



# A Simple Job

Adventure 1: What Lies Beyond Reason

Adventure Path

An adventure for 2nd level characters

by Micah Watt





# A Simple Job

**Adventure 1 for the What Lies Beyond Reason Adventure Path**

**Author: Micah Watt**  
**Cover Art: Dante Cifaldi**  
**Interior Art: Dante Cifaldi**  
**Cartography: Micah Watt & Dante Cifaldi**  
**Review: Bryan Bartrop**

**Playtesters: Dante Cifaldi, Owen Giersh & Lee Greaves**

**Pyromaniac Press Firebrands!**

**T. Minards**  
**Adam Matherly**  
**Zorba "The Dwarf Smasher"**  
**Vernon Swain-Nisbet**  
**Brian Dunnett**

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

A Simple Job, Adventure 1: What Lies Beyond Reason, 2016 Pyromaniac Press, Open Gaming License © 2007 Wizards of the Coast. All rights reserved.

**Product Identity:** The following items are hereby identified as Product Identity as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, locations, etc.), dialogue, plots, story lines, locations, characters, artwork and trade dress. (Elements previously designated as Open Game Content or are in the public domain are not included in this declaration.)

**Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this Pyromaniac Press game product are Open Game Content, as defined in the Open Game License version 1.0a, Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.





## Kickstarter Credits

### Firebrand Backers

T. Minards  
Adam Matherly  
Zorba "the Dwarf Smasher"  
Vernon Swain-Nisbet  
Brian Dunnett

### Fire Starter Backers

Taiga Brennerman  
Zoldar  
Ailsa & Eric Dunnett  
Mark Featherston  
Eric Mills  
Bryan Bartrop  
Dexter Cobble Stevens

### Dual Torchbearer Backers

"Leave the Silver" Davis  
Francois Mersch  
Jim Sharples

### Torchbearer Backers

Ed Kowalczewski  
Tony Harding  
Dave "Wintergreen" Harrison  
Jeremy Birkett  
Stewart Hall  
J Evans Payne  
Martin Blake  
Francois Michel  
Jeff M.  
Oliver Volland  
Thaine Helper

### Oliver von Sprecklsen

Stefan Radermacher

Brian Perlis

Christian Laartz

Patrick Schweicher

Bobby Stiles

Tim Mushel

Alan Wong

Russ Brown

Michael J Benensky

Craig Cousins

Jamie Van Doren

Obsoletenexus

Richard Develyn

Morgan Boeringer

Joshua F. Knowles

Elexious Cummings

Carey L. Duchesne

David Paul Guzmán

Jonathan Smith

Brian Chumney

Richard Meyer

Don, Beth & Meghan Ferris

Bulldozers

Jordi Rabionet

Daniel Takai

Anonymous

### Candle Holder Backers

Mike Sneed

Tonielle Morley

Leanne Clark

Andrew Ligas

### Flint & Tinder Backers

Robert Adducci



## **Table of Contents**

	<b>Page</b>
<b>Editorial - On and Off the Rails</b>	<b>4</b>
<b>Adventure Path Introduction</b>	<b>5</b>
<b>Adventure Introduction &amp; Adventure Background</b>	<b>7</b>
<b>Adventure Summary &amp; Advancement Track</b>	<b>8</b>
<b>A Note on Technology &amp; A Note on Themes</b>	<b>9</b>
<b>Chapter 1 - Transport and Travel</b>	<b>10</b>
<b>Chapter 2 - Transport Encounters</b>	<b>14</b>
<b>Chapter 3 - A Simple Job</b>	<b>26</b>
<b>Chapter 3 - Scene 1 - Employment Opportunities</b>	<b>26</b>
<b>Chapter 3 - Scene 2 - The Peregrine Trade Consortium</b>	<b>29</b>
<b>Chapter 3 - Scene 3 - The Celestial Scriptorium</b>	<b>31</b>
<b>Chapter 3 - Scene 4 - The Tower of the Rose</b>	<b>35</b>
<b>Chapter 3 - Scene 5 - Interview with the Entity</b>	<b>40</b>
<b>Chapter 3 - Scene 6 - An Interesting Discovery</b>	<b>43</b>
<b>Chapter 3 - Scene 7 - Cistern of the Creature</b>	<b>44</b>
<b>Chapter 3 - Scene 8 - The Prodigal Clerk</b>	<b>49</b>
<b>Conclusion</b>	<b>49</b>
<b>NPC Gallery</b>	<b>50</b>
<b>Pregenerated Player Characters</b>	<b>54</b>
<b>Legal Appendix</b>	<b>59</b>



## On and Off the Rails

The Adventure Path *What Lies Beyond Reason* consists of seven main adventures, a prologue and a series of side-treks and slot-in adventures of various sizes and types.

It is recommended that the GM consider these as only a basis for their campaign, adding other adventures and material where they see fit based on the needs and desires of their player group. As I will assert a number of times in the material - it's *your* game and *your* group - you know far better than I what will and won't work, and I encourage you to modify anything presented to fit in with what works best for you.

Of course, the core material - and the manner in which it is presented - is somewhat 'required' for the story. I also have to figure that if you are running this it is because it appeals to you.

With this many adventures there's bound to be both 'hits and misses' in that not all adventures will appeal to all GMs and players. Unfortunately as diverse as gamers are (which is a wonderful thing) it simply isn't possible to please all the people all of the time. In truth I'm not even going to try. What I am going to do is try to offer *something* for *everyone*, as much as the themes allow.

One of the bigger issues is adventure style. Some players like very open adventures with lots of choices in lots of directions (often referred to as Sandbox) while others prefer that adventures are channeled through a series of scenes that take a direct path to the climax without any room for deviation (often referred to as Gauntlet or Railroad). These are the two extremes, and most adventures fall somewhere in the middle, displaying elements of both.

Some of the most antagonistic wrangling I've ever experienced as a gamer revolves around which of these is *good* or *bad*, *right* or *wrong*. I tend to be of the philosophy that neither is 'better' so much as each has its strengths and weaknesses. Sometimes unlimited choice is freeing and empowering, but in other circumstances it is just confusing and directionless. Sometimes a lack of choice is constrictive, but in others is convenient or efficient. In my experience Sandbox style adventures work best when the players have a strong concept of what their goals are, while Railroad style adventures work best when trying to establish concrete campaign elements.

From the outset I can tell you that *What Lies Beyond Reason* will feature both extremes and almost everything in between. The prologue was a railroad, if a little disguised. *A Simple Job* is boldly and unashamedly a railroad, which is ironic because that is just about the only form of transport *not offered* in the module. It may grate with some, but if they are patient I can assure you that soon enough the players are presented with all sorts of hideous freedoms with which to doom the world, or possibly save it.

I hope that as you take this journey you keep an open mind when it comes to the adventure styles that are less to your liking and consider each as a necessary part of establishing the overarching themes and story.

Besides, free will is an illusion. It is the will of Cthulhu you really need to be worried about.

*I hope you enjoy the ride, both on and off the rails.*

Micah Watt

Pyromaniac Press



## Adventure Path Introduction

As the first adventure in the Adventure Path, this module has an extra section - an introduction to the entire story presented in the campaign. Further information can be found in the *Campaign Guide*, but this will be sufficient to understand the entire story unfolding throughout the Adventure Path.

And here we go...

A thousand years ago, Aether - a young and ambitious demigod - journeyed to the edge of universe, to the extent of reality itself. In a realm called R'lyeh, deep within a tomb hidden under an ancient ruined city, Aether came face to face with the sleeping form of the Great Old One Cthulhu. For just a moment the behemoth, also known as The Great Dreamer, opened his eyes and stared right through the young deity.

In that moment Aether saw something. Something unknowable, unfathomable, uncaring, and overwhelming. To stare into the mind of madness was too much, for even Gods have their limits. Pushed past the point of sanity, Aether snapped, and fled screaming through the universe hopelessly seeking sanctuary from the torments in his consciousness. He disappeared to dark places, to hide, to endure, and - perhaps - to recover.

Three hundred years ago he emerged, and was profoundly changed. Driven by a psychotic obsession to unravel the Sleeper of R'lyeh's dangerous secrets, Aether sought to find his way back. But madness and time had eroded his memory, and he could not remember the path back from his frenzied flight. Frustrated he searched for means to return.

His quest eventually took him to the one of the oldest beings in the universe - a legendary keeper of secrets even among gods. Asmodeus, the unrivalled King of Hell, was more than happy to assist the young god on his own terms. Despite his reputation the Archdevil claimed he did not know the location of R'lyeh, however he did know of the means by which to open a path there. He freely gave this information to Aether, who foolishly accepted it without question.

On a relatively unremarkable prime world there was a unique city - called Anduria in this age. Built by unknown hands long before even the gods strode the heavens, the city was designed as a reality engine - a machine capable of altering reality when activated. It was ingeniously designed, situated perfectly on arcane ley lines and planar conjunctions, and drew power from these sources slowly, carefully, so much so that only once every thousand years was it ready for activation.

Perhaps it was a grand experiment?

One with the time limitation set to allow the changes to be gradual...or that the society that was to use it was given the centuries to be sufficiently advanced to do so responsibly.

Aether cared not.

Here was his chance. He could use the machine to open the way back to the source of his obsession. However, upon arrival he discovered to his chagrin that the machine was not even half charged in this cycle, and could not be activated for over half a millennia. Angrily he returned to Asmodeus, demanding further assistance.

The Archdevil weathered the demigod's rage calmly, then offered a solution. He would commit the resources of Hell to outfit the machine to draw on an alternate power source, but the cost would be high. He would provide this in exchange for Aether's soul upon his death, whenever that might be. The demigod privately scoffed at the notion, for gods do not die, and signed the contract, thinking himself both clever and fortunate.



As the ink dried Asmodeus smiled a secret smile, for he was also immortal...and his patience knew no bounds.

The King of Hell set his devilish artisans to work, and retrofitted the machine with diabolic components. When the work was complete the machine could draw power from the one constant universal source – mortal souls. It would take the souls of millions, but it would charge the machine. Getting the souls was Aether's concern.

The city's population was large, but needed to be larger for the sacrifice. Fortunately mortals are foolish and easily swayed by power and prestige. Aether was a god after all. He'd seen the wonders of the universe in his travels, and with that he could draw men like moths to a flame. He established his own church and religion, selecting disciples and investing them with astonishing powers. He shared dark and dangerous secrets, and sent emissaries throughout the world to ensure word of his magnificence spread. Within a decade the city became the destination of choice for mankind, a place of miracles and magic, where the common man could touch the Divine. The city swelled to bursting, and Aether's hold became absolute. His message reached the masses, and the time for the 'ritual of enlightenment' had come, wherein he promised that the secrets of the universe would be revealed to all. Powered by their faith, the citizens were told, one of the City's gates would become a planar portal to 'heaven'.

Not everyone were believers, however. A small faction had formed that questioned Aether's supposed altruism and motives. They became convinced that his purpose was darker. Asmodeus cultivated this, secretly feeding them information about the diabolic nature of the machine, fostering their suspicions and misgivings. His agents infiltrated Aether's church, sowing discord among the faithful. Even Aether's High Priestess, Liviana, began to doubt.

When the 'ritual of enlightenment' began, the population began to suffer and die as the Machine drew upon their souls, and the gate to R'lyeh opened releasing madness and chaos. The heroes of the age mounted a last ditch assault to stop the ceremony. Ultimately they were no match for Aether, but provided the needed distraction for Liviana, who - driven by fear - struck him down. All in accordance with Asmodeus' machinations, whose ultimate goal was to engineer Aether's death and claim his divine soul.

As Aether fell, the gathered energy went wild, lashing the temple, the machine and the city itself. The gate blew apart, as did the temple, and thousands died in arcane wrought conflagration and cataclysm. Thousands more went mad, or fell through reality as the chaotic energies warped the city. For a dozen days and nights all was in disorder and confusion, fire and death. Then finally all was quiet.

In the aftermath Aether was gone, all trace of him vanished and only the smoking foundations of his temple marking where his empire once stood. Gone too was his soul, raising the ire of Asmodeus, who felt cheated of his due.

Humanity is nothing if not resilient. Over the next three centuries the city and its people slowly recovered and generations rebuilt and moved on. The events passed into history, then story, then legend.

In the present few details remain of that era, beyond deeply ingrained prejudices and faded scars. But the wheels of time turn and destiny cannot be stopped. Pacts were made, contracts were signed, and – inevitably - the consequences of Aether's choices now come to a culmination. Once again, civilization is threatened as shadowy forces seek to complete his works for their own ends...

As the campaign commences, there are a number of factions at work to the detriment of the Eternal City and its population;

Aether's high priestess Liviana did not die, at least not completely. She survived as a malevolent spirit, tormented by her betrayal. Identifying herself now as the Echo of Faith, she has come to believe her state is a result of her sins, and



that it can be ended by atoning for them. To her mind, atonement requires completion of Aether's vision – that which she thwarted in life. She intends to rebuild the machine and open the portal to R'lyeh. Three hundred years is a long time to plan and gather resources, and these plans are now coming to fruition.

The contract between Asmodeus and Aether remains unfulfilled. In the wake of the events the archdevil created a splinter arm of his faithful – the Seekers. Tasked with discovering the whereabouts of Aether's missing soul, the Seekers have spent generations in the unending search. Over time they have become zealous repossession and enforcement agents for their infernal lord. While the Echo's servants uncover more of the machine parts the Seekers have begun to pick up clues to Aether's fate. As they single-mindedly delve further they are unwittingly aiding the Echo's cause.

The third faction is one man. Damaged but determined, Damien Anthilas embarks on a crusade to save his beloved city from the dark times ahead, failing to realize in his obsession his actions do as much harm as good. He holds the key to salvation, if he can be brought back from the brink of ruin.

Lastly, unknown to all, the gate to R'lyeh was never fully closed. Over the years creatures from the chaos realms have slipped through. Some serve Cthulhu, some spy for his adversaries, and some seek other, unknowable ends. As the machine becomes more active, these dark creatures begin to surface once more.

## Adventure Introduction

*A Simple Job* is designed to kick off the adventure path *What Lies Beyond Reason* by showcasing some of the elements of the Eternal City and its inhabitants, and lay the foundation for events to come.

*A Simple Job* is designed to be a lower intensity adventure than the prologue *Difficult Circumstances*. While there are time frames on it to prevent dawdling, the consequences are less significant. This is the 'calm before the storm' so to speak, a chance for the players to become accustomed to the city, some of its more interesting sites and denizens, and a feel for how the political groups interact and manage city affairs.

## Adventure Background

The lead up to *A Simple Job* assumes the events of *Difficult Circumstances* have occurred, and that they took place a few weeks ago. In the interim characters have had a chance to rest and recover, and the NPCs have drifted off to their own concerns.

If *Difficult Circumstances* (Prologue) was not used to launch the campaign, then the characters have simply chosen to patronize this inn out of chance. Paraphrase the first descriptive paragraph, and continue onto the second. In this case the adventure has no specific background. It is likely the GM already has the group together from another method. The characters should have heard rumours of the events at the Pilgrimage Gate (from the prologue) or at least the key details that there was a near riot caused by some adventurers carrying some evil artefact, and that the 'Seekers of Asmodeus' were involved to quell it.



## Adventure Summary

The characters are approached by a strange merchant offering them a simple job – retrieve his cargo from a nearby location and deliver it within two days.

What follows is a cascading series of errands whereby each individual able to furnish them with their needs requires something in return, and a simple job becomes a convoluted journey across the city, and each errand is stranger than the last.

The simple job sees the PCs approach the fortress-like compound of the Peregrine Trade Consortium, a powerful corporation bent on controlling trade in the Eternal City. In order to release the cargo, they are tasked with tracking down a wayward clerk, who has left to pursue unrequited love.

The object of his affection works at an unusual library, gathering stories and folklore. She believes the clerk is trying to prove his love by embarking on a dangerous quest to prove a local legend.

Following his path, the PCs must brave a collapsed tower covered in deadly plants, and then on into the lair of a cunning creature that has him in thrall.

The creature will release the clerk, but only if the PCs rid it of a scavenging pest encroaching on its territory. Slaying the invader, the party discovers they have been carrying the key to their success the entire trek, and will be able to backtrack along their path to complete the task successfully.

## Advancement Track

*A Simple Job* is an adventure for **2nd level** characters. The module uses the Medium advancement track. Actual XP gained might vary based on the number of encounters the GM uses, but on average the player characters should receive enough experience to advance into **3rd level** by the end of the adventure.

If the GM has chosen to run a campaign side-trek or other adventure in the interim, the adventure can be run with 3rd level characters with only a little effort to adjust. The challenges represented in this adventure are for 2nd level characters, at a moderate to hard difficulty. It can be easily altered to for a higher level party. The Adventure Path is intended to be somewhat flexible, with side trek options available for both players and the game master to add colour and depth to the setting, and explore ‘off the main path’.

If the adventure is being run for a **3rd level** party simply make the following adjustments;

- All skill challenges should have their DCs raised by 1
- All creatures and adversaries should have their Hit Points raised from average to maximum
- The treasure found in the final encounter should have an additional +1 *alchemical silver mace*, a *potion of cure moderate wounds* (CL3, 2d8+3 hp), 200gp in loose coinage and 250gp in misc gems.



## A Note on Technology Levels

The adventure text assumes that the city has a level of magical and steam technology – enough at least to produce ‘limited’ or prototype airships. If this does not suit the campaign you are running, take some time to read the adventure before play, and remove the airships as a method of transport, and amend any descriptions that reference them (particularly the PTC compound).

Airships are intended to be part of the campaign flavour, but are in no way required for the adventure (or the campaign) to come to a successful completion.

Similarly (though not technology) if flying creature transport is an unwanted element in the campaign, it too can be easily removed without particularly adversely affecting the adventures.

For more information, the *Campaign Guide* has a section dealing with technology and its impacts on the campaign.

## A Note on Themes

The entire Adventure Path (including the Prologue) deals with some fairly heavy themes of horror and mental illness, but (hopefully) rarely pushes the boundaries into uncomfortable places. Managing this is discussed in the *Campaign Guide*.

*A Simple Job* adds an additional theme – Sex. One of the major locations in this adventure is a unique brothel, and one of the encounters deals with an awakened construct questioning human reproduction with childlike innocence.

None of this is graphic, and is intended to be handled in both mature and humorous ways (if such a blend is possible). Nevertheless, the GM should carefully consider his audience before running the module, and making appropriate adjustments where necessary. If preferred, the Celestial Scriptorium can be presented as a true library, focusing on the scholastic elements and removing the festhall elements.



## Chapter 1 - Transport and Travel

A *Simple Job* is a time limited trek across the city. What might originally seem to be an easy task will become more time consuming and complicated as it deepens, and the time remaining will become a factor.

This is an excellent opportunity to introduce the PCs to the various modes of transport the city has to offer. It is up to the GM to determine the availability of these transport options at any given time, and to 'promote' them as options to the players who may not be fully aware of their options.

Covered in more detail in the Campaign Guide, the City, by virtue of its architecture and technology, has a number of ways for getting around in a hurry.

**Remember when calculating travel speeds/times, the rate is determined by the slowest party member unless the party is splitting up, then calculate individually.**

The GM is encouraged to thoroughly familiarise themselves with the travel rules, and the penalties for extended travel and/or lack of rest. Of course if the GM does not wish to concern themselves with the detailed time/distance calculations, they can simply remove the delivery deadline and allow the PCs the freedom to set their own pace.

The city within the walls is exactly 8 miles in diameter, and the outer areas extend this as per the scale shown on the city map (in the Campaign Guide and reproduced here). However, the city is very crowded, and can affect travel based on the method used

### By foot, hoof or wheel

The traditional methods are always available, but it can be difficult to make good time in the crowded city. The choked, narrow streets count are difficult and time consuming to navigate, meaning that movement rate is *halved*.

Travel by foot is effective, if tiring, limiting the party to a standard 8 hour travel day before fatigue may begin to set in (see Forced March in the Pathfinder Roleplaying Game rules, summarized in the sidebar on the next

### Travel Speed

Included in this chapter is some general information on speed of travel, and a 'Distances Plot Path' to assist the GM with the calculations of travel for the adventure.

There is of course no way to account for all possibilities, so the GM may have to improvise or recalculate if the players come up with a novel means of getting around

These rules also deal with only general overland travel rather than tactical movement, and do not delve into Walk/Hustle/Run modifiers.

Our advice is to ignore these in favour of an 'averaged' travel capacity, assuming that in some instances characters may hustle, but in others they are slowed beyond base rate, so that 'average' rate is used rather than get bogged down in calculating specifics.

page). Travel by animal mount is the same.

Travel by carriage (not including cart or wagon) or sedan chair/palanquin is similarly hampered in most Wards by the narrow, cluttered streets and press of human traffic. While less taxing (allowing the characters to rest and not counting toward their *personal* 8 hour limit), movement rate is also *at one half* if travelling in the city by these methods.

Ground travel also has the disadvantage of being slightly indirect, as creatures are forced to take minor detours for available streets and bridges. It is possible to cross the entire city (within the walls) this way in one full day of travel for the average speed party (30ft), but only if conditions are perfect.



**Table 1: Character speed / land mount speed converted to miles<sup>1</sup>**

Speed	15ft	20ft	30ft	40ft	50ft
Per hour	0.75 mi	1 mi	1.5 mi	2 mi	2.5 mi
Per day (8hrs)	6 mi	8 mi	12 mi	16 mi	20 mi

**Table 2: Mount/land vehicle movement<sup>1</sup>**

Mount/vehicle	Speed	Miles/hr	Miles/day
Cart / wagon	20ft	1 mile	8 miles
Carriage	30ft	1.5 miles	12 miles
Palanquin (or sedan chair )	30ft	1.5 miles	12 miles

<sup>1</sup> Already **halved** for difficulty in navigating the streets.

## By Water

The city canals provide an excellent means of getting around avoiding the clutter of the streets, at a reasonable price. Gondolas and small boats ply their trade ferrying people and cargo up and down the wide waterways that bisect the city in a strange spoke-like pattern. The water transport is convenient and passengers do not tire (extending the 8 hour limit), but is limited to the available waterways, and these do not necessarily access every area.

