By Richard Pett An Adventure for 1st-Level Characters

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ISBN: 978-1-936781-49-2

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wo little kittens, one stormy night, Began to quarrel, and then to fight; One had a mouse, the other had none, And that's the way the quarrel begun.

Traditional nursery rhyme, unknown author

An adventure for four to six 1st-level characters, set in the city of Per-Bastet in the Southlands portion of the Midgard Campaign Setting.

Adventure Background

Through the glittering heart of the city of Per-Bastet in Nuria Natal, the River of Sand flows in a cascade of dry, undulating waves—until, between the District of the Hyena and the Perfume District, it inexplicably pours into a vast crater known as the Pit and disappears. Occasionally, long-lost items, called "sand-touched" and often considered lucky, find their way to the river's shores. Today, however, an object of much greater significance has washed ashore: the *Grimalkin Eye*. Long believed lost or stolen, this minor artifact allows the wielder to befriend, fascinate, and dominate any cat. In the city founded by Bastet, Goddess of Cats, which serves as a refuge for and celebration of all feline-kind, it is a powerful object indeed.

It is also an artifact for which Mistress Henna Mjelidi would give her catfolk front teeth. She is, in truth, a petty thief who plies the District of the Cat for easy money and tall tales. She also loves legends and is an expert in them; for her, the lost *Eye* has always offered the enticing prospect of power, an exponential increase in notoriety, and the possession of a personal piece of Per-Bastet's mighty legacy. It should come as no surprise that, when she heard that something sounding very much like the *Eye* had turned up in the River of Sand, she wanted it very badly.

Alas, by the time she heard of the *Eye's* appearance, it was long gone from the river. In fact, Henna's agents reported that it had been stolen. The culprit, they've learned, is Raheed, an ugly, unlikeable wererat with a handful of rodent friends in Per-Bastet. Henna's cats are running into the alleys and souks of the city looking for him, but so far, it seems that he's vanished. When Raheed happened upon the *Eye*, he thought his fortunes might be changing. After all, such a fabled item is likely to bring a high price. Unhappily for him, though, things have gotten worse very quickly; he soon realized that Henna's agents sought the artifact, and he has slithered into the Perfume District to hide from them. Secondly—and far worse—he's started seeing things.

It started with visions; odd glimpses from high up or far down. It took Raheed some time to realize that he was actually looking through the eyes of cats. The visions come unbidden, and only a few hours ago, as he dizzily staggered through the Perfume District, he collapsed at the foot of a caged lion. Its prison choking its need for wild space, the beast roared hungrily at him. Somehow, it broke free of its bonds and bounded at him. The thief thought he was done for, but then a strange thing happened: the lion turned from him. Sick and giddy, Raheed is beginning to realize that he has something of power in his hands—perhaps something valuable.

There is a third character in this tale: Hakaan-al-Khareen Zmirr Nill Mo Chatooor, gnoll slaver, carpet merchant, and camel dealer. Hakaan is vast, smiling, and possessed of the most despicably annoying chattering laugh. He also has his enemies, particularly the smug Mistress Henna Mjelidi, and he has inserted himself into her hunt for the *Eye*. With his vast network of informants, he quickly knew that she was looking for it. Naturally—and purely to annoy her—he wants it too.

Adventure Synopsis

Mistress Henna Mjelidi approaches the PCs with an offer. She needs extra eyes and ears to look in the city for a wererat named Raheed, who she claims has stolen an object from her. She knows he has slipped into the Perfume District, a place in which she has enemies, and she wishes to conduct the search for Raheed and the object discreetly. She offers the PCs a sizeable reward for returning the object, but is intentionally vague about what exactly it is. Mjelidi secretly has a trio of domestic cats follow the PCs, as she is sure the cats will be able to help guide the PCs toward their goal.

The gnoll slaver Hakaan, however, soon has a counter offer for the PCs, and offers them a higher reward for the object. He seeks the item purely to amuse himself; he hates the cats and Mjelidi in particular. It amuses him to think that he would have something she would want.

Meanwhile, Raheed takes the *Grimalkin Eye* directly to his home, on an old squat atop a high rooftop at the edge of the Perfume District. He then heads to his fence and supposed friend AS'haad Al Heth—better known as Festering Heth, a gnoll apothecary who lives in the district. The crafty apothecary promptly steals the *Eye* from Raheed and throws him into his attic prison while he ponders selling or keeping the curious item.

When the PCs go into the Perfume District and start looking for Raheed, they face four potential encounters, any of which has the opportunity to turn sour very quickly. The encounters are totally open, leaving the PCs with potential fights or intrigue before locating Heth.

The PCs locate Festering Heth's lair and meet the alchemist himself. He lies to the PCs that Raheed met with him and then returned to his home, and he kindly furnishes the PCs with the address. Raheed himself is still in the attic, and if freed tries to escape and/or attack the PCs.

If the PCs go off to Raheed's squat, they encounter Raheed's ratfolk friends and rat followers, who believe him a living god. They return to find that the alchemist has hired a few toughs in the meantime, making an attack harder. Complicating things is the fact that Raheed has freed himself and now lurks above, waiting for vengeance.

When the PCs finally have the *Eye*, they find that Mistress Henna Mjelidi is waiting for them. To further complicate matters, Hakaan-al-Khareen Zmirr Nill Mo Chatooor is also present. A three-way standoff occurs, and the PCs have the opportunity to manipulate events using their wits and skills, or engage in a three-way fight for possession of the *Eye*.

CREATING PCs FOR THIS ADVENTURE

This adventure lends itself to players who are newcomers to the *Southlands*, and it could serve as an excellent introduction to the campaign and its locales. If none of the PCs hail from Per-Bastet, as the GM you might bring them there as visitors to the city. Maybe

A Peaceful Evening

Cat and Mouse is an adventure about relationships, and the PCs' ability to manipulate allies, friendships, and arrangements of convenience. It is entirely feasible that the PCs could conclude this adventure without personally spilling any blood. It's also—conversely—an adventure that readily allows those who enjoy slaughter without dialogue to enter the fray, wreak havoc, and take the rewards.

As the GM, if you like to run more subtle adventures, you might consider rewarding the PCs for showing wit and pluck. Consider awarding the PCs with an enhanced reputation if they use predominantly cunning approaches; such a reward could be a +2 circumstance bonus to all Diplomacy checks in Per-Bastet, for example. It could also be something less mechanical: a song the city's bards sing about them, an admiring greeting from an NPC, or another benefit. NPCs who admire the PCs' methods might even become friends or ally with them, providing a basis for further adventures in the city.

they are escaped slaves or rural characters come to seek their fortune, or maybe they have some other reason to arrive in Per-Bastet. If one or more of the PCs wish to be Per-Bastet natives, more information about the city and potential character backgrounds can be found on pages 37-50 of the *Southlands* campaign setting from Kobold Press.

PER-BASTET, EVERLASTING CITY OF THE CAT

In southern Nuria Natal, the great River Nuria narrows into a gorge overlooked by 800-foot-tall statues of gods. These towering figures loom over the river's waters just before it courses out into the open desert, broadening and slowing at the foot of the gleaming city of Per-Bastet. It is in this mysterious, fabled city where this adventure takes place.

Thriving, bewildering, and roiling with frenetic life, the Everlasting City of the Cat has stood for unknown thousands of years. It is a city of nine districts, nine pyramids, and nine lives. Each time the city has fallen, it has risen again to sing its praises to Bastet, the patron goddess who walks among her chosen.

Per-Bastet is the city of cats and gnolls, of perfume and temples, of abounding gold, mithral, and diamond mines, of alchemy and prophesy, of imported spice and draconic slave markets, and of sumptuous brothels and brutal fighting pits. With its mercurial patron goddess and a populace of myriad carnivorous races and predatory species, the city thrives on the energy of its own lack of harmony.

