## Red Queen Adventure Path Plug-Ins

# Orphans of the Hanged Man

by Michael Allen and Matt Goodall





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## WHAT YOU WILL FIND INSIDE ORPHANS OF THE HANGED MAN

It takes a special kind of thief to escape the noose, and the legend of the Hanged Man and how he cheated death has been the stuff of barroom boasts for years. Whether he finally died and returned as a ghost, or set sail for a tropical island with his ill-gotten gains, someone has been using his noose as a calling card across the city. At the same time, the street gangs of the slums have risen up to in a wave of theft and violence that have the city on edge. When their predations strike a bit too close to home for your heroes, you must seek out the hidden masters of the city's seedy underbelly to put a lid on this urban uprising before things get out of control!

Orphans of the Hanged Man is a Pathfinder Roleplaying Game adventure for 1st-level characters. It can be easily expanded for a small or standard group of PCs, but it also is ideally suited for use as a one-on-one adventure with a single PC and GM. It can be run as a standalone adventure or side-trek, as a complement for the first adventure in the official "Red Queen Adventure Path," or as the first adventure in full-scale one-on-one adventure with a touch of whimsy for your Pathfinder Roleplaying Game and Make Your Game Legendary!

Legendary Games was founded on the principle of delivering first-class product for your **Pathfinder Roleplaying Game** experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



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This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's *Pathfinder Roleplaying Game*. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

### HEY, WHAT'S WITH THE NAMES? You will see us use the phrase "Red Queen Adventure Path" instead of the title of the official Adventure Path for the

You will see us use the phrase "Red Queen Adventure Path" instead of the title of the official Adventure Path for the *Pathfinder Roleplaying Game*. Or, you may see us use names such as the city-state of "Corovoss", the "Sun-rider clan", or the "Redlands Plateau" instead of the proper names of specific characters or places from those adventures. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these "replacement phrases." Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection.

## SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

## SUPERSCRIPT REFERENCES

The following superscripts are use to reference rules not found in the *Pathfinder Roleplaying Game Core Rulebook*. These references have been hyperlinked to online resources in the PDF version and are provided here for your reference.

ACG = Pathfinder Roleplaying Game Advanced Class Guide

APG = Pathfinder Roleplaying Game Advanced Player's Guide

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

- <sup>B1</sup> = Pathfinder Roleplaying Game Bestiary
- $B_2 = Pathfinder Roleplaying Game Bestiary 2$
- $B_3$  = Pathfinder Roleplaying Game Bestiary 3
- $B_4 = Pathfinder Roleplaying Game Bestiary 4$
- $B_5$  = Pathfinder Roleplaying Game Bestiary 5

 $D^{TT}$  = Softcover companion toolbox of combat dirty tricks.

<sup>GMG</sup> = Pathfinder Roleplaying Game Gamemastery Guide <sup>GoG</sup> = Softcover companion to gnomes in the official Pathfinder campaign setting.

<sup>ISR</sup> = Softcover guide to races of the inland sea region of the official Pathfinder campaign setting.

- <sup>NPCC</sup> = Pathfinder Roleplaying Game NPC Codex
- $^{OA}$  = Pathfinder Roleplaying Game Occult Adventures  $^{OM}$  = Softcover guide to mysteries of the occult in the

official Pathfinder campaign setting. <sup>SoS</sup> = Softcover guide to those seeking secrets.

<sup>UCam</sup> = Pathfinder Roleplaying Game Ultimate Campaign

- <sup>UC</sup> = Pathfinder Roleplaying Game Ultimate Combat
- <sup>UE</sup> = Pathfinder Roleplaying Game Ultimate Equipment

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

<sup>UM</sup> = Pathfinder Roleplaying Game Ultimate Magic

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## ABOUT LEGENDARY GAMES

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## Adventure Background

## Adventure Synopsis

The legendary thief known as "The Hanged Man" took his nom de guerre from a spectacular escape effected early in his career. Despite being sentenced to the gallows for his crimes, this rogue managed to conceal a *snapleaf* on his person. When the trap door dropped, the *snapleaf* slowed his descent enough to save his neck from being snapped whilst turning him invisible, granting him precious seconds to wriggle free of his bonds and then the noose. Until the end of his career, this rogue left behind a calling card during his daring heists and burglaries, a small hangman's noose tied from hemp twine unraveled from the very rope that was almost his doom.

After his near-death escape, the Hanged Man established multiple safe houses and bolt holes in which to lie low, including an underground base of operations from which he pursued the latter half of his career. He also secreted a sizable amount of stolen loot in a well-hidden final sanctuary. The rogue protected this last sanctuary with a special lock, crafting a key from the broken remnants of the *snapleaf* which saved his life. On his retirement he hid these pieces in two of his other retreats. The secrets, treasures, and tools of the Hanged Man await the one who can who can assemble the key and claim them for her own.

At the present time, the aged Hanged Man lives in seclusion and is nearing the end of his life. An upand-coming gang styling themselves as the Hanged Man's Orphans have appropriated the legendary thief's symbol for their own without his approval or permission. Led by Elganion, a bitter elf trapped in adolescence for decades, the gang uses intimidation and brute force as part of their muggings or when a victim attempts to prevent a snatch and grab. Elganion bullies the smaller street urchins that fill out the ranks of the Hanged Man's Orphans into working for the gang and the Orphans drive off any freelancer that enters their territory. The PC returns to the hovel she has been using as a base to discover it ransacked. A small hangman's noose fashioned from hemp twine dangles from a ceiling beam; a warning from the Hanged Man's Orphans. Taking to the back alleys of the slums, the PC gathers intelligence on the Hanged Man's Orphans and uncovers the legend of the Hanged Man, possibly even discovering where the aged thief dwells in his retirement.

Finding and exploring the Hanged Man's hidden bases enables the PC to reassemble the *snapleaf* key and gain access to the legendary rogue's most secure sanctuary. Elganion's minions continue to harass the PC, but the unearthed tools and treasures even the odds. Finally, with the Orphans hot on her trail, the PC can set an ambush and put paid to the leader of the Hanged Man's Orphans, possibly even assuming control of the gang if she so desires.

### ADVANCEMENT TRACK

The PC begins this adventure at 1st level, should reach and level prior to the confrontation with Elganion, and be around two thirds of the way to 3rd level by the adventure's conclusion.

## Getting Started

Many of the challenges in this adventure can be solved with clever puzzle-solving or roleplaying. Keep in mind that roguish PCs can often come up with unconventional solutions to problems so be flexible in reacting to the PC's plans. Read or paraphrase the following to begin the adventure.

## A. UNWELCOME VISITORS (CR 1/3)

Approaching the small hovel that serves as your base of operations through the weed-strewn and junk-filled yard, you spy the old crone who lives next door, a cloud of dust surrounding her as she beats a rush mat with a stout stick. Coughing, she calls out, "You tell your friends to keep it down at night! Woke me from a sound sleep they did, banging and carrying on." Odd, as you have told virtually no one of your abode in the slums, and you certainly didn't entertain here last night, or any other.

Noticing the PC's activity in their territory, the gang known as the Hanged Man's Orphans trashed the PC's place to send a warning, leaving behind a calling card and a nasty trap.

**Trap**: The door is slightly ajar, a broom leans against the inside face, the bristles taut with tension holding the door in place. Above, balancing on the top of the door, a box of jagged rocks waits to crash down as the door swings in. Closing the door safely triggers the trap with a loud crash as the box of rocks tips away from the sill rather than into the open threshold.

### FALLING ROCKS TRAP

### XP 135

**Type** mechanical; Perception DC 16; Disable Device DC 16 EFFECTS

**Trigger** location; **Reset** repair **Effect** Atk +10 melee (1d6)

The hovel's meagre furnishings lie scattered about, the victims of vandalism and haphazard searching. A small noose fashioned from hemp twine dangles from a nail in the ceiling beams. This is a warning from the Hanged Man's Orphans to get out of their territory. If the PC shows this to the neighbor next door, **Petula** (old human adept 1) gestures against evil, suspecting it could be a warning from beyond the grave. After some thought, she recalls that it's the calling card of a legendary thief known as the Hanged Man, who was active when she was younger, but who must be dead from old age by now.

Lengthy interaction with Petula causes her to pause in the beating of the rugs, and cast *prestidigitation* to aid the task. "Don't tell people I have the magic, dearie," she comments, "they would never leave me in peace, always asking for this favor or that." Petula can provide the PC with some healing and help identify magic items. Use the acolyte NPC from the *Pathfinder Roleplaying Game NPC Codex* for Petula's stats if needed, except she has Skill Focus (Spellcraft) and Spellcraft +6. Petula sometimes demands payment for her assistance in the form of a day's hard labor doing menial tasks around her home. She enjoys a tender steak from time to time, and a gift of such softens her cranky attitude.

### RUMORS

After securing or abandoning the hovel, the PC can use Diplomacy (gather information) or Knowledge (local) checks to find out more about the twine noose and the Hanged Man. The PC may already know some of these rumors but it requires time and a number of checks to discover and collect all of this information. Give out one piece of information per successful check plus an additional piece for every 5 points the PC beats the DC by. In addition, the PC can discover this lore through interaction and roleplaying with certain NPCs without needing a skill check.

### THE SLUMS

CR 1/3

10+ Only rarely do the gangs and other ne'er-dowells of the slums commit murder; it draws too much attention. Beating someone to within an inch of their life, however, is quite common.

12+ One of the more renowned gangs in the slums at the moment are a group of street toughs styling themselves the Knuckledusters after the brass knuckles they use when enforcing their prerogatives.

14+ The sewers below the slums are old and hold many secrets. There's strange otherworldly things lurking down there, away from the light of day. Some even believe there's a portal to a strange realm down there.

15+ The city watch in the slums drinks at a pub known as The Noose. One regular at the Noose is a venerable guard named Greddle. This heavyset hard-drinking man has served in the slums for years and knows much of the recent history of the district.



### THE HANGED MAN'S ORPHANS

**10+** The Hanged Man's Orphans are gang of thugs and street urchins. They identify themselves by pieces of twine tied into nooses that they wear as shoelaces.

12+ An elf named Elganion leads the Hanged Man's Orphans. He's trying to gain a reputation by appropriating the 'twine noose' calling card of the renowned thief known as the Hanged Man. A foolish move some say, such criminals are notoriously jealous of their reputations.

14+ It's said that Elganion and some of his followers desire to move up in the gang hierarchy and seek promotion into a more prominent gang.

15+ Most of the younger members of the Orphans follow Elganion out of fear. The elf may look like an adolescent but he's been on the streets for years. He's ruthless, cruel, and has magical powers. He can stun an opponent with a word, lash out with arrows of ice, and even transform his gang members into giants or foes into tiny dolls.