**Table 3: water vehicle movement**

Vehicle	Speed	Miles/hour	Miles/day
Barge	10ft	½ mile	5 miles/day
Gondola	30ft	1 ½ miles	15 miles/day
Rowboat	30ft	1 ½ miles	15 miles/day
Sail boat	80ft	8 miles	192 miles/day <sup>2</sup>

<sup>2</sup> It is theoretically possible for a sailing ship to sail 24 hours per day if there is sufficient crew. No crew member can 'work' more than 8 hours without experiencing fatigue (see Forced March in the Pathfinder Roleplaying Game rules, or on sidebar).

## By Air

Certainly the most efficient form of travel, aerial transport is very limited availability, and often very expensive. Aerial transport services include trained flying creatures (trained hippogriff couriers) or by the somewhat

## Forced March

In a day of normal walking, a character walks for 8 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.

A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, a Constitution check (DC 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of nonlethal damage. A character who takes any nonlethal damage from a forced march becomes fatigued.

Eliminating the nonlethal damage also eliminates the fatigue. It's possible for a character to march into unconsciousness by pushing himself too hard.

A mount can be ridden in forced march, but automatically fails Con checks, and the damage taken is lethal.

'experimental' airships that have begun to sail the skies. The entire city can be crossed in less than an hour.

Airships rarely cater to casual travel within the city however, so special charters are likely to be ruinously expensive. They are also difficult to access, with private docks being generally restricted and the public docks residing only within the PTC compound. A better prospect is a short jaunt on a team of hippogriff, which can make a lengthy journey rapid for a price.

**Table 4: Air vehicle/creature movement**

Vehicle/creature	Speed	Miles/hour	Miles/day
Airship	100ft	10 miles	240 miles <sup>3</sup>
Hippogriff team	100ft	10 miles	80 miles

<sup>3</sup> It is theoretically possible for an airship to 'sail' 24 hours



per day if there is sufficient crew. No crew member can 'work' more than 8 hours without experiencing fatigue (see Forced March in the Pathfinder Roleplaying Game rules, or sidebar above).

#### Summary of Service

##### Cart or Wagon service hire

(holds up to 4 medium creatures)

##### Palanquin / sedan chair service hire

(holds up to 2 medium creatures)

##### Carriage hire

(holds up to 4 medium creatures)

##### Gondola / row boat service hire

(holds up to 6 medium creatures)

##### Small sailboat hire

(holds up to 6 medium creatures)

##### Hippogriff team hire

(holds up to 6 medium creatures)

#### Costs

1gp/hour

2gp/hour

5gp/hour

5gp/hour

10gp/hour

10gp/person  
(point to point)

#### Summary of Service

##### Airship passage

(assuming appropriate flight plan)

##### Airship charter

#### Costs

10gp+ /person

200gp+ per day

The following Travel Map indicates the key locations and demonstrates the approximate distances between them. There is also an accounting of the travel rate of various transport methods. Parties choosing to use multiple methods might generate some calculations for the GM.

When calculating travel time, don't forget to include any rest/sleep periods the party takes, and/or any encounters or 'side treks' the party engages in when factoring time remaining in their deadline.





## Distances Plot Path

### Grinding Gear to PTC;

Overland - 4.5 miles (4 hours 30 mins at 20ft of foot or land vehicle / 3 hours at 30ft on foot)

Flight - 4 miles (24 minutes by airship / sky chariot)

Canals - 6 miles (+2 miles overland) (4 hours by gondola, rowboat / 45 minutes by sailboat) + (2 hours 20ft or land vehicle / 1 hour 20 mins at 30ft)

### PTC to Celestial Scriptorium;

Overland 6.5 miles (6 hours 30 mins at 20ft or land vehicle / 4 hours 20 mins at 30ft)

Flight 5.5 miles (33 minutes by airship / sky chariot)

Canals 6.5 (+2 overland) (4 hours 20 mins by gondola, rowboat / 49 minutes by sailboat) + (2 hours 20ft or land vehicle / 1 hour 20 mins at 30ft)

### Celestial Scriptorium to Tower of the Rose;

Overland 6.5 miles (6 hours 30 mins at 20ft or land vehicle / 4 hours 20 mins at 30ft)

Flight 5.5 miles (33 minutes by airship / sky chariot)

Canals 7 miles (+1 overland) (4 hours 40 mins by gondola, rowboat / 53 minutes by sailboat) + (1 hour 20ft or land vehicle / 40 mins at 30ft)

### Tower of the Rose to 'the Entity'

200 feet (underground<sup>4</sup>) - negligible

### The Entity to Cistern of the Beast

0.5 miles (underground<sup>4</sup>) (30 mins at 20ft / 20 mins at 30ft)

<sup>4</sup> Despite no longer having to contend with the city street press, the sewers are twisting and garbage filled, effectively halving movement.

### Retrace - Tower of the Rose (near) to PTC via Celestial Scriptorium;

Overland 13.5 miles (13 hours 30 mins at 20ft or land vehicle / 9 hours at 30ft)

Flight 11 miles (1 hour 6 minutes by airship / sky chariot)

Canals 13.5 miles (+3 overland) (9 hours by gondola, rowboat<sup>5</sup> / 1 hour 42 minutes by sailboat) + (3 hours 20ft or land vehicle / 2 hours at 30ft)

<sup>5</sup> remembering that 8 hours is the longest a single person can 'travel' before fatigue sets in, so the task would have to be shared if this time was to be maintained.

### PTC to Tempus Fugit (Clockmaker);

Overland 7.5<sup>6</sup> (7 hours 30 minutes by land vehicle)

Flight 7 miles (42 minutes)

Canals 6.5 (+5 overland<sup>6</sup>) (4 hours 20 mins by gondola, rowboat / 49 minutes by sailboat) + (5 hours by land vehicle)

<sup>6</sup> The party will have 3 crates of clock parts (weighing in at 200lbs each), so it is highly unlikely they will have the option to walk this leg of the journey.

The party can achieve the journey (not including location delays) in as little as around 4 hours (full flight) or as much as 39.3 hours (either 20ft walking party / full land vehicle travel or gondola/rowboat and 20ft/land vehicle travel). Of course any vehicle use extends the travel 'day' so the absolute slowest form of travel is 20ft speed party at almost 5 days (at 8 hour days), whereas using land vehicles can almost allow the party to run at 39.3 hours straight (or even one night's sleep to keep it under 2 days).

Ultimately you get what you pay for. Spending money on transport options will significantly reduce the time in days (if not total hours) of the journey to ensure the deadline can be completed.

The slowest to fastest rate of adventure completion (without 'pushing' into fatigue) is;

20ft ground speed walking / Ground vehicle

30ft ground speed walking / Ground vehicle

Ground vehicle and walking combination to extend past '8 hour day'

Gondola/rowboat and walking combination

Sailing boat and walking combination

Airship / sky chariot

Location delays may include;

**PTC compound** - 2 hours to get into the PTC compound gates, 3 hours to leave via the gates. This can be avoided by being members of the Trade Guild (unlikely), or finding alternate methods in/out.

**Celestial Scriptorium** - 2 hours to wait for Lysenese. This can be avoided by contracting her services.

**Other** - any rest stops (inns etc) and any adventuring time or arrest detainment time.



## Chapter 2 - Transport Encounters

What's a little travel without an exciting encounter or two? The GM can use these encounters based upon the method of transport chosen (or several, if multiple methods are used throughout the adventure), placed at any point within the adventure to spice up the travel legs.

If the GM does not use all of the encounters presented in this adventure for this adventure (particularly the Special encounter) it is highly recommended that they consider adapting them for later use in future adventures in the series. The encounters serve to deepen the immersion and connection with the setting, and will ultimately create a more rewarding experience for players as the adventure series continues. Adaptation may require a raising of CRs (skill check DCs and/or using more or tougher opponents) to maintain the level of challenge for higher level PCs.

### Land based encounters (any travel method)

#### Robbery (CR 3)

*You are traversing a fairly cluttered lane, thick with pedestrians milling around roadside stalls, when a commotion up ahead catches your attention. Two wagons have become wedged together trying to pass each other in opposite directions, and the resulting tangle has completely blocked the street. Looking backwards you see several large wagons contributing to the now growing press, unlikely to be able to back up or turn around under these conditions. As well as yourselves, there are around a dozen citizens caught between the two blockages.*

*Looking around for an exit, you realise that the alleys between buildings are barricaded with crates and boxes, and on closer inspection the wagoners and stall vendors all seem to be armed. Shop doors are slammed shut, and people start panicking. This isn't an accident, it's an ambush!*

This can be set up as a standard robbery, perpetrated by one of the gangs of the Lower Ward, or it can be at the behest of an enemy of the PCs (if they have any). If the former the PCs are simply in the wrong place at the wrong time, caught up in the net of 'marks'. If the latter the PCs are the targets and the locals are just unfortunate collateral damage.

The ambush consists of 6 rogues set up as indicated on the map.

#### Gang Ambusher

CR 1/2

XP 200

Human, Rogue 1

NE Medium humanoid (human)

**Init** +7; Senses Perception +3

**DEFENSE**

**AC** 15, touch 12, flat-footed 13 (+2 armour, +3 Dex)

**Hp** 6 (1d8+2)

**Fort** +1, **Ref** +5, **Will** 0

**OFFENSE**

**Speed** 30 ft.

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

**Ranged** light crossbow +3 (1d8/19-20)

**Special Attacks** sneak attack +1d6

**STATISTICS**

**Str** 14, **Dex** 17, **Con** 13, **Int** 10, **Wis** 10, **Cha** 10

**Base Atk** +0, **CMB** +2, **CMD** 15

**Feats** Improved initiative, weapon finesse

**Skills** Acrobatics +7, Climb +6, Disable Device +7, Escape Artist +7, Knowledge (local) +4, Perception +3, Sleight of Hand +7, Stealth +7, Swim +6

**Language** Common

**SQ** trapfinding +1

**Combat gear** alchemists fire, acid (x2), smokestick (x2), tanglefoot bag

**Other Gear** leather armour, shortsword, dagger, light crossbow, 20 bolts, thieves tools, 45 gp

**TACTICS**

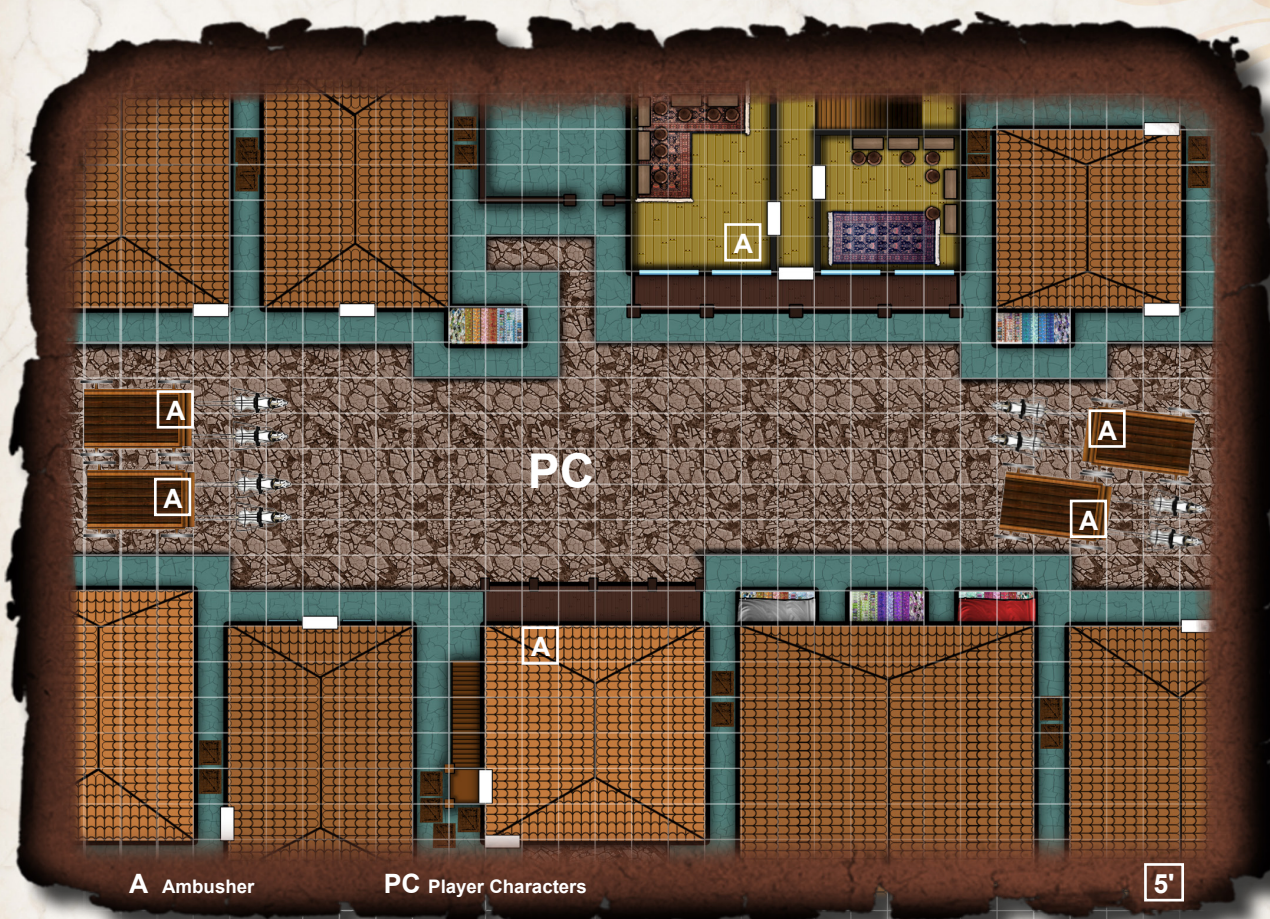
**During Combat:** at range; ambushers seek to get the drop on victims from concealment, but within 30ft to use sneak attack. They will use alchemist's fire and acid to cause confusion and chaos in the crowd.

In melee; they will use tanglefoot bags to slow mobile victims and flank.

**Morale** The ambushers will individually fight until reaching 1/4 hp, and then they will seek to flee, using smokesticks to cover themselves if they need. Collectively if more than 4 fall, the remaining ambushers will flee.

The ambushers all have *cover* from their relative positions (window, roof angle, wagons) while they maintain range. PCs can also benefit from *cover* if they have a wagon of their own (ie Thaddeus' wagon) or use the terrain to their advantage. There are innumerable options in the ambush location (stalls, buildings etc).





Eventually the watch turn up to investigate (3d6 rounds), at which point any remaining assailants try to flee. If the party is still there they are questioned, but with the assistance of local witnesses the Watch determine that the party acted in self-defence, and allow them to go *unless* they demonstrated a reckless attitude toward endangering civilians (such as Area of Effect spells, bombs or alchemical items), in which case they are detained 1d4 hours (minimum) and further penalties determined based on actions (GM to determine).

### The Lady's Carriage (EL 2)

Select the largest or most handsome male in the party as the target of this encounter

*You are traversing the city, and making reasonable time through a fairly open boulevard. At a crossroads you see a large ornate carriage making haste down the side road toward you,*

*the driver urging the horses to some speed.*

*You wait patiently for it to pass, but on the approach you hear a feminine voice call to stop, and the carriage pulls up neatly, leaving you level with the passenger window. A beautiful, immaculately dressed lady leans out, the ringlets in her auburn hair bouncing and her cheeks flushed a rosy pink. She seems slightly breathless. "Oh good sirs", please assist me. I am being pursued by such vulgar brutes!" As she finishes a half a dozen horses come galloping into view behind the carriage, being ridden by well-groomed gentlemen. The lady gasps and disappears into the carriage, as the riders approach.*

*The lead rider has the bearing of aristocracy, and his fashionable clothing is ostentatious in its opulence, pearl buttons and gold thread throughout. His companions are garbed similarly. His face is set in an expression of indignation, his oiled moustache twitching. "Harriet! Harriet, how dare you defy me", he declares in a whining tone. "Is this him? Is this the cad you've been stepping out with?!!" He dismounts, drawing a gilded*



*rapier with a flourish. "Come now scoundrel, face me if you've the fortitude!" he challenges."*

The PCs have fallen into one of the more vicious games bored nobles play, and may very well be out of their depth in terms of the social (and legal) ramifications of what might come next.

Lady Harriet, the picture of aristocratic innocence, is in fact a selfish, indulgent, spiteful young lady who has been leading on and teasing Sir François Mercer (of the Mercer noble house), a naive courtier of towering pride and little experience. She is in no danger, having goaded the dandy and his friends with her social games, then entreated them to pursue her as she 'goes to meet a true man'. The Party is in the wrong place at the wrong time, and the capricious viper has decided to have some fun at their expense.

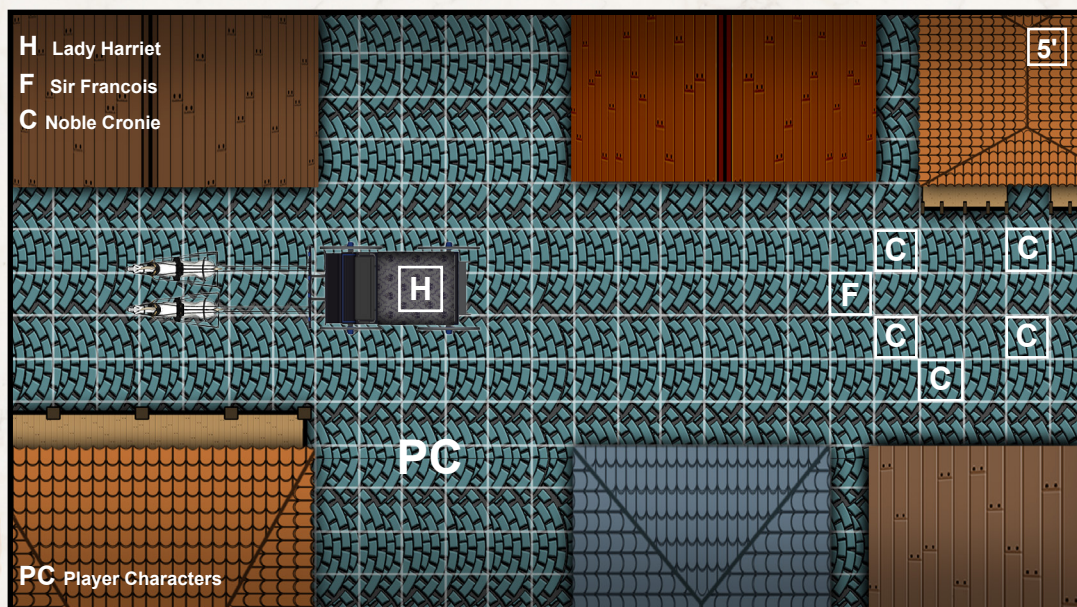
A Sense Motive versus her Bluff (+9) will be enough to determine that her initial plea for help is less than genuine. The character, or party, could try to talk their way out of the confrontation, but Lady Harriet is not idle, goading the young dandy into rash action. Any attempt at Diplomacy to defuse the situation would have to exceed her opposed Diplomacy roll (+9), and any use of Bluff or Intimidation raises the required DC by +2 due to his easily wounded pride (circumstance).

Accepting the challenge (willingly or not) means the combatants square off with a single melee weapon

and duel until three 'touches' are scored (hits dealing damage), a significant wound is sustained (less than 50% Hp remaining) or one combatant surrenders. A surrender must always be accepted. These are the rules by which nobles are permitted to duel in the city (See the *Campaign Guide*). Actions outside these formal challenge rules are considered criminally liable, and the perpetrator may be arrested and charged. Knowledge (Nobility) or Profession (Lawyer) with a DC of 12 will impart this information. Otherwise the character may simply have to 'wing it'.

Sir François will accept surrender, or the outcome of a fairly fought duel. Any hint of cheating or unchivalrous behaviour and it will dissolve into an 'all in' brawl as the self-righteous courtiers try to teach 'the peasants' a lesson. They will seek to disarm female characters rather than injure, but will respond in kind if female party members use lethal force (or magic etc.). Note that they do have Improved Disarm and will not provoke attacks of opportunity attempting this. If required, the statistics for Sir François' cronies are the same as his (below).

A brawl brings a local watch patrol in 3d6 rounds. Everyone will be arrested and taken to a local watch house, detained for 1d4 hours as the watch canvass the area for witness statements. If no-one died, the watch determine the nobles at fault (instigating & then failing to clearly control a 'lawful' duel), and then summarily issued fines for the action for all involved (See Crime and Punishment in Campaign Guide, or GM to determine).





If any fatalities result from the encounter, the involved individual is released on Bail (5gp) but will later face charges of 'causing death by misadventure' (Essentially the PC did not start the fight, but used greater than appropriate force so self-defence does not completely mitigate liability) resulting in further fines (10-50gp). If the PCs brutally murder the nobles in front of witnesses they will be charged with Murder-High (new PCs will be in order).

Regardless of the outcome, Lady Harriet blows the winner of the duel (or anyone left standing) a kiss, and orders the driver to move on, laughing wickedly as she departs.

### Sir François Mercer

CR 1

XP 400

Human, Aristocrat 3

LN Medium humanoid (human)

**Init** +3; Senses Perception +5

**DEFENSE**

**AC** 15, touch 14, flat-footed 10 (+1 shield, +3 Dex, +1 dodge)

**Hp** 19 (3d8+6)

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

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk rapier +6 (1d6+2/19-20) or

**Ranged** +6 mwk dagger (1d4+2/19-20)

**STATISTICS**

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

**Base Atk** +2, **CMB** +4, **CMD** 17

**Feats** Improved Disarm, Weapon Finesse, Dodge

**Skills** Bluff +6, Diplomacy +6, Knowledge (local) +5,

Knowledge (nobility) +5, Perception +5, Ride +8

**Language** Common

**Combat gear** potion of cure light wounds (CL 4th 1d8+4),  
potion of neutralise poison (CL 4th)

**Other Gear** noble clothing, masterwork rapier,  
masterwork dagger, masterwork buckler, light horse  
(combat trained), riding saddle, 50 gp

**TACTICS**

**During Combat:** Sir François (and his cronies) duel with 'honour', but resort to any tactics necessary if a brawl erupts

**Morale** The aristocrats will fight until reaching 1/4 hp, and then they will seek to surrender or flee

François is young, and still has the opportunity to mature. If the party handle this encounter with respect,

the aristocrat will take some lessons from it. If the party manages this in such a way as the young man is not embarrassed, or is brought to see the shallow nature of his prospective paramour, they may gain a useful connection or ally in the future. If on the other hand they 'cheat' in the duel, or humiliate the young man they create a potentially powerful adversary for the future, as François will nurse his grudge.

