmers on the outskirts of the city.

S6: WAREHOUSE (CR SPECIAL)

BAT SWARM (5)

Map Page: I6, J6

This is a storage room under normal circumstances, used to keep large reserves of lime and other supplies so muckrakers don't need to haul it across vast distances. The druids have determined this room serves no purpose for them; more importantly, they've determined they do not wish for anybody to gain access to the lime, so as to destabilize the sewers. As such, they have heavily trapped the room. There are a total of 16 traps in the room — 8 of which cast *entangle* and 8 of which cast *summon monster II*.



This large room — 40 feet by 80 feet — is clearly used to store important chemicals and other supplies. Piles of lime fill the room, and several crates and barrels hint at other supplies necessary for the proper working of a sewer. A thin veneer of moss covers the floor and other surfaces.

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SETUP

As indicated on the map, there are a total of 16 trapped squares in this room. Eight of the traps cast *entangle*, while the other eight cast *summon monster II. Entangle* traps are indicated on the map with the letter E, while *summon monster II* traps are indicated with the letter S.



ENTANGLE TRAP CR 2

Type magic; Perception DC 26; Disable Device DC 26

Trigger proximity (alarm); Reset none

Effect spell effect (*entangle*, Reflex DC 11, or become entangled); multiple targets 40-foot radius



SUMMON MONSTER II CR 3

Type magic; Perception DC 27; Disable Device DC 27

EFFECTS Trigger proximity (alarm); Reset none

Effect spell effect (summon monster II, see table for results)

Die Roll	Result
1	Small earth elemental
2	Small air elemental
3	Giant frog
4	Giant spider
5	1d3 vipers
6	1d3 dire rats
7	1d3 poisonous frogs
8	1d3 fire beetles

ACTION

The druids have abandoned this room, leaving traps to prevent others' access to the lime and other supplies. In the worst case scenario, the PCs stumble into all 16 traps and must fight the results of the *summon monster* traps while stuck in the results of the *entangle* spells. More likely, the PCs simply trigger one or two traps at a time and deal with the results. In such a scenario, it's possible they trigger a few traps, deal with the results, then stumble into a few more — either because of carelessness, or because they make the false assumption they've triggered all the traps. Regardless, it's highly likely PCs become paranoid in this room and abandon it as soon as possible.

Summoned monsters fight to the death — remember that they're only around for 3 rounds at a time. Individual creatures use their abilities as best as possible; tactics are left to the GM's discretion.

DEVELOPMENT

There is no chance of encountering a druid patrol in this room.

AD-HOC XP ADJUSTMENT

Award XP for each trap individually. For example, if the PCs triggered 2 *entangle* traps and 3 *summon monster* traps, award XP for overcoming two CR 2 encounters and three CR 3 encounters.

S7: WASTE TANK (CR 4)

Map Page: A7, B7, C7

This large tank — 30 feet by 100 feet — serves to control overflow water in the sewer complex. While the tank is capable of holding a 30-ft depth of water, the water level is typically closer to 20 feet deep (but see below). This tank flows to the west, and exits through a natural fissure into the ocean about 2 miles away; the tank serves to gather overflow water in the sewer complex, and funnel it through a gently downward-sloping tunnel out to the ocean.

Unfortunately for the PCs, a foul-tempered 5-headed hydra has taken up residence here.



This tank is clearly designed to hold a large volume of water. More than half full at the moment, the water seems to exit to the west in a somewhat controlled manner.

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SETUP

There is a 65% chance the tank is at its normal level of 20 feet; a 25% chance the water is at 25 feet. And a 10% chance the tank is completely full at 30 feet.

An especially foul-tempered 5-headed hydra has managed to make its way into this tank. If the muckrakers were still actively patrolling the sewers, a bounty would certainly have been placed on the creature long ago. As it stands, the druids are content to allow chaos and entropy to rein supreme here in the tank, and the wererats — for their part — have no interest at all in coming to this chamber.



5-HEADED HYDRA

XP 1,200

CR4

hp 47 (Pathfinder Roleplaying Game Bestiary, "Hydra")

ACTION

The hydra ferociously defends its territory — which it defines as this particular tank, plus whatever other territory it can pursue PCs through should they opt to run away. This hydra is especially aggressive, and pursues PCs wherever they may go in the complex. There is a good chance that if the PCs' fight against the hydra spills into an area outside of this tank, a druid patrol may join the fight seeking to eliminate the PCs.

S8: EASTERN FLOW TUNNEL

Map Page: G7, H7, I7, J7

This channel brings wastewater from the eastern portion of Edgewater into the sewer. Beyond the channel visible on the map, the channel narrows quickly before becoming too narrow for anything more than a rat to pass through. Several rooms and other features off the tunnel are of possible interest for the PCs, however.

S8A: UNNATURAL TUNNEL Map Page: G6, G7

The bulette that was responsible for carving the tunnel at **N24** also carved this tunnel here, exiting the purple worm tunnel rather than sliding into the lake. The bulette, however, found itself trapped in the channel. (Muckrakers would enter the channel by crawling through the pipe during low tide; no one ever said a muckraker's job was glamourous.)

Now, this entire section of sewer floods during high tide. The water rises in the lake until it spills into the worm tunnel. As it slowly rises in the tunnel, the water begins to trickle, then pour, through this opening. The pipe to the west does an admirable job of draining most of the water. However, during high tide, the walkways in this channel are covered in about a foot of water, making the surfaces constantly slick. In addition, the bulette carved yet another tunnel to the south, once it realized there was no natural exit here. (See **S8d**). That chamber gathers about a foot of standing water during high tide, with a somewhat powerful current pulling unattended objects to the south.

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This tunnel was clearly not part of the original complex, instead crudely carved from the bedrock.

S8B: SMALL STORE ROOM

Map Page: G7

Muckrakers used this small 10' x 20' room as a tool storage closet. It houses dozens of rakes, spades, picks, and similar tools. Currently, 1d3+1 of each tool is present, but is coated in rust. Until the item is repaired, whenever it is used roll a d20. On a result of a 1, the item gains the broken condition.

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This small room appears to have once been a storage closet for tools used by muckrakers. A few rusty rakes, spades and picks remain, but otherwise this room appears to be empty.

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Nothing else of interest is present in this chamber.

S8C: BUNKROOM Map Page: H7

This 10' x 25' chamber was originally designed as another storeroom for the complex. However, the muckrakers converted the room to an odd out-of-the-way bunkhouse. They used the chamber for taking naps while on the job, or sometimes for other non-work-related activities requiring a bed. The room has a set of doors at the entryway, with a 5' antechamber between them. This, coupled with the slight elevation of the tunnel here, managed to keep the room oddly dry unless the drainage pipe to the west became clogged.

PCs find a moldy mattress here, but nothing else of interest.

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This room was likely designed for storage of some sort, but the trappings of the room suggest it was instead used as an odd bedroom of some sort. A mattress covered in mold and who knows what else lies moldering in the corner of the room. Graffiti on the wall offers an interesting peek into the past, with all manner of comments ranging from the names of "easy" women to complaints about mayors or councilmembers long-since removed from office... and everything in between.

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DEVELOPMENT

Should the players ask for more detail about the graffiti, feel free to add whatever tales you like. Names of hookers (perhaps long-dead) willing to enter the sewer to turn a trick; political commentary, possibly indicting the current mayor; nonsensical poems; complaints about bosses; moments of extreme braggadocio; and anything else you can conjure up.

"For a good time, seek Avayah at Mackelman's Pub."

"Mayor Ganabough sucks more than a giant leech!"

"Roses are red; violets are blue; I'm using my hand, but I'm thinking of you."

"Oh, sure! I didn't have plans for my day off! Screw you, Rabis!"

"Four at one time! A new muckraker record!"

S8D: EMERGENCY EXIT (CR 5) Map Page: H7, H8

This is the chamber the bulette carved to escape the sewer channel, rather than reversing course and heading back the way it came. Since then, the bulette's handiwork, erosion, and probably some vandalism have caused the tunnel to expand from the original dimensions.

During low tide, or near low tide, read the following.

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This rough chamber widens quickly. Numerous puddles of foul, fetid water cover the floor. A trickle of water runs from north to south down the center of the room.

Alternately, during high tide, or near high tide, read this alternate text.

This rough chamber widens quickly. Along the very edges of the room, where the floor seems slightly higher, small puddles of fetid water dot the landscape. Down the center of the chamber, a roughly 2-foot wide stream of foul water rushes from north to south.

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SETUP

The humidity in this room is very high; as such, lichen, mushrooms, and other fungi grow on the walls in thick carpets. The mushrooms that

grow here are poisonous, but are weak and only inflict nausea on the victim for 1d4+1 minutes on a failed DC 11 Fortitude save. A creature native to underground environments, such as a dwarf, can automatically identify the mushrooms as dangerous.

Of more concern, an infestation of boilborns has taken up residence in this chamber. The creatures skulk to the outsides of the chamber, particularly during high tide. These oozes feast upon whatever delectable meat sources wander into the room. They're quite used to dining upon rats and similar creatures, but have no qualms attempting to chow down upon a humanoid.



CR 1

hp 15 (*Pathfinder Roleplaying Game Bestiary 4* "Boilborn") *Except:* instead of leprosy, these boilborn potentially inflict civilization's downfall

ACTION

A boilborn attacks without tactics, and without care about provoking attacks of opportunity for entering an opponent's square. It moves as quickly as possible to the nearest target, enters his or her space, and attempts to attack with its slam. Killing a boilborn isn't difficult, but its death throes are dangerous enough to warrant caution for those who recognize the creatures.

DEVELOPMENT

The oozes will not leave this chamber to pursue foes, nor will they ever surrender. As mindless creatures, they simply wish to remain in their lair and wait for food to come to them.

There is a 10% chance of a methane explosion in this chamber. For open fire sources such as a torch or lantern, check once per round; for fire spells, check when the spell first comes into existence. If the spell has a duration beyond instantaneous, check again at the start of the caster's turn each round the flame exists. If the methane ignites, it inflicts 3d6 fire damage to all creatures in a 10-foot radius spread, centered on the source of ignition. A DC 14 Reflex save halves the damage. Once one explosion has occurred here, another cannot happen for 36 hours.

S9: FLOW PIPES (CR SPECIAL [SEE BELOW])

Map Page: A8, B8, C8

These pipes help regulate the flow of water, sludge, and solid waste through the channels. When the sea level in the bay rises, such as during a storm surge, water flows into the Surge Pipes (see area **S12**) before it flows here and to the Midden Pit (see area **S10**). From here, it can easily flow into the Waste Tank (see area **S7**). On occasion when the Waste Tank overflows, these pipes allow for excess water and sludge to run off, ending up either in the Midden Pit or the bay. In that scenario, water also runs off deeper into the complex through a series of narrow pipes to the west.

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These narrow pipes and shallow channels drip with fetid moisture. The stench carried on the slight breezes here is horrendous, even as the breeze seems to change directions from time to time.

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SETUP

Any dwarves automatically notice the pipe leading to the Midden Pit and the one leading to the Surge Pipes angle slightly uphill until they reach the apex in the middle of the pipe, whereupon the grade then slopes downhill. This design feature prevents water and other waste from gathering in the pipes. Non-dwarf characters can notice the feature with a DC 20 Perception check; alternately, anybody who succeeds on a DC 25 Knowledge (engineering) check can deduce such is likely the design of these pipes.

The chance of encountering a druid patrol in these pipes is the same as in their lairs, 60%. The druids use these pipes as the main "thoroughfare," travelling north to the Crossing Bridge (see area **S3** above) before heading off to wherever they need to be.



BLIGHT DRUID WORKER (2)

CR 4

hp 31 (see encounter P2: Druid Patrol above for details.)

ACTION

Any blight druids encountered here will be encountered in animal form, most likely rats or small lizards. If the PCs stumble upon a party, the druids attempt to scurry away back toward the lair, where they can raise the alarm. If your PCs have reached a stage of paranoia where they attack every rat on site, one druid attempts to flee while the other lingers to try and hold off the infidels. First, she casts *entangle*, relying upon the moss and mildew growing in the pipes. Next, she casts *deeper darkness*. The plan is to immobilize as many PCs as possible, either by forcing them to become entangled in out-of-control plants, or taking away their vision with magical darkness — preferably both, of course. She then shifts back to human form and attempts to close to melee combat range. Remember that the blight druids have Blind-Fight.

S10: MIDDEN PITS (CR 9)

XP 1,200 each

Map Page: A9, B9, A10, B10, C10

This large pit full of muck, filth, trash, offal, and who knows what else is present by design. Occasionally the muckrakers would work with local farmers to pull material from the pit for use as fertilizer. Otherwise, this excessive dung heap exists simply because it has to go somewhere — not everything can flow out to sea.

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This large lake of filthy waste smells even worse than it looks. Thousands of files — and who knows what other vermin — buzz around the pit, giving an odd shimmer to the room as their chaotic movement gives the illusion of light shimmering in the heat.

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SETUP

Three otyughs, one of whom is exceptionally large — and called "Bubba" by the muckrakers — make their comfortable living here. The otyughs are all intelligent enough to recognize anybody in a muckraker uniform as a 'friend' and so do not attack. Others are not so fortunate, especially if Bubba spots them. The exceptional specimen didn't live long enough to be so huge by being timid about protecting his territory.

Coming within 10 feet of the midden pit requires a Fortitude save (DC 14). Failure leaves the character sickened for 1d2 rounds. Characters who remain at this distance or move closer must make a new save every 5 rounds; previous success does not inoculate one from needing future saves. If a character is already sickened and he fails the saving throw, he instead becomes nauseated. Characters who are immune to poison gain a +4 circumstance bonus on this save; those who receive a bonus to saving throws against poison (such as dwarves) gain the bonus on this save, up to a total of +4.

The midden pit is 3 feet deep in the channels leading into it, and for the first 5 feet within the pit. After that, the ground quickly slopes downward, increasing the depth of the pit by 2' for every 5 feet of horizontal distance (7'deep after 10 feet; 9' deep after 15 feet; and so on). The pit reaches a maximum depth of about 20' or so in the center area.



OTYUGH (2) XP 1,200 each CR 4

hp 39 (Pathfinder Roleplaying Game Bestiary, "Otyugh")



CR 8

Advanced giant otyugh (*Pathfinder Roleplaying Game Bestiary*, "Otyugh")

N Huge aberration

Init +5; Senses darkvision 60 ft., scent; Perception +20

DEFENSE

AC 22, touch 9, flat-footed 21 (+1 Dex, +13 natural, -2 size)

hp 115 (10d8+70) Fort +9, Ref +4, Will +12

Immune disease

Speed 20 ft.