The god-king of Nuria Natal has long said that his brother, Haty-a Haakim, governs this great jewel of the desert. Most who dwell here, though, know this leader and his council do not wield true power in the city. Many say the true ruler is the Reborn Queen-Goddess Meskhenit: Bastet's pharaonic, undead sorceress who shelters thousands of loyal undead beneath the pyramids. Other say that only the iron will and dazzling charisma of Nafrini, the high priestess of the cat goddess, hold the city together. This mythic black werepanther priestess inspires the adoration of humans, gnolls, and cats beyond number, any one of who, on any given day, might be Bastet herself. For more information about Meskhenit and Nafrini, see pages 45-48 in the Southlands campaign setting book from Kobold Press.

PART ONE: NEW FRIENDS

Read or paraphrase the following to get the adventure underway:

It is noon on a very hot day, and you are sipping mint tea in a bustling marketplace outside of Per-Bastet's Perfume District. All around you, the scent of cinnamon, incense, and sweat lingers. Nearby, a camel trader and his long train of animals shamble past, the smell of musk trailing after them. You watch with amusement as a crowd of henna-painted young women follows a handsome man beating a darbuka. Behind him rush three men bearing an enormous carpet and screaming for people to get out of the way.

At this point, the PCs are being watched. A successful DC 10 Perception check reveals that Mistress Henna Mjelidi is peering at them from an opposite cafe. She is smoking a long hookah pipe and, if seen, smiles enigmatically and approaches.

BASTET, GODDESS OF CATS

The worshippers of Bastet, goddess of cats and hunters, are a motley crew: they include farmers, low-ranking soldiers, woodsmen, alchemists, perfumers, and jewelers. Perhaps the defining characteristic of Bastet in Midgard, though, is the fact that she calls a specific city in Nuria Natal home, and in turn she is its namesake: Per-Bastet, the City of Cats, where the Cat and Mouse adventure takes place. Most in Per-Bastet believe that the mortal Bastet was born in the city when it was a simple riverside village, and that, after her apotheosis, the settlement rose to greatness under her protection. Another widespread belief—and a singular point of pride among its citizens—is that Bastet regularly walks the city's streets in any form she wishes.

Much of the city's ordinances and guidelines revolve around the tenets of Bastet's cult, and the key to power here lies in finding the goddess's favor. As such, the highest-standing individuals in Per-Bastet are the Reborn Queen-Goddess Meskhenit (NE female lich wizard 18/ cleric 2 [Bastet]) and High Priestess Nafrini (CN female werepanther cleric 13 [Bastet]). The former is the risen great-grandmother of King Thutmoses, ruler of all Nuria Natal, and the latter is the leader of the Dome of the Divine Face of Bastet, the seat of the goddess's power in the city, and, some say, in all the realms.

Bastet's cult in her namesake city is a vibrant, bustling organization centered in the Dome of the Divine Face of Bastet. Under the high priestess, the clergy's hierarchy is ever-changing and quite complex. Its ranks are divided into two loose categories: clergy who organize evangelical outings outside the city and clergy who serve Bastet's interests within Per-Bastet proper. Within these groups, titles-including Kitten's Purr, Friend of Cats, and Lioness's Roar-are bestowed as accolades for deeds that please the goddess. Each title carries varied privileges and authority. Such a scattered structure might seem like it promotes infighting, but the reality is quite the opposite. Bastet's clergy in Per-Bastet and beyond are unified in their love for their goddess and their common goal: to promote Per-Bastet as a refuge for those who revere their patroness.

For more information about Per-Bastet, see page 37 of the *Southlands* campaign setting book from Kobold Press. For more information about the worship of Bastet, including a new domain and subdomains, spells, and magic items, see page 257 of *Southlands*.



Gossip Checks: An Alternate Social Approach

Usually, asking simple questions of folks on the streets is a matter of making a Diplomacy check to gather information. However, not every PC in this adventure may have the skill to any degree, and not every NPC reacts the same way to a particular approach. Some need charming, some bullying and some need impressing.

In this adventure, consider allowing the PCs to use Bluff, Diplomacy, Intimidate, or Perform to learn useful tidbits of information. These checks are simply referred to as a gossip check, and each check takes the same amount of time as gathering information would.

Mistress Henna Mjelidi (CR 2)

If the PCs do not notice her, she suddenly appears at the shoulder of one PC and introduces herself. The PC she stands next to can hear her purr as she talks quietly.

Henna is a beauty with feline guile. She wears long, flowing silk robes, and carries her blade in a leather scabbard. She is covered in henna tattoos that accentuate her litheness. Apart from the long gray tail and amber eyes, this feline beauty could almost be human—and a very lovely human at that, even though her veil teases about the fact.

Mistress Henna Mjelidi

CR 2

XP 600

Female catfolk rogue 3 (*Pathfinder Roleplaying Game Advanced Race Guide*) N Medium humanoid (catfolk) Init +8; Senses low-light vision; Perception +7 DEFENSE

AC 14, touch 14, flat-footed 10 (+4 Dex) hp 20 (3d8+3) Fort +1; Ref +7; Will +1 Defensive Abilities evasion, trap sense +1 OFFENSE

Speed 30 ft.

Melee mwk short sword +7 (1d6/19-20) **Ranged** light crossbow +6 (1d8/19-20) or dagger +6 (1d3/19-20)

Special Attacks sneak attack +2d6 STATISTICS

Str 11, Dex 19, Con 11, Int 12, Wis 10, Cha 16 Base Atk +2; CMB +2; CMD 16 Feats Improved Initiative, Weapon Finesse, Toughness Skills Acrobatics +9, Appraise +6, Bluff +8, Climb +5, Disable Device +9, Escape Artist +8, Knowledge (local) +6, Perception +7, Stealth +11, Survival +3; Racial Modifiers +2 Perception, +2 Stealth, +2 Survival
Languages Catfolk, Gnoll, Trade Tongue
SQ cat's luck, rogue talent (finesse rogue), sprinter, trapfinding +1

Combat Gear potion of cat's grace

Other Gear masterwork short sword in camel hide scabbard, silk robes, violet headscarf tied with gold thread worth 3 gp, open sandals made of elephant hide tied with tiny obsidian buttons worth 25 gp, masterwork scimitar, light crossbow, 20 bolts in a slipper purse that also contains a carved wooden ball, small leather purse containing 25 gp and 6 small carnelians worth 50 gp each, 4 hooks, 15 ft. of climbing cord and a nose flute carved with mites eating puppies worth 15 gp.

Henna is strong-willed and resourceful, and she admires spellcasters. In fact, she covets all magic, and has a tendency to lick her lips when she sees it. Her voice is quiet, and she speaks Trade Tongue poorly, although her voice makes the ill-pronounced words sound seductive. She can speak Gnoll passably but has positively mastered the language's swear words.

Henna purrs when she is intrigued, and spends much of the adventure doing so, grinning winningly and enigmatically, even during combat. She fights dirty and aggressively, like an alley cat, using her acrobatics and climbing skills to take the fight up into the crowded rooftops of Per-Bastet.

Henna explains to the PCs that a valuable gem with magic qualities has been stolen from her. The thief, a man called Raheed, snatched it only an hour ago and dashed into the Perfume District, where she knows he has friends. Henna confides that she is afraid of the Perfume District, as many people there would not hesitate to imprison her if they found her.

Henna is vague when it comes to describing the object, having truthfully only heard a second-hand description of it. She describes it as a large tiger's eye on a chain. If questioned about its magical powers, she is evasive to the point of obstinacy.

Henna offers the PCs 500 gp to recover her property. If the PCs press for more, she easily increases the offer since she has no intention of paying. She simply wants the PCs to set out immediately, before Raheed's trail goes cold. If the PCs ask her how they should meet her in the future, she tells them that she will find them when the time is right. She also furnishes the PCs with a good description of the thief—an ugly, slight, rat-like man with rotting teeth.