### Lady Harriet

CR 1/2

XP 200

Human, Aristocrat 2

LE Medium humanoid (human)

**Init** +1; Senses Perception +0

**DEFENSE**

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

**Hp** 9 (2d8)

**Fort** 0, **Ref** +1, **Will** +3

**OFFENSE**

**Speed** 30 ft.

**Melee** +1 mwk dagger (1d4/19-20)

**Ranged** +2 mwk dagger (1d4/19-20)

**STATISTICS**

**Str** 8, **Dex** 13, **Con** 10, **Int** 11, **Wis** 10, **Cha** 14

**Base Atk** +1, **CMB** +0, **CMD** 12

**Feats** Skill Focus (Bluff), Skill Focus (Diplomacy)

**Skills** Bluff +9, Diplomacy +9, Knowledge (local) +4,

Knowledge (nobility) +4, Perform (dance) +6, Perform

(sing) +6, Ride +5, Sense Motive +4

**Language** Common

**Combat gear** potion of cure light wounds (CL 4th 1d8+4),  
potion of neutralise poison (CL 4th)

**Other Gear** noble clothing, signet ring, masterwork  
dagger, jewellery (400gp), 20 gp

**TACTICS**

**During Combat:** Harriet will avoid combat at all costs. If forced into combat she will stab at her foes, screaming for help the entire time.

**Morale** Harriet will plead for surrender from the outset of any combat she is forced into, appealing to any witnesses or passersby if the assailant appears unlikely to desist.

Harriet cares nothing for the PCs, and merely seeks entertainment. Regardless of the outcome of the encounter (save below) she will drive off and forget the PCs instantly. However, if she is attacked or humiliated, the PCs have made a lifelong, implacable enemy who is not above using her wealth and position to plague them.



## Water based encounter (any travel method)

### The Inept Crane Operator (CR 2)

*You are making good time on the canal, your choice to avoid the crowded streets for part of your journey paying dividends in efficiency. The canal is wide and though there is considerable traffic, the wide waterway is more than capable of handling it. From the bank ahead and to your right, you hear the twanging snap of ropes and shouts of alarm. A loading crane on a nearby dock swings wildly out over the canal, its guide ropes torn free, hauling with it an unfortunate that seems to have been caught up in flailing lines. The unravelling suspended net rains massive crates into the canal, one striking a passing sail ship, shearing through its rigging and throwing passengers into the canal. The shouts turn to screams of pain and terror*

The locale has several simultaneous elements to deal with, including drowning/suffocating elements. This uses the standard rules, but rather than requiring the GM to make various Constitution checks for the NPCs, a Time table has been added, assuming the checks fail at certain points. The GM is welcome to handle these as explicit rolls if they desire.

A number of passengers in the water, and are both surprised and being dragged down by their heavy clothing. They begin to drown as indicated in the time table below. Rescuing a swimmer requires a DC 15 swim check, and Perception or Heal checks at DC 20 should indicate who is in the most dire circumstances (ie who will drown first).

The crane operator has become hooked up in guide ropes, and is now suspended over canal - he has one wrapped around his neck and is *suffocating*. Getting to the suspended operator requires climbing the trailing cargo net from in the water directly below him (Climb DC 10) or traverse the crane itself from the docks (Climb or Acrobatics DC 15), or another novel method (levitate etc). Once reached, he can be cut free easily with any bladed weapon, or untangled with a DC 8 Dex check.

On the sail boat, the sailor is caught under spar on deck, and the sailboat is sinking (see time table below). Freeing the sailor requires a Strength check DC 14 to lift, with each additional person after the first adding a +2 circumstance bonus to the roll.

Lastly, one crate holds live animals - 3 bear cubs - and is

sinking (see time table). a Disable device DC 15 to pick lock or smash crate (Hardness 5, 10 hp, Break DC 15) can free the animals, which can swim once clear. Characters close to the animals may suffer a possible attack from panicked cubs.

### Bear, Black (Young)

CR 2

XP 600

N small animal

**Init** +3; Senses low light vision, scent; Perception +6

**DEFENSE**

**AC** 17, touch 15, flat-footed 12 (+5 Dex, +2 natural)

**Hp** 22 (5d8)

**Fort** +4, **Ref** +9, **Will** +2

**OFFENSE**

**Speed** 40 ft.

**Melee** 2 claws +4 (1d3+1 plus grab), bite +4 (1d3+1)

**STATISTICS**

**Str** 13, **Dex** 21, **Con** 11, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +3; **CMB** +5 (+9 grapple); **CMD** 19 (23 vs. trip)

**Feats** Endurance, Run, Skill Focus (Survival)

**Skills** Perception +6, Survival +5, Swim+10; Racial Modifiers +4 Swim

### Time Table

**Round 1** - Lady swimming (A), man swimming (B), boy holding breath (struggling) (C), Crane operator holding breath (struggling) (D), Ship sinking (E), Bears afloat (F)

**Round 2** - Lady swimming, man swimming, boy goes unconscious, Crane operator holding breath (struggling), Ship sinking, Bears afloat

**Round 3** - Lady holding breath (struggling), man swimming, **boy dying**, Crane operator holding breath (struggling), Ship sinking, Bears afloat

**Round 4** - Lady holding breath (struggling), man swimming, **boy dead**, Crane operator goes unconscious, Ship sinking to point where sailor holding breath (struggling), Bears sinking

**Round 5** - Lady goes unconscious, man swims to dock (rescues self), **Crane operator dying**, Ship sinking to point where sailor holding breath (struggling), Bears sinking (struggling)

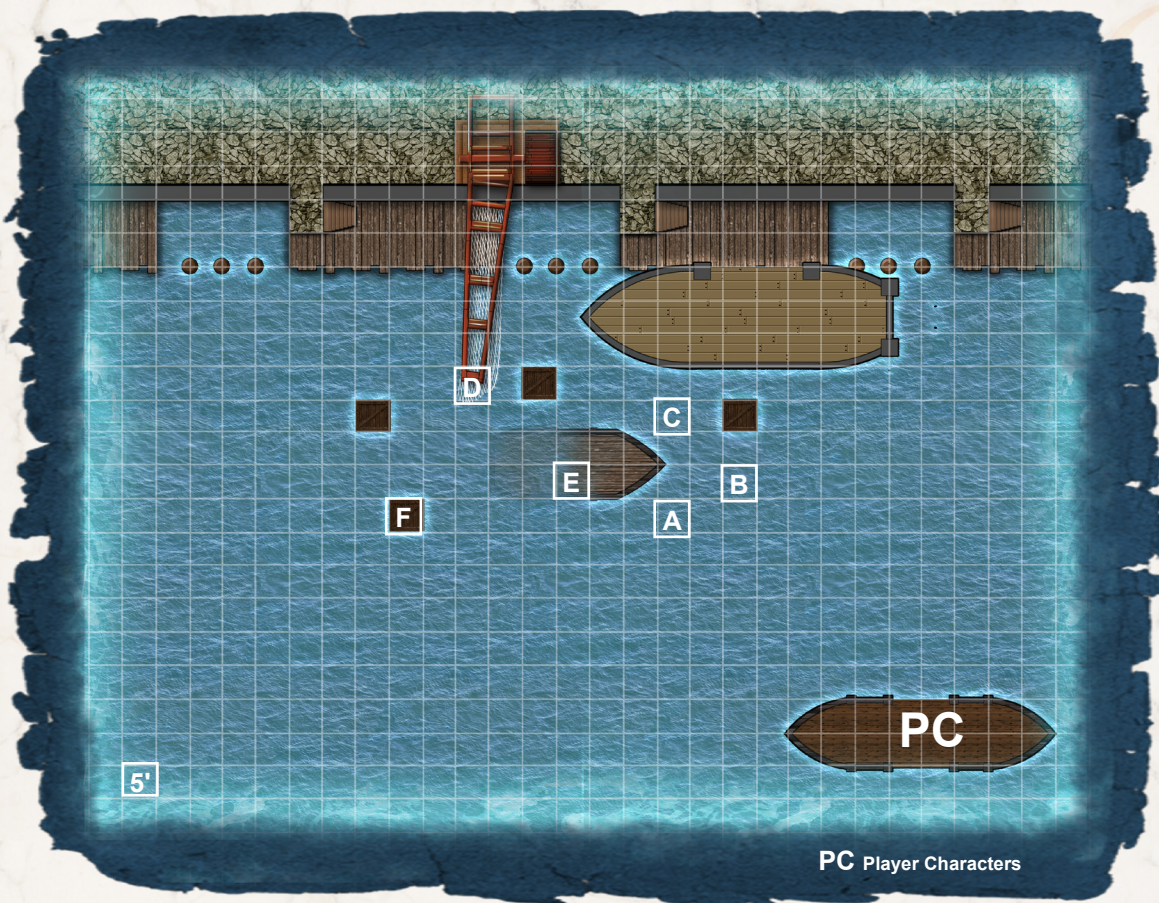
**Round 6** - **Lady dying**, **Crane operator dead**, Ship sinking to point where sailor goes unconscious, Bears sinking (struggling)

**Round 7** - **Lady dead**, Ship sinking to point where **sailor dying**, Bears go unconscious

**Round 8** - Ship sinking to point where **sailor dead**, **Bears dying**

**Round 9** - **Bears dead**





## Air based encounters

**"They don't build them like the used to..." (airship only - CR 2)**

*The airship you are on is definitely more efficient than walking, the buildings of the city passing below you at a sedate pace. The ship itself seems very much like its seaborne counterpart, apart from the massive ovoid balloon suspended above it, and the sails being fitted to the sides. That and of course the fact that a fall from this ship will result in a potential drop to your death. Still, they view is undeniably spectacular. The crew scramble around the rigging as you'd expect, occasionally stopping to adjust various wheels or valves in that large boiler on deck.*

*All seems well, if a little unnerving, until the boiler appears to lose several components as steam blows out of it in numerous directions. The red hot metal pieces bounce across the deck, some flying off and falling out of sight, while other bounce into*

*the sails, starting several fires that threaten to burn through the heavy canvas. Worst of all, a sharp screw-like object shoots directly upward, tearing a hole in the balloon above, which immediately starts venting air rapidly.*

The airship only has 6 crewmen – the captain, the engineer and four sailors. The captain is at the wheel and the engineer is trying to repair the boiler. Of the 4 sailors, one has gone over the rails (dead), one is caught in the rigging and dangles precariously, and the other two are furiously trying to contain a boiler explosion (one is venting steam on deck, and the other is in the hold trying to vent pressure in the water piping system below). A boiler explosion is the worst possible result here (see Fix that boiler! below) and the crew know it, so they must rely on the PCs for the other tasks.

If the party needs any prompting, the Captain screams at them to 'get their lazy, landlubber backsides in gear' and barks basic instructions for the following;

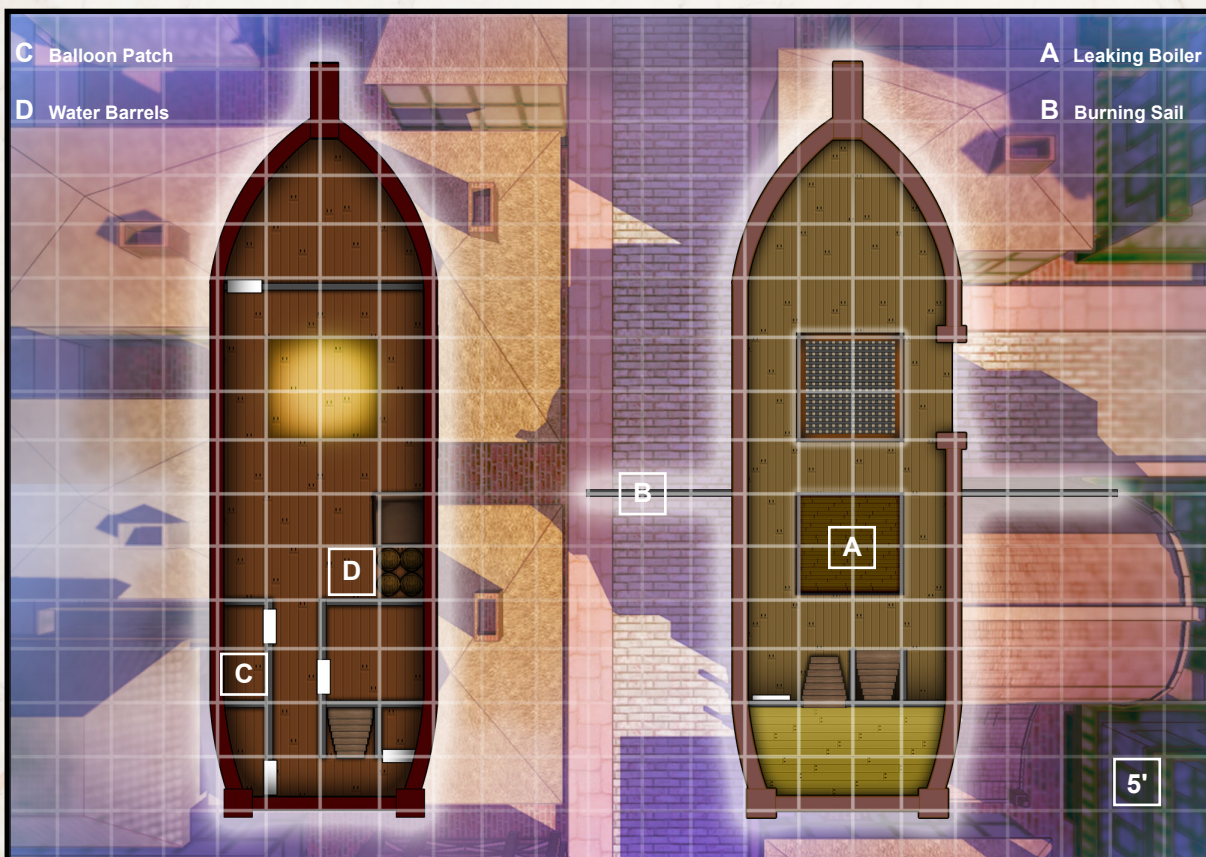


**"Patch that hole!"** – the balloon puncture has **5 rounds** before so much air is lost the airship can no longer stay afloat. The patches are below decks in the sail locker – which requires a Profession (sailor) check DC 10 or Perception DC 14 to locate the locker and the patch kit (with 5 patches) within the locker within 1 round (failure indicates locate in 2 rounds). The patch is a heavy cloth with one side heavily tarred (covered in paper). The character with the patch needs to climb the rigging with patch in hand, with a Climb DC 8 to do so in one round (failure indicates a failed climb, can try again each round), and then apply the patch with a Profession (Sailor) or Dexterity check at DC 10 (failure indicates the patch is whipped away in the wind, can try to apply again each round).

**"Get those fires out!"** – the sail fires threaten to render the ship unable to steer. Within **6 rounds** the ship will be at the mercy of the winds. The characters need a water source (either their own or the barrels in the hold below decks – which takes 1 round to get a bucket worth (1 use) or 2 rounds to fill a waterskin (1 use) and get back

on deck. The characters can throw water from the deck with buckets for haphazard results, or climb out onto the rigging for much more targeted results. Thrown water from the deck requires a Dexterity check vs DC 16 to be effective in dousing, while climbing out to the rigging (climb DC 15, failure indicates falling from the ship – see below) takes 1 round, but then the dousing is automatically successful. Three successful dousings and the sail fires are out. Characters can toss waterskins to others in the rigging, but the Climbers must make Climb Checks (DC 15) to stay on the ship while catching. At the end of 6 rounds if the fires aren't out the ship is at the mercy of the winds and must make a controlled crash to land (see Crashing the Airship).

**"Save that man!"** – one of the crew was in the balloon rigging, and has fallen free, dangling precariously upside down over space with a line wrapped around his ankle. He can't save himself. The characters can climb to the source of the rope in the rigging in 1 round (Climb DC 8, failure indicating a failed Climb, can try again each round) and try to haul in (Str check DC 10)





or maneuver the sailor onto the deck (Dex check DC 10) with no consequences for failure and can try again until successful (or the ship crashes).

**"Fix that boiler!"** – A boiler explosion would tear the ship apart, and rain debris and body parts (character and crew) all over the city below. Luckily the engineer is a genius and that won't happen – but it'll take time. It will take **5 rounds** to fix it (in which time the ship might crash or become uncontrollable) but the PCs can assist to speed the process. Any Character with Knowledge (Engineering) can make a check at DC 10, or a Profession (Blacksmith) DC 15 to assist. Other skills might be relevant at GM discretion. Each success (and each 5 points surpassing the DC) reduces that timeframe by 1 round, and multiple characters (if they have the requisite skill) can assist at once. The minimum time to fix the boiler is 1 round.

**Free Crewmen** – If the boiler is repaired and/or the dangling sailor is rescued there will be free crewmen to assist in the other tasks. For each crewman available on a given task (assigned as the PCs see fit) add a +2 circumstance bonus to all rolls the PCs make for that task.

**Falling from Airship** – In order to reduce lethality, the GM could use the following devices;

1. The ship is passing over a tall structure (3+ story) and the character falls only 20 feet (2d6 damage) onto its roof.
2. The ship is passing over a canal (only if the planned flight path realistically crosses the canal), and while to fall height is 50 feet, the fall is into water (deep enough to dive safely). The falling damage is 2d3 non-lethal and 1d6 lethal, and can be avoided with a DC 20 Swim or Acrobatics check.
3. The character falls from height varying from 20-50 feet (2d6-5d6) but lands in/on something that circumstantially reduces the fall damage (perhaps in humorous ways) by 1-2d6. Suggestions include;
  - Haystack, manure pile or livestock 'dip' pool in a stable yard.
  - Crates of pillows (being prepped for transport).
  - Into the 'dunk tank' of a travelling circus troupe mid performance.
  - Through a 3rd floor skylight and into the large, soft bed in a noble's apartment (occupied or not at GM discretion).

- Into a fish pond or bathing pool on the grounds of a private residence.

### Crashing the Airship

This is certainly a possibility if the balloon cannot be repaired in time. It will continue to vent hot air and the airship will sink toward the ground. Dependant on the sail damage (see above), there may be some ability to steer it to a less hazardous landing (say into the canals) but it is likely to crash fairly uncontrolled into the streets of the city. Despite being slowed from full speed, the ship will crash hard and cause significant damage to itself and anything in its path. Dozens of citizens will be injured (maybe killed) from the flying debris and collapse of any struck buildings. Anyone on the ship will be pitched forward (and may be pitched off the ship if on deck, or into walls if below deck) taking 3d6 impact damage from the crash. Those seeing the impact coming (ie those on deck) can make an Acrobatics check DC 15 to reduce it to 2d6 damage. The crash will cause major confusion in the area.

Anyone at the crash site within 2d6 rounds of the crash will be detained by the Watch for questioning. While eventually the situation will be resolved (and blame essentially apportioned to the ship captain for failure to safely maintain his vessel) this process will take 1d4 hours. Of course PCs could just quietly disperse into the crowd before the Watch arrives.

If the balloon is intact, but the sails are gone the captain needs to execute a **Controlled Crash**. This is essentially where enough air is let out of the balloon to keep it just above the rooftops, then when a suitable area is below, a large amount is let out quickly to cause the crash. This allows the landing area to be more appropriate (open park, canal or the like) to limit damage and/or casualties, but takes much longer. A controlled crash deals only half the damage listed for a crash (above) but takes time. After a controlled crash the PCs lose 1d4 hours in backtracking to get on course to their destination again.



### Not for the weak of heart (hippogriff team only – CR 2)

*The wind whips past as the sky chariot flies through the air above the city, and you grip the rails for dear life. The courier is a madman, laughing delightedly as he steers his hippogriff team through and over the building tops, seemingly determined to get as close as possible to disaster. Your protestations have fallen on deaf ears as the wind whips his cloak out like wings.*

*Suddenly a swarm of psychic motes rises from below, like a disturbed flock of birds. Despite the madman's quick reflexes, hauling on the reins to veer sharply away, the lead hippogriff passes through the swarm. It screams in agony, and then collapses in the traces to become dead weight for the rest of the team. The evasive manoeuvre causes the chariot to scrape past a building minaret, and you watch in absolute shock as the driver's billowing cloak is snagged, and he is violently wrenched from the vehicle and left hanging forlornly three stories above the ground in your wake. The whole scene would be farcical were it not for the fact you were all now trapped on a runaway skychariot with a panicking hippogriff team being dragged down by a dead lead creature, and no driver to regain control.*

For each round the team is not under control, each person aboard the chariot must make a DC 8 Dexterity check or be thrown free and fall. Characters add +2 to the check if they do nothing but hold on (no other actions), and no longer have to make checks if they lash themselves to the chariot (standard action). However, if they do, they may suffer greater consequences under 'Crashing' below.

