Dark Obelisk: Berinncorte

Adventure Book

A Fantasy Roleplaying Adventure

by J. Evans Payne

Pathfinder Roleplaying Game Compatible

FlexTale

Infinium Game Studio

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Thank you for believing in me, when all I had to prove myself was an idea, a blurb, a handful of maps, and a dream.

The product you hold in your hands—or store on your hard drive—is a direct result of your faith, and support. I can't thank you enough.

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Dedication

This book is hereby dedicated to my wife, who, despite my predilection for doing stuff like this, has stuck with me for more than twenty years.

Now ***that's*** dedication.

Foreward

This is **not** what I had in mind.

The thousand-page thing, I mean. Out of control.

This project started as a simple idea: **What If.** Many great projects start out that way. Sad to say, many more average or bad projects start out that way, only to fall short. Which group this book falls into is in the eye of the beholder, but one thing is for certain: it turned out to be much, much more, if not necessarily greater, than it was intended to be. **Berinncorte** took on a life of its own, along the way.

What If: I created something on my own, in the vein of existing books that I've adored and enjoyed?

I enjoy pretty much any roleplaying game book, eBook, or other work I can get my hands on. I have over a thousand of them, in various forms. I'm a total and complete sucker for anything hardcover; I'm fairly certain I own every single hardcover book produced by anyone for the D20 rules system. Every. Single. One. Yeah, it's a problem.

What If: I took some of my easy-come ideas, and just sketched them out in roleplaying format?

I've written a few novels. It's fairly difficult for me to write them. I may never know if I'm really any good at it, to be honest; my first few have sold, um, appallingly poorly. To wit: the Kickstarter for this book has already surpassed all of my lifetime sales for my novels. Heh.

You know what? I don't care. I've never been in it for the money, anyway. (Please do back my next Kickstarter project, though.)

I get ideas. All. The. Time. And I can't stand, can't stand, to have them just sit there. Or worse, forget them. I have a physical, emotional, need to codify ideas, even if they're not necessarily the greatest thing ever. Novels do that, and I love writing books-books. But roleplaying books like this one... I can say with total honesty, every single word (over half a million of them, good lord) was a pleasure, in a way that novel-writing has not always been.

What If... this was only the beginning?

The good news is, if you like this book, you're in luck. **Dark Obelisk: Berinncorte** is a sliver, a tiny little pinhole view, into the mythos I have in mind, here. There's dozens of pages of detailed world-building and history, dozens of books outlined already. An entire universe, of which the humble village of Berinncorte, and the Realm it lies within, is but one tiny piece, the first glimpse of what these thoughts might someday become.

This project is imperfect.

I realize that, and admit to it readily. It's a single city, and the boundaries are disturbingly hard-coded. For a project whose lofty goals are the rarified air of truly dynamic content; for an adventure that is at its heart merely two sandboxes, one normal and one grim... for a project that tries so damned hard to be open and interactive, it's somewhat disheartening to have it box the story into a 300' wide city that you simply cannot leave.

There's no external map, no Realm map to place the city in context. There is perhaps a slim handful of mentions of other cities, and some characters are described as having come from "elsewhere in the Realm", that sort of thing. Such an approach smacks of either laziness, or failure to think things through fully. The pagecount presumably negates the former option, and you have to take my word on the latter simply not being the case: chalk the "hard boxing" up to a neophyte trying his hardest to imbue a single ship-in-a-bottle city-story with as much realistic and interesting detail as possible.

Speaking of which: In a way, this is a bizarre, masochistic experiment. How much runaway detail can you pack into a single, 400-person fantasy town? At what point does it all collapse under its own weight? Is such an approach feasible? Is such an approach even entertaining?

Only the reader, the players, the users of this book can truly answer those latter questions.

So, to summarize before we get on with it: I've always been pretty good at having ideas. Often, I've been lucky enough to figure out a meaningful way to get them started. It's unfortunately rare, though, that I'm able to get one of these ideas across the finish line. I have Kickstarter—and dozens of somewhat less-than-stimulating conference calls at my day job—to thank for the completion of this one.

Here's hoping this project is just the start.

J. Evans Payne

Malvern, Pennsylvania

July 2016

Table of Contents

Colophon 1
- Infinium Game Studio is: 2
- Legal Stuff 2
- Dedication 2

Foreward 3

Table of Contents 4

About Infinium Game Studio 10
- Values and Key Differences 10

FlexTale 11
- What is FlexTale? 11
  - *FlexTables* 11
  - *Contexts* 11
- Dynamic Plots 12
  - *FlexNPCs* 12
  - *FlexPlots* 13
  - *FlexTale Tracker* 13
  - *FlexTale and This Adventure* 13

Introduction 14
- Plot Summary 14
- What Is This Book? 14
- Adventure Path Outline 14
- Notes & Conventions 14
  - *Player Descriptive Text* 14
  - *GM-Only Notes* 14
  - *Designer's Soapbox* 14
  - *Quests* 15
  - *Obstacles* 15
  - *Skill Checks* 15
  - *Skill Challenges* 15
  - *Rewards* 15
  - *Traps* 15
  - *Items* 15
  - *NPCs and Monsters* 16
  - *PC Replacement Opportunities* 16
  - *Variable Challenge* 16
  - *Experience Points and Reward Nuggets* 16
  - *"Quadded" Stat Blocks* 18
  - *Quadded Challenge Blocks* 18
- Incorporation 18
  - *As a Start to the Adventure Path* 19
  - *Using With an Existing Campaign* 19
  - *Where In the World...?* 19
  - *As a Start to a New Campaign* 19
  - *Hooks and Links* 19
- Plot Overview 20

The Campaign World 21
- Overview 21
- What You Need to Know 21
- High Ability, Low Tech 21
- Religion 21
  - *Tribute* 21
  - *About Religion Profiles* 22
  - *Sheergath, God of Resigned Fate* 22
  - *Zugul, Lord of Order* 22
- Factions 22
  - *About Faction Profiles* 23
  - *Factions in Berinncorte* 23
- Other Factions 33

Before You Begin 34
- FlexPlot Setup : Who Does What, Why? 34
  - *Early Determination* 34
  - *Late Determination* 34
- Main Plot Summary 35
  - *Prime Catalyst* 35
- Catalyst Trackers 35
  - *Law Tracker* 36
  - *Chaos Tracker* 36
  - *Love Tracker* 36
- So You Like to Railroad 36
  - *Roadmap: Shortest Path* 36
  - *Roadmap: Longest Path* 36

Act 1: Berinncorte City 37
- Act One Overview 38
- General Rules 38
  - *Default Doors* 38
- Key and Common NPCs 38
  - *"Placing" NPCs* 38
- Law and Order 39
  - *Town Militia* 39
  - *Getting Arrested* 40
  - *Murdering a Militia* 40
  - *Martial Law* 40
- Rumors and Tales 40
  - *Default Rumors and Lore* 41
  - *Faction Rumors and Lore* 41
  - *NPC Rumors and Lore* 42
  - *Setting Rumors and Lore* 48
  - *Obelisk Rumors and Lore* 50
  - *Realm Rumors and Lore* 50
- Random Encounters 51
  - *Application* 51
  - *BRE-1: Bandit!* 52
  - *BRE-2: Something Shiny* 52
  - *BRE-3: Hurried Cutpurse* 53
  - *BRE-4: Bungled Mugging* 53
  - *BRE-5: Startled Savior* 54
  - *BRE-6: It Was Like This When We Got Here* 54
  - *BRE-7: Take a Look* 55
  - *BRE-8: Brother, Have You Heard?* 55
  - *BRE-9: Egads, The Bats!* 56
  - *BRE-10: Drunken Cryptkeeper* 56
  - *BRE-11: Dog Pack Attack* 56
  - *BRE-12: A Spider Beside Her* 56
- Map 1: Berinncorte City Map 57
  - *BRE-13: Egads, More Bats!* 58
- Berinncorte City Map 58
- Areas of Interest 58
  - *Areas of Interest Summary* 58
  - *BC-1: Zugul Church* 58

Map 2: Zugul Church Ground Floor (CHG) 61
BC-1: Zugul Church Ground Floor Map 62
Map 3: Zugul Church Undercroft (CHU) 64
BC-1: Zugul Church Undercroft Map 65
Map 4: Cryptkeeper's Shack (CKS) 67
BC-2: Cryptkeeper's Shack 68
Map 5: Graveyard (GRV) 69
BC-2: Cryptkeeper's Shack Map 70
BC-3: Graveyard 70
BC-3: Graveyard Map 71
BC-4: Town Square 71
Map 6: Town Square (SQR) 74
BC-4: Town Square Map 75
BC-5: Stage 86
BC-6: Mayor's House 86
BC-6: Mayor's House Ground Floor Map 87
Map 7: Mayor's House Ground Floor (MHG) 88
Map 8: Mayor's House Second Floor (MHU) 95
BC-6: Mayor's House Second Floor Map 96
BC-7: Mayor's Guardpost 99
BC-8: Militia Guard Posts 99
Map 9: Militia Guard Post (MGP) 99
BC-9: Blacksmith's Hut 100
Map 10: Blacksmith's Hut (BSH) 102
BC-9: Blacksmith's Hut Map 103
BC-10: Zugul Church Garden 105
Map 11: Zugul Church Garden (CGR) 106
BC-10: Zugul Church Garden Map 107
BC-11: Zugul Cleric House 107
Map 12: Zugul Cleric House (CLH) 108
BC-11: Zugul Cleric House Map 109
BC-12: City Gardens 110
BC-12: City Gardens Map 111
Map 13: City Gardens (GRN) 112
BC-13: River 113
BC-14: Bridges 113
BC-15: The Leaky Cask Tavern 113
Map 14: The Leaky Cask Tavern Ground Floor (TVN) 121
BC-15: Leaky Cask Tavern Ground Floor 122
BC-16: Inn 124
Map 15: Inn Ground Floor (INN) 125
BC-16: Inn Map (Ground Floor) 126
Map 16: Inn Second Floor (INU) 129
BC-16: Inn Map Second Floor 130
Map 17: Inn and Tavern Basement (INB) 131
BC-16: Inn and Tavern Basement Map 132
BC-17: Apothecary 134
BC-17: Apothecary Map 136
Map 18: Apothecary (APO) 137
BC-18: General Store 139
Map 19: General Store (MRC) 141
BC-18: General Store 142
BC-19: Fishery and Stables 146
Map 20: Fishery and Stables (FSG) 148
BC-19: Fishery and Stables Map 149
Map 21: Fishery and Stables Basement (FSB) 153
BC-19: Fishery Basement Map 154
BC-20: Sheergath Temple 157
Map 22: Sheergath Temple Ground Floor (CTG) 159
Map 23: Sheergath Temple Rooftop (CTR) 160
BC-20: Sheergath Temple Ground Floor Map 161
BC-20: Sheergath Temple (Rooftop) 161
Map 24: Sheergath Temple Basement (CTB) 162
BC-20: Sheergath Temple (Basement) 163
BC-21: Library 164
Map 25: Library (LIB) 167
BC-21: Library Map 168
BC-22: City Gates 171
Map 26: City Gates (CGS) 175
BC-22: City Gates Map 176
BC-23: Garrison / Barracks 179
Map 27: Barracks (GAR) 181
BC-23: Garrison / Barracks Map 182
BC-24: Textiles Shop 185
BC-24: Textiles Shop Map 187
Map 28: Textiles Shop (TXL) 187
BC-25: Butcher's Shop 189
Map 29: Butcher Shop (BUT) 191
BC-25: Butcher's Shop Map 192
BC-26: Cistern 193
BC-26: Cistern Ground Floor Map 193
Map 30: Cistern Ground Floor (CSG) 194
Map 31: Cistern Basement (CSB) 196
BC-26: Cistern Basement Map 197
BC-27: Upper-Class Residential District 200
Map 32: Upper-Class Residential District Ground Floor (UCG) 201
BC-27: Upper-Class Residential District Ground Floor Map 202
Map 33: Upper-Class Residential District Second Floor (UCG) 207
BC-27: Upper-Class Residential District Second Floor Map 208
BC-28: Lower-Class Residential District 213
Map 34: Lower-Class Residential District Ground Floor (LCG) 215
BC-28: Lower-Class Residential District Ground Floor Map 216
Map 35: Lower-Class Residential District Second Floor (LCS) 220
BC-28: Lower-Class Residential District Second Floor Map 221

Act 2: The Obelisk Eruption 227

Act Two Overview 228
Act Two vs. Act Three 228
Plot Summary 228
GM Guidance 228
Tone, Sympathy, and Chaos 228
Roleplaying and Rewards 228
Triggering Events & Determination of the Prime Catalyst 229
Who Makes It: NPC Summary 231
What Occurs 231
The Scope of Carnage 231
Forces of the Obelisk 231
Party Reactions 234

Areas of Interest: Act Two Vignettes 235
Using Act 2 Vignettes 236
Areas of Interest Act 2 Summary 236
Default Eruption Scene 236
BC-1: Zugul Church 237
BC-2: Cryptkeeper's Shack 239
BC-3: Graveyard 240
BC-4: Town Square 240
BC-6: Mayor's House 242
BC-8: Militia Guard Posts 243
BC-9: Blacksmith's Hut 243
BC-10: Zugul Church Garden 244
BC-11: Zugul Cleric House 244
BC-12: City Gardens 245
BC-15: The Leaky Cask Tavern 245
BC-16: Inn 246
BC-17: Apothecary 247
BC-18 General Store 247
BC-19: Fishery and Stables 248
BC-20: Sheergath Temple 249
BC-21: Library 250
BC-22: City Gates 251
BC-23: Garrison / Barracks 252
BC-24: Textiles Shop 252
BC-25: Butcher's Shop 252
BC-26: Cistern 253
BC-27: Upper-Class Residential District 253
BC-28: Lower-Class Residential District 254