In truth, although she does not tell the PCs this, Mjelidi has a dozen local alley cats that act as her eves and ears. They don't fight on her behalf, but they are her spies, efficiently reporting back to her as though they were true animal companions. The cats she dispatches after the PCs are careful to keep their distance, but keep an eye on the PCs using Stealth. Although all 12 are involved in the pursuit, at any given time only three are within 60 ft. of the PCs. A further four catfolk-part of Henna's clowder—watch from a distance. These catfolk are the same alignment as Mjelidi but are otherwise identical to the catfolk described in the Pathfinder Roleplaying Game Bestiary 3.

If the PCs spot the cats or the clowder, the spies duck out of sight for a round or two, but they always continue following the PCs. If the PCs harm any of the cats, Henna knows within 10 minutes and will confront the PCs as soon as they leave the Perfume District.

Henna's Catfolk (4) CR 1/2

XP 200 each

Cats (12)

N catfolk (*Pathfinder Roleplaying Game Bestiary 3*) **hp** 12 each

CR 1/4

XP 100 each hp 3 each (Pathfinder Roleplaying Game Bestiary)

Hakaan-al-Khareen Zmirr Nill Mo Chatooor

Someone else is watching the PCs, or rather Henna, and his name is Hakaan-al-Khareen Zmirr Nill Mo Chatooor. As the PCs talk with Henna, he stands not far away with a trio of loyal kobold slaves. When the meeting ends, he sends the kobolds to approach the PCs with a specific message.

The kobolds are not as articulate as he'd like, but they get across Hakaan's point passably. Through the kobolds, Hakaan warns the PCs that the person they are dealing with is not all she seems; he says Henna is a dangerous liar. He begs them to come to his humble home on the Street of Ten Thousand Fools, a meek residency behind the red door depicting camels leaping the sun.



Hakaan, aware of his exposure and possible danger, does not go into too many details in the message. If the PCs somehow corner him, his approach remains friendly throughout, and he tries to move the conversation back to his house, where he feels a good deal safer. In truth, it is a more pleasant place for a civilized chat.

Hakaan's Home

Hakaan's house is a graceful place wreathed in silk, wrapped in the scent of flowers and the sound of tumbling water. Songbirds sing and butterflies flutter throughout the home's grounds.

If the PCs' meet Hakaan as he wishes, he is in the courtyard (area **H2**), lurking by the fountain behind a mound of food heaped upon a groaning platter.

H1. HAKAAN'S DOORWAY (CR 1)

Flaking red paint clings to a carved double door depicting camels leaping the sun.

When Hakaan is not in his residence his door is locked with an average lock, and guarded by a trap he always arms whenever he leaves his abode.

TRAP: The swinging axe trap here can be disarmed by a simple lever immediately behind the door, which lurks in a side cupboard.

Swinging Axe Trap

CR 1

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

EFFECTS

Trigger location; Reset manual

Effect Atk +10 melee (1d8+1/×3); multiple targets (all targets in a 10-ft. line)

DEVELOPMENT: There are lots of nosy kids in the area, but a successful DC 10 Perception check is required to notice the interest they take in Hakaan's abode. If the PCs change the children's attitude from indifferent to friendly (each bribe of 1 cp adds 1 to the PCs' check [maximum +5]) they tell the PCs that Hakaan always does something on the back side of the door before he leaves. This action is actually the merchant arming his trap.

H2. THE COURTYARD (CR 3)

The scent of honeysuckle and the sound of gentle birdsong and dancing water cling to this oasis of beauty and calm in the bustling city. A long, pillared balcony overlooks the open courtyard, the centerpiece of which is a burbling fountain and a lush, leafy tree.

Here is where Hakaan muses, plots, and meets. Eight feet above the left side of the courtyard hangs a fine white silk, which covers a small group of finely carved tables and platters surrounded by cushions. The tree in the courtyard's center is a juniper, and from its branches it is easy to climb to the balconies 10 feet above (DC 10 Climb).

CREATURES: If the PCs accept his meeting request, Hakaan is here, eating an enormous meal under the courtyard's canopy. Among various unidentifiable cuts, the PCs see bloodcake, sausages, the rarest-cooked steaks, pigeon pie, fried chicken, grilled pork, burnt lamb cutlets, battered fish, boiled crab, mutton, camel, bacon, hams, deep-fried locusts, and spit-roasted sheep. Hakaan does not stop eating while he talks.

Hakaan is a fat gnoll—that much is unmistakable—but as the PCs approach, the extent of his obesity becomes clear. He is swathed in a colorful thawb that covers him but threatens to burst at the seams due to his girth. Hakaan has a laugh like an angry hornet being shaken inside a tin can, and he finds practically everything amusing.

He loves meat almost as much as he loves infuriating those who have wronged him; he hates Mistress Henna Mjelidi, for example, because she rebuffed his advances and refused his offer of marriage. Now he wants to make her pay—he doesn't want to kill her; he just wants to humiliate her. In his own way, he loves her, but gnoll love is always a tricky thing to judge.

Hakaan knows that Henna is scared of the Perfume District. He also knows that she intends to send pawns (the PCs) there, get the *Eye*, and then rob them. He laughed when he deduced her plan, so loudly in fact that the PCs may even have heard his distant cackling as they left Henna. Hakaan has a counter offer making it just to amuse himself. Whatever Henna offered the PCs to retrieve the *Eye*, Hakaan offers them 50 percent as much. Of course, he doesn't intend to pay this full amount, but he does want the PCs working for him instead of Henna.

In addition to Hakaan, his six loyal kobold slaves lurk in the juniper tree in little hammocks slung from branches. These kobolds delight in climbing, and due to their feral nature have a climb speed of 10 ft. The kobolds wear hooded black cloaks that cover their whole bodies and speak in squeaky Trade Tongue laced with profundities about dragons. The kobolds delight in throwing paint about; see area **H8** for further details.

Hidden in the fountain here is a bound water elemental that Hakaan received as a gift from a pleased customer (DC 20 Perception to notice). The elemental does as Hakaan commands but cannot leave the courtyard space.

Hakaan-al-Khareen Zmirr Nill Mo Chatooor CR 2 XP 600

Advanced gnoll (*Pathfinder Roleplaying Game Bestiary*) **hp** 15

Melee mwk spear +6 $(1d8+6/\times3)$

Ranged mwk spear +2 $(1d8+4/\times3)$

Combat Gear potion of invisibility, potion of bull's strength

Other Gear masterwork spears (5), colorful thawb, a clay model of a two-headed elephant being ridden by a dwarf and playing a piano, dog-skin money belt containing 176 gp and 34 sp

Kobolds (6)

XP 100 each

hp 5 each (*Pathfinder Roleplaying Game Bestiary*) **Special**: Climb speed 10 ft., racial bonus to Climb +8

CR 1

Small Water Elemental

XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary)

TREASURE: If undamaged, the silk overhanging the courtyard is worth 50 gp. The twenty or so pieces of china Hakaan is using for his feast are worth 100 gp total. The kobolds' hammocks contain a few oddments: a bright copper kettle worth 25 gp, a portable brass sundial with the sun shown as a hungry wolf worth 50 gp, and a silver rattle and whistle depicting a whale swallowing a whale worth 25 gp.

H3. THE MEAT LOCKERS

Flies abound in this room, which is crammed with several chests, larders, and meat lockers. A dirty but huge stove lurks greasily by the far wall.

Hakaan never likes to go hungry, and has ample foodstuffs here to stave off deprivation. In all, there is enough food in here to feed a family of 12 for a month.

TREASURE: Among the lockers, noticed on a successful DC 15 Perception check, is a small ornate spice box carved with a figure of a man being eaten alive by bookworms swarming from a shelf of grimoires. The spices within are worth 20 gp.

H4. THE RECEIVING ROOM

In this formally arranged room there is a large bronze table, cushioned seats, and a fine deep-orange carpet. Ornaments cram the chamber and the subtle smell of spices, incense, and lavender waits within.

This is where Hakaan receives his more formal guests and business partners.

TREASURE: The carpet is particularly fine and is worth 150 gp, but weighs 8 lbs. The other objects herein are general bric-a-brac, but they are well made and may dupe some.