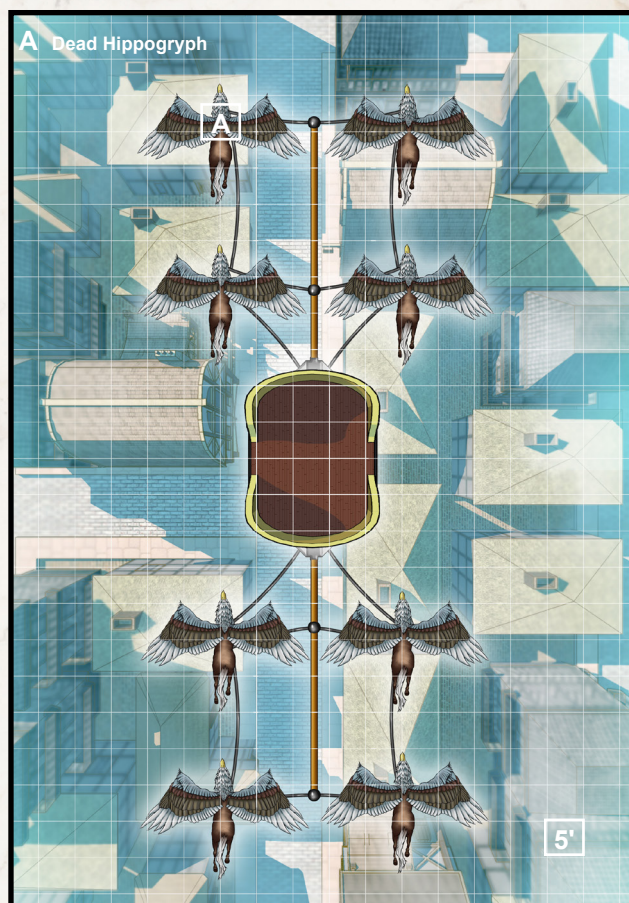
The party can cut loose the 'dead weight' hippogriff corpse to assist in controlling the team – a Climb or Acrobatics DC 15 is required to traverse the team to get to the traces to cut it free, and both the links to the side and rear of it must be severed. A failed check indicates the character cannot advance up the team that round (failure by 5 or more indicates a fall). Once in position a standard action with an edged weapon will automatically succeed in cutting free.

Regaining control of the rest of the team requires a Profession (skychariot pilot) DC 12 or a Handle Animal DC 14 (or failing that a Charisma check). 2 successes (total, not cumulative) equal full team control. While the dead hippogriff is still attached each roll incurs a -5 circumstance penalty.

Falling from the skychariot should be handled as per Airship above.

**Crashing** – eventually the panicked hippogriffs will crash in their reckless flight. This is somewhat based on luck. The party has **2d4 rounds** to gain control of the team before there is a crash. The chariot will have slowed somewhat and be close to the ground when the crash occurs. A crash results in all hippogriffs and occupants - and any unlucky bystanders in the way (as determined by the GM) - taking 3d6 damage. Occupants may try to jump free, and suffer only 2d6 damage with an Acrobatics DC 15 check. Occupants tethered to the chariot do not get this option, and take full damage. Anyone at the crash site within 2d6 rounds of the crash will be detained by the watch for questioning. While eventually the situation will be resolved (and blame apportioned to the driver) this process will take 1d4 hours.

Hippogriff (7) - Hp 22





## Special Encounter

No matter how the Party get around the city, the GM should choose an appropriate time/place and run this encounter. While not 'required' to complete the adventure, it gives insight into the nature of the Seekers as adversaries, and will assist in immersion and development of the story.

### The Seekers of Asmodeus (CR 2)

A retrieval team have been sent to 'process' a contract. 10 years ago (to the day) a shop owner signed a contract for a small cash infusion, with a return of 10 times the value at the contract end. As always, Asmodean contract clauses state that default on the contract renders the body and soul of the undersigned to Asmodeus.

The time has come and the owner does not have the assets to pay. He is being 'removed' by the Seekers, but his wife and child are protesting, and have drawn a crowd.

The seekers have a legally binding contract (despite slavery not being permitted in Anduria, freely-chosen, non-transferrable indentured servitude is allowed). The PCs can try to intervene (if they wish), but have little legal grounds. The only option they have is to pay out the man's contract (100gp), and *they* cannot pay it, but can 'gift' (or bargain – their choice) it to the wife to pay.

If proceedings are delayed long enough, the Watch arrives, but will rule in the favour of the Seekers (pending court assessment of the contract).

*Ahead of you a crowd of people are gathered outside a shopfront. Beyond them you can see the squad of black armour clad figures wearing black and red pentagram tabards – Seekers of Asmodeus. A man is being dragged from the shop by a pair of seekers, while others restrain a crying woman and child who are struggling to reach the detained man.*

There are 7 seekers (6 enforcers and the Captain). The party is not obligated to intervene, and if they do not they can view the following. If they seek to intervene, the crowd slowly parts, allowing them to hear the following pronouncement as they approach;

*The detained man is dragged to his knees in front of a Seeker waving a parchment.*

*"Cannus the shopkeeper. In accordance with the contract you entered into 10 years ago, you are being detained for breach of contract, for failure to return the agreed upon sum – 100 gold pieces – at the agreed upon time and date – which passes this day, 5 minutes from now. You will be placed into indentured servitude until such time as you repay the debt, or perish and your soul is claimed by Asmodeus as is his right. Do you have anything to say?"*

The party may act as they will, but the detainment is legal (technically in five minutes anyway, but they are preemptively 'holding' him in in case he tries to flee) and the contract is legitimate (and signed by Cannus 10 years ago). The contract indicates a 10 year loan, 10gp for a return of 100gp within a period of ten years to the time/date. The contract indicates that the return must be in legal and portable currency.

Cannus' business and stock is worth considerably more than that (he owns and runs a boutique picture framing shop) but he has no more than about 15 gold pieces in equivalent currency (leaving a deficit of around 75gp). He and his wife are begging for more time, or to be able to pay in assets, but as this is not covered in the contract the Seeker captain is having none of it.

The party have limited options. The Seekers cannot be talked around, bluffed or intimidated into ceasing (those skills can still be used to demoralise etc). They have the law on their side, so if combat is forced they will try to subdue the party and have them arrested. If one or more seekers go down to lethal force they will resort to lethal force themselves.

The loophole here is that the contract has 5 minutes left on its grace period. Characters that have Profession (Lawyer) can make a check at DC 10 to recognise that opportunity. Particularly astute characters may also figure it out – Intelligence check at DC 15. The party can also demand to see the contract – and they have to be allowed.

The contract states that Cannus or his next of kin must honour the debt. The Captain will hold to that, smugly if the PCs offer to pay out the debt, claiming it to be 'non-transferrable'. What the PCs can do is gift Cannus or his wife the money to pay the debt. If they do within the 5 minute period, and then the Captain is required to





accept, and the contract will be fulfilled.

If the PCs assist in clearing Cannus he and his family will be eternally grateful (75gp is an astronomical amount of money for a stranger to hand over). The PCs are welcome to use his picture framing service free of charge whenever they choose (frames range in sizes, styles and quality from 1cp through to 1gp).

More valuable is the public reaction. If the PCs help Cannus for no reward, and treat him and his family with respect, their reputation is enhanced from this one great act of charity (see optional Reputation Rules in the *Campaign Guide*). Word will spread, and aside from a generally positive reaction from the general commoner populous that recognise them (and the occasional free drink at taverns) the PCs will never be short of a 'citizen of good standing' to vouch for them when officially required (such as legal proceedings). If the PCs are ever detained by the Watch in front of witnesses there is an 80% chance that one (or more) will immediately step forward to vouch for them (assuming the PCs committed no significant crime). If the PCs are ever arrested and removed to a watch house a number of citizens (1d10)

will arrive in 1d4 hours to vouch for them.

This 'boon' takes a little time to 'spread' across the city, but not long because the citizens are particularly talkative and gossipy. Within 1 day, the Ward in which the encounter occurred will demonstrate this boon, and each day after it will spread to another (adjacent) Ward. Within a week or so the party can expect this reaction in all wards. Normally acts such as this would fade in time, but in these difficult times (and worse to come) this story becomes cemented in the popular folklore of the city. Even if not recognized in the future (or in disguise etc), the party will hear it retold in taverns for years to come. Of course this reputation is subject to damage or enhancement on subsequent party or character actions.

The stats below are for the standard enforcer. The Captain has an INT of 12, and the skill Profession (Lawyer) +2, but is otherwise the same.



### Seekers, Enforcer

XP 135

Human, Male, Warrior 2

**Init** +0; Senses Perception +2

#### DEFENSE

**AC** 16, touch 10, flat-footed 16 (+6 armour)

**Hp** 14 (2d10+3)

**Fort** +3, **Ref** +0, **Will** +1

#### OFFENSE

**Speed** 20 ft.

**Melee** heavy mace +4 (1d8+1 /x2) or Sap +3 (1d6+1 nonlethal)

**Ranged** light crossbow +2 (1d8\* 19-20/x2) \*Bluntbolts - half lethal, half nonlethal

#### STATISTICS

**Str** 13, **Dex** 11, **Con** 10, **Int** 8, **Wis** 12, **Cha** 11

**Base Atk** +2, **CMB** +3, **CMD** 13

CR 1/3

**Feats** Toughness, Weapon Focus (Heavy mace)

**Skills** Intimidate +4, Perception +2

**Language** Common

**Combat gear** none

**Other Gear** heavy mace, sap, light crossbow, 20 bluntbolts, chainmail armour

#### TACTICS

**During Combat** Seekers will try to subdue opponents with nonlethal force first, resorting to lethal only if necessary.

**Morale** The Seekers will fight until reaching 1/4 hp, and then they will seek to flee or surrender.





## Chapter 3 - A Simple Job

### Scene 1 - Employment Opportunities

*You are sitting at a table in a crowded taproom in the City's lower ward. The Grinding Gear is a fairly average tavern – poorly lit by torches, thick with smoke, filled with wooden tables and benches and populated by a range of patrons – foundry workers, travellers, traders and the odd shifty-looking customer. The word around the ward is that the Gear is a good place for an ale and a laugh – so it's no wonder <Campaign NPC> suggested it for your reunion after the events of the last few weeks.*

*However, this is clearly not the best time of day for that, as a quiet corner is impossible to find. Patrons fill the entire taproom to bursting, with scant elbow room to spare. Hemmed in on all sides you strain to make out the few snippets of conversation you've managed to exchange over the general noise of the throng.*

Who is in attendance really relies on the relationships formed in the prologue adventure. **Thorgrim** is the obvious choice for this kind of environment, but **Melissa** the barmaid and **Lucious** the bard are no strangers to raucous taverns. **The Merchants (James and Duran)** and **the Brothers** (if they survived, and parted on good terms) are less likely candidates, but not completely out of the question.

The tavern is also a great place to pick up rumours and information being circulated at the populous level. If the PCs choose to listen or mingle in the crowded tavern, they can pick up some of the information from the **Campaign Guide (Current Affairs, Rumours and Whispers)** at the discretion of the GM.

At the very least, this should be an opportunity to foreshadow the events of Adventure 2 *Ignorance is Bliss* with rumours 18 and 19 (reproduced here) but you should 'hide' these among several others so as to not draw too much attention to them too early.

"The porters at the docks told me a tale. They said they found a man who was alive but like gone...mentally... you know. They say it isn't the first they've found" (True, this has been going on for months, and is explained in Adventure 2 *Ignorance is Bliss*).

#### You meet in a Tavern...

Why do adventurers always meet or start adventures in a tavern? It's a little cliché, but there's actually a fairly sound reason for the use of this device.

What do adventurers do when they are not kicking in doors and slaying monsters for gold and glory? The same thing as the rest of us I expect.

Relaxation and downtime between life threatening perils is a must, and while I'm sure there's a range of activities available to recharge the batteries, a collective social gathering in a public place logically allows for the entire group to be present when approached by a 'stranger with a job opportunity'.

So it may be a bit overdone, hackneyed, cheesy or trite, but sometimes that's a comfortable place to start.

This is the only adventure of the Adventure Path that starts in a tavern, I promise. Unless of course you count the prologue, but in my defence I maintain that was really more *under* a tavern.

Micah

"Strange creatures have been seen lurking in the city. Shadowy figures in cloaks watching people, like they are looking for something" (True, though it is only one creature, and is explained in Adventure 2 *Ignorance is Bliss*)

When prepared to push on to the adventure proper, read the following:



*An odd commotion at the next table catches your attention. The occupants are all clearly foundry workers with scorched overalls and faces streaked black with soot. A lanky fellow has invited himself to their table, perched precariously on a folding stool while gesturing animatedly to the group. Bedecked in leathers with a harness sporting all sorts of odd knick knacks, he waves a sheet of parchment and is clearly oblivious to their incredulous stares. Eventually he looks from face to face at the table, and shakes his head. "By Asmodeus' bristly chin hairs!", he exclaims loudly "I'm at the wrong table!". Like magic space opens up around him in all directions, and a deafening silence falls over the crowd. The workers grimace and rapidly depart, while other patrons look on in disbelief. Only a fool would publicly invoke Asmodeus' name in a disrespectful way. These days that's a fast track to the morgue, or at least a hospice.*

*Again oblivious to the crowd's reaction, he slides his stool over to you with a big smile plastered on his features. "That's more like it", he says, slapping the parchment onto the table, "I'm not sure how I could possibly have mistaken them for you lot". The parchment is a very detailed painting of this exact table and its current occupants, all staring at a parchment with stunned expressions on their faces. Looking very closely, the painting within the painting seems to be of this exact scene, and so on into infinity. The fellow's grin gets even wider at your reaction. "So, will you take the job?"*

The strange man is Thaddeus Billargo, a merchant of some renown (to hear him tell it). The party is unlikely to have heard of him – Knowledge (Local) DC 20 - but if James or Duran are present, or consulted later, they can confirm he is 'famous' in mercantile circles as a brilliant but unpredictable trader who has achieved fabulous wealth and crushing bankruptcy several times in his career. Thaddeus' stats can be found in the NPC suite on page 50.

Obviously there is some confusion about this 'job' and the party will have questions.

Thaddeus appears to be a human male in his forties, with short, spiky black hair that sticks out wildly in all directions. He is garbed in studded leather armour and carries an odd weapon that appears to be two lengths of metal bar connected by a chain. He is bedecked in a harness that holds all manner of objects – feathers, beads, a glass knife, several bones of varying animal species, rolls of parchment, pouches, brightly coloured scraps of cloth, a paint brush and innumerable other mundane

curiosities (He plucks a flower to give to an attractive PC, or to Melissa if the PCs are inappropriate – the flower is blue, but of an unrecognizable species, even to those with Knowledge (Nature). It's quite pretty, and seems to sparkle when moved. It is definitely **NOT** a rose).

If asked about the flower, he says he bought it from a collector recently. "Lovely isn't it". What he actually means is he bought it from a "garbage collector" (a slang term for an employee from the Guild of Public Works) but this is unlikely to resonate with the PCs until later.

Thaddeus painted the picture ("I'm very talented") from a vision he received from his god ("Rhion Barakar, patron of lost causes – no doubt you've heard of him" – which they probably haven't, Thaddeus being one of only a handful of faithful – Knowledge (Religion) DC 25 to have even heard the name). This vision showed him a group of adventurers that would bail him out of his current predicament (He says 'current' like it's a common occurrence). The picture depicts just the PCs,





### The Blue Flower

This flower is the MacGuffin for the adventure, though it should not be immediately apparent.

The blue flower will never wilt, and with the right care will actually produce a plant that 'may' sprout a new bud every season (33% chance). This plant is essentially everlasting unless it sustains significant damage (hardness 1, hp 10). Given enough time it could propagate across the land.

Pay close attention to what the player does with the flower. If nothing explicit is stated, it will be assumed it is kept. If they try to sell it they might get up to 50gp from a herbalist, botanist or sage.

If they refuse it, or get rid of it, see Troubleshooting below.

not any NPCs with them, and the offer is not extended further to include them.

When asked to explain the problem he says that he used to work for the Peregrine Trade Consortium (a huge corporation with ambitions to control all of the City's trade, and makes up almost 50% of the membership of the Trade Guild) but after a recent falling out they 'mutually' agreed to go their separate ways ("I'd rather not discuss the details, but it involves a mix up with shipments of Ethermoth silk and Andurian Redbee honey - let's just say certain cargos shouldn't be transported through a storm in the same airship hold - lesson learned!").

There is a shipment of three crates of cogs and sprockets (and other clock parts) that he is contracted to deliver to a clock maker in the ward of Northgate, but he no longer has access to the PTC compound. He will cut the

party in for 40% of the profits (around 200gp) if they act as his proxies to acquire the goods and assist him in delivery. He has a legal bill of ownership, but since he cost the PTC significant profits (and they take money very seriously) he feels he may not be admitted the compound if he approaches it, or he may never leave it if admitted (which is true). There is a wagon capable of carting the cargo outside (complete with 2 ponies), and the PC's can return it to his 'offices' in the Trade Ward (actually a tavern where he has a local fence act as a go-between) after they deliver the cargo to the clock maker in Northgate.

Assuming the party takes the job he has them sign a contract of partnership (which he gets a drunken Arbiter patron to notarize on the spot), gives them the bill of ownership and directs them to the PTC compound in the Docks Ward. If the PCs press, he estimates the worth of the goods to be around 600gp, and less costs for transport, paperwork and the odd bribe he expects to turn a profit of around 500gp, give or take fluctuations in the demand for clock parts ("pretty decent profit for a simple job").

His contract indicates delivery is required within 5 days (2 have passed, 3 days remain). "While there is likely to be some delays in contractual red tape we should have plenty of time".

The GM needs to be very aware of the travel times/rates covered above. At the time of the job Thaddeus (and the party) expect the journey to be Grinding Gear to PTC to Tempus Fugit (which is 14 miles). Overland even at a 20ft movement rate or slow land vehicle - ie wagon) this is only 14 hours, so the party is unlikely to be in any hurry (at least at first).

### Troubleshooting

*The players don't want to act as factors for a trader*

Thaddeus would be willing to negotiate as high as 50% of the profits (250gp) to the PCs (he is pretty desperate) if it will sway the PCs.

If they refuse he will try for the goods himself, and return to track down the PCs later that day, bruised and bloody (though still in inexplicably cheery spirits) to offer a 60% (300gp) share of the profits if they sign on.



Further refusal will see him offer to sell the bill of ownership to the PCs for 200gp to try to cut his losses, suggesting the PCs could make up to 400gp with shrewd bargaining for the goods.

If after all of this the players aren't willing to get on board, break out a 'filler' adventure and move on. Several weeks later they hear from James and Duran, of just talk in the taverns, that Thaddeus' body was found washed up on the docks one morning. The clues and contacts offered in this adventure may be salvaged by interjecting them into the subsequent adventures, but this is not ideal.

*The Player refuses the rose, throws it away or the DM deems there are no appropriate PCs or NPCs present to give it to.*

This isn't a huge problem, and is discussed in the final encounter. Essentially just keep a logical track of what happens to it. Once the PCs realize it's the final piece of the puzzle they can backtrack and regain it.

*Thaddeus getting directly involved*

The PCs are the focus of the adventure, and Thaddeus is supposed to remain in the background. At any point after the PTC compound if the PCs try to involve Thaddeus directly, or if time begins to run short, he will become preoccupied with the contract.

Sensing potential contract breach (and loss of profit), he will give the party directions to the buyer. He is going to see the buyer personally to renegotiate the delivery time (and try to avoid remuneration penalties). This should effectively take him out of contact of the PCs. He implores them to do anything within their power to get the goods, even if they are sent on wild side tracks.

## Scene 2 - The Peregrine Trade Consortium

*As you traverse the Docks Ward, the PTC compound is clearly visible from several blocks away, looming larger with every step taken toward the coast. It resembles cross between a fortress and a ship dock, built both out onto the harbour, and vertically as well, catering to several airships. The compound has a high wall surrounding what appears to be a large marshalling yard,*

*with a constant stream of wagons going in and out. Behind the wall there appear to be several warehouses and a central structure that resembles a tree with branch-like docks jutting out at all angles and various heights of the three hundred foot tall structure. You can see cranes moving cargo to and from numerous airships. Approaching the gates you see that there is a squad of heavily armed guards rigorously searching each incoming and outgoing wagon, questioning the drivers and checking documents.*

Getting in is relatively easy, assuming the PCs don't mind waiting **2 hours** to get into the compound. If they are members of the Merchant's Guild they can skip the line by presenting their credentials at the gate. The bill of ownership indicates the location of the goods in the PTC storage (down to warehouse number and bay). Showing the bill gains the party an armed escort (2 guards) to the Quartermaster's office in the ground floor of the dock tower. The office is fairly straight forward arrangement, with a large desk covered in random piles of paper, bookshelves full of ledgers, and a couple of client chairs. The quartermaster (Belzar) is a middle aged, portly man dressed in light robes. He appears harried, and constantly consults runners and messengers, and swears profusely under his breath.

He is polite, and scans both the bill of ownership and the contract of partnership before addressing them.

*"I'm very sorry but I'm afraid I cannot release the consignment to you. While both your documents are in order, the contract of partnership is quite clearly dated after the bill of ownership, and as such you are not authorised to access goods cited in it under the trade policies of the PTC. Thaddeus will have to present himself in person if he wishes to claim the goods. I am sympathetic, however I am bound by..."*

*He trails off as another messenger appears at the door. "Excuse me a moment" he says, and leans in to have a furious whispered conversation with the runner. "What do you mean a mix up?!" he exclaims suddenly. "Where is the original manifest?!" The runner helplessly shrugs and gestures to the piles of paper on the desk. "To the Abyss with it all! Get out, just get out!" he yells as the runner flees the office. Belzar massages his temples before turning to you again.*

*"Look, I'll make you a deal. I used to have an assistant who actually understood all of this chaos". He gestures to the piles of paper. "A foolish young man with overly romantic notions, but a valuable resource nonetheless. He recently quit and ran*





*off to impress some girl. If you can convince him to come back to work for me, then perhaps I can overlook the date discrepancies and release your cargo". He glances around to ensure no one witnesses the conversation. "This is all hypothetical of course", he states, giving you a wink and slight grin.*

Belzar doesn't know where his assistant (Trevel Antivar) has gone, but the girl is named Lysenese (lie-sen-ess-ah), and she works at the Celestial Scriptorium in the Trade Ward (near the wall Guard bastion).

**Development:** Belzar has no intention of honouring their bargain unless the PCs force him to put something in writing. If they get a contract his temperament sours, but he will honour it in Scene 8 - **The Prodigal Clerk**. A successful Sense Motive (vs his Bluff of +8) suggests to the PCs that he might not be good to his word. Of course a bribe would certainly assist in this endeavour. If the PCs offer 50gp or more, he will honour the agreement.