Act 3: Berinncorte City Aftermath 257

Act Three Overview 258
Plot Summary 258
NPC Locations 258
Continued Importance of Catalysts 258
GM Guidance 258
Guiding the Party Toward the Exit 259
Tracking Reward Stars 259
Factions and Conflict 259
Revised City Profile 259
Places of Sanctuary 260
NPC Assistance 260
Avoiding TPKs 260
General & New Rules 261
Lycanthropy and the Obelisk 261
New Auras 261
New Potions 261
Blocked Paths & Broken Buildings 261
Aftermath Random Encounters 262
Aftermath Beneficial Encounters 262
Aftermath General Encounters 265
Aftermath NPC Encounters 284
Dead NPCs Return 284
Aftermath Untouchable Encounters 326
Areas of Interest: Act Three Aftermath 331
Localized Random Encounters 331
BCA-1: Zugul Church, Aftermath 331
Map 36: Zugul Church Ground Floor, Aftermath (CAG) 332
BCA-1: Zugul Church Ground Floor Map, Aftermath 333
Map 37: Zugul Church Undercroft, Aftermath (CAU) 334
BCA-1: Zugul Church Undercroft Map, Aftermath 335
BCA-2: Cryptkeeper's Shack, Aftermath 336
Map 38: Graveyard, Aftermath (GRA) 337
BCA-3: Graveyard, Aftermath 338
BCA-3: Graveyard Map, Aftermath 339
BCA-4: Town Square, Aftermath 341
Map 39: Town Square, Aftermath (TSA) 342
BCA-4: Town Square Map, Aftermath 343
Map 40: Mayor's House Ground Floor, Aftermath (MGA) 347
BCA-6: Mayor's House, Aftermath 348
BCA-6: Mayor's House Ground Floor Map, Aftermath 349
Map 41: Mayor's House Second Floor, Aftermath (MUA) 350
BCA-6: Mayor's House Second Floor Map, Aftermath 352
BCA-8: Militia Guard Posts, Aftermath 352
BCA-9: Blacksmith's Hut, Aftermath 353
Map 42: Blacksmith's Hut, Aftermath (BHA) 354
BCA-9: Blacksmith's Hut Map, Aftermath 355
BCA-10: Zugul Church Garden, Aftermath 356
Map 43: Zugul Church Garden, Aftermath (ZGA) 357
BCA-10: Zugul Church Garden Map, Aftermath 359
BCA-11: Zugul Cleric House, Aftermath 360
Map 44: Zugul Cleric House, Aftermath (CHA) 360
BCA-11: Zugul Cleric House Map, Aftermath 361
Map 45: City Gardens, Aftermath (CGA) 362
BCA-12: City Gardens, Aftermath 363
BCA-12: City Gardens Map, Aftermath 364
BCA-15: The Leaky Cask Tavern, Aftermath 366
Map 46: The Leaky Cask Tavern, Aftermath (TVA) 367
BCA-15: The Leaky Cask Tavern Map, Aftermath 368
BCA-16: Inn, Aftermath 369
Map 47: Inn Ground Floor, Aftermath (IGA) 370
Map 48: Inn Second Floor, Aftermath (IUA) 371
BCA-16: Inn Ground Floor Map, Aftermath 372
BCA-16: Inn Second Floor Map, Aftermath 373
BCA-17: Apothecary, Aftermath 373
Map 49: Apothecary, Aftermath (APA) 374
BCA-17: Apothecary Map, Aftermath 375
BCA-18: General Store, Aftermath 376
Map 50: General Store, Aftermath (GSA) 377
BCA-18: General Store Map, Aftermath 378
BCA-19: Fishery and Stables, Aftermath 379
Map 51: Fishery and Stables Ground Floor, Aftermath (FSA) 380
BCA-19: Fishery and Stables Ground Floor Map, Aftermath 381
Map 52: Fishery and Stables Basement, Aftermath (FBA) 382
BCA-19: Fishery and Stables Basement Map, Aftermath 384
Map 53: Sheergath Temple Ground Floor, Aftermath (SGA) 385
Map 54: Sheergath Temple Rooftop, Aftermath (SRA) 386
BCA-20: Sheergath Temple, Aftermath 387
BCA-20: Sheergath Temple Ground Floor Map, Aftermath 387
Map 55: Sheergath Temple Basement, Aftermath (SBA)

388
BCA-20: Sheergath Temple Map (Rooftop), Aftermath 389
BCA-20: Sheergath Temple Map (Basement), Aftermath 390
BCA-21: Library, Aftermath 390
BCA-22: City Gates, Aftermath 392
Map 56: City Gates, Aftermath (CTA) 393
BCA-22: City Gates Map, Aftermath 394
BCA-23: Garrison / Barracks, Aftermath 397
BCA-23: Garrison / Barracks Map, Aftermath 398
Map 57: Garrison / Barracks, Aftermath (GBA) 399
BCA-24: Textiles Shop, Aftermath 400
Map 58: Textiles Shop, Aftermath (TXA) 401
BCA-24: Textiles Shop Map, Aftermath 402
BCA-25: Butcher's Shop, Aftermath 402
BCA-25: Butcher's Shop Map, Aftermath 403
Map 59: Butcher's Shop, Aftermath (BSA) 404
BCA-26: Cistern, Aftermath 405
BCA-27: Upper-Class Residential District, Aftermath 405
BCA-27: Upper-Class Residential District Ground Floor Map, Aftermath 406
Map 60: Upper-Class Residential District Ground Floor, Aftermath (UGA) 407
BCA-27: Upper-Class Residential District Map (Second Floor), Aftermath 408
Map 61: Upper-Class Residential District Second Floor, Aftermath (UUA) 409
BCA-28: Lower-Class Residential District, Aftermath 410
Map 62: Lower-Class Residential District Ground Floor, Aftermath (LGA) 411
BCA-28: Lower-Class Residential District Ground Floor Map, Aftermath 412
Map 63: Lower-Class Residential District Second Floor, Aftermath (LUA) 413
BCA-28: Lower-Class Residential District Second Floor Map, Aftermath 414
Adventure Epilogue **415**
Appendices **417**
Faction Index 417
Quest Index 417
Skill Challenge Index 418
Catalyst Impact Index 418
Item Index 421
Dead NPC Index 421
Map Index 422
Table Index 423
FlexTable Index 425

Player Handouts: Act One 427

Map 64: Players' Map: Berinncorte City 428
Map 65: Players' Map: Berinncorte City (Symbols) 429
Map 66: Players' Map: Zugul Church, Ground Floor 430
Map 67: Players' Map: Zugul Church, Undercroft 431
Map 68: Players' Map: Mayor's House, Ground Floor 432
Map 69: Players' Map: Mayor's House, Second Floor 433
Map 70: Players' Map: The Leaky Cask Tavern, Ground Floor 434
Map 71: Players' Map: Inn, Ground Floor 435
Map 72: Players' Map: Inn, Second Floor 436
Map 73: Players' Map: Inn and Tavern Basements 437
Map 74: Players' Map: Graveyard 438
Map 75: Players' Map: Town Square 439
Map 76: Players' Map: Cryptkeeper's Shack 440
Map 77: Players' Map: Militia Guard Post 440
Map 78: Players' Map: Blacksmith's Hut 441
Map 79: Players' Map: Zugul Church Gardens 442
Map 80: Players' Map: City Gardens 443
Map 81: Players' Map: General Store 444
Map 82: Players' Map: Fishery and Stables, Ground Floor 445
Map 83: Players' Map: Fishery and Stables, Basement 446
Map 84: Players' Map: Apothecary 447
Map 85: Players' Map: Sheergath Temple, Ground Floor 448
Map 86: Players' Map: Sheergath Temple, Rooftop 449
Map 87: Players' Map: Sheergath Temple, Rooftop 450
Map 88: Players' Map: Library 451
Map 89: Players' Map: City Gates 452
Map 90: Players' Map: Garrison / Barracks 453
Map 91: Players' Map: Textiles Shop 454
Map 92: Players' Map: Butcher's Shop 455
Map 93: Players' Map: Cistern, Ground Floor 456
Map 94: Players' Map: Cistern, Basement 457
Map 95: Players' Map: Upper-Class Residential District, Ground Floor 458
Map 96: Players' Map: Upper-Class Residential District, Second Floor 459
Map 97: Players' Map: Lower-Class Residential District, Ground Floor 460
Map 98: Players' Map: Lower-Class Residential District, Second Floor 461
Map 99: Players' Map: Zugul Cleric House 462

Player Handouts: Act Three 465

Map 100: Players' Map: Zugul Church, Ground Floor (Aftermath) 466
Map 101: Players' Map: Zugul Church, Undercroft (Aftermath) 467
Map 102: Players' Map: Graveyard (Aftermath) 468
Map 103: Players' Map: Town Square (Aftermath) 469
Map 104: Players' Map: Mayor's House, Ground Floor (Aftermath) 470
Map 105: Players' Map: Mayor's House, Second Floor (Aftermath) 471
Map 106: Players' Map: Blacksmith's Hut (Aftermath) 472
Map 107: Players' Map: Zugul Church Gardens (Aftermath) 473
Map 108: Players' Map: Zugul Cleric House (Aftermath) 474
Map 109: Players' Map: City Gardens (Aftermath) 475
Map 110: Players' Map: The Leaky Cask Tavern, Ground Floor (Aftermath) 476

Map 111: Players' Map: Apothecary (Aftermath) 477
Map 112: Players' Map: Inn, Ground Floor (Aftermath) 478
Map 113: Players' Map: Inn, Second Floor (Aftermath) 479
Map 114: Players' Map: Fishery and Stables, Ground Floor (Aftermath) 480
Map 115: Players' Map: Fishery and Stables, Basement (Aftermath) 481
Map 116: Players' Map: General Store (Aftermath) 482
Map 117: Players' Map: Sheergath Temple, Ground Floor (Aftermath) 483
Map 118: Players' Map: Sheergath Temple, Rooftop (Aftermath) 484
Map 119: Players' Map: Sheergath Temple, Basement (Aftermath) 485
Map 120: Players' Map: Garrison / Barracks (Aftermath) 486
Map 121: Players' Map: Textiles Shop (Aftermath) 487
Map 122: Players' Map: Upper-Class Residential District, Ground Floor (Aftermath) 488
Map 123: Players' Map: Upper-Class Residential District, Second Floor (Aftermath) 489
Map 124: Players' Map: Lower-Class Residential District, Ground Floor (Aftermath) 490
Map 125: Players' Map: Lower-Class Residential District, Second Floor (Aftermath) 491
Map 126: Players' Map: Butcher's Shop (Aftermath) 492
Map 127: Players' Map: City Gates (Aftermath) 493
Open Gaming License (OGL) 494
Version History 494

About Infinium Game Studio

Founded in 2015, **Infinium Game Studio (IGS)** came about as the result of a simple mission: Make shared storytelling games easier and more fun for both players and referees alike.

Our vision is that **Infinium Game Studio** empowers referees, players, and the industry entire with innovative gaming tools; high-quality, deeply-designed products; and creative takes on established paradigms.

Values and Key Differences

Plays Well With Everyone

IGS products are engineered to be usable by both novice and veteran gaming groups. As a result, they must contain everything a novice GM might need to react quickly to his/her play group.

Comprehensive and Immersive

Each **IGS** product should "feel real" and come with everything the referee might require to make the setting, context, environment, or other content come alive.

Everything You Need

The ideal adventure should contain practically everything you need to run the game, except the core rulebook. Even the most skilled GM wastes time looking things up in multiple books. It's so exceedingly rare that an adventure contain all of the crunch and fluff necessary to run it.

Maps: Where Are We, Again?

A picture is worth a thousand words... and also, a thousand seconds of prep time. Visually appealing, easy-to-use, and extensive Maps are an essential part of any shared-storytelling experience.

Pervasive Maps

Don't put a building on a map if I can't go inside it.

Prepared for Anything

In a gaming session, a good referee must be prepared for the PCs to explore any aspect of the content. All too often, an otherwise outstanding adventure will fail to provide for a major percentage of its content. If there are twenty buildings in a town, but maps for only two of them--well, it's fairly apparent where the Big Bad is going to be holed up! Not every map will be riddled with secret passages, custom random encounters, and combat, but there should be something of interest in every building. Otherwise, it shouldn't be there!

Thoroughness: But What If...?

It's possible to have a 16-page adventure that's wonderful and exciting. It's also possible to have a 255-page sourcebook be boring and repetitive. Striking the right balance between over-padding and under-describing is challenging, but an important part of what we do at **IGS**.

Flexible

Each product should be usable on its own, completely out of context; as a start to a completely new campaign; as part of the "intended" Adventure Path or associated suite of IGS products; or to insert into an existing ongoing campaign.

Reusable

No **IGS** product is "one and done" by design.

FlexTale and Comprehensive Design enable this flexibility and reusability.

Production Quality

Our goal is to produce world-class products with high production values.

FlexTale

What is FlexTale?

FlexTale™ is an attempt to make roleplaying game adventure content dynamic and interesting. A module created using **FlexTale** is different each time it is run. Treasure, monsters, plot activities, NPC backstories and character arcs, and various actions and plot elements can all occur differently.

Differences can occur using the roll of dice, or the GM can simply choose the content that s/he prefers or feels would be most engaging to the play group.

There are two ways that **FlexTale** can help make an adventure dynamic: **Dynamic Content** and **Dynamic Plots**.

Dynamic Content

"**Dynamic content**" is a **FlexTable** term that refers to anything in an adventure that can be modified. Whether one NPC is in love with another, or who murdered the vagrant in the alley behind the town pub—**FlexTale** dynamic content makes it possible to have several explanations or paths through a story.

Dynamic Content is made possible by something called a **FlexTable**™.

FlexTables

Most roleplaying game resources have tables—lots and lots of tables, in many cases! Typically, these tables are two-column, or perhaps three-column: you have one column that lists the dice roll result, and you reference that row as the outcome of the randomization. This is all well and good, but it limits the scenario to that one set of probabilities and outcomes, without accounting for things that happen in the game that you might want to impact those outcomes.

A Traditional RPG Lookup Table

": Traditional Lookup Table" is a typical "what's in the treasure chest" table that requires rolling a **d100**. You roll a **d100**, and then you look up which row your roll falls into, and then you get your single result. Interesting, to be sure, and it definitely provides for some variability... but the extent of that variability is constant.

Table 1: Traditional Lookup Table

D%	Result	Description
01-30	**Nothing**	The treasure chest is empty.
31-40	**Minor Reward**	1d20 gp and a silver locket worth 5 pp.
41-80	**Average Reward**	3d12 gp, a gold-hilted dagger worth 10 pp, and two potions of cure light wounds.
81-100	**Major Reward**	2d20 pp, a potion of cure moderate wounds, and a scroll of fireball (CL 12).

The FlexTable Difference

A **FlexTable** is used to do the same thing a normal RPG lookup table does. What makes **FlexTables** different is that they have multiple columns to represent dice rolls. Each of the columns represents a different situation or set of conditions under which that column is used to reference the result.

This seemingly simple change is used to make all of the following possible:

- Differences in **probabilities** for the individual outcomes.
- **"Scalable" monsters** and rewards that more appropriately match the level and power of the PCs.
- **Proportional rewards,** measured against the strength of a relationship or other conditions.
- **Circumstantial content**, restricted to certain conditions or prerequisites.

": Sample Treasure Chest Contents" is the same table we saw earlier, modified to be a **FlexTable**.

Contexts

In the above example, there are now four columns used to indicate the range of the dice roll result. These columns are referred to as **Contexts**.

Before you roll on a **FlexTable** like this one, you will have to figure out which **Context** you should refer to. In the above table, the leftmost column is **Context "A" (D%A)**, the next one is **"B",** and so on. Each **Context** also indicates the dice to be rolled—in this example, you roll the same dice (d%) in each **Context**, but in some **FlexTables**, different dice may be used.

This straightforward example demonstrates the following differences in converting a standard table into a **FlexTable**:

Different Probabilities: Context C is the most favorable, since it provides a much bigger range of rolls under which you would receive the "Major Reward". Context B is the next best, since it, too, expands the range that Context A has.

Circumstantial Results: In **Context D**, not only are the favorable outcomes less likely, but there is a fifth result row that is only possible under this **Context**: "**Cursed Reward**".

Determining Context: When you are called upon to roll on this **FlexTable**, the adventure will use some description to make it clear which **Context** to use. In the above example, perhaps the **Context** is determined by how favorable the party's relationship is with a local wizard... but if the party has fought or slain that wizard, then **Context D** is used to represent the soured atmosphere.