### THE HANGED MAN

10+ The Hanged Man refers to a legendary thief who made a miraculous escape from the gallows, and then left a small hangman's noose tied from twine to mark his heists. Were he alive today, the Hanged Man would have to be well over eighty years old.

12+ The Hanged Man was a right gentleman; he robbed those with wealth but never bothered those who lived in the slums. He'd steal, but without violence, unlike the gangs on the streets today! Most of his victims only found out they'd been burgled when they discovered his calling card, a piece of hemp twine tied in a noose, said to be made from the very rope he was hanged with.

14+ The Hanged Man was rumored to have many secret hideouts, which helped him maintain his anonymity. That secrecy served him well, he was never caught again and most believe he retired when too old to practice his trade.

15+ Even though he retired years ago, some say the Hanged Man still resides somewhere here in the slums, where he spent most of his career.

**Development:** The PC can follow up on leads from this information however she wishes. A list of events is provided below, but the order in which these events occur should be based on the PC's actions and investigations. For example, Event B is a good starting point and can take place as the PC traverses the winding streets and back alleys of the slums. Alternatively, use Event C if the PC hears of Greddle the guard and wishes to talk with him.

## B. THE HANGED MAN'S ORPHANS (CR 1)

Cutting through an alley to avoid a city guard who seems to be taking a bit more notice of you than you would like, you come up three larger youths accosting smaller one. "Put on the laces Collin!" warns the largest of the three. From his closed fist, two lengths of twine dangle. Like the shoelaces of the three bullies, the ends of the hemp twine are fashioned into tiny nooses.

**Creatures:** Three larger thugs from the Hanged Man's Orphans have cornered Collin, a young street urchin who has so far managed to avoid being coerced into joining the gang. These bullies are trying to force Collin to wear the gang's noosed laces. These three thugs are eager to improve their position within the hierarchy of slums gangs and seek to join the prestigious Knuckledusters gang. As such, they wield crude brass knuckles and are eager to use them. The thugs quickly turn their attention to the PC, either recognizing her from the description given by their leader, or if the PC is disguised, simply eager to bash and rob another stranger.

### THUG INITIATES

CR 1/3

#### XP 135

Human commoner 1 N Medium humanoid (human)

Init +1; Senses Perception +3

### DEFENSE

AC 12, touch 12, flat-footed 10 (+1 Dex, +1 dodge) hp 4 (1d6+1) Fort +0, Ref +1, Will -1

### OFFENSE

Speed 30 ft.

Melee brass knuckles +2 (1d3+2) or unarmed strike +2 (1d3+2 nonlethal)

### TACTICS

**During Combat** In the first round, one of the trio attempts to tumble behind the PC using Acrobatics while another attempts to demoralize the PC using Intimidate. The thugs want to knock out, not kill, their victim so they aim to deal at least some nonlethal damage. Next round, one thug tries to lure the PC into using an attack of opportunity by fighting defensively and attempting to grapple, then the other two make unarmed strikes while the PC is distracted. If that fails, they all strike to deal nonlethal damage, taking the -4 penalty on their attack rolls. They abandon these tactics once they have dealt some nonlethal damage to the PC or one of their number goes down. The thugs don't consider Collin a threat and ignore him until they have dealt with the PC.

Morale If the PC defeats two of the thugs, the third flees. STATISTICS

Str 14, Dex 13, Con 11, Int 10, Wis 9, Cha 8 Base Atk +0; CMB +2; CMD 14 Feats Additional Traits, Dodge Skills Acrobatics +6, Intimidate +4, Perception +3 Traits Bully, Reckless Languages Common Gear brass knuckles, 2d4 gp of coins

SPECIAL ABILITIES

Additional Traits<sup>UCam</sup> These thugs gain a +1 trait bonus on Acrobatics and Intimidate checks, and always treat these skills as class skills.

### COLLIN

CR 1/4

### XP 100

Young male human expert 1 (use statistics for a street urchin [page 27] with the following changes)

hp 7

- **During Combat** Collin aids the PC by snatching up a hunk of wood as an improvised club and moving up to provide a flank. He then uses the aid another action to assist the PC's attack rolls.
- Skills Diplomacy +3, Heal +3, Knowledge (local) +4, Perception +3, Sleight of Hand +12, Stealth +13

SQ heart of the slums

### SPECIAL ABILITIES

**Heart of the Slums**<sup>APG</sup> Living in the city's slums has made Collin cunning, quick, and resilient. He gains a +2 racial bonus on Sleight of Hand and Stealth checks, and a +4 racial bonus on Survival checks in urban and underground settings. In addition, he can roll twice when saving against disease, taking the better roll. This racial trait replaces skilled.

**Experience Award:** Collin receives a portion of the experience points for aiding the PC in this encounter.

**Development:** Regardless of whether these thugs win or lose the fight, they play no further part in this adventure, unless the PC seeks them out for revenge. If the thugs win, they receive a promotion into the Knuckledusters gang; if they lose, they retreat out of the slums rather than face Elganion and confess their failure.

If the PC is beaten unconscious, each thug steals one random item but run off when the city watch comes upon the scene. Collin stabilizes the PC if necessary and waits for her to awaken. Squatting on his haunches and watching the PC with a cocked head Collin speaks, "They beat me up all the time too. This might help, I palmed them from the Greenleaf's in the square." Collin offers three goodberries to the fallen PC. "We might be able to find a steak for your eye in butcher's row, near Jakson's place. The apprentice there sometimes sneaks off to see his girl." See **Event D** if the PC goes with Collin to acquire a steak.

If the PC defeats the bullies, Collin stammers, "You stood up to them, I can't believe it. They beat me and other kids who don't want to join all the time. Elganion going to be really furious. I could use a steak to put on my eye – you wanna help me lift one? The butcher's apprentice should be making his rounds soon. Easy pickings." Interrogating the three thugs, named **Cridge** (F), **Yarges** (M), and **Kim** (F), yields similar information to Collin's (see below). A patrol of city guards comes on the scene after a couple of minutes, cutting short any further discussion.

### COLLIN'S ASSISTANCE

Collin is a young lad barely into his teens but he's lived his entire life in Zharhold's slums. If the PC questions Collin further, the streetwise urchin can provide most of the rumors listed in the section above. If it's getting late in the day, Collin offers to share his accommodation with the PC. Collin sleeps in an abandoned watch post at the mouth of a storm drain. This gives the PC a dingy but relatively safe place to heal and rest up. Collin has a few bandages from a healer's kit secreted here, granting him a +2 bonus on Heal checks which lets him take 10 on Heal checks to provide long term care. A large portion of Collin's food supplies consist of a barrel of salted ham. If eaten while infested by an alpluachra<sup>B4</sup> (area F4), this heavily salted meat grants a +4 circumstance bonus to detect the parasite, and if discovered, it becomes clear from the squirming that the creature dislikes salt.

## C. THE MELANCHOLY WATCHMAN

The city watch serving in the slums does indeed take their ease at the pub known as The Noose. The sign above the door is a wrought-iron noose dangling from a bracket fashioned in the shape of a scaffold.

Inside, a heavyset, aging watchman doesn't join his fellow watch members but sits alone in a corner of the pub. The old watchman is Greddle, who was a sixteenyear-old recruit when the Hanged Man made his escape. As part of the watch that day, Greddle has been haunted by its events ever since. Getting the story out of him is easy once he's in his cups, he describes the hanging in great detail, especially noting how time seemed to stop as the condemned man dropped, and then how the spirits whisked him away, the empty noose jerking about in the air as a result of their fury.

Greddle firmly believes the Hanged Man is a ghost. Before the drink overwhelms him, Greddle shares some more relevant information. Pulling up a small noose fashioned from hemp and passing it across the table, Greddle says, "His spirit haunts me still, he sends me one every year on the anniversary of the hanging. This one came just last week. I fear that he'll take me when I die, choking me for all eternity." Greddle explains that this year the hemp noose was delivered by a young messenger who claims to have received it from a disembodied shadow in front of a long abandoned warehouse on Rag Street. With that, Greddle falls into a stupor. This year the Hanged Man's failing health meant he was unable to deliver the twine noose himself.

Greddle's small noose differs from the one left behind by the Orphans at the PC's hovel, but is an exact match to the one discarded by the butcher's apprentice in event D. This recent delivery to Greddle suggests that the Hanged Man still lives.

**Development:** If the PC hasn't already encountered the Happy Lass (**Event D**), proceed with this event as the PC exits The Noose, adjusting the opening text to suit. If the PC decides to investigate the abandoned warehouse refer to **Area G**.

### D. THE HAPPY LASS

Shadowing the butcher's apprentice during his deliveries is a simple matter. After a few stops, the young man is waylaid by a housemaid, who drags him into a nearby alley, forcing him to abandon a tray of steaks on a nearby crate. Giggles of delight waft into the main street, followed by a half-hearted cry of protest. "Keep those hands to yourself out here mister, don't make me tie them behind your back. I'm getting quite good at knots; that's all the old geezer seems to do anymore, tie these and leave them in his bedroom."

Edging closer to the alley reveals the maid tightening a twine noose around both of the apprentice's pointer fingers in flirtatious play. Collin takes advantage of the distraction to snag a pair of prime steaks and quickly rearranges the others to hide the theft.

When the apprentice's hands are lightly bound, the maid leans in and kisses the apprentice on the lips before pulling away. "Come after the moon rises tonight. The old man will be asleep. I'll leave the kitchen door open for you." She skips away and disappears into a house not three doors down, oblivious to the world. The apprentice laughs, watching her go and then discards the noose in the alley before retrieving the steaks and entering the side door of the pub to complete his delivery.

The maid's name is Eloise and the apprentice is called Jasper. The discarded noose in the alley differs from the one left behind by the Orphans in the PC's hovel. The hemp is much older and dried out, and obviously unbound from a thicker rope rather than made from simple twine. The PC may now have a suspicion that an aged Hanged Man, attended by a flighty maid, lives just a few doors down from the watch's favorite pub.

**Development**: If the PC investigates the house where the maid works, go to **Event E**.

## E. AN AUDIENCE WITH THE HANGED MAN

Attempting to gain access to the residence of Jared Culver (the Hanged Man's current alias) during the day is a possibility, but he has given strict order to see no one. A nighttime raid to coincide with the impending tryst is the most likely option, but if the PC wishes to penetrate the home in some other fashion – climbing the roof, sneaking in through a window, or similar plan, the house has average locks (DC 25 Disable Device) as well as good wooden doors and windows (hardness 5, hp 15, Break DC 18).

Read or paraphrase the following if the PC times her break-in to occur when the butcher's apprentice is expected:

A soft glow escapes under the side door of the house where the happy maid awaits her tryst. After a short wait your patience is rewarded by the appearance of the butcher's apprentice. In his eagerness, he fails to shut the portal completely. The kitchen door stands slightly ajar, the street is deserted, and respectable citizens are tucked in for the night.