Getting out of the compound is worse than getting in, as laden carts and wagons are thoroughly searched and contents matched to the manifests with painstaking diligence. It will takes the PCs **3 hours** to get out of the

compound, even without any goods. Again, if they are members of the Merchant's Guild they can skip the queue as per entering.

This is a perfect time to introduce the alternate transport methods if the GM is inclined to use them. There are several airships in the docks, and Jotun's courier teams are constantly landing and taking off from the compound. The PCs can find the following options;

1. A large merchantman airship - 'Winds of Fortune' under Captain Redden - leaving the city is willing to make a 'drop off' at a private dock in the Trade Ward for a fee before heading out. The captain will charge a flat 10gp per person rate, and there will be a 10gp (total) fee to disembark on the private dock (belonging to a Trade Guild merchant).
2. A small private airship sits idle between activities. The airship available for the PCs is called the 'Sly Gambit', under Captain Billings, a roguish trader type. The captain will happily charter out his vessel for 200gp per day (total, which will cover ship and private 'docking fees' around the city). The ship will be available for 1 day before their next commitment.



3. Jotun's hippogriff teams are available roughly every half hour. For a flat 10gp per person they will carry passengers to anywhere in the city (landing space permitting, but there are many such places set aside for the courier service).

If the PCs have Thaddeus' wagon, they can stable it here for 2sp/day, and retrieve it later.

### Scene 3 - The Celestial Scriptorium

Situated in the Trade ward, with sweeping coastal views, this graceful structure is made of (or at least faced in) in pink and white marble, with open galleries held up by angelically sculpted colonnades. It is a square, 2 story structure, with the centre being an open air garden. Its upper level is private chambers and secret hideaways threaded around a library of impressive size and depth, if a little convoluted in layout.

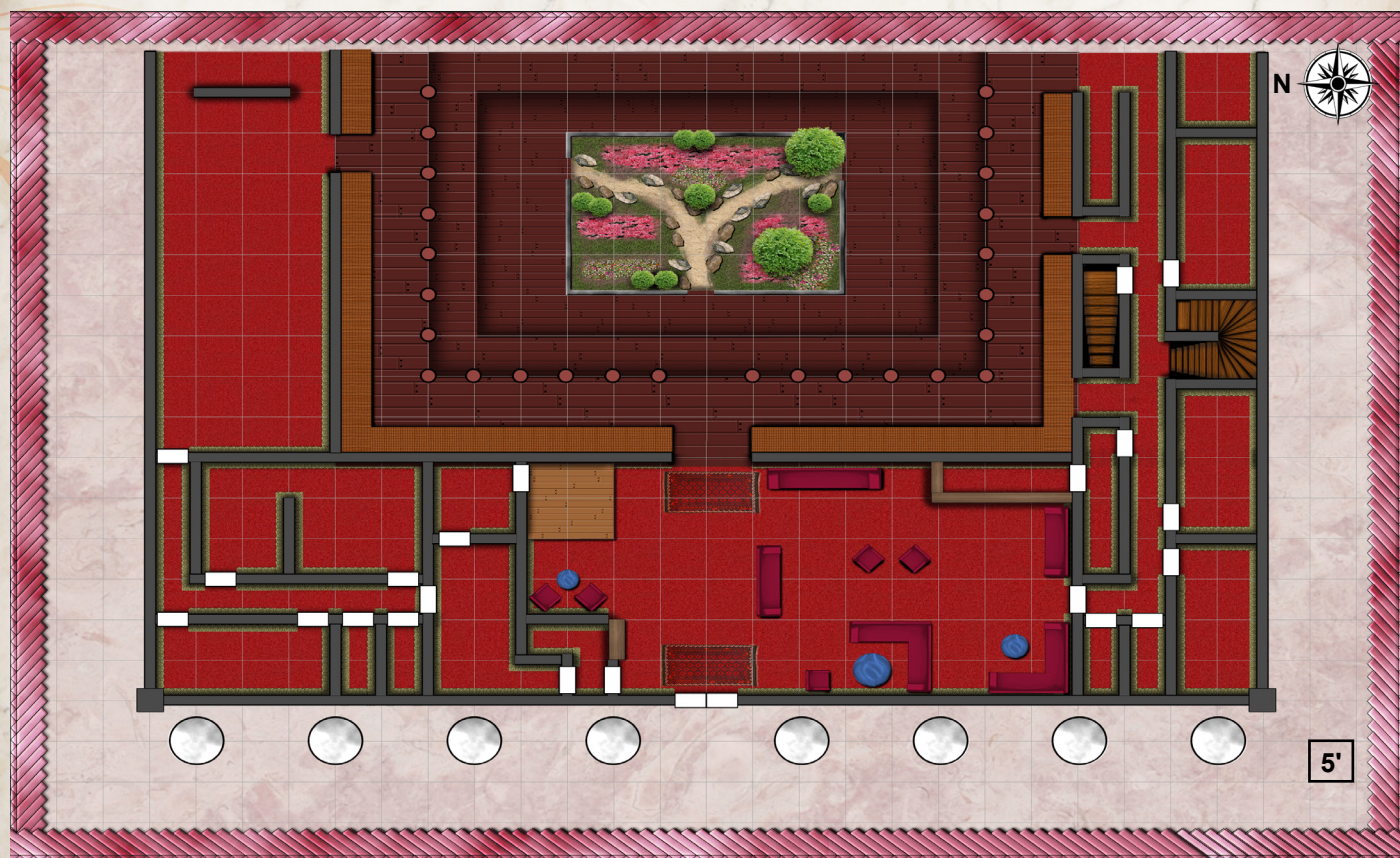
The Celestial Scriptorium is part library, part school and sage service, and part festhall and brothel. Why? Well it stems from a number of factors - Only Scholar's Guild

members can 'officially' run library, sage or scribing services. The proprietor (an enigmatic aasimar named Radiant Soul) is not a guild member, nor does she want to be (or have her staff be) or pay guild taxes. Secondly, it's an excellent business model - it adds a certain legitimacy to the brothel business (it doesn't appear so unseemly) attracts the right 'kind' of clientele (wealthy and with knowledge worth having) and it generates a huge profit. Despite the snide condemnation of the Scholar's Guild, it's an excellent place to get information, and have a good time. Finally, it generates an atmosphere conducive with the secret purpose of the establishment (not many people spill secrets at an actual library).

The Celestial Scriptorium has a secret known to only a few. It is a hugely profitable front to an even more successful spy ring and information brokerage. Radiant Soul is an extremely influential figure in the city, but wields that influence from the shadows, behind factors and representatives that cannot be connected to her. All of the areas within the Scriptorium (common areas, private rooms and libraries) have cunningly wrought acoustics, and sound carries through concealed tubes to a basement level, where dozens of scribes diligently record







everything said above. A huge amount of information is stored down here, and Radiant Soul has slowly and quietly become one of the most powerful people in all of Anduria.

The Celestial Scriptorium is the centre piece of a closed loop street just off the Great Market. Surrounded on all sides by festive looking taverns and boutique stores, the Scriptorium is a massive structure set on a raised foundation overlooking it's neighbours, and the ocean beyond. Wide steps lead up to the impressive pink and white marble structure, it's frontage a series of angelically sculpted colonnades. You can and hear delicate music spill from a set of large, open bronze doors.

As you step inside you take in an opulent foyer of carved wood and hanging curtains. There is a cloak room to your left, where a nubile young woman takes coats and dispenses winsome smiles. Beyond the entry lies a spacious waiting area where clients comfortably converse in plush couches, listening to soft but stirring harp music. Scantly clad young men and women

move about, serving drinks from a bar set in the far corner. Deeper into the building still, you can just make out an indoor garden through another set of translucent curtains.

A stunningly beautiful woman approaches you with such grace that she seems to almost float. She is garbed in a form fitting blue gown and her long blonde hair falls loosely about her shoulders. A pair of white feathered wings extend from her back, folded in an almost demure fashion.

"Greetings. I am Radiant Soul, mistress of the Scriptorium. How may I be of service?"

Assuming the party addresses the issue of Lysenese and Trevel, Radiant Soul says she remembers the young man but has not seen him in some time. The party (or an individual) is welcome to discuss it with Lysenese, but they will either have to engage her services or wait until her shift is over. Lysenese is not scheduled for clients today, and is currently available should an individual



wish to contract her services (her shift does not end for another **2 hours**). The party is welcome to remain in the premises (foyer or garden) until she becomes available, avail themselves of Scriptorium services, or return in two hours.

If queried about the establishment's services, Radiant Soul gives the PCs an accounting of what the Scriptorium provides. All the staff are intelligent and educated, versed in many topics of conversation. Expert staff have specialised fields, and some (not all) also offer physical services as well as conversation, and have full discretion as to if they will perform these for any given client (left to the GM to determine details).

**Drinks** - a varied menu of wines and spirits (no ale) ranging from 1gp to 10gp per glass, or up to 100gp per bottle of the finest beverages (wine/spirit)

**General conversation** - 1gp per 30 minutes with palace staff in general area

**Specialised conversation** - 1gp per 10 minutes with expert staff in private

**Additional services (physical)** - 20gp per hour (in hour increments) in private with select staff

Radiant Soul has been known to occasionally conduct private conversations for 100gp (time variable) but never engages in other activity.

All general palace staff have the equivalent of 5-10 (1d6+4) ranks in any knowledge or profession, so it is possible to get useful information on any given subject.

Each specialist has the equivalent of +14 in their specialty

**Lysenese** (Female human, brown hair, willowy, excitable girl-next-door) - Knowledge (Local), Knowledge (History) (particularly interested in Folklore and Stories) (& physical services)

**Annabelle** (Female half elf, dark haired, voluptuous, fiery disposition, challenging) - Knowledge (Engineering), Profession (philosopher) (& physical services)

**Sahryath** (Female asimaar, dark skin, dark hair, friendly) - Knowledge (Religion), Knowledge (Nobility) (&

physical services)

**Ethrial** (Female elf, red hair, mercurial and enthusiastic) - Knowledge (Planes), Knowledge (Nature) (& physical services)

**Morrigan** (Female human, blonde, sleek, acerbic but insightful) - Knowledge (Arcana) and Spellcraft (& physical services).

**Altus** (Male human, blonde, muscular, confident and charming) - Knowledge (Dungeoneering) and Knowledge (Geography) (& physical services)

Due to her unique methods of gathering information Radiant Soul is considered to have access to any given information (any Skill) with a +4 circumstance bonus, if given time to consult her records (between 1-2 hours minimum), which in most cases would be a total of +19 (see her statblock for specifics). She is an excellent source of information if one can afford her prices.

Statblocks for Lysenese and Radiant Soul can be found in the NPC suite on pages 51 & 52. If the statistics for the other specialists are required, use Lysenese as a basis, modified by the information above.





### An Unusual Encounter (EL 0)

If the PCs wait for Lysenese (or wait while one member talks to her privately) they see an odd patron enter the palace.

*As you are enjoying the hospitality of the Celestial Scriptorium, you see an unusual being enter and approach Radiant Soul. He is constructed of gleaming black metal, and shaped in the likeness of an aesthetically pleasing male figure. The perfect statue. This 'statue' is wearing finely tailored, though garishly coloured clothing, and moves with fluid motion. After a brief conversation with the proprietor, he turns and scans the room. Sighting your group, his face shifts into a grin, and he wanders over and waves amiably*

*"Greetings flesh creatures! Are you here for ineffective reproduction processes?" he says in a cheerful metallic voice.*

Adam ('short' for Adamantine Golem) is a smooth, black, male looking bipedal golem, essentially shaped to mimic a bald, handsome male figure. He is garbed in fine clothing (with horribly clashing yellows, greens and reds), but is unmistakably a construct. When he speaks he appears hollow, and his voice echoes metallically.

Adam is an intelligent, self-aware adamantine golem that is seeking an understanding of its existence, and the meaning of life. Having only just become 'aware' in the last couple of years, and broken free of his 'servitude' to his creator, Adam petitioned the courts to grant his freedom, claiming that being treated as 'property' was tantamount to 'slavery'. The argument was accepted, and he was emancipated, his 'father' (as he calls the wizard who created him), being forced to grant his freedom. Ungraciously, he turned Adam out, and moved on from the city. Adam - needing nothing - makes his way as a scholar and labourer, trading his limited (but basically indestructible) manual skills for knowledge. Adam is currently residing in the Celestial Scriptorium, indulging in a current fascination of biological reproduction. Adam is enthusiastic and child-like in his nature.

He will muse about human biology and alcohol

"Why do you choose to ingest a liquid that is incompatible with your systems?" and then rattles off the poisonous qualities of alcohol

"Where does the liquid go?" (if asked what happens when he drinks he indicates that he has an internal magical engine that destroys all matter he ingests)

"Why are your reproductive and waste processes linked?"

"The male gender reproductive system seems inefficient. It appears to require significant and repeated effort to correctly connect with the female. I have observed that often the female is displeased with the result"

Finally, if the opportunity presents itself Adam will make the following comment (Best used if the PCs avail themselves of some of the services here, or return with Lysenese from a private conversation)

"Your female companion appears distressed. Were you insufficiently equipped to render the endeavour successful?"

Adam is almost impossible to offend, and seems fascinated with almost any answer the PCs give. He will also discuss the fact he is self-aware though he doesn't understand the process by which it happened. His research is partly to bring him a greater understanding of "life" so that he might better understand his own existence.

If needed, Adam's statistics can be found in the NPC suite on page 53.





## Meeting Lysenese

When the party does meet Lysenese ('Nessa' to her friends) they find her to be a slender and pleasant girl who likes stories. She is open and friendly, with an infectious smile and girl-next-door good looks. If the characters have contracted her time, she can tell them about the city and surrounds (see Campaign Guide as a source of information), entertains them with one or more tales, and asks if they have heard anything of interest in their travels. If the character has a Charisma over 12, a positive appearance description, and (most importantly) is friendly, open and honest she will consider physical services. If they can offer her a unique story or folktale (Knowledge or Profession (relevant) DC 15) she will up to halve her rates for a period up to the 'value' of the story (10gp per 2 points past the required DC 15).

If asked about Trevel Antivar she will say that he was a client whom she consented to physical services for a time, but then withdrew them after he appeared to be becoming infatuated with her. While he was very pleasant, she did not want to develop a personal relationship with him. He has contracted her story services twice since then, and she's concerned that he may have sought to impress her by trying to retrieve the subject of one of her tales;

*Here in the City, in the Artisan's Ward, is an abandoned tower known as the Tower of the Rose. Legend has it that a wizard once dwelled in the tower, and tried to cultivate the perfect rose for his love. However, with each plant he cultivated, all he saw was the flaws, and grew obsessed with creating the perfect flower. He locked himself away and was never seen again. His love waited outside the tower every day for months, until finally she stopped coming. The tower eventually became overgrown with a dangerous plant known as bladeleaf. Generally the Guild of Public Works will tear down or reclaim abandoned buildings, but for some reason they have not with this tower. It has become something of a local landmark. Every so often brave adventurers try to gain access, but those that do never return.*

Lysenese wondered out loud if the story was true, and Trevel vowed to enter the tower and bring her back the Perfect Rose as proof of his love. She begged him not to go, but he left determined. This was a week or so ago, and she hasn't seen him since. She is honestly worried about him. She can direct the PCs to the Tower. In truth, just about anyone in the Artisan's Ward can.

## Scene 4 - The Tower of the Rose

The Tower of the Rose still stands, and its history is much as described by Lysenese.

The tower itself had three stories, accessed by wrought iron stairs central on each floor reaching from the tower's base to its roof. The Tower itself had no door. The wizard used a *passwall* effect as a door, mostly because he thought it would impress visitors.

When the wizard became obsessed with plant propagation he turned his tower into a magical greenhouse to conduct his experiments. While asleep he fell afoul of a carnivorous plant that he had obtained. This plant in turn died out due to lack of prey, but the tower's magical conditions nurtured the rest of the flora within. Ironically, he did succeed in creating a unique and hardy flower, but this did not meet his lofty standards. Eventually bladeleaf took hold, flourishing in the conditions and strangling out the other plant life (Except the flower, which was magically durable). The bladeleaf growth damaged the wooden supports of the tower, and the floors collapsed one by one, retaining only the areas closest to the walls that were supported by stone. The wrought iron stairs that once allowed access crashed through to the bottom level (basement), making the tower little more than a hollow cylinder. As the tower collapsed, most of the enchantments disappeared (save the air conduit) and the excessive plant growth ceased. Recently, some new explorers discovered access to the tower and made off with the rose – see **The Basement**.

*The Tower of the Rose is easy enough to spot, as it occupies an overgrown courtyard at the end of a blind alley, known as Rose alley. The tower appears to be approximately three stories tall, though it is hard to tell as every inch is covered in ivy-like growth. The ivy seems to be expanding out to the neighbouring properties, but you can see a number of Public Works skeletons working to trim it back. As you approach you can see that the trimming efforts stop at the property lines, leaving the entire tower and grounds behind an impassable briar*

In the wild, a knowledgeable person would be needed to differentiate bladeleaf from ivy, but Lysenese has already indicated the tower is known to be covered in the dangerous plant. If the party talks to the skeletons







### Bladeleaf

Bladeleaf is a hardy vine creeper that looks and acts very much like ivy. However, its leaves are razor sharp, and even the slightest contact can inflict terrible wounds (1hp damage per contact). It can be identified with a DC 15 Knowledge: Nature skill check.

Trying to push through densely packed vines results in more significant contact, dealing 5 hp damage per contact or round of contact

Bladeleaf damage can be reduced by hardness or physical armour, which acts as DR. A chain shirt, for example, provides +4 AC, and so would be essentially DR 4 protection. Dexterity and dodge bonuses have no effect, but deflection bonuses stack.

Ecologically speaking, bladeleaf gains nutrients not only from photosynthesis, but from the blood and decomposing remains of animal life as well. Bladeleaf is not sentient or malicious, but is a significant threat to unwary living creatures.

they will get nothing (unsurprisingly), but with a basic scout of the edge of the property, they can find out where Trevel (and others) have entered. The tower sits toward the back of the grounds, and the intrepid adventurers over the years have taken the path of least resistance. At about  $\frac{3}{4}$  of the way around the block, planks have been laid over the plant growth. These are old and thick, but balance on the uneven and unpredictable growth of the bladeleaf. This is where Trevel crossed. See **Getting into the tower**.

#### Observing the Skeletons

There are 4 Skeletons working near the tower. They are wearing thick gloves and padded leathers, and carry heavy shears. They work in pairs. One holding back

several intertwined vines while another cuts. With every single cut, several vines lash out in all directions. The skeletons do not evade them, the heavy protection they wear mitigating most of the damage. In some places the skeletons have deep scratches on their bones, a clear indication of the damage the plant can do to flesh. The cut vines are being bundled into bales and tied with twine. If the PC's wait more than 10 minutes, another 2 skeletons walk down the alley pushing a handcart, load up a number of bundles and walk away. The work appears to be painstakingly slow, clearing about a foot of vine every 10 minutes. This should discourage PCs from trying to cut their way through.

#### Skeleton, Worker

CR 1/3

XP 135

N Medium undead

**Init** +6; Senses darkvision 60 ft.; Perception +0

#### DEFENSE

**AC** 17, touch 12, flat-footed 12 (+5 armor, +0 Dex, +2 natural)

**Hp** 4 (1d8)

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

**DR** 5/bludgeoning **Immune** cold, undead traits

#### OFFENSE

**Speed** 30 ft., climb 30 ft.

**Melee** shears +0 (1d4+2), 2 claws +2 (1d4+2)

#### STATISTICS

**Str** 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base Atk** +0; **CMB** +2; **CMD** 14

**Feats** improved initiative

**Gear** shears, vine trimmer's gear.

#### ECOLOGY

**Environment** any

**Organization** any

**Treasure** none

The skeletons belong to the Guild of Public Works and are not hostile unless attacked. If the PCs do attack or destroy them (though some moral justification, or to acquire the vine trimmer's gear), this is considered property damage and they may be arrested and charged with that crime if caught (usually resulting in a fine of 50gp per skeleton - GM discretion).

#### Getting into the tower (EL 2)

Trying to access the tower is a dangerous prospect. The PC's won't be aware of this, but there is no door into the lower floor (as described in the start of the scene). There



are windows on the upper two levels, but they are little more than arrow slits (even small sized creatures won't fit) and these are plugged with bladeleaf. The only way in is through the tower roof.

If the PC's try to cut through or climb the bladed vines they are subject to lashings for every foot cut or 5 foot crossed. Each lashing deals 5 points of damage minus a character's armoured AC above 10 (not including Dex or other reaction type AC benefits - essentially flat footed AC). For example, a character with an AC of 15 due to a Chain shirt (+4) and Dex (+1) will suffer 1 point of damage per contact. Heavy armoured characters are essentially immune to the damage. On top of this, for every 5 feet travelled (if crossing, not cutting), the character is affected as if *entangled* (as per the 1st level druid spell - DC 11).

Bridging is a far better method of reaching the tower, and if the party travels to the rear of the compound, they will see just that. Thick planks do well, but anything sturdy enough to withstand the bladeleaf (hardness greater than 5) will do. However, laying anything across the bladeleaf and then crossing it puts the character at the mercy of sudden shifts and pitching as the plank slips and settles under the 'bridge'. Each 5 foot crossed the character must make a Reflex save (DC 10, 5 if crawling) or be pitched into the vines, suffering damage and entangling.

The walls are covered in climbing vines, but it's much thinner than the ground covering. The Vines will not support weight, and any attempt to climb will pitch the character into the bladeleaf below. At the rear of the tower, iron spikes have been hammered into the masonry (no climb roll required). They shift and groan on use, but are stable (ostentatiously roll some dice - no reason, just to increase the tension). However, using the spikes brings a PC into 'incidental' contact with the vines for 1 point of damage every 5 vertical feet (total of 25 feet climb, 30 feet if actually going from the ground since the 'bridge' rests on 5 feet of vine).