Melee bite +13 (2d6+8 plus disease), 2 tentacles +9 (1d8+4 plus grab) **Space** 15 ft.; **Reach** 15 ft. (20 ft. with tentacle)

OFFENSE

Special Attacks constrict (1d8+4), disease

STATISTICS

Str 26, Dex 12, Con 22, Int 9, Wis 17, Cha 10

Base Atk +7; CMB +17 (+21 grapple); CMD 28 (32 vs. grapple)

Feats Alertness, Improved Initiative, Iron Will, Toughness, Weapon Focus (tentacles)

Skills Climb +21, Perception +20, Sense Motive +5, Stealth +6 (+14 in lair); Racial Modifiers +8 Stealth in lair

Languages Common

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: Bite—injury; *save* Fort DC 21; *onset* 1d3 days; *frequency* 1 day; *effect* 1d3 Dex and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

ACTION

Bubba in particular is territorial. If the characters happen to be wearing muckraker uniforms, he and the lesser otyughs mostly ignore them. In that case, they only attack if the PCs move aggressively toward any of the three. Without uniforms, the PCs have a much harder time if they (for whatever reason) want to enter this chamber. Bubba does not tolerate anybody coming further than 5' from any of the pathways entering the pit. Should anybody attempt to do so, the overgrown otyugh flies into a rage and attacks, charging if possible.

The two normal-sized otyughs come to Bubba's aid if he enters combat, hoping to curry favor with the alpha. They're clever enough to use basic tactics such as flanking, and will do so if the opportunity easily presents itself.

None of the otyughs have a death wish, however. Should combat go poorly, they dive beneath the surface of the muck, holding their breath and hoping this is enough to shake loose from their attacker. The otyughs cannot breathe while under the surface, but their high Constitution allows them to hold their breath for quite some time. They hope the disdain humans have for excrement, coupled with their "underwater" swimming to get away, is enough to at least buy them some space.

If the standard otyughs are reduced to 10 or fewer hit points, they attempt to flee. They use the method detailed in the previous paragraph, except they move toward one of the exits — generally the one furthest from their attacker. Once it reaches the exit, it hightails it out of the midden pit and seeks a hiding spot elsewhere in the sewer. Bubba, on the other hand, will never flee — in large part because he can't actually fit through the passageways any longer. When he's reduced to 30 or fewer hit points, Bubba will take evasive action as described above; if he is further reduced to 15 or fewer hit points, he again takes evasive actions, hoping to hide "underwater" long enough for his foes to lose interest. Should these tactics prove unsuccessful, Bubba panics and rushes headlong toward his attacker, a burst of adrenaline pumping through his very large veins. During such an event, the adrenaline grants Bubba a +10 enhancement bonus to his speed, and +2 enhancement bonuses

to his Strength and Constitution. These bonuses last for 1 minute; after that time, the bonuses fade away and Bubba becomes fatigued until he can take a rest of at least one hour.

AD-HOC XP ADJUSTMENT

This environment is especially foul. If PCs defeat the otyughs while fighting in the midden pit, award a 25% bonus for each otyugh to compensate for the tough conditions.

DEVELOPMENT

There is a 45% chance of a methane explosion in this chamber. For open fire sources such as a torch or lantern, check once per round; for fire spells, check when the spell first comes into existence. If the spell has a duration beyond instantaneous, check again at the start of the caster's turn each round the flame exists. If the methane ignites, it inflicts 8d6 fire damage to all creatures in a 40-foot radius spread, centered on the source of ignition. A DC 19 Reflex save halves the damage. Each map page can have a separate explosion (for a total of 4 explosions here in the midden pit). Once an explosion has occurred, another cannot happen in that quadrant of the midden pit for 12 hours.

S11: WORM DOWNSPOUT (CR 4)

Map Page: D8, E8

When the purple worm finally left the area, it burrowed downward here, just south of the lake. The dwarven engineers intended to fill this tunnel and seal off access to the hole as their first step toward repairing the damage. As mentioned above, recent events prevented them from ever getting started on that work. In the meantime, this tunnel floods every high tide, pouring thousands of gallons of salt water down the "drain."

This wide tunnel slopes sharply. The ground is a muddy mess, and an oddly warm breeze wafts up through the tunnel.

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SETUP

Until the PCs move around the corner (or investigate with magical means) they have no way of knowing about the deep hole into the earth that awaits them. Unfortunately, the ground becomes exceptionally slippery right about where the curve to the west begins. Coupled with the steep incline, PCs run the very real risk of sliding down the hole — likely falling to their death. Once the hole dives into the ground, it continues straight down for 250'. The terrain at the bottom is unlikely to be especially hard, given the deluge of water that falls onto it twice per day. That, however, may not be in the PCs' favor. They could find themselves face planting into deep, thick mud — as if suffering 10d6 points of falling damage wasn't enough.

ACTION

Any PC walking on the ground beyond where the tunnel bends must make a DC 5 Acrobatics check to avoid sliding in the mud. For every 10' closer to the hole, the DC increases by +2. Any character who fails the check falls prone and begins sliding toward the gaping hole at a speed of 10' per round. A prone character can attempt a new Acrobatics check as a standard action each round, but at a –5 penalty. A rope secured to a sturdy base and tossed to the PC negates this penalty, and the GM is free to adjust or remove it for other clever uses of teamwork, of course.

If your campaign setting doesn't have an underworld (by whatever name you prefer), this hole can instead simply drop off into a deep pit where the worm, for whatever reasons, decided to dive straight down before levelling off its decent. In this case, its tunnel continues onward at the bottom of the pit, but has no real destination — other than, perhaps, a purple worm lair.

If your setting does have some form of an underworld, this tunnel can serve as an access point for your PCs should you wish to allow them to delve into such places. Alternately, this can also serve as an access point for those denizens to reach the surface. PCs who stay in Edgewater may need to defend the city from a drow raiding party, for example.

Either way, this hole is incredibly dangerous. Hopefully your PCs explore — either on their own, or with a little help from gravity.

AD-HOC XP ADJUSTMENT

PCs only gain XP for "defeating" this encounter if they actually explore beyond the bend and must make at least one Acrobatics check. If so, treat the terrain as though it were a CR 4 encounter.

S12: SURGE PIPES (CR 6)

Map Page: C9, D9, E9, F9

These pipes were designed to contain a surge of water, whether from the bay or from rainwater washing through the sewer from above. These pipes connect to the bay, the Midden Pits, and the Waste Tank. These multiple connections allow the pipes here to help control overflow and keep the sewer running efficiently. Now, however, it serves as the entryway to the druids' base of operations.

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This channel has numerous smaller pipes around the outside. These smaller pipes are angled downward toward the channel, and water slowly trickles out. Larger pipes run off to the north and east, and the channel continues off to the west.

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SETUP

This chamber is always patrolled by a guardian and 2 archers (see area **S14** below for full stats and additional information). The three work together on their patrol, doing their best to avoid regular patterns or clustering together. For simplicity, assume they continuously take 10 on their Perception checks while on patrol here.

The guardian spends the majority of his or her time patrolling the area closest to **S14**. This allows the guardian to move into the complex to summon aid should trouble arise. The archers move to either side of the guardian, one on each side of the channel.





hp 28 (see Area **S14**)

ACTION

At the first sign of trouble, the guardian attempts to move through the nearest door into area **S14** to raise the alarm. Ideally, the guardian prefers to go through the door leading to **S14b**, as there are more soldiers bunked in that region. However, "any port in a storm" necessitates that if **S14a** is the only option, then the guardian takes what is available.

The archers, meanwhile, use full-attack actions while making as much noise as possible.

DEVELOPMENT

If the guardian slips into **S14a**, one guardian will remain in that room to guard the stairway. The other guardian and both archers will join the original guardian to fight off the PCs the next round. If possible, one of the three guardians will then attempt to move into **S14b** to alert the others.

If the guardian slips into **S14b** instead, she'll need to take a bit more time to summon help. Barring the PCs having slaughtered guardians or archers prior to entering here (such as by destroying the ship, for example), **S14b** and **S14c** will have a total of 4 archers and 5 guardians in various states of ready. The first helpers arrive 1d3 rounds after the guardian raises the alarm. At that time, 1d2 guardians and 1 archer arrive. An additional 1d2 guardians and 1 archer arrive every other round after that.

S13: FERAL CAVES (CR 7)

Map Page: I8, J8

This cave is home to a yaoguai — an odd amalgam of a creature made up of a bear's torso and head, clawed ape legs, and a furred tentacle arm. The druids have managed to befriend the beast — at least, as much as such a task is possible. The yaoguai is quite territorial over its cave, and has adopted a similar mindset for the druids' ship as well. The druids cultivate this relationship, bringing the creature food and helping it protect its domain.

This cave appears to be a natural structure, and older than any other aspect of the sewer region. The walls are rough-hewn, and extend to a height of about 12 feet. A foul stench fills the air, a mix of urine, death and something unspeakable.

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SETUP

The yaoguai spends most of its time in the eastern section of the cave, given it contains a water source and is generally roomier. If necessary, it moves into the western section of the cave, but doing so requires the creature to squeeze through the narrow tunnel connecting the two caves. The yaoguai here has "pounce and rake" as its maker's gift ability, rather than "grab and constrict" as appears in the standard stat block.

The creature has made its lair here in this cave for quite some time. Its creator was an insane summoner who lived in Edgewater. As is typically the case, the yaoguai murdered its creator and fled, finding itself here in the sewer. Because muckrakers have no reason to travel here, this natural

CR 3

cave formation was isolated. Food was plentiful, with an abundance of crabs and fish. The yaoguai was able to find some semblance of normalcy and peace over the past several years.

When the druids arrived, they quickly decided they were better off befriending the odd beast than slaying it (despite it not being a natural creature and therefore anathema to their overall beliefs). The druids fully recognize that at some point, they'll need to destroy this foul abomination that mocks nature. For now, though, they're content to keep the creature on their side and serving as a guardian.



YAOGUAI CR 7 XP 3,200

hp 84 (Pathfinder Roleplaying Game Bestiary 4, "Yaoguai") Replace "constrict" special attack with pounce and rake (2 claws +14, 1d8+7)

ACTION

The yaoguai defends its territory ferociously. In addition, it considers all the plague druids to be "friends" and defends them and their ship with equal fervor. If any PC enters its lair (defined in the creature's mind as anywhere within this small cave complex as well as the rocky shore line), it charges if possible, and otherwise moves to intercept. The creature is incapable of speech, but bellows and grunts as it attacks - much like a feral dog growls, barks, and yips. PCs who managed to sneak past the druid sentries on the ship are likely to be found out by the creature's noises during combat (DC -15 Perception check, modified by distance).

Within its caves, the creature does not back down, flee, or surrender in any way. This is its cave, and it is prepared to die defending its home. Outside of the cave (including along the rocky coastline as well as the druid ship) the creature flees into the caves if its hit points drop below 8.

DEVELOPMENT

Druids who hear the sound of combat from the ship move to investigate, sending out a party consisting of 2 druids (see area P2: Druid Patrol) and 1 ranger (see area S14: Druid Command below). This investigative party attempts to stealthily assess the situation. If the yaoguai appears to have matters under control, the party stays back, perhaps simply buffing the creature from range. The moment it appears the creature is struggling in combat with the PCs, the investigative party moves to help. One of the two druids returns to the ship to inform the commanders of what is occurring. The other druid and the ranger move to aid the creature as best as possible; they move into flanking positions with it, cast offensive or defensive spells, use ranged attacks to pick off stragglers, etc.

S14: DRUID COMMAND

Map Page: D10, E10, F10

This set of rooms is the "forward" command center for the druids and their activity in the sewers. While the main druid leadership for the operation remains aboard the ship, those entrusted with the day-to-day tasks of orchestrating Edgewater's downfall use these rooms as their main base of operations.

Whenever the chambers below indicate there is a "guardian" present, there is a 50% chance of that guardian being either of the stat block formats presented below. While these chambers have a few access points to the surface world, the druids felt these were the best rooms (aside from the muckrakers' rooms already occupied by the Talmot's gang, of course). Access control to each chamber is described where appropriate below. Overall, however, numerous guardians, archers, and patrol

druids roam these rooms in addition to a few mid-level druid "bosses."

SETUP

Whenever the chambers below refer to a "guardian" or "archer" use the following stat blocks.



GUARDIAN

Male or female human ranger 4 NE Medium humanoid (human)

Init +1; Senses Perception +8

DEFENSE AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex) hp 38 (4d10+12)

Fort +7, Ref +6, Will +5 OFFENSE

Speed 20 ft.

Melee mwk longsword +7 (1d8+4/19-20), mwk short sword +7 (1d6+4/19-20)

Ranged mwk longbow +6 (1d8/x3)

Special Attacks favored enemy (dwarves +2)

Ranger Spells Prepared (CL 1st; concentration +2)

1st— longstrider

STATISTICS

Str 18, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Base Atk +4; CMB +8; CMD 19

Feats Acrobatic, Double Slice, Endurance, Iron Will, Two-Weapon Fighting

Skills Acrobatics +5 (+1 when jumping), Climb +7, Handle Animal +4, Knowledge (geography) +5, Knowledge (nature) +5, Perception +8, Stealth +6, Survival +8, Swim +9; Racial Modifiers -4 Acrobatics when jumping

Languages Common

SQ favored terrain (underground +2), track +2, wild empathy +3

Combat Gear potions of cure light wounds (2), acid (2); Other Gear mwk hide armor, mwk longsword, mwk short sword, mwk longbow, cloak of resistance +1, random jewelry (necklace, ring, etc.; 100 gp), 15 gp

ARCHER XP 800

Male or female elf fighter 1/ranger 3

NE Medium humanoid (elf)

Init +4; Senses low-light vision; Perception +10

DEFENSE

OFFENSE

AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex) hp 28 (4 HD; 1d10+3d10+7) Fort +6, Ref +7, Will +2; +2 vs. enchantments Immune sleep

Speed 30 ft.

Melee mwk rapier +6 (1d6+1/18-20)

Ranged mwk composite longbow +10 (1d8+1/x3) Special Attacks favored enemy (dwarves +2)

CR 3

CR 3

STATISTICS

Str 12, Dex 18, Con 12, Int 12, Wis 13, Cha 8 Base Atk +4; CMB +5; CMD 19

Feats Endurance, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow)

Skills Handle Animal +5, Intimidate +6, Knowledge (engineering) +6, Knowledge (local) +3, Perception +10, Spellcraft +0 (+2 to identify magic item properties), Stealth +11, Survival +8, Swim +5; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

Languages Common, Elven, Sylvan

 ${\bf SQ}$ elven magic, favored terrain (water +2), track +1, wild empathy +2, weapon familiarity

Combat Gear *potion of cure light wounds, potion of cure serious wounds, potion of invisibility*, alchemist's fire (2), tanglefoot bag, thunderstone; **Other Gear** mwk studded leather, mwk rapier, mwk composite longbow, random jewelry item (necklace, ring, earring, etc.; 100 gp), 35 gp

At the GM's discretion, a very small number of these foot soldiers may have +1 weapons. It would be wise, however, to limit such weapons to no more than 2 total through the entire complex, including the ship.

ACTION

Guardians work as combat units, moving into flanking positions as the opportunity presents, and covering for an ally (including a druid) who needs to withdraw from combat. An archer opts to stay at the back of the combat as much as possible, using his or her skills to pick off targets. The archers are quite comfortable working in confined spaces and firing into melee in support of their allies.

Both guardians and archers are fully on board with the plan and goal of the plague druids. These underlings don't necessarily know the finer details of the plot (most don't, actually) but they're quite comfortable with the idea of destroying civilization from within. That said, none are insane; if they're reduced to under 10 hit points, they flee if possible and surrender of flight isn't viable.