Typically, just prior to a **FlexTable**, adventure content will summarize which **Context** should be used. The GM is encouraged to use his/her common sense and judgement in overriding this guidance as she/he sees fit based on the party and how the game is going. For example, a GM could choose to reference a specific **Context** even though the prerequisites aren't met. She could also choose to simply ignore the table entirely, and force a specific result without even rolling. Experienced GMs should use this power wisely to improve gameplay if necessary; unless you have a specific reason for

overruling the recommended use of a **FlexTable**, you should try to use it as it was intended to be used.

Here's an example for the above table, assuming the example of the contents of the treasure chest scaling to the nature of the relationship the party has with the local wizard:

- **Use Context A:**
  If the party's relationship to the wizard is **Unfriendly** or **Indifferent**.
- **Use Context B:**
  If the party's relationship to the wizard is **Friendly**.
- **Use Context C:**
  If the party's relationship to the wizard is **Helpful**.
- **Use Context D:**
  If the party's relationship to the wizard is **Hostile**, or if the party has ever attacked the wizard (or slain her).

briefly discuss why we would be able to do this without sacrificing anything about the story itself.

The Role of NPCs in an Adventure's Story

A well-written NPC "feels real". They have some form of backstory or motivation, character quirks and traits, and a demeanor or perspective that helps the GM give them a sense of life and reality. In many adventures, the "realness" of the NPCs is a major component in how the game is received by the players, and how immersed everyone becomes in the story. NPCs are crucial in telling the story of most adventures, and their actions frequently dictate or help to determine the outcome of the main plot of the adventure.

That said, frequently, the details of a given NPC aren't necessarily critically intertwined with the core plot of the story being told. Yes, the evil lich king who holds the realm under his sway pretty much has to be evil, otherwise the plot would be completely different. But what sort of man that lich was in his pre-undead life, what decisions he made, and the enemies or alliances he formed could differ significantly, all without derailing the core plot of the adventure.

As with the other dynamic elements in a **FlexTale**, the GM is encouraged to use this flexibility as he or she sees fit. It does add another layer of detail to the proceedings, and adds one more thing to keep track of in running the game.

FlexTable 1: Sample Treasure Chest Contents

D%A	D%B	D%C	D%D	Result	Description
01-30	01-20	01-10	01-30	**Nothing**	The treasure chest is empty.
31-40	21-50	21-30	31-40	**Minor Reward**	**1d20 gp** and a silver locket worth **5 pp**.
41-80	51-60	31-50	41-45	**Average Reward**	**3d12 gp**, a gold-hilted dagger worth **10 pp**, and two *potions of cure light wounds*.
81-100	61-100	51-100	46-50	**Major Reward**	**2d20 pp**, a potion of cure moderate wounds, and a *scroll of fireball* (CL 12).
n/a	n/a	n/a	51-100	**Cursed Reward**	**6d6 cp**, a rusted dagger (useless in combat), and whomever opens it is struck with a *bestow curse* spell (CL 8).

Dynamic Plots

This is an impressive-sounding title, but the goal is quite simple to describe: Let the story be different.

There are two ways this lofty goal is accomplished in a **FlexTale**: **FlexNPCs**, and **FlexPlots**.

FlexNPCs

A **FlexNPC** is one whose backstory, motivation, or actions may be different depending on the determination of the GM. Each such NPC has one or more **NPC Options**.

Simply put, **NPC Options** allow the GM to select, or randomize, many plot-related characteristics of the NPCs in the adventure. But before we talk about how this is done, let's

NPC Options

Every NPC in a **FlexTale** adventure is designated as one of the following:

- **Standard NPC** (fixed characteristics, as in virtually every RPG adventure you've ever played)

FlexTable 2: Sample Bartender Backstory

D%A	D%B	D%C	D%D	Result	Description
01-30	01-20	01-10	01-30	**War Hero**	In the Great War, Elkfist was a renowned warrior, notable for saving the lives of his comrades as much as for ending the lives of his foes.
31-40	21-50	21-30	31-100	**War Deserter**	Elkfist had his doubts about the Great War. Though it troubled him greatly, his conscience made him desert his comrades-in-arms rather than take up his blade against the innocent.
41-100	51-100	31-100	n/a	**Walking Wounded**	Though he fought in the Great War, Elkfist returned from the battlefront a changed half-orc. His demeanor now is distant and sour, and he is prone to staring off into unseen distances for minutes at a time, lost in his own memories.

- **Flex NPC** (dynamic characteristics, determined by the GM before play begins)

Standard NPCs are used exactly as you would a normal NPC in a non-**FlexTale** adventure. **FlexNPCs** have characteristics that are not fixed.

Before running a **FlexTale** adventure, the GM should do a quick run-through of all of the **FlexNPCs**. Each **FlexNPC** will have one or more **NPC Options,** each of which allows for something about that NPC to be different with each run-through of the adventure.

character-related decisions that have been made. Think of it as a "cheat sheet" for the GM to remember all of the various **NPC Options** and **Plot Options** in a game.

In the Appendices of each **FlexTale** is a **Tracker**—basically a summary of all of the **NPC Options** and **Plot Options** possible in the adventure, with checkboxes next to each outcome. The GM is encouraged to use this resource in two important ways:

- To facilitate planning before the first gaming session is started: the **Tracker** reminds the GM of all of the dynamic plot elements that need to be determined.

FlexTable 3: Sample Plot Option

D%A	D%B	D%C	D%D	Result	Description
01-30	01-20	01-10	01-30	**Unscathed in the Attack**	Although quite shaken, the hog-herder sustained no injury in the attack.
31-40	21-50	21-30	31-100	**Wounded in the Attack**	Gloryth took some damage, and will likely bear the scars of his injuries forever... but, as he puts it, he "can still rope the swine all right".
41-100	51-100	31-100	n/a	**Slain in the Attack**	Panicked and in shock, the swineherd suffered a lethal blow during the attack. As a grisly bonus, though, he died amidst his herd.

"FlexTable 2: Sample Bartender Backstory" is an example of the backstory of a bartender.

Notice that, like with a **FlexTable**, **Context** columns on the left of the table allow for different outcomes and probabilities depending on the circumstances of the roll. In some cases, an NPC Option table does not have different Contexts.

FlexPlots

FlexPlots are very similar to FlexNPCs, except the decisions determined by the GM relate to the plot overall, rather than specific NPCs. Instead of NPC Options, there are Plot Options. The two concepts are mechanically identical, relying on a complex riff on the standard RPG lookup table to make randomized, contextually-sensitive determinations about plot details.

FlexTables will often refer to a certain Plot Option in dictating which Context to use on a roll.

Before running a **FlexTale** adventure, the GM should do a quick run-through of all of the **Plot Options**. Each **FlexNPC** may have one or more **Plot Options,** each of which allows for something about that NPC to be different with each run-through of the adventure.

": Sample Plot Option" an example of possible plot options around a bartender. In some cases, a **Plot Option** table does not have different **Contexts**.

FlexTale Tracker

FlexTale's dynamic plot capabilities can make for a great deal of excitement and introduce an all-too-rare element of replayability to an adventure. However, these tools also add to the complexity of keeping track of everything that is going on in a series of gaming sessions.

Since GMs have enough to do as it is, **FlexTale**-enhanced adventures contain a **FlexTale Tracker**. This is a simple checklist where the GM can keep track of all the story- and

- As a reminder during gameplay of the various determinations, either to dictate the reactions or actions of an NPC, or to help decide which **Context** to use in a **FlexTable** roll.

FlexTale and This Adventure

Now that you're all excited about the **FlexTale** concept, it's time for the bad news: there's not much of it herein.

Dark Obelisk: Berinncorte is a sandbox. Dynamic, yes, but in the sense that the PCs can do what they want, almost always when they want. The story is theirs to experience, to interact with.

The choices the PCs make in this adventure, however, have a significant impact in subsequent components of the **Adventure Path**. Later adventures will make more extensive use of the concepts described in this section.

For now, though, the **FlexTale** concept is limited to a few handfuls of tables that allow for different uses and scaling of the same content.

Introduction

Plot Summary

Upon arriving—or starting—at the village of **Berinncorte**, your party gets acquainted with the town, its occupants, and its services. It seems in all respects a typical medieval fantasy village. The party acquires side quests and objectives, can shop and rest, and generally get the lay of the land at their leisure.

Things turn violent, however, when an enormous black **Obelisk** erupts from the ground with no warning. Many prominent townsfolk are slain instantly, and in the ensuing chaos, the party has ample opportunity to live up to their alignments, good or evil, lawful or chaotic.

Evil creatures soon arrive, and appear to be defending the obelisk from investigation and generally fomenting further chaos as the town burns and screams fill the air. No matter their motives, this terror is not good for the party, and they must seek whatever order they can muster before the entire area succumbs to the forces that seem bent on destroying it.

The adventure concludes with the evil creatures defeated, the fires put out, the survivors rescued, and the town's population mostly accounted for.

What Is This Book?

This book is intended to be any or all of the following. These are listed in no particular order.

- A **standalone adventure module**, runnable on its own and ready to insert into your game world or as a one-off.
- A fully-detailed **campaign setting**, describing the village of **Berinncorte** in detail.
- A component in an intended **Adventure Path** story arc.
- An element of a larger **game world** and campaign setting that will be elaborated on in subsequent **Adventure Path** elements, other **Adventure Paths**, and other **IGS** products.
- A source of "**tidbits**" of scenarios, plots, descriptions, and other game elements—you can "steal" content from this as a sourcebook and insert as desired into your own adventures or campaign
- **Inspiration** for construction of your own adventures and content.

In short, how you use this book is really dependent upon you and your needs as a GM.

Adventure Path Outline

This adventure was created with the intent of using it as part of a series of connected modules which together take the players through a single unified story. This does not mean that cannot be used on its own (see "Incorporation", p 18).

If you do intend to use this adventure in sequence with its companion modules, here is the logical order in which to play them:

- **Dark Obelisk: Berinncorte** (this adventure)
- **2: Dark Obelisk: The Mondarian Elective**
- **3: Dark Obelisk: Forge and Fluid** (working title)
- **4: Dark Obelisk: The Siege of Berinncorte** (working title)

In addition, the **Adventure Path** described above is intended to be the beginning of a much broader story arc and campaign setting.

Regardless of which pieces of the envisioned world and story are published when, the intent is for a GM to be able to pick up any piece of the overall campaign setting and be able to play it without having any background of the other components that may come before or after it.

Notes & Conventions

As is typical in a roleplaying game adventure or module, some text herein is meant to be read or shown to players verbatim... but the majority of the content is meant to be for the Game Master's (GM) eyes only. Below please find some visual conventions that make this differentiation clear.

Player Descriptive Text

These sections are meant to be read aloud to players as-is. You are of course free to introduce your own changes as you see fit as a Game Master. Player Descriptive Text blocks are meant to serve as informative tidbits that have been pre-constructed to reflect the exact nature of the situation being encountered by the party.

GM-Only Notes

Granted, nearly everything not highlighted in Player Descriptive Text is not meant to be read aloud to the players. However, some content is much more "sensitive" than others.

GM-Only Notes such as this typically give away plot points, major background, or other information that the players may not normally have access to—either right now, or in some cases, ever. Make sure to conceal these sections from players unless there is a specific reason to tell them!

Designer's Soapbox

In some cases, the game designer will want to express a specific opinion about some aspect of the adventure. Typically, this takes the form of a discussion on interpreting rules, or a recommendation as to how best to play or run a particular piece of the adventure. In all cases, veteran GMs should feel comfortable ignoring these "soapbox" diatribes... but veteran and new GMs alike may find something of interest in the coalesced experience of three decades of roleplaying experience!

Quests

A quest can be large, tiny, or in between. Some can be very quickly accomplished; others span days, weeks, or even years, across multiple cities and even planes of existence!

In this book, all quests, big or small, have a similar presentation and key elements, as shown by the green block below.

Quest: Rats in the Cellar (example)

Summary: Kill rats in a fantasy tavern. Fun and creative.

Rewards: Rat corpses. Plus 10 gp from the bartender.

Locations: Bar.

Key NPCs: Bartender.

Kickoff: When any PC speaks with the bartender.

Description:

The bartender asks the party to slay **2d6** Giant Rats that have invested his basement.

In so doing, they will benefit from his goodwill, and a reward of **10 gp**.

Obstacles

Doors, locks, and other obstacles that don't necessarily incorporate a trap. You'll find these prefaced by little brown symbols like this one:

Locked Secret Wooden Door (example)

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 16; **Break** DC 20; **Disable Device** DC 18

Skill Checks

Whether it's a single, simple check, or a series of checks in escalating difficulty, skill checks may be an opportunity to either avoid disaster or discover what might otherwise remain hidden and ignored. Such chances are indicated via yellow symbols as follows:

Some PCs may have insight into the Blacksmith's wealth; make a DC 12 **Knowledge (Profession)** check.

Skill Challenges

Skill checks are typically a single roll, often made in secret by the GM. A **skill challenge** is usually a bit more involved than a simple check—or there's simply more at stake. Either way, a challenge is a more formal, and explicit, exercise, intentionally engaged in by the players.

You'll find a skill challenge in a yellow box such as this:

Falling Timbers (example)

First Check: DC 18 Perception (16 if aflame) to notice the falling building; success cancels subsequent checks.

Second Check: DC 15 **Acrobatics** to avoid the debris; failure inflicts **2d6** points of crushing damage plus a possible **1d8** points of fire damage; success cancels subsequent checks.

Third Check: DC 12 **Strength** to dislodge one's self from the debris; failure inflicts **1d4** points of crushing damage plus a possible **1d8** points of fire damage; success quits the challenge.

Rewards

Treasure, swords, gems, keys, filthy lucre—this is the stuff your players are really gunning for, right? Well, that, plus a good time with friends. And maybe, if you're lucky, a good, engaging session of shared storytelling that you'll all remember for a long time. At any rate, rewards are shown with blue boxes like this one:

Treasure Chest (example)

+1 dagger; **15 pp**; two **diamond necklaces**, each worth **75 gp**.

Traps

Hey, blame the rogue—who in all likelihood is suffering the brunt of the trap s/he either failed to detect, and/or to disarm. Whether it becomes a bragging right, a bargaining chip, or an epitaph, traps of all manner are shown in a purple box like this one.

Acid Needle Trap (CR 1) (example)

Type Mechanical; **Trigger** Touch; **Reset** Repair

Perception DC 18; **Disable Device** DC 17

Effect Atk **+2** melee and melee touch (**1d2+1d8** acid)

Items

Be they simple items, magical items, rods, staves, potions, books, or something wondrous, items share a common block of information like the following... note that this format is used for all manner of non-weapon, non-armor equipment and usable items, both magical and mundane:

Adventurer's Chronicle (example)

Value 50 gp; **Weight** 1 lb.; **Materials** paper; **Nature** non-magical; **Aura** none; Slot usable; **CL** n/a

This book is chock full of useful information. When used as a reference (an action that typically takes **1d4** full rounds of searching the text), an *adventurer's chronicle* grants a **+2** competency bonus on a specific **Knowledge** check for which the book is designed.