Ropes won't last long against the vines (see above), but lengths of chain might work well. Otherwise the PCs might come up with novel methods of ascending, or go and find thick protective coverings.

Vine trimmer's gear can be purchased from the Great Market, or a number of other places (Knowledge (Local)

DC 7). It costs 15gp, and is essentially bulky padded leathers head to toe and a metal mesh face mask. The garb grants +5 AC, but reduces Dex by 4 (affecting AC, reflex saves and Dex skills) and halves movement. It makes terrible combat armour but great bladeleaf protection. It isn't great for climbing though or for getting out of entanglement, and is best used as a last ditch crutch to haul low AC/low HP characters up the wall (with chains or some such). PCs could try taking it from the skeletons below, but this is a crime amounting to theft and destruction of property if they damage or destroy the undead.

### Top of the Tower

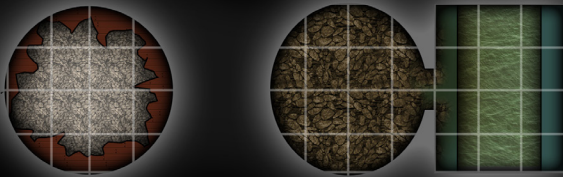
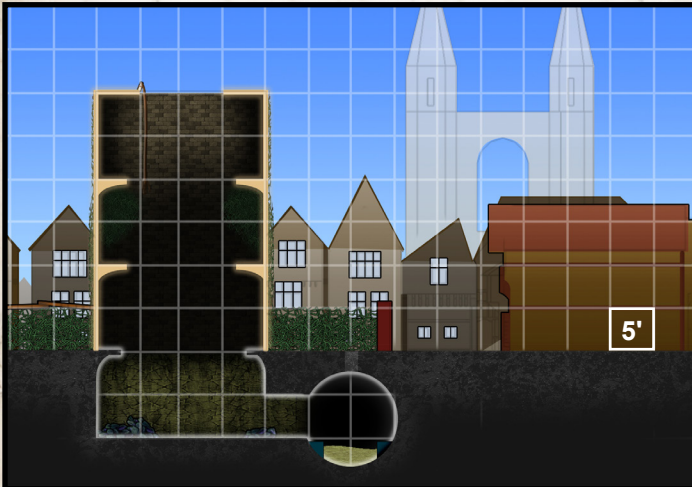
Once the PC's reach the top of the tower they have a little breathing space. The tower is around 20 feet across, though the central 10 feet has collapsed into a gaping hole. The bladeleaf is thinner up here, reaching across the roof and down the hole from all sides. The party cannot rest or stretch out here, but they can pick their way carefully to the hole without taking any damage. A closer examination of the hole reveals 2 metal pitons (same as the walls) hammered into the masonry near the edge, a single rope hanging from one, while 2 ropes hang from the other. One rope on the second piton is very recent, while the others are quite old.

The tower internals are pretty dark, the hole illuminating only the upper floor to a degree. The PCs can see that the 3rd floor has also given way and the ropes drop below that level too, swaying gently as if in a breeze (no breeze is apparent at the roof level). What is not as obvious (without some greater source of light) is that the ropes all end just below the 3rd floor. At that level there is a one way conduit from the Plane of Elemental Air that produces a steady airflow (think magical air conditioning) designed to assist in the pollination and propagation processes the ancient wizard was undertaking. His construct has long outlasted him. Unfortunately, as the bladeleaf has taken over, tendrils now wave in the breeze. This can be a slight hazard to a climber, but the severing of the

ropes is what has ended the careers of all the previous adventurers, and what befell Trevel 2 days ago (either they didn't realise the risk, or in the case of Trevel, decided to push on in the face of it).

The **third level** is the most open to the elements, though





in truth all levels have suffered from the coastal rain falls. At each level only a few feet of floor ring the walls, so little if any possessions remain. A number of paintings and banners still hang, but these are mouldy, damaged and crumble to the touch. Each level has thin windows, which are more noticeable from inside, but these are choked with bladeleaf. Characters can try to reach these remnant 'edges' of floor by swinging on their rope toward them. This is a full round action, requiring an Acrobatics DC 12 to 'land' safely. Failure simply means the character failed to get a hold, and swings out into the centre of the expanse once more.

The **second level** has the light air currents, and the PCs may notice the gently swaying bladeleaf before they reach it (Perception DC 12). There is a chance that their ropes have already suffered damage by this point (25% chance per round of taking damage, and being severed). On the rounds the rope remains undamaged it merely takes superficial scrapes (Perception DC 15 to notice). The party will definitely notice that the initial 3 ropes end here. Characters passing through this area run the risk of being struck by 1d3 vines (50% chance, but these have little force behind them and it is minimal contact (1 point

damage, negated by at least 1 point of physical armour).

The real risk here is having a rope severed whilst a climber is below. A climber can go up or down  $\frac{1}{2}$  their movement per round (usually 15 feet, or 10 if small). A single move action will have them 5 feet below the 3rd floor ( $\frac{1}{2}$  way through the 2nd floor). Full movement (assuming no stopping to examine the floors) will have them at the 1st floor level (also collapsed - 10 feet above the basement floor). The next move will have them reach the Bottom floor (basement). After the first round of climbing they will be below the cut line. Check for cutting at the start of each round. In addition to fall damage (most likely 2d6 or 1d6) they must make a reflex save DC 10 or strike the broken remains of the wrought iron stairs for another 1d6 damage.

*This is a dangerous trap for 2nd level characters, particularly if they have taken damage from the initial climb outside.* Having said that, if they fail to account for it given the above clues, they deserve what they get.

The second level has weathered the exposure a little better, and though its floor is also gone, its wall hangings and paintings are in slightly better condition. Several rotten pieces of wooden furniture remain intact, including a writing desk with a locked drawer (DC 15 Disable Device, or simply break apart the wood). The drawer holds moulded parchment, quills and several pots of liquid or paste including; 2 vials of ink, 1 vial of black paint, a pot of *silversheen*, a vial of *nightdrops*, a jar of *salve of slipperiness* and a potion of *cure light wounds* (CL2, 1d8+2)

Of course, taking the time to try to reach the remaining edges of the 2nd floor increases the risk of the rope above them being severed by stray vines.

The **ground floor** has seen the least weathering, but is also the most empty, with no wall coverings or items at all against is bare surfaces.

### The Basement

*The bottom floor is a twenty foot diameter basement filled with soil, masonry and rotting furniture. A section of one wall has collapsed and appears (and smells) like it leads to the sewers. The area is mostly clear of the bladeleaf growth, save for a few tendrils clinging to the walls.*



There are some bladeleaf tendrils down here, but the bulk were buried under the rubble at the time of collapse, and as growth is so substantial externally there has never been a regrowth down here. There are the rotted remnants of some frayed rope (and one newer coil) all no longer than 20 ft long. There is also a new pack containing a smashed lantern and smashed oil vials. There is some discarded Vine trimmer's gear that has a little blood on it (Perception DC 10).

It is easy to see that the area has been picked clean of anything valuable, and a tracking check (Survival DC 5) will show both old and new tracks in the relatively soft, moist soil here. Here is also traces of blood leading off into the sewer system (Perception DC 5) and drag marks consistent with a damaged or broken leg (Perception DC 15 or Heal DC 10).

Trevel managed to get into the tower, and get about halfway down before his rope was severed. He fell to the base, though miraculously missed the wrought iron stairs. Injured (leg broken) he created a makeshift torch, discarded his broken on unwanted gear and tried to find a way out.

## Scene 5 - Interview with the 'Entity'

Assuming the PCs attempt to follow Trevel, they will enter a section of the City sewers. The blood trail and drag marks are not difficult to follow (Survival DC 5, or Perception DC 12) as the scum is clearly scraped along the path. It doesn't really matter because they have strayed into the realm of the 'We', and are likely to encounter it regardless.

*The sewers near the surface are considered 'dim light' conditions during the day when (due to the ambient light from the regular street drains and grills) but darkness conditions at night. The deeper tunnels are always in darkness.*

*The sewers are dark, dank and malodorous. The tube like tunnels are some 15 feet in diameter and a narrow walkway on either side of the main channel keeps you out of the fetid sewer water. The walls appear to be tiled with a strange green stone, but it is difficult to tell under these conditions. Slime and other scum collect on the walls and walkways, and insects and rodents scatter as you approach. You pause at a junction to check the trail and notice a single rat peering at you from across the way. Its nose twitches spasmodically, and its beady*

*eyes seem to assess you with a frightening intelligence.*

Pause for player reaction – if they attack the rat, see **Attacking the Entity** below. If they don't, read the following.

*The trail leads to the left path, thankfully away from the strange rat and its unnerving stare. However, 40 feet down you find that the tunnel has collapsed, completely enclosing the sewer in rubble and earth. There appears to be a small hole dug into the blockage, barely 2 feet across. It disappears into darkness beyond. You might be able to squeeze through, but it'd be tight and potentially fraught with danger from attack or collapse. The drag trail appears to go into the hole.*

*As you debate your next action you notice a pair of glowing beady eyes appear from the hole. Then, as if on cue, more sets rapidly appear until you are facing down a mismatched swarm of rats, insects, lizards, felines, crabs and the like. A quick glance backward shows you that a dozen or more of the incongruent mix of creatures have followed you down the tunnel, effectively surrounding you.*

*A voice echoes through your minds. Uncomfortably loud, it seems to be a discordant collection of a thousand tiny voices speaking in unison. "We claim this place", it intones, your brain vibrating with every word. "Why have you trespassed on our domain?"*

The hive mind creature refers to itself as 'We' never 'I', and its component parts as 'this one', though the mental inflection always indicates a specific creature when referring to its components. If asked its name or what it is it simply replies 'We are an Entity' or 'We exist as an Entity'. Collectively, the Entity is quite intelligent. It wants very little from the party other than for them to go away. While the Entity's knowledge is vast, it is unlikely to share any of it with the party at this time.

It knows of Trevel, and in fact freely admits to having him in its collective (i.e. *dominated*). Trevel wandered into the domain of the Entity, who co-opted him as a servant due to the fact that he has opposable thumbs. The Entity cares nothing for his health, and casually indicates that 'this one' is injured and will likely die soon.

If asked to relinquish Trevel, it responds.

"This one is a useful servant, but it is injured and may expire soon. We would consider relinquishing it if you perform a service for us."



Assuming the party agree or ask for more information  
“There is an interloper come recently into our domain. This creature is resistant to us and difficult to remove. If you were to slay it, We would give you our servant as payment.”

If asked to describe it the Entity indicates it is a huge tentacled creature that feeds on refuse. This should give the players some ideas, and the description alone will warrant a Dungeoneering DC 15 check to identify it as an otyugh. Its high Will save has convinced the Entity that it is immune to mental control, and thus beyond its powers to vanquish.

If the party agrees, the bulk of the swarm vanishes into the sewers, and a single rat leads them to the cistern nearby.

### Troubleshooting

The party may expressly avoid the tunnel once the rat is spotted, or attack the rat. If they do so they will be tracked by the Entity and surrounded in another tunnel. The Entity wants the otyugh destroyed and recognizes the adventurers as a means to do so. It will drop hints such as ‘You are forms like the other that entered our domain recently’. If they do not take the bait it will offer him up as a trade, guessing that the party and Trevel are somehow connected. Failing that, it will let the party go unless attacked.

#### *Attacking the Entity*

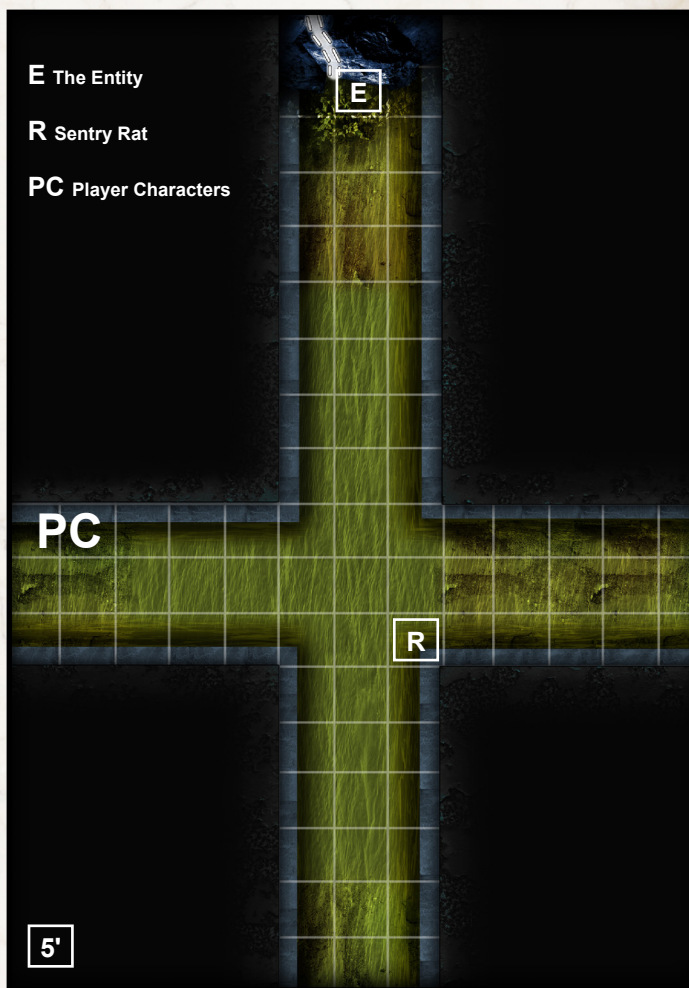
This is a very bad idea, and hopefully the party recognises this. However, if they do so the Entity won’t actually kill them, though that is certainly within its capabilities.

If the party attacks the first rat it will try to flee and hide (Stealth +18). If it is killed the Entity won’t be terribly upset. It is made up of thousands of creatures and loses a few scouts periodically.

If the Party attacks the Entity it will Stun and Dominate them once per round. A 2nd or 3rd level party is very unlikely to be able to resist. However, after the first domination it uses that party member to parley. Being inside the character’s mind it has instantly recognised the PC’s capabilities and very much wants the party to kill the otyugh. If the party continues to attack it dominates PCs and forces them to fight each other. Once

a few are incapacitated it tries again to parley. It only releases dominated characters after an accord has been reached, as it knows they will be forever immune to its domination afterwards.

If nothing works it eventually slays the entire party bar one (the one it sees as most useful) and keeps that one close as a permanent slave (until it eventually dies or breaks free).





## The Entity

XP 6400

NE Large aberration (swarm)

**Aura** Telepathic Field (120 ft)

**Init** +8; Senses darkvision 60 ft., tremorsense 60ft; Perception +21

### DEFENSE

**AC** 19, touch 13, flat-footed 15 (+4 Dex, +6 natural, -1 size)

**Hp** 105 (14d8+42)

**Fort** +6, **Ref** +8, **Will** +11

**Defensive Abilities** elusive immortality; **DR** ½ damage from slashing/piercing weapons; **Immune** swarm traits (immune to critical hits and flanking) **Weaknesses** vulnerability (+50%) to area of effect attacks

### OFFENSE

**Speed** 30 ft.

**Melee** swarm (3d6 plus poison and distraction)

**Special Attacks** Distraction (DC 19), Psychic Stun, Mental Domination

### STATISTICS

**Str** 3, **Dex** 19, **Con** 14, **Int** 10, **Wis** 14, **Cha** 18

**Base Atk** +10; **CMB** +7; **CMD** 21 (cannot be tripped or grappled)

**Feats** Improved Initiative, Toughness

**Skills** Climb +21, Intimidate +21, Knowledge (Dungeoneering) +17, Perception +21; Racial Modifiers +4 Perception, uses Dexterity for Climb checks.

**Language** Telepathy 120ft

**SQ** Ranging

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** none

### SPECIAL ABILITIES

**Elusive Immortality (Ex)** The Entity is a hive mind effectively residing equally in all of its component creatures. If reduced to 0 hp the Entity is dispersed rather than slain unless every single component creature (including those Ranging) are slain. If dispersed, it will take the Entity some time before it is able to gather enough creatures to 'safely' venture forth again.

**Poison (Ex)** Swarm—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The save DC is Constitution-based.

**Psychic Stun (Su)** as a standard action, the Entity can deliver a psychic burst centred on itself (or any component creature, including those Ranging), in a 20ft radius causing any creature in that area to be stunned for 1 round unless they make a Will save at DC 18. The save

CR 9

DC is charisma based. The Entity can do this at will, but cannot discriminate or select targets.

**Mental Domination (Ex)** the Entity can (as a swift action) attempt to mentally dominate a creature it has stunned with its Psychic Stun ability, so long as that creature is within its Telepathic Field at the time. The creature must make a successful Will Save DC 13, or have its mind suppressed and its body 'taken over' by the Entity collective (as the dominate spell). Any creature with an intelligence greater than 3 gets a save each day to break free, and any creature that spends more than 24 hours outside the Telepathic Field gets a save. Once a creature is free of the Entity it is immune to this ability.

**Ranging (Ex)** The Entity can control any of its component creatures for any distance, and continue to experience input from its senses. However, if a creature spends more than 24 hours away from the Entity's telepathic aura, it gets a new save each day to break free from the collective.

**Telepathic Field Aura (Su)** Any telepathic creature that comes within 120 ft of the Entity (main 'body' not Ranging creatures) is automatically connected to it. This allows for communication and the use of mental abilities, even without visual line of sight. Neither creature can shut down the connection by choice. If faced with an overwhelming opponent the Entity will try to flee.

Despite being a swarm of various creature types, the Entity is actually an aberration – a disembodied alien 'spark' consciousness that arrived in Anduria through the portal to R'lyeh when it was opened. It learned to co-opt weak minds and became a gestalt entity greater than the sum of its parts. It has remained hidden under the city for 300 years. For the most part The Entity just wants to be left alone to 'rule' its territory. It tolerates creatures passing through, but does not accept permanent lairing.

While it has no immediate needs to fulfil beyond the current request, if the PCs can manage to find common ground for an alliance, the Entity makes for an excellent spy, though any information seen or heard is likely to be interpreted literally as it has little concept of cultural or social interaction.





## Scene 6 - An Interesting Discovery

As the party is lead toward the cistern, they will move through several dry sewer pipes. These pipes lead steadily downward (under the Canal), levelling out for 100 feet or so, then rising upward again. At one point during that stretch, there will be a significant crack in the floor of the pipe, though it will not span the entire pipe (allowing the party and rat guide to continue on). Glancing into the crack the party will see it drops onto another tunnel at a cross path. The tunnel is strange in design. If the Party investigates their rat guide will wait patiently until they return to continue on, but it will be clear that this is not the intended route.

The new tunnel is about 10 feet in diameter, and completely dark.

*The tunnel is constructed of a black glassy stone not unlike obsidian, though it appears to be at least somewhat transparent.*

*Under the surface you can see wires of various metals in twisting patterns that are impossible to follow. Some of the metals are recognizable – gold, silver and copper, but several seem to be made of metals of green and blue hues. There is an elegance about it, even if its purpose is unclear.*

*Clinging to these clean surfaces are numerous tendrils or tubes. These tubes are rough and fibrous, and look far too organic to be part of the original structure. They run the length of the tunnel in both directions like veins, in clusters or singularly, branching and re-joining at seemingly random places. It reminds you of ivy clinging to a building, separate and yet inextricably intertwined at the same time. These fibrous veins pierce the otherwise pristine walls at intervals, and where they do, jagged holes are torn through the glassy stone. Scratching at the wall with a dagger you cannot make so much as a mark, yet somehow these tendrils have managed to penetrate it.*

The walls are constructed of an unidentifiable stone completely impervious to anything the PCs have at



their disposal. The tunnel stretches approximately East/West. To the East, about a hundred feet from the opening the tunnel has completely caved in, and is filled with rubble. It would take hundreds of man hours to clear to be passable, and without engineers would remain dangerously unstable. To the West the tunnel goes for about 20 feet, has a dog-leg turn and then continues on, but is blocked by a grillwork made of the same black stone (no circuitry). The grill work has apertures of 6 inches square, but it's unlikely that the party can bypass it at this time. If they do somehow managed to get through it the tunnel runs roughly straight to one of the Reservoirs (under the wall bastions) of the great Machine (at the city centre). That is beyond the scope of this adventure, but is detailed in a side trek (See the Campaign Guide) and later in the main adventure line.

This may seem like a wasted exercise (a mystery tunnel with both ends blocked) but it serves to foreshadow the presence of the Machine, and give the party a sense of the age and strangeness of the city. While not detailed in this adventure, the party may explore this at a later date when time and resources allow.

## Scene 7 - Cistern of the Creature (CR 4)

The rat leads the party to a cylindrical cistern, the floor apparently around 5 feet below the characters (actually 10 feet) and the ceiling some 30 feet above. The cistern has eight pipes leading to it at cardinal points, but the south/east ones on the bottom level are filled with refuse (party approaches from the West). The cistern is 30 feet in diameter.

Originally designed to help redirect overflow on the way to sea discharge, this cistern has slowly become bogged with refuse in the lower 10 feet. The otyugh has cleared 5 feet of the northern portion of the cistern floor to allow for more flow in, and used this material to block the lower pipes to the south and east for defensive purposes. This has left the south half of the room as sort of a spongy landmass while the north half is a drop of 5 feet and covered in 2 feet of liquid (see encounter map).

The otyugh is hidden within the refuse pile (+10 stealth), and until it emerges the refuse offers *Total Cover* (cannot be attacked).

If the party is taking care to be stealthy the otyugh might be surprised (+9 perception) but this is unlikely with a light source in hand (-10 circumstantial penalty to stealth) or if in metal armour (appropriate penalties as per armour).

The Otyugh attack all intruders to their lair, which is what befell the Collectors, see below.