S14A: STORAGE (CR 7)

Map Page: D10

The plague druids use this chamber for storage, especially for the various ingredients used to make *civilization's downfall*. They're smart enough not to keep all the ingredients here, however; a primary catalyst in the foul concoction is kept aboard the ship.

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This neat and orderly room appears to be some sort of storehouse. Boxes, barrels, and crates line most of the walls. Shelves with jars, vials, beakers, and small containers fill the rest of the walls. A large staircase leads up to the south.

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SETUP

The druids place four guards in this room at all times — 2 archers and 2 guardians. A pair covers the stairs, while the other pair ensures the door is secure. Shifts change roughly every 6 hours. The guardians take their job seriously, but the work here is boring and tedious. As such, all four receive a -4 penalty to any Perception checks made to detect the party's approach due to inattention.

As a whole, the group is far more concerned about the staircase. (Where it leads in the city is left open for the GM to determine based on her needs. That location should be somewhere either long-forgotten, or infrequently accessed. So for example, this stairway likely wouldn't lead to the Muckraker's Guildhall; but it might lead to a long-forgotten sealed chamber in the sub-basement of city hall.) The druids believe they can maintain control of the area outside the door well enough, but are concerned about the lack of control to the area that accesses the stairs.



GUARDIAN (2) CR 3 XP 800

hp 38 (see Area **S14**)



CR 3



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ACTION

The guards are tasked with protecting the important supplies stored in this room. They take the task seriously, and view guard duty here as an honorable position. The quartet work together as a seamless unit, moving in coordinated fashion. The guardians move to occupy positions to best keep their enemies away from the archers, while the archers provide ranged cover for the guardians.

DEVELOPMENT

If things go poorly during combat, the guards in this chamber attempt to flee out into the main area. As they do so, they seek help — though they also realize that if the PCs came in through the door, there may not be any help in the corridors. Any of these guards who flee make as much noise as possible in the hopes of alerting the guards and druids in the other chambers.

S14B: COMMON ROOM (CR VARIES) Map Page: E10

Guardians and archers use the northern half of this chamber as a barracks and common room.

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This 20-foot square chamber appears to be some sort of barracks. Sleeping mats litter the floor, and more than a dozen hammocks are secured to the walls with pitons; additional pitons are hammered into the wall near these hammocks as makeshift ladders. A narrow staircase to the south leads upward into darkness. A 5-foot-wide hallway leads off to the east.

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SETUP

The guardians and archers all share this room and the room to the south (S14c). They live and eat in these chambers. Despite the large number of soldiers living in here (up to 22, in total, share these rooms -11each of guardians and archers) the chamber is fairly neat and organized. The druid leadership does not tolerate disorder here, recognizing that slovenly chambers will just attract the vermin so commonly found in the sewer.

Seven sleeping mats are spread out on the floor. Fifteen hammocks are hung from the walls throughout the remainder of the room, with pitonladders serving as access points to the hammocks. Each individual sleeping area is tiny, but kept neat. Very few personal effects are left here, with the soldiers opting to carry their possessions - thieves among their ranks aren't uncommon, and the easiest way to secure one's belongings is to always have them close.

Most times, two guardians and two archers are in room S14a. Three more - 2 archers, 1 guardian - are patrolling S12. Under normal circumstances, four archers and five guardians are here or in the room directly to the south. Even when sleeping, they remain in their armor (the Endurance feat prevents them from becoming fatigued from doing so), and so are ready to fight as soon as they awaken. For each of the potential eight occupants here, 1d4-1 guardians are in one of the sleeping quarters, as are 1d3+1 archers. The remainder are in the south chamber of this room.



GUARDIAN (NUMBER VARIES) XP 800 hp 38 (see Area S14)



ARCHER (NUMBER VARIES) XP 800

hp 28 (see Area S14)

ACTION

It's possible the PCs find themselves in over their heads here. Even if the GM rolls the minimum number of sleeping soldiers, the remainder are just a few steps to the south. In order to avoid being overwhelmed, PCs will need to have a solid plan or ridiculous luck - possibly both. If they opt to simply barge in, their best hope is probably to dispatch all the occupants of this chamber before those in the southern room move to join their comrades.

Soldiers bunked here are asleep when the PCs enter, unless some prior event woke them from their slumber. As such, the PCs will effectively get a surprise round automatically. If they can dispatch the sleeping guards during that surprise round, they have a good chance to survive the entire encounter. A guard who isn't killed on the first strike screams - either in pain or terror. Such a noise brings the guards from the southern chamber running into this room, and they arrive in 1d2+1 rounds.

DEVELOPMENT

On the east wall of the hallway heading south to S14c is a hidden door. The druids, guardians, and archers all know of its existence. Locating the secret door requires actively searching the wall and succeeding at a DC 22 Perception check. The door leads to S14d.

S14C: MESS HALL (CR VARIES) Map Page: E10

This room is the second half of the soldiers' common area, and is used by the group to eat their meals. Two large wooden tables with benches dominate the room. The soldiers all have a gentlemen's agreement to only use the northern chamber for sleeping. As such, any guard who is awake and not on patrol can likely be found here, even if he or she is not eating. Guards pass the time here by playing games (mostly dice and cards, though there is also a chess set), maintaining equipment, or simply swapping stories.

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A quick assessment tells you this room is a mess hall. Two large wooden tables, partially rotted, dominate the center of the room. Pewter tankards, dice, cards, and a chess set are strewn around the table's surface. An open cask sits in the southwest corner, with a copper ladle hanging off the edge.

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SETUP

CR 3

Unless the PCs were exceptionally quiet in the previous room, this room is likely empty when they arrive. The "setup" section of room S14b determines how many guardians and archers are originally in this room. At the first sound of combat, however, the occupants of this room rush to the northern chamber. Should the PCs manage to move stealthily through that encounter in some fashion, they encounter those guardians and archers here.

The cask in the southwest corner contains potable water and is about 2/3 full.

SWEET, SWEET CHAOS!

The battle in rooms S14b and S14c will almost certainly be one of the more chaotic fights in this adventure. The battle has the potential to pack up to 8 soldiers into the smaller northern chamber, plus all the PCs. Add to that the vertical nature of the room — the hammocks and piton-ladders, plus the stairs — and there is plenty of room to sow chaos.

The biggest challenge for the GM is to keep the fight interesting. One would think that wouldn't be an issue with a fight this large; however, with the GM running up to 8 NPCs, it's possible her "turn" in the initiative takes a significant amount of time. Even if she decides to roll initiative separately for each of the eight NPC combatants, with +1 and +4 modifiers, odds are the GM will be taking actions for several NPCs consecutively. Frankly, that is often a boring endeavor for the players since it boils down to watching the GM roll a bunch of dice over and over, all while asking, "What was your AC again?"

This battle should feel chaotic, with enemies closing in from all sides. It should never feel boring. GMs should take special care to avoid letting things devolve into just dice rolling. One way to avoid that is to pre-roll a d20 50 times prior to running this encounter. She can then just pick the next number off the list during combat for attacks, saves, skill checks, and so on. Focus on describing the action — arrows whizzing past the characters' heads, swords clanging off walls creating a shower of sparks nearby, and so on. These "extra" description items don't need a source; they're simply to lay the framework for the chaos. Immersing the players in strong descriptions of the battle helps alleviate some of the boredom caused by waiting for the GM to resolve the actions of three or four NPCs in a row. As the last bit of advice, if the GM is struggling to keep things moving and interesting, she can opt to have two NPCs effectively remove themselves from combat each round by doing something suboptimal. Drink a healing potion, climb higher up a ladder, spend an entire action questioning a character's parentage, attempt to flee even if not seriously injured, and so on. By giving a couple of NPCs these quick-to-resolve actions, she can focus on the remainder of the combatants.

Let chaos reign supreme over this battle! And maybe even have a PC or two start to worry about their mortality!



GUARDIAN (NUMBER VARIES) XP 800

hp 38 (see Area S14)

XP 800

ARCHER (NUMBER VARIES)

hp 28 (see Area S14)

ACTION

Should combat occur here, the tight quarters potentially hinder the archers. They move in such a way as to gain as much firing room as possible. If at all possible, they attempt to move toward the hallway, so they have room to continuously take 5-foot steps backward before firing their bows. If such tactical movement isn't possible, each individual assesses whether or not he or she wishes to provoke an attack of opportunity for firing while in melee range. The GM should decide for each NPC as the decision becomes necessary; factor in the appearance of the PC threatening the archer (a wizard with a dagger isn't too threatening; a raging barbarian with a greataxe is). If the archers deem ranged combat is too risky, they draw their melee weapons.

The guardians, for their part, recognize their compatriots are uncomfortable making use of their specialization while a foe is waving a sharp pointy stick in their face. Guardians move so as to position themselves between the PCs and the archers if at all possible. They take opportunities to flank if they are presented with one. Otherwise, guardians simply attempt to keep the PCs occupied enough to allow the archers to turn them into pincushions.

TREASURE

In addition to the gear on the NPCs, the cask of water is a potential valuable resource down here. On the table is a carved wooden chess set; the craftsmanship is only fair, with the pieces lacking much in the way of detail. The set is worth 25 gp. A pair of dice carved from bone also lies on the table, and is worth 1 gp. Lastly, there are a total of 3 worn and well-used decks of cards around the table (and possibly on the floor, if the occupants fled in a hurry). The decks of cards are worth 5 sp each.

The easternmost table has a total of 23 sp and 51 cp scattered about in various piles, while the westernmost table has 1 gp, 13 sp, and 47 cp.

S14D: HALLWAY (CR 8) Map Page: E10, F10

This short hallway connects the common area to that of the commander of the land-based forces. The chamber is trapped; the druids and soldiers know the proper path to avoid trouble.

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This 15-foot by 10-foot chamber appears to be nothing more than a hallway.

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SETUP

From within the chamber, the door on either side is obvious; in other words, the door is only concealed from the outside. The center square of the northernmost row contains a pressure plate trap. While both squares in the center of the corridor fall away, only the northern square is configured to trigger the trap; the southern square is safe to walk upon.



CR 3

CR 3

CAMOUFLAGED SPIKED PIT TRAP **CR 8** Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger location; Reset manual

Effect 50-ft deep pit (5d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+5 damage plus disease each); DC 20 Reflex save avoids; multiple targets (all targets in the center row of squares [5' x 10' area)

Due to the nature of the environment, each spike that damages a target has a chance of inflicting filth fever.

Filth Fever (injury)-save Fortitude DC 12; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves.

ACTION

To move safely around the room, PCs must avoid the trigger square. They can climb or jump over it, or simply walk around to the southern side of the corridor. Inspection of the southern section of the corridor (and a DC 17 Perception check) reveals that the floor is designed to fall away. If the same check exceeded DC 25, the character also becomes aware that the despite the nature of the design, the section is safe to walk upon.

S14E: MARROCK'S CHAMBER (CR 6) Map Page: F10

Marrock, the half-elf druid put in charge of the land expedition, makes his lair in this chamber. In practice, Marrock does very little to lead his charges; instead, he spends most of his time high on the effects of pesh, a narcotic known to imbue targets with strength but to weaken their minds.

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This room is longer than it is wide, and appears to be some sort of tank for overflow sewage. A campsite of sorts is in the southwestern corner of the room. The camp consists of a bedroll and a small fire, the smoke escaping through a natural fissure in the ceiling. Typical gear lies scattered about the camp.

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PITY ON THE PLAYERS

If there were some reason the GM wished to take pity on her players, she could easily hamper Marrock. There are two quick way to do so.

The first option requires she alter Marrock so he is currently suffering the debilitating effects of pesh. She should apply 1d2 damage to both Constitution and Wisdom, and then alter his stats accordingly (including potentially removing bonus spell slots). In addition, as a "moderate" addiction substance, Marrock will also suffer a -2 penalty to his Strength and Constitution. (The Strength penalty from addiction will cancel any Strength bonus from a recent dose of the drug.)

If she doesn't wish to impair Marrock to that degree, her second option is to have him just recovered from a bout of addiction. In this instance, she'll need to remove two 2nd level spell slots — used by Marrock for *lesser restoration* spells to remove ability damage to Wisdom and Constitution — and a 3rd level slot — used for a *remove disease* spell. She can opt to remove whichever prepared spells she likes (other than domain spells). *Barkskin and bear's endurance* are good choices for 2nd level, and stone shape is a good 3rd level option. Doing so, of course, requires altering his planned tactics as presented.

SETUP

Unless one of his underlings specifically came here and demanded Marrock take charge during the battle, he is oblivious to the sounds of battle raging two rooms over from his lair. The once wise and powerful druid began taking pesh for the effect many consider its drawback. Marrock wanted to lower his mind's defenses, to see "between the colors" as he says to others. The druid is now hopelessly addicted to the substance and spends the majority of his time meditating, whether under the effects of the narcotic or not. Marrock is a powerful enough druid to be mostly unaffected by the most crippling side effects of the drug; when he suffers damage from his addiction, he prepares *lesser restoration* to restore his Wisdom and Constitution. More than once, Marrock has also cast *remove disease* on himself to completely remove his addiction to the drug, only to again fall prey to its grasp later. Currently, he is not actually addicted to the substance, nor does he have any ability damage.

If given time to prepare, Marrock casts the following spells (in this order): *longstrider, bear's endurance, barkskin,* and *spider climb*. Should the PCs barge in on him without providing a chance to prepare, he casts *barkskin* and *bear's endurance* (in that order) as soon as convenient.



CR 6

Male half-elf druid (blight druid) 7 ((*Pathfinder Roleplaying Game Advanced Player's Guide*, "Druid, Blight"))

NE Medium humanoid (elf, human)

MARROCK

XP 2,400

Init +2; Senses low-light vision; Perception +14

DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex) hp 56 (7d8+21)

Fort +7, Ref +5, Will +10; +2 vs. enchantments, +4 vs. fey and plant-targeted effects

OFFENSE

Immune sleep

Speed 20 ft.