Construction Requirements means to assemble a physical book; the author must have at least **10** ranks in the skill for which you are designing the book; **Cost** 30 gp

NPCs and Monsters

Crunch time! Monster stat blocks, with all their gory detail, can be found in the accompanying **Dramatis Personae & Bestiary** book. You'll find monster stat summaries and full-crunch blocks in red boxes like this one.

Berinncorte Militia (example)

CR ½; **XP** 200; TN Male or Female Human Fighter 1

hp 11; **AC** 12; **Fort** +3, **Ref** +0, **Will** -1

Init +0; **Speed** 30 ft.; **Senses** Perception +2

Str 14, **Dex** 11, **Con** 12, **Int** 9, **Wis** 9, **Cha** 10

BAB +1; **CMB** +3; **CMD** 13

Melee light mace +3 (1d6+2)

Feats Alertness, Light Armor Proficiency, Combat Reflexes

Skills Climb +1, Perception +2, Sense Motive +2, Swim +1

Special Qualities Bonus Feat, Bonus Feats, Skilled

Possessions light mace; leather armor

PC Replacement Opportunities

No way around it: **Dark Obelisk: Berinncorte** is a gruesome, brutal, and challenging adventure, particularly for low-level parties. Unless the PCs are exceptionally fortunate with their dice, or if they or the GM railroad themselves into a very rapid escape from the city in **Act Three**, it's unlikely that they will all survive.

Each gaming group has its own perspective on what to do about PC demise. Many GMs enforce death as a consequence of decision-making, and if your beloved PC dies, so be it; roll up another character and start over again. Other groups are more in the storytelling aspect of things; lenient GMs will take every measure necessary to make sure that every single PC makes it through, no matter how bone-headed their decision-making or horrible their luck.

If one or more PCs die in the course of this adventure, the GM has some options. You may of course enforce the death, and either have the player roll up a brand-new first-level character, or create a character of a level matching the lowest current level of surviving party members.

Alternately, sprinkled throughout the adventure are **PC Replacement Opportunities**, denoted like this:

Replacement: Dimblegruffe (example)

The blacksmith is an excellent replacement for Fighters, Barbarians, Paladins, or other martial characters. Please refer to page 485 for her detailed information.

These opportunities are chances for the specified NPC to be "taken over" by the player who lost a PC. This way, the player doesn't have to slow down play creating a new character, and the party can keep going.

This should be viewed as an opportunity for roleplaying: the GM may consider showing the player the detailed information for the NPC they are assuming control over, and the player should be encouraged to act as though their new PC had that background, secrets, and so on.

The gaming group is encouraged to roleplay the "taken over" NPC as though s/he still had their place in society and the greater scope of the adventure, and **Adventure Path**. For example, if a player takes over an NPC who hates a rival NPC, then subsequent interactions between the "taken over" PC and that rival should reflect that animosity in the player's roleplaying.

Variable Challenge

Dark Obelisk: Berinncorte was designed initially as an adventure for four to six first-level PCs. However, one of the things that has frustrated many GMs is that adventures are almost universally designed in this manner: for a specific level of challenge, or at most, a very narrow range of PC levels (e.g., "4th to 6th level").

There are many advantages to this approach, not least of which being the guarantee that all challenges (monsters, traps, and NPCs) are calibrated very specifically to that narrow zone of difficulty.

The drawback, of course, is the narrowness of that range. GMs wishing to run a module designed for 10th-level PCs, for example, are either flat out of luck, or have to do some fairly intensive work to scale the content up or down to better align with the PCs she is playing with.

The degree to which a particular GM, or even gaming group, enjoys perusing and tweaking game statistics—"crunch", in common parlance—varies, of course. Some GMs love crunch, and spend a majority of their prep time creating and refining their challenges to ensure the crunch is accurate and appropriately challenging. On the other end of the spectrum are "by the seat of their pants" GMs, who ignore crunch almost entirely, rarely referring to stat blocks lest it distract from the focus of storytelling.

This adventure, and in a broader sense, **Infinium Game Studio**, does not want to judge as to which approach is "better" or "worse". What matters is that you have fun and enjoy yourselves!

However, we do want to make it as easy as possible to play this adventure no matter what level your PCs happen to be.

Experience Points and Reward Nuggets

There are many ways of calculating, dispersing, and accounting for experience points (XP) in a Pathfinder gaming group. What follows is a method that I have used over the decades, and it's been a lot of fun. Although it may not be for every gaming group—your mileage may vary—it's an interesting spin on traditional methods, and the approach may work for you.

Whether this approach works for you or not, however, it's worth reading through, because all of the Quests in this adventure denote XP awards using this method.

I Want Candy

In the author's early days as a GM, I tossed out candies as rewards to the players when their characters did a good job. Candy could be distributed for defeating a kobold, picking a lock, dodging an attack, convincing the castle guard to look the other way, or any of the ordinary actions whose conse-

quence typically involve experience points.

However, I also gave out candy for good roleplaying, convincing dialogue, outstanding (or horrid) emulation of accents, meta-jokes about the circumstances of the game that were truly hilarious, suggesting things to me as the GM or other players that took the story in a new direction, or—and I have to be honest, here—helping me as a GM.

My general rule was, if I forgot a rule, and you pointed it out in a way that didn't make you seem like a jerk, then you got rewarded. This could be something as innocuous as reminding me that your elf ranger's longbow was firing +1 arrows, or as significant as reminding me that a certain piece of equipment granted a reroll to a critically-failed outcome.

Generally speaking, candy rewards were given out in my games for anything—literally, anything—that made the gaming experience more fun. Doorbell rings, and the pizza's here, and your character is tied up in the cyclops' cave, so you know you won't be doing anything for a few minutes, and so you go and grab the grub, and tip the delivery guy—that's worth a candy. Tell a funny joke—that's worth a candy. Save the life of your comrade, only to drug him unconscious and use him as a prop, in the manner of Weekend at Bernie's—okay, that's a little ghoulish, but it's in charcter, and amazing, so, yeah, that's three candies right there.

Candy as XP

Candy is awesome, though for one of my gaming group, who was a diabetic, it was a controlled and mindful awesomeness. But even the most free-wheeling player wants their character to level up. I get it.

At the end of each gaming session, my players would "turn in" their candy wrappers. Each wrapper represented something gone right, a good deed done—and therefore it was converted to XP. Generally speaking, no matter what the PCs' levels, no matter what the adventure, 10 candy wrappers meant you advanced to the next level. If you fell short—let's say, you only got 6—then it meant you were closer for next gaming session (i.e., 4 needed in this example).

As years went on, it became a bit less practical and/or healthy to urge my friends to consume at least ten pieces of candy every time we got together, and so the approach was tweaked. Instead of candy wrappers, gold stars, or spare dice in a particular color, or Warhammer 40,000 figurines. The point was, you got a token, a "nugget" of reward, which was later converted into XP.

Rules lawyers hate this method, and I respect that. But even the most hardened min/maxer eventually recognizes that this approach, despite its drawbacks, keeps play flowing quite quickly, and keeps everyone focused on what I believe should be the goal of any roleplaying game session.

Namely: to have fun!

Reward Stars: The Formalized Approach

Whether or not you appreciated the above anecdote, or the approach it describes, it's required reading, because now we'll get to how it applies to **Dark Obelisk: Berinncorte**.

As with everything else in this book, the GM is encouraged to completely ignore or change this approach if you feel it would make it work better for your gaming group.

The following represent opportunities to gain an experience point reward in this adventure:

- **Defeating** monsters and NPCs.
- Avoiding traps, picking locks, or otherwise **overcoming obstacles**.
- Succeeding in **skill challenges** or checks.
- Fulfilling other objects in pursuit of a **Quest**.

Monsters and NPCs in this adventure list the **XP** reward the PCs should obtain for defeating them in combat. They also list the number of "**Reward Stars**" players should receive for success. This is denoted like this: **+2**.

Think of a **Reward Star** as a sugar-free and abstracted version of a piece of candy from the earlier anecdote: players receive one or more most times that they achieve something in the game.

Locks, traps, and skill checks are typically "quadded"; each level of **CR** lists a suggested **XP** reward, but also a number of **Reward Stars**.

Quests only list **Reward Stars**. This is because **Quests** should be fun, interesting, and above all, useful to the PCs, but shouldn't be game-breakingly powerful or ignorably impotent. A simple delivery quest, for example: what should that be worth? **500 XP**? For a level one character, that can be almost halfway to levelling up; for a level 19 character, that makes for a completely worthless diversion. Using **Reward Stars** solves this problem, by automatically scaling the reward to be significant regardless of character level.

If you follow the approach I've used, then at the end of each gaming session (or in between sessions, or at the start of the next session, whatever works best for your schedule), convert the **Reward Stars** to traditional **Experience Points**.

The GM is heavily encouraged to augment the rewards documented with additional rewards, for perhaps-less-tangible contributions: good jokes, helpful behavior, playing fair and nice, being a good sport, paying for or even just ordering dinner, that sort of thing.

Such "intangible rewards" should be general in nature: a good, timely joke should be rewarded with a chunk of XP that's meaningful and helpful to the PC in question, whether they're level 1 or level 19.

Stay In Character... Or Else

In rare cases, or with certain gaming groups, the GM should reserve the right to remove or revoke the **Reward Stars** a particular player, or the group entire, has earned.

Such penalties should not be applied in a discouraging manner, or against players who are genuinely trying, but whose luck is simply poor, or for whom things just aren't working out. Indeed, successful roleplaying in the face of dire circumstances should be rewarded more!

Reward Stars should only be revoked if the player is detracting from play, distracting others, making inappropriate jokes not appreciated by the rest of the group, not paying their fair share... or just generally being a jerk.

Converting Reward Stars to XP

Each **Reward Star** represents different **XP** depending on what your current level is.

If you've assigned **Reward Stars** to a particular PC, use the character's current level on the table below to convert to an **XP** reward.

On some occasions, you may instead have granted **Reward Stars** to the party as a whole. In this scenario, calculate the **Average Party Level** (APL) as you normally would, and use that on the table below to convert the reward to standard **XP**.

If a PC has more than the minimum sufficient **Reward Stars** to advance in level, they may continue to advance! In such a scenario, count Stars using the PC's current level, until they level up. Any remaining stars are converted to **XP** using the character's new level. In exceptionally rare circumstances—or with exceptionally indulgent GMs!—this may involve a PC levelling up multiple times between sessions, though such power-levelling is generally discouraged.

Finally, in addition to different methods of determining rewards, gaming groups tend to have different theories as to how rapidly characters should level up. Slow, average, and fast tracks are shown here, which scale to the corresponding Character Advancement experience point totals in the ***Pathfinder Core Rulebook***.

For purposes of **Reward Stars**, the following standard has been used:

- **Slow** advancement requires 15 **Reward Stars** to advance.
- Advancement with the **Average** progression demands 10 **Reward Stars** per level.
- Only 5 **Reward Stars** are needed to advance following the **Fast** track.

Table 2: Converting Reward Stars to XP

Level, CR, or APL	Slow	Avg	Fast
1	200	200	260
2	300	300	400
3	433	400	540
4	600	600	800
5	800	800	1,000
6	1,200	1,200	1,600
7	1,600	1,600	2,200
8	2,533	2,400	3,200
9	3,000	3,000	4,200
10	5,000	5,000	6,800
11	6,333	6,500	8,000
12	9,667	9,500	13,000
13	12,667	13,000	17,000
14	19,333	19,000	26,000
15	26,333	25,500	35,000
16	36,667	41,000	50,000
17	53,333	50,000	70,000
18	76,667	75,000	100,000
19	100,000	105,000	140,000
20	n/a	n/a	n/a

"Quadded" Stat Blocks

Toward the goal of having an adventure that can be run with PCs of various levels, all NPCs and monsters in this adventure have four separate sets of statistics.

These represent iterations of the creature in four distinct scales of challenge. These scales are referred to, in ascending difficulty, as **Low**, **Moderate**, **Advanced**, and **Elite**.

Low-level statistics are the default, and are intended for parties of 1st to 4th level PCs. Typically, the **Low CR** for a creature will be in the range of fractional, up to 4.

Moderate statistics present a bit more challenge, and are meant for 5th to 8th level PCs. **CRs** can be in the range from 4-10.

Advanced creatures give even more of a fight, representing **CRs** in the range of 10-15, and are meant for adventurers of the same levels.

Elite monsters and NPCs are the most evolved, and present formidable difficulty in the 12-20 **CR** range. These stat blocks are designed for PCs above 15th level.

To avoid confusion, elsewhere in the text outside of the creature's quadded stat block definition, the statistics referred to are the **Low**, or default, block. For example, the condensed, "vital stats" block that is shown in red where the NPC or monster is introduced in the adventure uses the **Low** values.

Quadded Challenge Blocks

Skill challenges and checks, traps, poisons, and obstacles sometimes have quadded stat blocks as well.

Although nearly all NPCs and monsters have quadded stat blocks, not all other game elements do. This is intentional. It represents the reality that although monsters and people might be of advanced difficulty, the city of **Berinncorte** exists in a typical, average fantasy realm—DC 50 Mythic-caliber locks simply doesn't exist, let alone on every door in town!

Below is an example of a door that has a quadded challenge block. The icons represent the scale of increasing difficulty; from top to bottom, they are **Low, Moderate, Advanced**, and **Elite**.

Locked Secret Wooden Door

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 16; **Break** DC 20; **Disable Device** DC 18

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 20; **Break** DC 24; **Disable Device** DC 22

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 22; **Break** DC 26; **Disable Device** DC 24

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 24; **Break** DC 28; **Disable Device** DC 26

Incorporation

Some gaming groups are comfortable just sitting down around a table and starting things off by the GM informing everyone "all right, you're in the Central Tavern on Main Street of Middle Town. What do you want to do?"

However, many gaming groups desire a bit more context. Particularly for play styles that emphasize storytelling, it can help for players to have a bit of information about the game world. What sort of law and order are kept, and by whom? What good and evil forces roam the land? What is the history of the region, and what wars or struggles have occurred or whose influence lingers still? And above all, what does the surrounding territory look like, and what are our options in terms of travelling elsewhere?

To play **Dark Obelisk: Berinncorte**, there are a few options to choose from to introduce your players to the larger world. Which option you select as a GM, and as a roleplaying game group, will depend mainly on how you want this adventure to tie in to the larger world and/or campaign setting.

Throughout the adventure, you will see sidebars that describe how a particular encounter may play differently depending on your approach to tying this adventure into a larger gaming world.

As a Start to the Adventure Path

This is the simplest option to using this adventure: simply generate your party's new characters and get going! Make sure you have a good variety of characters, races, classes, and so on represented.

Then, feel free to "drop" the party wherever it makes the most sense to do so—the inn (p 124) or tavern (p 113) being particularly traditional choices.

Using With an Existing Campaign

The plot, NPCs, and other elements of **Dark Obelisk: Berinncorte** do not hinge on a dependence to a particular gaming world. As such, it should be straightforward to use this adventure as a one-off module in the context of a grander, established campaign setting-—either one "off the shelf", or one of the GM's own creation.