### Otyugh

CR 4

XP 1200

N Large aberration

**Init** +0; Senses darkvision 60 ft., scent; Perception +9

**DEFENSE**

**AC** 17, touch 9, flat-footed 17 (+8 natural, -1 size)

**Hp** 39 (6d8+12)

**Fort** +3, **Ref** +2, **Will** +6

**Immune** disease

**OFFENSE**

**Speed** 20 ft.

**Melee** bite +7 (1d8+4 plus disease), 2 tentacles +3 (1d6+2 plus grab)

**Space** 10 ft.; **Reach** 10 ft. (15 ft. with tentacle)

**Special Attacks** constrict (tentacle, 1d6+2)

**STATISTICS**

**Str** 18, **Dex** 10, **Con** 13, **Int** 5, **Wis** 13, **Cha** 6

**Base Atk** +4; **CMB** +9 (+13 grapple); **CMD** 19 (21 vs. trip)

**Feats** Alertness, Toughness, Weapon Focus (tentacle)

**Skills** Perception +9, Stealth +2 (+10 in lair); Racial Modifiers +8 Stealth in lair

**Languages** Common

**ECOLOGY**

**Environment** any underground

**Organization** solitary, pair, or cluster (3-4)

**Treasure** standard

**SPECIAL ABILITIES**

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

**In combat** - The Otyugh is content to go toe to toe with any creatures entering its lair. If it finds itself in a situation where it cannot reach its opponents (attacked by range) it burrows under the refuse for *total cover*, moving its 'eye' tentacle around at various points just under the surface to observe its adversaries

**Morale** - The otyugh will not give up its lair, but if reduced to less than 1/5 hp it will burrow deep under the refuse to hide and heal up over time. It will only emerge



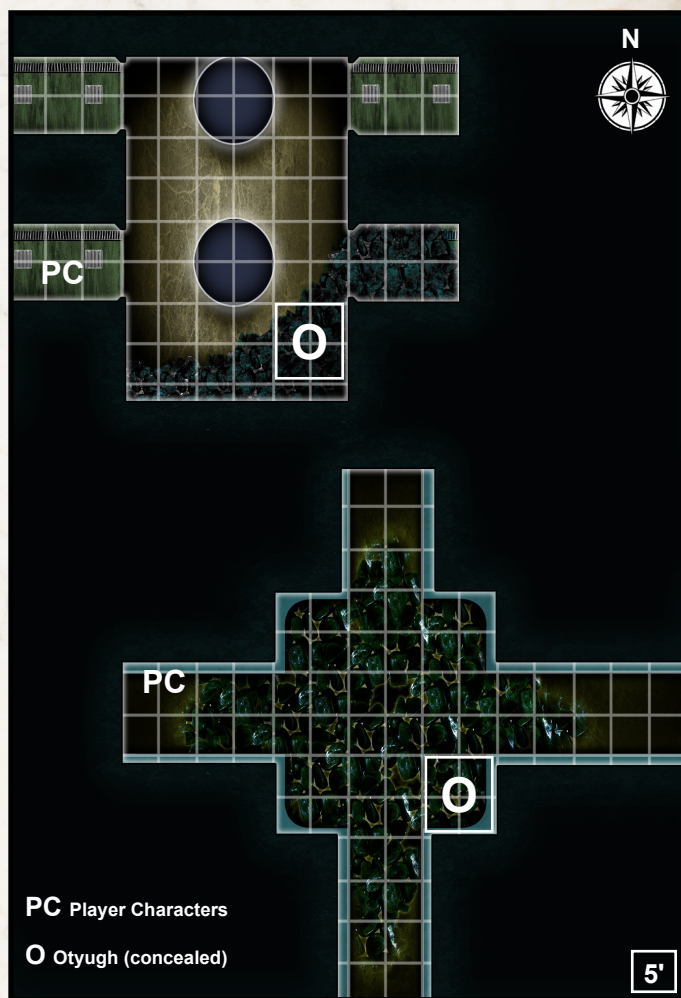
again once fully healed or if it is clear the predators will not give up.

In the lair there are the severely decayed (and chewed on) remains of 2 humanoids wearing leathers and Guild of Public Works symbols. Within the belt pouch of one is a heavy shroud cloth that smells of incense. A Knowledge (Local) check at DC 10 will indicate these are guildsmen known as 'collectors' who collect corpses for disposal. The shroud is alchemically treated to provide a +2 to resisting inhaled diseases and poisons, but is limited to only 7 days of protection per treatment. This cloth is well past it's 'use-by' date, but still serves to identify the bodies.

The items of interest include a belt pouch containing 23cp, 14sp, 25gp and a bronze signet ring inlaid with malachite chips (50gp). Another pouch contains 12cp, 21sp, 34gp, a handful (4) of small agates (25gp each), a smashed glass vial and a metal vial containing a potion of invisibility (3rd level). A +1 *caster shield* (blank scroll – displaying a lion rampant in red on its surface) lies near one corpse, while the other grasps a sword made from a shining silvery metal (+1 *mithril longsword*). A couple of normal daggers round out the weapons found. A sodden and mouldy sack contains a number of ruined garments that might have once been fine quality, and two journals. One journal is plain leather bound, while the other is a strange white leather with a golden rose symbol on the front. Both journals can offer some valuable information;

The Rose journal is as expected – it is the journal of the mad mage determined to create the perfect rose. The entries are dated many years ago. There are several months of up and down entries, culminating in the final pages indicating the successful hybridisation of the fast growing bladeleaf and a heavily altered (magically) rose, but the result was a 'disappointing' blue flower that seems to be everlasting. Frustration is clearly evident in the writing, and a few notes on the next specimen trail off. On the opposite page is a diagram of the flower. Offer the PCs a perception DC 10 (5 to the owner) to recognise the flower as that given to a female character by Thaddeus in the beginning of the adventure. Assuming she still has it, a visual comparison proves this to be true.

The other journal is that of the head 'collector', and essentially tells the party how the flower was found and an inkling of how it might have gotten to them. It's



pretty much a day to day account of the collector group's whereabouts and activities. It notes the intent to check the base of the rose tower through the sewer as it is semi-regularly restocked with adventurer corpses, and that the newly acquired journal indicated that 'funny flower' they've seen the last two trips might actually be valuable (previously ignored by the collectors as worthless). The journal recounts how the flower was given to 'Rolt' to carry and that they would move on to the midden heap in the morning...

Essentially, Rolt the collector survived the encounter with the Otyugh, fled to the surface with sad news and sold the flower (along with other gathered items) to Thaddeus a few days before the party was contacted for a simple job.



In addition to the stated items above, the otyugh has amassed a number of useful or valuable items along with the standard miscellaneous junk that has collected in the cistern.

For every *hour* the PCs want to spend sifting through the muck (remember they are time limited, but if they have saved themselves some travel time and have their return journey plotted, they may have some time to kill) roll on the following table. There are around 20 hours worth of valuables to be found, and the unique items (16-20) no more than once (ie roll again if they turn up twice or more).

1d20 roll	Item/s found
1	Nothing!
2-5	1d20 copper pieces
6-10	1d20 silver pieces
11-15	1d10 gold pieces
16	a garnet necklace (50gp)
17	a masterwork dagger
18	a <i>wand of reduce person</i> (CL 2nd, 5 charges)
19	a <i>ring of protection</i> +1
20	a unique cloak crafted of moss (see sidebar)

### Full Circle

All things being equal, the last piece of the puzzle should allow a chain of events to unfold.

1. Killing the Otyugh precipitates the release of Trevel from the Entity
2. Solving the mystery of the Rose allows Trevel to return to Lysinesse, who (while overjoyed at the prospect of the Rose story) does not return the affections of the young man.
3. Heartbroken, Trevel agrees to return to his old life as a clerk for the PTC
4. The PC's can theoretically get Thaddeus' cargo from the PTC (see **The Prodigal Clerk**)
5. The PC's can honour their contract and assist Thaddeus in meeting his obligations.

### Troubleshooting

*The PC got rid of the rose*

### Moss Cloak

This strange cloak may once have been fabric, but now seems to have a layer of vibrant moss coating the outer surface, and bonded inextricably to the material. The cloak is warm to touch, and gives off a pleasant 'earthy' aroma.

Donning the 'living' cloak, the moss draws heat from the wearer in a semi-symbiotic relationship.

The cloak is also sensitive to changes in temperature, changing colour through the visible spectrum as ambient temperatures rise and fall, appearing red at above 100°F (38°C), shifting down through the rainbow spectrum at every 10°F (~5.5°C) drop, to violet at below 40°F (4°C).

The cloak adds a +1 natural armour bonus while worn, and offers a +2 bonus to saves vs fire based attacks as it absorbs a portion of the heat.

**Aura** faint transmutation; **CL** 5th **Slot** shoulders; **Price** 3500gp

**Construction:** Craft Wondrous Item, barkskin, resistance; **Cost** 1750gp

**Sold it** - In this case, if the PC sold the rose it will be with whomever they sold it to. A successful diplomacy check (DC 12) will allow the pc's to buy it back at cost. A failed check and they can have it for 150% of what they received.

**Gave it away** - Again it will be with whomever they gave it to. A successful diplomacy (DC 12) allows them to reclaim it. Failure and the person will sell it back to







them for 25gp. Alternatively there may be a role playing solution offered up by past interactions.

**Threw it away** – Scouring the area, the PCs can ask a few questions and find the flower in the hands of a little street urchin girl. They will need to offer her something of value to trade for her to give it up willingly. Anything useful for a street urchin, or of a value greater than 1gp will do it.

**Thaddeus still has it** - If there were no female PCs or NPCs or if they strenuously refused the gift Thaddeus still has the flower. The Perception checks are to recall Thaddeus had a similar flower to that depicted in the journal. He is more than happy to give it up as a (convoluted) way of retrieving his cargo. He's actually quite tickled by the prospect that he has had the key to the problem with him the entire time.

*The PC's somehow don't recognise the rose for what it is*

Trevel might make the connection if he is allowed to see the journal and the flower is in plain sight. If he does not, he will adamantly refuse to give up his quest to find out about the rose. The Collector journal should be enough to track down "Roth" through the Guild of Public Works. He can give a full account of the travels of the flower, and describe the itinerant merchant he sold it to (Thaddeus). If they still don't make the connection Thaddeus can do so for them if they discuss it with him.

*The PCs fail to recognise the rose, and are fed up with the 'wild goose chase'*

The PCs can force Trevel to return to Lysenese empty handed with a successful Intimidate check (DC 15 – "do it or we'll hurt you"), Diplomacy check (DC 13 – "she'd rather you were alive and empty handed than died on this quest"), a magical charm or compulsion or by physically forcing him.

While this nets the result they need (her rejection of him causing his return to work) he will be incredibly resentful and blame the PCs for his romantic failure. While this has no immediate effects, the now driven Trevel will eventually become a political power in the PTC and can make all sorts of difficulties for the PCs later on down the track.

Similarly, while Lysenese is grateful for not having the death of Trevel on her conscience, the method of return does not garner any favour from her, and may in fact cause friction (if threats, compulsion or force were used) in any future dealings.

### Ripples in the Pond

Choices have consequences, for good or ill, and actions the characters take may have lasting effects in the campaign.

#### *Befriending Lysenese*

If the party (or a PC) were to give Lysenese the journal and the flower she would be very much appreciative. Learning the veracity of the story would already make her well-disposed to the PCs, but having hard evidence will cement the foundations for a possible future friendship, and the PCs can certainly count her among their contacts. Any future information would be at ½ cost (other services still full price!).

If there is a compatible party member of interest, and initial and return interactions are positive she may be a potential love interest. However, she will not 'change' for her partner, which means her line of work will remain. Secondly, any hint of a relationship will immediately sour any possible contact in Trevel, who will react as indicated in Troubleshooting above.

#### *Befriending Trevel*

Assuming the PCs rescue Trevel and give him every opportunity to woo Lysenese (ie give him the flower and journal) he will warmly regard them, even if his endeavours are doomed to fail. Returning to his job, he won't forget the PCs assistance, and can be treated as a contact within the PTC. He will assist in releasing the PCs cargo, and may be very useful in the future.



## Scene 8 - The Prodigal Clerk

Returning to the PTC compound with Trevel allows almost instant access through a staff entrance. If the PCs follow after him (ie not with him) they are subject to the same checks as their first visit.

Belzar is much relieved at the lad's return, and after a few mumbled condolences, immediately puts him back to work, stating that keeping occupied will lighten his spirits, he then thanks the PCs and tries to return to work.

When the PCs attempt to get their cargo, he repeats the issue from the first meeting (date inconsistencies in the paperwork). If the PCs mention their verbal agreement, Belzar merely states that the PTC does not conduct business in such a manner and that the PCs must have got the wrong impression (he says the last with a nasty glint in his eye).

The resolve for this very much depends on events of the adventure.

If the PCs befriended Trevel he steps in and asks for a quiet word before the discussion gets out of hand. The two have a quick heated whisper exchange that ends with a short, sharp ultimatum from Trevel (ie threat to quit). With a snarl Belzar stamps the release and throws the PCs and Trevel out of his office. His last glance at the PCs could ignite stone.

Intimidation will not work (see below), but other methods include Diplomacy or Bluff (DC 15) to convince him that there is value in making a deal (and actually offering something he might value - for example services or connections - GM discretion), Charm/Compulsion or bribery (50gp at least). Threats or violence brings the guards and - despite any personal prowess - the sheer number of guards available means the PCs must flee or are likely to end up in the morgue (no one crosses the PTC!). The GM could stage a thrilling escape scene, but this is beyond the scope of this adventure. If they can't (or don't) flee, but haven't harmed Belzar, their unconscious, looted bodies are deposited outside the compound. If they actually inflict harm their bodies will be found a few days later floating around the docks.

The Party still needs to get the cargo, and get it to Thaddeus (and the client) within the time frame allotted. If time is running short (assuming they don't get thrown

out of the PTC) either hippogriff couriers (2 will be needed to carry the PCs and the cargo) or an airship will be available for hire for the final leg of the journey.

## Conclusion

Once the party has successfully obtained the cargo and delivered it to Thaddeus (or directly to the client if matters have played out that way) they will receive their payment and effectively end the adventure.

More importantly than the gold, they have had the opportunity to interact with several of the city's denizens that may have greater roles to play in the unfolding events. The Entity and the staff at the Celestial Scriptorium (Lysenese and Radiant Soul) are two potential sources of valuable information in the future, and the golem Adam is essentially incorruptible by the tainted machine parts, or the mysterious forces behind them. Finally, it never hurts to have allies inside the Guilds, and the newly focussed Trevel is soon to be rising star. The GM should carefully consider how the PCs have interacted with these NPCs and the foundations of the relationships they have built when using them in the upcoming adventures.

If the party is not able to get the cargo to Thaddeus and/or the client by the deadline, the client refuses to accept (or pay for) it, indicating he will be taking his business to a more reliable source. There will be no monetary reward, but Thaddeus will be pretty philosophical about it, giving a grin and asking if the PCs know anyone who wants clock parts. He'll still be grateful that the cargo has been released into his custody, and promises to track the PCs down with their share once he finds a new buyer. When and how much revenue the PCs receive from this future sale is up to the GM, but it should be a while, and less than the original sum, as they did not successfully complete the adventure goal.

Completing the adventure within the timeframe should result in a story XP award of 1000 XP per character.

At the conclusion of *A Simple Job* the PCs should be well into 3rd level, and ready to move on to the next challenge.



## NPC Gallery

### Thaddeus Billargo

XP 2,400

Chaotic Good, Half-elf, Male, Cleric 5/Rogue 2

**Init** +5; Senses low-light vision ; Perception +10

**DEFENSE**

**AC** 15, touch 11, flat-footed 14 (+3 armour, +1 deflection, +1 dex)

**Hp** 31 (7d8)

**Fort** +4, **Ref** +4, **Will** +4; +2 vs enchantments

**Defensive Abilities** Evasion **Immune** magic sleep

**OFFENSE**

**Speed** 30 ft.

**Melee** nunchaku +6 (1d6+1/20)

**Ranged** dagger +6 (1d4/19-20)

**Special Attacks** Channel positive energy 5/day (DC 14, 3d6), Sneak Attack (+1d6)

**Domain Spell-Like Abilities** Bit of Luck 5/day (touch, reroll d20 roll and take best for 1rd), silver tongued haggler 5/day (add +1/2 lvl to Bluff, Diplomacy or Sense motive as free action)

**Cleric Spells Prepared** (CL 5th; concentration +7, spontaneous casting; Cure)

**3rd (2)** - *fly<sup>D</sup>*, *remove disease*

**2nd (4)** - *aid<sup>D</sup>*, *enthrall* (DC 14), *grace*, *locate object<sup>D</sup>*

**1st (5)** - *command* (DC 13), *fairness* (DC 13), *floating disk<sup>D</sup>*, *sanctuary*, *true strike<sup>D</sup>*

**0th** (at will) - *detect magic*, *light*, *read magic*, *stabilize*

<sup>D</sup> Domain spell; **Domains** Luck & Travel (Trade)

**STATISTICS**

**Str** 10, **Dex** 13, **Con** 11, **Int** 13, **Wis** 15, **Cha** 15

**Base Atk** +4, **CMB** +4 (+8 to Disarm), **CMD** 15 (17 vs Disarm)

**Feats** Combat Expertise, Exotic weapon proficiency (nunchaku), Improved Initiative, Weapon finesse, Improved Disarm

**Skills** Acrobatics +7, Appraise +10, Bluff +10, Climb +6, Diplomacy +10, Disable Device +5, Heal +9, Knowledge (Local) +10, Knowledge (religion) +5, Linguistics +5, Perception +10, Profession (merchant) +7, Sense motive +10, Sleight of Hand +5, Swim +4.

**Language** Common, Elven, Dwarven,

**SQ** favoured class option (1 skill point/level), Aura, Trapfinding (+1)

**Combat gear** None

**Other Gear** +1 nunchaku, masterwork dagger, +1 leather armour, ring of protection +1, 250 gp

**TACTICS**

**CR 6**

**During Combat** Thaddeus will try to talk his way out of combat, but can fight if he must, trying to Disarm opponents, and/or flank for sneak attack if he has allies.

**Morale** Thaddeus will fight until reaching 1/4 hp, and then they will seek to flee or surrender.

Despite the fact that he looks human, Thaddeus is actually a half elf that favours his human heritage. His aged appearance has more to do with a hard lived life than age.

Orphaned or abandoned at an early age, he grew up in and around the various care facilities run by the Healing Hands.

Perpetually outcast he developed an independent streak and a “live life to the fullest” attitude. He’s also pretty philosophical about success and failure in equal measure.

Thaddeus is never short of an idea or inspiration, but in spite of his wit and wisdom, these schemes often go awry by the fickle fortunes of fate. Such is the nature of his devotion to Rhion Barakar, Patron of Lost Causes.





## Radiant Soul

XP 12,800

Neutral, Aasimar (outsider, native), Female, Bard 12th

**Init** +8; Senses Darkvision 60; Perception +6

### DEFENSE

**AC** 16, touch 15, flat-footed 13 (+1 armour, +2 deflection, +3 dex)

**Hp** 66 (12d8+12)

**Fort** +10, **Ref** +14, **Will** +14; +4 vs bardic performance, language-dependent, and sonic

**Defensive abilities** 50% chance to negate crits **Immune** Magic missiles (89 hp worth), detect thoughts, discern lies and attempts to magically discern alignment Resist 5 acid, cold & electricity

### OFFENSE

**Speed** 30 ft; Fly 30 ft (Average)

**Melee** dagger +9/+4 (1d4 /19-20)

**Ranged** dagger +12 (1d4 /19-20)

**Special Attacks** bardic performance 33 rounds/day as move action (countersong, distraction, fascinate (at 14th level, Will DC 24), inspire competence +4, inspire courage +3, suggestion (to fascinated creatures, Will DC 23), dirge of doom (enemies within 30' become shaken), Inspire greatness (2 allies), Soothing performance.

**Bard Spells Known** (CL 12th; concentration +19)

**4th** (4/day) — *dimension door*, *dominate person* (DC 21), *modify memory* (DC 21), *song of healing*

**3rd** (6/day) — *charm monster* (DC 20), *dispel magic*, *seek thoughts* (DC 20) *screaming* (DC 20)

**2nd** (7/day) — *anonymous interaction* (DC 19), *calm emotions* (DC 19), *detect thoughts* (DC 19), *distressing tone* (DC 15), *invisibility*

**1st** (7/day) — *adjuring step*, *charm person* (DC 18), *comprehend languages*, *confusion*, *lesser* (DC 18), *identify*, *unnatural lust* (DC 18)

**0th** (at will) — *daze*, *detect magic*, *light*, *mage hand*, *open/close*, *read magic*

**Spell-like ability** (Sp): *daylight* 1/day (CL 12th)

### STATISTICS

**Str** 10, **Dex** 12 (16), **Con** 13, **Int** 13 (17), **Wis** 12, **Cha** 20 (24)

**Base Atk** +9/+4, **CMB** +9, **CMD** 22

**Feats** Angelic Blood, Angel Wings, Craft Wand, Improved Initiative, Iron Will, Great Fortitude

**Skills** Acrobatics +7 (+22)\*, Appraise +6, Bluff +11 (+22)\*, Diplomacy +11 (+22)\*, Fly +7 (+22)\*, Intimidate +11, Knowledge (Arcana) +15, Knowledge (Dungeoneering) +15, Knowledge (Engineering) +15,

## CR 12<sup>1</sup>

Knowledge (Geography) +15, Knowledge (History) +15, Knowledge (Local) +15, Knowledge (Nature) +15, Knowledge (Nobility) +15, Knowledge (Planes) +15, Knowledge (Religion) +15, Linguistics +5, Perception +6, Perform (Oratory, Sing and Dance) +22, Profession (Courtesan) +6, Sense Motive +5 (+22)\*, Spellcraft +10, Use Magic Device +11.

