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Richard Pett: Rust
Matt Stinson: Rebuilding a Good Man, Joony Verasso, Hommel's
Scott C. Bourgeois: The Black Lotus
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Doniting to DECLARE

he full adventures in *Streets of Zobeck* cover noir, crime, and street adventures of all types, including introductions. This scenario is designed to segue an established party new to Zobeck into one of the adventures in *Streets of Zobeck*. It provides a feel for the twisted machinations and greed-driven schemes the player characters will encounter. In Zobeck, everyone has an angle, and if you look like a mark, they will come after you.

STREETS ZOBECK

This scenario assumes the characters are approaching by river. When the riverboat is about 15 minutes out from the dock, have the players roll a DC 20 Perception check. A success lets the PCs notice a kobold has leapt overboard and is swimming to shore. This is a spy for Jaroslav, going to report the party as a group of marks ripe for a shakedown. A DC 25 Perception check later on lets the PCs spot the same kobold lurking around the docks.

Read the first view text when Zobeck comes into view.

As the river curves around the last set of hills, the forest thins, and you get your first look at the Free City of Zobeck. Chimneys emit thin smoke from atop tall houses. The river circles around a small hill, the top of which supports a castle or citadel. Your boat turns to avoid a long train of barges slowly being pulled upriver by oxen walking placidly on the shore. Other small craft ply the waterway, their crews arguing and squabbling.

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As the ship approaches the dock, you see a small crowd of people awaiting the boat. Some are well dressed, likely waiting for families and business partners. Others are shabby and seem to have other intentions. Several blue-coated, brass-buttoned officers stand waiting as well, including a large, severe man with an up-curled mustache. The gentleman with the fine mustache is Jaroslav Strauz, a connected and corrupt dock official, who has four customs officers with him (these count as a Watch Captain and Guard Officers, respectively; see Pathfinder RPG *GameMastery Guide*). Jaroslav awaits the PCs, alerted to their presence by his spy, and intends to shake them down hard. He speaks to the PC with the highest Charisma score as the group step off the gangplank.

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"You will come with me. We have some matters to discuss before you may enter the city." Jaroslav points to the squat, solid blockhouse set back from the piers. A large clockwork golem clicks and puffs on either side of the door.

Jaroslav's Racket

Jaroslav explains the group has illegal, imported gold and magical weapons and that any goblinoids require permits. He says the adventurers should go to jail, but he is willing—out of the kindness of his heart—to work as an advocate for the group in the legal system of Zobeck. He then demands a bribe of 100 gp per level from each member of the group. He says 20% of this goes toward a fine and the remaining 80% is his fee for "legal services" to prevent the group from being imprisoned for smuggling.

Possible Resolutions

While Jaroslav has the support of both house Greymark and the Cloven Nine (both of which get cuts of his takings), he does his best to avoid antagonizing major groups or embassies. If the adventurers mention any of the following groups as friends or allies, this will give them opportunities to talk their way into a much smaller bribe.

Table 1: Pulling Strings

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Suggest Connection to	Check	Check
Elven / Dwarven Embassy	25	25
(elf/dwarf only)		
Arcane Collegium	20	25
Criminal Organization	30	30
Cloven Nine	20	20
Merchant House	25	25
House Greymark	20	20

Use a Diplomacy check (DC based on the table) to negotiate for a lower bribe. Use a Bluff check (DC based on the table) if the PCs want to convince Jaroslav of their connection to a group they actually have no connection to; Jaroslav's Sense Motive is built into the DC.

A failed roll involving criminal groups get Jaroslav quite excited, as now he has proof of the travelers' evil intentions. Intimidating or fighting the dock officials will make the party criminals in Zobeck. If combat breaks out, both golems will charge in as the dock officers make a fighting retreat.

If combat does ensue, Jaroslav uses the dock officers to screen him, and if the combat last longer than three rounds, he slips out a concealed door. Even if the PCs persue immediately, Jaroslav has vanished into the confused and gathering crowd. The PCs cannot leave the blockhouse unobserved, and the violence will be discovered withinthe hour. The group become outlaws in Zobeck, and the authorities pursue them all the way to the edge of the Margreve forest.

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Resolution

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If the party makes their roll, Jaroslav settles for a smaller bribe of 5 gp per level from each party member. He will likely also demand that the party do him a favor, which acts as the adventure lead-in.

If the party fails to talk their way out, Sister Ludwiga, from the sisterhood of Lada, arrives and demands to see Jaroslav. Ludwiga needs adventurers and has a spy at the port. She knows of Jaroslav's scam and threatens to reveal it to his superiors, loyal members of her faith. Jaroslav is unhappy but immediately releases the party. He won't forget this, but he can't take his frustration out on Ludwiga, so he targets the PCs with petty mischief.

As soon as she has the party outside, Ludwiga hussles them down the street, saying, "Listen carefully, this is Zobeck. Either you stay on your toes here, or you'll find yourself on your face, likely picking up your teeth. Now, I've done you a favor, so you'll do me one. That's how this city works." She hands over a square of parchment. "Go to this address and help this man, or I'll have you in chains by nightfall. And you tell anyone that I sent you, I'll deny it. Now go, and watch your backs."

With a shake of her head, she is off into the crowd.

Table 2: Adventure	Hooks	from	Ludwiga or	Jaroslav
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Adventure	Name	Address
Everyone Lies	Grigori	Silk Scabbard
Rust	Mr. Corpulent	Lower Zobeck
The Fish and The Rose	Ziv the Sly	Silk Scabbard
The First Lab	Orlando	Arcane Collegium
Rebuilding a Good Man	Michul	Nul Office – the docks
The Ripper	Hendryk	The Docks
Flesh Fails	Hadlen Osrick	Hommal's Botanical
		rooftop (at a party)

This introduction to the city will certainly frustrate and entertain your party. It's one of those situations where physical power will get them nowhere— and should help them to understand the city as a place where power struggles often involve social and political power rather than brute force.

Welcome to town. Don't make a mess of it.



FROM ALL FLESH FAILS

Alternate Lust Domain

Deity: Marena.

Granted Powers: You can charm others with your wiles, inciting lust within them and the desire to do your bidding.

Lustful Performance (Su) Like a bard, you may use performance skills to create fascination and lust within others. The cleric can use this ability a number of rounds per day equal to 2 + his Charisma modifier + 1 round per level after 1st. Each creature within range receives a Will save (DC 10 + ½ the cleric's level + the cleric's Charisma modifier) to negate the effect (See **Bardic Performance** and **Fascinate** in the *Pathfinder Core Rulebook*). The ability is as per fascination, but the affected subjects, no matter their preference, lust for the performer as well.

