

# Red Queen Adventure Path Plug-Ins



## THE SMUGGLER'S SEAL



by Michael Allen and  
Matt Goodall



# THE SMUGGLER'S SEAL



# Credits

**Author** • Michael Allen and Matt Goodall

**Editing and Development** • Jason Nelson

**Artists**

Gabriela Birchall, Guillermo Cartay, Jorge Henriquez, Matthias Kinnigkeit, Matthew Manghi, Joyce Ng, Morales Peyeyo, Julio Rocha, Tanyaporn Sangsnit

**Cartography** • Liz Courts

**Design and Layout** • Liz Courts

**Legendary Games Team Members**

Alex Augunas, Jesse Benner, Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Paris Crenshaw, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Steven T. Helt, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jenny Jarzabski, N. Jolly, Jonathan H. Keith, Jeff Lee, Michael Kortez, Nicolas Logue, Will McCardell, Julian Neale, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Alistair Rigg, David N. Ross, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Loren Sieg, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, Mike Welham, Linda Zayas-Palmer, and Clark Peterson

**Publisher** • Jason Nelson

**Executive Partner** • Neil Spicer

**Business Director** • Rachel Ventura

**Special Thanks**

Erik Mona, Lisa Stevens, James Jacobs, Jason Bulmahn, and the Paizo staff for their excellent *Pathfinder Adventure Path: Curse of the Crimson Throne!*

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*The Smuggler's Seal* © 2017, Legendary Games;

Author: Michael Allen and Matt Goodall.

First printing June 2017.

ISBN-13: 978-1547079452

ISBN-10: 1547079452

Printed in USA.



**Legendary Games**

3734 SW 99th St.

Seattle, WA 98126-4026

[makeyourgamelegendary.com](http://makeyourgamelegendary.com)





## WHAT YOU WILL FIND INSIDE *THE SMUGGLER'S SEAL*

A windfall of a potential inheritance drops in your lap but before you can claim it you must sneak into the City Archives to plant the forgeries that cement your claim to this illicit legacy. Your sudden gift comes with hidden strings attached, however, leaving you entangled with a web of smugglers and dodging the city guard and an array of the rich and powerful. When a nefarious rival sabotages a lucrative deal and confiscates your goods, you must take matters into your own hands to get back what you have rightfully stolen, and only the mark of a ministerial seal can make it happen. Are you clever and daring enough to purloin *The Smuggler's Seal* and secure your fortune and fame in the underworld?

*The Smuggler's Seal* is a *Pathfinder Roleplaying Game* adventure for a 2nd or 3rd character. It can be easily expanded for a small or standard group of PCs, but 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 an accompaniment to the "Red Queen Adventure Path," or to continue the tale started in *Orphans of the Hanged Man* as the first full-scale one-on-one adventure saga, the *Guildmaster One-Player Adventure Path*! However you use it, this daring urban escapade will help **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!

A stylized, calligraphic signature in black ink, likely belonging to Jason Nelson, the author mentioned in the text.

- Jason Nelson



# WELCOME TO ADVENTURE PATH PLUG-INS!

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 *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 used 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*

ARG = *Pathfinder Roleplaying Game Advanced Race Guide*

B<sub>1</sub> = *Pathfinder Roleplaying Game Bestiary*

B<sub>2</sub> = *Pathfinder Roleplaying Game Bestiary 2*

B<sub>3</sub> = *Pathfinder Roleplaying Game Bestiary 3*

B<sub>4</sub> = *Pathfinder Roleplaying Game Bestiary 4*

B<sub>5</sub> = *Pathfinder Roleplaying Game Bestiary 5*

COC = Softcover companion for corruption's champions.

GMG = *Pathfinder Roleplaying Game Gamemastery Guide*

NPCC = *Pathfinder Roleplaying Game NPC Codex*

OA = *Pathfinder Roleplaying Game Occult Adventures*

UCam = *Pathfinder Roleplaying Game Ultimate Campaign*

UC = *Pathfinder Roleplaying Game Ultimate Combat*

UE = *Pathfinder Roleplaying Game Ultimate Equipment*

UI = *Pathfinder Roleplaying Game Ultimate Intrigue*

UM = *Pathfinder Roleplaying Game Ultimate Magic*



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## ABOUT LEGENDARY GAMES

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. and headed up by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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Welcome to Legendary One Player Adventures, adventure scenarios crafted for one player and one GM. These adventures can be played as stand-alone events, used as side quests in an ongoing campaign, or brought together and played as the first One Player Adventure Path. *The Smuggler's Pass* is designed for a 2nd or 3rd level rogue, or similar skill-based character. The adventure takes place in the city of Zharhold, but any urban center with a merchant district can easily be substituted.

The adventure begins with the PC receiving a potential inheritance of several valuable city properties. These properties were owned by a legendary rogue known only as the Hanged Man, an independent smuggler and trickster who once ran a widespread smuggling network. This elderly thief recently passed away from old age and the properties have passed to the PC. Whether this was the Hanged Man's intention or the PC came across the Hanged Man's last will and testament by chance, only a skilled individual prepared to follow in the Hanged Man's footsteps will be able to take up the challenge of gaining legal title to these properties.

At the present time, there are few smugglers working the back ways and secret entrances into the city of Zharhold. The tariffs and taxes currently charged by the city on imported merchandise are not unreasonable, meaning that most merchants are unprepared to take the dangerous gamble of trying to smuggle their goods in. However with the right contacts establishing a profitable smuggling ring is certainly possible and the PC has the chance to accomplish this.

The PC's smuggling activities draw the attention of two prominent figures in the city. The first is Sindara Reed, a formidable broker of commodities and insurance. The second is Jaylin Rinegold a powerful cleric of the god of law and commerce, and a Zharhold city official who wields significant ministerial power. Jaylin's autocratic nature has led her to value power and avarice above all, twisting her dedication to her god in deeply heretical ways. Jaylin and Sindara have a bitter ongoing feud. Neither of them is prepared to talk about the origins of this feud but they are both set on vengeance against the other and the PC finds herself in the middle when Sindara and the PC negotiate a lucrative agreement to bring goods into the city and then Jaylin intervenes to sabotage the deal by legally interdicting the building where the goods are being stored.

A potential inheritance falls into the PC's lap, but a bit of forgery is required to validate her as the recipient of the bequest. After convincing Garrick Rendar, an expert forger, to draw up false documents, the PC must then plant them in the records room of the city archives to claim the prize.

Once the PC completes this, the PC's skillful success at the mission emboldens Garrick, who offers to create gate passes and tariff documents in return for a slice of the potential profits from smuggling goods into the city. Back on the streets, our protagonist assembles a collection of contacts and resources and sets up her own smuggling ring. After a few successful operations, the opportunity for a big score presents itself, but it quickly becomes one that requires all the ingenuity the PC can muster.

The PC gains the opportunity to smuggling an extremely lucrative cargo of goods for the prominent mercantile broker Sindara Reed. While the PC is able to move these goods into the city, a longstanding rival of Sindara's, Jaylin Rinegold, becomes aware of this activity and uses her ministerial power to have the property where the goods await delivery condemned and interdicted. One solution presents itself. Sneaking into Jaylin's estate allows the PC to access Jaylin's official seal to fashion a forged release order on the property and rescue the goods. Time is of the essence as Jaylin must attend a public all-night religious vigil and the PC needs to complete her counterstroke before the very powerful and well-protected cleric returns to her home.

## ADVANCEMENT TRACK

The PC begins this adventure at 2nd level, and using the medium advancement track should reach 3rd level after planting the forged documents in the archives, and 4th level by the adventure's conclusion.

## SCALING THE ADVENTURE

If the PC begins at 3rd level, make the following adjustments. Use the Miner from the *Pathfinder Roleplaying Game NPC Codex* for Granthea's stats (**B1**), replace the bronze asp in **B3** with an iron cobra, and increase the Reflex save of the cold burst trap in **B6** to DC 12.



If continuing from the events of *Orphans of the Hanged Man*, the PC receives a letter a few days after the Hanged Man passes away from old age.

Where I go now, no earthly pursuer can ever follow. I have followed your exploits and you are indeed worthy to take up my legacy. You may have already secured several of my secret refuges for your private use but my public properties you must win by posing as my heir or rather, the heir of Jared Culver, one of my many aliases, in whose name they now stand. A bit of forgery might stand you well in this task, for the probate courts of Zharhold can certainly be a challenge. Remember, there are those who will attempt to wrest my bequests from you, and those who will see you as a threat to be eliminated. Let misdirection, stealth, and subtlety be your watchwords.

If the PC hasn't played *Orphans of the Hanged Man* use the following hooks to draw the PC into the adventure.

- A fortuitous pickpocketing yields a portfolio of property deeds along with a will. Examination of the documents and some information gathering reveals that the heir indicated in the will is a fabrication, an alias created to pass the properties from one hand to another for some nefarious purpose. It may be possible to step into the role of the named heir with the correct documentation.
- A notary (Garrik Rendar—see below) used by the PC to forge bills of sale for fencing stolen goods comes into possession of the documents and the will, but needs a partner to slip the forged documents into the City Archives. Garrik offers the properties in the will to the PC in return for the PC slipping a false will, ostensibly from Garrik's father, into the records, enabling Garrik to inherit the Rendar estate.
- Luck in an alley dice game with street urchins results in the deeds and documents passing to the PC. The leader of the band takes the loss in stride, saying he didn't have the resources to do anything with them anyway, but offers to assist in exchange for a taste of the score.

The properties in question include an inn known as 'The Moose', frequented by the city watch and under long-term lease, a small but comfortable four-room town house, and an abandoned warehouse on Rag Street. All three properties are in the slums district, but The Moose and the townhouse lie on one of the better streets approaching the Merchant's Quarter.

Keep in mind that many of the situations in this adventure can be resolved with smart decisions and canny roleplaying. A roguish PC can often come up with unconventional solutions to challenges so be flexible in reacting to the PC's ideas.

Read or paraphrase the following to begin the adventure.

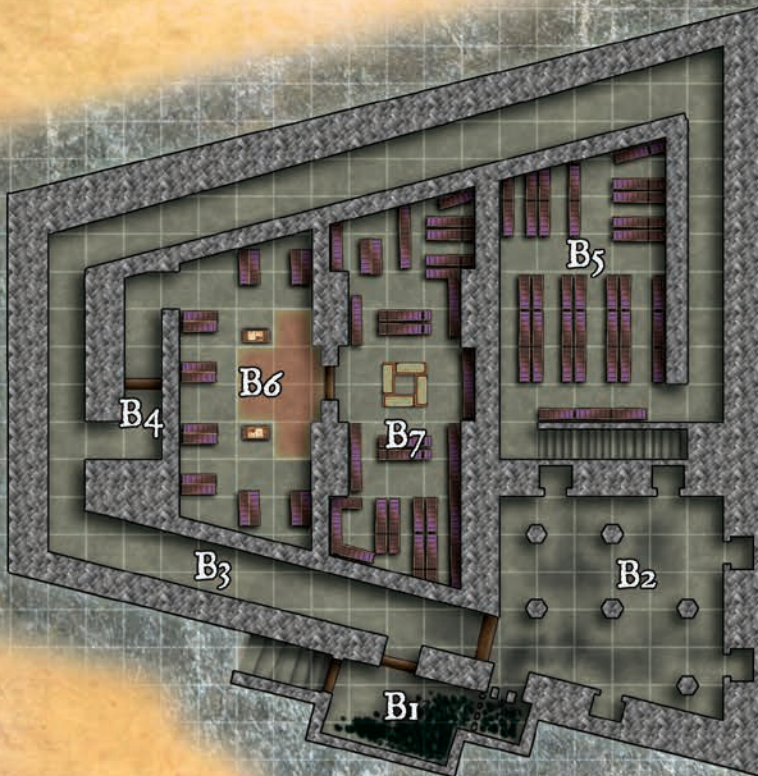
With a grandiose gesture, the forger Garrik Rendar flourishes a set of papers before you, "These documents will allow you to claim yourself as heir to the properties in question. Note the extra care I've taken with the inks and weathering of the parchment. Now, it's simply a matter of slipping this new false documentation and birth record into the appropriate section of the city archives and destroying the originals, perhaps even before you leave—just in case. Then when you make your claim in court, the scribes will send down for these. When you make the switch, you might want to steal some other papers or records to cover your tracks, in case destroying the safeguards protecting the vault gives away that it's been penetrated."

**Garrik Rendar** (middle-aged human expert 3, Linguistics +11 [forgery +15 with forger's kit], Profession [notary] +8) was once a pampered second son from a reputable family of civil servants in Zharhold. Disowned for his fraudulent behavior, Garrik has nonetheless managed to hang onto his notary's license and still represents himself as a man of fashion and taste. He takes rooms at an inn on the edge of the Merchant district, just at it starts to encroach into the slums.

Well aware of the mutual benefits of their association, Garrik remains trustworthy in his dealings with the PC. Garrik knows all the common information (DC 10) listed below. He suggests establishing an alias for ownership of the properties and that using disguises could give the PC additional flexibility.



# The City Archives of Zharhold





# Chapter One: The Archives

A trapezoidal structure located in-between High Street in the Merchant's Quarter and King's Way in the Civil District. The archives share a wall with the City Courts on the wider end and on the other side, a triangular-shaped commercial building known as Reed's Coffee House occupies the prime location at the intersection of the two main thoroughfares. The archives' public entrance is on King's Way, a service entrance for clerks and librarians faces High Street.

## INFORMATION GATHERING

The PC can use Knowledge (local) or Diplomacy checks to gather the following information. Gathering information near the archives requires appropriate dress for the area. Underdressed individuals are often viewed with disdain or prejudice. Wearing an adventurer's, peasant's, or traveler's outfit imposes a -2 penalty on all Diplomacy checks to gather information. An artisan's outfit allows the PC to pose as lesser merchant, clerk, or similar functionary, while a courtier's or noble's outfit with appropriate jewelry disguises the PC as an influential merchant, solicitor, or the like, granting a +2 circumstance bonus on all such Diplomacy checks.

## GENERAL INFORMATION

**5+** The intersection of High Street and King's Way in the Civil District is well-policed during the day and the city guards keep a keen eye on those who look as if they don't belong in the district. The City Archives and Civil Courts are open to the public with legitimate business.

**10+** Reed's Coffee House, at the corner enjoys the best location at the intersection. The coffee house serves as a meeting place for many of the commercial brokers in the city who do business in the exclusive club.

**15+** The Coffee House is owned by Sindara Reed, a powerful commodities and insurance broker. Sindara is renowned for her skill at mercantile dealings. Ventures personally backed by her often earn exceptional returns for those lucky enough to have stake in them.

## THE CITY ARCHIVES

**10+** The archives are open to the public during the day and two reading rooms available for use, but only the more lavish one is heated. Most visitors use the cheaper unheated reading room, kept this way to help preserve the more delicate documents it's said, but many also

believe it's to reduce costs and keep visitors from getting too comfortable.