The Hanged Man's retirement home is simple but well-furnished. The first floor contains a kitchen, small pantry, and a front parlor. Underneath the stairs leading to second story, giggles and rustling can be heard through a small door, giving away the location of the maid's quarters.

If necessary, use the stats for a barmaid<sup>GMG</sup> to represent the maid, and the apprentice jeweler<sup>NPCC</sup> for the butcher's apprentice, although any major commotion is sure to draw the watch.

Upstairs, the floor is divided into two chambers, a small drawing room towards the front, which contains the stair landing, and a larger bedchamber to the rear. A writing desk against one wall in the drawing room holds a beautiful gold-framed triptych with three miniature paintings on porcelain built into it. Close examination of the triptych reveals the miniatures are not the originals. As the Hanged Man aged, he began to worry he might start to forget things so he crafted clues to provide him with reminders of how to find his secret hiding places.

- 1. The left-hand portrait shows a merchant holding a ledger standing in front of a warehouse with an overhanging second story supported by four thick posts. The detailed depiction of the warehouse's frontage allows the PC to identify the abandoned warehouse (**Area G**) by spending several hours scouting the storehouses in the slums or with a DC 15 Diplomacy check to gather information. Collin automatically recognizes the warehouse shown in the portrait.
- 2. The right-hand portrait details a tailor, measuring tape around his neck, shears poking out of one pocket standing in front of a tailor's shop. The shears in the portrait are colored red. In combination with the lacquered scissors (see below), these clues lead to a tailor's shop known as the "Crimson Shears" and then into the sewers to the Hanged Man's sewer retreat (Area F).

3.

The middle portrait is a painting of a gallows with an empty noose overlooking a graveyard with mausoleums scattered among the headstones. The porcelain plate can be pried loose and a diagram is scratched on the back surface of the miniature. The diagram is a simple plan of a what seems to be building with a large yard and an X marked in one corner of the yard. The building is the old church (**Area I**) and the X represents the location of the entrance to the Hanged Man's final sanctuary. The rudimentary plan doesn't show graves, mausoleums, or the interior of the church so unless the PC searches for a church with a graveyard in the slums, the connection between the diagram and the portrait is only a tenuous hint.

Also of interest in a desk drawer is a pair of fabric scissors, enameled in red lacquer. On the inside of one blade, scratched into the lacquer is a map detailing a route through the sewers. All that's missing is the location of the starting point. The red lacquered scissors give away the name of the tailor's shop, called the

#### RING OF LOOMING SHADOWS

PRICE 360 GP

Slot ring CL 3rd Weight — Aura faint illusion

### DESCRIPTION

A smoky quartz stone rests in a swirling pewter setting. On command, the ring causes the wearer's shadow to take on a life of its own. When the wearer makes a melee attack, his or her shadow elongates and appears on the other side of the foe granting the wearer the benefits of flanking, unless the victim succeeds at a DC 13 Will save. This shadowy illusion persists for up to three rounds or until disbelieved, and it can change targets as long as it's still active. This illusion does not function if the wearer or foe are in an area of darkness or the wearer is invisible to the foe. The ring holds three charges, when these are expended the quartz loses its smokiness, turning pure white and the ring becomes nonmagical.

CONSTRUCTION REQUIREMENTS COST 180 GP Craft Ring, Threatening Illusion<sup>GoG</sup>, minor image

> "Crimson Shears", with a DC 12 Knowledge (local) or Diplomacy check to gather information.

The door to the bedchamber is closed, but unlocked. The silver-haired and wrinkled Hanged Man, sleeps quietly under thick coverlet, the rope-burn scar from his aborted execution clearly visible on his neck. The Hanged Man remains seemingly asleep while PC examines the drawing room and bedchamber but opens his eyes if addressed, or as the PC approaches his bed. The old man chuckles softy and speaks in rasping voice, "Heh, heh, a thief in my chambers. Do you know who I am?"

Assuming the PC addresses him as the Hanged Man, he continues, "you are the first to figure out I might be more than just an old man in the slums, which perhaps makes you worthy." Although in fragile health, the Hanged Man answers the PC's questions relating to his history and reputation, and tells the tale of how he used a magical snapleaf to escape his hanging. He enquiries as to why one such as the PC would seek him out. The aged thief has heard of the street gang who have appropriated his calling card and is displeased. The fact that the gang uses violence and brute force rather than stealth and guile to achieve their aims disturbs the Hanged Man as it sullies his reputation as a consummate burglar and trickster. Rubbing his neck, he alludes that there was one time in his life when violence seemed an appropriate solution to a particular problem, but reiterates that any thief worth his salt has many more subtle tools at her disposal. While the Hanged Man keeps the details of his hidden bases secret, he explains how he stored loot and other useful gear in them, about the snapleaf key, and



offers a cryptic clue, "the shell game is always rigged." This refers to the choices of three seemingly equal options in area **H2**. Just like a street corner hustler who has a mark bet on which nutshell a ball is underneath, but the ball is actually hidden in the hustler's palm, none of the three options presented are the correct choice.

The Hanged Man sets the PC a challenge, "Discover my secrets. Survive the obstacles I set in place years ago. Defeat the wretches who slander my name and I may indeed grant you the honor of my legacy. Return here with proof when the deeds are done. This ring I gift to you now, the rest you must earn!" With these words, the white-haired rogue points his gnarled finger through the bedroom door to where the golden triptych sits on the writing desk, rests his head back on the pillow, and closes his eyes.

**Treasure**: Removing the porcelain portraits and their clues from the triptych makes it safe to sell. Even without the portraits, the golden frame is worth 75 gp. The Hanged Man's ring is a *ring of looming shadows* with the command word "shade-twin" engraved on the inside of the band.

8

## F. The Sewer Refuge



The Hanged Man made extensive use of the sewers during his career. He mastered their twists and turns and set up several hiding spots in which to lay low. He converted one of the more elaborate hiding places into a safe refuge to use for an extended stay, concealed by a cunning secret entrance. The tailor's shop called "Crimson Shears" is located on a corner next to an alley. The alley contains an access to the sewers via a hinged drain-grate. The sewer grate swings up, revealing a ladder down into the depths and descends into the northwest corner of a sewer intersection. At several points rickety boards covered in gunge act as footbridges across the channels of sewage. The map from **Event E** or the directions from **G8** guide the PC to the west.

## F1. Sewer Intersection (CR 1/2)

The intersection ahead is lit by a ruddy glow, the source of which quickly becomes apparent. The corpse of a dog-sized sewer rat burns with ruddy flames from an oily fluid coating its fur. Another three giant rats nip at a halfling-sized creature who seems to be caught by some sort of tentacles or creepers sprouting from the floor. Beyond this, a second small humanoid lies motionless on the ground, pinned underneath the dead body of yet another monstrous rat.

As well as the burning dire rat, faint light from a sewer grating above provides dim illumination here. The PC's clue directs her to go south at the intersection.

**Creatures:** A pair of grindylows are under attack by a pack of dire rats. Moments ago one of the grindylows incinerated a dire rat with a vial of alchemist's fire but the other grindylow has fallen and lies unconscious but stable at –1 hit point. Its companion desperately tries to hold off the remaining vermin with a spear. Initially the rats are distracted by the grindylow but eagerly attack the PC as well. Two dire rats move to attack the PC while the third remains engaged with the grindylow. These rats take to the water to reach their foes if need be. Once the PC gets close enough to get a good look at the grindylow,

or she identifies it with a Knowledge check, she quickly realizes that the tentacles aren't pinning the grindylow, they are actually the creature's legs.

### DIRE RATS (3)

CR 1/3

CR 1/2

### XP 135 each

hp 5 each (Pathfinder Roleplaying Game Bestiary)

### GRINDYLOW

### XP 200

**hp** 5 (Pathfinder Roleplaying Game Bestiary 2)

**Experience Award**: The grindylow receives a portion of the experience points for aiding the PC in this encounter.

**Development**: Once the fight is over the conscious grindylow named **Biljiv** lowers its spear and burbles in Aquan ("peace"). If the PC tries to move to the north (toward the grindylows' tribal grounds), or in the direction of the wounded grindylow called **Trypun**, Biljiv becomes agitated, warning the PC off and hefting its spear. However, if the PC pantomimes her intent to aid the wounded aberration, Biljiv lets the PC approach.

If the PC helped fight the rats, then Biljiv shows the PC a clue to the submerging boat in area F4. Biljiv picks up a nearby piece of rotten wood and hollows out a groove with its claws. The grindylow then places the model in the water, and slowly turns it over so that the hollowed out groove is under water. Also, as the PC leaves, the grindylow gibbers in Aquan ("wait") before tossing over a rusted iron key. This key opens the iron gate in area F2.

If the PC manages to restore Trypun to consciousness, then Biljiv also gives the PC a tarnished rod in gratitude. This rod is treated with alchemical silver has several semiprecious gems set in the handle. It functions as a silver light mace and is worth 50 gp. The grindylows wait for the PC to leave before scuttling away to the north, Biljiv lugging the unconscious Trypun if necessary.

**Treasure**: Killing the aberrations yields the rusty key, silver rod, and 17 gp.

### F2. SEWER GATE

A grate blocks the sewer tunnel, its rusty iron bars extending down into the garbage strewn channel. An access gate on the eastern ledge is closed and fitted with a large lock.

The lock is rusted and difficult to open (DC 22 Disable Device). Using oil on the lock to help loosen the mechanism grants a +2 circumstance bonus on Disable Device checks to open it. The iron key from the grindylows can also open the gate. The grate extends underwater but there is a small gap at the bottom of the channel. A DC 10 Swim check combined with a DC 25 Escape Artist check allows a Medium creature to squeeze through, a Small-sized or smaller creature can swim through without squeezing.

## F3. TOOL ROOM (CR 1/3)

Layers of thick green mold and black mildew cover a decaying bench and smashed wooden chest. The walls are damp with moisture and the corroded remains of metal pegs weep rust down onto the floor.

The lock to this tool room was smashed long ago and never repaired. The empty pegs once held hooks and other maintenance tools.

**Hazard**: The black mildew is an otherworldly hazard called memory mold. Opening the door disturbs the mold and it bursts forth with a cloud of toxic spores in a 10-ft.-radius. This memory mold can emit spores up to twice per day.