Aura of Awe (Su) At 6th level, you can emit a 30-foot aura of awe for a number of rounds per day equal to your cleric level. You must speak for 1 round. Thereafter, those within this aura are affected by an *enthrall* unless they make a Will save (DC equal to 10 + 1/2 your cleric level + your Wisdom modifier). The effect ends immediately when the creatures leave the area or the aura expires. Creatures succeeding on their saving throw are immune to this aura for 24 hours. These rounds do not need to be consecutive.

Domain Spells: 1st—charm person, 2nd—eagle's splendor, 3rd suggestion, 4th—dominate person, 5th—mind fog, 6th—irresistible dance, 7th—symbol of stunning, 8th—demand, 9th—dominate monster.

From The Fish and The Rose

Vralgor Szarn's Territory (CR 6)

Barghests (2) *Pathfinder RPG Bestiary* pg. 27. The barghests have a 15 Int, though they try to hide their intelligence from Vralgor.

GMs may add this encounter to ensure a strong sense of the dangerous nature of the tunnels. Characters entering the area of the Cartways connected to Scaler's Alley intrude on Vralgor Szarn's territory. Two of his gang members, the barghests Zelaf and Holtz, especially like to hunt this area of the tunnels. (If the party played *Everyone Lies*, and he escaped, Zelaf was the barghest from **Into the Cartways**.) While they usually search the area for food, they are curious and opportunistic and constantly seek ways to improve their fortunes and ingratiate themselves to Vralgor – or garner more power for themselves.

Tactics: Zelaf and Holtz are wily barghests. Each secretly wants to usurp the leadership of Vralgor's gang, but they both know they do not possess the power to do so yet. Therefore, they seek to gain Vralgor's favor while they await their opportunity. Gaining favor often includes capturing useful individuals, and this makes capturing a PC or two very attractive. The master is more likely to weave the characters into his plans than simply consume them as dinner. For this reason, the pair will follow the PCs and attack in a vulnerable moment - such as after they engage the derros, or even after the PCs return from Greymark's vault. In the case of the derros, the GM could use the barghests to save the PCs from a battle going bad, only to have them captured and brought to Vralgor. That certainly takes the adventure on a very different course. Or, the characters could negotiate with them, saving their skins but promising the pair something useful in return. This encounter could alter the campaign's events, so GMs not wanting to bring the gangs of Zobeck to the forefront of the game might want to avoid this complication.

From The First Lab

NEW CREATURE

Ticking, steaming, and moving with jerky purpose, clockwork abominations endlessly follow the commands of their creator, the powerful clockwork mage Kovacs of Zobeck.

CLOCKWORK ABOMINATION CR 5

XP 1,600

LE Medium fiendish construct

Init +2; Senses darkvision 60 ft., low light vision; Perception +7 DEFENSE

AC 20, touch 12, flat footed 18 (+2 Dex, +8 natural)

hp 55 (5d10+20)

Fort +1, Ref +3, Will +1

DR 5/good; Immune construct traits; Resist fire 10, cold 10; SR 10 Defensive Abilities hardness 10 (or more)

OFFENSE

Speed 30 ft.

Melee slam +9 (1d6+3)

Special Attacks smite good (1/day, +1 attack and AC, +5 damage)

STATISTICS

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

BAB +5; CMB +8; CMD +20

Feats Weapon Focus (slam), Alertness, Power Attack

Skills Perception +7, Acrobatics +5

SQ construction points

ECOLOGY

Environment any

Organization solitary, pair, or group (3-12)

Treasure none other than special materials used in construction SPECIAL ABILITIES

- Infernal Power Source (Su) When a clockwork abomination falls below 0 hp, its infernal power source explodes causing 1d4 fire damage per Hit Die to everything within a 5 foot radius (DC 15
- Reflex halves). Construction Points Clockwork abominations have a number of construction points (CP) used to purchase abilities and defenses in addition to those presented above. Refer to the chart following this entry for CP totals by size. If a clockwork abomination spends more CP than its size category would allow, its CR increases by 1 (minimum of +1) for every 2 additional CP spent.
 - Additional Attack (Ex, 1CP): The clockwork abomination gains an additional limb, mouth, tentacle or tail that makes a slam or bite attack (1d6+1) as a secondary attack.
 - Additional Legs (Ex, 1 CP): Four legs allow the clockwork abomination to climb at a speed equal to its base speed and ignore rough terrain.
 - Constrict (Ex, 1 CP): The clockwork abomination gains constrict with its slam attacks (must have grab before it can take this ability).

- Faster (Ex, 1 CP): The clockwork abomination's movement increases by +10 ft. If the clockwork abomination already has additional legs, climb speed is increased as well.
- *Grab (Ex, 1 CP):* The clockwork abomination gains the grab special attack with slam attacks.
- Improved Metal (Ex, 4 or 6 CP): Most clockwork abominations are made of steel. However, they can be improved by using mithral or adamant in their construction. Mithral costs 4 CP and bestows hardness 15 and a +4 increase to natural armor. Adamantine costs 6 CP and bestows hardness 20 and a +6 increase to natural armor.
- Flaming Body (Su, 1 CP): The clockwork abomination's infernal power source allows it, as a swift action, to cover its body in dancing flames for 1 round per HD per day. Anyone striking the clockwork abomination with a natural weapon or unarmed strike suffers 1d6 fire damage. The clockwork abomination's natural attacks inflict an additional 1d6 fire damage.
- Breath Weapon (Su, 1 CP): The clockwork abomination's infernal power source allows it to breathe fire in a 20 ft cone every 1d4 rounds. Creatures in this cone take 1d6 fire damage per HD of the clockwork abomination (DC 15 Reflex halves).
- *Reach (Ex, 1 CP):* The clockwork abomination gains extendable limbs giving it +5 feet of reach.
- Improved Weaponry (Ex, 1 CP): Natural attacks are treated as if the clockwork abomination were one size category larger.
- *Bleed (Ex, 1CP):* Wounds caused by the clockwork abomination continue to bleed. Bleed (1d6); natural attack.
- Serpentine Body (Ex, 1 CP): The clockwork abomination gains a swim speed equal to its base speed and the Lunge feat.

Creating a clockwork abomination larger or smaller than Medium size requires adjusting the creature's Hit Dice, Strength, Dexterity, natural armor bonus, and size modifier to attack and AC as detailed on page 296 of the *Pathfinder Core Rulebook*.

Size	HD	СР	CR	
Tiny	2d10	1	2	
Small	3d10	1	3	
Medium	5d10	2	5	10
Large	7d10	3	6	

Each clockwork abomination is a unique creation powered by infernal essences extracted from summoned devils. More intelligent than most clockwork creatures, clockwork abominations can remember detailed instructions and endlessly carry them out thanks to their infernal power sources. Unlike most constructs, clockwork abominations are evil and possess enough free will to attempt to create as much pain and fear as possible while carrying out their instructions.