In fact, **Dark Obelisk: Berinncorte** does not require you as a GM to have any larger gaming world established, described, or chosen. You can just play it as-is. If you choose to continue playing the other modules in the **Adventure Path**, you can spool out additional details about the gaming world as they become relevant; for any given moment in time, your gaming group can focus simply on the plot and action happening that moment, and leave the world-building and grandiose backstory for a later time.

Where In the World...?

Berinncorte City was designed to be somewhat typical in nature and needs in terms of where it could be placed in a n existing or new game world.

Realistically, it can "go anywhere", so long as that context isn't too extreme—for example, it probably doesn't make much sense to have **Berinncorte** atop a mountain surrounded by a moat of lava!

Berinncorte can be situated in any temperate climate. The intended, explicit environs surrounding Berinncorte will be elaborated upon in subsequent campaign material, but suffice it to say that all of the following elements are nearby:

- **Forest**, very close by.
- The **river** (p 113), that flows through the city in the southwest corner, of course continues to the west and south.
- **Hills** to the north. These will play a major role in the second component of this intended **Adventure Path**.
- **Mountains**, a bit farther off to the north.

As a Start to a New Campaign

You may wish to use this adventure to kick off a new campaign... but don't necessarily want to follow the **Adventure Path** to which it leads. Or, you may have an established campaign in mind

In such circumstances, feel free to ignore or amend any references to geography beyond **Berinncorte** found throughout the adventure. You can "place" **Berinncorte** anywhere you like within an existing map, campaign setting, or geography that makes sense. In doing so, remember that **Berinncorte**, while featuring some significant qualities, is not meant to be a geographic, economic, or political hub, and is in fact intended to be somewhat remote relative to other towns and villages.

You can also use **Dark Obelisk: Berinncorte** as a "transitional adventure" to change the setting, context, or theme of an existing adventure campaign. This is a bit trickier, since this module is meant for first-level characters. However, experienced GMs can modify the difficulty of challenges found herein to adapt the content to be a suitable match for more powerful PCs. Used in this manner, you can use the obelisks' eruptions to disrupt existing cities in your campaign world—if you're up to a bit of tweaking and advance preparation, you could even adapt the adventure so that it takes place in an existing city of your choice!

Hooks and Links

If you're looking for reasons that the party seeks out **Berinncorte** or begins their tale of adventuring there, here are some ideas. Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class. As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to travel to **Berinncorte**.

Paladins

Rumor spreads of a growing angst between the **Sheergath Temple** (p 158) and the **Zugul Church** (p 58) in **Berinncorte**. A Paladin's local church, priest, or lay staff may request that the party's paladin assist, or explicitly task the PC with a mission to investigate the source of the strife and negotiate a truce between the factions.

Rogues

Every thief worth her lockpick knows that **Berinncorte** sports a wide variety of lucrative challenges—the fishery,

the apothecary, the two richly-appointed churches, and the elaborate **Mayoral estate** (p 86). Such a test of the nimble-fingered adept's talents should prove more than enough to merit a journey. If none of the party's rogues takes the bait, you could always have a known ally or fellow rogue mention outright that **Berinncorte** has "good sport" and is "worth yer while".

Fighters and Martial Characters

For such a small village, **Berinncorte** boasts a substantial militia, and its training facilities and **Barracks** (p 180) are renowned for their combat prowess. Even the most skilled or jaded warrior could learn a thing or two... or so go the rumors.

Arcane Classes

Berinncorte's Library (p 180) is one of the best in the region, and its magical services outstrip those of towns much larger in size and economy. It's said that the library contains spells not otherwise available in the area... and that its workers, properly motivated, cater to all manner of arcane leanings.

Divine Classes

Between the **Sheergath Temple** and **Zugul Church**, and the growing turf war between them, there's more than enough incentive to provide clerics of virtually any alignment. Those of Chaotic or Lawful faith will have an immediate sympathy with the church that is given to their alignment. Those of Evil or Good faiths may have reasons to support one or the other church, but may not immediately see it as a priority to get involved. True Neutral faiths may feel compelled to remain impartial.

If you are still having difficulty engaging players along the lines of faith, you can always indicate that although the particular faiths involved may not relate directly to the interests of the party's cleric, the strife is but an example of the threat of greater ecclesiastical conflict in the region—peace between faiths that are not meant to have actively at war is ultimately in the interest of all gods!

Monks and Druids

These classes have a bit more difficulty being drawn to a place such as **Berinncorte**... at least initially, before the Obelisk's arrival. The town does feature some excellent natural resources, a beautiful river, gardens in excess of what might normally be found in a village of such size... it could be that a monk or druid wants to investigate further in order to find peace and ensure that the townsfolk are living in harmony with the bounty they have found themselves near.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Ecclesiastical Strife

Mentioned before, and in more detail later, the growing conflict between the **Sheergath Temple** and the **Zugul Church** in town is cause for interest across the region.

A Solid "Base Camp"

Divine and arcane spells, a talented—if evil—apothecary, arms and armor galore: **Berinncorte** has abundant resources for any adventuring party. If nothing else, it could serve as an outstanding base of operations from which to explore other dungeons, caves, and areas of interest in the greater geography. Although the details of the region are discussed in greater focus in subsequent elements of the **Adventure Path**, a party looking to start their adventuring careers could do far worse than **Berinncorte**.

Friends of Olde

Many of the prominent NPCs in **Berinncorte** come from an adventuring background. It's feasible that one of them was mentor to a party member years ago, or a close ally to their mentor now. A dying relative or father figure, a deathbed nostalgia for exploits "back in the day", or other motivation could be just enough to convince a party member to make the journey to the city... or simply to justify why they are starting their career in the town.

Feel free to adjust the manner of introduction for key NPCs if this approach is taken. For example, the PCs may enter the town with instructions to go directly to the **Blacksmith's hut** (p 100), or they may simply begin their adventuring in the **Town Square** (p 71).

Plot Overview

Although **Dark Obelisk: Berinncorte** does not have a great deal of linear plot, there are some key events that drive the story along to its conclusion.

Regardless of the motivations or actions of the PCs, the following is an outline of the events that comprise the adventure from start to finish. Within most of these key stages, the party is free to engage in a number of different activities and side quests if they so desire:

- **Act 1: Berinncorte City** (p 38).
- **Act 2: The Obelisk Eruption** (p 228).
- **Act 3: Berinncorte City Aftermath** (p 258).
- **Adventure Epilogue** (p 416).

The Campaign World

Overview

Aquilae, the campaign setting in which **Berinncorte** is located, will be elaborated and described in detail in other books by **Infinium Game Studio**. This is partly due to limitations of length: a focused narrative on the campaign world would itself take longer than the adventure itself! Scope is a factor, as well—too much about the broader game world may distract from the immediacy of the "day-to-day" plot of this particular adventure.

However, the biggest reason for an abbreviated depiction of the game world is that there is much, much more to this realm than meets the eye... and the events of this adventure, while seemingly isolated and bizarre, play a large role in the revelation of these attributes.

Dark Obelisk: Berinncorte aims to provide sufficient description of the larger campaign setting so you as a GM have what you need to run the adventure. While this is primarily limited to things that directly affect the narrative and activities in the adventure, there are some aspects of **Aquilae** that you may want to bear in mind as you guide the PCs through events—so you don't have to "backtrack" in subsequent components of this **Adventure Path**.

What You Need to Know

Here's an executive summary of important aspects of the realm that may affect how you portray the game world in the context of this adventure:

- **Gods** are real, and many. (See **Religion**, below.)
- Nearly every sentient being pays **tribute** to one or more gods. (See **Tribute**, below). Typically this is through tithing to the appropriate **church**, or **government**.
- **Tribute** can be done in the form of monetary wealth, artwork or valuables, or a devotion of magical power. No matter what the form, nearly all tribute actually does end up being transported to the gods themselves!
- There is a power struggle between **Sheergath**, the chaotic-neutral god, and **Zugul**, the lawful-neutral deity. Both gods have churches in town.:
- **Zugul's** church is larger (and even has its own administrative building and garden).
- Though officially neutral in the matter of religion, and though officially the city has no formally designated religion, it is difficult to ignore the political and social implications that **Mayor Symms** (p 490) is a devotee of **Zugul's**.
- The **Berinncorte Militia** (p 24), a major faction in town, is by nature a lawful organization. Though many members of its ranks worship **Zugul**, the militia itself has no official religious leanings.
- The **Obelisk Eruption**, and the titular **Dark Obelisk** itself, are harbingers of a much greater encroachment of chaotic and undead forces into **Aquilae**.

High Ability, Low Tech

"What I'm fighting for is to prove I'm a better man than the others. There's many a man worse than me, and some better."

—Sgt. Buster Kilrain, *Gettysburg*

Leafing through the substantial ***Dramatis Personae & Bestiary*** accompanying book, you may notice that the **Ability Scores** of most key NPCs are not what might be considered "average". This is by design.

There are many schools of thought as to the differences, if any, between a player-character and a non-player-character, or a commoner. Are the PCs superhero-caliber individuals, each imbued with something special that drives their capabilities above and beyond that of normal people? Or instead, are the PCs just people, pretty much the same as everyone around them—they just happened down a different path than others, but one that others weren't prevented from taking by some innate quality or limitation.

It's possible to have a great deal of fun with either philosophy, or anywhere in between. This adventure, the city of Berinncorte, and the realm of **Aquilae** all operate under the theory that people are people, and most

In addition to which, **Berinncorte** sports a goodly number of fairly talented individuals. Hence the stats.

If your gaming group rebels against this sort of approach, you as a GM are of course welcome to "handicap" any or all NPCs so that they are more in line with your players' expectations of what is considered "normal".

Religion

Gods play a major role in **Aquilae**. The pantheon is varied and vast—dozens, perhaps hundreds, of supremely powerful beings. It is exceptionally uncommon to find someone who is not a devotee of at least one higher power—and there are many who are advocates of multiple gods. The general mindset of most sentient beings in **Aquilae** is an open acknowledgment, an agreement that all gods exist. Devotion to one or more gods in particular merely means that you favor their perspective on things... and, with any luck and enough tribute (see below), those gods return the favor by aiding you from time to time when it is needed most.

One might think of Roman and Greek mythology as a good comparison here: there are many gods, and while they are all immortal and wield immense power, they all share certain "human" weaknesses, such as a proclivity for playing tricks and engaging with mortal affairs. Some gods are more powerful than others, and the "society" of gods is a rich and storied plot unto itself which most mere mortals rarely glimpse.

Tribute

If you pray, you pay! Everyone, in every religion, gives money and resources to their god. In almost all cases, this is done through the church, though in remote situations, tithing in this manner can be quite difficult. Even isolated hermits typically worship at least one god.

Many devotees do not live near a temple of worship for their deity. The pantheon is flexible, however: any worshipper, of any god, can visit any church, and donate their tribute there. Part of each church's responsibility is to make sure all tribute eventually gets sent to its appropriate god.

To be clear: in **Aquilae**, churches are kind of a form of tax center. And all tribute does in fact end up being shipped off to the gods themselves.

The mechanics of tribute, of how it gets processed and where it goes, how it actually gets to the objects of worship, and the nature of the gods themselves will all be discussed in greater detail in subsequent campaign books.

About Religion Profiles

The profile of a religion contains the following information. It's important to note that the descriptions provided apply to the religion entire, and not merely to the presence of the religion within Berinncorte city limits.

Icon / Badge / Symbol: A description of the kind of iconography used to represent the religion, as well as an example of the badge itself. This symbolism finds its way into sculpture, vestments, armor, shields, flags, writing, personal and atop-building holy icons, and other visual representations involving the faith.

Alignment: Most religions have one or more alignments that describe the majority of the faithful. In most cases, this is a single alignment, and adherence to it is either a strict prerequisite for membership, or at minimum a strong recommendation.

Worshipers: The sorts of followers this faith tends to attract.

Domains: One or more domains and/or subdomains associated with the deity. Particularly important for clerics of that deity to determine domain-oriented spells.

Favored Weapon: One or more weapons that tend to be associated with the deity. Clerics of this faith tend to carry this sort of weaponry.

Description: General notes and comments about the religion, its members, its power and influence.

Sheergath, God of Resigned Fate

This Chaotic Neutral deity has a significant presence in **Berinncorte**—the second-largest building of religious significance is devoted to her. Most lower-class citizens worship **Sheergath**; nearly all well-off citizens do not.

Sheergath, God of Resigned Fate

Icon / Badge / Symbol: A goat head, or a female face with goat horns and/or goatee

Alignment: Chaotic Neutral

Worshipers: peasants, laborers, commoners

Notable Worshipers: Larissa the Elder, Denzys, Unglar

Domains: Chaos, Liberation, Death, Earth

Favored Weapon: sickle

Description: Usually depicted as a female, humanoid but with some goatlike features (goatee, and three small horns atop her head). Followers typically worship her out of a sense of disenfranchisement, of feeling as though their voice is not heard and their interests not served—either by government, faction, or other religions.

Religious Strife in Berinncorte

There is a power struggle of a sort between **Sheergath** and **Zugul** in the city. **Zugul** has the advantage in many ways: larger houses of worship, more powerful followers, and the influence of several key factions in town, most notably the **Berinncorte Militia**.

However, **Sheergath** has the advantage of numbers: the downtrodden and disenfranchised significantly outnumber the prosperous and powerful. The divide between gods in **Berinncorte** represents not only an alignment or theological difference, but one of perspective: chaos and law are at odds with one another, and each feels there should be less of the other if society is to be improved.

Many of the **Prime Catalysts** (p 35) for causing the **Obelisk Eruption** are related to this conflict between the gods.

Zugul, Lord of Order

Law and peace are the main tenets of **Zugul**... though he doesn't seem to care much how these goals are achieved. Paintings, carvings, sculptures and stories evoke a calm, rational man focused on the betterment of his fellow people. And although his depictions de-emphasize weaponry, his simplified sigil is a mace over a lightning bolt: force is a very real part of his character, and his following.

Zugul, Lord of Order

Icon / Badge/ Symbol: Lightning bolt and mace.

Alignment: Lawful Neutral

Worshipers: Merchants, military, government

Notable Worshipers: Cannock, Maghana, Daratis, Otibus

Domains: Law, Community, Protection

Favored Weapon: Light mace

Description: A bearded knight with long, greenish hair is typically how **Zugul** is rendered. He always carries a mace in his right hand, though it is depicted as smaller scale than the man himself, representing the necessity of force in a lawful society—but the preference for it not to law's foremost tool. His left hand sometimes bears a shield; other times, it is raised in greeting or command.

Factions

Dozens of factions, religious and secular, struggle for control and influence in the greater world of **Aquilae**. **Berinncorte** is a smaller village, somewhat remotely located, and although it is proximate to natural resources, it is not a crucial part of the greater territory.

About Faction Profiles

The factions discussed here are the ones with the greatest influence in the city, and those with whom the residents are aligned.

Each faction has quite a bit of information associated with it, as follows:

Badge / Icon: Iconography can be important in factions. The symbol of a faction might be used to inform members as to the whereabouts of meeting locations, signal membership to others, or simply as a form of medieval "advertising" to spread knowledge of the faction's presence.