**12+** The archives have four sets of stacks for storing documents. The current year's records and ongoing court proceedings reside on the main floor. A similar chamber in the basement holds documents needed less urgently. Most older documents, including birth records, wills, and tax records going back centuries are stored in the basement in a cold strong room to preserve them. A secondary storage chamber allows documents taken from storage to adjust to the environment before being released for general access.

**14+** The private reading room in the archives is heated by a hypocaust underneath, to avoid any fire hazard to the building. Charcoal for the furnace is stored under the stairs of the main entrance, which is secured by a heavy gate.

**16+** The ancient scribe known as the Master of Clerks might at first appear feeble, but he's far more dangerous than any of the archive guards patrolling the main floor. He has powerful magic that he uses to ward and secure the archive vaults.

## THE CIVIL COURTS

**10+** There are public entrances to the Civil Courts on both High Street and King's Way. The courts oversee two main jurisdictions. The commercial division includes trade concerns, fees, licenses, and merchant guild business, while the common law division deals with tax issues, property ownership, wills, and estates. Criminal matters are dealt with in another building altogether.

**12+** A connecting passage from the Civil Court's private halls to the City Archives provides judicial staff with convenient access.

**14+** An ongoing case regarding unpaid taxes is the talk of the court. The solicitor for the defense has waged an effective paper-based delaying action against the prosecution, involving litigious requests for the examination of records from decades past. These documents are housed in a special cold storage section of the archives and must wait for at least one day in a holding chamber to acclimate themselves to the current temperature and humidity before being brought to court. Bets are being taken at Reed's Coffee house on whether this tactic will delay judgment long enough for the plaintiff to assemble the coin needed to pay the back taxes.



**16+** High ranking magistrates have commissioned the installation of rich wooden paneling in several courtrooms and hallways and a master builder named Jillian Miter won the contract. She recently fired one of her journeymen for substandard work. This journeyman has appealed to the guild against this dismissal and the distraction is slowing the job's completion.

## RECONNAISSANCE

With no pressing urgency to complete the job, the PC can easily afford to invest some time surveying the area before making her attempt.

**Surveillance:** Watching the archives during the day is simple and allows the PC to observe the number of employees and their daily routine. Loitering for too long on the street at night is likely to draw attention, but watching from a rooftop (a DC 10 Stealth check and a DC 15 Climb check to get into position undetected) or hiring a windowed chamber in a nearby commercial depository (a cost of 50 gp for the week) allows the PC to stake out the archives. An evening spent watching the archives from the street tracks the night watch's patrol rounds by the monitoring the light carried by the single guard through the curtained windows. After a regular pattern of about 3 hours, the light moves into an interior chamber (A6) and spends a couple of hours inside with the doors closed before resuming its patrol. This suggests, and rightly so, that the guard takes a rest during the middle of the night.

**Casing the establishment:** The archives is open during the day but only the foyer (A2) and reading rooms (A3 and A4) are open to the public. The fee for access to the common reading room is 1 gp or 5 gp for the private reading room. The PC can observe clerks working in the foyer under the supervision of the archivist, and disappearing from time to time into the upper stacks (A5), or into clerks' row (A7). A successful DC 15 Perception check while loitering in the foyer permits the PC to overhear two guards, Flodd and Caryn, trading thanks they did aren't on night shift, "like poor old Kerk—he must get bored and lonely all by himself all night."

**Court Order:** The PC may consider having the needed documents moved from the archives vault to the acclimation room using a forged request from the Civil Court. This should make it easier to access the documents when penetrating the archives. Detailed court paperwork is required (a DC 25 Linguistics check), but Garrik the forger has dealt with similar court requests and can take 10 on his Linguistics check. Successfully delivering the forged paperwork requires a

DC 10 Profession (lawyer) or Profession (librarian) check, or a DC 15 Bluff check.

## RESISTING ARREST

The city guards of the Civil District are well equipped and relatively vigilant. Patrols consist of two guards during daylight hours. After dark they work in squads of four, although they sometimes split into pairs to cover more ground while still remaining close enough for a hue and cry to summon the others within a minute. At night the guard maintains a station point at the corner of High Street and King's Way.

**Creatures:** The guards attempt to detain a suspect and use their saps to subdue a violent offender. If dealt lethal damage, they use their halberds to sunder the PC's weapon. The guards normally keep their crossbows unloaded until a ranged threat presents itself. Their cumbersome half-plate gives a lightly-armored fleeing fugitive a distinct advantage.

### CITY GUARDS (2 OR 4)

CR 1

XP 400 each

Guard (*Pathfinder Roleplaying Game GameMastery Guide*)  
hp 19 each

## A. THE CITY ARCHIVES

The main floor of the archives is elevated 10 feet up from street level. While the place has large glass windows to maximize reading light during the day, these are secured with intricately wrought ironwork which cannot be opened (treat as portcullises). Thick curtains are drawn across the windows during the evening. The building is 25 feet high (DC 20 Climb checks to scale the exterior wall on the King's Way side) and exhaust chimneys on the roof are visible from the street. The building's façade on High Street boasts elegant sculptures and hanging vines that run between the elevated windows (DC 15 Climb checks to scale). An iron gate and stout wooden door secure a clerks' entrance at the western end of the building.

The following descriptions outline the main areas of the archives' ground floor:

**A1. Main Entrance:** Grand stone stairs lead up to an imposing entrance on King's Way with sets of tall windows on either side. To the left, a narrow set of steps lead down under the main entrance stairs. The entrance doors are open during the day but locked and barred at night (hardness 8, hp 90, Break DC 26, Disable Device DC 28).

**A2. Foyer:** A long counter divides this entrance chamber. Two clerks work behind the counter under the



direct supervision of the archivist. Two archive guards are stationed here during business hours.

**A3. Common Reading Room:** Multiple reading tables screened by bookshelves for privacy fill the room.

**A4. Private Reading Room:** Plush seating and polished wood desks are set around this comfortably appointed research room. The place is quiet and often empty, although a clerk or guard checks in from time to time. A quick search discovers concealed maintenance panels to the hypocaust vents.

**A5. Upper Stacks:** Shelves and cabinets filled with scrolls and documents fill this room. The majority of documents stored here are ongoing court proceedings and recent records. During the day, a single clerk is here cataloging the documents.

**A6. Map Room:** Large maps are on display around the room. This area holds plans and blueprints of the city and many of its buildings.

**A7. Clerks' Row:** This long hallway runs almost the entire length of the building. It contains document storage and desks for the clerks in the window wells. Four clerks spend most of their day here diligently transcribing documents and performing other administrative tasks.

**A8. Master of Clerks Office:** This neat office is where the Master resides when not out supervising the other staff. The deactivated bronze asp (**B3**) is stored here during business hours. A lever in the floor under the desk is the bypass for the trap at **B4**.

**A9. Clerk's Entrance:** During the day a guard shoos away unauthorized persons from wandering in through the open gate and unlocked door. At night, both the gate (hardness 10, hp 60, Break DC 25) and inner door (hardness 5, hp 30, Break DC 26) are locked (DC 25 Disable Device) and an *alarm* spell (DC 26 Perception check to spot) protects the alley, silently warning the Master of Clerks who lives nearby.

## ARCHIVES STAFF

**Creatures:** During the day there are a total of 10 clerks working in the archives, 7 on the ground floor and 3 in the basement who all work under the supervision of the archivist and Master of Clerks. Two archive guards stand sentry in the foyer, a third watches the rear entryway in **A9**. The archivist and the Master of Clerks carry keys to all the archives' doors. **Granthea** the stoker (see page 10) has keys to the furnace and the doors in **B1**. In the evening a single night watch security guard patrols the main floor. This guard only has the keys to the clerk's entrance and the main entrance. The archives guards are



named Caryn, Desnii, Flodd, and Kerk. Currently Kerk is the guard on night shift.

### MASTER OF CLERKS

CR 3

XP 800

Investigator wizard (*Pathfinder Roleplaying Game NPC Codex*)

hp 22

### ARCHIVIST

CR 2

XP 600

Human aristocrat 4 ("Heir Apparent," *Pathfinder Roleplaying Game NPC Codex*)

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 22

Skills Profession (librarian) +9 (instead of Diplomacy)

Gear quarterstaff, dagger, 43 gp

### CLERKS (10)

CR 1/3

XP 135 each

Human expert 1 ("Apprentice Jeweler," *Pathfinder Roleplaying Game NPC Codex*)

hp 4 each

Skills Profession (librarian) +7 (instead of Craft)

### ARCHIVE GUARDS (3)

CR 1

XP 400 each

Drunkard (*Pathfinder Roleplaying Game GameMastery Guide*)

hp 23 each



## BREAK AND ENTER

Use the following when the PC makes an attempt on the archives vault. Note that there are other possible ways for the PC to approach this task, in these cases use the listed location and NPC information to aid in assessing the challenge the PC faces.

### SNEAKING IN FROM THE STREET

If the PC's break-in involves spending some time on the street outside the archives, such as climbing up to the roof or picking the lock of an external door, the PC must avoid the night watch patrols and nocturnal citizenry (a DC 10 Stealth check). More than one check may be required if the PC spends more than a minute in this exposed activity.

### IN THROUGH THE ROOF

The roof vents are just wide enough for a Medium-sized creature to slowly wriggle through (DC 25 Escape Artist checks) but widen somewhat after the first 10 feet down (DC 20 Escape Artist checks). Small-sized creatures have an easier time, reducing the DCs of these Escape Artist checks by 10. Once down to the main floor level, the PC can open a service panel into A4. Climbing the open shaft to the hypocaust chamber is fairly easy, as the PC can brace against opposite walls (DC 15 Climb checks). During the day, the exhaust fumes from the hypocaust are toxic and hazardous; the PC must succeed at a DC 10 Fortitude save every 10 minutes or take 1 Con damage as well as make a Fortitude save (DC 15 + 1 per previous check) every hour or become fatigued. After the PC becomes fatigued, slow suffocation sets in (see Suffocation in the Environment chapter of the *Pathfinder Roleplaying Game Core Rulebook* for more details).

### MOVING AROUND ON THE MAIN FLOOR

The PC can automatically bypass the night security guard if she knows the guard's patrol routine, otherwise she must succeed at an opposed Stealth check (the guard has a -1 Perception modifier) to sneak around or get to the basement undetected.

### UP FROM THE SEWERS

The main challenge to entry via the sewers is locating the sewer pipe in the twisting sewer tunnels that leads up to the archives basement. It takes a DC 12 Knowledge (dungeoneering) check or DC 16 Survival check to navigate to the sewer tunnels under the archives. The sewers below the archives are uninhabited but if the PC fails this check by 5 or more, she becomes lost in the fetid sewer tunnels for 1d4 hours and must make

a DC 10 Fortitude save or gain the sickened condition (additional failed saving throws don't worsen this effect). Spending half an hour in an area of clean air removes this condition. Wriggling up the 35 feet of narrow sewer pipe (DC 25 Escape Artist checks for a Medium-sized creature, reduce this DC by 10 for a Small creature) may take some time and at the top is a grating that is tricky to loosen (DC 15 Disable Device check, the PC takes a -2 penalty on this check due to the cramped conditions). If the PC isn't swift and quiet while doing this, she may come under attack by the bronze asp (see B3).

### VIA THE COURTHOUSE

Two sweeping flights of steps lead up to columned portico of the Civil Courthouse. Paneled double doors open into the foyers, with doors to the various courtrooms. Each courtroom boasts a spectator's gallery up a flight of stairs and abuts to a set of private chambers for the magistrates, as well as retiring rooms for juries. Private halls reserved for magistrates, solicitors, and their servants are accessible from the foyer. These halls provide access to the court's private areas as well as connecting hallways leading to the Archives on one side and the Bureau of Weights and Measures on the other. These halls are never empty during the day, or far from intervention by the six guards that watch over them. If necessary use the stats for a city guard (see page 6).

Read or paraphrase the following when the PC enters the foyer:

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A throng of folk awaiting their appointed court times fill the foyers, some climbing the gallery stairs to view the ongoing proceedings. The curious are turned away from a set of double doors in the center of the building, as well as two nearby smaller doors to the sides, by well-armed bailiffs. Occasionally a guard grants access via one of the smaller doors to workers who carry in mahogany paneling and lengths of fancy molding.

---

Posing as a court officer or solicitor to access to the private areas of the courthouse is exceedingly difficult, requiring a DC 20 Disguise check and a DC 25 Bluff check. In the back areas, constant interaction requires a DC 25 Bluff check every 5 minutes. If the PC fails this check, she is asked to remain where she is while someone is found who can vouch for her. The PC needs to rapidly excuse herself, or pass herself off as lost, and then beat a hasty retreat before reinforcements arrive to detain her.



Worming her way on to the carpentry crew is much easier. In the foyer, the head builder **Jillian Miter** instructs **Branson Hark** the foreman to cover the job for a few days, as she has urgent business with the guild. An artisan's outfit and a set of artisan's tools allows the PC to worm her way onto the work crew with a DC 12 Bluff check, or a DC 20 Diplomacy check and a 10 gp bribe. During the working day, the PC discovers a place where the installation of the wooden paneling creates a pocket large enough to hide in until the building shuts down for the night. A DC 15 Disable Device check rigs the paneling to pop out silently from within, otherwise the PC must succeed at a DC 10 Stealth check to avoid discovery. When ready, the PC can stealthily make her way through the empty hallways to the locked connecting door (DC 25 Disable Device) to the archives.

### UNSCHEDULED CHARCOAL DELIVERY

Setting up a fake charcoal delivery is one way to get Granthea the dwarf to open the gate to **B1**. It takes 10 gp to obtain a cartload of charcoal and a DC 15 Linguistics check to forge a work order (which Garrik can easily produce). Granthea is guarded about this unscheduled delivery but a DC 10 Disguise check and a DC 11 Bluff check allays her suspicions enough that she allows the PC entry into **B1** to unload the charcoal while she goes to confirm the work order, closing and locking the door to **B3** behind her but leaving the furnace door unlocked. If the PC fails one of the two checks, Granthea still allows the PC in, but locks and bars the corridor door and locks the furnace door before going to confirm the order. Failing both checks means Granthea doesn't even allow the PC in from the street. Once inside, and before Granthea returns in 5 minutes, the PC can try for the vault or hide until nightfall (most likely in the hypocaust). If the PC hides after succeeding at both the Disguise and Bluff check, Granthea only conducts a routine search (DC 15 Stealth check to avoid discovery), if the PC failed a check then Granthea's search is more thorough (DC 25 Stealth check). Alternatively the PC can automatically succeed by hiding in the hypocaust's exhaust vents for an hour, but this has its own dangers (see the In through the roof section above).