From <u>Ripper</u>

Template: Infernally Possessed Creature

A creature from any plane other than Hell can use profane rituals and ancient magic to forge a pact with a diabolic creature, summoning the creature's essence to share the bargainer's body. This allows the fiendish creature access to the material plane while providing its host great personal power. Greater diabolic creatures imbue greater power in their host. In return, the bargainer's soul travels straight to Hell as a possession of the summoned devil upon the bargainer's death.

Creating an Infernally-Possessed Creature

"Possessed" is an acquired template added to any living corporeal creature, referred to hereafter as the "host creature". A possessed creature uses all of the host's statistics and abilities except where noted. It gains new special abilities, special attacks, and special qualities based on the type of outsider hosted. Outsider spirits fall into three categories: Least (CR 1-6), Lesser (CR 7-12), and Greater (CR 13+). Least outsider spirits bestow: Special Attacks, excluding Spell-Like Abilities; Special Qualities; resistances up to 5; and inherent bonuses of +2 Str and +2 Cha (CR +1). Lesser outsider spirits bestow: Special Attacks and Spell-Like Abilities, Special Qualities, resistances up to 10, DR, and inherent bonuses of +4 Str and +4 Cha (CR +2). Greater outsider spirits bestow: Special Attacks and Spell-Like Abilities, Special Attacks and Spell-Like Ab

ICE DEVIL (GELUGON) SPIRIT:

SPECIAL ATTACKS:

- Slow (Su) A hit with a weapon or natural attack by a gelugonpossessed host induces numbing cold. The opponent must succeed on a DC 23 Fortitude save or be affected as though by a *slow* spell for 1d6 rounds. The save DC is Constitution-based.
- Spell-Like Abilities: Constant—fly; at will—cone of cold (DC 20), ice storm, greater teleport (self plus 50 lbs of objects only), persistent image (DC 20), wall of ice (DC 19); 1/day—summon (level 4, 2 bone devils, 50%)

SPECIAL QUALITIES:

Darkvision 60 ft. Fear Aura (10 ft., DC 22) Immune fire, cold, poison Resist acid 10 DR 10/good SR 24 A host cannot be raised or resurrected because its soul is taken to Hell upon death.

Abilities: Increase from the host creature as follows: +6 Str, +6 Cha CR Same as host creature +3

Goldscale

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Set apart from most of his kobold kin by much more than the faint golden sheen of his scaly hide, Goldscale exudes a strength springing from force of personality and unflagging faith. Sincere and self-confident, Goldscale is a shining example that righteousness exists in unlikely places.

GOLDSCALE CR 6 XP 2,400 Male kobold paladin 7 (Lada) LG Small humanoid (reptilian) Init +1; Senses darkvision 60 ft.; Perception +6 DEFENSE AC 20, touch 12, flat-footed 19 hp 47 (7d10) Fort +7, Ref +5, Will +7 Defensive Abilities aura of courage, divine grace +2; Immune disease, fear Weaknesses Light Sensitivity OFFENSE Speed 30 ft. Melee +1 disarming flail +11/+6 (1d6 +2/X2) Ranged mwk light crossbow +8/+3 (1d6/19-20/X2) Special Attacks smite evil (3/day, +2 attack and AC, +7 damage) Spell-Like Abilities (CL 7th; concentration +9) 0 (at will)—detect evil Paladin Spells Prepared (CL 4th; concentration +6) 2nd—bull's strength (DC 14) 1st—divine favor, bless weapon (DC 13) TACTICS Before Combat As a negotiator and defender of the weak, Goldscale places himself between innocents and danger while attempting to diffuse tensions. During Combat Goldscale first attempts to disarm opponents or incapacitate them. When mercy fails, he does anything necessary to defend himself and others. Morale Considered fearless and unhesitating, Goldscale fights to the death in order to defend his beliefs. STATISTICS Str 12, Dex 12, Con 10, Int 13, Wis 10, Cha 14 Base Atk +7; CMB +7 (+13 disarming); CMD 18 (20 vs. disarm) Feats Weapon Focus (flail), Combat Expertise, Improved Disarm, Greater Disarm Skills Diplomacy +10, Heal +8, Perception +6, Ride +4, Sense Motive +6, Stealth +6 Languages Common, Draconic SQ aura of good, channel positive energy (DC 15, 4d6, 2/day), lay on hands (3d6, 5/day), link, mercies (diseased, sickened), share spells, summon mount (dire weasel, 1/day) Combat Gear buckler, +1 disarming flail, +1 scale mail, mwk light crossbow; Other Gear backpack, holy symbol, travelers outfit, anti-toxin, alchemists fire

Background

Goldscale developed his signature golden scales while quite young. Soon after, his father sparked a bloodbath by claiming Goldscale's appearance proved draconic heritage and his family's right to Ghetto

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leadership. Traumatized, Goldscale swore to never again allow the criminals of Zobeck's streets to trample innocents and pledged himself to Lada as a paladin.

Motivations & Goals

Serious about his role as a defender of the weak, Goldscale works toward improved relations between humans and kobolds. Although popular with the common people of Zobeck, criminal gangs detest him. However, many gang members believe his golden-hued scales do indeed indicate the blood of dragons runs in his veins and refuse to confront him.

Schemes & Plots

Goldscale worries he should do more to safeguard the common people. He patrols the city looking to right injustices and protect innocents. Goldscale recognizes no boundaries and goes where he is needed most. He feels his patrols are insufficient, however, and that he must root out the causes of crime. Crime lords should stay wary, Goldscale is a onekobold-crusade looking to improve the lot of the common citizen.

GOLDSCALE'S BONDED MOUNT

Dire Weasel

LG Medium animal Init +4; Senses Low-light vision, scent; Perception +7 DEFENSE AC 21, touch 14, flat footed 17 (+7 natural) hp 33 (6d8+6) Fort +6, Ref +9, Will +3

OFFENSE

Speed 40 ft.

Melee +8 bite (1d8+4) Special Attacks attach, blood drain

STATISTICS

Str 16, Dex 19, Con 12, Int 6, Wis 12, Cha 11

Base Atk +4; CMB +7; CMD +21

Feats: Improved Natural Attack, Improved Natural Armor, Weapon Finesse

Skills: Perception+ 7, Stealth +10

SPECIAL ABILITIES

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- Attach (Ex) After a successful bite, dire weasels may immediately attempt to grapple without provoking attacks of opportunity. If successful, the weasel loses its Dexterity bonus to AC, grabs hold, and automatically inflicts bite damage each round. An attached dire weasel can be struck with a weapon or grappled. Prey that manages to win a grapple or Escape Artist check detaches the dire weasel.
- **Blood Drain (Ex)** Dire weasels drain blood each round they remain attached, inflicting 1 point of Strength and Constitution damage

New Animal Companion: Dire Weasel

Starting Statistics: Size Small; Speed 40 ft.; Attack bite (1d4); Ability
 Scores Str 14, Dex 17, Con 10, Int 6, Wis 12, Cha 11; Special
 Qualities low light vision, scent; Special Attacks attach, blood drain

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4th – Level Advancement: Size Medium; Attack (1d6); AC +2 natural armor; Ability Scores Dex +2, Con +2

THE GUTTER PROPHET

Dressed in an old grey robe, a bearded, middle-aged man quietly wanders the streets of Zobeck at all hours, selflessly helping anyone in need.