Type: The general nature of the faction and its goals.

Alignments: Some factions enforce only certain alignments in their membership; others tend to attract those of a particular alignment. Many factions don't care so much about alignment, and welcome members from all backgrounds and demeanors.

Motivations: The driving force of the faction itself, or the common goal, behavior, or desires of its membership.

Day-to-Day Goals: What the group hopes to accomplish on a day-to-day ongoing basis. Typically, this is a more humble hope than Long-Term Goals.

Long-Term Goals: In addition to short-term goals, most factions have an over-arching agenda they realize may take a long time to bring to fruition.

Notable Philosophies: A phrase or mantra that best summarizes the beliefs of members.

Influence: How much power the group and its members wield, if pressed to do so. This can be political power, military strength, magical prowess, etc.

Reputation: The general sentiment those outside the group have of the group itself.

Leadership: The nature of the faction's leader(s), how they come to power, and under what circumstances leadership can change.

Inner Circle: In addition to Leadership, some factions also have an "inner circle" or group of Elders within their ranks. Such elite members are often privy to secrets about the faction and its motivation.

Size: Most factions have a fluctuating membership; the Size noted here is typically a range.

Stability: Thousand-year guilds or start-up social clubs, this indicates how likely the group is to still be around in a few years.

Enemies: If the group has enmity with any other factions, they are listed here. Sometimes, this is a general statement as to what sorts of people or organizations would be unwelcome in the midst of this faction.

Allies: Any formal alliances, or informal relationships, between factions are noted here.

Resources: This section describes how many resources the organization as a whole has at its immediate disposal—this can be arcane knowledge, money, or other assets.

Description: A summarization of the nature of the faction and its behavior. Anything noteworthy about the group that doesn't belong in another heading goes here.

Membership: Most groups won't let just anyone into their ranks—at least without getting to know them. Many groups demand something else, too: money, in many cases, but in certain factions, it may be necessary to embark upon a quest, create an item, discover new knowledge, save the life of an existing member, and so on.

Members: Description of the membership of the faction, whether any races, classes, etc. are forbidden.

Common Traits: If members have anything in common—either formally as part of their membership, or if many of them just happen to frequently have something notable about them—it is mentioned here.

Demeanor: The attitude of members, both in general (are they paranoid? Devout? Irrational?), and in the context of the faction itself (do they deny the group even exists? Are they proud of their membership?).

Tribute & Dues: Factions are not religious, but the gods and governments of **Aquilae** demand that even those who choose a secular lifestyle contribute as they are able. Nearly all factions collect at least a **1%** tribute from each member annually. In all but the most extreme cases, members are not prevented from giving additional tribute to other religions or groups as they wish.

Factions in Berinncorte

Berinncorte City

Icon / Badge: A rounded-kite shield, quartered with crimson and parchment.

Type: Government.

Notable Members: Dominika Symms, Cannock, Gurth, Ota Kuiduru, Oneib, Welby Goodbarrel

Alignments: Any allowed, though Lawful predominates.

Motivations: Keeping a city running.

Day-to-Day Goals: Keep **Berinncorte** running; maintain order.

Long-Term Goals: Help the city and its inhabitants to thrive by establishing relationships, trade, and investing back in infrastructure.

Notable Philosophies: Law and order are the most effective means of running a city.

Influence: Average.

Reputation: Good.

Age: Mature (~125 years).

Leadership: Autocracy (**Mayor Symms**).

Size: Small (~30 members).

Stability: Highly Stable.

Enemies: None officially.

Allies: Other cities in Aquilae.

Resources: Above Average.

Description: This is the government of **Berinncorte**, to which some notable NPCs are allied.

Membership: All members are either hired or appointed by the government.

Members: Typically Lawful or Lawful Neutral citizens with a knack for administration, or a special skill.

Common Traits: Other than their Lawful alignment, government officials tend to like their city. **Berinncorte** may not feature the social life, culture, or other features of larger cities, but it is prosperous enough, and most of its citizens enjoy their lives and feel secure.

Demeanor: Effectiveness and efficiency, law and order are the goals of most government employees.

Tribute & Dues: Employees are expected to **Tribute 1%** of their wealth annually to the city. Citizens are also expected to tribute, either directly to the city, or to one of its factions or religions. As always, employees or citizens are welcome to tribute additional wealth to **Berinncorte**, though in practice this hardly ever happens unless the citizen in question needs something specific from the government. In theory, this is not quite as quid-pro-quo as it might seem; typically the extra tribute is paid to the city by way of thanks for extra effort.

Berinncorte Militia

Icon / Badge: The **Berinncorte** coat of arms, crossed by a silhouetted sword.

Type: Defense.

Notable Members: Ash "Executioner", Debran Ormrick, Amadan, Skutt Krundarr

Alignments: Any allowed, but tend toward Lawful.

Motivations: Keeping the peace.

Day-to-Day Goals: Maintain order, stop crime.

Long-Term Goals: Hunt down criminals and help improve the quality of life of all citizens by providing for the common defense.

Notable Philosophies: Peace comes from a well-trained and capable security force who walk among the people and know their neighbors.

Influence: Above Average.

Reputation: Good. Though some may balk at the Lawful state of things in the city, few can argue with the results.

Age: Mature (~100 years).

Leadership: Militia Master Tansden is in charge of the force.

Inner Circle: There are several others with leadership positions within the Militia: **Vice Master Skutt Krundarr, Armsmaster Amadan, Trainer Ash,** and **Treasurer Debran Ormick.**

Size: Large (100-500 members).

Stability: Highly Stable.

Enemies: No true enemies as such, but many magic-oriented guilds and factions tend to be at odds with their goals.

Allies: None.

Resources: Very high.

Description: Rogues and knowledge workers, inventors, problem solvers, sages... any geeks who love the thrill of adventure are welcome to join, so long as they prove their creativity.

Membership: Requires inventing something and giving the schematics to the Order.

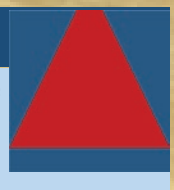
Members: Inquisitive and creative people of all races and backgrounds.

Common Traits: Members tend to be a bit, um, odd, in their demeanor, easily distracted, but also easily focused on a single purpose. Driven, dedicated, and unshakable in their belief that they can and will execute what the dream about.

Demeanor: Members aren't secretive, but they do guard membership quite jealously—it's a mark of prestige to them to be a member, and they want to ensure new members are up to snuff.

Tribute & Dues: Members are required to Tribute a minimum of 1% of gained wealth, though general expectation is that members will also gift additional resources, particularly those who create inventions. Non-members wishing to Tribute to the faction may pay an additional 1% or more as they desire.

The Scarlet Path



Icon / Badge: A dark red road-shaped triangle pointing north.

Type: Intelligence, Politics, Policy.

Notable Members: Biggen Gurble, **Hueykins**

Alignments: Lawful Evil (predominantly).

Motivations: Power and control.

Day-to-Day Goals: Know everything, of everything, about everyone.

Long-Term Goals: Gain control and influence of everything.

Notable Philosophies: Wealth is of use only as a means to furthering the ends of the faction.

Influence: Below Average.

Reputation: Poor.

Age: Ancient (though with different names over the years).

Leadership: Council, with Councilmaster. Councilmembers are elected via open ballot. Bribes to leaders are outlawed, though gifts as thank-yous are commonplace. Leadership is typically competent and decisive. Audiences with the Council are rare, and by special arrangement only.

Size: Large (100-500 members).

Stability: Highly Stable.

Enemies: All other factions, really, in theory.

Allies: Typically any LE-aligned faction. Other Lawful and/or Evil factions, for convenience.

Resources: Many. Merchants, politicians, and sages belong.

Description: Secretive and operating under the cover of shadow, The Scarlet Path nevertheless wields immense influence across Aquilae. In some cities they operate nearly in the open as a poorly-kept secret; in others, their presence is

known only to those agents stationed there.

Membership: Requires influence, action, and acknowledgement by existing members.

Members: No distinguishing characteristics... that's the whole point!

Common Traits: Appear as normal people, but nearly all members are Lawful Evil.

Demeanor: Members tend to be secretive about the faction, but not necessarily secretive individuals—they "hide in plain sight".

Tribute & Dues: The Scarlet Path requires a Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire.

Lowman's Group

Icon / Badge: A utensil (frequently a spoon) silhouetted against a plate (typically a simple circle).

Type: Social / Support.

Notable Members: None.

Alignments: All allowed and accepted.

Motivations: Support of the needy.

Day-to-Day Goals: Ensure all members have access to basic human requirements such as food, shelter, and transportation.

Long-Term Goals: Ensure all members prosper by lending whatever form of other assistance a given member requires at a certain point in their lives.

Notable Philosophies: There is no one so noble who cannot fall low; there is no one so low who cannot gain ground.

Influence: Average.

Reputation: Excellent. Though many disagree with either the aims and/or the methods the group employs, ultimately, it's only members who are affected.

Age: Recent (<10 years).

Leadership: Head of Household and a leadership committee of 4 other Family Leaders. All positions rotate twice a year: the current Head of Household may become a Family Leader; any Family Leader may be elected Head of Household by the other Family Leaders; any Member may be elected a Family Leader by her peers. Family Leaders who do not become Head of Household rotate out automatically. While this approach introduces a fair amount of chaos and inconsistency, it meets the group's goals of fairness and offers ample opportunity for always-fresh perspectives in positions of authority.

Size: Medium (80-300 members).

Stability: Fairly Stable. Membership waxes and wanes a great deal; the largest problem is ensuring members maintain their commitments to the faction after achieving prosperity of their own.

Enemies: None.

Allies: Medical, religious, or other factions who help the impoverished, ailed, downtrodden.

Resources: Slight. The institution itself has almost zero resources to speak of; individual members have their own wealth such as it is.

Description: Lowman's Group was formed by a bartender whose best customer drank himself to death, alone. Out of guilt that the bartender never got to know the customer, even though he was there constantly, he started this faction as a kind of a social club, networking, and outreach program all in one.

Membership: Members must guarantee shelter and food, or accompaniment for travel, for any other member. Any member may apply for financial, protective, magical services, or other assistance from the Head of Household and the Family Leaders. Outside of brief room and board, supplicants must inquire formally at the faction lodge, and make their case. Any supplicants whose request is denied automatically suffer demotion of one level of membership. There are "levels" of membership in Lowman's Group. Each level increases the burden: one week's room and board, one day's journey, one spell level of magic per month, and one percent wealth tithe contribution, per level of membership.

Members: Used heavily by very unfortunate or low level adventurers, or former adventurers who have fallen on hard times. Drunks, addicts, and others chronically in need of external assistance also tend to be foul-weather adherents.

Common Traits: None, though it's rare to find a truly prosperous / wealthy member.

Demeanor: Members tend to have a relaxed, calm, and generally warm attitude toward strangers, out of the knowledge that anyone else might also be a member.

Tribute & Dues: Lowman's Group collects no tribute itself, and keeps no resources on-hand as a central body. Members are required to donate up to 1% of their wealth to other members per level within the faction, within certain limits. Beyond that, special one-off gifts or devotion of wealth or resources are coordinated by the Head of Household and Family Leaders if a supplicant's request is granted.

Order Mechanique

Icon / Badge: One or more black gears against a dark field.

Type: Trade guild of inventors and tinkerers.

Notable Members: Blacksmith Dimblegruffe

Alignments: Any allowed, but tend toward Evil or Neutral alignments. Those of any Good alignment tend not to be allowed into the Inner Circle.

Motivations: Creativity, invention, advancement of technology.

Day-to-Day Goals: Get, and help others get, a little bit better at tinkering.

Long-Term Goals: Change the landscape of civilization by making truly impressive things possible through technology.

Notable Philosophies: Anything magic can do, technology can do... and perhaps a bit more reliably!

Influence: Below Average.

Reputation: Good.

Age: Mature (200 years).

Leadership: A single Guildmaster holds the reigns, but he/she is elected and holds office for only a single year at a time.

Size: Large (100-500 members).

Stability: Highly Stable.

Enemies: No true enemies as such, but many magic-oriented guilds and factions tend to be at odds with their goals.

Allies: None.

Resources: Very high.

Description: Rogues and knowledge workers, inventors, problem solvers, sages... any geeks who love the thrill of adventure are welcome to join, so long as they prove their creativity.

Membership: Requires inventing something and giving the schematics to the Order.

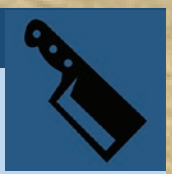
Members: Inquisitive and creative people of all races and backgrounds.

Common Traits: Members tend to be a bit, um, odd, in their demeanor, easily distracted, but also easily focused on a single purpose. Driven, dedicated, and unshakable in their belief that they can and will execute what the dream about.

Demeanor: Members aren't secretive, but they do guard membership quite jealously—it's a mark of prestige to them to be a member, and they want to ensure new members are up to snuff.

Tribute & Dues: Members are required to Tribute a minimum of 1% of gained wealth, though general expectation is that members will also gift additional resources, particularly those who create inventions. Non-members wishing to Tribute to the faction may pay an additional 1% or more as they desire.

Meatsmiths



Icon / Badge: A black cleaver against a dark field.

Type: Trade guild of butchers and animal farmers.

Notable Members: Ganyc, **Aramil Xiloscient**

Alignments: Any allowed and supported.

Motivations: To ensure meatcraft is viewed as a prestige profession, and to encourage high protein prices.

Day-to-Day Goals: Advocate for, and increase, meat sales.

Long-Term Goals: Identify ways to reduce cost and increase quality and diversity in the harvest. (Note, however, ulterior motives in Description!)

Notable Philosophies: Butchers and farmers have difficult jobs, and it's not easy to ensure a quality product.

Influence: Below Average.

Reputation: Poor. In addition to being a somewhat gruesome profession, many question why these workers in particular need a guild to begin with.

Age: Mature (100 years).

Leadership: A single leader, called "the Cleaver". He or she rules the entire guild alone, and gets to decide when and if they retire, and who takes over the position. In practice, political and peer pressure are exerted if the Cleaver is found to be doing a poor job; the voice of members is certainly heard, even if there is no formal obligation to respond to them.

Inner Circle: There is also an Inner Circle of high-level members, typically between 19-40. These members are part of a dark and necromantic offshoot of the faction focusing on Fleshcraft: golems, augmented constructs, body manipulation, and enhancements. It's gruesome and macabre, but their work promises to bring about implants that bridge the gap between man, machine, and magic.

Size: Medium (50-200 members).

Stability: Somewhat Stable. The "face" of the guild is certainly stable, as the profession will always endure... but the faction's ulterior motives, if discovered, would lay waste to the group fairly quickly.

Enemies: Lawful Good professions.

Allies: Typically any LE-aligned faction. Other Lawful and/or Evil factions, for convenience.

Resources: Slight. Butchers tend not to be the wealthiest of tradespeople, and those elite in the Inner Circle tend to be of arcane bent, spending nearly all their resources on necromantic components, research, and books.

Description: Butchers and animal farmers from all over are welcome to join the Meathsmiths, who focus on animal husbandry, creature farming, butchery work, sales and trade. They prefer the term "flesh artisan" to the simple "butcher", though in practice their term is used almost exclusively by members.