## B. INTO THE VAULT

The following assumes the PC attempts a nighttime raid. If the PC attempts to gain access during the day, make these adjustments: The pyraustas are more cautious, but if befriended, warn the PC that the basement is crawling with humans and are unwilling to accompany the PC until after closing time. The bronze asp (**B3**) isn't activated during business hours and stored in **A8**. The gates at **B4** are open, but sneaking past Granthea the stoker (**B1**) or the clerk working in the lower stacks (**B5**) requires opposed Stealth checks (Perception bonuses of +5 and +4 respectively). Granthea moves to confront an intruder, while the clerk flees upstairs to call the guards. The two clerks in the acclimation room (**B6**) close the strong room door (which locks it and arms the trap), if they notice a disturbance in the basement. The archive guards arrive 1 minute after someone runs to summon them, followed 2 minutes later by the archivist, the Master of Clerks, and a pair of city guards, who make their way through the lower stacks and round to the strong room. If the PC moves quickly and has good luck, she might be able to complete her mission even if the entire building is alerted, although as reinforcements arrive, this quickly becomes unlikely.

Hallways and the stoking room are about 10 feet high; the other rooms on this level are around 15 feet.

### B1. STOKING ROOM (CR 1/2 OR —)

The smoky tang of charcoal permeates the air of this grimy vestibule. Several shovels are neatly stored next to a large pile of black charcoal in an open bin. Two solid looking gateways lead from this chamber, one with a barred slot in its center, the other fashioned from iron sheeting. A metal hatch set in one wall has worn and burnished appearance.

An external gate (hardness 5, hp 20, Break DC 25) leading up to the street is kept locked (Disable Device DC 25) both day and night unless there is a coal delivery. A barred window slot in this door allows for fresh air and communication through the gate. The iron door leading into the basement on the northeast wall is locked and barred from the inside (hardness 10, hp 60, Break DC 30, Disable Device DC 28), in addition a padlocked chain (hardness 10, hp 5, Break DC 26, Disable Device DC 25) secures the bar. The stoking door to the furnace is also locked, but less securely than the other doors (DC 20 Disable Device). A safety mechanism



inside the furnace door allows it to open, even if locked from the outside. With the fire banked at night, a DC 20 Acrobatics check allows the PC to scramble through the furnace quickly enough to avoid taking 1d4 nonlethal fire damage (DC 15 Fortitude save for half) from the heat. During the day with the furnace operating, the PC automatically takes 1d6 fire damage and must succeed at DC 15 Reflex save or catch on fire taking an additional 1d6 fire damage immediately (see Environment chapter in the Core Rulebook for more details). At night, a DC 20 Perception check spots the blinking flames of the pyraustas (in **B3**) through the glowing embers of the furnace as they flicker between the hypocaust's pilasters.

**Creature:** During the day, a dwarf named Granthea is always on hand to stoke the furnace. Safe behind the locked gate she brooks no nonsense from outside, turning away beggar and noble alike. She retreats into the basement to raise the alarm if threatened with violence. A false charcoal delivery is one of the few ways to convince her to open the gate for a stranger (see the *Unscheduled charcoal delivery* section above).

#### GRANTHEA

CR 1/2

XP 200

Dwarf commoner 2

LN Medium humanoid (dwarf)

**Init** -1; **Senses** darkvision 60 ft.; Perception +5

#### DEFENSE

**AC** 11, touch 9, flat-footed 11 (+2 armor, -1 Dex)

**hp** 13 (2d6+6)

**Fort** +2, **Ref** -1, **Will** +1; +2 vs. poison, spells, and spell-like abilities

**Defensive Abilities** defensive training

#### OFFENSE

**Speed** 20 ft.

**Melee** shovel +2 (1d6+1)

#### STATISTICS

**Str** 13, **Dex** 9, **Con** 14, **Int** 8, **Wis** 13, **Cha** 8

**Base Atk** +1; **CMB** +2; **CMD** 11 (15 vs. bull rush and trip)

**Feats** Catch Off-Guard

**Skills** Perception +5 (+7 to notice unusual stonework), Profession (miner) +7 (+11 to make money)

**Languages** Common, Dwarven

**SQ** craftsman, industrious urbanite, stonecutting

**Gear** leather armor, shovel, keys to all locks in **B1**, 10 gp

## B2. WARM HEARTS, FAST FRIENDS (CR 1)

Stacked-stone pillars supporting the level above allow warm air from the nearby furnace

to circulate freely through this high-ceilinged chamber.

The furnace opens into the room, heating the air of this chamber. Furnace exhaust shafts extend up from the basement to the roof, circulating warmth to the building above. A stoking door at the back of the furnace opens into **B1**. A simple stone maintenance door leading to the hallway seals the room closed but has no lock. Cracks in the door's lintel allow tiny inhabitants of this chamber to squeeze through into the passage.

**Creatures:** A family of tiny dragons lives in this warm room. These pyraustas are a mated pair named **Flim** and **Schor**, and their adolescent children, **Sprik** and **Bry**. They only speak rudimentary common, and greet the PC as follows, "Sneaky one, sneaky one, cold is it?", "No, not cold, warm one." While their parents are initially a little skittish, the younger pyraustas have a starting attitude of friendly, and a DC 11 Diplomacy check befriends the family. They share what they know of the lower level, which includes the trapped gates ("blood you will leave at gate"), the bronze asp ("metal snake winds the halls"), and the trap on the strong room door ("cold door spits cold"). A PC who speaks Draconic gains slightly more coherent information, but the pyraustas are whimsical and easily distracted.

If the PC shares her intentions, the tiny dragons grow excited, ("we help burn jeweled paper if give us the gems!"). In return for Sprik and Bry coming with the PC to help battle the scroll sentinel, the pyraustas insist the PC deal with the trapped door into the strong room, of which the cold-sensitive dragons are rightly terrified. The two pyraustas follow the PC but only assist against the scroll sentinel.

#### PYRAUSTAS (4)

CR 1/4

XP 100 each

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

#### TACTICS

**During Combat** The pyraustas use their breath weapon from range and avoid melee.

**Morale** If wounded, the dragons flee into the furnace or up the exhaust shafts to heal.

**Experience Award:** The PC gains 200 XP if she convinces the pyraustas to help her.

**Treasure:** Nestled in a crack in the ceiling is the tiny dragons' hoard of semi-precious gems worth 75 gp. The pyraustas fight to defend their treasure.

## B3. SNAKING HALLWAY (CR 1)

This hallway almost circumvallates the basement's interior rooms. Inset gutters on both sides allow



moisture to drain away, rather than collect and turn into mold. This gutter system also allows the hall's night guardian to move stealthily through the area. A narrow pipe covered by a grille drains down into the sewers at the southeastern end of the passage (see the Up from the sewers section above).

**Creature:** A mechanical serpent patrols this corridor after hours. Placed here primarily to eliminate rodents and other vermin that could damage the archived documents, this tiny automaton also attacks larger intruders. The asp is programmed to bite any moving creature it encounters until its prey becomes immobile, but to only use its poison against a creature that manages to damage it. The archive clerks know this and have orders to remain perfectly still and await assistance if the bronze asp menaces them. The asp takes 5 minutes to complete a full circuit of the hallway, including checking the gate at **B4**. It pursues an intruder anywhere in the building, using its find target ability to unerringly track down the PC if it has tasted her blood. Otherwise, if the serpent loses sight of an intruder, it lurks in wait for 5 minutes before returning to its rounds. The asp doesn't leave the archives under any circumstance.



#### BRONZE ASP

CR 1

XP 400

Iron cobra with the young template (*Pathfinder Roleplaying Game Bestiary*)

N Tiny construct

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +0

#### DEFENSE

**AC** 19, touch 13, flat-footed 18 (+3 Dex, +5 natural, +1 size)

**hp** 5 (1d10)

**Fort** +0, **Ref** +2, **Will** +0

**DR** 5/-; **Immune** construct traits; **SR** 12

#### OFFENSE

**Speed** 30 ft.

**Melee** bite +2 (1d4–1 plus poison)

**Before Combat** If the PC leaves any blood on the trapped gate (**B3**), the bronze asp uses its find target ability to track her down.

#### STATISTICS

**Str** 8, **Dex** 17, **Con** –, **Int** –, **Wis** 11, **Cha** 1

**Base Atk** +1; **CMB** –2; **CMD** 11 (can't be tripped)

**Skills** Stealth +16

**SQ** find target

#### SPECIAL ABILITIES

**Find Target (Su)** Once per day, a bronze asp can find and attack a specific creature within 1 mile, which it does as if

guided by *discern location*. The asp must have some part of the specified creature for this ability to function.

**Poison (Ex)** The bronze asp holds 3 doses of poison. *Small Centipede Poison:* Bite—injury; *save* Fort DC 11; *frequency* 1/round for 4 rounds; *effect* 1 Dex damage; *cure* 1 save.

**Treasure:** The bronze asp's body weighs 15 pounds and is difficult to fence but still worth 100 gp. The PC can also extract any remaining doses of poison from the automaton.

## B4. THORNY GATE (CR 1/2)

An intricate gate fashioned from three spiked lattices bars the way.

This gate secures the lower halls from the lower stack and coal service door. Designed to allow airflow but prevent unauthorized intrusion, the lattice gate is locked (Disable Device DC 25) and armed with a trap.

**Trap:** Unless a bypass switch in **A8** is used, attempting to unlock or open the gate sets off the trap. The spiked lattices swivel and extend, striking out at anyone adjacent to the gate. Once the trap triggers, the gate's lock jams, requiring the trap to be fully disabled before the gate can be unlocked.



**SPIKED GATE TRAP****CR 1/2****XP 200****Type** mechanical; Perception DC 20; Disable Device DC 25\***EFFECTS****Trigger** location; **Reset** manual**Effect** +10 melee attack (1d6 plus 1 bleed)

\*Unless the Disable Device check exceeds this DC by 5 or more, the trap is only partially disabled. It can't trigger but the gate lattices only open part way, leaving a tight squeeze to get through. A Medium-sized creature requires a DC 15 Escape Artist check to avoid taking 1 point of damage when slipping through the narrow opening. A creature who succeeds by 4 or less still takes some minor cuts and scrapes, which deal no damage, but leaves drops of blood on the spikes. This allows the bronze asp (B2) to use its find target ability to track down the PC unless the bloodied spikes are cleaned. Exceeding the DC by 5 or more allows a creature to get through without a scratch. Reduce the DCs of these Escape Artist checks by 10 for Small-sized creatures. Tiny or smaller creatures can move through the lattice without making checks or alternatively squeeze through the gutters at the sides of the passage.

**B5. LOWER STACKS**

Compactly spaced bookshelves and neatly organized bookcases house a large collection of papers, manuscripts, scrolls, parchments, and other documentation.

The papers stored here are older court records and documents. The PC can quickly determine that these are not what she seeks.

**B6. ACCLIMATION ROOM (CR 2)**

Tall glass cabinets hold a small assortment of documents, carefully separated by marked dividers or further protected by wooden blocks. A pair of reading podiums stand in room's center and a large iron door sits opposite the entrance.

Documents brought from the strong room into the acclimation room remain here for 24-48 hours to adjust to ambient temperature and moisture conditions before being released into the general archives. The room's fixtures are treated to be fire resistant to help protect their contents. The entire eastern wall and the air nearby are cold; most noticeably at the iron door (hardness 10, hp 60, break DC 28, Disable Device DC 28) which is locked and trapped.

**Trap:** The strong room door is protected by a magical trap designed to incapacitate intruders without damaging the stored documents. If the pyraustas are present, they warn the PC of the trap.

**COLD BURST TRAP****CR 2****XP 600****Type** magical; Perception DC 26; Disable Device DC 26**EFFECTS****Trigger** location; **Reset** 1 minute**Effect** spell effect (Merciful<sup>UM</sup> *burning hands* (cold), 5d4 nonlethal cold damage, DC 11 Reflex save for half damage); multiple targets (all targets in 10-ft. by 15-ft. area)

**Development:** If the PC arranged to have the required documents shifted from the strong room, then they are here in one of the cabinets. In this case, award the PC 400 XP for her cunning in avoiding the need to break into the well-protected strong room.

**B7. STRONG ROOM (CR 1)**

The air in this room is chilly, but not uncomfortably so. Closely spaced shelving filled with hundreds of archival boxes and scroll cases surrounds a filing system cabinet with tiny drawers and fold down writing surfaces

A permanent magical effect keeps this room at a cool 45°F. Like the outer room, the cabinets and containers are warded against fire hazards.

**Creature:** A scroll sentinel rests on the cabinet, its scroll rods set with sparkling gemstones. At night the scroll attacks anyone who enters without giving a command word. Only the archivist and the Master of Clerks know the scroll's command words. During the day it only attacks those not dressed as clerks or anyone who attempts to pick it up, although it has been programmed to rise up and delay its attack for a round to avoid accidentally injuring a staff member.

**SCROLL SENTINEL****CR 1****XP 400****hp** 16 (see page 35)**TACTICS**

**During Combat** The scroll floats up near the ceiling, swooping down to make flyby attacks.

**Experience Award:** If the pyraustas help the PC fight the scroll sentinel they receive a portion of the XP from this encounter as if they were a single ally.

**Treasure:** The gems on the defeated guardian are worth 300 gp. If the pyraustas helped fight the scroll then they both want equal shares of these gems. The



two tiny dragons aren't interested in the gems' values as much as simply gaining an equal quantity of gems, and a DC 15 Appraise check allows the PC to take 150 gp worth of gems as her share, rather than just 100 gp worth.

**Development:** Searching for the correct documents to exchange for the forgery takes 1d4 minutes (a successful DC 14 Linguistics or Intelligence check halves this time).

## CLAIMING THE INHERITANCE

Once the documents have been swapped, the PC can claim her inheritance in the city courts by filing a claim and paying a 25 gp inheritance fee. The annual lease payment already collected from The Noose covers both the inheritance taxes on all three properties and the property taxes for the first year. Beyond that, the PC can make use of the buildings as she sees fit: sell them, rent them out, create businesses, or use them as fronts for her other *undertakings*.





## Chapter Two: Smuggler's Start

Following the break-in at the archives, Garrick contacts the PC and offers a proposal. In return for the PC securing illicit methods of moving valuable goods into and out of the city, Garrick offers his skills at forging gate passes and tax receipts.

"I miss the good old days, back then I had money in my pocket and nary a peep from the watch or customs agents. Today's decreased excises and duties may make smuggling less lucrative than back in those days but there's still money to be made. My gate passes are as good as gold and with your skills at getting in and out of places can hopefully be put to effective use. Hmm, not something you would be interested in taking on, would it? I would be at your service, of course."

Garrick can provide forged documents to smuggle some goods into the city, but cautions the PC that overuse of any one method puts them both at risk. Garrick's old smuggling group had a diversity of ways to get things into the city, and he suggests that the PC assemble a similar network. Currently there seems to be little interest in smuggling from Zharhold's criminal elements, so there shouldn't be much competition.