Melee +1 spear +6 (1d8+1/x3)

Ranged sling +7 (1d4)

Special Attacks destructive smite (7/day), miasma, wild shape 2/day Druid Spells Prepared (CL 7th; concentration +11)

4th—inflict critical wounds^D (DC 18), freedom of movement, ice storm

3rd—*cure moderate wounds, poison* (DC 17), *rage*^D, *stone shape*

2nd—barkskin, bear's endurance, heat metal (DC 16), shatter^D, spider climb

1st—cure light wounds, entangle (DC 15), longstrider, obscuring mist, produce flame, true strike $^{\rm D}$

0 (at will)—create water, detect magic, mending, read magic

STATISTICS

Str 10, Dex 14, Con 12, Int 8, Wis 18, Cha 13

Base Atk +5; CMB +5; CMD 17

Feats Natural Spell, Self-Sufficient, Skill Focus (Sense Motive)^B, Toughness, Shared Insight^ \dagger

Skills Climb +2, Heal +11, Knowledge (nature) +9, Perception +14, Sense Motive +7, Spellcraft +7, Survival +14; Racial Modifiers +2 Perception

Languages Common, Druidic, Elven, Sylvan

SQ elf blood, nature bond (Destruction domain), nature sense, trackless step, vermin empathy +8, woodland stride

Combat Gear potion of cure light wounds, potion of invisibility, thunderstone; **Other Gear** +1 hide armor, +1 spear, sling, with 10 stones, alluring golden apple[‡], arrow magnet[‡], cloak of resistance +1, antitoxin, backpack, bedroll, healer's kit, pesh (5 doses), spell component pouch, silver chain (25 gp), 26 gp

† See Pathfinder Roleplaying Game Advanced Player's Guide

‡ See Pathfinder Roleplaying Game Ultimate Equipment



ACTION

Marrock is an addict who has forsaken his duties to his druid order so he might explore the world within his mind. Still, should the PCs barge into his chamber he views that as an affront to politeness and defends himself to the best of his ability. Marrock uses his spells and abilities to the best of his ability. He tosses his *alluring golden apple* at a character who appears to have a weak Will save, such as a character in heavy armor without a prominently displayed holy symbol or a character in light armor who is dual-wielding. The goal is to remove that target from combat, at least for a few rounds. In the next round, Marrock activates his *arrow magnet* if the group has an archer or similar character. Otherwise, he casts *ice storm* so as to affect as many targets as possible.

As his next action, Marrock uses wild shape to assume the form of a Large predatory animal. (Preferred forms are lion, grizzly bear, or megaraptor.) While in animal form, Marrock makes decisions on a round-by-round basis whether to attack or cast a spell with a range of touch such as *poison* or *inflict critical wounds*.

If he's reduced to half or fewer of his normal hit point total, he casts *cure moderate wounds*. If he's reduced to one-quarter or fewer after having already cast his cure spell, he uses wild shape to assume the form of either a rat, viper, or raccoon — whichever he deems to be the best option to escape (rat being the most likely). Marrock is familiar with all the cracks and crevices within his chamber, as well as how to navigate through the sewer itself. Once he assumes the form of a Tiny creature, if he makes his way to a wall he should be assumed to have escaped the combat.

DEVELOPMENT

Marrock feels extreme guilt and shame about his addiction, but is unable to stop using pesh even after "curing" himself. He believes he's an utter failure to his druid order. As such, if he is unable to escape as described above, he fights to the death.

There is a 10% chance of a methane explosion in this chamber. For open fire sources such as a torch or lantern, check once per round; for fire spells, check when the spell first comes into existence. If the spell has a duration beyond instantaneous, check again at the start of the caster's turn each round the flame exists. If the methane ignites, it inflicts 2d6 fire damage to all creatures in a 10-foot radius spread, centered on the source of ignition. A DC 13 Reflex save halves the damage. Once one explosion has occurred here, another cannot happen for 48 hours.

S15: THE BAY (CR VARIES)

Map Page: F8, G8, H8, G9, H9, I9, J9, G10, H10, I10, J10

This natural cove has deep waters and a surprisingly strong current. As the primary terminus point of the sewer system, it should come as no surprise that the water here is terribly polluted. The pollution, in turn, caused the bay's ecosystem to evolve. The deep waters here are extremely dangerous — not just because of the risk of contracting diseases from the filth, but also from the chance of becoming a snack for the many creatures calling this mess their home.

This large natural cove seems to be the terminus of the sewer system. What was once likely a spectacular bay within a cavern is now filthy with pollution and may actually smell worse than it looks. The fouled water laps at the rocks along the shore, the current bringing in wave after unending wave.

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SETUP

Any PC or NPC in the water has a 10% chance of contracting filth fever, even though that illness normally only spreads through infected injuries. If the PC or NPC talks at all while in the water — including verbal components for spells — the chance increases to 35%.

Illness, however, is the least of concerns for anybody in the bay's dark water. The foul waters have caused the ecology of the bay to rapidly shift, with predators capable of surviving the harsh conditions vying for any food (such as a tasty human or elf). For each round spent in the water, roll a d20 and consult to the table to determine which creature(s) come to visit. If the same result is rolled twice, treat subsequent rolls as "no encounter."

S15: BAY — RANDOM ENCOUNTERS

Roll	Result
1-10	No encounter
11-13	Slimy hagfish
14-15	Devilfish
16-17	Incutilis
18	Reefclaw
19	Giant octopus
20	Giant catfish

Creatures in the water could quickly find themselves overwhelmed with predators of the bay. If three or more predators are present, there is an equal chance a predator attacks a PC, NPC, or another predator. A lucky PC or NPC could use such a free-for-all event as a means to make an escape from the fight — but if they remain in the water the following round, they're still potential targets for all creatures involved, as well as any new predators who investigate.

FILTH FEVER

Type disease, injury or ingested; Save Fortitude DC 12

Onset 1d3 days; Frequency 1/day

Effect 1d3 Dex damage and 1d3 Con damage; Cure 2 consecutive saves

SLIMY HAGFISH (3) XP 400

CR 1

N Tiny animal (aquatic) (*Pathfinder Adventure Path #56: Raiders of the Fever Sea*)

Init +2; Senses low-light vision; Perception +1

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

hp 17 (2d8+8)

Fort +7, Ref +7, Will +1

OFFENSE

Speed 30 ft., swim 30 ft. **Melee** bite +4 (1d3+1)

STATISTICS

Str 12, Dex 15, Con 18, Int 1, Wis 12, Cha 11

Base Atk +1; CMB +1 (+5 grapple); CMD 12 (can't be tripped) Feats Lightning Reflexes

Skills Escape Artist +6, Swim +14; Racial Modifiers +4 Escape Artist SQ slime cloud

SPECIAL ABILITIES

Slime Cloud (Ex) While underwater, as a free action, a hagfish can secrete slime that transforms a 5-foot cube of water into a transparent cloud of viscous slime. This slime is the aquatic equivalent of rough terrain, and creatures swimming through it expend 2 squares of movement. The slime cloud remains for 10 rounds before dissipating. Hagfish are unaffected by these slime clouds. The slime also grants the hagfish a +4 bonus on grapple checks.



DEVILFISH XP 1,200

CR 4

hp 42 (Pathfinder Roleplaying Game Bestiary 2, "Devilfish")



XP 400

INCUTILIS (2) CR 2 XP 600 hp 18 (Pathfinder Roleplaying Game Bestiary 4, "Incutilis") REEFCLAW (4) CR 1

hp 13 (Pathfinder Roleplaying Game Bestiary 2, "Reefclaw")

GIANT OCTOPUS CR 8 XP 4,800 hp 90 (Pathfinder Roleplaying Game Bestiary, "Octopus, Giant")



GIANT CATFISH XP 2,400

CR 6

N Huge animal (aquatic) (see "Appendix") Init +3; Senses low-light vision, scent; Perception +11

DEFENSE

AC 19, touch 7, flat-footed 19 (-1 Dex, +12 natural, -2 size) hp 68 (8d8+32) Fort +10, Ref +5, Will +3

Resist cold 5

Speed 5 ft., swim 40 ft.

Melee bite +11 (2d6+9 plus grab)

Space 15 ft.; Reach 15 ft.

Special Attacks swallow whole (1d6 bludgeoning and 1d4 acid damage, AC 16, 6 hp)

OFFENSE

STATISTICS

Str 23, Dex 8, Con 19, Int 1, Wis 12, Cha 6

Base Atk +6; CMB +14 (+18 grapple); CMD 23 (27 vs. grapple) Feats Improved Initiative, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite)

Skills Perception +11, Stealth +1 (+9 muddy or cloudy water), Swim +14; Racial Modifiers +8 Stealth muddy or cloudy water ECOLOGY

Environment any aquatic

Organization solitary, pair

Treasure none

ACTION

Creatures in the water (other than PCs and NPCs) are simply looking for a meal. The filth flowing into the bay on a daily basis from Edgewater has long since killed most of the aquatic plants and driven off the other fish that were once bountiful. In fact, it is this very abuse of the bay's ecosystem that brought Edgewater to the attention of the druids in the first place.

The incutilis is exceptionally intelligent, especially when compared to the other potential predators in the bay. The pair work together, seeking to pick off stray targets — those who have drifted from their primary group and so forth. Their Tiny size does mean they need to be careful in combat, as they must enter an opponent's square in order to attack. Once safely in the same square as an opponent, it lashes with its tentacles and seeks to grab hold to prevent escape. This pair currently has no puppets. They retreat if both are reduced to one-quarter or fewer hit points, or if one has died and the other is reduced to one-third or fewer.

The quartet of reefclaw viciously attacks any foes, lashing with their claws and seeking to grab hold so they can constrict. These baleful creatures attempt to drag humanoids under the waves if they manage to get a grasp. Once combat begins, the reefclaw enter a frenzy and fight to the death.

The devilfish begins combat by using its unholy blood ability, hoping to obscure the vision of its intended prey as well as any other predators in the area. Once the black cloud of blood has filled the water, the creature moves to attack with its tentacles; if any hit, it attempts to grapple that foe so it can make use of its savage bite the following round. It retreats if reduced to 8 or fewer hit points.

The giant octopus also lashes with its tentacles, which have extended reach (up to 20'). Any creature struck by a tentacle is possibly ensnared; the creature attempts to drag such creatures toward its mouth, so it can feast upon the tasty flesh. If it is reduced to 9 or fewer hit points, it uses its jet ability to make an escape back out toward the deeper sea.

The giant catfish spends the majority of its time at the bottom of the bay, feeding off whatever floats down to it. On occasion, however, the gigantic omnivore swims the bay's murky waters looking for something other than refuse and smaller scavengers. The bay's waters count as "muddy or cloudy" for purposes of the creature's racial bonus to Stealth. When it finds a target it wishes to consume, it's surprisingly nimble as it moves in for the kill. It attempts to bite and grab hold of its chosen meal; if successful, it attempts to swallow the creature the following round. It flees if reduced to 15 or fewer hit points.

Druids and their guardians aboard the ship are likely to take pot shots at the PCs in the water. PCs who are otherwise engaged with the various denizens of the sea are easy pickings for an archer or spellcaster to nail. The druids are well aware of the creatures lurking in the bay, having explored it thoroughly while in animal form. They know these predators are mean and nasty once combat begins, so if at all possible they stay away and allow the PCs to tangle with them alone. If a druid is in the bay and unable to escape when a creature attacks, there is a 50/50 chance he continues to fight the PCs or wild shapes into an aquatic animal and attempts to escape. Each round the druid takes damage, whether from a PC or a creature, reroll the percentage dice, increasing the chance of the druid fleeing by 10% each time. (So, 50% chance of fleeing at the start of combat; 60% chance the first time he takes damage; 70% chance the second time; and so forth.)

DEVELOPMENT

If the druids were somehow unaware of the PCs' presence prior to combat occurring in the bay, the noise that's likely to result from the thrashing, splashing, and so forth automatically draws their attention to the PCs and their current predicament.

SCENE 4: DRUID COMMAND VESSEL

The *Damnation* is an old sailing ship meticulously maintained by the druids, and modified to also use an alchemical fuel source (see below). Currently, it's docked in Edgewater's "sewer bay" and serving as the command point for the campaign of death and terror against the port city. While at sea, the *Damnation* has a crew of 82, including six named officers and NCOs. Currently, the six officers and named NCOs remain aboard the ship, along with a small retinue of guards; the remainder are patrolling the sewers, stashed in the "Druid Command" chambers (see area **S14** above), or working reconnaissance in and around Edgewater.

Running encounters on the *Damnation* should be similar to running them in the sewers. Everything should be extremely dynamic, and utter chaos breaking out is highly likely. PCs need to use their wits and guile, rather than simply kick down the door and react if they wish to survive a boarding mission onto the ship. With that in mind, the descriptions that follow infrequently list sailors or officers in specific locations. For example, the crow's nest is always occupied by three, so that description includes that information; the main deck, however, can have any number of sailors — especially once combat begins. The GM, instead, must use her judgment to determine who is where as combat unfolds. Which officers rush to the combat? Which sailors slink away, hoping to avoid a fight? Any encounters aboard the *Damnation* are fluid and potentially chaotic, rather than static.



BASIC SHIP DESCRIPTION

The *Damnation* is a modified galliot design, much longer than a typical galliot (or any other two-masted ship, for that matter). The aft mast (called a "mizzen mast") is smaller, used to help provide maneuverability. The mizzen mast stands 25 feet above the deck; the main mast, by comparison, stands 60 feet above the deck and is topped with a crow's nest to allow observation at greater distances.

The main mast is rigged for square sails; the mizzen mast is rigged with "spanker" sails. The main mast has several staysails which run along the stays from the mast to the figurehead and prow. The main mast supports rigging for four sails: the main course (the lowest), two topsails ("main upper" and "main lower"), and a main royal. The mizzen mast also supports three sails, from top to bottom: lower spanker, upper spanker, and spanker topsail.

SAILS AND RIGGING

There is, of course, a metric ton of information about sails, rigging, and sailing ships on the internet. If you're interested in learning more about the basics, a site I found incredibly useful was http://sailing-ships.oktett.net/square-rigging.html. That page has a lot of great but simplified information about how a ship is rigged, the names of the sails and rigging, and how it all actually works. Beyond that page, the site has a database containing information about 1,106 different sailing ships (as of this writing) as well as a long list of articles that go into depth about nautical terms beyond just describing square sails.

The front of the ship features a prominent figurehead depicting a unicorn. The creature's horn is more pronounced than is typical, extending well beyond the bow of the ship.

The lower deck features 8 portals for cannons. This is, for all intents and purposes, a design flaw of the ship. This puts the cannons extremely close to the water's edge. In rough seas, the captain needs to decide whether to keep the cannon portals closed or risk having water pound the interior of the ship. Each cannon requires a minimum of two crew members to operate, has a range increment of 100 ft., inflicts 6d6 points of bludgeoning and piercing damage, and inflicts x4 damage on a critical hit. Reloading a cannon on the *Damnation* requires 3 full-round actions, and requires 1 full-round action to aim. It misfires on a roll of a 1; if this happens, the cannon gains the broken condition. A cannon with the broken condition adds four to the misfire range in addition to all the other penalties imposed by the condition. If the cannon misfires again, that attack roll automatically misses and the cannon explodes. The explosion deals 6d6 damage to all creatures and objects within 20 ft., allowing a DC 20 Reflex save for half damage.

PROPULSION

In addition to its impressive rigging and sails, the *Damnation* also has the ability to augment the natural wind with wind generated from an alchemical engine room (see Area **V10** below). The main mast is actually hollow, and a series of levers in the engine room abut small ports along the various edges of the mast. The alchemical reaction produced in the engine room results in wind channeling into the hollow mast. This wind then exits the open ports along the mast which in turn add wind to the sails. The engineer in the engine room can open or close ports as necessary to affect the direction of this added wind.

V1: THE POOP DECK

This raised deck at the aft of the ship contains the wheel used to steer the ship with the rudder. The raised deck affords a good view of the ship as a whole, and gives the captain and navigator a good indication of the prevailing wind speed and direction. There are always 3-5 (1d3+2) crewmembers on the poop deck. It is likely the captain, navigator, or first officer is also here (80% chance of one being present; if one is present, 40% it's the captain, 20% navigator, 20% first officer).