Membership: Automatic, if you're an animal farmer or a butcher and wish to pay Tribute to the faction.

Members: They're all butchers or farmers. Though those in the Inner Circle are members of these professions in name only; they are nearly all necromantic wizards.

Common Traits: Most butchers are members, and nearly all members are butchers. If anyone did some proper research and inquiry, they would quickly find that the faction's ranks hold zero members of Good alignment, however.

Demeanor: Members will name-drop the guild as often as possible, and imply that to be a butcher is to continue a long, and storied, tradition of flesh artisans who have worked and honed their technique for thousands of years, and so on.

Tribute & Dues: Those wishing membership in Meathsmiths must comply with Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire. Members or non-members may puzzle at how little the guild appears to do with these resources... this is because the Inner Circle spends nearly everything on necromancy.

Liquid Guardians

Icon / Badge: A stylized water droplet, typically dark green, against a dark field.

Type: Trade guild.

Notable Members: Aramil Xiloscient

Alignments: Any allowed and supported, though Chaotic is most popular.

Motivations: Knowledge. Specifically, the secret of life... and of power over death.

Day-to-Day Goals: Promote and exercise the practice of potion-making and brewing.

Long-Term Goals: Discover the secret of immortality in a bottle.

Notable Philosophies: If it's possible to create, forge, or evoke, you can put it in a bottle.

Influence: Below Average.

Reputation: Fair. Nobody really pays them much mind until they need a potion.

Age: Ancient. Was popular long, long ago, but a "dark age" of the sect prevented its practice until recently (about 15 years ago).

Leadership: Single leader called the "Imbiber of Truth". Appointed for life, but given leadership's habit of themselves trying out the next attempt at a potion of immortality, this is significantly shorter a span of time than it might seem. Most Imbibers only last between 1-3 years.

Inner Circle: 19 designated Elders, all of whom are privy to the guild's secret: Historians are convinced that the sect of long ago did in fact succeed in their attempt to discover ancient and terrible secrets. Their dark knowledge, power over life, is said to be forbidden by the gods themselves, and brought about the ruin of the faction, though Elders differ on what happened exactly. Some believe they were punished by the gods themselves for their illicit knowledge, destroyed in a fiery wrath. Others believe that those who knew the secret instead became gods themselves. Cynical Elders think it's more likely that the gods played no role whatsoever—those in power wanted to keep the secret for themselves, and destroyed the entire cult lest others uncover their mysteries.

In truth, this last rendition is most accurate: Elders from long ago acquired what amounts to a functional immortality, and leaked just enough info to local Paladins to have them destroy and purge the cult. Surviving the extinction were but small handfuls of elders... who, gifted with the secret of eternal life, walk among us still!

Rise of this faction and research into its history also reveals an offsetting faction of paladins, also still around hiding in a subsect of a well known paladin / cleric religion, keeping watch and hunting the remaining "liquescent immortals".

Size: Small (50-125 members).

Stability: Somewhat Stable.

Enemies: Everyone else, though other factions aren't even aware of this enmity.

Allies: Liquid Guardians trust no others with their work or the secrets they pursue.

Resources: Average. Potioncraft is an effective means to profit, but as the guild is effectively limited to arcane brewers, there are precious few among their ranks with actual political power or trade influence.

Description:.Brewers and potionmakers from all walks of life claim affiliation with the Liquid Guardians. Their goal is the elevation of their tradecraft, which they view as a skill and practice above practically any other.

Membership: The sect assumes a total membership—that is, if you brew potions, the Liquid Guardians will eventually find you and ask that you formally join their ranks. And pay your share of Tribute, of course.

Members: Secretive to the point of paranoia, members of any rank will defend the guild to the last, firm in their belief that they are doing the work of the gods themselves... or, at least, seeking their power.

Common Traits: All members must have the Brew Potion feat, and preferably, practice the art. This can be either as a business, or as part of adventuring or other endeavors—members need not make potions as their sole focus.

Demeanor: Liquid Guardians tend to be shy and protective about the existence, let alone the nature, of their faction.

Tribute & Dues: Liquid Guardians require a Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire. In addition, the Imbibder of Truth or her Inner Circle of Elders may approach any member for special additional services, which include surveillance, information-gathering, potion-brewing, attempts at a new concoction, and, in rare cases, they might ask for a guinea pig to try and drink a new mixture to test its effects. Such "extra services" as these typically earn the giver significant favor in the faction... if they survive the endeavor, that is.

Antimagic Shell

Icon / Badge: Orange shield atop a dark field, with a circle in the middle bisected by a line from southwest to northeast.

Type: Belief, Lifestyle

Notable Members: Vanya Berezin

Alignments: All are allowed and accepted, though Lawful (and particularly Lawful Evil) alignments are most common.

Motivations: Prevention and elimination of perceived "taint" through lifestyle modification and living in accordance with their beliefs.

Day-to-Day Goals: Avoid being "tainted" with magic, and seek cleansing redemption if it's unavoidable.

Long-Term Goals: Reduce, or eliminate, the role of magic in society as a whole.

Notable Philosophies: Magic is a subtle form of evil, loosed upon this world by dark forces who seek to undo the gods themselves.

Influence: Very Low.

Reputation: Poor. Magic is so useful in so many ways, most people find it very difficult to understand the group's perspective... or their motivation.

Age: Recent (10 years).

Leadership: No formal leader. Some in the group are more respected and their will more acquiesced to than others. The group does own a single stronghold which it uses as its headquarters. Some members are labeled "Elders" but it's unclear to most how this designation occurs.

Size: Small (20-125 members).

Stability: Unstable. Membership fluctuates a great deal; attrition is a major factor. Most members discover quickly how dependent they had been on magic and on magical effects... this either hardens their resolve to abstain, or helps them justify reverting to "normal" life.

Enemies: All magical factions, certainly, though they would not "war" with them formally.

Allies: Members of the Antimagic Shell respect those of the Order Mechanique. For their part, the Mechaniques think the Shell to be silly and bizarre, but they're only too happy to take advantage of the perceived camaraderie on occasion.

Resources: Very Low. Forbidding magic, and dealings with those who traffic in magic and magical items, severely limits commerce and opportunities for influence.

Description: Detractors will joke that this is a tiny cult formed by people too stupid to become magic-users... and there's probably a grain of truth in that assessment. No matter its origins, however, the present-day Antimagic Shell preaches a strict no-magic way of life, and claims all sorts of benefits from adherence to its doctrine.

Members: see magic as an unclean taint, almost an infection of mind, body, and soul. Their "evidence" for this belief is society's over-reliance upon magic and magical items and effects.

The name is a none-too-subtle play on the spell of the same name; they envision themselves as a protective shell that shields civilization from the fouls of magic. Any member caught casting magic of any form (arcane, divine, Ranger, Druid, Bardic—anything at all) is immediately expelled from the faction.

Those using magical devices (wands, staves, magical arms or armor, or even a potion) or affected by magical spells must defend the action informally to at least three other members. Based on their assessment, the offending user may be expelled, or be required to do cleansing penance to purge the taint. This takes the form of an immediate Tribute to the faction of 1% of current wealth for each spell level (or magical item bonus) used or suffered, plus one day's "voluntary solitary" confinement and labor in the faction's stronghold.

In practice, this is fairly lenient—after all, if someone is the victim of a fireball, or must quaff a potion of cure moderate wounds to avoid death, it's certainly understandable.

Some magical items are permissible. These must undergo a "protective ceremony" conducted by the faction's Elders. In truth, this ceremony doesn't do anything concrete to the weapon or armor, but the Elders require a 1% Tribute of the owner's wealth per spell level of effect or Caster Level of the effect granted by the device.

"Pre-protected" magical items are available for sale at the faction's stronghold... for twice the retail price.

Despite the obvious mercenary cynicism in this structure, nearly everyone in the faction truly believes that their choice of lifestyle is the "right way", and makes them purer, more complete, and less tainted than those who walk a different path. The useless ceremony, the penance, and the multiple forms of extra tribute are merely to enforce the lifestyle and underscore its importance to those who are on the fence as to following it.

Membership: Requires only the disavowal of magic—which is more difficult than it might seem. No spell-use, of course, but beyond that, no magical healing, no magic weapons or equipment, no wands, staves, or other magical devices... and perhaps most frustratingly, members should not themselves be a target of magical spells or effects. No races with innate spell-like abilities are allowed membership, regardless of promises to abstain from use.

Members: Aside from owning no magical items, casting no spells, seeking no magical assistance, and picking non-magical jobs, they tend to be normal people in all other respects.

Common Traits: There's usually something (aside from mere membership in the Shell) that causes them to be, or feel, separate from other people.

Demeanor: Tend to be somewhat reclusive. If questioned about their devotion, they will gladly spell it out for you (pun intended).

Tribute & Dues: The Antimagic Shell requires a Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire. It should be noted that although the mechanism for delivering and coordinating Tribute involves magic, the faction views this as an unavoidable sin—if the gods themselves demand that magic be involved in their tribute, it can hardly be toxic. Man-made, or man-executed, magic is the real evil to be avoided.

Platinum Flag

Icon / Badge: A silver-blue flag atop a dark field.

Type: Financial.

Notable Members: None.

Alignments: Any, though Lawful Neutral predominates.

Motivations: Money. And the power, influence, control, and things that come with it.

Day-to-Day Goals: Acquire wealth.

Long-Term Goals: Acquire more wealth.

Notable Philosophies: Money first. Investment is the truest form of power.

Influence: Extremely High.

Reputation: Fair. Their acumen and business savvy is respected far and wide, though their tactics and "money above all else" approach to things tends to rub most people the wrong way.

Age: Ancient.

Leadership: A single executive leader, the Platinum Head. This position is confirmed or changed once a year in a voting ceremony. Typically this is the member with the most accumulated wealth, though in rare circumstances it has been the member who has grown the most wealth in the past year.

Inner Circle: Membership has ranks with precious-metal terminologies. The most elite inner circle is the Platinum Bar, a council of 19. Second most important is the Gold Bar, a council of 29 members; next the Silver Bar, with 49 members, and finally the Copper Order, which is the balance of the common membership.

Size: Huge (200-1,000 members).

Stability: Highly Stable.

Enemies: Formal enmity is typically not good for profit, so the Platinum Flag tends not to bear a grudge... at least not in a formal manner. They will war with any group interfering with their investments or operating against their schemes, but only if profit is threatened—they are not a fantasy "mafia".

Allies: Formal alliances are not uncommon, but tend to be short-lived and only to fulfill a specific purpose. The Flag has found that the best way to keep good relations and to ensure others operate in your interests is to invest in their endeavors—and so the faction has a stake in nearly every single government, religion, and organization that seems successful.

Resources: Extremely High.

Description: A financial group, the Platinum Flag began long ago as a means of encouraging investment in long-term projects, and has been credited with enabling enormous advances in all manner of civilization. Power is one of the things money leads to, but money for the sake of what it makes possible is the core of the group's belief.

Membership: Requires a one-time Tribute of 10% of current wealth, and advocacy from at least one member of the Silver, Gold, or Platinum Bar. This gains you Copper membership; advancement from Copper to Silver costs another 10% and requires someone of Gold or Platinum membership to advocate for you. Going from Silver to Gold, you guessed it, another 10%, and this time, it has to be someone in the Platinum Bar that speaks on your behalf. To move from Gold to Platinum requires the Platinum Head herself to nominate you, and a majority of those in Gold and Silver status must vote for you to ascend... oh, and of course, they'll be needing that extra 10% Tribute.

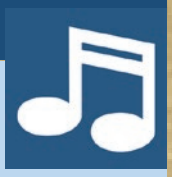
Members: Merchants, business owners, tradesfolk, politicians, magicians, government officials—those from all walks of life who are wealthy or who would aspire toward wealth join the ranks of the Platinum Flag.

Common Traits: It's considered a bit garish to flaunt one's wealth, though exceptional taste is always respected. But the Flag strives to represent itself well, and will have a frank conversation with any member who behaves poorly, particularly if they do so in the name of the faction.

Demeanor: Members are almost universally proud of membership. While they won't name-drop their participation, they will speak freely of the Flag and its principles, its good works, the advances it has made possible. This typically turns to boasting quite quickly, however, and a smug confidence pervades many members' attitudes.

Tribute & Dues: Unlike many other factions, the Platinum Flag expects a Tribute of not one, but 3% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire. Those at Silver status or above are expected—though not formally required—to pay a greater percentage, and in rare circumstances, faction leadership may approach particularly prosperous members for a special donation—say, if a particular project is spinning up and they want additional capital to make it happen.

Katkalls



Icon / Badge: White musical notes against a dark field.

Type: Casual guild / social club of performers, and entertainers.

Notable Members: Lingona

Alignments: Any, though Chaotic tends to be the case.

Motivations: Ensure employment and well-being for its members, and advocate for the profession.

Day-to-Day Goals: Get members work.

Long-Term Goals: Ideally, get bards, singers, and dancers into positions of power. Though most members are realistic as to how long that will take, and how unlikely it is.

Notable Philosophies: Music, laughter, and camaraderie are the true magics of the world.

Influence: Low.

Reputation: Extremely Good. Who doesn't like music and dancing?

Age: Ancient (though with different names over the years).

Leadership: There is a Head Jester, the tongue-in-cheek title of the group's de facto leader. She's more a figurehead than an actual decision-maker, though. Typically, the Jester is chosen in a wild night of revels and debauchery—sometimes as often as once a year, though frequently it's every other year, or every three or even five years.

Size: Large (100-500 members).

Stability: Highly Stable, though the group's power and membership grows and shrinks quickly.

Enemies: Some governments or Lawful organizations, if their zeal for order would punish those simply looking for a good time.

Allies: Musicians and singers don't really have formal allegiances.

Resources: Low. Though you'd be surprised what a large gang of impassioned, driven bards can accomplish if given direction.

Description: When times get tough, society tends to cut things out of its agenda—and spending on lavish entertainment is one of the first things to go. Katkalls feels that revelry serves and important function in any civilization, and that continued employment and job security for those who practice the various arts of performance should be one of the most fundamental human rights.

They also like a good mug of ale, if truth be told.

Membership: Any entertainer is welcome to join, but to do so, one must find at least two existing members and give them their best performance—preferably one that impresses.

Members: Bards, singers, musicians, dancers, orators, storytellers, comedians... pretty much anyone who entertains.

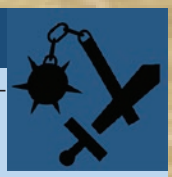
Common Traits: They're all entertainers, but that label applies to a quite broad spectrum of folk. Some influential and powerful government and religious officials are also members, if they strum a good lute in their spare time.

Demeanor: Friendly, effervescent, and whimsical. Or lugubrious, cynical, and biting. Alternately, snide and cunning. The only thing they all have in common is the ability to make things interesting.

Tribute & Dues: Unlike most other factions, Katkalls doesn't require any tribute annually. However, 5% of all fees gained through performance contracts must be handed over to the faction; this rate is 20% for contracts arranged by the group itself.

Those wishing to Tribute to the faction may pay 1% or more as they desire.