### BUILDING A SMUGGLING NETWORK

Use the following encounters to provide the PC with opportunities to create a smuggling ring. Each encounter the PC successfully completes earns her 250 XP and 1 smuggling point in addition to any other rewards. See "Making a Profit" on page 22 for details on how smuggling points work. If the PC is reticent to run a smuggling operation herself, Garrick can take more of a leading role, offering payments (50 gp) for each encounter successfully completed. These encounters can be played in any order and the PC can complete at them her own pace. Garrick can help by providing the PC with leads for her to follow up and if the PC discovered the folder of contacts in Book 1: *Orphans of the Hanged Man* this could also provide leads to the Dwarven Wainwright and the Sewers. If the PC has ideas on where she might like to start (such as bribing a gate guard, or sneaking stuff in through the sewers), allow her to make DC 15 Knowledge (local) checks or Diplomacy checks to gather information to find out about an appropriate option listed below.

**East Gate Night Watch:** The some of the night shift guards at the East Gate are said to be indolent and

somewhat peculiar. It might be possible to slip goods in or out without them noticing.

**Dawn at Low Gate:** Early on market day at Low Gate it's possible to gain entry before the gates officially open or gain other perks if you know the right guards. Moving goods other than vegetables into the city might be possible in the midst of such bustle.

**The Ragpicker:** A ragpicker named Shistook has an easy time at the city gates as he pulls a cart of smelly clothing and fabric in and out of the city on his travels.

**The Sewers:** Years ago it was said there was once a tunnel into the sewers from beneath the Rusty Barnacle Tavern that led out of the city.

**The Theatric Carpenter:** One of the largest caravans to enter the city recently was a traveling theater production. It was impossible for the gate guards to thoroughly search the dozens of wagons, each under the supervision of the theatre's master carpenter, Ukrek Gadek.

**Philandering Customs Agent:** Jurikos Ranier is a customs agent who has suffers some disgrace from being caught up in a recent scandal. Many say the agent is lucky to retain his employment. Ranier's current situation might provide an angle to coerce him into providing assistance.

**The Dwarven Wainwright:** Alicia Carriagewright owns a longstanding business that builds wagons and carriages. The dwarven businesswoman might be convinced to use her expert skills to construct a wagon with well hidden compartments for smuggling goods.

### EAST GATE NIGHT WATCH

Zharhold's East Gate is one through which night-time entry and egress is permitted. Mounted travelers lead their mounts through a small foot-traffic door cut into one panel of the main gate; opening the large gate to permit a cart or wagon to pass through is expensive (a fee of 5 gp), but not unheard of. There are two gate officers on duty during each night shift, and a small barracks in the gate tower houses around half a dozen sleeping off-duty guards.

### STAKING OUT THE GATE

Observing the routine of the East Gate night watch requires either a successful Stealth check to lurk unseen nearby, or a successful Perception check to watch from a distance, possibly from a nearby flophouse a street away. A poor result on these checks doesn't mean the PC is discovered, merely that she is unable to obtain any







## Guards, Guards!

Several of the following encounters interact with the guards stationed at Zharhold's city gates. Use the following for these gate guards' stats if needed.

### GATE GUARD

CR 1/2

XP 200

Superstitious Mercenary<sup>NPC</sup> (*Pathfinder Roleplaying Game NPC Codex*)

hp 14

useful information during that stakeout. Most of the guards on duty are attentive and diligent but one pair, Sergeant Dymphna (F) and young Corporal Jilliers (M) who occasionally man the midnight shift, have potential.

**15+** Sergeant Dymphna is attentive and strict in the early hours of the watch, searching every traveler or cart entering and barking commands at the corporal, who twitches and jumps to follow orders after each tirade.

**17+** Dymphna often spends the second half of the watch dozing away in a drunken slumber on a stool. A cart driver seeking entrance haggles with Corporal Jilliers over the price. The corporal glances back at Dymphna several times but doesn't rouse her, then ends up being distracted by the teamster's carping and admits the cart without a thorough search.

**19+** Corporal Jilliers attempts to check incoming travelers and carts with the same efficiency as the sergeant, but he's jumpy and gets easily flustered. During one search, a loose tarp on a stopped wagon billows ominously in the wind like a sail, the moonlight illuminating it like a death shroud. This rattles Jilliers, who leaps at least a foot in the air and turns as white as a sheet. He shakily makes a gesture to ward off evil and stammers, "By the spirits! Get that wagon out of here." The surprised teamster quickly leaves, paying neither gate toll, nor suffering any search of goods.

Running unsearched goods through the East Gate at night requires gaining an edge over Dymphna and Jilliers. A sober Dymphna at the start of her shift is too vigilant, but ensuring that she has sufficient alcohol puts her out of the picture during the latter half of the shift. A variety of methods, including shouting drinks at Dymphna's favorite pub, losing to her at cards to ensure she has sufficient funds for drink money, or having a cask donated to the watch tower all serve to inebriate Dymphna into insensibility. A successful DC 16 Bluff check can doubletalk Corporal Jilliers sufficiently to distract him from searching a wagon. Frightening the superstitious gatekeeper with a good ghost story (a DC 14 Perform [oratory] check) or perhaps with a bit of 'supernatural' trickery (a DC 12 Sleight of Hand check)

also keeps him from paying close attention to whatever the PC is bringing through the gates.

## DAWN AT LOW GATE

The gate guard at Low Gate, Sergeant Bertha Yeates, is popular with farming folk entering the city in the early morning hours before market day. A favored few are even granted entry a little before dawn to claim the best spots in the open market. Yeates takes inducements from these folk, not in hard currency but in edible comestibles that are harder to track and easy to dispose of.

Observing the routine at Low Gate gives the PC a good idea how things work. Queues of farmers, tinkers, and other tradesfolk assemble in the pre-dawn to be allowed into the city. Sergeant Yeates has her favorites, allowing them early entry and even looking the other way when they sell goods while lining up outside the walls. The sergeant ends her shift accompanied by a couple of farmers' children, who follow her into the city carrying baskets and sacks.

## GATHERING INFORMATION

The bustle at the gates each morning makes collecting information easy (Knowledge [local] or Diplomacy checks to gather information) as long as the PC dresses as a farmer or tradesperson. If the PC stands out because of her clothing or weapons, she takes a -2 penalty to these checks.

**11+** 'Donations' of food to 'feed the poor and homeless' given to Sergeant Yeates are seen as a gesture of 'generosity and charity'. In return, the sergeant helps these 'kindhearted' traders as much as she can. It's just the way things work.

**13+** Lars Yeates, the husband of Sergeant Yeates is a renowned baker of pies and tarts, both sweet and savory. Highborn folk from the richer districts are known to hike down to their shop on the edge of slums to purchase his wares.

**15+** The freshest vegetables, ripest fruits, and best cuts of meat somehow seem to make their way into the Yeates' bakeshop. Whether Sergeant Yeates claims these viands on the cheap or simply swaps them for others of inferior quality isn't known but anyone who has tasted Lars' pies can tell they are made from the finest ingredients available.

A DC 15 Appraise check correctly values the bribes of produce and cuts of meat proffered to speed a vendor through the gate. If the PC fails this check by 4 or less she assumes the goods are worth 50% more, if she fails by 5 or more she thinks twice as much value is required. An initial bribe of consumables (no coins) worth at least



10 gp shifts the sergeant's initial attitude from indifferent to friendly and a DC 14 Diplomacy check convinces Bertha to risk punishment for letting a small cart or pack animal through the gate unsearched on a regular basis. If the PC fails this check by 4 or less, she can retrospectively increase her check result by +1 for every 10 gp in additional bribes.

This way of bringing goods into the city is effective but has its limitations. Yeates assumes that the smuggled goods are low value foodstuffs or similar and is likely to become suspicious of strange bulky goods or smugglers who don't look like regular farming folk. Repeatedly arousing Yeates' suspicions causes her to arrange for the contraband to be found and seized by the authorities, earning her a well-paid promotion in the guard but forcing her to ease back on her own kickbacks for some time afterward.

## THE RAGPICKER

A gaggle of street urchins and a not-insignificant sprinkling of better dressed children surround a handcart piled high with rags and old clothes. Standing on the conveyance, a large man with a simple face finishes telling a ghost story, illustrating the finale by manipulating garments pulled from the pile like puppets.

In addition to collecting cast-offs and old fabric within the city, Shistook the ragpicker often travels to collect garments from outside the city walls. Most of the clothing is used and ordinary, and the ragpicker is well known to the gate guards who rarely poke through the smelly clothing filling his cart.

**Creature:** Use the following stats for Shistook if necessary.

SHISTOOK		CR 1/3
XP 135		
Male human commoner 1		
LN Medium humanoid (human)		
Init +0; Senses Perception -1		
DEFENSE		
AC 10, touch 10, flat-footed 10		
hp 4 (1d6)		
Fort +0, Ref +0, Will -1		
OFFENSE		
Speed 30 ft.		
Melee club +1 (1d6+1)		
STATISTICS		
Str 13, Dex 10, Con 11, Int 4, Wis 9, Cha 14		
Base Atk +0; CMB +1; CMD 11		
Feats Additional Traits (Trustworthy, Talented), Skill Focus (Perform [oratory])		

**Skills** Diplomacy +8, Perform (oratory) +11

**Languages** Common

**Gear** club, 28 sp

### STATISTICS

**Additional Traits** <sup>UCam</sup> Shistook gains a +1 trait bonus on Diplomacy and Perform (oratory) checks, and always treats these skills as class skills.

## GATHERING INFORMATION

The PC can seek out more information about Shistook with a successful Knowledge (local) or Diplomacy check to gather information.

**11+** Shistook may be slow—but he's also 'touched'—some form of idiot savant, he can perfectly recall and regale an audience with the best ghost stories, possibly because he gets some of his clothes from cemeteries outside of town.

**13+** Shistook's apprentice couldn't stand the smell of the clothes on the cart and quit recently; the big-hearted fellow seems lonely since the lad left him.

**15+** Shistook is a favorite among the gate guards, mostly because of his honest and harmless demeanor as well as his willingness to stop and tell an interesting tale or story during a boring shift.

Shistook's cart is a viable way to sneak goods into the city. The simple fellow is honest, requiring a DC 22 Diplomacy check to bring him into the scheme. Failure to recruit him makes him hostile to further attempts; the simpleton repeatedly states "You shouldn't break the rules!" However, convincing him to take on a new apprentice (the PC or one of her accomplices) only requires a successful DC 12 Diplomacy check; this new apprentice can easily conceal goods from both Shistook and the guards under the pile of rags.

Impersonating Shistook requires at least a DC 18 Disguise check to get past the city guards (higher if the impersonator isn't an adult male human), but provided the PC uses a different gate to the real Shistook, the guards are unlikely to notice two ragpickers working the entrances. Replacing Shistook entirely requires a DC 16 Bluff check to get a cart past the gate guards without being searched. An apprentice who is known to the guards taking over the route succeeds with a DC 11 Bluff check. In this case Shistook must be taken out of the picture, either by finding him another job, or possibly by darker means. Listening to Shistook's spooky stories for an hour grants the PC a +2 circumstance bonus on Perform (oratory) checks when attempting to frighten Corporal Jilliers (see page 14).



## THE SEWERS

The dilapidated Rusty Barnacle sits only a few yards from the barracks of the docks patrol. The barkeep at The Rusty Barnacle, Strick Feston, used to do a bit of smuggling through the sewers years ago, but now sees little use in it. The sewers are 'teeming' with squid-legged grindylows and other dangerous vermin, as well as the fact that the tunnel he used to use through to the harbor has collapsed.

### MAKING INQUIRIES

Some discreet questions (a successful Diplomacy check to gather information) or simply keeping one's eyes and ears open (a successful Perception check) for 1d4 hours at the Rusty Barnacle yields the following:

**13+** Strick Feston, proprietor of the Rusty Anchor is always on the lookout for extra coin. It's said he'll offer a safe hiding place to sailors on the run from the authorities, as long as they have the funds to pay him.

**15+** There used to be secret passage into the sewers somewhere in a back room. However, the sewer tunnels nearby have collapsed in many places and are infested with dangerous critters so there are few safe passages through and fewer who know them.

**17+** There's something other than grindylows down in the sewers. Rumors of some kind of monster far bigger than the 'squid-legs' down there has made those who use the tunnels far more cautious of late.

Strick Feston initially denies that a secret tunnel exists, stating that it collapsed years ago, but a successful DC 17 Diplomacy check as well as offering a cut of potential smuggling profits not only gains access to the tunnel but also a willing accomplice in any future smuggling, providing Strick doesn't ever have to set foot in the sewers himself. If the Diplomacy check fails by less than 5, Strick angles for a bribe of 10 gp per point the check failed by, before he reveals the tunnel's existence. Finally, Strick points out that the PC needs to clear out the grindylows in the sewers between here and the harbor before they'll find anyone willing to consider moving goods through the tunnels.

### INTO THE SEWERS

The PC can attempt to locate the grindylows lurking in the sewers beneath the Rusty Barnacle in several ways. Ambushing the aberrations takes sharp senses and a silent tread. A successful DC 25 Perception check allows the PC to catch a lone scout; otherwise she encounters 1d3+1 of the creatures. Eliminating at least 3 of the intruding grindylows causes the others to retreat to another part of the sewers.

A DC 11 Knowledge (dungeoneering) or Knowledge (local) check reveals that an opening gift of fresh fish might help initiate negotiations with the grindylows. Attempting a diplomatic approach is possible if the PC brings fish or has previously established friendly relations with Zharhold's grindylows (from Book 1: *Orphans of the Hanged Man*). The grindylows are initially unfriendly (DC 19 Diplomacy check to improve their attitude), but if the PC both provides fish and has previous relations she gains a +2 circumstance bonus on Diplomacy checks with the grindylows. If the PC doesn't speak Aquan, the grindylows call for their chieftain, **Capafrazz** (NE male advanced grindylow) who speaks some words of halting burbling Common.

If the PC shifts the grindylow's attitude to at least indifferent, they propose a bargain. If the PC can help the grindylows slay a monster which has invaded their territory, they offer to withdraw from this section of the sewers as well as consider possible help navigating the sewers in the future. The "squid-legs" are willing to send three grindylow warriors to help the PC track and slay the monster as well as supplying the PC with a pot of smelly alchemical grease<sup>UE</sup> to rub on her skin. The PC can retreat from a failed diplomatic encounter and seek the alligator on her own, killing it wins her the appreciation of the grindylows and eventually gains her an alliance with them.

**Creatures:** The grindylows attack a foe they outnumber but attempt to retreat underwater if wounded.

#### GRINDYLOWS (4)

CR 1/2

XP 200 each

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

**Creature:** The alligator lurks just under the surface at an intersection of two 10 foot wide sewer channels with 5 foot ledges on either side. The area is dimly lit from a grill in the ceiling. The alligator takes 10 on its Perception and Stealth checks (total check results of 18 and 23 respectively) and initially lashes out at the least stealthy creature approaching it.