Joshiel "The Gutter Prophet"

XP 2.400

Male human cleric 7 LG medium humanoid (human)

Init +0; Senses Perception +6

DEFENSE

AC 10, touch 10, flat-footed 10 (+0 Dex) hp 40 (7d8+7)

Fort +6, Ref +4, Will +8

OFFENSE

Speed 30 ft.

Melee staff +4 (1d6-1/20/x2)

Cleric Spell-Like Ability

channel positive energy (5/day) 4d6.

calming touch (6/day)

rebuke death (6/day)

Spells (CL 7, +5 ranged touch; +10 concentration):

4th-status*, neutralize poison (DC 17)

3rd—prayer*, remove disease, remove blindness/deafness, continual flame (DC 16)

2nd—shield other*, lesser restoration, make whole, consecrate, delay poison (DC 15)

1st—bless*, sanctuary, protection from evil, remove fear, shield of faith, bless water (DC 14)

0 (at will)—light, purify food & drink, detect poison, create water (DC 13)

*domain spell **Domains**: community, healing

TACTICS

Before Combat Joshiel does not seek combat.

During Combat Joshiel defends himself with his staff. When accompanied by allies, he casts *status* followed by *sanctuary* and looks for opportunities to heal. He may use *shield other* to help sustain an allied combatant.

Morale Willing to die in the defense of the innocent or to support a righteous cause, Joshiel sees nothing cowardly in retreating from a superior force if he can do so without endangering others.

STATISTICS

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

Base Atk +5; CMB +4; CMD 14

Feats Alertness, Lightning Reflexes, Persuasive, Self-sufficient, Skill Focus (Knowledge (local))

Skills Bluff +4, Diplomacy +12, Heal +9, Intimidate +4, Knowledge (history) +6, Knowledge (local) +8, Knowledge (religion) +5, Linguistics +5, Perception +6, Sense Motive +5, Spellcraft +4, Survival +4

Languages Celestial, Common

Special Qualities healer's blessing

Combat Gear staff

Other Gear satchel, *potions of cure light wounds* x4, everburning torch (on top of staff), traveler's outfit.

Background

CR 6

A native of Zobeck, Joshiel grew up in a prosperous family. After witnessing the suffering of the employees in his father's leatherworking factory, he donated his possessions and wandered for years in the wilderness. Later, he reappeared preaching in a small village's abandoned church as a cleric to the "God of Succor and Charity" and eventually returned to Zobeck. Street gangs tolerate him, knowing his kindness or considering him no threat.

Motivations & Goals

Joshiel only wishes to serve his god through healing the needy and giving hope to the destitute. He may be a source of local knowledge to PCs. He supports those who fight against evil or injustice with his spells, but avoids involvements in conspiracies or violence.

Schemes & Plots

Joshiel roams the streets day and night, ministering to those who can't pay and giving hope to the unfortunate. Often, he mounts an old crate to deliver a speech on the evils of usury, thievery, or violence. The poor and desperate flock to hear his impromptu sermons delivered in a sonorous baritone voice.



Sam Diescuem

Some call Sam Nesclem crazier than an outhouse rat, a barge and steamtug captain willing to take any job for a price. With his iron-grey beard, clockwork hand, and carved ivory pipe, he certainly looks the part. Many say the only thing quicker than his tugboat is his razor-sharp tongue.

SAM NESCLEM

XP 800

Male human rogue 2/expert 4

CG Medium humanoid (human) Init +2; Senses Perception +12

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +2 Dex, +1 Dodge) hp 41 (2d8+6 plus 4d6+10)

Fort +3, Ref +6, Will +6

Defensive Abilities evasion

OFFENSE

Speed 30 ft. Melee short sword +6 (1d6+1/19-20/x2)

Special Attacks sneak attack (1d6)

TACTICS

Before Combat Sam is a gruff, salt-of-the-earth man who's seen many strange things. He doesn't posture; when he draws steel, he means business.

During Combat Nesclem fights to ensure either his opponent won't attack him again or to guarantee his escape.

Morale Sam simply wants to save his boat and his hide and live on the river. If he can find a way to make a deal and do that, he will.

STATISTICS

Str 10, Dex 14, Con 14, Int 14, Wis 15, Cha 8 Base Atk +4; CMB +5; CMD 16

Feats Dodge, Skill Focus: Profession (sailor), Graft Clockwork, Master Craftsman (clockwork)

- Skills Appraise +10, Bluff +7, Craft (clockwork) +10, Diplomacy +7, Disable Device +8, Heal
 - +10, Knowledge (clockwork) +10, Knowledge (local) +9, Knowledge (nature) +6, Perception
- +10, Profession (sailor) +13, Sense Motive +9 Languages Common, Draconic

SQ fey pact, minor magic (mending 3/day)

Combat Gear clockwork hand, leather armor, mwk short sword

Other Gear traveler's outfit.

SPECIAL ABILITIES

Fey Pact (Su) Creatures of the River Argent won't harm Sam Nesclem, his ships, or his passengers as long as he never refuses a customer or speaks of his bargain.

Background

Few know Sam Nesclem struck a deal with the unseelie nixie of the Argent in exchange for a promise of safe passage. While other captains keep to shore or suffer at the appetites of scrags and lorelei, Sam delivers his cargo or travelers where they're wanted and on time – no matter the destination.

Motivations & Goals

Sam wants to obey the restrictions of his pact and make as much money on the river as possible.

Schemes & Plots

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CR 3

The nixie Sam bargained with lost its hand. To gain safe passage to destinations, Sam agreed to never turn down a potential passenger. In exchange for safe returns, the fey took Sam's hand. If Sam could find the nixie's hand, purportedly a *hand of the mage*, and return it, he might keep his bargain and recover his lost hand.



9

New Feats

CHEAP SHOT (COMBAT)

Benefit: When you successfully attack an opponent denied their Dexterity bonus to AC, you inflict bonus damage equal to half your base attack bonus, to a minimum of 1. Do not multiply this damage with a critical hit.

EYE GOUGE (COMBAT)

Prerequisite: Cheap Shot

Benefit: When you successfully attack an opponent denied their Dexterity bonus to AC, you may leave them blinded for 1d4 rounds. A successful Reflex save negates this. The DC of this Reflex save equals 10 + your Dexterity bonus + your base attack bonus.

GRAFT CLOCKWORK [ITEM CREATION]

Prerequisite: 5 ranks heal, 5 ranks knowledge: clockwork

Benefit: You can create clockwork grafts and apply them to other living creatures and yourself. Creating a graft takes 1 day per 1,000 gp in price. To create a graft, you spend 1/25 of the price in XP and use materials equal to its cost. See *Clockwork Hand*, below.