Those who fail a DC 15 Appraise check believe their value 10 times the actual worth. There is an enamel and clay tagine depicting angry swans, but the item is very flimsy and worth only 5 gp; a ribmolded amethyst decanter with glass stopper, but the amethyst is actually glass worth only 7 gp; and a beaten brass lamp with gold inlay that is actually just paint and is worth 8 gp.

H5. THE DISAPPOINTING SHIPMENT

This room is crammed with crate after large crate, some of which are open with straw spilling out.

TREASURE: Who would not want a half-life-size clay crocodile figurine in their garden oasis? On reflection, Hakaan admits that it was not one of his best purchases. Even so, the 218 figures in here might be worth about 50 gp in total if the right dupe can be found.

H6. HAKAAN'S BEDCHAMBER

Here, superficially at least, is luxury: a huge, magnificent bed in a beautifully carved wooden frame boasts countless bright silks, cushions, and kneeling poufs about it. Lurking somewhere in the room is an unpleasant smell.

Hakaan is a sloppy eater, and often hungry. He dismisses staff members on a daily basis (they annoy him so much with their questions), and it's been a few days since he's had a maid clean this chamber.

The lurking smell is the aroma of rotting meat, which is hidden under the bed and covered in flies. Hakaan has gotten used to the smell, but anyone who enters the chamber must make a successful DC 10 Fortitude save or be sickened while in the room. If the silks hanging over the bed are removed, or if anyone crawls under the bed, the rotting meat is disturbed and requires all PCs in the room to make another successful DC 10 Fortitude save. Those who fail this save are sickened for an hour (even if they were previously sickened by the smell).

TREASURE: Hakaan is very cautious about his wealth which admittedly isn't much—and he's hidden it in a box strapped below the bed (DC 20 Perception to notice, unless someone actually gets underneath the bed to look). Inside the sandalwood box are several silk purses, 10 of which contain 10 gp each, and one that contains six small but well-cut lapis lazuli worth 20 gp each.

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H7. THE LADY'S QUARTERS

Although clearly a boudoir for a lady, this room appears to have been hastily abandoned.

Mistress Salma Medersa shared Hakaan's excessive appetites for as long as she could bear—in truth, she was quite a rotund lady herself—but last week it got too much and she left him. The hastiness of the departure is here for all to see.

TREASURE: In her haste, Salma left one of her earrings behind, but it's dropped in a corner and requires a successful DC 20 Perception check to notice. The earring is made of gold and silver and depicts a crocodile with two heads. It is worth 100 gp.

H8. THE PROJECT (CR 2)

It looks like an accident has happened here. There are small ladders, floor coverings, and several pots of paint, but it looks more like someone has had a fight with them than done any renovation.

Before she left, Salma thought that it was high time Hakaan decorated and made a room for guests. Unfortunately Hakaan was too cheap to hire real decorators, and had the kobolds do it. They weren't very good at renovation, turns out.

DEVELOPMENT: Some of the kobolds have become a bit obsessed with throwing paint about. If any combat occurs in the house, two kobolds dash off, grab a

Perfume District

Near the river at the northern edge of Per-Bastet, safely downstream from all else, stands the Perfume District, comprised of myriad small islands connected by bridges. As one moves downriver, the famous perfumeries and reputable potion-makers of this district devolve into increasingly unsavory alchemical shops, distilleries, candle makers, and storage facilities.

Here, anyone with connections or money can find necromantic unguents, poisons, and abominable constructs. They are ostensibly designed for use on criminals, purchased slaves, and enemies of the city, or so it is always claimed by their sellers. trio of paint pots each, and use them as improvised missile weapons.

A thrown tin of paint (requiring a ranged touch attack with a range increment of 10 feet) erupts as it shatters, covering the target in magenta-, terracottaor magnolia-colored paint. A struck creature must make a DC 12 Reflex save or be blinded for 1 round. Two of these two naughty kobolds also take paint with them to the final battle (see Part Three) and use it there.

Part Two: Into the Perfume District

The Perfume District is where the city's perfumeries and reputable potion-makers toil; however, the southern areas are too expensive. Raheed and his followers can't afford such luxury, and attempts to gather information about him here turn up nothing useful.

However, as the PCs move further north along the river, into increasingly unsavory alchemical shops, distilleries, factories, and storage facilities, they begin to hear about Raheed. It turns out that he isn't very popular among the people here, who describe him as everything from an unsavory character to a scourge upon the district. The smell here is almost unbearable at times; the air is laced with chemicals and steam, and the river is a seething mass of bright chemical colors.

The PC's investigations are divided into a series of four encounters, which can be encountered in any order. The PCs should learn about the existences of the moneylender, the blind man, and the laundry woman (see below) through DC 10 Diplomacy checks to gather information (this takes 1d4 hours). Or, they can make DC 10 gossip checks; see the sidebar on page 6 for more information. Each successful check informs the PCs about one of the NPCs mentioned.

THE MONEYLENDER

Raheed owes money to a local hustler—a lot of money and it's no secret. So when Nassoor el-Rabat (LN male human expert 1) saw him a few hours ago heading north, the moneylender gave chase. A successful DC 15 Diplomacy check to gather information (or a DC 15 gossip check; see the sidebar on page 6) reveals the extent of Raheed's debt.

When the PCs meet Nassoor, he is in an alley that is 10 feet wide, with squat, 15-foot-tall buildings on both sides. The buildings are 30 feet wide, and on top of each of the buildings that immediately flank Nassoor are 1d8 workers who are renovating the drooping structures.



Nassoor begins the encounter indifferent to the PCs unless they claim to be Raheed's friends, in which case he is immediately hostile. Unless the PCs quickly succeed in making Nassoor at least unfriendly, he shouts to the adjacent rooftops; the workers there are his friends and family members, who hate Raheed as much as he does.

The builders immediately snatch up stones, rocks, and other improvised weapons and hurl them at the PCs until the PCs retreat 15 feet or more from the buildings that flank Nassoor. The improvised weapons have a range of 10 feet, deal 1d4 points of bludgeoning damage, and the builders throw them at a -3 to hit with no bonus to damage.

If the PCs retreat, the builders continue to verbally abuse them, but they only attack if they return. If the PCs retaliate, spill any blood, or use magic in any way, the builders and Nassoor flee into the city screaming about devils. (Note: As an optional encounter, Nassoor and the builders might return later in the adventure with a few members of the city guard who are on the moneylender's payroll. In this case, use the statistics for the city guard [LN male or female human warrior 3] in the NPC Gallery in the *Pathfinder Roleplaying Game GameMastery Guide*.)

A friendly Nassoor is a different proposition. He is anxious for the 75 gp that Raheed owes him, and if the PCs offer that amount to him, or if his attitude becomes



friendly, he invites the PCs to meet the builders. The way upward involves a series of tricky overhanging and loose ladders and requires a DC 8 Climb check. The fall is 15 feet. The builders stop working and talk to the PCs who come up, and during the conversation, one remembers that Raheed is close to a laundry woman called Oumayma. She gives the PCs directions and warns them to beware of ropers; as a self-declared seer, she is convinced that the PCs are going to have a hateful, possibly deadly encounter with one in the future.

THE BLIND MAN

The beggar Achraf (N male human commoner 1) knows Raheed, who frequently gives him money. A successful DC 15 Diplomacy check to gather information (or gossip check) reveals that Raheed has actually been giving him worthless buttons and stealing real coins as he did so.

Like before, the result of this encounter depends upon the PCs' approach. Achraf begins the encounter indifferent to the PCs unless they claim to be Raheed's friends, in which case he is immediately hostile, and gets up, waving his stick about. Unless the PCs quickly succeed in making Achraf at least unfriendly, he attacks, using his stick as a club. His attack bonus is +0, and he delivers 1d6 damage, but with a 50% miss chance. Anyone attacking him back quickly draws the wrath of other locals for beating a beggar, and they threaten to call the city guard.

If Achraf is made friendly, he tells the PCs the same tale about the laundry woman that the builders might, but this time he adds that the foul thief has rat-like allies and real rats following him; he smells their stink on the air about him. He wishes the PCs good fortune, says he hopes a werecrocodile doesn't menace them today, and bids them adieu.