#### SEWER ALLIGATOR

CR 2

XP 600

Crocodile (*Pathfinder Roleplaying Game Bestiary*)

hp 22

**Experience Award:** If the grindylows assists the PC in fighting the alligator they receive a portion of the experience points as if they were a single ally.

**Development:** Once the PC deals with the grindylows, discovering a circuitous route through the sewers to the harbor only takes an uneventful hour of exploring. If the PC befriends the grindylows, she earns 1 additional smuggling point because of their ongoing help in



avoiding the harbor guard patrols in return for trinkets and fish.

## THE THEATRIC CARPENTER

The half-orc Ukrek Gadek is the master carpenter for a troupe of traveling players called “Belkin’s Roving Theatric Extravaganza.” Ukrek is in charge of setting up and dismantling the stages and fantastic sets used by the troupe. Many of the players’ wagons are quite remarkable, often folding up or rearranging into part of the stage or other performance areas. Ukrek owes significant debts at local gambling houses, and is glad to be soon hitting the road once more, a few steps ahead of his creditors.

### GATHERING INFORMATION

The PC can seek out more information about Ukrek with a successful Knowledge (local) or Diplomacy check to gather information.

**13+** Ukrek’s owes debts to several gambling houses and these debts are now held by Florraine Calder, a slums loan shark who employs a thuggish bodyguard named Braksel to ‘encourage’ those who are late in paying.

**15+** Ukrek has been involved in shady dealings in the past. He once traveled with a circus that was a front for drug runners. It’s said that one of the exotic beasts got into a hidden stash of drugs, went wild, broke free, and caused mayhem by rampaging through the carnival.

**17+** It was almost impossible for the gate guards to search the dozens of wagons when the traveling players arrived. Ukrek could possibly sneak out of the city by hiding in one of the collapsible wagons. Alternatively he might try selling some of the stage props to pay off some of his debts.

Ukrek can be found making repairs to a piece of stage equipment. Several workmen manipulate a mechanism under the supervision of an impatient Ukrek, who looks as if he wishes he were anywhere but here. Ukrek is reticent to be dragged back into illicit activities but the PC can gain the half-orc’s cooperation with a DC 20 Diplomacy check combined with a bribe of 100 gp and offering him a piece of the action. Obtaining Ukrek’s gambling markers reduces the Diplomacy check’s DC to 15 and doesn’t require a bribe. A DC 13 Intimidate check to threaten Ukrek with his debts further reduces the Diplomacy check’s DC by 5.

A DC 16 Diplomacy or Intimidate check allows the PC to purchase the markers from Florraine Calder for 50 gp. Of course there are a variety of other ways of gaining the

gambling markers from Florraine, including ambushing the loan shark or breaking in to Florraine’s residence.

While they only travel infrequently to Zharhold, the troupe is rife with places to hide smuggled goods. Unused cavities in wagons can hide bulky goods. Textiles and other clothing can be hidden among costumes. Weapons, armor, or contraband jewelry could be disguised as stage props.

**Creatures:** Use the following stats if necessary.

#### UKREK GADEK

CR 2

XP 600

N male half-orc expert 4 (Journeyman Carpenter, *Pathfinder Roleplaying Game NPC Codex*)

hp 22

#### FLORRAINE CALDER

CR 1

XP 400

NE human expert 3 (Shopkeep, *Pathfinder Roleplaying Game Game Mastery Guide*)

hp 13

#### BRAKSEL

CR 1

XP 400

NE human fighter 1/rogue 1 (Street Thug, *Pathfinder Roleplaying Game GameMastery Guide*)

hp 16

## PHILANDERING CUSTOMS AGENT

Jurikos Ranier role at Zharhold’s customs agency comprises collecting taxes and affixing official stamps to inbound cargos of luxury commodities. His job also includes occasional travel outside the city and he merits an armed guard during these excursions because he carries official documentation as well as some coin. Jurikos is an attractive fellow but also bounder and a cad, seducing and discarding lovers with seeming disdain. His many seductions have earned him the enmity of many cuckolded spouses, jilted suitors, and outraged parents.

### GATHERING INFORMATION

The PC can seek out information about Jurikos with a successful Knowledge (local) or Diplomacy check to gather information.

**12+** Jurikos Ranier recently almost lost his job for embarrassing the customs agency with a sex scandal involving financial misappropriation from a newly bereaved widow. He has been officially warned to display exemplary behavior, lest he face immediate dismissal.

**14+** Ranier makes a monthly circuit of the surrounding countryside, collecting taxes and



distributing tax stamps and other official documentation for inbound cargoes. He is allowed one armed guard during these trips.

**16+** One of those cuckolded by the flirtatious tax man is rumored to have hired an assassin to eliminate Jurikos.

If the PC decides to trail Jurikos, read or paraphrase the following:

The vain Jurikos Ranier stops again to view his reflection in a handheld mirror, twirling his mustaches into dainty points and brushing even the smallest speck of dust off his velvet doublet. For a customs agent, he is a bit of a dandy, but his fastidiousness is explained when he is greeted at the door of a well-kept townhouse by a woman in a housecoat barely concealing her dishabille.

If the PC keeps watch, then some time later:

A well-dressed older man rides up, perfunctorily greeting a servant while he dismounts, and then enters his home. A few moments later, Ranier leaps out the side window and lands in the pigsty—a shame, but at least the mud covers the fact that he is only partly clad—now he looks almost like a street corner beggar.

To blackmail Ranier, the PC requires evidence of his improprieties (either real or manufactured). Collecting this evidence means stealing a letter or lover's keepsake from one of Jurikos' recent conquests. The PC might be able to achieve this by following Jurikos and then making a pickpocketing attempt (a DC 20 Sleight of Hand check) or burgling a lover's residence (a successful DC 20 Disable Device check to break in and a DC 16 Stealth check to avoid detection). Other ways of procuring evidence include forging a love note, which requires a reasonable sample of Jurikos' handwriting. Finding a jilted lover willing to supply such handwriting requires a DC 15 Diplomacy check to gather information. The PC or Garrick can then create a forgery fairly easily (a DC 16 Linguistics check). Once the PC has evidence, threatening to reveal it and a successful DC 13 Intimidate check cows the bureaucrat into submission. If the PC poses as an assassin hired to kill Ranier and threatens him, a DC 16 Bluff check and a DC 13 Intimidate check also convinces him to cooperate.

The PC could also consider removing Jurikos entirely and stealing his documentation during his one of his excursions outside the city. An ambush requires the defeat of Ranier and his bodyguard Liddlemark.

Alternately, the PC might discover that Ranier has been sleeping with Liddlemarks' sister, Jocelyn. Finding this out isn't easy, a DC 20 Diplomacy check to gather information reveals it, or secretly trailing Jurikos for 5 days which requires an opposed Stealth or Disguise check vs. Ranier's Perception check each day. Informing Liddlemark of this guarantees his neutrality during any ambush, and also grants a +2 circumstance bonus to the DC 18 Disguise check (higher if the impersonator isn't an adult male human) needed to impersonate Ranier, if the PC decides to drop off documentation at the customs agency to allow the PC's incoming cargo of goods through the gates.

**Creatures:** Use the following stats if necessary.

#### LIDDLEMARK

CR 1

XP 400

N male human warrior 3 (Guard, *Pathfinder Roleplaying Game NPC Codex*)

hp 22

#### JURIKOS RANIER

CR 1

XP 400

Male human aristocrat 2/ranger (dandy) 1 (*Pathfinder Roleplaying Game Ultimate Intrigue*)

CN Medium humanoid (human)

Init +2; Senses Perception +4

#### DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 17 (3 HD; 1d10+2d8+3)

Fort +3, Ref +4, Will +3

#### OFFENSE

Speed 30 ft.

Melee mwk dagger +4 (1d4+1/19–20)

Special Attacks favored nation (Zharhold +2)

#### STATISTICS

Str 12, Dex 14, Con 13, Int 8, Wis 10, Cha 17

Base Atk +2; CMB +3; CMD 15

Feats Skill Focus (Diplomacy), Skill Focus (Bluff), Voice of the Sibyl<sup>UM</sup>

Skills Bluff +13, Diplomacy +13, Knowledge (nobility) +5, Perception +4, Perform (dance) +7, Perform (oratory) +8, Profession (lawyer) +4, Sense Motive +6

Languages Common

SQ track +1, rumor empathy +4

Gear mwk dagger, noble's outfit, signet ring, jewelry worth 100 gp, silver mirror worth 25 gp, 10 pp, 5 gp

#### SPECIAL ABILITIES

**Favored Nation (Ex)** Jurikos gains a +2 bonus on Bluff, Diplomacy, Knowledge, Perception, Sense Motive, and Survival checks against courtiers, officials, nobles, and gentry from Zharhold. Likewise, he gains a +2 bonus on weapon attack and damage rolls against them.



**Rumor Empathy (Ex)** Jurikos can alter the flow and spread of rumors in his favor. This functions similarly to wild empathy, except that it takes 1 day, and it affects the general tenor of a rumor. A successful rumor empathy check increases or decreases a rumor's tone (helpful, friendly, indifferent, unfriendly, or hostile) by one step. The DC of this check increases by 10 when Ranier uses this ability on rumors about himself.

**Development:** The PC only gains 1 temporary smuggling point from either blackmailing or impersonating Jurikos, because the amorous lothario's indiscretions (or his disappearance) are sure to come to light sooner or later. This temporary smuggling point only applies to the first smuggling check the PC makes.

## THE DWARVEN WAINWRIGHT

Alicia Carriagewright is a dwarven master builder who has a spacious workshop on the edge of the merchant district. Alicia's business constructs wagons, carriages, and even chariots which can potentially be built with hidey-holes and secret compartments designed to stymie gate guards. All manner of vehicles under construction can be seen in the work sheds and yard. A dwarven apprentice informs visitors that the mistress shall return shortly. The apprentice returns to his workbench and chats with his colleagues about machinery and inventions as they work.

### GOSSIP AND CHAT

The PC can gather some information on Alicia during the wait (a Diplomacy check to gather information). Impressing the apprentices in the workshop with a DC 15 Disable Device check to aid with a tricky assembly, or using correct technical terminology when talking about mechanisms (a DC 15 Knowledge [engineering] check) can both grant +2 circumstance bonuses to this Diplomacy check.

**13+** Alicia enjoys the challenge of planning new and innovative designs. It's said that she is seeking to design a masterpiece worthy of being displayed in her clan's ancestral halls.

**15+** Alicia is a successful businesswoman who appreciates the entire process of coming to an agreement. She likes to haggle with her clients even when the project might only be a small one.

**17+** The apprentices share their method of getting out of trouble with the boss. Alicia is prone to flattery—complimenting her work is a sure-fire way to get on her good side.

**Alicia Carriagewright** (LN female dwarf expert 6, use the stats for the Expert Blacksmith<sup>NPC</sup> if needed) soon arrives, conversing with a middle-aged human male wearing a carpenter's leather apron. Alicia concludes her conversation then greets the PC and politely ushers her new potential customer into a private office before enquiring about how she can be of assistance. The PC should be looking to purchase at least one wagon; she can





potentially obtain more as her network grows. Alicia and the PC discuss the specifications of the wagon. The price for a wagon with one or more well-disguised secret compartments starts at 120 gp, modified by how well the PC spins a tale as to why she needs the modifications. The PC makes a DC 19 Bluff check, for every point that she beats the DC by decreases the price by 5 gp, for every point she fails the check by increases the price by 5 gp. Alicia and the PC can then haggle over the final price, a successful DC 18 Diplomacy check reduces the final price by 10%, or by 20% if the PC beats the DC by 5 or more. A successful DC 18 Sense Motive check gives the PC a hunch that Alicia enjoys receiving compliments about her work. Using flattery gains the PC a +2 circumstance bonus to Bluff and Diplomacy checks against Alicia, with the dwarven woman's pride in her craftsmanship dominating the conversation.

**Development:** The wagon takes two weeks to complete and is of masterwork quality. The inbuilt secret compartment(s) require DC 25 Perception checks to detect. The PC earns 1 additional smuggling point for investing and using such a well-constructed smuggling vehicle.

## INTERLUDE

A gang of robbers strike in the midst of one of the PC's initial smuggling runs into the city. Use this interlude as a change of pace to add some action during the network building process. If the PC has badly failed one of the network building encounters or perhaps seriously crossed any of the NPCs, then feel free to substitute those NPCs for some of the robbers. Perhaps Jurikos Ranier seeks to rid himself of his blackmailer or Bertha and Lars Yeates wish to remove a potential thorn in their side.

**Creatures:** Use the following stat block, adding an additional robber for every two additional accomplices the PC has with her (minimum one additional robber if the PC has any accomplices with her). The CR for this encounter should be around CR 1 if the PC is alone, increasing if the PC has assistance. Where the ambush takes place depends on what smuggling route the PC is using, a narrow alley, sewer tunnel, or gateway. The robbers set their ambush at a chokepoint preferring to have an elevated position with a clean light of sight. The robbers aren't aiming to kill the PC, merely steal the smuggled goods. If they get the drop on the PC, they ready actions to shoot anyone who moves, then calls on the PC to drop the goods and back away.

## ROBBERS (2)

CR 1/2

XP 200 each

NE human warrior 2 (Bandit, *Pathfinder Roleplaying Game GameMastery Guide*)

hp 11 each

**Melee** longsword +3 (1d8+1/19–20) or sap +3 (1d6+1 nonlethal)

**Ranged** light crossbow +4 (1d8/19–20)

**Gear** studded leather, buckler, longsword, light crossbow with 20 bolts, mwk bolts (5), sap, 20 gp

## MAKING A PROFIT

This adventure uses a simplification of the downtime rules from *Pathfinder Roleplaying Game Ultimate Campaign* with each smuggling point roughly representing teams and other resources with a total modifier of +5. The PC can't realistically do all the smuggling herself and needs to hire accomplices or make use of existing contacts she knows. The hiring and supervision of these workers takes time but can be assumed to happen in the background. Paying these workers also comes out of costs before the PC's profit is determined. Each month, the PC's smuggling operations make 25 gp per smuggling point plus the PC makes a skill check using any appropriate skill used in smuggling and makes additional money based on the following table:

Check Result	GP
10	+10 gp
15	+20 gp
20	+40 gp
25	+100 gp
30	+150 gp
35	+200 gp

Alternatively if the PC wants to use multiple skills, she can either roll once using the average of the two skill modifiers or roll each skill check separately and divide the additional gold gained by the number of checks attempted. As the PC is initially preoccupied figuring out the minutiae of her newly founded smuggling ring, she can't take 10 on this check for the first two months. If the PC's check result is less than 10, normally her scheme would be discovered and part of her ring arrested by the watch. However, Garrick's set of forged gate receipts save the PC from this fate. This "get out of jail" card is only usable once during the adventure



## Chapter Three: Stealing the Seal

Once the PC establishes a viable smuggling operation, she receives an invitation to a private supper from Sindara Reed, an influential insurance and commodities broker. At the meeting, Sindara indicates she has heard rumors of the PC's recent activities and needs her services to secretly move a large cargo of goods into the city. This is not actually illegal, all taxes and duties have been paid on the goods, but their transportation into the city must be performed without anyone learning of it. Sindara says that she has information about the immediate future of these commodities and plans to cash in. The goods are a large load of fine coffee, teas, and spices. The loss of an inbound vessel bearing a similar cargo means the market is about to experience massive fluctuations, and having control of a secret inventory with the ability to time the market, will be extremely lucrative. Sindara offers a payment of 500 gp, with half upfront, and extends an invitation to invest any portion of this payment in the scheme. Sindara says she will guarantee the return of the stake once the goods are safely in her possession inside the city, but she expects to easily double this money.