#### MEMORY SPORES

#### XP 135

Type poison, inhaled; Save Fortitude DC 14; Cure 1 save Onset 1 round

Initial Effect fascinated for 1 minute; Secondary Effect asleep for 1d3 hours

CR 1/3

A creature that falls asleep from these spores loses all memory of the last 30 minutes before it fell asleep. Even if exposed multiple times, a creature can only be affected by the memory loss effect of these spores once every 24 hours. A creature put to sleep by these spores can be awakened by vigorously shaking (a standard action) or by dealing damage to the sleeper. This is a mind-affecting sleep effect.

**Development:** If the PC falls asleep, this gives the alpluachra lurking underwater in area **F4** the chance to clamber out of the pool and crawl down the PC's gullet.

## F4. BOAT POOL (CR 1/2)

Moored to metal posts at the bow and stern, a rotting rowboat floats on one side of a dank pool, opposite a discolored door in the eastern wall.

There is small amount of water in the boat but the hull and seat planks are quite sound. A DC 10 Knowledge (engineering) check or digging at the wood with a tool or blade reveals that the rotting effect was created deliberately, a bit of faux theatrics. The mooring lines

are likewise false, from a distance appearing like normal ropes. If examined more closely, the ropes are actually fashioned from steel and lacquered to look like hemp. Together with the metal mooring posts these create a pivot, allowing the boat to capsize in a controlled fashion. A sliding bolt in the bow-line assembly releases a pin that allows the dinghy to be rocked and flipped. Once upside down, the boat sinks underwater, bottoming out above a secret trapdoor (DC 20 Perception check to find), which leads into a passage beneath. If the PC wedges herself underneath the boat's seat beforehand then this descent is relatively easy, otherwise it requires a DC 10 Reflex save to hang on as the boat flips over. The PC could also secure the canvas cover found in area G8 of the warehouse to make the descent safely and remain fully dry.

Unfortunately, the trapdoor is clogged and stuck from disuse and doesn't automatically open. It requires a DC 20 Disable Device check to release. Failing this check by 5 or more causes the boat to flip over and the trapdoor to fly open, possibly sweeping the PC into the tunnel below. Alternatively, it can be broken open (hardness 8, hp 60, Break DC 22 [stuck]). There is enough breathable air in the capsized boat to sustain a Medium creature for 10 minutes or a Small creature for 20 minutes. While resting on the bottom of the pool the boat forms a rough seal allowing only a small amount of water to leak through when the trapdoor opens. Opening the secret trapdoor without the submerged boat in place causes water to rush below, sucking anyone in the water nearby down into the access tunnel (dealing 1d3 nonlethal damage) unless they succeed at a DC 15 Reflex save followed by a DC 20 Swim check. The water in the pool is foul smelling but relatively sanitary, swimming in it has only a 20% chance of exposing the PC to filth fever. The sliding bolt that normally returns the craft to the surface jams and requires a DC 18 Strength check to release, doing this however, causes the boat to flip over.

Opening the hatch at the far end of the tunnel requires 2d4 rounds and a DC 15 Disable Device check to open. Track the PC's actions if passage is flooded, too much activity puts her at risk of drowning (see the Environment chapter of the *Pathfinder Roleplaying Game Core Rulebook*). The trap door slides back into place after two minutes, the access tunnel drains, and the boat returns to the surface. A lever near the trapdoor calls the boat for a safe egress. Anyone in the tunnel can hear the sound of the mechanism in the sewer channel and the boat coming to rest at the bottom.

**Creature:** A parasitic fey lurks in the pool waiting to implant itself in a helpless creature's throat. If the PC falls unconscious underwater in the access tunnel, the alpluachra inserts itself in the character's gullet, inadvertently saving the PC from drowning by preventing the PC's lungs from filling with water. The PC could awaken some time later in the drained tunnel, still soaked from the experience.

CR 1/2

#### ALPLUACHRA XP 200

### hp 5 (Pathfinder Roleplaying Game Bestiary 4)

**Development:** If the alpluachra manages to implant itself in the PC's gullet, the PC begins to feel the starvation and thirst effects over the next few days (see the Environment chapter of the *Pathfinder Roleplaying Game Core Rulebook* for more details). Award the PC experience for defeating this creature when she discovers and removes it.

### F5. FALSE REFUGE

A 10-foot square chamber holds a simple straw pallet, a folding stool, and a barrel. Melted wax and a guttered-out candle rest on top of the barrel. Much trouble was taken to hide such a small and uncomfortable hideout.

The more time the PC spends examining the sparse furnishings, the stranger the whole room seems. There are no marks or stains from normal wear and use, no cooking equipment, or stores of food and water. A DC 20 Perception check discovers the secret door in the north wall.

### F6. TRUE REFUGE

This sizable underground room is quite comfortable. The place has plush carpets and is furnished with cushioned chairs, a small table, and a four poster bed in the northeast corner. A small iron stove sits under vents in the ceiling with a coal scuttle nearby and a small chest rests at the foot of the bed.

Apart from clothing and furnishings, the room contains enough unspoiled preserved food to feed one person for a week. A small mechanical model on the table, with a geared assembly that cranks a platform down through a tall narrow chute, but the platform doesn't rise right to the top of the chute. On the bottom of the model scribbled in faded ink are the words, "textiles storehouse – Rag Street". This clue points the PC toward the abandoned warehouse (see below) and also hints that the pits in area **H2** may be deeper than they appear.

**Treasure**: The unlocked chest contains a masterwork buckler, a potion of cure light wounds, an aegis of recovery,



**Development:** The door to the east opens into a narrow tunnel which continues for several hundred feet to a set of steps leading upward. The secret escape route terminates behind a storage crate, hidden in the corner of a disused basement of a rundown tannery. It is an easy matter to avoid the handful of workers and slip away.



## G. The Abandoned Warehouse

This warehouse was once a storage area for textiles and other mercantile goods but has been long abandoned. In the warehouse's basement is a secret passage which leads down into an underground complex that once served as a base of operations for the Hanged Man in his heyday. The burnt-out remains of the house next door have a malign reputation; locals say the house is haunted by the spirits of the family who all died in a terrible fire which gutted the place.

Rusting chains and wooden boards secure the front door and window shutters of this warehouse. The grime and dirt that comes from long abandonment covers the place. It isn't so unusual that a building here in the slums would stand vacant for so long, numerous other abandoned buildings are evident in the neighborhood. The structure next door is a burned-out shell and little remains of the place.

A nearby tavern patronized by sailors seemingly at all hours, streetwalkers plying their trade in the alley, and early morning deliveries from a nearby bakery makes infiltration of this warehouse a cautious affair. Attempting to pry open the front door or shutters is all but impossible to achieve unobserved, but sneaking onto the burned-out property next door is simple. In fact, observing the street for any length of time reveals that people cross the street to avoid the burned remains. Most nearby inhabitants believe the burned-out house is haunted, a tale which any passerby freely reveals. Some even ward themselves against evil as they pass the place. Other options for entry include sneaking over the alley wall into the freight yard (G4), using subterfuge to gain access to tavern's backyard and then over the fence into area G3, or scaling the roofs of the buildings to the north.

### **G1.** ENTRY PORCH

Four thick posts support the overhanging second story above. The overhang casts the door and shuttered windows of the building in shadow.

The amount of activity on the street makes it extremely tricky to penetrate the building from this point. The doors and shutters are solidly boarded up (hardness 5, hp 20, Break DC 25). However, a DC 20 Perception check notices the following: The plaster of the underside of the overhang is cracked and pitted, but on the eastern portion you can just make out the faint outline of a 3-foot square hatch in the web-like fractures.

The secret hatch is locked from the inside and makes for an improbable entry point, but spotting the hatch from below does hint at the secret compartment in the office (area **G7**).

### G2. BURNED FRONT ROOM

A layer of dust and grime covers the burned timbers of this aged building. Years of weather have washed away the ash from the fire which consumed the place, leaving only blackened stains on the remaining surfaces. An eerie musical tinkling sounds softly as a draft of wind blows through the damaged walls.

The door leading to the back yard is closed but unlocked. The tinkling sound comes from a set of wind chimes in area **G3**. These are easily visible through the gaps in the damaged north wall and the chimes shift and tinkle as drafts penetrate the house's walls. Opening the door to the back room without taking precautions causes the chimes to ring loudly (see the hazard below). Among the debris here, a piece of decaying canvas lying under some fallen beams could be used to disable this hazard.

## G3. BACK ROOM (CR 1/8)

The walls of this room have suffered fire damage and patches of mud daub have fallen away in places, revealing the woven wattle behind. The wall to the west has been heavily damaged leaving a sizable gap which leads into a larger area.

The hole extends through the common wall shared by the warehouse and burned-out shell allowing access to interior of the warehouse. This hole was enlarged by the same burglar whose corpse lies in the cellar.

Hazard: A set of wind chimes hangs here. Opening the door to the back room without taking precautions to minimize the draft causes the chimes to sound louder than ever, warning the skeleton in the cellar (area G9) of an approaching intruder. Covering the holes in the damaged wall prevents the stronger draft from forming.

#### LUCKY PENNY

PRICE 400 GP

Aura faint transmutation; CL 5th Slot none; Weight —

### DESCRIPTION

The tarnish on this coin fades away when it comes into a creature's possession, transforming it into a bright new penny and infusing the holder with a feeling of anticipation. Once per day, a creature can flip the coin to activate its magic. The creature rolls a d2o; once during the next 24 hours, when the creature rolls that result (regardless of what type of dice the target rolls), she has the option to either reroll the result or add a +2 luck bonus to the result. The creature must decide to use this ability before the success or failure of the original roll is known. A creature can have only one such effect active on it at any time; using additional *lucky pennies* or casting *lucky number* causes the new number to replace the one granted by the coin.

CONSTRUCTION REQUIREMENTS COST 200 GP Craft Wondrous Item, *lucky number*<sup>OM</sup>

**XP Award:** Neutralizing this hazard without triggering it counts as overcoming a CR 1/8 challenge, earning the PC 50 XP.

### **G4.** OVERGROWN GARDEN

A decaying lean-to shed covered in vines occupies the northwestern corner of this overgrown yard. Weeds overwhelm the few flowers blossoming in this urban jungle.

Wooden gates in the dividing walls provide access to the neighboring yards. The gate to the tavern is barred from the tavern side (hardness 5, hp 20, Break DC 25) but the gate to the freight yard is rotted with age and opens easily. Both fences have a Climb DC of 20. The dilapidated shed is empty.

## **G5.** FREIGHT YARD

A stout gate secures this loading yard from the alley and a covered well with hand pump rests in the northeast corner. To the south, large reinforced double doors could provide access to the interior, were it not for the thick iron chain wrapped around the door handles and welded in place.

The smooth stone wall to the alley is 12 feet high and has a Climb DC of 25. The double doors have no lock to disable, but half an hour's careful work frees the bolts holding the D-rings securing the chain. While relatively quiet, so as not to attract attention from passersby on the street, this activity does alert the skeleton in the cellar (**G9**).