LOW BLOW (COMBAT)

Prerequisite: Cheap Shot

Benefit: When you successfully attack an opponent denied their Dexterity bonus to AC, you leave them nauseated for 1d4 rounds. A successful Fortitude save negates this. The DC of this Fortitude save equals 10 + your Strength bonus + the damage inflicted.

UNDERHANDED STRIKE (COMBAT)

Prerequisite: Cheap Shot, Base attack bonus +6

Benefit: When you successfully attack an opponent denied their Dexterity bonus to AC, your attack is considered a critical threat regardless of your die roll.

New Magic Item:

CLOCKWORK HAND

Aura minor transmutation; CL 3rd Slot hand; Price 12,000 gp; Weight 3 lbs

DESCRIPTION

Beautiful works of articulated brass, clockwork hands provide a +2 bonus to Strength when used for any purpose and to CMD versus disarm attempts.

CONSTRUCTION

Requirements Craft Wondrous Item, Graft Clockwork, bull's strength, creator must have 5 ranks in Craft (clockwork); Cost 6,000 gp.

New Traits

Regional Traits

ARCANE APPRENTICE

You spent time as an apprentice of the Arcane Collegium. Your studies have provided you insight into the fabric of magic. You gain a +1 trait bonus to Knowledge (arcana) and a +1 trait bonus to Spellcraft or Craft (clockwork).

IMPERIAL EXPERIENCE

A chance encounter with members of the Empire of the Ghouls left a mark on you. You gain a +1 trait bonus to Knowledge (religion) and Knowledge (local) checks involving the Empire. Knowledge (religion) is always a class skill.

SQUIRE OF THE GRIFFON KNIGHTS

You either are a Griffon Knight or spent considerable time training to be a Griffon Knight. Your eyes are keen and your riding skills are advanced. You gain a +1 trait bonus to Perception and a +1 trait bonus to your Ride. Ride is always a class skill.

TRAINED IN THE OLD WAYS

Born and bred in the Margreve Forest, you know the old ways of that place. You either know an incantation or you gain a +1 trait bonus to both Knowledge (nature) checks and Survival checks involving the Margreve. Survival is always a class skill.

Religion Traits

ANVIL PILGRIM (VOLUND)

You are dedicated to your craft. Choose one of the following skills: Craft (armor), Craft (weapons), or Ride. You gain a +2 trait bonus to the selected skill, and it is always a class skill.

GREEN HARVESTER (POREVIT AND YARILA)

You participate in the harvest every year. You gain a +1 trait bonus to Knowledge (nature) and Profession (farmer) checks. One of these is always a class skill.

MERCIFUL PATRON (LADA)

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You trained at Lada's healing school. You gain a +1 trait bonus to Heal checks and begin play with a masterwork healer's kit. Heal is always a class skill.



New İncantation

Incantation of Memories Lost

"Coin? No. Give me your memories!"

School enchantment; Effective Level 4th

Skill Check Knowledge (arcana) (DC 22), 2 successes; Knowledge (nature) (DC 22), 2 successes

Casting Time 40 minutes

Components F, M, S, V

Focus—a small pastry, bled upon and offered *Material Components*—a silver knife

Other: During new moon

Range touch

Target creature touched

Duration 24 hours

Saving Throw none; SR no

You transfer a memory to the pastry, which may be consumed. The loss of this memory equates to a -4 penalty to a skill or -2 to all other rolls for 24 hours.

Backlash: Afterwards, you cannot stand the company of horses for 1d6+1 days. Any horses repulse you and cannot be used without a DC 16 Will save.

Failure: Failing two consecutive skill checks, you provoke the fey's disgust and must assuage its anger by completing some task for it before petitioning it again.



New Gear

Magic Items

GLIDING CLOAK

Aura faint transmutation; CL 3rd

Slot shoulders; Price 7,500 gp; Weight 1 lb.

DESCRIPTION

Unscrupulous types who often need to make quick escapes off

rooftops use this simple black cloak. By grasping the ends of the cloak while falling (a free action), the user is affected as though by a *glide* spell.

CONSTRUCTION

Requirements Craft Wondrous Item, glide; Cost 3,750 gp

ORB OF FASCINATION

Aura faint illusion; CL 3rd

Slot-; Price 300 gp; Weight 1 lb.

DESCRIPTION

When this orb is activated, it levitates and emits multicolored light that fascinates 2d4+3 HD of creatures within a 10-foot radius. The effect lasts 2 minutes at which time the orb falls to the ground. Affected individuals can remember nothing from the time they were fascinated.

CONSTRUCTION

Requirements Craft Wondrous Item, hypnotic pattern; Cost 150 gp

SCARF OF DECEPTION

Aura Moderate Enchantment; CL 7th Slot neck; Price 10,080 gp; Weight—

DESCRIPTION

When this scarf is worn in an attempt to hide one's identity, it causes the user to appear differently to everyone who observes her. A successful DC 16 Will save allows an affected individual to perceive the user's actual appearance.

CONSTRUCTION

Requirements Craft Wondrous Item, confusion; Cost 5,040 gp

Mundane Items

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Alchemical Smoke Bomb: This fist-size ceramic orb contains a mixture of volatile chemicals that, on contact with air, form a dense smoke that covers a 10-foot square area. This smoke blocks vision beyond 5 feet, blocks line of sight, and grants concealment. Specialized versions of smoke bombs exist that include poisonous or acidic fumes. Smoke bombs can be thrown with a range increment of 10 feet.

Clockwork Caltrops: Clockwork caltrops resemble and work like regular caltrops with the following exceptions. A 2-pound bag of clockwork caltrops covers a 10-foot square area because they hop and move about erratically once activated. Because of their movement, a creature must move at quarter speed or less to pick its way through a bed of clockwork caltrops without risking injury. Clockwork caltrops can be wound as part of a move action as long as the user has one hand free to shake their bag vigorously.