**Language** Common, Celestial, Elven, Dwarven, Halfling, Abyssal, Draconic

**SQ** Angelic Blood (+2 bonus saves vs 'evil' spells, +2 Con to stabilize, bleed or blood drain causes 1 damage to adjacent evil or undead creatures), Favoured Class option (+2 level to Fascinate Bardic Performance), bardic knowledge +6, lore master 2/day, versatile performance; oratory (Diplomacy, Sense motive), sing (Bluff, Sense Motive) and dance (Acrobatics, Fly), Jack of All trades (can use any skill untrained)

**Combat gear** *wand of distressing tone* (CL 12th 50ch), *wand of calm emotions* (CL 12th 50ch)

**Other Gear**<sup>1</sup> masterwork dagger, bracers of armour +1 (*moderate fortification*), cloak of resistance +3, ring of protection +2, ring of mind shielding, headband of mental prowess +4 (Int/Cha), belt of incredible dexterity +4, brooch of shielding (89hp remain), spectacles of understanding, 200 gp

### TACTICS

**During Combat** Radiant Soul will try to avoid combat (invisibility) or disable attackers (cast or use wand of distressing tone, wand of calm emotions). If the opponent/s prove to be formidable she will seek to charm or dominate the most powerful. She can call on the staff and patrons (particularly Adam) for assistance as required.

**Morale** Radiant Soul will fight until reaching 1/4 hp, and then they will seek to flee using dimension door.

<sup>1</sup> Radiant Soul has equipment to the value of a PC of 12th level, thus has her CR raised by 1

\* skill modified by versatile performance.



## Lysenese

XP 1200

Neutral Good, Human, Female, Bard 5th

**Init** +6; Senses Perception +8

### DEFENSE

**AC** 14, touch 12, flat-footed 12 (+1 armour, +1 deflection, +2 dex)

**Hp** 33 (5d8+10)

**Fort** +2, **Ref** +6, **Will** +6; +4 vs.bardic performance, language-dependent, and sonic

### OFFENSE

**Speed** 30 ft.

**Melee** dagger +5 (1d4+1/19-20)

**Ranged** dagger +6 (1d4+1/19-20)

**Special Attacks** bardic performance 16 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +2)

**Bard Spells Known** (CL 5th; concentration +9)

**2nd** (3/day) — *suggestion* (DC 15), *distressing tone* (DC 15), *invisibility*

**1st** (5/day) — *charm person* (DC 14), *comprehend languages, confusion, lesser* (DC 14), *identify*

**0th** (at will) — *daze, detect magic, light, mage hand, open/close, read magic*

## CR 4

### STATISTICS

**Str** 12, **Dex** 14, **Con** 12, **Int** 12, **Wis** 11, **Cha** 16

**Base Atk** +3, **CMB** +4, **CMD** 16

**Feats** Skill Focus (Knowledge: Local), Skill Focus (Knowledge: History), Improved Initiative, Iron Will  
**Skills** Knowledge (Local) +14, Knowledge (History) +14, Acrobatics +7, Bluff +7, Diplomacy +7, Linguistics +9, Perception +8, Perform (Oratory) +7, Profession (Courtesan) +8, Sense Motive +8, Spellcraft +9

**Language** Common, Elven, Dwarven, Halfling, Celestial, Abyssal, Draconic

**SQ** bardic knowledge +2, lore master 1/day, versatile performance (Diplomacy, Sense Motive), favoured class option (1 hp/level)

**Combat gear** None

**Other Gear** masterwork dagger, +1 *bracers of armour*, *ring of protection* +1, 250 gp

### TACTICS

**During Combat** Lysenese can defend herself if necessary, though she tries to avoid combat at all costs  
**Morale** Lysenese will fight until reaching 1/4 hp, and then they will seek to flee or surrender





### Adam - Adamantine Golem (variant)

CR 19

XP 204,800

N Medium construct

**Init** +5; Senses darkvision 60 ft., low-light vision;

Perception +11

DEFENSE

**AC** 37, touch 10, flat-footed 36 (+1 Dex, +26 natural)

**Hp** 205 (30d10+40); Fast healing 10

**Fort** +10, **Ref** +9, **Will** +12

**Defensive Abilities** indestructible; **DR** 15/epic;

**Immune** construct traits, magic

OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +41 (6d8+13/19-20)

**Special Attack** destructive strike

STATISTICS

**Str** 36, **Dex** 12, **Con** -, **Int** 13, **Wis** 11, **Cha** 14

**Base Atk** +30; **CMB** +43; **CMD** 54

**Feats** Improved Initiative, Iron Will.

**Skills** Climb +14\*, Diplomacy +7, Knowledge (Arcana)

+11, Knowledge (Local) +5, Knowledge (History) +5,

Perception +10, Profession (scholar) +6, 50 skill points

remaining

**Combat Gear** None

**Other Gear** None

ECOLOGY

**Environment** any

**Organization** solitary

SPECIAL ABILITIES

**Destructive strike (Ex)** An adamantine golem's slam attacks threaten a critical hit on a 19 or 20. In addition, whenever an adamantine golem scores a critical hit, it deals 6d8+13 points of damage to the target's armour or shield in addition to the normal damage, as if it had also made a successful

sunder combat maneuver.

**Deconstruction engine (Ex)** Anything that Adam 'eats' (by placing it in his mouth and swallowing) is subject to 20d6 disintegration damage per round by the miniature nova held in his chest. Only small objects (anything that could pass through a standard sized human mouth) can be harmed in this way. Creatures or objects that pass through or into his chest are subject to the same damage, but only if they are on the material plane (ie ethereal or astral creatures or objects are not harmed). It is unknown what would happen if the nova were ever somehow released, though Adam speculates that it acts as his 'heart', and he would 'die' (as would everyone else in close proximity, presumably).

**Indestructible (Ex)** An adamantine golem is nearly impossible to destroy. Even if reduced below 0 hit points, its fast healing continues to restore hit points, though the golem is helpless unless above 0 hit points. It can only be permanently destroyed if reduced to negative hit points and then decapitated using an adamantine vorpal weapon—alternatively, miracle or wish can be used to slay it while it is at negative hit points.

**Immunity to magic (Ex)** Adam is immune to any spell or spell-like ability that allows spell resistance, except as noted below.

Transmute metal to wood slows Adam for 1d4 rounds, during which time his damage reduction is reduced to 15/adamantine (no save).

Unlike other constructs, Adam is not immune to mind affecting magic (though he does have a strong will). He does, however, receive a new save each round to resist, even if the spell or ability does not normally allow it. After saving, Adam becomes immune to mind affecting magic from that source, be it a person (spell caster) or object (wand etc.). He will also be immediately (and probably violently) hostile to the source.

**Untapped potential** Adam has an almost unlimited capacity for learning, and this is indicated statistically by a surplus of 50 unused skill points. If Adam is used as a recurring NPC, the GM is encouraged to add skills each time he appears, and a willingness to 'demonstrate' his new skills. Chosen skills should be something Adam is capable of (ie not Swim or the like) but not necessarily practical or even particularly useful (ie Craft (knitting) or Profession (phrenology) for example). No matter what the skill acquired, Adam is equally proud of them all as achievements.

Adam is not quite as physically powerful as a standard adamantine golem, but has an intelligence, skill set and additional ability (deconstruction engine) that makes him as formidable an opponent.

\* Adam weighs over 1000 pounds (despite being hollow) and several skills are limited by this. He can Climb only surfaces that can handle the weight, and he cannot Swim at all. Other skills (such as Ride) should be managed appropriately by the GM (ie he cannot ride a standard mount, but might be able to ride a dragon, or a construct mount for example).



## Pregenerated Player Character Statblocks

### Alizsah, Tiefling (kyton spawn) Female Bard 2

CG medium humanoid (Tiefling)

**Init** +2; Perception +3; Darkvision 60 feet.

#### DEFENSE

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

**Hp** 14 (2d8+2)

**Fort** +1, **Ref** +5, **Will** +2; +4 vs bardic performance and sonic

**Resist** cold/electricity/fire 5

#### OFFENSE

**Speed** 30 ft.

**Melee** +3 Sickle 1d6+1 (20/x2)

**Ranged** +4 Longbow 1d8+1 (20/x3)

**Special** bardic performance 9 rounds/day (countersong, distraction, fascinate, inspire courage +1)

**Spell-like Ability** (CL 2nd, Concentration +5)

2nd (1) - *web*

**Bard Spells Known** (CL 2nd, Concentration +5)

1st (3) - *delusional pride* (DC 14), *ear-piercing scream* (DC 14), *innocence*

0th (at will) - *detect magic*, *ghost sound*, *mage hand*, *presdigation*, *read magic*.

#### STATISTICS

**Str** 12, **Dex** 14, **Con** 12, **Int** 12, **Wis** 9, **Cha** 16

**Base Atk** +1; **CMB** +1; **CMD** 13

**Feats** Martial Weapon Proficiency (longbow)

**Skills** Acrobatics +6, Bluff +8, Diplomacy +7, Disable Device +6, Escape Artist +8, Intimidate +10, Knowledge (Arcana) +6, Perception +3, Perform (dance) +8, Sense Motive +3, Sleight of Hand +6, Stealth +6, Use Magic Device +8.

**Languages** Common, Abyssal, Infernal

**SQ** Tiefling racial (cold/electricity/fire resist 5, +2 Escape Artist/Intimidate, prehensile tail), Favoured class bonus (+1 skill point/level), bardic knowledge +1, versatile performance (Acrobatics, Fly).

**Combat Gear** *potion of cure light wounds* (1d8+1), *potion of shield of faith* (CL 1st),

**Other Gear** masterwork composite longbow (12 str), 24 arrows, cold iron masterwork sickle, leather armour, mysterious engraved circlet 100gp

#### TACTICS

Alizsah tends to use charm, guile and, if needs be, intimidation to achieve her goals. She prefers subterfuge to open action, though she's not afraid to get her hands dirty when the time comes. In a party she will support any action with spells, performance and her bow, closing to melee only as a last resort. She specializes in confounding her opponents.

#### Description

Lithe and agile, Alizsah has short black hair, violet skin and wickedly demonic eyes. When working, she wears dark, form fitting leathers, and carries a bow over her shoulders and sickle at her side. When 'performing' she wears little more than a smile.

#### Background

Alizsah grew up in the darker parts of the city, her blood and upbringing making the transition to the seamy side of society. She moves through the criminal element like a master, using her burlesque performances to get close to the right people. She takes jobs where she can get them, but excels in spying, information gathering and 'recovery'. Despite a truly devilish streak, Alizsah has limits to how far she will delve into the darkness, and she is particularly cagey about her past or the mysterious circlet she carries.

#### Character Concept - Vernon Swain-Nisbet





## Elzix, Human Female Oracle 2

CG medium humanoid (Human)

**Init**+0; Roll Twice; Perception +6

DEFENSE

**AC** 17, touch 10, flat-footed 17 (+5 armor, +2 shield);

**Hp** 13 (2d8)

**Fort** +0, **Ref** +0, **Will** +4

OFFENSE

**Speed** 20 ft.

**Melee** +4 longsword 1d8+2 (19-20/x2)

**Ranged** +1 throwing axe 1d6+2 (20/x2)

**Oracle Spells Known** (CL 2nd, Concentration +5, +9 casting defensively)

**1st (5)** – *cure light wounds*, *enlarge person*, *forbid action* (DC 14), *murderous command* (DC 14).

**0th (at will)** – *detect magic*, *light*, *read magic*, *spark*, *stabilize*

STATISTICS

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

**Base Atk** +1; **CMB** +3; **CMD** 13

**Feats** Combat Casting, Extra Revelation

**Skills** Craft (alchemy) +6, Diplomacy +8, Heal +6, Knowledge (religion) +6, Perception +6, Sense Motive +6, Spellcraft +6

**Languages** Common, Halfling

**SQ** Favoured class bonus (+1 skill point/level), Skilled (+1 skill point/level), Mystery (Battle), Revelations (War Sight, Skill at Arms), Oracle Curse (Lame)

**Combat Gear** *potion of cure light wounds* (1d8+1), *potion of shield of faith* (CL 1st)

**Other Gear** masterwork longsword, masterwork scalemail, heavy steel shield, throwing axe (4), 100gp

TACTICS

Elzix revels in a brawl, but she's got a deep vindictive streak. She opens combat with spells that hamper or confuse her opponents, then wades in with her sword and shield, ruthlessly crushing her opposition while they are weakened.

### Description

Thin and waifish, with slightly tangled long brown hair, Elzix looks like exactly what she is – a hardened street kid. She has a noticeable limp, and a masterful 'innocent' expression only a 15 year old girl can produce. Garbed in slightly oversized armour and wielding a longsword and shield, she cuts a slightly comical figure until observers realise the deadly precision of her movements and the almost maniacal gleam in her eye.

### Background

An orphan in an unforgiving city, Elzix grew up rough and poor, falling into street gangs at an early age. She found she had the fire for a fight, and never took a backward step. Her awakening to mystical power occurred at puberty, and she rose even further, her gang and their "Battle Witch" carving out a nice little territory in the Lower Ward. Until recently, she was content with this, but she's begun to sense true darkness on the horizon...and she's always up for a scrap.

### Character Concept - Zorba "The Dwarf Smasher"





## Lenalee Shieldheart, Halfling Female Paladin 2 (Hospitaler)

LG small humanoid (halfling)

**Init** +1; Perception +4

### DEFENSE

**AC** 19, touch 11, flat-footed 16 (+6 armor, +1 shield, +1 Dex, +1 size);

**Hp** 21 (2d10+5)

**Fort** +7, **Ref** +5, **Will** +7; +2 vs Fear

### OFFENSE

**Speed** 20 ft. (15ft in armor)

**Melee** +5 longsword 1d6+1 (19-20/x2)

**Ranged** +5 light crossbow 1d6 (19-20/x2)

**Special** Smite Evil (one target, +3 to hit, +2 damage, Bypass DR, +3 AC vs target, damage bonus doubled on 1st attack vs evil outsider, dragon or undead)

### STATISTICS

**Str** 12, **Dex** 12, **Con** 12, **Int** 11, **Wis** 12, **Cha** 16

**Base Atk** +2; **CMB** +2; **CMD** 13

**Feats** Toughness

**Skills** Diplomacy +8, Heal +6, Knowledge (religion) +4, Perception +4

**Languages** Halfling, Common.

**SQ** Halfling Racial (+1 AC and hit, -1 CMB/CMD, +2 saves vs fear, +1 all Saves, +2 Acrobatics/Climb/Perception, +4 Stealth), Favoured class bonus (+1 skill point/level), Aura of Good, Detect evil (move action, single target, 60' range), Smite evil 1/day, Lay on Hands (touch, 1d6 healing 4/day, can damage undead)

**Combat Gear** *potion of cure light wounds* (1d8+1), *potion of shield of faith* (Cl 1st)

**Other Gear** masterwork longsword (small), chainmail, light steel shield, masterwork light crossbow (small), 24 bolts, 100gp

### TACTICS

Lenalee will always attempt a diplomatic solution before combat, and will seek to incapacitate rather than kill opponents if possible, always offering quarter if asked. If her comrades are in genuine danger she will switch, however reluctantly, to lethal combat.

Lenalee uses her spells and abilities to shield and heal her allies, and will always interpose herself between them and harm.

### Description

Lenalee always tries to keep a comely appearance (her only true vice) despite wearing her father's weathered suit of armour. Her auburn hair is usually in a ponytail with some sort of flower decoration. Both her shield and her armour display her family crest, a pair of swords crossing in front of a heart. Her eyes (one blue, the other green) seem to have a welcoming twinkle about them. Unlike most halflings, her feet are covered mainly for protection. Her father's long sword rests in a sheath on her right hip (she's left handed).

### Background

Lenalee was born to a forgotten hero and took up his mantle when he passed. She seeks to do his memory justice and protect the weak from aggressors. To her everyone is deserving of mercy and bloodshed to her means failure.

### Character Concept - Adam Matherly





## Luther "Sarge" Flint, Human Male Gunslinger 2

LN medium humanoid (human)

**Init** +3; Perception +7

### DEFENSE

**AC** 17, touch 14, flat-footed 13 (+3 armor, +3 Dex, +1 dodge);

**Hp** 20 (2d10+4)

**Fort** +4, **Ref** +6, **Will** +2

### OFFENSE

**Speed** 30 ft.

**Melee** +3 longsword 1d8 (19-20/x2)

**Ranged** +6 pistol 1d8 (20/x4, Misfire 1)

**Deeds** Deadeye, Gunslinger's dodge, Quick clear

### STATISTICS

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

**Base Atk** +2; **CMB** +2; **CMD** 15

**Feats** Gunsmithing, Point Blank Shot (+1 hit/damage within 30'), Rapid Reload (pistol)

**Skills** Acrobatics +8, Craft (weaponsmith) +6, Knowledge (engineering) +6, Knowledge (local) +6, Perception +7, Profession (soldier) +6.

**Languages** Common, Dwarven.

**SQ** Favoured class bonus (1hp/level), Skilled (+1 skill point/level), Grit (2 points/day), Deeds, Nimble (+1)

**Combat Gear** *potion of cure light wounds* (Cl 1st 1d8+1), *potion of shield of faith* (Cl 1st)

**Other Gear** masterwork longsword, dagger (2), masterwork pistol, shot & powder for 60 shots, studded leather armour, gunsmith's kit, 330gp

### TACTICS

Luther is soft spoken and is equally at home talking things through or 'taking them outside'. If combat occurs he prefers to think his way through a situation, calm and considered before taking action - which is inevitably through the sights of his pistol.

### Description

Luther is a man in his forties, short cut hair and heavily scarred face. He wears leather armour and a heavy coat, and carries a longsword and a pistol holstered at his side. He has the bearing and calm assured purpose of an ex-military man.

### Background

Luther served as a sergeant in the Andurian Guard, stationed in one of the few external outposts in the region. Career military, he was content to serve out his days, but a sudden, unprovoked attack on the outpost by a small horde of shambling undead wiped the Guard contingent there out to a man - only Luther survived. The attack ceased as suddenly as it started, with no apparent reason or trigger. Deeply troubled by this he resigned his commission to seek out the cause of the incursion.

Character Concept - Brian Dunnett





## Tarathiel Crystalthorn, Elf Male Wizard 2

NG medium humanoid (Elf)

**Init** +6; Perception +5; Low Light Vision.

### DEFENSE

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

**Hp** 12 (2d6+2)

**Fort** +1, **Ref** +2, **Will** +4; +2 vs Enchantment; Immune Sleep

### OFFENSE

**Speed** 30 ft.

**Melee** +2 Longsword 1d8 (19-20/x2)

**Ranged** +4 Longbow 1d8 (20/x2)

**Special** *force missile* (1d4+1) 6/day

**Wizard Spells Prepared** (CL 2nd, Concentration +5)

**1st** (3) – *burning hands* (DC 14), *mage armor*, *magic missile*

**0th** (4) – *detect magic*, *light*, *ray of frost* (DC 13), *resistance*

### STATISTICS

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

**Base Atk** +1; **CMB** +1; **CMD** 13

**Feats** Improved Initiative, Scribe Scroll

**Skills** Appraise +8, Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (local) +8, Perception +5, Spellcraft +8 (+10 for identification).

**Languages** Common, Elven, Celestial, Draconic, Sylvan.

**SQ** Elven Racial (Immune to magic sleep, +2 saves vs enchantment, +2 Perception/Spellcraft (identification only), +2 Cl to overcome SR, proficiency with 'elven' weapons), Favoured class bonus (1 skill point/level), Arcane Bond (amulet, cast any spell known 1/day), Arcane school (Evocation, opposition schools Necromancy and Enchantment), Intense Spells (add +1/2 level to damage of evocation spells)

**Combat Gear** *scroll of mage armor* (CL 2nd)x2, *scroll of shield* (CL 2nd)x2, *scroll of burning hands* (CL 2nd)x2, *scroll of expeditious retreat* (CL 2nd), *scroll of grease* (CL 2nd)

**Other Gear** masterwork longsword, masterwork longbow, 24 arrows, spellbook (all 0th, memorised plus *expeditious retreat*, *grease*, *identify*, *protection from evil* and *shield*), 10gp

### TACTICS

Tarathiel is happy for others to go hand to hand, remaining toward the back where he can rain down destruction on his foes with magic or arrows.

### Description

Tarathiel is a young elf, with pale blonde hair blue eyes. He wears finely tailored clothing, and carries a longbow and longsword, the traditional weapons of his people.

### Background

Tarathiel is young by the standards of his race, young enough to be impassioned and wish to embark on grand endeavours. 'Foolish' other elves deem it. Tarathiel was raised in a distant enclave, to a life of study and privilege. When he uncovered an ancient text predicting a great evil rising in the Eternal City, Tarathiel impulsively journeyed there to uncover and face this menace.





## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision

shall be reformed only to the extent necessary to make it enforceable.

## 15 COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Pathfinder Roleplaying Game Bestiary. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. Copyright 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K. Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. Copyright 2011, Paizo Publishing, LLC; Authors Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. Copyright 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K. Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. Copyright 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K. Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Game Mastery Guide. Copyright 2010, Paizo Publishing, LLC; Authors: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steve Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K. Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teewynn Woodruff.

Pathfinder Campaign Setting: Inner Sea Magic. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Nelson, Sean K Reynolds, Owen K.C. Stephens, Russ Taylor.

Pathfinder Campaign Setting: Inner Sea Gods © 2014, Paizo Publishing, LLC; Authors: Sean K Reynolds, with Amanda Hamon, James Jacobs, John Ling, Mark Moreland, David N. Ross, F. Wesley Schneider, Amber E. Scott, Tork Shaw, James L. Sutter, Jerome Vernich.

Four Dollar Adventures 1.3, The Key to Marina, by Richard Develyn, copyright Richard Develyn © 2014.

Difficult Circumstances, Prologue: What Lies Beyond Reason, 2015, Pyromaniac Press; Micah Watt.

A Simple Job, Adventure 1: What Lies Beyond Reason, 2016, Pyromaniac Press; Micah Watt.

Campaign Guide: What Lies Beyond Reason, 2016, Pyromaniac Press; Micah Watt.



## *It was supposed to be a simple job...*

*A strange merchant offers you a simple job – pick up and deliver cargo. You have three days to get it a mere fourteen miles through the city. How hard could it be?*

A Simple Job is a journey through the city of Anduria, a cascading series of events that takes the heroes to explore strange locales and bargain with even stranger creatures. What secrets does the city hold, buried away for countless centuries?