## G6. MAIN STOREROOM

Dust and cobwebs cover stacked crates and barrels. Rickety wooden stairs along the eastern wall ascend to a storage loft. Shelves underneath this loft hold boxes and other stores. Stairs in the northwest corner lead downward.

Some of the boxes and crates have been pried open at some point, but a thick layer of dust covers the damaged lids and decaying contents within. The area under the loft contains shelves, and cabinets which store a variety of goods, nearly all of which are worthless from age. The front door and window shutters to the covered porch are barred from within, further reinforcing them.

**Treasure:** Searching through the goods takes considerable time but a successful DC 15 Appraise check does find trade goods worth 20 gp, failing the check only yields 10 gp worth.

### G7. LOFT BALCONY

Dilapidated wooden steps lead up to a loft divided into additional storage and office space.

The stairs are old and creaky, adding +5 to the DC of Stealth checks when moving on them.

**Treasure**: A DC 15 Appraise check to examine the goods on the balcony yields 10 gp (or 5 gp for failure) worth of trade goods.

## **G8.** OFFICE (CR 1/2)

A dividing screen partially obscures a cot with a moldering blanket tucked away in the corner. Bits of fluff and feathery goose down have fallen from the mattresses' disintegrating seams. The eastern half of the room contains a desk with shelves and cubbies for scrolls and ledgers, chairs, and a small wine cabinet in an alcove in the southeast corner. A dozen desiccated rat corpses lie scattered on the floor.

Inventory logs and ledgers stored in the cubbies and on the desk grant a +2 circumstance bonus to Appraise checks when searching the stores in areas **G6** and **G7**. There is a claim check from a tailor's shop called "The Crimson Shears" among the papers. One edge has been

cut off, leaving a long series of intricate perforations along the jagged border. These perforations are a coded series of directions; the PC can decipher this with a DC 18 Linguistics or Intelligence check which takes 10 minutes. The code is a simple letter substitution, the PC can retry this check and even take 20 on it, although this takes over 3 hours. This coded clue leads to one of the Hanged Man's hideaways (the Sewer Refuge on page 9). A DC 20 Perception check reveals a hidden trap door under the wine cabinet, which opens up into the room. A bolted second hatch opens down and out into the porch below. The cavity between holds a folder of papers containing information on smugglers and merchant families who were less than law-abiding during the Hanged Man's career. While not all of these connections are still valid, this information is valuable to the right person (a fence would gladly pay 50 gp for this list), but a rogue wishing to build her own networks might wish to keep this information for herself. Also of interest is a purchase order for a mausoleum fascia pediment carving, made by one Jared Culver to Brask the stonecutter (see **Development** below). An old canvas boat cover with eyelets on the perimeter is folded neatly in the cavity. This canvas is of use with the submerging boat in area F4.

**Creature**: Hidden behind the screen in the bedding is a giant flea. The vermin attacks when the PC is distracted elsewhere in the room, using its uncanny leap ability to charge by jumping over any obstructing furniture.

CR 1/2

### FLEA, GIANT

XP 200

hp 5 (Pathfinder Roleplaying Game Bestiary 4)

Treasure: A successful DC 15 Perception check while searching the desk discovers a lucky penny at the bottom of a drawer. The corrosion on the copper penny disappears when touched, revealing the coin's magical nature. A chest under the bed contains several suits of well-preserved clothing; a courtier's outfit, an unobtrusive pickpocket's outfit, and a soldier's uniform in the style of the city watch. A secret panel in the bottom of the chest (DC 20 Perception check to locate) contains a brooch and jeweled ring worth 60 gp in total which match the courtier's outfit. The styles of courtier's outfit and the soldier's uniform are out of date (although they're twice as valuable as vintage clothing). These fool the general population of the slums but close scrutiny by a city guard requires a Disguise check when wearing the colors of the watch. A successful Bluff check when wearing the courtier's clothing not only provides its benefits when dealing with nobles and courtiers, but also starts a new fashion trend.

**Development: Brask the stonecutter** (middle-aged male human expert 3) is well known and his workshop is easy to locate. Brask is a bald wrinkled fellow nearing retirement. He is amiable but not very discreet. If shown the purchase order he recalls that the carving was installed in one of the mausoleums at the old church (**Area I**). A DC 14 Diplomacy check to gather information in the slums discovers the current address of Jared Culver, the Hanged Man's current alias (**Event F**).

## G9. CELLAR (CR 1/4)

The wooden stairs into the cellar have partially collapsed and broken timber lies in a pile on the stone floor below. A few old wooden crates and dusty barrels are stacked here. Scraping drag marks crisscross the grimy floor pavers.

It's a 10 foot drop into the cellar from the landing. Alternatively climbing the intact stairway stringer bolted in the wall is a DC 10 Climb check. The boxes and barrels stored here are decaying and empty. A pair of human leg bones remain pinned under debris, both femurs shattered. Gear belonging to this victim is also buried under the wreckage (see Treasure below). A secret door in the south wall (DC 20 Perception check to find) opens onto steps leading down into area **H1** of the secret complex beneath the warehouse.

**Creature**: One burglar was brave enough to risk the haunts of the burned-out house, but not skillful enough to avoid the collapse of the stairs into the cellars. His legs crushed, the thief tried to keep himself alive using a *wand of false life*, until the pain triggered a mishap when activating the item. This necromantic energy fed into the burglar's body, painstakingly transfiguring it into the legless skeleton that now roams the basement. If the undead hears an intruder above, it hides under the stairway landing; otherwise it lurks out of sight behind crates to the east.

LEGLESS SKELETON	CR 1/4
XP 135	
NE Medium undead	
Init +6; Senses darkvision 60 ft.; Perception +0	
DEFENSE	Stor And
AC 15, touch 12, flat-footed 13 (+1 armor, +2 Dex, +2	natural)
hp 4 (1d8)	
Fort +0, Ref +2, Will +2	
DR 5/bludgeoning; Immune cold, undead traits	
DFFENSE	Arra St.
Speed 5 ft.	1 P. C.E.
Melee 2 claws +2 (1d4+2)	Ser Songe
	CONSTRUCTION STRUCT





#### STATISTICS

Str 15, Dex 14, Con —, Int —, Wis 10, Cha 10 Base Atk +0; CMB +2; CMD 14 Feats Improved Initiative<sup>B</sup> Gear broken masterwork studded leather armor SQ legless

SPECIAL ABILITIES

Legless (Ex) This legless skeleton pulls itself along with its clawed hands giving it the prone condition. It has a movement rate of 5 feet and cannot take a 5-foot step.

Treasure: The broken armor has taken 10 hit points of damage and has 5 hit points left. It can be repaired for 25 gp which takes 2 days, or 30 gp for a single day rush job. Alternatively, it can be sold for 65 gp. A silver ring worth 10 gp graces the index finger of the skeleton and radiates a faint aura of necromancy. A wand of false *life* (6 charges) lies abandoned next to the severed leg bones in a long-dried pool of blood. If brought within 5 feet of the silver ring, both the wand and ring grow cold to the touch, if they come in contact, a thin rime of frost forms—a connection exists even to the untrained eye. A DC 10 Knowledge (arcana) check, which can be attempted untrained, concludes that they have become attuned; the ring counts as a masterwork tool to activate this wand with Use Magic Device checks. The ring grants a +2 bonus to these checks or alternatively, if the user can already activate the wand normally, the ring increases the caster level of the wand by 1. Also buried near the leg bones is a weathered masterwork backpack containing a box of caltrops (6 lbs. worth), a bullseye lantern with 2 flasks of oil, a crowbar, a set of thieves' tools, and 50 foot of silk rope.

## 4. The Hideout

This hideout once served the Hanged Man as a hidden base of operations. While it has been abandoned for years, more recently malicious gremlins gained access through the stovepipe in the kitchen. Sometime after these fey moved in a repulsive akaname, a denizen from the deep in the sewers, squeezed its way in through the lavatory pipe. All areas are 8 feet high, unless otherwise specified.

### H1. INTERSECTION

The secret door to the west opens onto a sewer tunnel. This door is obvious from this side but well hidden from the sewers side (DC 25 Perception check to spot).

## H2. РІТ ROOM (CR 1/2)

There are three wooden doors set into the east wall opposite the entrance of this otherwise bare 15-foot by 15-foot chamber.

All the doors in the east wall are false, intended to draw intruders into the three pit traps in front of them.

**Traps**: The walls of these pit shafts are uneven with narrow handholds (DC 20 Climb checks), but a climber can always brace against a corner to reduce the DC to 15 or, if the PC is tall enough, against opposite walls to reduce the DC to 10. These pits have passages at their bottoms that lead to dead-end zones designed to delay, weaken, or trap intruders. However, the floors of these pits are actually elevator platforms which lower a further 20 feet to the true entrance to the hideout. Currently, all three elevators are locked at a depth of 10 feet and cannot descend. Succeeding at a DC 25 Perception check at the bottom of a pit discovers a cleverly hidden panel in the floor which contains a bypass switch that unlocks that lift.

### PIT TRAPS

XP 200

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

Trigger location; Reset manual\*

Effect 10-ft.-deep pit (1d6 falling damage); DC 20 Reflex avoids

\* Once the gears in area H12 are repaired, the hinges of these pits gain an automatic reset with time interval of one minute.

**Development**: When the PC first enters the hideout, the machinery designed to raise or lower these platforms

is warped and partly stuck. When the PC first unlocks an elevator, it rattles and shakes as it makes a shuddering descent. Once at the bottom an elevator cannot ascend without the gearing in area **H12** being repaired. Repairing the gearing in area **H12** allows the elevator platforms to smoothly raise or lower. When raised but unlocked, a platform automatically starts a controlled descent if more than 20 pounds of weight is placed on it.

## H3. BELLOWS PASSAGE (CR 1/2)

A short flight of stairs leads down to a narrow passage paved with clay bricks. The air is dry and, unlike most of the sewerage system, no signs of mold or damp mar the walls. At the end of the corridor a trapdoor is set into the brick floor. Small holes about an inch in diameter dot the end wall.

The bricks are set into a bed of charcoal, which sucks up moisture and keeps the trap at the end of the corridor dry. The trapdoor opens into a small space holding some of the trap's mechanism but is otherwise a dead end.

**Trap:** A set of bellows blows a fine dust through the holes in the end wall into the corridor when the trapdoor is opened. This dust was once a noxious inhaled poison but time has greatly reduced its potency.