Small Treasures

Occasionally, a party might come upon small items pick from pockets, looted from corpses, or taken from apartments. Use this list to help determine those items:

Common Items

- 1. Shopping list 2. Receipt for armor repair 3. Love note 4. Dice [1 sp] Letter of introduction 5. 6. Comb, wooden [1 sp] 7. Whetstone [2 cp] 8. Touch stone [1 gp] Handkerchief [1 sp] 9. 10. Loaf of bread [2 cp] 11. Piece of fruit [1 cp] 12. Hunk of cheese [1 sp] 13. Hunk of meat [3 sp] 14. Pie [1-4 cp] 15. Nail scissors [1 sp] 16. Compact with mirror [10 gp] 17. Holy/Unholy symbol [wood 1 gp, silver 25 gp] 18. Good luck charm (animal foot, shrine token, strip of cloth, small polished stone) [1 sp]
- 19. Tankard [leather/wooden/ceramic/tin 1 sp]

Valuable Items

- 1. Snuff box, silver [50 gp]
- 2. Comb, valuable [ivory 10 gp, silver 50 gp]
- 3. Pipe, valuable [ivory 25 gp, silver 50 gp]
- 4. Signet ring, ordinary [5 gp]
- 5. Perfume [50 gp per vial]
- 6. Clothes, expensive [30 gp]
- 7. Holy text [20 gp]
- 8. Gloves, expensive [cloth 10 gp, leather 20 gp, embroidered 30 gp, gilded 80 gp]
- 9. Hairpin [cheap 1-8 gp, valuable 25 gp, costly 1,000 gp, expensive 2,500 gp]
- 10. Braid clip [cheap 1-8 gp, valuable 25 gp, costly 1,000 gp, expensive 2,500 gp]
 11. Charm bracelet [10-50 gp]
- 12. Tooth pick, quality [ivory 1 gp, silver 3 gp]
- 13. Perfume bottle (crystal) [2 gp]
- 14. Stiletto, gilded with gems [150 gp]
- 15. Ring [cheap 1-10 gp, valuable 50 gp, costly 1,000 gp, expensive 3,000 gp]*
- 16. Double ring [as ring x 2]
- 17. Small silver drinking cup [20 gp]
- 18. Dagger, gilded [100 gp]
- 19. Locket with picture [30 gp]

- 20. Tools [5 gp, masterwork 50 gp] 21. Gloves, work [5 sp] 22. Medal (examples: religious, military, license for mining, fishing, gravedigger) [1-20 gp] 23. Occupation item [examples: dead rabbit (hunter), half-finished vest (tailor), bloody rag (barber or adventurer), unsigned treaty (aristocrat), "personal" rag (beggar), wanted poster (constable), license (prostitute), instrument string (entertainer)] 24. Tindertwig or flint and steel [1 gp] 25. Bell [1 gp] 26. Candle [1 cp ea.] 27. Torch [1 cp ea.] 28. Backpack, empty [1 gp] 29. Belt pouch [1 gp] 30. Sealing wax [1 gp] 31. Water/wine skin [1 gp] 32. Sunrod [2 gp] 33. Knife, utility [1 gp] 34. Tavern receipt
- 20. Chain, necklace [copper 20 gp, silver 100 gp, gold 300 gp]
- 21. Gilded scabbard [80 gp]
- 22. Pen [ivory/ebony/teak 25 gp]
- 23. Statuette, tiny [wood 25 gp, stone 50 gp, silver 100 gp, gold 500 gp]
- 24. Fur [pelt 2-5 gp, trimming 70 gp, cape or jacket 1,000 gp, coat or robe 2,000 gp]
- 25. Spectacles [10-50 gp]
- 26. Cloak pin [cheap 1-8 gp, valuable 25 gp, costly 1,000 gp, expensive 2,500 gp]
- 27. Belt buckle [cheap 1-12 gp, valuable 50 gp, costly 100 gp, expensive 300 gp]
- 28. Silver buttons [2 sp ea.]
- 29. Gold buttons [2 gp ea.]
- 30. Spyglass [1,000 gp]
- 31. Strong drink in silver flask [30 gp]32. Cogwheel [copper, iron, steel,
- adamantine [per material] 33. Memory gear
- 34. Clockworker's tools (masterwork or otherwise)
- 35. Gold winding key [5 gp]

- 35. Weird-looking, exotic fruit/vegetable [1 sp] 36. Tin of fine confections [5 sp] 37. Small wheel of fine but pungent cheese [2 sp] 38. Lantern, bullseye [12 gp] 39. Lunch box with food (poor 5 cp, good 1 sp, excellent 2 sp) 40. Pipe, wooden [5 gp] 41. Tobacco, 1 lb. [5 sp] 42. Cigar clippers or pipe cleaner [1 sp] 43. Bottle opener [1 sp] 44. Garlic clove, spice jar, or pepper pot [1 sp] 45. Mineral sample (loose, tagged/ numbered, and in a parchment/ cloth/fur/box of 1d12) [5 cp - 5 sp] 46. Swatch, fabric/paint/cosmetics/scent [5 cp - 5 sp] 47. Sack of fresh groceries (1 sp) 48. Sack of very overripe or rotten fruits/ vegetables (for throwing) (3/1 cp) 49. A cloth-wrapped finger 50. List of seven names with lines crossed through five
- 36. Skeleton key carved from bone with a tiny skull for handle
- 37. Religious manuscript filled with reasons Marena hates gearforged (they just don't die, they should be dead, they're not natural, etc)
- 38. Continual flame source other than a torch or lantern, such as a mirror or small snuff canister. [100 gp]
- 39. Masterwork sling bullet or quarrel with engraved name [8 gp]
- 40. Compact of gem powder/gold & silver leaf (2 gp)
- 41. Snuffbox, wooden with silver inlay (empty 2 sp, full 5 gp)
- 42. Stage glasses (binoculars on a stick) [50 gp]
- 43. Musical instrument, masterwork [100 gp]
- 44. Thieves' tools, masterwork [50 gp]
- 45. Everburning torch [100 gp]
- 46. Magnifying glass [100 gp]
- 47. Rabbit's foot with a silver-fob [3 sp]48. Map detailing a portion of the Cartways
- 49. Clockwork components [50gp]
- 50. Mirror, small steel [10 gp]

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THE RAMPANT ROACH

Description

The Rampant Roach, located a few blocks away from Crown Square on the border of Lower Zobeck, is one of the few kobold-oriented restaurants outside the Ghetto. Local kobolds that work in the city frequent The Rampant Roach for lunch and dinner. Unfortunately, non-reptilian clients remain a rarity, and Skirtal barely makes enough to keep up with expenses.

The doors open early in the afternoon and stay open until just before dawn, but business is light until way after dusk. The ambience is cozy and dark. Skirtal warmly welcomes anyone who enters. Food is cheap but filling, if the patron can stomach kobold meals.

Layout

First Floor

1) **Dining Area:** Boarded up windows keep the atmosphere dark and cave-like. Jars of fresh fire beetle glands at each table provide illumination and appetizers. The half dozen tables scattered around the room are just a little low for a human. At two feet wide and three across the tables fit six kobolds comfortably and four humans uncomfortably.

2) Kitchen: This cramped cooking area can barely fit a single kobold between the stove and the cooking pot. A narrow cabinet holds bottles of slimes and other gooey liquids. Nets of vegetables hang from the ceiling over the worktable. A small hatch in the corner leads down to the basement.

Basement

3) Food Storage: Cages of cockroaches, rats, worms, and beetles litter the area. Boxes of roots and other vegetables are stacked in a corner. A pile of what some would consider trash is actually a collection of ripening ingredients.