THE LAUNDRY WOMAN

If the PCs have failed in the encounters above to learn about the laundry woman, then allow them to make a DC 10 Diplomacy or gossip check to learn about her from a street waif, prostitute, or other informant.

Oumayma and her fellow laundry women work by the river. They form a large crowd, and anyone asking for Oumayma is quickly sent to the woman who is singing songs about dirty men and telling rude jokes.

Oumayma (N female human expert 1/warrior 1) has muscles like a fighter and a deep, rich voice. She's also very popular with the other workers here, who number about 50. Oumayma also knows where Raheed has been today, as one of her helpers—her cousin Mounia—saw him enter Festering Heth's earlier. Oumayma does not approve of her cousin's friendship with Raheed, who she finds unpleasant for a reason she can't quite articulate.

As Oumayma gladly tells the PCs, Heth—an apothecary who lives in one of the worst parts of the Perfume District—never washes, either himself or his clothes. The laundry women find him disgusting, hence his unkind nickname. They often tease the foul wererat for his stench or feign romantic interest in him to amuse their friends. All of the laundry women can give directions to Heth's place and an outer description of it.

Characters pretending to be enemies of Raheed can make a successful DC 10 Bluff check to receive all this information immediately, along with some rather profane message the women want the PCs to pass on to the wererat. Those who fail the check, pretend to be friends with the wererat, or throw their weight about meet the same response—merciless verbal abuse.

The ladies are wicked; their tongues lash those they do not like, belittling and pointing out every little fault—real or imagined. In fact, if the laundry women verbally abuse

the PCs, word about their supposed incompetence and ridiculousness moves so quickly throughout the Perfume District that they take a -1 penalty to all social skill checks for the rest of the adventure.

As the PCs leave such a scene, Oumayma shouts out, "go to your friend Raheed—you'll find him at the stinking cesspit of Festering Heth's. You should enjoy it there! It's disgusting! Go! Go to your foul friend!" Finding Heth's should prove fairly straightforward but interesting from this point and allows GMs to develop other encounters as desired.

Drawing weapons or any threat of violence causes the women to scatter, possibly leaving the PCs without Raheed's whereabouts. Perhaps the PCs finish the adventure empty-handed, although whether their



sponsors believe that they have the *Eye* as they leave the Perfume District is left to the GM. The laundry women have extensive friends and family, and if the PCs are aggressive or unwarranted in their approach, consider having a few of these relatives turn up to exact vengeance.

THE DESPICABLE YET BELOVED CAT (CR 4)

This encounter can occur at any time while the PCs are in the Perfume District, but is recommended as the last one before the PCs meet Festering Heth, as evidence that Raheed and the *Grimalkin Eye* are not far away.

The PCs hear a commotion just ahead in a small plaza. As they enter, read or paraphrase the following:

13

Ahead, an excited group of people edges a small circular plaza, above which is a stepped entrance to a temple. Some wave mops and sticks; those who do not have anything in their hands wave their arms about excitedly. In the middle of this group prowls a small, curiously marked cat. It snarls at the crowd and bears its teeth, which are dripping with blood.

The cat has just escaped from the temple and is a Bastet temple cat, a creature sacred to the temple's priestesses. For some reason—actually the passing of the *Grimalkin Eye*, which has temporarily unhinged the cat—it has gone slightly berserk and now prowls the plaza, attacking anyone who comes near it. The cat ordinarily is a placid creature that watches the temple by night and sleeps by day. It is not caged, nor has it ever been.

The priestesses who normally staff the temple are presently across the city visiting a sister temple, leaving only two very junior priestesses (N female human expert 1) here who are, in truth, little more than caretakers. Clad in the junior ecclesiastical attire of Bastet's faith (something noted on a successful DC 12 Knowledge [religion] check), the priestesses are terrified that the cat is either going to escape or be killed. They are slightly less concerned that it might kill someone, but presently all options look bad, and the arrival of armed strangers might cause the juniors to cry out for help.

There are a dozen or so further locals (all male or female human commoner 1) at the edges of the plaza. If the PCs threaten them (Intimidate DC 10) or politely calm them down (Diplomacy DC 10), they move back from the plaza, allowing the PCs room to deal with the cat.

CREATURE: The Bastet temple cat attacks anyone who comes within 10 feet of it, but it can in certain situations (see Development) be driven back. If attacked at range, it uses its fascinating lure ability on such attackers.

Bastet Temple Cat

CR 4

XP 1,200 CN Small magical beast Init +2; Senses darkvision 60 ft., scent; Perception +9 DEFENSE AC 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +1 size, +3 natural) hp 35 (5d10+10)

Fort +6, **Ref** +6, **Will** +4

OFFENSE

Speed 40 ft., climb 20 ft.

Melee 2 claws +8 (1d3+2), bite +8 (1d4+2 plus grab) Special Attacks pounce, rake (2 claws +8, 1d4+2) Spell-like Abilities (CL 4th, concentration +7) Constant—detect chaos

At will—guidance

3/day—cure light wounds, charm person (DC 14) 1/day—cat's grace

STATISTICS

Str 15, Dex 15, Con 15, Int 12, Wis 16, Cha 16
Base Atk +5; CMB +6; CMD 19 (23 vs. trip)
Feats Allied Spellcaster, Dodge, Mobility, Spring Attack
Skills Acrobatics +10, Climb +15, Escape Artist +6,
Perception +9, Stealth +14; Racial Modifiers +8 Climb, +4 Stealth.

Languages Sylvan, Trade Tongue

SPECIAL ABILITIES

Fascinating Lure (Su) As a full-round action, a Bastet temple cat can purr loudly while targeting a single humanoid within 30 feet that has line of sight to it. That creature is compelled to move toward the cat and attempt to pet it or pick it up (DC 15 Will negates), as *suggestion.* Once it has spent at least 1 round petting the cat, the target is entitled to a new saving throw each round at the end of its turn; if failed, it continues petting the cat for an additional round. If successful, the compulsion ends. At any point, the cat can attack the target of its compulsion, who is considered flatfooted against the cat's attacks until the end of the cat's turn. Once a creature succeeds on its saving throw, it is immune to fascinating lure of that Bastet temple cat for 24 hours. The save is Charisma-based.

Priestly Purr (Su) Bastet temple cats were created first and foremost for the service of Bastet's temple priestesses. A Bastet temple cat treats all divine casters that worship Bastet as though they had the Allied Spellcaster teamwork feat for the purpose of gaining its effects. When a divine spellcaster who worships Bastet spends an hour preparing spells (or renewing daily spell slots) with a Bastet template cat within 5 feet, that spellcaster gains Allied Spellcaster as a bonus feat for 24 hours, though the spellcaster gains its benefits only when adjacent to the cat. In addition, the spellcaster can imbue up to two 1st-level and one 2nd-level spells into the temple cat, as *imbue with spell ability*. The cat can use these spells without a verbal component.

DEVELOPMENT: At first glance, the Bastet temple cat is quite the challenge for the PCs. However, PCs who look at the plaza closely (DC 10 Perception) notice that there is a pile of barrels at Point A on the map, a covered wagon filled with clucking birds at Point B, and a covered well at Point C. Each offers a brave PC a chance to drive the cat toward a potential trap. Blustering at the cat (DC 13 Intimidate) or coaxing it (DC 10 Handle Animal) gets it to move in any direction the PCs push it by 5 feet. A check that succeeds by 5 or more moves it 10 feet. If a character fails the checks, the cat lashes out with a single claw attack. If a character fails the check by 5 or more, or fails 3 times in a row, the cat uses *charm person* on her to draw her forward, or just attacks with claws and bites.