### **BELLOWS TRAP**

XP 200

CR 1/2

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

Trigger touch; Reset manual

Effect toxic dust cloud (poison—inhaled; save Fort DC 12; frequency 1/round for 2 rounds; effect sickened for 30 minutes); never miss; multiple targets (all targets in the corridor)

**Development:** The trap can be rearmed with an inhaled poison such as the one found in area **H**7.

# H4. CONFINEMENT PASSAGE (CR 1/2)

Steps descend into what appears to be a short dead-end passage. The both sides of the threshold at the base of the stairs are scratched from floor to ceiling. Stones in the end wall have buckled slightly, a regular vertical line of them protruding an inch or so into the corridor.



CR 1/2



The line of protruding stones betrays the existence of a secret door in the end wall and makes finding this door easy (Perception DC 5). However, this is a deception, opening the secret door reveals a dead end beyond and triggers a trap.

**Trap:** Opening the secret door causes a stone panel to slide down to block the corridor's threshold, trapping intruders in the corridor. The scratches in the walls and floor at the base of the stairs are from the movement of this panel.

### ENTOMBMENT TRAP

CR 1/2

CR 1/2

#### XP 200

Type mechanical; Perception DC 25; Disable Device DC 20 EFFECTS

Trigger location; Reset manual; Bypass Lever in J7.

**Effect** a 2-foot thick stone panel slides down and blocks the exit (hardness 8, 360 hp, Break DC 42).

**Development:** The sliding panel requires some maintenance and doesn't seal fully, reducing the DC of Disable Device checks to open or disable it to 20. When properly maintained and repaired, the panel requires a DC 35 Disable Device check to open from inside or a DC 25 check from the outside. The notes on how to perform this maintenance are listed in the journal in area **H10** and there are tools to do so are in **H12**.

## H5. SNARE PASSAGE (CR 1/2)

Sand coats the floor of this corridor leading away from a set of steps leading up. A wooden door with an elaborate lock and large keyhole stands at the end of the corridor.

The wooden door is false, but the oversized keyhole is actually a tiny arrow slit for the blowgun in area **H6**. The wall behind the false door is two feet thick making this corridor very much a dead end.

**Trap:** Hidden in the sand are two traps designed to snare the legs of trespassers making them easy targets for a defender firing through the keyhole. When a creature steps in either of the marked squares, a buried trap springs and grabs its legs. Probing ahead with a pole or similar implement safely triggers these traps.

### LEG CATCH TRAPS

### XP 200

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

Trigger location; Reset manual

**Effect** buried clamp (atk +10 melee, 1d4+1 nonlethal); holds target in place; a snared victim can free itself with a DC 20 Disable Device check, DC 20 Escape Artist check, DC

22 Strength check, or by destroying the trap (hardness 10, 10 hp, Break DC 24).

## H6. ELEVATOR VESTIBULE

A row of three entryways led into small square alcoves on the west side of the passage. There are a series of switches next to each alcove.

These switches can raise, lower, or lock each of the elevators. However, until the machinery in **H12** is repaired these switches cannot raise the elevators.

### H7. ACCESS CORRIDOR

A set of steps leads up to a narrow corridor. At one end a bellows-like device is attached a series of holes in the wall, there's a switch in the center of the corridor, and at the other end a crate sits next to small opening in the wall.

This area allows a defender to observe two of the trapped corridors. The PC can look through the air holes and see into the bellows passage (**H3**), or through a small hole in the wall above the crate to see through the keyhole in the sandy passage (**H5**). A blowgun with 10 blowgun darts sit on top of the crate. The bypass switch to the entombment passage (**H4**) is also on the platform; this switch can also trigger the trap or disengage it if it has already been triggered.

**Development:** Poison for the blowpipe darts can be found in area **H8**.

## H8. TRAINING ROOM (CR 1/2)

At first this large chamber appears guarded by a group of looming warriors, but they are merely training dummies on swiveling posts, designed to hone fighting or thieving skills. Similar padded mechanisms stationed around a tumbling mat offer a bruising challenge for a clumsy acrobat. A long workbench of mechanical devices in various states of disassembly, a climbing wall to the east, and gymnastic rings hanging from the ceiling round out the activities in this training room. A magical torch in a bracket above the bench illuminates the area and casts the dummies' shadows upon the walls.

The fifteen foot ceiling in this chamber allows for a decent amount of room on the climbing wall. The work table holds locks as well as parts and mechanisms for





traps. These can be used for training to hone mechanical manipulation skills or sold (see Treasure below).

**Hazards**: The combat dummies and the swinging clubs over the tumbling mat are designed to hone specific skills. These five hazards each have a +1 attack bonus and deal 1d4 nonlethal damage. Rather than dealing double damage on a critical hit, these hazards instead deal lethal damage, perhaps due to a defect in the padding of the training device. These provide a plethora of targets for the hobkins' collateral damage ability (see the Creature section below).

A. Combat Dummy: When struck by a poorly aimed blow (an attack that hits AC 5 but doesn't hit AC 10), this dummy makes a return strike aimed at the adjacent square where the attack came from.

B. Pickpocket Dummy: This dummy spins and lashes out against all adjacent creatures making melee attacks against them if this dummy is hit by an attack or a creature fails a DC 15 Sleight of Hand check while trying to remove one of the small pouches attached to it.

C. *Sniping Dummy*: A ranged or melee attack on this dummy that hits AC 5 but fails to hit AC 12 causes the

dummy fires a padded stone eastward, targeting any creature in that direction. The machinery can fire 6 stones before it needs to be reloaded.

D. Stealth Dummy: The 10-foot radius area around this long-armed dummy contains small barrels, boxes, and other cover; parts of this area of floor also tilt or pivot when stepped on. Creatures who fail a DC 16 Stealth check in this area draw a reach attack from the dummy. Creatures adjacent to the dummy or those who fail the Stealth check by 4 or less gain cover against this attack (+4 to AC).

E. Acrobatics Mat: Striking the mechanism or failing a DC 13 Acrobatics check while moving on the mat draws a melee return strike. If this return strike hits, it also makes a trip attempt against the struck creature (+1 CMB).

**Creature:** A hobkins gremlin named Jikkx has taken over this training room, delighting in the items within. Jikkx dwells here, but occasionally climbs back up the stovepipe in area **H8** to the surface to harass families in the slums.

#### JIKKX XP 200

Hobkins gremlin (Pathfinder Roleplaying Game Bestiary 5) hp 9

CR 1/2

TACTICS

- **Before Combat** Jikkx hides behind the room's hazards and uses *ghost sound* and *silent image* to make the place appear haunted, attempting to trick the into PC attacking a training dummy.
- **During Combat** Once spotted, Jikkx attempts to demoralize the PC using the Intimidate skill and then attacks. The gremlin tries to lure the PC close to the training apparatus and uses its collateral damage ability to redirect the PC's attacks to the training devices or against the work table. An attack against the work table causes a cascade of parts to fall noisily to the floor, giving the hobkins a +2 circumstance bonus on Bluff checks made to create a diversion to hide using the Stealth skill for 1 round.
- **Morale** If wounded below 5 hp, Jikkx levitates up to the gymnastic rings on the ceiling and dangles there to taunt the PC. The wounded gremlin is willing to talk and can provide the PC with information about the hideout and the place's inhabitants in return for sparing its life and letting it go.

**Treasure:** The torch in the bracket is an *everburning torch*. There are two doses of blue whinnis poison and one dose of powdered gympie–gympie leaf in a small case in a drawer of the tool bench, along with two vials containing a specific antidote for each poison and a vial of antitoxin. All these substances are clearly labelled in



Common. Four flasks of alchemist's fire are stored in a copper-lined locker built into the bench.

The mechanical devices on the bench are disassembled locks and trap components. These can be sold as parts for a total of 75 gp, or alternatively with sufficient time and effort there are enough working mechanisms to reassemble into two average locks and a superior lock. This work requires DC 20 Craft (locks) or Disable Device checks; it takes 100 sp worth of crafting effort for each average lock and 400 sp of crafting effort for the superior lock. More simply, this means about half a week of work for both average locks and a full week of work for the superior lock. At the end of this there are still 25 gp of mechanical components left unused. Note: Normally the Disable Device skill can't be used for crafting items but in this case all the components are already forged, it just takes time and effort to reassemble them.

### H9. KITCHEN

This kitchen has been abandoned for some time. Containers that once held foodstuffs have been overturned and smashed or gnawed apart. Their contents are long gone, leaving only dust and mold behind.

The gremlins originally found their way into this hideout via the chimney pipe above the oven.

### H10. BEDCHAMBER

This combined bedchamber and sitting room is well appointed with a canopied bed nestled in one corner and a thick rug on the floor. A dining table, two small bookshelves, and comfortable seating complete the ensemble. The place looks like it has been ransacked, with linen, clothing, and papers strewn everywhere.

The grimples from H12 trashed this room. After a haphazard search and the theft of a magical light source, the gremlins now ignore this area due to its proximity to the akaname. Lying among the scattered books and schematics is a journal detailing the workings of all the traps and machinery in the complex which can assist in resetting and repairing the devices in areas H2, H3, H4, H5, and H12.

**Treasure:** A thin book lying on the floor contains a hidden space holding the left half of the Hanged

### **New Poison**

Contact with the exotic gympie–gympie stinging tree induces excruciating pain swiftly followed by oblivion. Even when dried and powdered, gympie–gympie leaves can still cause swelling, a painfully itchy rash, and catalepsy when inhaled.

### POWDERED GYMPIE-GYMPIE LEAF

Type poison, inhaled; Save Fortitude DC 13 Onset 1 round; Frequency 1/round for 2 rounds Initial Effect 1d4 Dex damage, creature sickened until damage is healed; Secondary Effect unconsciousness for 1d4+1 hours; Cure 1 save

Man's *snapleaf* key. A thorough search of the books automatically discovers this concealment.

## H11. PRIVY (CR 1)

This festering privy is in dire need of scouring. From the appalling stench it seems likely that the waste pipes below the wooden toilet bench are seriously clogged.

Any creature with a sense of smell can easily detect the stink of this reeking privy from the corridor. The waste pipe eventually drains into an old section of the sewers.

**Creature:** After a sewer maintenance team disturbed its previous nest, a reclusive akaname called Neburi squeezed itself up the privy's waste pipe and made itself at home here. The fetid monster normally ruts in the toilet, but occasionally ventures out to demand tribute from the gremlins.

### NEBURI

XP 400

Akaname (Pathfinder Roleplaying Game Bestiary 5) hp 13

TACTICS

- **Before Combat** If Neburi hears an intruder nearby, the akaname climbs onto the ceiling and hangs upside down above the door.
- **During Combat** The startled akaname defends itself but doesn't pursue enemies who flee. It slams the privy door shut instead. Neburi dislikes killing and only uses Power Attack if forced to fight to the death.
- **Morale** Neburi calls for a truce if reduced below 6 hp, offering to depart forever in return for mercy. If repeatedly disturbed by intruders, the creature abandons the area by crawling back down the waste pipe.