4) Skirtal's Room: Carved into the side of the basement wall is a small cave. At three feet high, only a kobold can stand here comfortably. Skirtal sleeps on a pile of straw in the corner. He keeps his dearest possession in a hidden niche behind a loose stone, a recipe book handwritten in Draconic. recipe. When business is slow Skirtal can be found at the doorway inviting passersby in for a free taste. (NG; Kobold; commoner 3; HP 10; AC 15; Dex 14, Cha 13; Knife -1 (1d3-3/19-20); Diplomacy +5, Profession (cook) +8)

The Roaches

A gang of kobold urchins hunts vermin for Skirtal. Most citizens call then Roaches with disdain, but the young kobolds have adopted the name with pride. Their enthusiasm for collecting ingredients often takes them to sections of town that kobolds usually avoid. Usually they are chased away from upscale neighborhoods, but occasionally an enterprising manservant will employ them for pest control. Skirtal can't pay them much more than a copper a day, but he keeps them well fed, which earns him fierce loyalty. For a small fee, Skirtal will pass messages into the Ghetto through the Roaches, as long as he believes they will remain out of danger.

Scenarios Neighborhood Bullies

Skirtal doesn't participate in illegal activities, but sometimes the local thugs cause mischief. He may ask regular patrons to intercede on his behalf if things get particularly troublesome.

Mistaken Identity

The Roaches are spotted near the scene of a crime and are wrongly accused of it. They go deep into hiding in the Ghetto while waiting for things to blow over. Skirtal asks the characters to clear their name. This may involve finding the Roaches hiding spot in order to discover what they saw.

Rare Ingredient

Skirtal has been asked to cook for an important kobold, and he wants to serve a special dish. He asks the characters to get a rare ingredient for him, an ochre jelly. He's heard of an abandoned Margreve mine that contains a nest.

Personalities Skirtal

Skirtal dreams of spreading his joy of traditional kobold cuisine to other humanoids. He stubbornly insisted on opening his restaurant inside the city proper, instead of a likely more prosperous location within the Kobold Ghetto. His concern for others often overshadows his business sense. Far too often he puts meals on a tab and forgets to collect later. Meals come served with generous helpings, extra sides, and boisterous explanations of his latest



Ulmar's Rare Books

Description

A dwarf-run bookstore is an infrequent sight. Ulmar's attitude toward customers makes them infrequent as well. Situated near at the edge of the Market District near Lower Zobeck, Ulmar's Rare Books doesn't seem to see enough traffic to stay in business. The assortment of books available is impressive, however, and scholars searching for an obscure reference often come to Ulmar's as a last resort.

Ulmar repairs damaged books, though few know that he forges near-exact duplicates as well. Any particularly noteworthy volume he comes across will be duplicated for his special collection. On occasion wealthy merchants desiring to impress will purchase duplicated rare books at "discounted" prices.

Ulmar actually works for several masters and provides different services depending on which code word customers use. The service doesn't improve though. With the right phrase, Ulmar will recommend a book for purchase from the Spyglass Guild. Another code word, and he brings out a book or package from the Rivermen.

Layout Ground Floor

1) **Storefront** A haphazard collection of books piled on shelves without apparent organization or structure to their placement.

Bookshelves are labeled by category, but are wildly inaccurate. Ulmar usually knows where to find specific books, if he can be bothered to answer questions.

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2) Special Collection In contrast, the back room is very organized. All books of significant value are stored here. Nobody is allowed in. Ulmar brings out only one book at a time from his private reserve. A few special books are hollowed out to store contraband materials, usually drugs.

3) Book Workshop A well-kept workroom housing everything required for the manufacture and repair of books. A variety of types of parchment and vellum allow him to create identical copies of most books.

Basement

4)**Storeroom** Additional supplies for the workshop are stored here, along with any contraband he's currently holding.

5) Secret Tunnel Hidden behind a movable cupboard, this tunnel leads to an abandoned section of the Cartways with easy access to the waterfront.

Personalities Ulmar

Ulmar's disdain for customers aside, he is a knowledgeable scholar and skilled bookbinder. He certainly prefers the company of books to other people. He can usually be found behind the counter reading and ignores new customers unless they specifically ask him questions. He will usually make them wait until he finds a stopping

ULMAR'S RARE BOOKS OTHE SQUARE 5 FEET



spot first. Only the prospect of inspecting a new book perks him up, but he quickly derides anyone who brings him rubbish beneath his notice.

MALE DWARF ROGUE 3

NE Medium humanoid (dwarf)

Init +5; Senses darkvision (60 ft.), Perception +0.

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 chain shirt)

hp 23 (3d8)+6

Fort +2, Ref +4 (+5 to avoid traps), Will +1 (+3 vs. poison, spells, and spell-like abilities)

Defensive Abilities Evasion, Trap Sense +1,

OFFENSE

Speed 25 ft.

Melee short sword +2 (1d6/19-20) or dagger +2 (1d4/19-20) Ranged dagger (thrown) +3 (1d4/19-20)

Space 5 ft.; Reach 5 ft.

Special Attacks sneak attack (2d6)

STATISTICS

Str 11, Dex 12, Con 12, Int 13, Wis 11, Cha 6 Base Atk +2; CMB +2; CMD 13 (17 vs. bull rush or trip) Feats Fleet, Improved Initiative, Skill Focus (Craft (Books)) Skills Appraise +7, Bluff +4, Craft (Books) +10, Disable Device +8,

Knowledge (local) +7, Linguistics +7, Sense Motive +6, Stealth +7, Use Magic Device +4.

Languages Common, Draconic, Dwarven, Elven, Gnome Special Qualities Greed, Hardy, Hatred, Stability, Steady,

Stonecunning, Trapfinding, Weapon Familiarity. Possessions short sword, dagger, and chain shirt.

Scenarios

The secrets behind Ulmar's Rare Books are left to the GM; here are several possibilities:

Secret Messages: The Spyglass Guild passes messages tucked between the pages of certain books in the store. One of the characters, or an NPC friend of the characters, may accidentally purchase a book containing a coded message. The Spyglass Guild will stop at nothing to get it back. If they believe the accidental owner has deciphered the message, they will likely wish to silence him permanently.

Stolen Books: Sometimes a book is too valuable not to sell twice. Ulmar often tells his criminal associates, usually the Rivermen, which patrons purchase particularly expensive volumes. Armed with the knowledge of which estate and what specific book to grab, an accomplice steals it back a few weeks after purchase. Ulmar knows not to resell it in town, and sends it on to contacts in other cities such as Bratislor. A wealthy collector may hire the characters to investigate after a clumsy break-in curiously targets only her library.

Kobold Slaves: Kobold children are disappearing from the Ghetto. A prominent kobold asks the characters to investigate rumors of a slave ring. The trail eventually leads to Ulmar's basement. Can they rescue the children before they are sold to the Ghoul Imperium?