The barrels are a new batch just made by the local cooper K'hallim-i-Nath (LN male human expert 1). The barrels are empty, and their lids have not been hammered shut. They could readily fit the cat inside, but getting it into the barrels beyond magical means is not easy. If anyone tries to remove the barrels, K'hallim approaches, waving his hammer aggressively. A successful DC 10 Intimidate check (or simply drawing a weapon) readily gets him to back down, otherwise he might chance an attack (hammer +1, deals 1d4+1 hp of bludgeoning damage). The PCs could feasibly use the barrels to cover the cat. Doing so requires backing the cat into a barrel's space and then succeeding on a DC 12 Acrobatics check.

The wagon contains chickens in

a large cage owned by Rania V'thei (N female human commoner 1). The cage is made of wood and is 5 feet wide on all sides. Rania tries to stop anyone from releasing her chickens or—far worse—sending a cat in with them. A successful DC 10 Diplomacy, Bluff, or Intimidate check, or drawing any weapon, gets her to back down. If not, she tries to distract anyone from interfering with her property by throwing eggs at them. This does no damage to PCs struck, but makes for quite a spectacle in front of the crowd.

The well cover is made of metal, and requires a successful DC 8 Strength check to lift. If the temple priestesses see the well cover lifted and the PCs moving toward the cat, they yell madly to try to stop them. The priestesses know that the well is 50 feet deep and could seriously injure the creature if it falls in. Unless



forced to back down in the same way as Rania above, the priestesses try to distract the PCs by throwing themselves in front of the cat, risking an attack while trying to get the well cover back on. They also push and shove at any would-be-attacker. The priestesses have AC 11 and 5 hp.

If the cat is captured peacefully, a great cheer goes up among the locals, who mob about the PCs while they congratulate them. The PCs learn that the temple cat is not the only big cat that has been behaving oddly in the city; locals have heard at least 127 similar separate tales this day alone—in truth, there have been no more than a handful of unusual cat-related events, but that's gossip for you. If the PCs follow up on any of these leads they go down literal blind alleys, but learn that wherever Raheed went, cats behaved oddly. That evening, a more senior priestess, accompanied by the two juniors, finds the PCs and rewards them in a suitable way; GMs should choose a reward worth up to 500 gp that is appropriate for the group.

If the cat is killed, the crowd falls into a worried silence and gathers about to inspect it, some crying and wailing at the terrible fate they are sure is about to befall the city. The death should have ongoing consequences for the PCs, at the GM's discretion; perhaps the priestesses locate the PCs and berate them while sobbing, or maybe they have some little task for them to carry out as recompense for their heresy. Or, maybe they try to impose a fine on the PCs.

FESTERING HETH'S (CR 3)

A vast ship's mast lurches from a lower building. It rises to an overhanging, two-story timber building, from which balconies protrude, and beyond to a steeply gabled roof.

Heth's lies atop a lower building, itself 20 feet tall, from which rises the two-foot-thick ship's beam. The beam rises a further 10 feet to the lower floor of Heth's home. An iron ladder is nailed and riveted to the beam and outer wall of the building below, and then lurches outward to the main entrance, which overhangs the beam by some 10 feet.

Sharp-eyed PCs (Perception DC 20) notice that, in the cobbled street below Heth's, a merchant sells creatures from her menagerie. If the PCs check, there are no cats here, but the merchant, Ahri Khaleeni (CN female human expert 1), is happy to confirm that she sold her prize cat—a juvenile cheetah—to her neighbor Heth only an hour ago. Heth had the cat immediately lifted to his home high above in a cage.

If the PCs press her, the merchant remarks that it was an odd transaction, because Heth is usually much more interested in chemicals than animals. Ahri can easily point out the building Heth lives in, as it took two of her best slaves almost an hour to haul the cage upward. If the PCs locate these slaves, they may learn something of the interior of Heth's laboratory (at the GM's discretion).

Raheed is held in the gable attic (area **FH4**), but when the PCs first arrive, he is still bound and gagged. If the PCs enter the place and search, they find him before he has had chance to escape (see Return to Festering Heth's at the end of this description). Heth has both Raheed and the *Eye*, and is slightly worried that Raheed's allies might come calling. Clever Heth is a dirty, stinky creature; he wears a long, stained white thawb and walks with the help of a cane. He has one cloudy eye and an unsettling twitchiness about his furtive actions. The arrival of the PCs offers Heth a way of removing Raheed's ratfolk allies and quickly bringing in reinforcements.

When the PCs enter his home, he quickly meets them. If they attack or otherwise threaten him, Heth tries to run into his laboratory (area FH2) to lock himself in and avoid combat. Throughout the encounter, he claims that Raheed has been here; he says Raheed demanded too much for his object and went back to his garret. He gives the PCs clear details of how to get there. (He won't tell the PCs this, but he intends to send them on a wild goose chase so he can hire help to protect himself in the meantime [see Return to Festering Heth's].)

Heth hates physical pain, however, and if the PCs begin combat with him before he has chance to get reinforcements, he eventually offers up Raheed (while secretly trying to retain the *Eye* on his person). If the PCs forcefully demand the *Eye* (DC 10 Intimidate), he hands it over. If faced with no other choice, he fights, freeing his cheetah if possible to see if it will truly fight for him.

Of course, if the PCs acquire the *Eye* and do not determine its properties, whichever PC possesses it becomes subject to the artifact's powers, and all cats within 50 feet act as if under a *confusion* spell (see the end of the adventure). The PCs can determine the *Eye's* properties as normal (using *detect magic* and Spellcraft), or through a successful DC 20 Knowledge (local) or (religion) check.

CR 2

AS'haad Al Heth

XP 600

Male gnoll alchemist 3 (Southlands 20, Pathfinder Roleplaying Game Advanced Player's Guide) N Medium humanoid (gnoll) Init +2; Senses darkvision 60 ft., Perception +5 DEFENSE AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

hp 26 (3d8+15)

Fort +9, Ref +6, Will +2 (-2 vs. fear effects, +2 vs. poison) OFFENSE

Speed 30 ft.

Melee light mace +4(1d6+2)

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

Special Attacks bomb 5/day (2d6+2 fire, DC 13)

Alchemist Extracts Known (CL 3rd)

1st—bomber's eye (Advanced Player's Guide), disguise self, jump, true strike

TACTICS

- **Before Combat** Heth is not particularly fond of combat and lies to the PCs to try to get them to leave his home. If the PCs have a reputation as particularly tough, he casts *disguise self* and pretends to be a beggar who is simply watching Heth's home for him while the alchemist is away (although he is a terrible liar).
- **During Combat** Heth tries to keep combat ranged as long as he can, throwing his tanglefoot bags and alchemist's fire before switching to his bombs and crossbow.
- **Morale** Heth fights only if forced into it, and is much braver if he has gnoll reinforcements or can free his cheetah. If he is forced to fight alone, he surrenders when brought below half hp.
- **Base Statistics** Without the mutagen, Heth's statistics are hp 20, Fort +6, Con 16, Cha 8

STATISTICS

Str 15, **Dex** 15, **Con** 20, **Int** 14, **Wis** 9, **Cha** 6 **Base Atk** +2, **CMB** +4; **CMD** 16

- **Feats** Brew Potion, Point-Blank Shot, Precise Shot, Throw Anything
- Skills Climb +5, Craft (alchemy) +8, Disable Device +8, Knowledge (local) +5, Perception +5, Survival +5;
 Racial Modifiers +3 Survival (+1 to gather food or locate water)

Languages Draconic, Gnoll, Trade Tongue

- SQ alchemy (alchemy crafting +3, discoveries [precise bombs (2 squares)], identify potions, mutagen (+4/-2, 30 minutes), poison use, swift alchemy
- **Combat Gear** alchemist's fire (3), tanglefoot bags (2), thunderstone
- **Other Gear** light mace, masterwork light crossbow, leather armor, *cloak of resistance* +1, *Grimalkin Eye*, the keys to the main door and the padlock to the attic

FH1. THE OVERHANG

The iron ladder here looks secure, but it overhangs a drop of around thirty feet before lurching over the outside of the balcony above.