**Development:** Pouring a large quantity of water down the pipe eventually clears it, greatly reducing the stench.

CR 1



## H12. MECHANICAL ROOM (CR 1)

A complex system of wooden gears and drums large enough to drive a heavy millstone fill this irregularly shaped room. Water leaking from a garbage-clogged assembly has swollen and warped the nearby machinery. Trickles of water weep down the walls into drains set in the floor, causing the spider webs within to glisten in the soft light shining down from the northwest corner of the room.

The wooden gears drive the elevators in area H2, and are powered by a concealed waterwheel (H13) located underneath the sewer channel. The roof is 20 feet high and the light source is a thieves' lantern stolen from area H10 by the room's current inhabitants. This lantern hangs from a chunk of rock up near the room's ceiling. Climbing or traversing the gears is a DC 10 Climb check when the gears are stationary but this DC increases by 5 when the gears are moving.

Hazard: A creature can manipulate the various levers, latches, and other mechanisms that control the engagement of gears to try to have them grip a nearby creature. Doing this as a standard action and succeeding at a DC 10 Knowledge (engineering) check causes the gears to turn and attempt to grab a creature sharing a square with a gear. The grimples automatically succeed at this Knowledge check and can use their *open/close* spell-like ability to manipulate the mechanisms. A creature targeted by this must succeed at a DC 11 Reflex save, otherwise the gears make a grapple check against that creature. The gears (CBM +3, CMD 13) deal no damage initially but don't have to spend an action to maintain the grapple each turn. A grappled creature can subsequently be damaged (1d4 bludgeoning damage) or pinned with another successful combat maneuver check, but not in the same round she's first grappled, and the grappled creature can still attempt a Reflex save to negate the attempt.

**Creatures:** A pair of grimple gremlins named Blerk and Gekk lurk up among the gears. Since the akaname took over the privy (H13), the grimples have been avoiding the kitchen stovepipe exit in H9 and instead use the drains in this chamber to escape into the sewers to collect garbage and other supplies. These grimples despise humans and other civilized humanoids and seek to eradicate or drive off any intruders.

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### **BLERK AND GEKK**

XP 135 each	h			
Grimple g	gremlins <sup>B4</sup>	(Pathfinder	Roleplaying	Game
Bestiary a	4)	28 Santas	and the	
hp 4 each			1-11-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1	- the

#### TACTICS

- **Before Combat** The grimples stay hidden, and use their mage hand spell-like ability to remove the garbage clogging the gear assembly. The leakage floods one of the drain grates causing a nest of angry spiders to swarm out.
- **During Combat** The grimples fly and climb to stay out of reach using the gears for cover while avoiding the spiders and throwing rocks at the intruder. The gremlins each carry 6 throwing rocks in a makeshift pouch for this purpose. The grimples try to avoid

hitting spiders with their rocks, taking the -4 penalty on ranged attacks into combat. If the PC tries to approach the grimples, they spit vomit, use their *grease* spell-like ability, and manipulate the gears to slow her down. If the grimples manage to pin the PC with the gears, they rush down to attack.

Morale If one of the grimples is slain, the other tries to flee down a drain.

### DRAIN SPIDERS (4)

#### XP 65 each

Young<sup>B1</sup> scarlet spiders<sup>B4</sup> (Pathfinder Roleplaying Game Bestiary, Pathfinder Roleplaying Game Bestiary 4) N Diminutive vermin

Init +7; Senses darkvision 60 ft.; Perception +4

#### DEFENSE

AC 21, touch 21, flat-footed 14 (+7 Dex, +4 size) hp 2 each (1d8–2) Fort +0, Ref +7, Will +0 Immune mind-affecting effects

### OFFENSE

Speed 20 ft., climb 20 ft. Melee bite -1 (1d2-5 plus poison) Space 1 ft.; Reach 0 ft.

#### STATISTICS

Str 1, Dex 25, Con 6, Int —, Wis 10, Cha 2 Base Atk +0; CMB +3; CMD 8 (20 vs. trip) Skills Acrobatics +15, Climb +23, Perception +4, Stealth +23 (+27 in webs); Racial Modifiers +8 Acrobatics, +8 Climb, +4 Perception, +4 Stealth (+8 in webs)

#### SPECIAL ABILITIES

**Poison (Ex)** Bite; save Fort DC 10; frequency 1/round for 2 rounds; effect 1 Str; cure 1 save.

**Treasure**: Climbing up the gear assembly allows the PC to retrieve the thieves' lantern. Tucked away in a corner is a toolbox holding a set of masterwork artisan's

## New Equipment

### PRICE 150 GP

This small intricate lantern-like device contains a *continual flame* spell. It provides the same light as a common lamp, but has a combination of mirrored shutters which can be closed so that the lantern sheds normal light in a 20-foot cone or can be darkened completely. It also has various shades and filters which can dim the lantern's light and reduce the range of normal illumination it emits down to 10 feet, 5 feet, or even as dim as a candle. In addition, the lantern's exterior surface always remains at a pleasant temperature, allowing the bearer to warm his or her hands.

Weight 1 lb.

CR 1/3

CR 1/6

tools (Craft [traps]) to repair and maintain the complex's trap mechanisms.

**Development**: Currently the linkage to the elevators has broken down due to a lack of maintenance. The journal in area **H10** can assist in performing muchneeded temporary repairs. Fixing the leaky pipe, resetting the warped gears, and reattaching the central shaft leading from the crown wheel restores the gear assembly to working order and provides motive force to raise the elevator platforms. Once repaired, the gears turn loudly any time the elevator platforms raise or lower, making enough noise to alert anyone nearby, especially any occupant of the adjacent bedchamber.

### H13. WATERWHEEL

A large waterwheel sits in a concealed space under the main sewer channel. Stone plugs release water onto the wheel when triggered, providing motive power to the lifts. Some disturbance in the water of the channel can be seen from the ledges outside the complex as this occurs. The plugs reseal when mechanical muscle is no longer needed and excess water drains into a small shaft which leads deeper into the sewers. The drain in the mechanical room (H12) leads here and through a grate into a cramped crawl shaft which provides an unpleasant but safe escape route deeper into the sewers.



## 1. Final Sanctuary

This small church in the slums once had a larger graveyard surrounding it, but several decades ago as Zharhold's population grew, the impoverished clergy were forced to sell off much of their graveyard plot. The priests carefully exhumed the buried remains and desacralized the land. The Hanged Man, who had been utilizing one of the graveyard's underground sepulchers as a bolt hole, took advantage of the opportunity. He bought a parcel of land and built a house on top of the sepulcher with a cleverly concealed entrance leading down into the tomb, accessible from outside the rear wall of the house. This secret doorway now lies in the rear corner of the church's small cemetery. Through the years, the Hanged Man has sent money to the poor parish to maintain the cemetery. The Hanged Man even took family name on the tomb, 'Culver' for his current alias. The priests in the small church know Jared Culver's address and can direct the PC to his home, if required.

## **I1. SECRET MAUSOLEUM ENTRANCE**

A small sheltered alcove provides mourners with some shelter from the elements. Imposing tombs and mausoleums block line of sight from the church adding to the area's seclusion. The mausoleum opposite the alcove bears the name 'Culver' in a pitted and stained carving. A shallow indentation of a leaf on the wall at the back of the alcove matches the assembled *snapleaf*. A DC 25 Perception check reveals the presence of a well concealed secret door. Placing both halves of the *snapleaf* key in the indentation the unlocks the wards and the secret door opens with a low grinding noise. Otherwise, the magical lock is almost impossible to pick (DC 45 Disable Device, this includes the +10 modifier from an *arcane lock* masked by a permanent *magic aura* spell).



### I2. CRYPT

This large crypt has been repurposed, the niches holding supplies, comfortable clothing, and an assortment of other gear, instead of mortal remains resting for eternity. A floor rug and wall hangings provide some respite from the stark gray stone of this tomb, though everything is covered in the dust of long abandonment.

A tapestry conceals a doorway leading deeper into the sanctuary.

**Treasure**: The niches hold a variety of garments: a suit of nondescript leather armor, an artisan's outfit, cold-weather outfit, courier's outfit, peasant's outfit, a reversible cloak (one side dark gray, the other light green), and a scholar's outfit which can tear-away to become a traveler's outfit. There's also a wide array of supplies: 2 bandoliers, a rogue's kit, a spelunker's kit, a half full healer's kit, and a one-person tent camouflaged the same color and texture as the roof tiles of many of Zharhold's buildings. Other equipment includes an ear trumpet, glass cutter with 5 sheets of glue paper, 4 pounds of marbles, and an innocuous shabby-looking dagger with both a false bottomed scabbard and a hollow pommel (both currently empty).

### INTUITIVE LOCKPICKS

Aura faint divination; CL 5th Slot none; Weight 2 lbs.

### DESCRIPTION

Once per day, these masterwork thieves' tools grant a +5 insight bonus on Disable Device checks made to disable or manipulate a single lock, trap, or device for 1 minute.

PRICE 1,000 GP

CR 1/2

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *revelation*<sup>505</sup>; **Cost** 500 gp

## 13. VAULT (CR 1/2)

Most definitely a thief's treasure trove, this small chamber holds artwork, silver settings, and antiques. Open chests contain coin, tools, and magic. A display shelf hangs on one wall with a glass jar upon it.

**Creature**: Although the Hanged Man's career was primarily one of burglaries and heists, he did commit one premeditated murder. He slew the informant whose betrayal led to the hanging from which he narrowly escaped. He found this act of revenge unfulfilling so he kept the traitor's head in a glass jar as a reminder of the cost of vengeance. The unquiet spirits of the catacombs still linger here, and over many years these haunting necromantic energies have reanimated the disembodied head. For years it has awaited the return of its murderer. It bursts out of the glass jar with a bloodcurdling shriek and attacks the PC.

### BEHEADED

XP 200 hp 4 (Pathfinder Roleplaying Game Bestiary 4) Melee slam +2 (1d2 plus grab) Special Attacks screaming (DC 10)

CMB +1 (+5 grapple)

### SPECIAL ABILITIES

Variant Beheaded This beheaded has the screaming and grabbing abilities.

**Treasure**: The trove contains a set of *daredevil boots*, 2 potions of cure light wounds, a potion of cure moderate wounds, a potion of delay poison, a masterwork sap, and the Hanged Man's personal set of magical thieves' tools (*intuitive lockpicks*). Most of the loot stored here was once too recognizable to fence easily but as it has been out of circulation for many years, the PC can fence these to shady merchants and net 500 gp. There's also 197 gp worth of coins in various denominations here.