Two cannons are positions on the poop deck, aimed aft. The cannons are mounted on a swivel, allowing for a range of 75 degrees in a sweeping arc.

V2: CROW'S NEST

The crow's nest sits atop the main mast and affords a spectacular view of the ship's surroundings when it's out at sea. The crow's nest always has three lookouts: 2 archers and 1 guardian. Crew take shifts in the crow's nest for 4 hours at a time. The three crewmembers work as a unit, each scanning the horizon for a minute or so before moving to a different angle. The rotation is always counterclockwise. When the *Damnation's* full complement of crew are aboard, shifts in the crow's nest are instead 2 hours long.

V3: FOREDECK

This large foredeck is strategically important for a few reasons. When the *Damnation* was used for other means, this space was often used to help carry large cargoes. Additionally, five sturdy bitts are embedded into the deck here, to help secure the ship to a dock. Finally, the *Damnation* currently has four cannons positioned on this deck for defense; a pair is aimed off the port and starboard sides, and a mounted swivel gives each a 75 degree range of motion. There are always 2–5 crewmembers (1d4+1) milling about on this deck performing various tasks: swabbing the deck, cleaning or otherwise maintain the cannons, checking the rigging that extends to the figurehead, and so forth.

V4: CHART ROOM

This large room is used by the officers to plot courses and reference various charts: tidal, current, etc. All four walls are plastered with

various maps, including a full map of the city of Edgewater indicating all the tactically important locations such as the mayor's residence. (If the PCs have a long history in Edgewater, by all means feel free to indicate that their residence is also tagged.) A sturdy oak table secured in the center of the room has additional maps and charts spread out on its surface. Short bookcases sit along the walls in several location, each heaped with rolled up maps and charts. Sextants, compasses, and other implements for charting a course litter the table on top of the maps and charts. A smaller wooden table and three chairs sit off to one corner.

The room contains a door that leads out to the ship's main deck. Typically, this door is kept closed but unlocked. However, in an emergency the door can be locked from the inside; a wooden bar placed across the door in such a situation makes it difficult to force open. A stairwell leads down into the captain's quarters.

Bogdani currently uses this room as a war room, holding briefings with returning agents and strategy discussions with his crew as needed.

If the captain is not on the poop deck, during the day there is a 40% chance of finding him here. Similarly, if the first officer or navigator are not on the poop deck, there is a 20% chance of either being present. (It is possible all three are present in this room.)

V5: MAIN DECK

This is the main deck of the *Damnation*. At any given time, 2d3+1 crewmembers move about the deck, either performing some chore (cleaning cannons, running messages, attending sails and rigging, etc.) or moving between areas of the ship. Currently, six cannons are on the main deck, three to each side. These cannons are fixed in location with a range of only 20 degrees horizontally.

At the fore and aft, two sets of stairs lead up to the foredeck and poop deck respectively. In addition to the door at the aft leading into the chart room, another door at the fore leads into **S6**, and it is through this door that most of the crew moves to access various aspects of the ship. Captain Bogdani recognizes that this bottleneck is a tactical weakness of his ship, but is resigned to the fact that he can't do too much about it at this stage.

V6: STORAGE AND ACCESS

This room is used for storage as well as to grant access to lower levels of the ship. Through his first officer, Captain Bogdani insists that this room be kept exceptionally neat and ordered. If the captain cannot do anything to remove the bottleneck, he at least intends to make movement through this chamber as fluid as possible. Crates, bins, and shelves are used to great effect here to keep supplies ordered and neat.

This room is used to store the ship's sails when they're not in use. In addition, other supplies needed topside are stored here, such as rope, pitch, and buckets. In the center of the room, an area is set aside for the storage of black powder and cannon fuses. The black powder caskets are kept under a waterproof and flame-resistant tarp.

The door at the aft of the room leads out to the main deck. Under normal circumstances this door is left open; however, it can be both locked and barred to prevent passage. To the fore, another door leads to the officer's quarters. This door is always kept locked. All the officers have a key to the room. Two flights of stairs lead down into room **V13**.

V7: OFFICER'S QUARTERS

This chamber at the fore of the ship is where the first officer, navigator, and chief engineer reside. The room contains four comfortable bunks, locked chests, and two chest-of-drawers. The fourth bunk is intended for the ship's surgeon, a position currently left unfilled intentionally,



given all the druids running around the ship. Each officer has his or her own chest, and carries the key to such at all times. In addition, a chestof-drawers is shared among two officers. They typically use this space for storing common items such as undergarments, leggings, and the like. Two sturdy but small wooden desks sit on either side of the chamber.

V8: CAPTAIN'S QUARTERS

This large chamber is luxuriously appointed and used by the captain as his private chambers. A door was recently installed at the base of the stairwell leading down from the chart room; a second door leads out to the deck, granting the captain access to the mess hall, engine room, and crew's chambers.

The floor in this chamber is covered in a magical carpet that has the look and feel of a forest floor. The effect is produced with illusory magic, but is sufficient for Captain Bogdani to feel more at home. A large fourpost bed sits in the center of the chamber, with silk scarves and curtains draped over the posts to provide privacy for those on the bed. Bookcases line the starboard wall, and a large mahogany desk dominates the port wall. A sturdy oak table with four comfortable but practical chairs sits near the aft of the room. Under the table is a trap door that leads down into the ship's smuggling chamber.

Much to Captain Bogdani's chagrin, Gertie Treadwater insists they communicate frequently via the *animal messenger* spell. Bogdani would prefer little to no communication; however, if communication is necessary he believes *animal messenger* is among the least secure methods — enemies could easily intercept messages, or just an act as simple as a hunter picking the wrong target could lead to communications failing. To this end, there are seven scrolls of *animal messenger* in one of the desk drawers. This way, Bogdani does not need to prepare the spell in order to fulfill his communication requirements with Gertie.

Bogdani has become sloppy with his disposal of notes received from Gertie, however. Originally, he would shred them and then burn the pieces; now, he keeps the shredded remains in his desk drawer, with plans to "eventually" burn the whole pile. PCs who find these shreds have a few options to reassemble the notes. A simple *mending* spell, cast once for each note in the pile, will return the parchment to its original state. Otherwise, PCs can assemble the notes by hand. Doing so requires a base DC 11 Intelligence check; increase the DC by 2 for each note you opt to add to the pile beyond the first. That is, if you decide to add 5 notes to the pile, the DC would be 19; if you have only two notes, the DC is 13. Sorting the notes by hand requires one minute for the first note. Each additional note adds one minute for every note in the pile. That is, a second note adds 2 minutes, a third note adds 5 minutes (2 for the second, 3 for the third), a fourth note adds 9 minutes, and so on.

GMs should determine the number and content of the notes included in the pile based on her game group. Suggestions for the notes appear in the sidebox to help guide the GM. If your group likes mysteries, feel free to go with more cryptic messages; if your group despises mysteries and simply wants information after restoring the notes, pick contents that are far more incriminating.

Hidden and locked trap door: hardness 5; 20 hp; break DC 20; Perception DC 25; Disable Device DC 30.

V9: MESS HALL

Unlike other chambers of the ship, this room has no doors; instead, an archway in each wall allows entry. Numerous long wooden tables with benches dominate this room. The aft starboard corner contains a small cooking area. Smoke from this area is magically funneled out a vent in the top of the mizzen mast.

V10: ENGINE ROOM

This chamber controls the alchemical contraption that powers the main mast. A secret door hidden in the aft wall (DC 22 Perception to locate) grants access to the chamber. Within the room, the engineer and his staff work to keep the ship sailing even when wind is light. The chief engineer has an alchemist and two junior engineers working under her, and the foursome work to keep this chamber clean and operational at all times. Senisa spent some time ashore, teaching Alti (see Area **N19f**) how to concoct *civilization's downfall*. The druids still maintain control of the necessary reagents to concoct the deadly virus, but are quite content to have the wererats actually making the substance — they believe it adds an additional layer between them and whoever comes to investigate.

SAMPLE NOTES

Below are 10 samples the GM may either select or use as a guidance when writing her own.

"Bogdani — I am most pleased with your progress so far! Keep me informed as the plan progresses! Gertie"

"B: Continue as we discussed. Things are going well. G"

"Those fools will pay for the embarrassment they caused my husband! Poison them all!"

"The plague seems to be more effective than we imagined. Amazing!"

"Make sure the filthy rats appear guilty. We don't want any snoops here in DSB."

"You are ruthlessly efficient, Captain. Continue as planned."

"How soon until the next phase of our plan? I long to see Edgewater annihilated."

"I have not received messages as scheduled. Please confirm all is well on your end."

"You *cannot* murder indiscriminately. Edgewater must be made aware why they are under attack and granted the opportunity to surrender and make amends."

"I will not make my next scheduled payment to you until such time as you demonstrate the level of suffering in Edgewater is as high as you claim in your notes. Proof, not tales, Bogdani!"

Of course, determine as needed for your group how (if at all) Gertie signs off her notes, how she addresses Captain Bogdani, and so forth. Some of these notes have a ruthless tenor, while others have a softer edge. Tailor your notes accordingly depending how you wish to play Gertie Treadwater to your group.

V11 & V12: CREW QUARTERS

The long, narrow chambers house all the crew. Hammocks in here are strung at least three high floor to ceiling, oftentimes at odd angles relative to the floor or wall. In total, the two chambers contain over 100 hammocks. Small lockboxes, about 2 feet to a side, line the outside walls of the chamber, and are stacked 2 high on small shelves built specifically to hold the boxes. Each sailor is assigned a box, and it contains all their worldly possessions with them aboard the ship: clothing, stashed valuables, mementos from home, and so forth. Each sailor has a key to their own box; in addition, the captain and first officer possess a "master" key capable of opening all the boxes in these chambers.

Several wooden tables and chairs fill the interior section of each chamber, giving sailors a place to sit and chat, play dice, maintain their equipment, and perform other similar tasks. Under normal circumstances, both chambers are abuzz with activity, even during the middle of the night. At any given time, 10-40 (1d4x10) sailors are in these rooms, in total. Of those here, about half are asleep in their hammock, while the other half either lays quietly or performs some task (oftentimes not so quietly) at the tables.

Steel Lockbox: hardness 5; 30 hp; break DC 25; Disable Device DC 20

V13: STORAGE

This chamber is used for storage, mostly supplies. This is where the *Damnation* keeps its food and water supplies, for example. Organized neatly through the room are several dozen casks of fresh water, a half-dozen crates containing bottles of elven wine (valued at 20 gp per bottle; 33 bottles in total), and dozens of crates and barrels with dried fish, jerky, fresh mushrooms, citrus fruits, dried oats, nuts, and similar foods.

A locked door in the fore walls leads to the ship's brig. This door is always locked, even if the brig is empty. The captain and first officer have the key to the chamber. A door in the aft wall leads to the hall near the crew's quarters. This door is typically left open but can be locked and barred from this side in an emergency. Two flights of stairs lead up to V6, and a trap door in the aft starboard corner leads down to the gun deck.

V13A: BRIG

The walls of this chamber are reinforced with iron, and also contain a thin layer of lead to prevent scrying or most dimensional travel. The room contains a total of three cells, each with a separate lock. Only the captain and first officer have keys to the cell locks. Each cell is small, about 5 feet by 7 feet; they were never intended for long term prisoners, but rather a short term location to keep a drunk sailor from hurting himself or others, or for housing a criminal aboard ship until such time as they could make port. Currently, all cells are empty.

Steel Bars: hardness 10; hp 60; break DC 28 Jail Locks: Hardness 5; hp 30; break DC 28; Disable Device DC 25

V14: SMUGGLING CHAMBER

This small chamber at the rear of the lower deck can only be accessed via the trap door hidden in the captain's chamber. The room is lined with a thin layer of lead embedded in the walls to prevent scrying and dimensional travel. Currently, the chamber is empty. Prior to arriving in Edgewater, this chamber was used to store supplies needed to make *civilization's downfall*.

V15: GUN DECK

As described above, this chamber is the ship's primary gun deck. The gunny mate makes his quarters here, with a hammock hung on the aft wall of the chamber. Each cannon has three open crates nearby: one with 12 cannonballs, one with 20 rounds of grapeshot, and a third with 14 rounds of chain shot. Additional crates of ammunition are stacked through the middle of the ship. In addition, each cannon has a water tight cask of gunpowder nearby, as well as a box of fuses. Unless the captain or first officer orders otherwise, the gunny mate is always found here, as are 20 sailors. During combat, additional sailors arrive to aid with the loading and firing of the cannons, bailing water, or extinguishing fires.

CREW

The crew of the ship reacts quickly to attacks, and moves as needed throughout the ship. In some cases (for example, the crow's nest [Area V2]) areas above will always have the listed crew unless the PCs have actively removed them. In other cases, the denizens of the room are fluid, such as the case of the crew's quarters (Areas V11 and V12). In all cases, unless a room says otherwise, any occupants of a room react as quickly as possible to the sounds of an attack on the ship. Each crewmember has a specific task in such a situation, whether it's manning cannons, rushing to the deck to engage potential boarders, or moving to secure stairwells.



SHIP'S CAPTAIN

The *Damnation's* captain is also the leader of the druid expedition, a human male named Bogdani. He is not an especially experienced captain, but recognizes this limitation. He leaves much of the day-today operations and decision making in the hands of his first officer and navigator. He is far more interested and invested in the effects of *civilization's downfall* on Edgewater.

In combat, he doesn't shy away from using his scimitar, though prefers relying on his spells for maximum effect. If given time to prepare before combat, he casts *longstrider*, *barkskin*, and *death ward*, in that order. If he decides he lacks time for three spells, he drops *longstrider* first and *barkskin* next — meaning he views *death ward* as his most important preparatory spell, and *longstrider* his least. In combat, his spell selection relies heavily upon the situation. He likes casting *baleful polymorph* on obvious arcane spellcasters; he also enjoys casting *rusting grasp* and then wading into combat against a heavily armored foe (though he only attempts this tactic if he can also use *detect magic* to determine if the intended victim's armor or primary weapon is nonmagical).



BOGDANI XP 6,400 **CR 9**

Male human druid (blight druid) 10 (*Pathfinder Roleplaying* Game Advanced Player's Guide, "Blight Druid")

LE Medium humanoid (human) Init –1; Senses Perception +17

DEFENSE AC 14, touch 9, flat-footed 14 (+5 armor, -1 Dex) hp 78 (10d8+30) Fort +9, Ref +4, Will +12

Immune disease, sickened, nauseated

OFFENSE

Speed 20 ft.