A successful DC 8 Climb check is required to reach the entrance by the ladder. Another building rises nearby, and lies at one point within 20 feet horizontally and 2 feet vertically below the lower balcony. This is depicted on the map and can, of course, be jumped (DC 20 Acrobatics; GMs should encourage PCs to come up with creative solutions, including using a pole or grappling hooks and ropes to make a makeshift bridge). Access to this rooftop is a simple matter of surveying the street to spy an outer ladder that rises to the rooftop.

FH2.HETH'S LABORATORY(CR 1 OR 4)

A narrow, exposed balcony surrounds the timber building, which has a single hefty-looking iron and wooden door.

Heth's door is locked with a poor lock (Disable Device DC 8; he has the key), and has a peephole through which he normally greets visitors. The door is old and has been battered by sandstorms and age (hardness 4, 15 hp, break DC 13). There are no windows on this floor.

Beyond is a cramped laboratory. The stench of chemicals is almost overpowering. Within the laboratory are a fine alchemist's laboratory, books, cages with small creatures, and a larger cage with a cheetah inside. A ships' ladder rises to hole in the timber ceiling.

CREATURES: After speaking to Raheed, Heth invested in a cheetah from a nearby merchant and has been busy using the *Eye* to try to control it. If attacked and not persuaded to back down, he frees the cheetah and tries to control it to attack intruders.

CR 1

Juvenile cheetah

XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary)

TREASURE: The laboratory is a masterwork alchemist's laboratory. Among the jars and vials, a close look (DC 10 Perception) reveals four vials of acid, three vials of alchemist's fire, a tanglefoot bag, and a thunderstone. Heth uses all these in the event of attack. The books are mostly alchemical, and are worth about 150 gp total.

FH3.HETH'S BEDROOM

This is an airy chamber, with lots of gaps in the walls and a trio of kites hung up around a large hammock that stretches across the whole room. Iron spikes that have been nailed into the wall rise to a trapdoor that's padlocked from below.

The padlock is poor (Disable Device DC 10). Heth has the key and has locked Raheed behind it.

TREASURE: One of the kites has a bronze, copper, and wooden head worth 35 gp. Heth has hidden a few valuables or useful items here, just in case. Each requires a successful DC 10 Perception check to spot. They are a pair of alchemist's fire vials tied with catgut, a sow's ear made into a purse containing 3

FEE FIE FOE FUM!

The ship's beam makes an interesting option for corner cutting—if the PCs aren't too worried about breakages. The ship's beam is 2 feet thick and weathered (hardness 5, hp 120, break DC 28). However, it is up to the GM to judge how Heth and his neighbors might react to this event. Certainly it could make an unusual and memorable entrance to the PCs' adventures in Per-Bastet. What it might do to their reputation, however, is another matter altogether.

tiger eyes worth 25 gp each, and a small carved giraffe with a mouth that holds a *feather token (tree)*.

FH4. THE GABLE ATTIC (CR 2 OR 4)

The trapdoor gives access to a dirty chamber infested with bats. Through gaps in the timber, you catch tantalizing glimpses of the Great Sand Pyramid, the vast Pyramid of the Mother of Destiny glowering at her far shoulder. The sprawling city festers beyond in a hive of people, commerce, and adventure.

If the PCs' entered Heth's immediately on their first visit, Raheed is herein, in a large sack hanging from a butcher's hook hanging from the ceiling some 10 feet above the floor (as represented by point R on the map). If they arrived later, Raheed has escaped, and lurks with half a dozen of his kin, desiring vengeance and the *Eye*, awaiting his chance to surprise his jailer—or his allies. As soon as anyone enters, his rats rush into attack, swiftly followed by Raheed himself.

Raheed Wa Moi Matiba (Human Form) CR 2 XP 600

Human natural wererat rogue 2 (augmented humanoid) NE Medium humanoid (human, shapechanger) Init +7; Senses low-light vision, scent; Perception +8 DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge) hp 18 (2d8+6) Fort +2, Ref +5, Will +3 Defensive Abilities evasion OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6+1/19-20)Ranged light crossbow +3 (1d8/19-20) Special Attacks sneak attack +1d6 STATISTICS

Str 13, Dex 15, Con 14, Int 10, Wis 16, Cha 6 Base Atk +1; CMB +2; CMD 15 Feats Dodge, Improved Initiative, Weapon Finesse Skills Acrobatics +7, Bluff +3, Climb +6, Intimidate +3, Knowledge (local) +5, Perception +8, Sense Motive +8, Stealth +7, Swim +6 Languages Trade Tongue SQ change shape (human, hybrid, and dire rat; polymorph), rogue talents (finesse rogue), lycanthropic empathy (rats and dire rats), trapfinding Combat Gear *necklace of fireballs type I* Other Gear short sword, masterwork studded leather, stained turquoise thawb, leather beltpack (empty), gold earring worth 15 gp

Raheed wa Moi Matiba (Hybrid Form)

NE Medium humanoid (human, shapechanger) Init +7; Senses low-light vision, scent; Perception +8

DEFENSE

AC 19, touch 14, flat-footed 15 (+3 armor, +3 Dex, +1 dodge, +2 natural) hp 20 (2d8+8) Fort +3, Ref +6, Will +3

Defensive Abilities evasion; DR 10/silver

OFFENSE

Speed 30 ft. Melee short sword +4 (1d6+2/19–20), bite –1 (1d4+1 plus disease and curse of lycanthropy; DC 15) Ranged light crossbow +4 (1d8/19–20) Special Attacks sneak attack +1d6

STATISTICS

Str 15, Dex 17, Con 16, Int 10, Wis 16, Cha 6
Base Atk +1; CMB +3; CMD 17
Feats Dodge, Improved Initiative, Weapon Finesse
Skills Acrobatics +8, Bluff +3, Climb +7, Intimidate +3, Knowledge (local) +5, Perception +8, Sense Motive +8, Stealth +8, Swim +7
Languages Trade Tongue
SQ change shape (human, hybrid, and dire rat; polymorph), rogue talents (finesse rogue), lycanthropic

empathy (rats and dire rats), trapfinding

SPECIAL ABILITIES

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

Dire Rats (6)

CR 1/3

XP 135 each

hp 5 each (Pathfinder Roleplaying Game Bestiary)

RETURN TO FESTERING HETH'S (CR 4)

If the PCs fall for Heth's ruse, he heads straight down his ladder and into the streets nearby. Fifteen minutes later, he has hired a trio of gnoll brothers and awaits the PCs' return, smiling at his own cunning. These gnolls are by no means loyal, and if one is killed or all three injured they offer to leave, claiming they meant no trouble.

The gnolls use the advantage of Heth's building to attack from the balconies, throwing spears at returning PCs as they climb the ladder (they each have five spears), and then using cover for as long as they can.

If the PCs cleverly wait outside in order to see what happens, they catch Heth red-handed. If they manage to corner him, he easily backs down without a fight, as listed above.

CR1

rests about 30 feet above the ground and river.

The river here is a disgusting flotsam and wastethrottled vent. Although easy to swim in (Swim DC 5), it is infested with a local breed of python, and one lurks not far away. The dirty stilts climbing from the river are slimy and lie 10 feet below the boardwalk the buildings sit on, and require a successful DC 8 Climb check to navigate. If a character falls into the river, a python attacks. The snake slithers away if injured in any way.

The ladder leading upward requires no check, but the sloped roofs are dusty, and require a successful DC 7 Acrobatics check to move along. Any PC who makes a successful DC 10 Perception check notices a chimney sticking out of the squat; this offers an alternative entrance to Raheed's lair and leads directly into a gap in the cloth in the middle of the lair.

Gnolls (3)

XP 400 each

hp 11 each (*Pathfinder Roleplaying Game Bestiary*)

Raheed's Squat

The squat is lashed to the Perfume District's rooftops and lies right at its outer western isles. It is little more than a raised timber platform, comprised of two-inchwide planks lashed together, with wooden boards to provide a stable surface and an outer wall made of dusty cloth. Between, a small open section of exposed river finds use as a sewer.