How the PC transports the goods is entirely at her discretion but it needs to be completed as soon as possible, within the next two days. Sindara directs the PC to deliver the goods to a warehouse in a dilapidated section of the merchant district near the slums. Sindara reminds the PC that these goods are both perishable and difficult to find a black market for, she also mentions that she also has a multitude of contacts throughout the city, just in case the PC considers trying to keep the cargo for herself.

### COMPLICATIONS

Assuming the PC makes adequate plans and effectively utilizes her resources, bringing the goods into the city is a complete success. However, a bitter rival of Sindara's—Jaylin Rinegold has learned of the scheme and decides to teach Sindara a lesson as her next move in their ongoing political feud. As part of her ministerial role as a city official of Zharhold, Jaylin drafts an order to seize the warehouse in which the goods are now stored as a derelict and unsafe property.

Sindara gives the PC instructions to meet at the warehouse in the morning to collect payment. However, just before dawn, ministerial guards surround the warehouse and seize it. The PC and any of her accomplices can easily escape the lumbering guards but the smuggled goods are trapped inside.

Sindara arrives in a carriage and shares the following: "My feud with Jaylin Rinegold goes back years, and it appears this has drawn her attention. While Jaylin cannot legally claim the goods, I'm sure they'll remain impounded long enough that there'll be no profit left for us. However, all is not lost. If we can countermand the interdiction before tomorrow, we can salvage the goods and our original plan. Were we able to forge our own release order for this property, I am certain the city functionaries and guards would have no choice but to honor it. We would have to obtain Jaylin's personal seal for this task—there is no room for error."

Jaylin is a prominent cleric of the god of law and commerce and scheduled to attend an all-night religious vigil this very evening, a ceremony too well-publicized for her to miss. Sindara suggests the PC sneak into Jaylin's mansion to affix her personal official seal to a forged release order. If the PC balks at this, Sindara points out that she can't pay the PC as she hasn't received the goods. If pressed, Sindara agrees to increase her payment by up to 100 gp.

Preparing the base forgery document requires a DC 18 Linguistics check. Sindara can help supply several samples of Jaylin's handwriting. With these Garrick can easily create this base document, but he blanches when he realizes who the mark is and tells of the last forger to cross Jaylin Rinegold. After finishing serving a long prison sentence, this unlucky felon was set upon by masked intruders in his residence and had both his hands cut off. The unfortunate now ekes out a living in the slums begging by drawing caricatures using his feet, "Hardir the Handless, they call him."

### HARDIR THE HANDLESS

Tracking down Hardir the Handless takes 1d4 hours and a DC 10 Diplomacy check to gather information. The unfortunate forger freely tells the PC about Jaylin Rinegold and his downfall:

"My forgery tools were hidden well. I even paid a wizard to enchant them so they couldn't be found with divinations. What I didn't suspect was the invisible spy that the witch set against me. I never saw it, but when the guard came for me I could hear the soft beating of tiny wings, and I'm damned if my tools didn't jump out from their hiding place. That was all the evidence the cursed priestess needed to lock me away and I know it was her doing that my hands were amputated!"





## Jaylin isn't in the adventure?

Jaylin Rinegold is an influential member of Zharhold's governmental body and is an 11th-level cleric. This makes her an impossible challenge if a 3rd-level PC were to openly fight her. However, she doesn't directly appear as an adversary in the adventure. The PC may be able to deal with Jaylin's minions and robbing her mansion but would be very unwise to try to confront the cleric directly. She is scheduled to appear in a later adventure.

Hardir advises the PC that, if she is going to go up against Rinegold, she should talk to an alchemist named Crandin in the merchant district; he has some tricks that may help. **Crandin** (N male middle-aged half-elven alchemist 4) has a tiny crowded shop on a back street of the merchant district. He initially offers **glowing ink<sup>UE</sup> marker dye<sup>UE</sup>** for 20 gp as a counter to an invisible threat. A direct hit causes a Small-sized or smaller target to glow brightly enough to be easily seen, even if invisible. A direct hit on a Medium or larger creature partially covers it, making the creature somewhat visible but giving it the equivalent of concealment. Being splashed merely allows the PC to identify what square the invisible creature is in. If the PC seems affluent or she mentions Hardir, Crandin also offers to brew up infused alchemist extracts for her. He cautions the PC that she needs to consume these as soon as Crandin finishes brewing them, severely limiting the usefulness of short duration effects. Crandin's shop is reasonably close to Jaylin's mansion; just under 10 minutes of travel time. Crandin can create up to two infused extracts per day of the following: *barkskin*, *darkvision*, *delay poison*, *protection from arrows*, *resist energy*, and *see invisibility*. Crandin can only create these in his shop but is willing to stay open late

to make a sale. For the *see invisibility* extract, which is normally a self only spell and can't be made into a potion, Crandin starts by asking for half what a 2nd level potion would normally cost (150 gp). If the PC haggles, he drops this price by 5 gp for every point the PC exceeds DC 10 on a Diplomacy check. Crandin charges the standard spellcasting services rate (40 gp) for the other extracts.

## C. JAYLIN'S MANSION

Jaylin's mansion lies on the edge of the Civil district near the Merchant's district. The mansion stands on a large block of land surrounded by a high wall providing privacy to its well-tended gardens. Jaylin conducts much of her business, both official and private, at the mansion. The mansion sits adjoining the street at the front of the block and there are two entrances onto the property, the mansion's front door and a large gate to one side for servants and Jaylin's personal carriage. Jaylin has a staff of retainers and guards but most of these retire to their own homes after hours. The stable hands, carriage driver, and Jaylin's footservant quarter in the carriage house but only Agador, Jaylin's trusted butler and cook, lives in the mansion itself.

## SCHEDULE

Jaylin departs her mansion at dusk (6 pm) for the ritual, returning shortly after dawn (6 am). Nightfall is at 7 pm, and a half moon casts dim light over the city. The coach driver and Jaylin's footservant return her carriage to the mansion, arriving at around 7 pm. The stable hands and the other servants wipe down the carriage, unhitch the horses and tend to them, completing their tasks then eating dinner and disappearing up to their quarters by 8 pm. Agador prepares morning meals in the kitchen till 9 pm and then retires to his room. Pimm, the guard assigned to watch the back garden, drinks heavily until 9 pm before falling into a drunken stupor. The front gate guards remain vigilant throughout the night. The household rouses at 5 am and readies for the mistress's return.

## RECONNAISSANCE

Spending an hour observing Jaylin's estate provides a simple plan with the dimensions of the mansion, carriage house, and wall surrounding the property. While the PC's mission is urgent, she can attempt to gather information about the Rinegold Mansion.



## Running Guards and Wards

Part of the challenge for the PC of the *guards and wards* spell comes from negotiating fog-filled hallways, illusion shrouded doors, and the *confusion* effect which occurs at intersections. While most houses are designed to minimize hallways to allow more living space in rooms, Jaylin's mansion still has enough passageways to make this burglary interesting. The PC can see the basic dimensions of the mansion when she enters the grounds. As a GM, consider describing the PC's movements through the fog and letting the player draw their own maps. For example, "you move 25 feet down the passage and come to a T intersection." Most rooms are on the perimeter, which helps the PC nail down the hallway configuration.

**10+** Jaylin often entertains at the mansion. A large dining room, rich parlors, and a small ballroom assist in providing a cordial and pleasant atmosphere.

**12+** Jaylin conducts a portion of both her official and private business at her mansion. She maintains a cozy receiving room on the second floor for private discussions.

**14+** The second floor holds Jaylin's personal suite as well as bedchambers for visitors. The coach driver and foot servant lives upstairs in the carriage house at the back of Jaylin's property. The two the stable hands sleep in the loft above. Only Jaylin's cook has quarters inside the mansion.

**16+** Jaylin is currently utilizing many of her personal guards elsewhere. Only Grybb, Sandyr, and Corporal Pimm are available for overnight duty at the mansion—a few of the guards have been heard to complain about the double shifts.

**18+** There are rumors of powerful magic protecting the mansion making the rounds of servant's gossip. It's said the guards have orders, for their own protection, not to enter the mansion when the mistress is absent.

## MANSION DETAILS

Unless noted, the mansion has the following characteristics:

**Ceilings:** The mansion stands close to 30 feet high at its roofline. The first floor of the mansion has sweeping 15 foot ceilings, while the second story has more comfortable 10 foot ceilings.

**Doors and Windows:** Interior doors are simple wooden ones (hardness 5, hp 10, Break DC 13) and normally have no locks but now have an *arcane lock* (see *guards and wards* below) which increases the Break DC to 23 and creates a magical lock (Disable Device DC 20). The exterior doors are of strong construction (hardness 5, hp 20, Break DC 25). The front door is locked with an exceptional lock (Disable Device DC 30). The rear doors are all locked with good locks (Disable Device DC 25). All exterior doors, except the kitchen door (**C10**), are warded with *arcane lock* spells which increases their Break DC to 35 and the Disable Device DC to 40 for the front door or 35 for the rear doors. First and second floor windows are shuttered, have an *arcane lock* (hardness 5, hp 10, Break DC 23 [13 without the *arcane lock*]), and are locked (Disable Device DC 30 [20 without the *arcane lock*]).

**Guards and Wards:** Part of Jaylin's home security is her casting *guards and wards*, granted to her by the greed<sup>CoC</sup> subdomain. The map indicates the placement of fog, webs, and which doors are concealed by illusions.

Additionally, almost every door in the mansion also has an *arcane lock* spell on it. The PCs gains a saving throw (Will DC 21) against the *silent image* of a plain wall created by *guards and wards* when she searches the specific area. The PC can also automatically locate these doors by running a hand along the walls as she proceeds. The *suggestion* component of the *guards and wards* triggers in area **C23** and is detailed there.

**Servant's Knowledge:** If the PC subdues any of the servants, they can draw a basic layout of the house (simple block rooms), but they don't know of any of the hidden rooms or secret doors.

**Webs and Fire:** The webs burn quickly with no chance setting the house on fire, but doing so causes scorch marks on walls and floors leaving obvious signs of the PC's burglary.

## ALERTING THE HOUSEHOLD

The shutters and thick curtains on most windows mask dim light from within, but if the PC uses a brighter light source in the front rooms this may alert the guards (DC 15 Stealth checks to avoid this). The front gate guards may also notice the noise of a short scuffle with the crawling hands (**C5** and **C14**) but they shrug it off unless they can also see light within the mansion or the combat lasts longer than 6 rounds.

If the guards discover there are intruders in the house, they wake the retainers in the carriage house and send the footservant with a message to Jaylin. They have orders not enter the mansion themselves but attempt to contain intruders in the house until the mistress can return. One of the front gate guards moves to the back yard, the coach driver keeps Pimm awake near the eastern garden entrance and the stable hands watch the western drive. The footservant also summons the city





# Jaylin's Mansion

## Legend

- S SECRET DOOR
- ⊘ LOCKED
- ⊘ ARCANE LOCKED DOOR
- ⊘ LOCKED & ARCANE LOCKED DOOR
- ⊘ ARCANE LOCKED DOOR HIDDEN BY SILENT IMAGE



watch who arrive in 10 minutes. Jaylin herself arrives in a further 15 minutes and at this point the PC's escape is extremely unlikely.

## THE BURGLARY

The PC can penetrate the mansion from almost any direction. The estates neighboring Jaylin's are not as grand as hers and don't employ guards at night. A widow lives to the south; her husband was a vintner who used to grow varieties of vines in a personal garden that covered most open land on their lot. A socialite with an overly large staff resides to the east, this property often comes alive at night with the activities of the guests but there are no parties scheduled for the next couple of days. To the west is the home of an almost extinct noble family, the once impressive manor has fallen into decay and the last scions of the house have little money left to even afford servants let alone repairs.

The PC could even shadow Jaylin's carriage to the ritual and attempt to rig a sling underneath to hitch a ride back into Jaylin's mansion. A DC 15 Disable Device rigs the sling safely, otherwise the jolting ride deals 1d4 points of bludgeoning damage on the return trip. The PC can then rest quietly until the coach driver and stable hands complete their tasks by 8 pm and then disappear up to their quarters.

## C1. MAIN ENTRANCE (CR 1)

Steps lead up to an imposing front door, flanked by two stained glass windows. Four more windows grace the mansion's facade, their raised elevation and cedar bushes enclosed by wrought iron fencing providing privacy from the street.

The stained glass windows do not open and the front door lock requires a DC 40 Disable Device check to defeat (DC 30 if the *arcane lock* is removed). Interior curtains completely block line of sight through the parlor windows. Even if the PC is able to get close enough to peer through the stained glass windows, the hallway beyond is dark and filled with fog.

**Creatures:** Two of Jaylin's guards stand on duty here throughout the night. They have brought a small portable brazier to warm their hands during the chilly early hours.

### GRYBB AND SANDYR

CR 1/2

XP 200

LN human warrior 3 (Guard, *Pathfinder Roleplaying Game NPC Codex*)

hp 22

## C2. CARRIAGE HOUSE

The ground floor of this building has a large open area to store Jaylin's covered carriage as well as stalls for the light riding horses that pull it. Upstairs, there are storage spaces for tack and feed as well as sleeping areas for the coach driver and foot servant. The two stable hands sleep in the loft above. They are all 1st level commoners or experts and are noncombatants. Use the stats for an *apprentice jeweler* or *beggar* (*Pathfinder Roleplaying Game NPC Codex*) as needed modifying their Craft, Profession, or Perform skills as appropriate.

## C3. REAR YARD

A 12 foot brick wall surrounds the property, requiring DC 20 Climb checks to scale, except at the rear wall where vine trellises on the neighboring property reduce the DC to 15. A wide double gate (hardness 5, hp 20, Break DC 25), sized for carriages and wagons, is the only entryway into the mansion grounds directly from the street. It remains closed unless in use. A 15-foot-wide graveled drive runs from the front gates back to the carriage house. The back porch opens onto a neatly trimmed lawn. To the east is a garden of bushy plants and woody perennials, including a large apple tree in the southeast corner.