Melee +1 scimitar +9/+4 (1d6+2/18-20)

Ranged mwk sling +7/+2 (1d4+1)

Special Attacks destructive aura (+5, 10 rounds/day), destructive smite (+5 damage, 8/day), miasma (DC 20), wild shape 4/day

Druid Spells Prepared (CL 10th; concentration +15)

5th—baleful polymorph (DC 20), death ward, shout $^{\scriptscriptstyle D}$ (DC 20), wall of thorns

4th—blight (DC 19), dispel magic, inflict critical wounds $^{\rm D}$ (DC 19), repel vermin, rusting grasp

3rd—*call lightning* (DC 18), *contagion* (DC 18), *meld into stone, rage^D*, *spike growth* (DC 18)

2nd—barkskin, chill metal (DC 17), hold animal (DC 17), shatter^D, spider climb, summon swarm

1st-charm animal (DC 16), entangle (2) (DC 16), faerie fire, longstrider, speak with animals, true strike^D

0 (at will)—detect magic, flare (DC 15), light, read magic

D Domain spell (Destruction)

STATISTICS

Str 12, Dex 8, Con 14, Int 10, Wis 21, Cha 13

Base Atk +7; CMB +8; CMD 17

Feats Acrobatic, Augment Summoning, Lightning Reflexes⁸, Natural Spell, Skill Focus (Stealth), Spell Focus (conjuration)

Skills Acrobatics –1, Craft (alchemy) +13, Fly +8, Handle Animal +8, Knowledge (nature) +15, Perception +18, Stealth +0, Survival +20

Languages Common, Druidic, Sylvan

 ${\bf SQ}$ nature bond (Destruction domain), nature sense, vermin empathy +11, woodland stride

Combat Gear potion of cure serious wounds, wand of cure moderate wounds (20 charges); **Other Gear** +1 hide armor, +1 scimitar, mwk sling, with 10 stones, headband of inspired wisdom +2, spell component pouch, key, 2,420 gp

SPECIAL ABILITIES

Blightblooded (Ex) At 9th level, a blight druid gains immunity to all diseases, including natural and supernatural diseases. She also becomes immune to effects that would cause her to become sickened or nauseated. This ability replaces venom immunity.

Miasma (Ex) Starting at 5th level, if a blight druid is adjacent to a creature at the beginning of its turn, the creature must succeed at a Fortitude save with a DC of 10 + 1/2 the druid's level + the druid's Wisdom modifier or become sickened for 1 round. A creature of the animal, fey, or plant type that fails its save is nauseated for 1 round and sickened for 1 minute thereafter. If the creature makes its save, it is immune to this effect for 24 hours, as are creatures immune to disease. This ability replaces trackless step and resist nature's lure.

Vermin Empathy (Su) A blight druid can improve the attitude of vermin as a normal druid can with animals. Vermin have a starting attitude of unfriendly. The blight druid can also improve the attitude of animals and mindless undead creatures that were formerly animals, but she takes a –4 penalty on the check unless the animal or undead has a disease special attack. This ability replaces wild empathy.

FIRST OFFICER

Senlan is, quite simply, a hired hand. He is vaguely aware of the druids' overarching plans, both here in Edgewater and beyond. He's not particularly bothered about the idea of wiping out civilization, though he intentionally distances himself from the plot and refuses to be

brought in on all the details. Senlan is a skilled naval officer, very capable of running the *Damnation*. He keeps the crew on their toes, constantly running drills — fire drills, attack drills, sea monster defense drills, and whatever else he can devise to plan for the uncertainties of life at sea. He's a tough taskmaster, and not afraid to dish out stern punishment — flogging, keelhauling, being lashed to the mast, and more are all standard punishments in his repertoire.

In combat, he seeks to gain a flanking position whenever possible so he can make use of his sneak attack. Barring that, he's not opposed to using Stealth to gain the upper hand during a battle; he moves into and out of shadows, ducks behind crates, and uses whatever other methods he can to gain the brief moment he needs to avoid detection.



SENLAN XP 2,400

CR 6

Male half-elf fighter 3/rogue 4 NE Medium humanoid (elf, human)

Init +3; Senses low-light vision; Perception +12

DEFENSE

AC 19, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 dodge, +1 shield, +1 dodge vs. traps)

hp 66 (7 HD; 3d10+4d8+32)

Fort +7, Ref +8 (+1 vs. traps), Will +4 (+1 vs. fear); +2 vs. enchantments Defensive Abilities bravery +1, evasion, uncanny dodge; Immune sleep OFFENSE

Speed 30 ft.

Melee +1 dagger +8/+3 (1d4/19–20), +1 light hammer +8 (1d4) Special Attacks sneak attack +2d6

STATISTICS

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

Base Atk +6; CMB +5; CMD 19

Feats Dodge, Iron Will, Skill Focus (Profession [sailor])^B, Stealthy, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +13, Bluff +7, Climb +9, Escape Artist +5, Intimidate +8, Knowledge (geography) +2, Perception +12, Profession (sailor) +13, Stealth +13, Swim +6; Racial Modifiers +2 Perception

Languages Aquan, Common, Elven

SQ armor training 1, rogue talents (finesse rogue, ledge walker), trap sense +1, trapfinding +2, elf blood

Combat Gear *potions of cure light wounds* (3), *potion of protection from good*; **Other Gear** +1 *studded leather*, +1 *dagger*, +1 *light hammer*, key, gold hoop earring (10 gp), 12 gp

NAVIGATOR

Hannah always had a thirst for travel and a knack for finding her way even in the most distant of lands. It just made sense for her to combine those two traits and book passage aboard a freighter when she was a teen, trading her knack for navigation for free passage. For the twenty years since that time, she has spent more time aboard ships than on land. For the last three, Hannah has been employed by Senlan as his navigator. The half-elf trusts her implicitly to get his ship wherever it needs to go. So far, she's never failed to deliver.

Hannah is thoroughly selfish, and extraordinarily cowardly. She has no taste for combat whatsoever, and opts to lock herself in the chart room if necessary to avoid a fight. If forced into combat, she fights defensively, using her dagger to (hopefully) keep her foes at bay until help can arrive. If a menacing look and firm defense don't appear to be enough, she uses her *wand of magic missiles* to go on the offensive, moving and maneuvering to gain a defensible position — all the while yelling and screaming for help from whoever is nearby.



CR 5

CR 5

XP 1,600 Female human expert 7

NE Medium humanoid (human) Init +4; Senses Perception +13

DEFENSE

AC 15, touch 11, flat-footed 15 (+4 armor, +1 deflection)

hp 31 (7d8)

Fort +5, Ref +3, Will +7

Speed 30 ft.

Melee dagger +4 (1d4–1/19–20) **Ranged** dagger +5 (1d4–1/19–20)

STATISTICS

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

Base Atk +5; CMB +4; CMD 15

Feats Alertness, Great Fortitude, Improved Initiative, Magical Aptitude, Skill Focus (Knowledge [geography])

OFFENSE

Skills Acrobatics +2, Climb +1, Diplomacy +1, Knowledge (geography) +17, Knowledge (local) +8, Knowledge (nature) +9, Perception +13, Profession (sailor) +11, Sense Motive +13, Spellcraft +14, Survival +11, Swim +8, Use Magic Device +12

Languages Aquan, Common, Elven

Combat Gear potion of cure light wounds, potion of barkskin, wand of gust of wind (8 charges), wand of magic missile (29 charges); **Other Gear** mwk chain shirt, dagger, cloak of resistance +1, ring of protection +1, masterwork sextant, 12 gp

CHIEF ENGINEER

Senisa is technically the owner of the *Damnation*, and is also a member of the blight druid cult — though obviously not a blight druid herself. She performed the extensive modifications to the ship to install the engine room, and devised the alchemical formula necessary to power the engine. Senisa despises the large cities built by the humans: cities that pollute the land and water, strip the world of forests and grasslands, and promote crime, disease, filth, and poverty. She has been waiting for an opportunity to lay low a filthy human city for decades.

If dragged into combat, the alchemist either makes use of a concussive bomb or draws forth one of her many wands and scrolls. She particularly enjoys using *wand of enfeeblement* on arcane spellcasters. More than once, the damage to the target's Strength has left him too weak to hold even a simple dagger. She has no qualms using her tanglefoot bag or thunderstone if even half an opportunity presents itself.



XP 1,600 Female middle-aged elf alchemist 6 NE Medium humanoid (elf)

Init +6; Senses low-light vision; Perception +11

G

DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

hp 36 (6d8+6)

Fort +6, Ref +7, **Will** +4; +2 vs. enchantments, +4 vs. poison **Immune** sleep

OFFENSE

Speed 30 ft.

Melee mwk dagger +3 (1d4–2/19–20)

Ranged bomb +7 (3d6+4 fire)

Special Attacks bomb 12/day (3d6+4 fire, DC 17)

Alchemist Extracts Prepared (CL 6th)

2nd-barkskin, detect thoughts (DC 14), protection from arrows, see invisibility

1st—comprehend languages, endure elements, expeditious retreat, reduce person (DC 14), shield

STATISTICS

Str 7, Dex 14, Con 12, Int 18, Wis 11, Cha 13

Base Atk +4; CMB +2; CMD 14

Feats Brew Potion, Extra Bombs, Improved Initiative, Iron Will, Throw Anything

Skills Acrobatics +4, Appraise +10, Climb +0, Craft (alchemy) +13, Disable Device +10, Knowledge (arcana) +13, Knowledge (nature) +13, Perception +11, Spellcraft +13 (+15 to identify magic item properties), Swim +0, Use Magic Device +10; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

Languages Aquan, Common, Elven, Goblin, Sylvan, Undercommon

SQ alchemy (alchemy crafting +6, identify potions), discoveries (concentrate poison, concussive bomb [3d4+4 sonic plus deafness], precise bombs [4 squares]), elven magic, mutagen (+4/–2, +2 natural, 60 minutes), poison use, swift alchemy, swift poisoning, weapon familiarity

Combat Gear potions of cure light wounds (2), scroll of faerie fire, scroll of obscuring mist, scroll of chill metal, wand of acid arrow (22 charges), wand of ray of enfeeblement (37 charges), acid (2), alchemist's fire, tanglefoot bag (2), thunderstone (2); **Other Gear** +1 chain shirt, mwk dagger, antitoxin, 13 gp

GUNNY MATE

Most seafarers are surprised to see a dwarf serving aboard a ship captained by an elf. Andrei just laughs, gives a hearty slap on the back, and offers to share a drink while discussing the benefits of working for an elven crew. Andrei doesn't have the first clue as to what the *Damnation* is doing here, nor does he care one whit. As long as the pay keeps coming, allowing him to purchase ale and mead, he has no intention of ever learning.

In combat, Andrei is formidable, at least as long as he's able to keep his target at range. The dwarf is a master marksman with both his revolver and rifle and also has a knack for getting the most out of the ship's cannons. He despises the working conditions aboard the *Damnation*, but the captain recently agreed to up his pay by 50%, which is good enough for the boisterous dwarf to keep his mouth shut about the constant flooding on the gun deck.



ANDREI XP 1,600

Male dwarf gunslinger 6 N Medium humanoid (dwarf)

Init +5; Senses darkvision 60 ft.; Perception +11

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex, +4 dodge vs. giants) hp 49 (6d10+12)

Fort +8, Ref +9, Will +3; +2 vs. poison, spells, and spell-like abilities Defensive Abilities nimble +2

OFFENSE

Speed 20 ft. Melee mwk warhammer +7/+2 (1d8/x3)

Ranged +1 revolver +11/+6 (1d8+4/20/x4) or mwk rifle +10/+5 (1d10/20/x4)

Special Attacks grit (3), gun training (revolver, +3), +1 on attack rolls against goblinoid and orc humanoids

	STATISTICS
Str 10, Dex 16, Con	14, Int 13, Wis 10, Cha 12

Base Atk +6; CMB +9; CMD 22 (26 vs. bull rush, 26 vs. trip)

Feats Agile Maneuvers, Extra Grit, Gunsmithing, Skill Focus (Perception), Weapon Focus (revolver)

Skills Acrobatics +9 (+5 when jumping), Appraise +2 (+4 to assess nonmagical metals or gemstones), Climb +6, Heal +6, Intimidate +10, Perception +11 (+13 to notice unusual stonework), Profession (sailor) +6, Sense Motive +3, Survival +9, Swim +6; **Racial Modifiers** +-4 Acrobatics when jumping, +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

Languages Common, Dwarven, Goblin

SQ deeds (deadeye, gunslinger initiative, gunslinger's dodge, pistolwhip, quick clear, utility shot), gunsmith

Combat Gear potions of cure moderate wounds (2), potion of invisibility, acid, tanglefoot bag; **Other Gear** +1 mithral chain shirt, mwk warhammer, +1 revolver, mwk rifle, with 50 bullets, cloak of resistance +1, gold chain with sea turtle-shaped sapphire pendant (100 gp), 28 gp

OTHER CREW

The following descriptions and stat blocks apply for the crew of the *Damnation*.

GENERAL SAILORS

The *Damnation* has hired 30 sailors to serve as general crewmembers. These men and women are unaware of the overarching plot; they believe the druids are in Edgewater to negotiate a treaty on behalf of the Elven Kingdoms to grant logging rights to the nearby forest. The sailors are well-paid to perform the basic tasks aboard the ship — maintaining the sails and rigging, helping bail water from the hold, and so forth.

Most of the sailors have no desire to die should a fight break out aboard the ship. If reduced to 8 hit points or fewer, they flee or surrender (50/50 chance of either). If they witness the captain or first officer fall in combat, they immediately surrender regardless of how many hit points they have remaining.



CR 1

Male or female human expert 3 N Medium humanoid (human)

Init +1; Senses Perception +5

DEFENSE

SAILORS (30)

XP 400 each

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex) hp 16 each (3d8+3)

70

CR 5

HAVE WE MENTIONED... CHAOS?

We've mentioned the chaotic battles elsewhere in sidebars through the adventure. Needless to say, it's a running theme throughout *Edgewater's Folly*. This entire section takes that concept to another level — PCs could very well find themselves facing off in a battle against 61 nameless NPCs plus the ship's officers. That's a tall order, even for the most optimized groups.

Players can survive an attack on the *Damnation* a few ways. They can opt for hit-and-run tactics, making a quick foray against the ship before disappearing into the darkness. Do this enough times, and they can whittle down the crew to a more manageable number. Should they go this route, though, the officers and crew don't just sit around waiting for their next wave of attack. They'll prepare for the encounter — changing spells prepared, loading cannons with grapeshot instead of cannonballs, setting traps, and so forth. Players who opt for this method can certainly find success, as long as they proceed carefully.

Another way the players can survive an all-out assault on the *Damnation* is by taking advantage of the natural bottlenecks inherent to a battle about a ship. The main deck effectively has just two access points: the doors on either end of the deck. If the players can control those access points, they can limit the number of enemies in a fight. Again, the crew and officers won't simply act as proverbial cows in a slaughterhouse, moving slowly through the doorways to their inevitable doom. As it becomes clear to the crew that the PCs control the main deck, they alter their strategy and take up positions of strength within the belly of the ship, forcing the PCs to come to them.

Another way the PCs could opt to handle the crew is to attack the *ship* itself. Sinking the *Damnation* effectively handles the problem without having to get personal. The monstrous creatures in the bay should make it difficult — but not impossible — for the PCs to assault the ship from underwater. Whether the plan is to disable the rudder, cut a hole in the hull, or toss explosives through a porthole designed for a cannon (or a thousand other potential plans), the PCs have myriad ways to take out the *Damnation* without having to directly battle through the scores of bodies aboard the ship.