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Other Location Scenarios

The Black Lotus Scenarios

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The Stolen Figure: Recently, a thief stole a small, wooden carving of a phoenix from The Black Lotus. In exchange for a magical service, the Painted Man asks the party to retrieve it. The thief, a member of a kobold mining gang, spends most of his time in the Cartways. He stole it on a dare from the rest of his fellows, and after proving to them that he took it, quickly sold it to a fence at the Black Market for fear of the retribution he might incur if he kept it. The fence in turn has sold it to a member of the City Watch who gave it to his young, sickly son. The Painted Man doesn't care *who* has it now. He wants it back, and he doesn't care how.

The Silk Scabbard Scenarios

Bad Habits: Gambling debts incurred by the bouncer lead him to tipping off local thugs when wealthy clients depart the establishment. One of these client's family holds the owners responsible for the fate of their injured or dead scion.

Everyone Loves Trinkets: A regular client is also a thief who gives his favorite girl a particular stolen, and possibly cursed, item. The understandably angry original owner sends demons, devils, or some other agents to recover the item. Hilarity ensues.



BLACKEYE'S CARRIAGE

Anyone trying to navigate the busy streets and cluttered alleys of Zobeck knows the difficulty of getting anywhere in a hurry. Wherever a difficulty exists, especially in this city, someone will come along to ease the inconvenience for a price. Enter Blackeye, business-kobold, fixer, gossip, and patriot. With his specially-modified hay wagon and mighty (docile) draft horse, he's prepared to take anyone anywhere in the Free City for a few coppers and good conversation.

Born and raised in the city's kobold ghetto, Blackeye has spent his life learning Zobeck's twists and turns as his forefathers once learned to navigate below ground. He rapidly came to love the rich and varied life of his home, and he took great pride in pointing out places of interest to visitors and natives alike. Seeing the difficulty so many people had getting around, Blackeye decided to fill the need for transport and indulge his love of Zobeck at the same time. No one else in the city operates a business like Blackeye's, for what to everyone except him are obvious reasons, but he somehow makes it all work.

Most people don't know what to make of Blackeye, and most of the rest can't quite bring themselves to trust the old carriage he's altered with better suspension, padded seats, lanterns, and a canopy. Still, those who take the chance always get where they need to go without trudging through the mud (and worse) of the streets and the jostling crowds. And if the cart must sometimes slow through an area where street merchants can approach and sell the passengers fine wares, well, that's just the nature of the city. And if some of those merchants sometimes slip a few coins to Blackeye, well, that's just the nature of the city, too.

In his heart, Blackeye's a good soul who loves his city, loves showing it off, and just wants to make a few coins while doing so. He's developed a good sense for his customers, and when he gets ignorant or oblivious types, he'll take roundabout routes past merchants willing to kickback a silver for the chance to make a sale. PCs with a map or some familiarity with Zobeck may make a DC 25 Survival or Knowledge (local or Zobeck) check to notice that they're being taken for a ride. A DC 20 Perception check lets them notice the merchants passing Blackeye some clink during a stop.

Blackeye as a Regular Coachman

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Blackeye can become a useful contact or ally. The kobold will happily regale passengers with stories from the city (often whether they want to hear them or not). Blackeye will pass out common information and recent gossip with virtually no prompting. A DC 15 Diplomacy check to steer the conversation, or simply asking a straight question with a little extra cash going into the tip jar, can get him to reveal more obscure details, rumors, and theories. He rarely knows a great deal about any one thing, but he always knows a little bit about most things.

The kobold gladly points a group toward gambling, prostitution, pit fighting, and other less savory forms of entertainment, and he just as quickly takes them to the higher-brow establishments and cultural centers. A DC 25 Diplomacy, Bluff, or Intimidate check, along with a significant (10-25 gp) tip can convince him to take the party to any of several entrances he knows to the Cartways. At DC 30 and an additional 10 gp, he will show them a "private" entrance to the kobold ghetto.

Blackeye can be hired by the day for 5 gp. In addition, Blackeye has a myriad of kobold "nephews" and "cousins" who can carry messages, purchase items, and generally work for the party in one way or another. They are trustworthy, but only up to a point, especially where money is concerned.

Blackeye and His Silent Protection

As a habit (learned the hard way), Blackeye does not give out personal information about his customers; their conversation is fair game, but their address and destinations are not. This has saved both his skin and



his reputation on multiple occasions, and he knows it. When asked to wait for a passenger, or to not repeat what he hears, Blackeye smiles, spreads his hands, and says philosophically that his mouth often runs away on its own if he can't afford to put some food in it. For a gold piece, Blackeye waits and keeps his silence.

Oddly enough, if he works for the adventurers long enough, Blackeye will come to consider them "his" and will take great offense at blatant attempts to cheat the group. He will make his displeasure known in a stream of profanity-laced kobold, using his taunt ability to cow foes. As Blackeye has connections to a surprising variety of people across the city, including the Redcloaks, most street thugs give him respect.

If things get serious, Blackeye keeps a masterwork dagger at his belt and a heavy crossbow under his seat, along side a flask of alchemist's fire. Blackeye will not die for a fare, and he can get his team to produce a surprising turn of speed when the going gets tough.

Blackeye can act as an introduction to, or bridge between, many of the adventures in Streets of Zobeck. He can certainly point a party toward a person looking for a group of adventurers, or simply take the group to the Silk Scabbard and let nature take its course.

BLACKEYE

CR 1

Male kobold expert 2/rogue 2 N Small humanoid (reptilian)

Init +1; Senses darkvision (60 feet); Perception +9

DEFENSE

AC 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 size, +1 natural)

hp 22 (4d8)

Fort +0, Ref +4, Will +4

Defensive Abilities Evasion

Weakness Light Sensitivity

OFFENSE

Speed 30 ft.

Melee Dagger +2 (1d3-1/19-20/x2) and Unarmed Strike +2 (1d2-1/20/x2) Ranged Crossbow, Heavy +0 (1d8/19-20/x2) Special Attacks Sneak Attack +1d6

STATISTICS

Str 8, Dex 12, Con 10, Int 11, Wis 13, Cha 14 Base Atk +2; CMB +0; CMD 11

Feats Rogue Weapon Proficiencies, Skill Focus: Profession: Driver, Taunt Skills Bluff +8, Diplomacy +9, Fly +3, Handle Animal +9, Knowledge

(history) +5, Knowledge (local) +7, Perception +9, Profession (driver) +11, Sense Motive +8, Stealth +10 Modifiers Honeyed Words (2/day)

Languages Draconic

Special Qualities Trapfinding +1

Combat Gear dagger, heavy crossbow, leather armor; Other Gear Alchemist's fire (flask)

SPECIAL ABILITIES

Honeyed Words (2/day) (Ex) 1/day add +10 to a bluff check.

Taunt You can demoralize opponents using Bluff rather than Intimidate (see the Intimidate skill description for details) and take no skill check penalty for being smaller than your target.

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