## C3A. GUARD POST (CR 2)

**Creatures:** Corporal Pimm, a guardsman with wild hair and a bushy beard, consumes a large amount of alcohol before falling drunkenly asleep on a chair leaning against the wall at the mansion corner, his wolfhound Raster dozing at his feet. It's fairly easy to avoid awakening either guardian while navigating the rear yard. Assume that both Pimm and Raster are taking 10 on their Perception checks to hear something while asleep and sleeping creatures take a -10 penalty to Perception checks. However, if the PC comes within 30 feet of Raster the hound may be able to smell her. She needs to succeed at opposed Stealth checks for the dog to remain oblivious. In this case, ignore the -10 penalty for Raster being asleep, as normally the dog would automatically pick up the PC's scent if awake. Pimm's tending of Raster is erratic at best and the hound is often hungry from irregular feedings. Raster remains quiet and wolfs down any meat tossed within 30 feet of him. This distracts the hound for some time, potentially allowing the PC to slip past. Feeding Raster also makes it possible for the PC to attempt Handle Animal or wild empathy checks to befriend the guard dog.



**PIMM****CR 1/2****XP 200**CN male human warrior 3 (Guard, *Pathfinder Roleplaying Game NPC Codex*)**hp 22****SPECIAL ABILITIES**

**Drunkard** Pimm is a habitual drunk giving him the sickened condition and a –2 penalty to Dexterity, Strength, and Wisdom. This reduces his CR to 1/2.

**RASTER****CR 1****XP 400**Dog, riding (*Pathfinder Roleplaying Game Bestiary*)**hp 13****TACTICS**

**During Combat** The wolfhound barks repeatedly, attempting to awaken Pimm, who is drunk enough to need to roll an 8 or more on his Perception check to wake up.

**Development:** The front gate guards don't investigate if Raster is silenced in three rounds or less, even if a combat with Pimm lasts longer. All the guards are used to Pimm kicking up a racket while drinking.

## C4. FOYER

Fog fills the 25-foot-high foyer, obscuring the second-floor balcony overlooking the hall. *Silent image* spells mask the double doors to the east and west parlors, as well as the double doors to the south leading to the main stairs. A DC 15 Knowledge (engineering) or intelligence check notices gaps in furniture placement around both parlor doors, but no such clues give away the doors to the south.

## C5. DOWNSTAIRS CORRIDORS (CR 1/2)

These corridors are filled with fog and many of the doors are hidden behind illusions of plain walls.

**Creature:** Earlier in the day Jaylin released a pair of undead severed hands to guard her home while she is at the ritual. Both these appendages were forcibly amputated from the expert forger now known as Hadir the Handless and then animated as undead servitors by Jaylin. Ink stains are still visible on the fingertips and under the fingernails of each. Jaylin keeps them as both a memento of her vengeance and as useful guardians which are easy to conceal until needed. The left hand patrols the ground floor passageways while the right hand lurks in the corridors on the floor above (C14). If this hand notices a disturbance on the level above, it rushes up to aid its partner. They both have orders

to stay out of any of the rooms unless pursuing an intruder. As undead creatures, the crawling hands are immune to the mind-affecting confusion effect of the *guards and wards* spell making it easy for them to track down intruders.

**CRAWLING HAND****CR 1/2****XP 200****hp 9** (*Pathfinder Roleplaying Game Bestiary 2*)

**Treasure:** While the destroyed remains of this undead hand are grisly, Hadir the Handless would be tearfully overjoyed to have both his lost hands returned to him. Hadir has these gruesome remains burnt to ashes. While Hadir owns little of value, such an act earns the unquestioning loyalty of the handless forger. Hadir will never betray the PC and would even endure torture for her; he would willingly take the rap and serve a prison sentence for the PC.

## C6. PARLOR

Plush furnishings, drapery, and artworks fill this comfortable chamber around a fireplace set with an unlit fire.

**Treasure:** A DC 20 Appraise check reveals an expensive painting in the eastern parlor, or a valuable statuette in the western parlor, each worth 75 gp and weighing 5 lbs.

## C7. DINING ROOM

A long dining table fills the center of the room. Buffets and sideboards stand sentry on one side of the room and spare chairs flank the fireplace and curtained windows on the opposite wall.

The sideboards contain cutlery and dishes which are well crafted, but also bulky, fragile, and not particularly valuable.

## C8. MUSIC ROOM

A harpsichord and a standing harp are the centerpieces of the music room, although there are smaller instruments in display cabinets set around the walls.

**Treasure:** A DC 20 Appraise check or a DC 15 Perform (string) check identifies an antique masterwork violin (worth 100 gp and weighing 2 lbs.)





## C9. LIBRARY

Built-in bookshelves run floor to ceiling in this two story room. Spiraling steps ascend to a balcony on the second floor overlooking the table and chairs below.

A *silent image* conceals the door in the southwest corner of the upper level, but the illusion of a seemingly plain wall surrounded by bookcases hints there may be something here. A DC 25 Perception check reveals the secret door on the northern wall of the balcony.

**Treasure:** A 10 minute search and a DC 15 Appraise check locates 1d3 of the more valuable books each worth 25 gp and weighing 2 lbs. There are 6 such books in total in the library.

## C10. KITCHEN (CR 2)

A long worktable and food preparation areas fill up much of this room. The southern wall holds shelving for pots and pans, as well as cupboards for groceries and dry goods. There is a large cooking hearth on the west wall with a large pile of firewood neatly stacked in the corner nearby.

The exterior door and the door into the butler's quarters (C11) are not covered by the *guards and wards* spell and are not magically locked, but the doors to the

dining room and corridor both have an *arcane lock* and are hidden by illusions of blank walls. The exterior door has an exceptional lock (Disable Device DC 30) and the door to C11 has no lock. The cupboards contain a store of spices, cooking oils, and other foodstuffs.

**Creature:** Jaylin's loyal retainer Agador has served as both butler and cook to her for many years. The hardened servant grew up in a rough and impoverished neighborhood and is deeply grateful to Jaylin for allowing him to rise above his poor upbringing. Agador lives alone, and rules the other household servants with an iron fist. Agador knows the layout of the mansion but has no knowledge of any of the secret doors and is oblivious of Jaylin's sinister schemes.

Tonight he is under strict instructions not to enter any other part of the house apart from the kitchen or his own quarters. Up until 9 pm Agador is distracted clattering around preparing meals for the following day and is unlikely to notice noises from other parts of the mansion, after that he goes to bed and sleeps until 5 am. Agador keeps the exterior door locked unless he needs to check outside. If he does hear something, he goes outside and does a circuit of the grounds looking for lights inside the mansion or other signs of a break in. If he becomes aware of intruders in the house but is unable to confront them, he has one of the gate guards send word to the city watch and Mistress Jaylin, or goes himself if these guards are missing.



**AGADOR****CR 2****XP 600**

Male human expert 4

LN Medium humanoid (human)

**Init** +2; **Senses** Perception +5**DEFENSE****AC** 12, touch 12, flat-footed 10 (+2 Dex)**hp** 22 (4d8+4)**Fort** +1, **Ref** +3, **Will** +4**OFFENSE****Speed** 30 ft.**Melee** mwk dagger +6 (1d4+2/19–20) or frying pan +5 (1d4+3 plus 1 fire [if hot])**Ranged** bottle +5 (1d3+2)**TACTICS**

**During Combat** Agador starts by throwing a bottle of rum at the PC's head. If this connects, dowsing the PC in alcohol, then Agador lights a tindertwig and tries to set the PC on fire. The alcohol burns like lamp oil, dealing 1d3 fire damage for 2 rounds. If possible, he also throws a jar of pepper in the PC's face which acts like sneezing powder<sup>APG</sup>.

**Morale** Agador retreats outside the mansion to raise the alarm when reduced below 12 hit points, or surrenders if retreat is impossible.

**STATISTICS****Str** 14, **Dex** 14, **Con** 11, **Int** 8, **Wis** 10, **Cha** 9**Base Atk** +3; **CMB** +5; **CMD** 17**Feats** Catch Off-Guard, Skill Focus (Profession [cook]), Throw Anything**Skills** Diplomacy +6, Intimidate +6, Knowledge (nobility) +5, Perception +5, Profession (butler) +7, Profession (cook) +10, Sense Motive +6**Languages** Common**Gear** mwk dagger, bottle of rum, jar of powdered hot pepper, 3 tindertwigs, flint and steel, keys to all the mansion's exterior doors and windows**C11. BUTLER'S QUARTERS**

These cramped quarters hold a simple cot, a plain chest of drawers, and a worn wooden rocking chair.

The smell of cooked food from the kitchen next door lingers in the air here. Agador sleeps here from 9 pm until 5 am when he rises to prepare breakfast and to greet the mistress upon her return.

**Treasure:** Agador stores 2 doses of antitoxin underneath his clothes and personal effects at the bottom of the chest of drawers.

**C12. STORAGE**

Dry goods, jars of preservatives, china cabinets, linens, cleaning supplies, and stacks of spare furniture fill this cluttered chamber.

The PC might be able to make use of some of the household stored here, such as using a long-handled broom to open a potentially trapped door.

**C13. HIDDEN LANDING**

This hidden stairway was once an unobtrusive way for servants to venture upstairs, but when Jaylin extensively refurbished the mansion she walled up the first floor landing and hid the upstairs entrance behind a secret door. The stairs are covered in webs and the landing is obscured by fog.

**Treasure:** Religious vestments<sup>UE</sup> for the god of law and commerce hangs from a hook on the eastern wall of the landing.

**C14. UPSTAIRS CORRIDORS (CR 1/2)**

Fog fills these intersecting corridors and several doors are shrouded with illusions.

**Creature:** Similar to the downstairs corridors (C5) another crawling hand, the right hand, guards the upstairs corridors. If it senses a commotion downstairs, it rushes down to assist its companion.

**CRAWLING HAND****CR 1/2****XP 200****hp** 9 (*Pathfinder Roleplaying Game Bestiary* 2)

**Treasure:** Collecting the remains of both crawling hands and returning them to Hadir the Handless gains his eternal gratitude (see C5 above).

**C15. DRAWING ROOM**

An intimate seating area of comfortable chairs faces a fireplace in this elegant room. To one side a brandy snifter, bottle, and several glasses stand ready on a side table.

This is where Jaylin often receives a prominent or influential guest, making use of the intimacy of the surroundings for a closer tête-à-tête.

**Treasure:** The brandy is of high quality; the bottle is worth 45 gp and weighs 1-1/2 lbs.



## C16. STUDY

A round table set with four chairs sits at the center of this room. The inner wall contains built-in bookshelves holding correspondence. A small single-person desk positioned unobtrusively in the corner near a curtained window is clearly that of a clerk or secretary.

Jaylin uses this area for meetings or when she needs to dictate instructions to her clerk as part of her official work. The documents stored here are innocuous or already public knowledge.

## C17. SPARE BEDROOM

This neatly furnished room contains two single beds with side cabinets. A wooden stool sits in the corner.

Designed for children or servants, the furnishings of this room are simpler than the other bedrooms. Jaylin's maid often uses the room as a work area to keep out of the way.

## C18. GUEST BEDROOM

This comfortably appointed chamber has a plush double bed, ornately engraved wardrobe, and an inlaid dresser near the curtained window.

This bedchamber is usually reserved for Jaylin's lover of the moment, although she is between romances at present. A DC 25 Perception check finds a secret door behind the wardrobe. The mechanism of the secret door silently shifts the wardrobe to the side as it opens.

## C19. PRIVATE OFFICE

An imposing desk with a grand chair faces the room. A large fireplace with an impressive marble mantelpiece takes up much of the wall behind the desk. Forms and ledgers sit neatly stacked on the desk and to one side a reading stand holds several books.

The documents on the desk are to do with Jaylin's normal ministerial work; she performs her more sinister planning elsewhere. A search of the desk reveals several stamps and seals along with sealing wax, each stored in individual boxes in a desk drawer. However, the official seal that the PC needs is not here. The main desk drawer contains an iron key which unlocks the door to the

secret sanctum (C23). The shaft of the key is inscribed with an ancient rune that translates as "authority" (DC 20 Linguistics check to decipher). A DC 25 Perception check discovers the secret door in the northwest corner.

Finally, a treatise on devils and the Nine Hells lies on the reading stand, open to a page showing a small winged creature with a spiked tail. While much of the tome is scribed in Infernal, the illuminations clearly illustrate the creature's vulnerability to silver or goodly weapons. The PC recognizes Quigglyrth the imp as the type of devil rendered in the book when she encounters it below in area C22.

If the PC can read Infernal, she can also discover these devilish imps have poisonous tail stingers, can turn invisible at will, and can transform into birds, rats, or spiders. Imps are immune to poison, heat or flame, and their wounds close over by themselves in less than a minute. Imps often serve as familiars, offering their masters cunning predictions and infernal insight. If the PC studies the tome for 10 minutes regarding imps' psychology and physiology then she reduces penalty to feint these non-humanoid devils by 2 for the next 24 hours.

**Treasure:** A velvet-lined darkwood box worth 80 gp and weighing 4 lbs. rests in the desk's bottom drawer. This receptacle is where Jaylin stores the crawling hands (C5 and C14) when they aren't in use. The infernal treatise is both valuable and heavy (75 gp and 10 lbs.)

## C20. MISTRESS' BEDCHAMBER

A canopied four-poster bed rests at one end of this sumptuous bedchamber and on the opposite wall there are an extensive set of wardrobes. Two sets of heavy drapes flank a cozy fireplace and a full length mirror stands to one side.

A DC 25 Perception check locates a secret door partly obscured by the full length mirror. The wardrobes contain a stunning variety of clothing and accessories, neatly racked. The secret door at the back of the southwestern wardrobe can be found with a successful DC 25 Perception check.

**Treasure:** A DC 15 Appraise check identifies the richest of Jaylin's outfits, a stylish garment trimmed with thick fur (worth 100 gp and weighing 10 lbs.)

## C21. TOILETTE

A luxurious copper tub, mirrored dressing vanity, and ornate washbasin reveal the purpose of this room.







A small stove for heating water rests in the corner and vents to the ceiling, while a privy is discreetly enclosed in a nearby cabinet.

## C22. SHRINE (CR 2)

Marble columns support the vaulted roof of this chamber. Moldings picked out in gold leaf surround ceiling frescoes showing opulently dressed lawmakers and judges. Bronze plaques inscribed with hieroglyphs fill shallow recesses on the walls. Candlelight from purple candles set in silver candlesticks glimmers on a lavish scene. To both sides alcoves each hold large open chests filled with coins and upon a two-step dais a richly appointed altar awaits.

The marble columns support the 15 foot ceiling in this shrine to Jaylin's avarice. The iron door (hardness 10, hp 60, Break DC 28) to Jaylin's sanctum (C23) is masked by a *silent image* of a plain wall as part of the *guards and wards* spell. Its DC 45 lock (DC 35 without the *arcane lock*) is almost impossible to pick but an ancient rune on the key-plate reads "prosperity" (DC 20 Linguistics check to decipher). The key to the door is in Jaylin's private study (C19).