Whatever the method the players choose, these large scale battles throughout *Edgewater's Folly* should create plenty of crescendo moments during the campaign. And if a PC or two dies along the way? Well... that's the life they signed up for, isn't it?

OFFENSE

Fort +3, Ref +2, Will +2

Speed 30 ft.

Melee dagger +3 (1d4+1/19–20) Statistics

Str 13, Dex 13, Con 10, Int 12, Wis 9, Cha 8

Base Atk +2; CMB +3; CMD 14

Feats Athletic, Great Fortitude, Toughness

Skills Acrobatics +7, Climb +9, Escape Artist +7, Knowledge (geography) +6, Knowledge (local) +6, Knowledge (nature) +6, Perception +5, Profession (sailor) +5, Survival +5, Swim +9 Languages Aquan, Common **Combat Gear** *potion of cure light wounds*; **Other Gear** leather armor, dagger, antitoxin, small gem or minor jewelry (20 gp), 38 gp (in various coins and small [5 gp or less] gems)

ARCHERS

Fifteen archers remain aboard the *Damnation* to help provide security. They man the crow's nest and stand guard over the poop deck. Occasionally, a pair or trio will get bored and have a contest to see who can hit a faraway target, or who can be the first to place an arrow into the hide of the now-legendary giant catfish.

As a whole, the archers consider a ship-based assignment a cushy job, especially compared to having to patrol the sewers. Those lucky enough to draw such an assignment wish to keep it, and so take their lookout and protection tasks quite seriously.



CR 3

GUARDIANS

Similar to the archers, a small number (10) of guardians remain aboard the ship, while the majority patrol the sewers and guard the land-based operations. Also like the archers, these soldiers feel quite lucky to garner a ship-based assignment. They work hard, and they fight harder if necessary.



GUARDIAN (10)

hp 38 (see Area S14)

CR 3

CR 4

DRUIDS

Lastly, a half-dozen druid foot soldiers remain aboard the *Damnation*. These druids perform any number of tasks from helping with guard duty, to taking shifts serving as ship "doctor," to being the first officer's lackey. Unlike the archers, guardians, and sailors, these troops are fanatically loyal to the cause. After all, these are actual members of the blight druid group rather than hired hands. They defend the ship and her captain with all their power, and their lives if necessary.



BLIGHT DRUID WORKER (6) XP 1,200 each

hp 31 (see encounter P2 above)

JUNIOR ENGINEER

Senisa has an underling who is a protégé of sorts. Mennix is charged with making sure the engine never runs out of fuel. He's also charged with making sure Senisa is very satisfied.



CR 3

Male human alchemist 3/expert 3 NE Medium humanoid (human)

MENNIX, JR. ENGINEER

Init +6; Senses Perception +10

XP 800

DEFENSE

AC 16, touch 13, flat-footed 14 (+3 armor, +1 deflection, +2 Dex) hp 32 (6 HD; 3d8+3d8+6)

Fort +5, **Ref** +6, **Will** +4; +2 vs. poison

OFFENSE

Speed 30 ft.

Melee mwk dagger +4 (1d4–1/19–20) **Ranged** bomb +7 (2d6+4 fire)

Special Attacks bomb 9/day (2d6+4 fire, DC 15)

Alchemist Extracts Prepared (CL 3rd)

1st—disguise self, endure elements, reduce person (DC 14), touch of the sea $^{\scriptscriptstyle \dagger}$

† See Pathfinder Roleplaying Game Advanced Player's Guide

STATISTICS

Str 8, Dex 14, Con 13, Int 18, Wis 10, Cha 12

Base Atk +4; CMB +3; CMD 16

Feats Alertness, Brew Potion, Deft Hands, Extra Bombs, Improved Initiative, Throw Anything

Skills Acrobatics +8, Climb +5, Craft (alchemy) +13, Disable Device +14, Knowledge (arcana) +12, Knowledge (local) +10, Knowledge (nature) +10, Linguistics +8, Perception +10, Sense Motive +10, Sleight of Hand +12, Spellcraft +13, Stealth +10, Survival +8, Swim +5

Languages Aklo, Aquan, Common, Draconic, Elven, Sylvan

SQ alchemy (alchemy crafting +3, identify potions), mutagen (+4/-2, +2 natural, 30 minutes), discoveries (frost bomb), poison use, swift alchemy

Combat Gear *potion of cat's grace, potions of cure light wounds* (2), *potion of invisibility,* acid (2), smokestick, tanglefoot bag, thunderstone; **Other Gear** +1 *leather armor,* mwk dagger, *ring of protection* +1, *universal solvent,* antitoxin (2), masterwork thieves' tools, silver chain with heart-shaped pendant (50 gp), silver ring with leaf etchings (25 gp), 43 gp

ACT III: COMEUPPANCE

If the PCs have made their way to Deep Salt Bay to bring justice — in whatever form — to Gertie Treadwater, it likely means that Edgewater is safe and the plague druids have been defeated, their plans in ruins. Events in this act are dictated by what the PCs know and what they intend to do about it. They may be in Deep Salt Bay to arrest Gertie, or to do battle with the burgomaster's wife to ensure she never brings such a plague of ruin upon another city. Gertie is not going to go quietly, regardless of what plans the PCs have. She is more than capable of putting up a fight, and her spells and bardic abilities ensure she has plenty of allies on her side.

This section breaks out into three major parts: how to handle the encounters if the PCs come looking for (or stumble their way into) a fight; the second section covers how to handle encounters if they seek to negotiate, whether a truce, Gertie's arrest, or some combination. The final section provides the stat blocks necessary for either encounter.

Odds are good Gertie is aware of the PCs and their overall meddling in her affairs in Edgewater. At least one missive sent by Bogdani was likely to mention their involvement. As such, Gertie is well-prepared for their arrival.

THE FIGHT IS ON!

If the PCs come to Deep Salt Bay looking for a fight, Gertie and her minions are more than capable of providing a good one. As the

burgomaster's wife, Gertie has two bodyguards at all times. These bodyguards are normally loyal, but Gertie has taken no chances and has used *dominate person* on both, making each fanatically devoted to her safety. In addition, if she's encountered at her home an additional four guards are present on the perimeter, and two additional guards are at each door. These additional guards are not dominated or charmed, though they are very loyal to the burgomaster and his wife.

DOMINATE PERSON

Dominate person is a powerful spell, but has some important limitations. The most important to remember: if you give the subject orders normally against its nature, the subject gains a new saving throw with a +2 bonus. Wily casters are, of course, aware of this and so couch all but their most desperate orders in careful terms.

Some other quick tips to remember:

- A DC 15 Sense Motive check is sufficient to recognize the subject is affected by an enchantment effect (rather than the usual DC 25).
- A protection from evil spell (or similar) temporarily prevents the caster from exerting control over the subject, but does not actually end the *dominate person* spell.
- Dominate person has a duration of 1 day per caster level 10 days in the case of Gertie.
- Commands can be given telepathically at any distance once the spell is cast, as long as the caster and subject are on the same plane.

Spellcasting is prohibited at the Burgomaster's mansion, as well as in the presence of the Burgomaster, such as at public appearances. Judicious use of the Silent Spell and Still Spell feats (and a few other options, depending on supplements used in your game) is the best opportunity for surreptitiously casting spells in such situations. Of course, should the PCs need to resort to blatant spellcasting to defeat Gertie, they likely aren't too concerned about being arrested for such an action.

Gertie stays out of the way in a fight as much as possible, supporting her bodyguards from a safe location. She feigns shock at the events as they take place. ("Oh. Oh my! Is that... is that blood on Jeffrey? I do think I'm going to faint...") This is just another ploy on her part to try and gain the upper hand. With a Perform (act) of +29, there's a very good chance she fools even the most diligent observer. Don't forget that her versatile performance ability allows her to substitute Perform (act) for Bluff checks, as well.

THEM'S FIGHTIN' WORDS!

Of course, it's entirely possible the PCs arrive in Deep Salt Bay with intent to talk — maybe arrest Gertie, or at the very least learn more of her motives and see if a truce can be negotiated. Gertie is a skilled orator, even without the influence of her considerable magic.

Whether it be to form a truce or to arrest Gertie Treadwater, the first step to negotiating is to gain access to Burgomaster Rem and Gertie. As mentioned in the previous section, Gertie has made extensive use of her *dominate person* spell to influence numerous guards. All six guards who take turns serving as her bodyguards are under her magical influence, though only two are ever on duty at any given time. There is nothing the PCs can say to these specific guards that would grant them access. All other guards are subject to Bluff, Diplomacy, and Intimidate as normal for those skills.

Once PCs gain an audience, Gertie plays dumb so she can figure out exactly how much they know. She denies any and all involvement. ("Don't be ridiculous. Why would I try to ruin Edgewater? It's such a small, backward little town; I'm sure it's doing the job just fine on its own!") If she can make use of her magic, such as slipping in a *glibness* or *suggestion*, she takes the risk. Otherwise, she puts on a performance for the ages. Her skills are sufficiently high that there isn't much she can claim within the realm of possibility that others won't believe.

It is under this scenario that Burgomaster Rem Treadwater is most likely to get involved in the plot. PCs would do well to try to speak to the man in private, without his wife present. This gives them the greatest chance to use their own influence on events. Rem isn't the smartest man in the room, but he's willing to listen if the PCs can give him a reason to do so. If they lay out the evidence and convince him of his wife's foul deeds, he's horrified about the acts she committed. After laying out their evidence, it's up to the PCs to seal the deal. Rem will not permit his wife to be arrested if she has been found guilty in absentia. Further, he will not allow the PCs to arrest her if there is a strong chance his wife will face execution for her crimes. Outside of these two scenarios, the man is willing to listen.

Another non-combat option the PCs could pursue is to take their tale to the people, rather than attempting to negotiate with Rem or Gertie Treadwater. A DC 20 Diplomacy check allows a PC to influence a crowd of Deep Salt Bay citizens, assuming he's presenting facts about Gertie's shenanigans in Edgewater. Doing so requires at least one minute of continuous speaking, and possibly as long as five minutes. By traveling to various inns, taverns, and public squares the PCs have a chance to broadly influence the citizens of Deep Salt Bay. PCs must make 4d6+6 successful Diplomacy checks in a 36 hour period to have an effect on the overall situation. If they do so, the citizens of Deep Salt Bay are appalled at the actions undertaken by their leader's wife, and demand change. Regardless of how quickly the PCs achieved their required number of successes, after 36 hours the city begins to buzz with gossip. All anybody cares to talk about is what happened in Edgewater, and what their leaders did to influence it. Large crowds gather outside the Burgomaster's residence and city hall, all demanding the same thing that Rem Treadwater resign immediately, and that he and Gertie leave town. Exile.

IMPORTANT PLAYERS



GERTIE TREADWATER XP 9,600

CR 10

Female middle-aged half-elf bard 10 NE Medium humanoid (elf, human)

Init +1; Senses low-light vision; Perception +15

DEFENSE

AC 20, touch 12, flat-footed 19 (+6 armor, +1 deflection, +1 Dex, +2 natural)

hp 58 (10d8+10)

Speed 30 ft.

Fort +6, Ref +10, Will +9; +2 vs. enchantments+4 vs. bardic performance, language-dependent, and sonic Immune sleep

oneep

OFFENSE

Melee +1 flaming dagger +9/+4 (1d4–1/19–20 plus 1d6 fire) Special Attacks bardic performance 35 rounds/day (move action,



countersong, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, inspire greatness, suggestion)

Bard Spells Known (CL 10th; concentration +17)

4th (2/day)—dominate person (DC 22), hold monster (DC 22)

3rd (5/day)-blink, glibness, major image (DC 20), see invisibility

2nd (6/day)—blur, calm emotions (DC 20), cure moderate wounds, enthrall (DC 20), suggestion (DC 20)

1st (7/day)—charm person (DC 19), expeditious retreat, hideous laughter (DC 19), sleep (DC 19), unnatural lust[†] (DC 19)

0 (at will)—*dancing lights, daze* (DC 18), *detect magic, ghost sound* (DC 15), *message, read magic*

† See Pathfinder Roleplaying Game Ultimate Magic

STATISTICS Str 7, Dex 12, Con 13, Int 13, Wis 11, Cha 24 Base Atk +7; CMB +5; CMD 17

Feats Extra Performance, Magical Aptitude, Skill Focus (Perform [oratory]), Skill Focus (Perform [act])^B, Spell Focus (enchantment), Weapon Finesse

Skills Knowledge (arcana) +16, Knowledge (geography) +14, Knowledge (local) +14, Perception +15, Perform (act) +29, Perform (comedy) +23, Perform (oratory) +29, Spellcraft +18, Stealth +7, Use Magic Device +27; **Racial Modifiers** +2 Perception

Languages Common, Elven, Sylvan

SQ bardic knowledge +5, elf blood, jack-of-all-trades (use any skill), lore master 1/day, versatile performance (act, comedy, oratory)

Combat Gear wand of cure light wounds (41 charges); **Other Gear** +2 mithral chain shirt, +1 flaming dagger, amulet of natural armor +2, circlet of persuasion, cloak of resistance +2, decoy ring[†], headband of alluring charisma +4, ring of protection +1, 1,200 gp worth of jewelry, 133 gp ‡ See Pathfinder Roleplaying Game Ultimate Equipment

SPECIAL ABILITIES

Extra Treasure (Ex) Due to her station, Gertie has treasure as a PC of her level, rather than NPC. Her CR has been adjusted up by +1 to account for this extra equipment.

CONCLUSION

How events ultimately wrap up in this adventure depend in large part on the actions of the PCs. Assuming all the PCs weren't killed, they'll have earned new allies and created new foes based on those actions. This section attempts to give a quick summation of the possibilities, but of course as GM you may need to adjust based on events in your actual game. This section is broken out by the person or faction, and discusses how they may feel about the PCs going forward under several different scenarios. Use this as a guide, especially if the outcome of this adventure isn't quite as cut and dried in your campaign.

CITIZENS OF EDGEWATER

If the PCs saved the day, they're quite simply heroes for life in the city of Edgewater. They become instant celebrities, with all the pros and cons that entails. The finest restaurants and hotels vie for their attention and patronage, eager to claim the title of "favorite eating establishment" or "preferred hotel" for the new heroes. Shop owners lavish the PCs with gifts and discounts, eager to claim that the new saviors prefer their business over all others.

The downside of the attention is, well, the attention. Gossipmongers would love nothing more than to spread stories about the heroes, whether true or not. Every misstep by the PCs is likely to be trumpeted on a broadside (or whatever serves to deliver news in your campaign). Even aside from your campaign's version of the paparazzi, all the attention lavished on the PCs means they lose all anonymity. There is likely no such thing as a quiet dinner out or a relaxing evening at the pub. They will always be the focus of attention whenever out in public. Autograph seekers, hangers on, con artists, and more are very likely at least on the periphery of their existence.

LEADERSHIP OF EDGEWATER

This very likely plays in a similar fashion to the citizens of the city, but with less fawning. If the PCs failed to save the city, the leaders will want no part of the PCs going forward — assuming Edgewater survives as a city at all. The PCs will forevermore be blacklisted, unable to get any official work for the city, whether dealing with ne'er-do-wells inhabiting the sewers, an impending goblin invasion, a giant sea monster threatening the port, or any other task the leadership might seek heroes such as the PCs to resolve. In a worst case scenario for the PCs, if leadership deemed them to be negligent or having acted intentionally against the best-interests of the city, they could put a price on their heads.