TSC1. THE TEETERING SQUATCHAMBER (CR 3)

This rooftop building is little more than a skeletal plank frame with a dusty cloth skin that balances on stilts between two buildings. A bamboo ladder grips its way up an outer wall to the rooftops' sloping gables, where the temporary building billows.

The squat lurks on the rooftops of one of the riverside slums and hangs between two buildings. It



The building below is presently unoccupied, and a successful DC 8 Climb or Escape Artist check is required to use this entrance. Unless PCs use Stealth as they climb up, the rats become aware of intruders, but are otherwise caught by surprise.

When the PCs reach the rooftop, read or paraphrase the following.

The timber platform—for that is all this really is—sits upon a dozen gleaned flotsam planks. Its extreme edges lie some five feet above the dusty rooftops, and a cold chimney sticks from the cloth roof. Here at the riverside, the city curves in a graceful arc away to the south, toward the Palace District. You can make out the Wharf District to the west, the Hunt to the north, and beyond those the Monument District and the District of the Cat. Past the city's gleaming walls, the desert rolls and boils, answering the song of Per-Bastet with her own susurrus hymn.

CREATURES: Nervously awaiting the return of their leader are several dire rats and a trio of ratfolk, who worship Raheed as a living god come to liberate them from filth and bring them endless cheese. The group regularly watches from the squat, but concentrates upon the ladder. They expected their leader back a while ago and know he bears a mighty artifact. If attacked in their own lair and caught flat-footed as a group, they lay down their weapons, scurry away over the rooftops or into the river below, and only attack if attacked.

Ratfolk (3)

CR 1/3

CR 2

XP 135 each

hp 8 each (Pathfinder Roleplaying Game Bestiary 3)

Dire Rats (6)	CR 1/3
XP 135 each	
hp 5 each (Pathfinder Roleplaying Game Bes	tiary)

Constrictor Snake

XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary)

TREASURE: The group is very poor. They have a gourd of poor local wine, a loaf of blackbread, and a few onions and chilis, as well as a small chunk of very old hard cheese with gnaw marks in it. Hidden under the floorboards (noticed on a successful DC 25 Perception check, or DC 10 if the PCs actively search below the boards) is a small leather bag containing 23 cp, 3 sp and a ceramic depiction of Anu-Akma worth 8 gp.

Part Three: Three Sides to Every Story

The PCs have several loose ends to tie, and may eventry to sneak away from their escort of cats to take their own reward for the *Grimalkin Eye*. How this develops and it should develop into a wider story of pursuit and intrigue—is left to the GM.

If the PCs follow the offered course of action, as soon as they leave the Perfume District they come to a square where they immediately see Mistress Henna Mjelidi standing beside a great lion statue. Opposite her, across the cobbled square, squats Hakaan-al-Khareen Zmirr Nill Mo Chatooor, chewing upon a great haunch of roast camel cooked in sugar and saffron.

Both step forward—their allies hidden close by—and demand the *Eye*.

THE SQUARE OF LIONS (CR 3)

The high rear walls of minor temples surround this 30-foot-wide square. The walls are 20 feet tall, weathered, and full of holes (Climb DC 8). The southwest temple has a flat roof, while the others are gabled at approximately 45 degrees.

The area is full of lion statues, which offer cover. Those on the rooftops are heavy, but can be pushed over with a successful DC 20 Strength check. Creatures below a falling statue must make a successful DC 15 Reflex save or take 5d6 points of damage; making a second successful DC 15 Reflex save halves the damage. In each corner of the square, atop a dais reached by three steps, is an open-mouthed roaring lion statue. These are too big to move.

CREATURE: The square is noted for its caged lion, which lurks in a shaded corner indicated on the map. Local priestesses feed the lion, a savage beast that proves impossible to tame, daily. Locals pray before the lion as they pass, and often toss food to it.

The lion is presently hungry, however, and lashes out; it can attack anyone who comes within 5 feet using a single claw attack (although it has a 50% miss chance when it makes these attacks). If the lion is fed—say by the piece of meat Hakaan munches on—it turns its attention to the food and does not attack anyone for the remainder of this encounter.

The padlock is average but rusty (hardness 6, 10 hp, break DC 18). Releasing the lion is a risky strategy, but if the PCs can overpower it with the *Eye*, it could drive the others away very quickly (see A Final Standoff). If not controlled, the hungry lion simply attacks randomly until it has killed someone, who it then eats, only attacking again if is attacked itself.

Lion

XP 800

hp 32 (Pathfinder Roleplaying Game Bestiary)

DEVELOPMENT: GMs might wish to consider how the local temple masters might react to any acts of vandalism, and what might happen to a free lion in the city streets.

A FINAL STANDOFF

Henna stands at point M on the map, and her followers are on the flat-roofed temple behind her at point X. Hakaan teases the lion from point H, his kobolds lurking heroically behind him at point Y.

The PCs can play this situation however they wish, but bear in mind that both Henna and Hakaan want



CR 3

the *Eye* and can't afford the reward they promised.

The PCs can use their skills to ally with one side or another. A successful DC 15 Bluff, Diplomacy, or Intimidate check is enough to convince would-be allies to work with the PCs in a fight, and if the PCs are really clever they can keep to the edges of combat and simply fight defensively. Both Henna and Hakaan flee or surrender if more than half of their followers are slain or if they have 6 or fewer hp remaining, pledging not to go after the *Eye*. In this way, the PCs may simply play at being in a fight, and watch as everyone wears each other down to a point where only the PCs can win.

Mistress Henna Mjelidi

XP 600

hp 14 (see page 6)

Henna's Catfolk (4)

CR 1/2

CR 2

XP 200 each

N catfolk (*Pathfinder Roleplaying Game Bestiary 3*) hp 12 each

Hakaan-al-Khareen Zmirr Nill Mo Chatooor CR 2

XP 600

Advanced gnoll (*Pathfinder Roleplaying Game Bestiary*) **hp** 15

Melee mwk spear +6 (1d8+6/×3) Ranged mwk spear +2 (1d8+4/×3) Combat Gear potion of invisibility, potion of bull's strength Other Gear masterwork spears (5), colorful thawb, a clay model of a two-headed elephant being ridden by a dwarf and playing a piano, dog-skin money belt containing 176 gp and 34 sp

CR 1/4

Kobolds (6)

XP 100 each

hp 5 each (*Pathfinder Roleplaying Game Bestiary*) **Special**: Climb speed 10 ft., racial bonus to Climb +8

Concluding the Adventure

The ending of this adventure is very open; the PCs might side with one person and sell the *Eye*, forcing the NPC to pay properly for the item. They may sell the item themselves and betray both groups, or they may try to slay everyone and keep the item. Whatever happens, think of how this event might develop—do betraying PCs get a reputation that attracts shady NPCs to hire them? Do heroic and honest PCs have further adventures with Hakaan or Henna? If possible, try not to let adventures simply end without consequences; ongoing stories are always so much more fun.

The Grimalkin Eye

Aura faint enchantment; CL 15th; Weight 1 lb. DESCRIPTION

A black slit, making it appear like a real eye, bisects this fist-sized, spherical tiger-eye gem. Hanging from a weathered chain, the gem is said to be the magically preserved eye of a lioness that served Bastet while the goddess was mortal.

The *Grimalkin Eye* affects feline animals—domestic cats, leopards, lynxes, lions, tigers, cheetahs, servals, and any local variants thereof, including dire versions of these animals. It does not affect any feline creature without the animal type, including creatures such as weretigers and rakshasas, which aren't true cats.

Once per day, the *Eye* can dominate cats as though using a *dominate animal* spell. Three times per day total, the wearer can use one of the following spells on cats: *animal messenger, animal trance, calm animals,* and *charm animal.* If the wielder does not take 1 hour each day to attune with the *Eye*, though, the artifact causes all cats within 50 feet to act as if under a *confusion* spell, and the wielder randomly sees through the eyes of a cat within range. The wielder also cannot use any of the abilities mentioned above.

DESTRUCTION

If bathed in the blood of a high priestess of Bastet, the *Grimalkin Eye* turns to dust.





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