**Creature:** Quigglyrth the imp lounges on the altar awaiting his mistress's return. Burning the webs on the stairs immediately alerts the imp who turns invisible. If the PC carefully wiggles her way through the webs, she may be able to get close without alerting the imp by succeeding at opposed Stealth checks.

### QUIGGLYRTH

CR 2

Devil, imp (*Pathfinder Roleplaying Game Bestiary*)

XP 600

hp 16

### TACTICS

**Before Combat** Quigglyrth already used its *suggestion* spell-like ability earlier today to further Jaylin's schemes.

**During Combat** Quigglyrth turns invisible and withdraws to the ceiling to fast heal after being wounded. If necessary, Quigglyrth uses Acrobatics to tumble near the PC. If the imp manages to knock an intruder unconscious, it tries to stabilize the PC and present her as a prisoner to Jaylin.

**Morale** Quigglyrth retreats if the PC defeats the imp's invisibility and reduces it to 6 hit points or less. Quigglyrth flees the mansion and transforms into a raven to seek Jaylin.



### Legend



ARCANE LOCKED DOOR HIDDEN BY  
SILENT IMAGE

**Treasure:** The 12 bronze plaques are engraved with ancient laws and each is worth 75 gp but their size and weight (2 cubic ft. and 100 lbs. each) make removal tricky. The two chests are crafted from rare rosewood (each worth 60 gp but weighing 50 lbs. and occupying 6 cubic ft.) are open so that the coins within can be easily seen. There are a large variety of copper coins, from corroded ancient obols through to freshly minted modern currency. This collection signifies Jaylin's devotion to the compulsive gathering and hoarding of every single coin. There are 7,000 cp here and these weigh 140 lbs. in total. Two solid silver candlesticks stand on the altar, each worth 40 gp and weighing 3 lbs. The candlesticks can be used as improvised light maces if the PC needs a silver weapon to fight Quigglyrth. Lastly a golden ceremonial vessel sits on the altar (worth 150 gp and weighing 1-1/2 lbs.)





## C23. SECRET SANCTUM (CR 3)

A narrow passage leads into a small office. A hardwood desk adorned only with simple carvings and a leather chair occupy prime placement here.

Jaylin doesn't allow herself to be distracted by displays of wealth when hatching her plans. In this office Jaylin devises plots and makes notes before committing them to memory and then destroying the notes. The official ministerial seal that the PC is seeking sits on the desk. The *suggestion* component of the *guards and wards* triggers here with the wording: "Burn any paper found in the desk as quickly as possible." Have the PC attempt a DC 21 Will save against this effect when she opens the desk. The desk drawer holds writing equipment, sealing wax, 20 sheets of blank paper, flint and steel, a bowl containing paper ash, and some treasure but is protected by a trap.

**Trap:** While Jaylin dislikes wasting valuable resources crafting expensive magical traps, she saw the sense in setting up a fiery spell to destroy any incriminating evidence if her desk is tampered with. The glyph triggers if anyone opens the desk drawer without speaking a blessing known only to Jaylin.

### GLYPH OF WARDING TRAP

CR 3

XP 800

Type magic; Perception DC 28; Disable Device DC 28

#### EFFECTS

Trigger spell; Reset none

Effect blast glyph (5d8 fire damage in a 5-foot-radius, DC 18 Reflex save for half)

**Treasure:** The desk drawer contains a purse of coins (15 pp and 10 gp). There are also written notes listing intelligence Jaylin has gleaned about Sindara's recent activities and has yet to destroy, including some information on Sindara's contact with the PC. None of this is truly incriminating, but puts the PC on notice that Jaylin is aware of her. Sindara would be very grateful for this data, paying the PC a reward of 100 gp for it.

## CONCLUSION

Once Jaylin's official seal is affixed to the forgery, the PC can complete her burglary and exit the mansion. Presenting the forgery to the duty officer at Sindara's warehouse has the notices of interdiction swiftly removed and the ministerial guards dismissed. Sindara arrives shortly thereafter with several wagons and a group of teamsters. Sindara directs the teamsters to begin loading the warehoused goods and settles any outstanding debts with the PC, wishing her the luck of the new day. While Jaylin's longstanding feud is primarily with Sindara, the ruthless cleric now knows that the PC is a skilled operator employed by her adversary. The PC and Jaylin Rinegold may come into conflict in the future.

The PC has gained the notice of several prominent figures as well as successfully increasing her own circle of influence by establishing a successful smuggling network. Word passes quickly through the city's illicit networks to the ears of Zharhold's thieves' guild, who will be looking to recruit such a promising prospect in the near future.



# New Monster: Scroll Sentinel

*A long sheet of parchment with scroll rods on both ends flies swiftly about, its edges slicing keenly through the air.*

## SCROLL SENTINEL

CR 1

XP 400

N Tiny construct

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

## DEFENSE

**AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

**hp** 16 (3d10)

**Fort** +1, **Ref** +3, **Will** +1

**DR** 5/piercing or slashing; **Immune** construct traits, falling damage; **SR** 12

**Weaknesses** liquid susceptibility, vulnerable to fire

## OFFENSE

**Speed** fly 40 ft. (perfect)

**Melee** slash +6 (1d4+2/18–20 plus papercut)

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

## STATISTICS

**Str** 10, **Dex** 15, **Con** —, **Int** 5, **Wis** 11, **Cha** 12

**Base Atk** +3; **CMB** +3; **CMD** 13

**Feats** Arcane Strike, Flyby Attack

**Skills** Fly +20

**Languages** Common (can't speak)

**SQ** arcane enhancement, razor sharp

## ECOLOGY

**Environment** any

**Organization** solitary, pair, or library (3–8)

**Treasure** none

## SPECIAL ABILITIES

**Arcane Enhancement (Su)** A scroll sentinel gains a +1 enhancement bonus to its attack and damage rolls and it is treated as a magic weapon for the purpose of overcoming damage reduction. It can use the Arcane Strike feat as if it were an arcane spell caster with a caster level equal to its Hit Dice. The additional damage from Arcane Strike is already included in the statistics listed above.

**Liquid Susceptibility (Ex)** If immersed in, or drenched by at least 2 gallons of water or other liquid, the sentient scroll becomes soggy. Until it dries, the scroll sentinel's movement rate is halved; it also loses its DR, papercut ability, and razor harp special quality (its critical becomes 20/x2). However, as long as the drenching liquid

isn't flammable, a soggy scroll sentinel also loses its vulnerability to fire.

**Papercut (Su)** Any living creature damaged by a scroll sentinel must make a successful DC 11 Fortitude save or take a –1 penalty on attack and damage rolls from the intense pain of the wound until the end of the scroll sentinel's next turn. This is a mind-affecting pain effect. The save DC is Constitution-based.

**Razor Sharp (Su)** A scroll sentinel's sharpened edges threaten a critical hit on a roll of 18, 19, or 20.

Scroll sentinels are guardian constructs created and designed to protect libraries, scriptoriums, and valuable written works. An inactive scroll sentinel looks no different to any other scroll, although the scroll rods of these constructs are often ornamented with costly or jeweled fittings. When triggered by appropriate conditions, such as an interloper entering a prohibited area or touching a forbidden object without speaking the correct code phrase, the scroll sentinel rises into the air to defend its charge. The papery construct unfurls itself to a length of around 2 feet, revealing the magical symbols inscribed on it. These arcane symbols glow with power as the scroll sentinel dives in to attack.

A sentinel scroll flits through the air, striking by sweeping past and running its razor sharp edge along a foe, leaving long slashing cuts which sting dreadfully afterward. The construct can follow sophisticated instructions such as delaying its attack to prevent accidental attack and under what circumstances to pursue a retreating opponent. Scroll sentinels usually have tactical programming which includes rising up out of reach between each of their swooping attacks.

## CONSTRUCTION

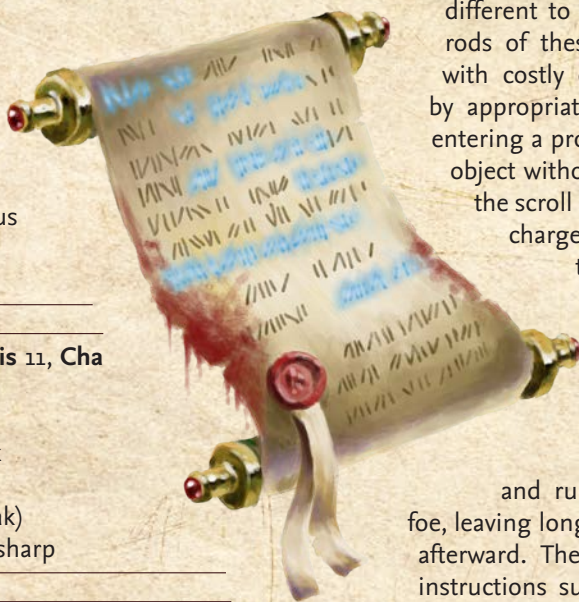
A scroll sentinel's body is constructed from fine papyrus, parchment, or vellum which is scribed with magically treated inks as it is rolled onto elaborately decorated scroll rods.

## SCROLL SENTINEL

CL 6th; Price 3,000 gp

## CONSTRUCTION

**Requirements** Craft Construct, fly, keen edge, magic weapon, secret page; **Skill** Craft (calligraphy) or Linguistics DC 15; **Cost** 1,500 gp





# Pregenerated Character

## JENNA GRACEUX

Female human rogue 2  
N Medium humanoid (human)  
**Init** +3; **Senses** Perception +6

### DEFENSE

**AC** 17, touch 13, flat-footed 17 (+3 armor, +3 Dex, +1 shield)  
**hp** 17 (2d8+4)  
**Fort** +2, **Ref** +6, **Will** +2  
**Defensive Abilities** uncanny dodge

### OFFENSE

**Speed** 30 ft.  
**Melee** mwk cold iron rapier +5 (1d6+3/18–20) or mwk sap +5 (1d6+3 nonlethal) or mwk silver light mace +5 (1d4+3)  
**Ranged** cold iron dagger +4 (1d4+1/19–20)  
**Special Attacks** sneak attack +1d6

### STATISTICS

**Str** 12, **Dex** 17, **Con** 12, **Int** 14, **Wis** 12, **Cha** 12  
**Base Atk** +1; **CMB** +2; **CMD** 15  
**Feats** Dirty Fighting<sup>DTT</sup>, Improved Feint, Weapon Finesse  
**Skills** Acrobatics +8, Appraise +6, Bluff +6, Climb +5, Diplomacy +6, Disable Device +9 (+11 mwk tools), Escape Artist +7, Knowledge (local) +7, Perception +6 (+7 traps), Sense Motive +6, Sleight of Hand +7, Stealth +8, Swim +5, Use Magic Device +5  
**Traits** Crafty Striker, Inspired  
**Languages** Common, Draconic, Sylvan  
**SQ** rogue talent (finesse training), tenacity +1, trapfinding +1

**Combat Gear** alchemist's fire (2), antitoxin, *potions of cure light wounds* (3); **Other Gear** mwk studded leather, mwk buckler, mwk cold iron rapier, mwk sap, mwk silver light mace, cold iron daggers (3), everburning torch, backpack, bell, candles (4), chalk (3 pieces), dice, flint and steel, mwk thieves' tools, string (10 feet), 200 gp

### SPECIAL ABILITIES

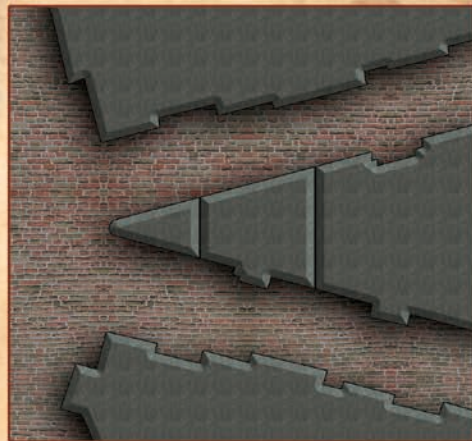
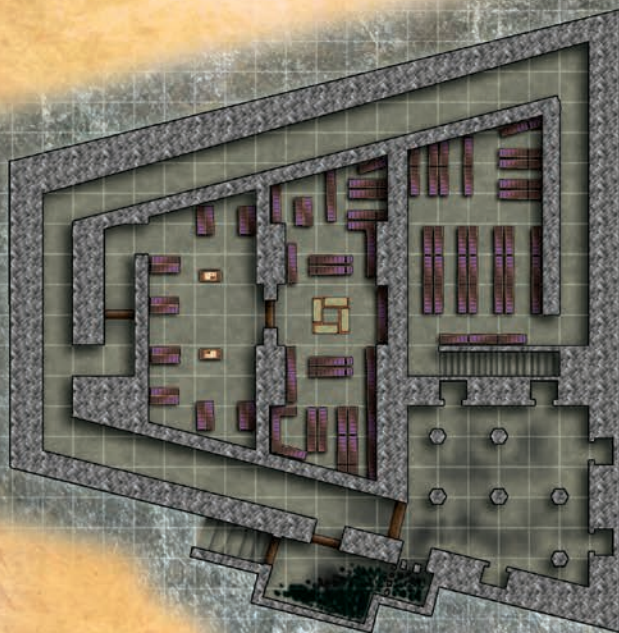
**Crafty Striker** Jenna gains a +1 trait bonus on attack rolls against flanked opponents or those denied their Dex bonus to AC against her attack.

**Finesse Training (Ex)** When Jenna makes a successful melee attack with a sap, short sword, sword cane, rapier, or any simple weapon, and this weapon can be used with Weapon Finesse then she can add her Dexterity modifier instead of her Strength modifier to the damage roll. If an effect would affect how her Strength modifier would be added to the damage roll (such as attacking with an off-hand weapon while fighting with two weapons) then this also applies to the Dexterity modifier added to the damage roll. However, any effect that would increase the multiplier to her Strength bonus on damage rolls to more than 1 times her Strength bonus (such as wielding a two-handed weapon or a one-handed weapon in two hands) does not affect her Dexterity bonus on damage rolls.

**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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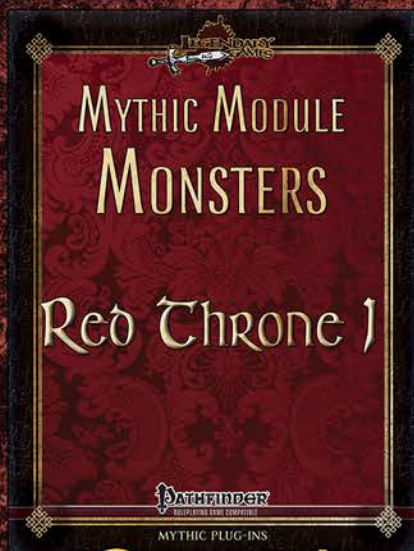


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