On the more pleasant side of that scale, if the PCs were successful in saving Edgewater, the city's leadership is likely to turn to them again when new problems arise. If your players have a more mercenary mindsight, Edgewater can become a cash cow for them in this this regard; should your players bend toward the more altruistic side, Edgewater instead becomes a city they can serve as needed. Of course, myriad options exists between those two ends of the spectrum,

THE MUCKRAKER'S GUILD

How the guild, and particularly the guild's leadership, views the PCs depends more on their demeanor and tactics than their success or failure. If the PCs are critical of the sewer's conditions (for example, if they question why the purple worm or bulette tunnels weren't yet repaired), the muckrakers take it personally. If the PCs are given the

heroes' treatment in the city, the muckrakers might run a slander campaign against them ... digging up dirt, hiring thugs to put them in compromising positions, etc. If, however, the PCs focus that sort of derision on the city's leadership, the muckrakers pounce on the opportunity, proclaiming far and wide that the city's new heroes think more needs to be done to rebuild the sewers.

DESIGNER'S ADVICE: HOW MUCH BOUNTY ON ME?

Be wary setting a price on the PCs' heads. Players often have egos a mile wide. I once had a PC who did something or other that was terrible, and I decided there would forever after be a price on his head. In game, when the character learned how little he was worth, he was appalled. To prove just how low the price on his head was, the character murdered every bounty hunter who came after him, and delivered the dead bounty hunter's head to the town leader's doorstep. The head was always accompanied by a note: "I'm worth more than that!"

Alternately, there was also a time when one of the characters had a pretty significant price on his head. Significant enough, in fact, that the rest of the characters decided to cash in. They killed their supposed colleague, took his stuff, and collected the bounty.

If nothing else, it made for interesting party dynamics going forward.

ENDIE TALMOT'S GANG

If the Rat and his gang are still functional at the end of the events, they could become active players in the characters' future. Whether PCs were ultimately successful or not is probably meaningless to Talmot and his cronies. All they'll care about is seeking revenge against the PCs for driving them from their sewer home. The wererat gang is clever enough to recognize that if the PCs are deemed the city's champions, then they'll have to wait patiently on the sidelines to gain revenge. In this way, the Rat or any of his underlings could become interesting recurring villains later on for the PCs to encounter. This becomes especially true if you're able to set up various machinations for the gang behind the scenes, such as "acquiring" new members, stockpiling specific equipment, and so on.

OTHER CRIMINAL GANGS

If the Rat and his gang are eliminated, it has ripple effects on the other organized crime gangs within the city of Edgewater. In this case, it's important to remember that Talmot was working even further from the edges of society than is typical for a crime gang. In Edgewater, the majority of the crime organizations banded together with the city's leadership in order to increase the activity in the docks. The only renegade was Endie Talmot. If Talmot is eliminated, one of two events can occur. First, nothing happening is a viable possibility here. Edgewater's leadership has been willing to turn a bit of a blind eye toward gambling, prostitution, shakedowns, and so on. They only asked gangs to not shake down incoming ships so as to increase business in the city. Talmot refused; with his removal, it's possible (maybe even likely) that the other gangs adhere to their prior arrangements. If so, business in Edgewater is likely to boom once the world at large is convinced the plague is no longer a threat. Crime on the docks becomes virtually nonexistent, and in the long run Edgewater increases business. The alternative scenario is that another gang - either an existing criminal element, or somebody new — steps up to fill the void left by the removal of the Rat. This new gang will be just as much of a pariah as the wererat crew; however, if the new band is more competent, it could have drastic effects on Edgewater.

BLIGHT DRUIDS

This should be a delicious option for GMs, should they wish. Whether PCs are successful or not in thwarting the blight druids' plans for Edgewater, this rogue group of druids can serve as a larger "boss" villain for the GM. Blight druid groups can easily be active throughout the fringes of society, working to topple other cities and towns. If the PCs thwarted their plans for Edgewater, the blight druid leadership likely takes a keen interest in the PCs, keeping tabs on their whereabouts, and perhaps even hiring assassins to remove them from the world. The organization can easily become a primary threat to the heroes, or a background menace that rises up once in a while as needed.

If the PCs failed to stop the druids in Edgewater, but still survived, the druids may become emboldened by their success and accelerate their plans throughout the world. The PCs could use this as an opportunity to atone for their failure in Edgewater; they may have lost the battle, but they can still win the war.

Once nice aspect for GMs wishing to extend this organization deeper into their campaign world is group's leadership easily scales in power with the PCs. This particular group was ideal for a level 7–9 party, but later in the campaign the PCs can encounter a stronger cell with more diabolical plots; further along, they can track down the top of the hierarchy, and face off against a truly terrifying villain: a high-level druid with countless underlings and bodyguards at his or her disposal.

GERTIE TREADWATER AND DEEP SALT BAY

Gertie is an interesting opportunity as well. If the PCs thwarted her plan without confronting her, she seethes at their hubris for interfering. She has the financial means to hire assassins, but she also has the magical prowess to compel others to attempt the assassination without pay. A well-placed *dominate person* or even *glibness* could be enough for Gertie to gain revenge against the PCs. That said, Gertie also possesses the intelligence and patience to play the long game in her quest for revenge. Much like the blight druids, Gertie could very easily become a "boss" villain in the lives of the PCs. Again, she has the financial, political, and magical means to put in motion elaborate plots that could require years to play out

Deep Salt Bay, on the other hand, is likely unaware and uninterested in events that have transpired. The residents there certainly know their burgomaster made some foolish political decisions in regards to taxing ships and such. Many even know his most trusted advisors have skipped town. None, however, are aware the burgomaster's wife has escalated events to such an extreme. Should residents learn of such events, it could lead to turmoil in that city. At the bare minimum, it would mean the end of Burgomaster Treadwater's political career. It's possible, too, that the events that led up to the start of this adventure could become a catalyst for closer relations between the two rival cities. If PCs play their cards right and utterly embarrass Gertie and her husband, residents are likely to be highly sympathetic to the residents of Edgewater, who have suffered so much at Gertie's machinations. Support for rebuilding, and even pledges of cooperation from new leadership, are possible if the residents feel ashamed about the actions of their leaders.

APPENDIX I

This appendix gathers all the new "crunchy" bits through this adventure, and also provides full stat blocks for monsters we referenced that appear in other third-party publisher's products.

NEW MONSTER CATFISH, GIANT

This monstrous fish has an elongated, flat body clearly designed for skimming along the surface under the water. Long whisker-like fronds project from around the creature's mouth. It's large mouth appears to be perpetually open, and rows of sharp teeth prove this fish is more than just a scavenger on the bottom.





GIANT CATFISH XP 2,400 CR 6

N Huge animal (aquatic) Init +3; Senses low-light vision, scent; Perception +11

DEFENSE

AC 19, touch 7, flat-footed 19 (-1 Dex, +12 natural, -2 size) hp 68 (8d8+32) Fort +10, Ref +5, Will +3 Resist cold 5

Speed 5 ft., swim 40 ft.

Melee bite +11 (2d6+9 plus grab)

Space 15 ft.; Reach 15 ft.

Special Attacks swallow whole (1d6 bludgeoning and 1d4 acid damage, AC 16, 6 hp)

OFFENSE

STATISTICS

Str 23, Dex 8, Con 19, Int 1, Wis 12, Cha 6

Base Atk +6; CMB +14 (+18 grapple); CMD 23 (27 vs. grapple)

Feats Improved Initiative, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite)

Skills Perception +11, Stealth +1 (+9 muddy or cloudy water), Swim +14; **Racial Modifiers** +8 Stealth muddy or cloudy water

ECOLOGY

Environment any aquatic **Organization** solitary, pair

Treasure none

Giant catfish are very much like their normal-sized cousins. They possess a long, flat body ideal for skimming along underwater surfaces. Unlike their cousins, however, giant catfish are highly aggressive predators in addition to capable scavengers. Experts in such matters are unsure if the giant catfish is just a mutated fish, or if these are truly their own species. Regardless of their origin, they are indeed a whole species now and quite capable of breeding.

The typical giant catfish is 12–15 feet in length and about half that in width. The fish weighs around 1,200 pounds. Females are slightly larger than males. Typically, giant catfish are various shades of brown, to allow it to blend into the muddy ground upon which it dwells.

NEW MAGIC ITEM

SPARRING DUMMY OF DEFENSE

Aura faint abjuration; CL 1st

Slot none; Price 22,000 gp; Weight 50 lbs.

DESCRIPTION

The *sparring dummy of defense* requires commitment from its user if the benefits are to be realized. The user must spend eight hours per week using the device. Each time she practices, she must spend a minimum of one hour but a maximum of two hours. (So, for example, four 2-hour sessions would be appropriate, as would six 1-hour sessions plus a 2-hour session.) Those willing to dedicate themselves to such rigorous training gain several defensive benefits.

First, she gains a +1 luck bonus to her AC. Second, whenever she fights defensively (whether as a standard or full-round action), she only suffers a -3 penalty to her attack rolls, rather than the usual -4; she also gains a +3 dodge bonus rather than a +2 dodge bonus. Last, whenever she uses the total defense standard action, she gains a +8 dodge bonus to her AC instead of the standard +4. These bonuses last for one week.

CONSTRUCTION

Requirements Craft Wondrous Item, Combat Expertise, shield of faith; Cost 11,000 gp

REFERENCED MONSTERS

The following monsters appear in 3rd party sources and are referenced in this adventure. The full stat block and description is reproduced here for your convenience.

LIZARD, GIANT ROCK-HORNED (BLOOD LIZARD)

This giant lizard has small horns protruding from its wedge-shaped head. Its scales are dark reddish-brown or gold in color.

BLOOD LIZARD XP 800 CR 3

(Frog God Games, The Tome of Horrors Complete, "Lizard,

Giant Rock-Horned") N Medium animal Init +2; Senses low-light vision; Perception +8

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural) hp 30 (4d8+12) Fort +7, Ref +6. Will +2

OFFENSE

Speed 30 ft., swim 20 ft.

Melee bite +8 (1d6+6)

Special Attacks spit blood (20 ft. line, 2d8 acid, Reflex DC 15 half, usable every hour)

DEFENSE

STATISTICS

Str 18, Dex 14, Con 17, Int 2, Wis 12, Cha 2

Base Atk +3; CMB +7; CMD 19 (23 vs. trip)

Feats Skill Focus (Perception), Weapon Focus (bite)

Skills Climb +12, Perception +8, Stealth +10 (+14 in forests and undergrowth), Swim +16; Racial Modifiers +4 Climb, +4 Stealth (+8 in forests and undergrowth)

E C O L O G Y Environment warm forest

Organization solitary

Treasure none

The rock-horned lizard is commonly referred to as the blood lizard because of its ability to shoot a stream of blood from its eyes when threatened. The rock-horned lizard grows to a length of eight feet.

The rock-horned lizard fires a stream of blood from the corners of its eyes at its foes before rushing in to attack with its bite.

RACCOON, DIRE

This animal is about the size of a large dog. Its fur is brownish-grey, and its bushy tail is ringed in black. Its paws and ears are black as well, and it has a black and white mask-like marking on its face.



CR 2

(Frog God Games, The Tome of Horrors Complete, "Raccoon, Dire")

N Small animal

hp 17 (2d8+8)

Init +3; Senses low-light vision; Perception +11

DIRE RACCOON

XP 600

DEFENSE

AC 19, touch 14, flat-footed 16 (+3 Dex, +5 natural, +1 size)

Fort +7, Ref +6, Will +3

OFFENSE

Speed 30 ft., climb 30 ft. Melee bite +5 (1d4+1 plus disease) Special Attacks disease

special Attacks disease

STATISTICS

Str 13, Dex 17, Con 18, Int 2, Wis 16, Cha 9 Base Atk +1; CMB +1; CMD 14 (18 vs. trip)

Feats Weapon Finesse

Skills Climb +9, Perception +11, Stealth +11, Swim +5; Racial Modifiers +4 Perception, +4 Swim

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: Bite—injury; *save* Fort DC 15; *onset* 1d3 days; *frequency* 1 day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

ECOLOGY

Environment temperate forests and urban **Organization** solitary, pair, or family (1 adult plus 1–4 young)

Treasure incidental

Ever the opportunists, these giant procyonids tend to move out of their native habitat in the forests to the compost heaps and refuse piles of large cities. Food is easier to find there, and in good supply. Dire raccoons are not picky, and like their smaller cousins they are omnivorous. Rats, rotten food, and even the occasional corpse are all parts of an urban dire raccoon's diet. Because of its unsanitary lifestyle and questionable eating habits, dire raccoons that live in city trash heaps often carry filth fever.

In its natural habitat, a dire raccoon eats the same foods as a normal raccoon, although in greater amounts. They are fond of shellfish, berries, and any small lizards or frogs they can catch. Dire raccoons have the same mating habits and rear the same number of young as their normal counterparts (see the raccoon entry).

In combat a dire raccoon engages in an intimidating display of shrill growls, stamping feet, and puffed up fur. Dire raccoons have sharp, strong teeth and use them well if cornered.



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85" x 110" mega-dungeon.

APPENDIX II

This page contains "chase cards" to use in the "No Honor Among Thieves" encounter. Simply print these out, cut out each square, and lay them out in any order you wish — with a few exceptions. Note that some cards lead *to* the rooftop and other cards provide obstacles while on the rooftop. Cards with rooftop-themed obstacles should only come after a card that leads the group onto a rooftop. Feel free, of course, to make up your own cards to use in place of, or in addition to, these choices. We've included three blank cards at the end for your use.

Cluttered Alley	Ladder to the rooftops	Gap between buildings
(Acrobatics DC 10)	(Perception DC 10)	(Acrobatics DC 15)
Pothole — don't trip!	Rough bricks to climb	Skulking Cat Burglar
(Reflex DC 13)	(Climb DC 15)	(Stealth DC 20)
Narrow Ledge	Jump back to ground (15')	Foul-Smelling Garbage
(Acrobatics DC 15)	(Acrobatics DC 10)	(Fortitude DC 12 or sickened)
Steeply Sloped Roof	Jammed Door Leading to Stairs	Collapsing Wall
(Climb DC 10)	(Strength DC 12)	(Reflex DC 16 avoids)
Narrow Path	Zealous Do-Gooder Stops You	Partially Extended Rope Ladder
(Escape Artist DC 20)	(Bluff DC 15 or Intimidate DC 10)	(Acrobatics DC 8 & Climb DC 5)
Hidden Shortcut	Dead-End	Tool to Lower the Fire Escape
(Perception DC 15)	(Climb DC 15)	(Perception DC 10)
Feral Dog	Clothesline Tightrope	Slick Cobblestones
(Stealth DC 12)	(Acrobatics DC 25)	(Reflex DC 16)
Large Crowd	Slippery Roof Tiles	Garbage Tossed into Alley
(Escape Artist DC 17)	(Climb DC 20)	(Acrobatics DC 15)

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