## J. Gang Fight

Following the PC's underground explorations, the simmering conflict with the Hanged Man's Orphans comes to a head and Elganion moves against the PC. The elf and half a dozen gang members comb the slums searching for the PC. Collin tracks down the PC to let her know the gang is looking for her. Unless the PC has been extremely discreet in her investigations, the Orphans ask around and find out from other slum inhabitants that the PC has been seen in the vicinity of the abandoned warehouse and/or other sewer entrances. The PC could ambush the Orphans on the street, or withdraw into the underground base and use its defenses to her advantage. If the PC chooses to ignore this warning, then the Orphans almost certainly catch up with the PC as she navigates the slums. They may not



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kill the PC if they defeat her, but they certainly rob her of all equipment.

Collin is a possible ally and is willing to help oppose the Orphans. He tells the PC that Elganion and the older gang members bully and coerce the smaller ones. Collin believes that removing Elganion would cause the gang to splinter and he'd prefer to try to leave the younger street urchins alive.

### CONFRONTING THE ORPHANS (CR 3)

**Creatures:** Elganion and six Hanged Man's Orphans gang members are hunting the PC. Three of the larger Orphans are street toughs named **Crouse** (M), **Gudruff** (M), and **Shalini** (F). The smaller, younger Orphans are street urchins called **Bean** (M), **Neeta** (F), and **Pip** (F). Elganion, a bitter adolescent elf, is the current leader the gang. Raised by humans, Elganion's elderly foster parents both died while he was a child still decades from adulthood, leaving him alone and on the streets with nothing. Only then did his sorcerous talents manifest, giving him just enough clout to subsist in the slums by bullying and threatening others.

In addition to the gear noted in their stat blocks, the Hanged Man's Orphans come prepared with a crowbar, a length of rope, flint and steel, and several torches.

### WAREHOUSE ASSAULT

The Orphans enter the abandoned warehouse, briefly exploring the upper story before clambering down the broken stairs to area G9. However, it takes the Orphans some time to find the secret door in the basement. Invading the underground base complex, the gang enters room H2 and unless one of the pit traps is already open, the urchin named Pip falls in the center pit, taking 5 damage. The gang discovers all the pits and climbs down the pit to area H3. The urchin named Bean triggers the bellows trap catching both himself and a tough (Crouse) in the dust cloud. They both fail their first Fortitude saves and the urchin fails the second save as well. This sickens both of them for 30 minutes if the trap still contains its original dust or, if the trap is armed with powdered gympie-gympie leaf, it deals 2 points of Dex damage, sickens Crouse, and knocks Bean unconscious for several hours. The disgruntled Orphans try the passage leading to area H4. A single tough (Gudreff), cautiously advances and takes 3 points of nonlethal damage from a leg catch trap. This may give the PC an ideal opportunity to use the blowpipe through the false keyhole. The other Orphans eventually manage to free him from the trap, or if he's unconscious then Elganion orders the others to abandon him. The frustrated gang returns to the central pit leading to area **H5**. A lone urchin (Neeta) nervously creeps down the passage and ends up imprisoned by the entombment trap.

At this point, Elganion finally discovers the hidden bypass switch in the elevator and forces his way deeper into the hideout. By now the remaining gang members are disconcerted and rapidly losing faith in Elganion's leadership. The elf himself is angry and exasperated; he snarls at his subordinates and curses the PC to a painful death. The Orphans make their way to the training room (H8) where the PC has the chance to utilize the room's hazards against them, possibly using rope or string to trigger some of the training devices from a distance. The gang continues along the corridor, briefly checking the side rooms, before reaching the mechanical room (H12). The PC could use this room's wooden gears to her advantage during a confrontation.

### ELGANION

XP 200 Elf sorcerer 1 LE Medium humanoid (elf)

Init +3; Senses low-light vision; Perception +5

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex) hp 9 (1d6+3) Fort +1, Ref +5, Will +3; +2 vs. enchantments Immune sleep

### OFFENSE

Speed 30 ft. Melee quarterstaff -1 (1d6-1) Ranged dart +3 (1d4-1) Sorcerer Spells Known (CL 1st; concentration +3) 1st (4/day)—enlarge person (DC 13), reduce person (DC 13) 0 (at will)—daze (DC 12), light, mending, ray of frost Bloodline arcane

### TACTICS

**During Combat** Elganion remains at the back directing his troops. He casts *enlarge person* on his gang mates to give them a bit more punch or *reduce person* on an enemy if he gets the chance. He casts *daze* at an opportune time to allow gang members to surround a foe. If forced to fight, he casts *enlarge person* on himself and charges in.

Morale Desperate to maintain his leadership, Elganion fights to the death.

### STATISTICS

Str 8, Dex 16, Con 8, Int 15, Wis 12, Cha 15 Base Atk +0; CMB -1; CMD 12

Feats Alertness<sup>8</sup>, Eschew Materials, Skill Focus (Intimidate), Toughness **Skills** Bluff +6, Intimidate +9, Knowledge (local) +6, Perception +5, Sense Motive +3; **Racial Modifiers** +2 Perception

Languages Common, Draconic, Elven

- SQ arcane bond (weasel familiar named Stinkclamp), bloodline arcana (+1 DC for metamagic spells that increase spell level), forlorn
- Gear quarterstaff, 5 darts, 20-foot length of rope tied in a noose, twine tied into nooses, 33 gp worth of coins.

### SPECIAL ABILITIES

Forlorn<sup>ISR</sup> Elganion was raised by humans and gains Skill Focus as a bonus feat. This replaces elven magic and weapon familiarity.

CR 1/3

### STREET TOUGHS (3)

### XP 135 each

CR 1/2

Human warrior 1 N Medium humanoid (human) Init +o; Senses Perception +o DEFENSE AC 11, touch 10, flat-footed 11 (+1 armor) hp 10 each (1d10+5) Fort +3, Ref +0, Will +0 OFFENSE Speed 30 ft. Melee club +3 (1d6+3) TACTICS During Combat While these bruisers aren't great tacticians, they prefer to gang up on a foe and seek to flank if possible. Morale The toughs back off if reduced to less than 4 hit points. STATISTICS Str 15, Dex 11, Con 12, Int 9, Wis 10, Cha 8 Base Atk +1; CMB +3; CMD 13 Feats Toughness Skills Climb +6, Intimidate +3 Languages Common Gear padded armor, club

### STREET URCHINS (3)

XP 100 each Young human expert 1 N Small humanoid (human) Init +3; Senses Perception +3 DEFENSE AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size) hp 7 each (1d8+3) Fort -1, Ref +3, Will +1 OFFENSE Speed 30 ft.

Melee club +o (1d4-1)

CR 1/4

#### TACTICS

**During Combat** These urchins attempt to tumble past a defender to provide a flank for their larger companions. **Morale** The urchins withdraw behind other gang members if wounded.

#### STATISTICS

Str 8, Dex 17, Con 9, Int 10, Wis 8, Cha 9
Base Atk +0; CMB -2; CMD 11
Feats Skill Focus (Sleight of Hand), Toughness
Skills Acrobatics +7, Bluff +3, Climb +3, Escape Artist +7, Perception +3, Sleight of Hand +10, Stealth +11
Languages Common

Gear club

**Experience Award:** Collin gains a portion of the experience points for any opponents he personally helps defeat. The PC gains full experience from all the other Orphans as well as those caught or disabled by the base's traps.

Development: After defeating the Hanged Man's Orphans, the PC needs to decide what to with any trapped or unconscious gang members. If Collin is present, he recommends that the PC become the new gang leader. The street urchins follow a new leader willingly, and the street toughs are intimidated enough to toe the line. Only Elganion is intransigent and must be dealt with. Slaying him is an option, but sets a dark tone for how the rogue's nascent organization will operate. Another option is to feed Elganion (and any others the PC doesn't trust) the memory mold from area F3, this knocks them unconscious for hours and causes them to forget the base's location. If the PC does this and dumps Elganion in the slums, bruised but alive, all the elf can recall is that he set out to deal with an upstart and then somehow completely lost his hold on the gang.

## Conclusion

## Pregenerated Character

The PC gains new status and reputation on the streets of the slums as word goes around about how she singlehandedly brought down an entire street gang. If Elganion lives and can still remember his defeat, the elf plots his revenge and could return as a recurring villain. The Hanged Man's underground hideouts are now the PC's to utilize. The warehouse is also a location the PC can operate from, but gaining clear title to the property is a goal for the future.

If the PC returns to the home of Jared Culver, she discovers the place in a state of mourning. The Hanged Man has passed away peacefully from old age, slipping away from life unnoticed like a thief in the night. Whether the PC chooses to take on Hanged Man's legacy or seeks her own path to fame and fortune is a tale yet to be told.

JENNA GRACEUX CR 1/2	7
Female human rogue 1	
N Medium humanoid (human)	
Init +3; Senses Perception +5	
DEFENSE	
AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)	
hp 10 (1d8+2)	-
Fort +2, Ref +5, Will +2	111
OFFENSE	福
Speed 30 ft.	
Melee rapier +3 (1d6+1/18-20) or sap +3 (1d6+1 nonlethal)	
or club +1 (1d6+1)	
Ranged dagger +3 (1d4+1/19–20) or sling +3 (1d4+1)	100
Special Attacks sneak attack +1d6	
STATISTICS	all's
Str 12, Dex 17, Con 12, Int 14, Wis 12, Cha 12	No.
Base Atk +0; CMB +1; CMD 16	
Feats Dirty Fighting <sup>DTT</sup> , Improved Feint, Weapon Finesse	
Skills Acrobatics +7, Bluff +5, Climb +5, Diplomacy +5,	0
Disable Device +7, Knowledge (local) +6, Perception +5	
(+6 traps), Sense Motive +5, Sleight of Hand +7, Stealth	
+7, Use Magic Device +5	
Traits Crafty Striker, Inspired	
Languages Common, Draconic, Sylvan	2010
SQ tenacity +1, trapfinding +1	X
Combat Gear potion of cure light wounds, acid (1 flask);	1
<b>Other Gear</b> leather armor, rapier, walking stick (club),	
cold iron daggers (2), daggers (3), sap, sling with 5 bullets,	20
bells (3), belt pouch, candles (4), chalk (3 pieces), dice, flint and steel, flask of oil, pitons (2), sack (empty), string (50	
and steer, hask of on, pitons (2), sack (empty), string (30	

foot), sunrod, thieves' tools, whetstone, wire (10 feet), 3 gp, 7 sp

SPECIAL ABILITIES

**Crafty Striker** Jenna gains a +1 trait bonus on attack rolls against flanked opponents or those denied their Dex bonus to AC against her attack.

**Inspired** Once per day as a free action, Jenna can roll twice on a skill or ability check and take the better result.

Tenacity (Ex) Jenna gains a +1 bonus on Fortitude and Will saves.











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