Mace and Blade



Icon / Badge: A mace and blade, crossed. Usually the mace takes the form of a morningstar, or bears spikes.

Type: Private military.

Notable Members: Oneib, Skutt Krundar

Alignments: All are allowed and accepted, but Lawful alignments are most popular.

Motivations: Security and enforcement.

Day-to-Day Goals: Ensure security contracts and employment for its members.

Long-Term Goals: Privatize and take over security for the entire realm. It goes without saying that Mace and Blade contractors would be the ones providing the security. For a reasonable fee, naturally.

Notable Philosophies: Civilization is nothing without security... and security must be independent, private, if it is to be trusted. Factions, be they government, religion, or secular, cannot be trusted with their own defense.

Influence: High.

Reputation: Average. Those who use their services swear by the quality and efficiency. Many others point out that the faction's ultimate goal is a police state for profit, and although they're not far from the mark, Mace and Blade members will point out that their biggest detractors are either those with no need of security, or those who unknowingly benefit from the defense efforts of others.

Age: Old (100 years).

Leadership: Organized like a military, there is a Commander-in-Chief who is in charge of the entire operation. There are generals, lieutenants, and so forth.

Size: Enormous (500-2,000 members).

Stability: Highly Stable.

Enemies: Other security and military services, though they ally on occasion, say, for a large contract.

Allies: The group is open to working with any other faction... for a price. In practice, most alliances are short-lived, for the duration of the contract, usually.

Resources: High.

Description: They're not quite military—they won't fight a war for you. But any other need of defense, security, enforcement—they're your men, women, and monsters. Mace and Blade have been serving the small- to medium-scale security needs of the realm for dozens of generations.

Membership: Requires fighting prowess, so certainly at least one class level in a hand-to-hand combat discipline. But no class is ruled out, as some clients would prefer their security forces to be less obviously brutish. To gain membership, all that's needed is the Tribute described below, and a brief demonstration of one's abilities.

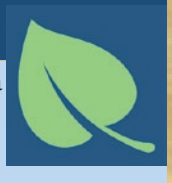
Members: All walks of life, all races, and all classes. Adventurers may belong part-time as a means of a stable income to augment their dragon-slaying, dungeon-diving attempts.

Common Traits: They all have some combat ability, and most have seen combat themselves.

Demeanor: Members are proud of the faction and its services. They will freely discuss their membership and anything they know about the group.

Tribute & Dues: Mace and Blade requires a Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire. There is an informal, and rarely enforced, expectation that the higher one's "rank" within the organization, the greater the percentage of tribute should be.

Emerald Garden



Icon / Badge: A green leaf, or leaves, against a dark field.

Type: Outreach / support and defenders of a belief.

Notable Members: Kayzark

Alignments: Neutral Good almost exclusively, with some Chaotic Good.

Motivations: To help the growth and sustenance of al life.

Day-to-Day Goals: Keep people fed and prosperous, and preserve nature.

Long-Term Goals: Encourage the growth and diversity of life in the realm.

Notable Philosophies: Magic is the essence of life, given physical effect.

Influence: Below Average.

Reputation: Fair. It's hard to argue with the group's goals or motivation, but most others feel as though there are much more pressing matters that need to be addressed before we devote energy to helping trees grow. "Life grows fine enough without our help" tends to be a popular criticism from outsiders.

Age: Ancient (though with different names over the years).

Leadership: A Circle of Seers, a group of 7 elder members, makes leadership decisions. Seers typically serve a lifelong commitment once appointed, regardless of infirmity or insanity... mental instability or impairment is viewed to be simply another part of life, and must therefore be part of the plan of life, so including that perspective actually helps rather than hinders the diversity of opinion.

Size: Large (100-500 members).

Stability: Highly Stable.

Enemies: Any faction whose purpose involves preventing or destroying life of any kind. Military factions tend to be enemies.

Allies: Any other group that aims to help life that finds itself threatened.

Resources: Low. Farms, gardens, forests, and parks tend to be under their protection, but these rarely require protection.

Description: Benevolent do-gooders with an ultimate goal of helping all life, the Emerald Garden is a loosely-organized group of

Membership: All magic is respected and revered, though its use is not required for membership. Rangers, druids, and clerics aligned with a life-oriented deity are very popular.

Members: Will calmly and rationally tell you how all governments and militaries are in the business of preventing life. Many retired adventurers of certain classes are among their ranks.

Common Traits: They're not all vegetarians or vegans, and many wear leather armor and other products taken from the lives of animals. Their efforts are focused on the long view—helping life flourish all over. They recognize that some life (e.g., people!) requires that other life (e.g., apples, cattle) be sacrificed that it might thrive.

Demeanor: Tend to be calm, serene, and know a lot about history.

Tribute & Dues: The Emerald Garden asks a Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire.

This is rarely enforced, however, and faction leaders in various areas have gotten in trouble with authorities and in some cases the gods themselves at not collecting and coordinating tribute properly.

Almost exclusively, retained tribute is used to purchase land, either to gift to members to farm and maintain, or to prevent its use for other purposes that would be counter to the group's aims.

Wild Kingdom

Icon / Badge: Golden long-grass against a dark (or no) field.

Type: Exploration, warfare, and adventure.

Notable Members: Ash "Executioner", **Esk, Ganyc** (former), **Rona Stonehammer** (former).

Alignments: Any are allowed and accepted.

Motivations: Help countries wage war, see the world, have fun.

Day-to-Day Goals: Explore and travel the world.

Long-Term Goals: Visit every region, wage war with successful armies, and "see it all".

Notable Philosophies: No matter how long you live, and how far you travel, there are always lands and wars yet to explore and fight.

Influence: Average.

Reputation: Good. Soldiers are often necessary, and Wild Kingdom members make outstanding adventuring companions.

Age: Very old (100+ years).

Leadership: Tribal Council of 5 leaders makes decisions. Officially, each of these positions may be challenged by any member at a ceremony once a year; in times past, the challenger must defeat and slay the incumbent in single combat to take the seat.

These days, succession decisions are political, and arrived at months ahead of time. The ceremony of challenge and combat is vestigial, and instead of death, the retiring Council member will lay down their sword, and beg mercy, which is then granted by the challenger, who assumes the seat thereafter.

Size: Huge (1,000-5,000 members).

Stability: Stable. Membership surges during wartime, and declines sharply when the battle is actually fought.

Enemies: The faction itself rarely wars with other groups, though almost by definition, members are part of warring forces. Wild Kingdom struggles to remain, or at least appear, neutral, apart from and above politics of the realm.

Allies: Any other military faction, so long as their ranks are on the side for which the Kingdom fights at the moment.

Resources: Average. Although an enormous population of members, attrition by combat (and dangerous exploration!) is unavoidable.

Description: Exploring the world without fear, and fighting the realm's wars for them—that's the life of a member of the Wild Kingdom. A martial faction devoted to warfare and exploration, Wild Kingdom has been fighting wars and slaying dragons for a hundred years.

Although detractors criticize them for being mercenaries and believing in no true cause, they will point out that they fight for the truest purpose: exploration and experience. No matter your politics or background, these are heady intoxicants to the stalwart.

Members of this faction are a favorite of caravans, merchants, and those wishing a combination of security and adventuring. Some are hired as bodyguards for well-to-do novice adventurers; they're also great resources to fill out the ranks of an adventuring party.

Membership: Sign here, and pay your tribute; congratulations, you're now a member. If you're looking to go adventuring, let us know; there's lots of your new colleagues who would love another sword at their side.

Members: Barbarians, fighters, warriors, ex-soldiers, mercenaries... even a few paladins who are disgruntled or bored.

Common Traits: A sense of adventure and a bold outlook on life. And weapons. Lots of weapons.

Demeanor: Most Wild Kingdom members will regale you with tales of their exploits. Although not a formal military, members have a great deal of respect for one another, and by default will stand shoulder-to-shoulder with anyone if they're a known member.

Tribute & Dues: As an enormous, pseudo-military organization, the Wild Kingdom requires a Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those

wishing to Tribute to the faction may pay an additional 1% or more as they desire.

Although most factions collect tribute once a year, Wild Kingdom members tend to embrace a higher degree of volatility in their deeds... and so, the group collects their tribute from a given member whenever they are "back in town", so to speak, or in between wars or quests.

Adamantium Trail

Icon / Badge: A white signpost.

Type: Merchant and trade guild.

Notable Members: Oneib, **Welby Goodbarrel**

Alignments: All are allowed and represented.

Motivations: Money, trade, and the flow of product within the realm.

Day-to-Day Goals: Conduct and expand business.

Long-Term Goals: Gain money, influence, and control the economy. Though most members recognize that the group is composed of selfish, personally-focused businesspeople, and organizing toward some greater purpose is a huge challenge.

Notable Philosophies: Buy it for one gold piece, sell it for two.

Influence: High.

Reputation: Good. Though some will call them money-grubbing profiteers, it's unavoidable that ultimately, everyone benefits from trade.

Age: Very old (200 years).

Leadership: A single Trailmaster leads. She buys her way into the position, outbidding her competitors in a fiscal ceremony that occurs every five years (or upon the death of an existing Trailmaster).

Size: Huge (500-1,000 members).

Stability: Highly Stable.

Enemies: Other trade guilds.

Allies: Also other trade guilds. Depends how profitable the other party is being in comparison.

Resources: Significant. Even a poor merchant tends to still do well.

Description: There are many trade guilds and merchant organizations. The Adamantium Trail attempts to unite all traders under a common banner--some sub-factions have been applying this a bit aggressively, of late.

Today, they are slowly morphing into a mafia kind of situation, edging out solitary and family-owned businesses and smaller guilds as their power and proft grow.

Membership: If you buy and sell, you may apply. To prove your worth, you are given a single platinum piece; your job is to generate at least 10 pp from it using your skills, connections, and knowledge. You have as much time as you like to do so; some members take more than a year to complete the task, but if they're successful, they're admitted.

Members: Most wear the icon of the faction—embroidered into their clothes, emblazoned on their wagons, or carved into their shop.

Common Traits: There are very, very few members who are not active traders or who own a stake in a mercantile company.

Demeanor: Always out to cut a deal, Adamantium Trail members are hustlers by nature.

Tribute & Dues: All members are expected to provide a Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire.

It's an unspoken rule that the more profitable you have been, the greater percentage of tribute you should provide. Many high-ranking members tribute more than 10%.

In addition, intra-faction bribery is commonplace, particularly when vying for the position of Trailmaster. It's not uncommon for a new Trailmaster candidate to run unopposed and assume the position without contest... because she has paid the other major contenders off so they won't run.

Squirrelheel Couriers

Icon / Badge: Squirrel silhouette against a light-green, easterly-pointing chevron.

Type: Guild of message deliverers.

Notable Members: Sorille

Alignments: Any allowed, but Neutral alignments are encouraged, particularly Lawful Neutral.

Motivations: Secure delivery of messages, profit.

Day-to-Day Goals: Deliver the message.

Long-Term Goals: Help empower all factions, governments, and citizens to trust that communications are secure.

Notable Philosophies: With a delivery job, trust is the real product that's being delivered.

Influence: Strong.

Reputation: Excellent. They're reliable and take no sides.

Age: Mature (200 years).

Leadership: A single Head Nut coordinates things, but the faction is so decentralized and its members so autonomous that she hardly ever gets involved in most matters.

Size: Large (100-500 members).

Stability: Highly Stable.

Enemies: No true enemies. Some messages are of woe, and there is a tendency to blame the messenger, but such fury rarely survives for long, and is almost never pinned to the organization of which the messager is a part.

Allies: None.

Resources: Low. Members keep most of what they earn making deliveries, as the needs of the organization as a whole are few.

Description: Nimble and capable riders from all backgrounds take up the scroll case and the saddle, though most are young and many are former (or inadequate) adventurers.

Membership: Requires performing a delivery for a current member, and returning in a time representative of a challenging pace.

Members: Loners who are almost always on the job.

Common Traits: It takes a strong combination of wanderlust, adventure, and love of being alone to hack it with the Squirrels for very long.

Demeanor: Are typically proud, if not boastful, of their guild and its service. Most jobs are secured via word-of-mouth, or repeat business.

Tribute & Dues: Members are required to Tribute a minimum of 1% of gained wealth. Non-members wishing to Tribute to the faction may pay an additional 1% or more as they desire. As most members do not belong to a particular city or village, this tends to be the only tribute they pay.

The Ever-Present Occulus

Icon / Badge: A golden stylized eye atop a black globe.

Type: Diviners, mystics, and fortune-tellers who practice the craft either as entertainment, or for more formal purposes.

Notable Members: Arbelladon Moonside

Alignments: Any allowed, but tend toward Neutral or Chaotic. Lawfully-aligned members tend to avoid the entertainment aspects of the trade.

Motivations: Enhance the public perception of divination as a valuable component of society.

Day-to-Day Goals: Help members improve their skills, get work, and communicate significant findings amongst their community of members.

Long-Term Goals: Move diviners into places of prominent power—every government and faction should at least have a vizier or spiritual consultant who reports directly to the king, chieftain, leader, captain, or leadership.

Notable Philosophies: How can you plan when you do not know? How can you know if you do not ask?

Influence: Below Average.

Reputation: Average.

Age: Ancient (>1,000 years).

Leadership: The Eye is the all-powerful leader of the group, though only

Inner Circle: 33 Lenses are senior officials who coordinate things on a more granular basis—typically each Lens is associated with a geography, city, or region.

Size: Very Large (500-2,500 members).

Stability: Stable.

Enemies: Most factions who derive their influence or belief from alternative powers—e.g., religions, wizardly powers of a nature not specifically oriented toward divination—look upon the Eye as a self-important cult who is trying to boost in importance an art that may have its place, but not in a formal power structure.

Allies: None.

Resources: Low. Diviners as a general rule tend not to be too wealthy, though some in well-placed leadership or counseling positions may wield enormous influence.

Description: Anyone with an ability to cast Divination spells, or anyone interested in the performance or entertainment aspects of the craft, band together to improve their lot and that of their art.

Membership: Requires demonstrating their talents to one of the Lenses in the Inner Circle, and having them advocate for their entry into the faction.

Members: Diviners, bards, entertainers, and craftspeople.

Common Traits: Almost always, members will have the faction sigil embroidered, branded, tattooed, or stamped onto either their clothing, or their own skin. This may be quite difficult to locate in the case of some members, however.

Demeanor: For those who actually do cast Divination spells, as well as for those who merely practice at it as entertainment, much of the impact and power of the craft relies upon willing suspension of disbelief on the part of the audience... or at the very least, being granted benefit of the doubt. As a result, members of the Eye may not be secretive about their membership or the existence of the faction, but will wreathe their every statement and gesture in meaning and mysticism, whether it's merited or not.

Tribute & Dues: Members are required to Tribute a minimum of 1% of gained wealth. Non-members wishing to Tribute to the faction may pay an additional 1% or more as they desire.

Other Factions

There are numerous other factions in Aquilae—traders, guilds, bandits, thieves, assassins, governments, clergy, and so forth. However, none of them holds formal sway within the city limits of Berinncorte.

This is hardly an anomaly: most settlements in the realm are ruled from within by a small handful of factions, who among them wield total power. Outsiders as individuals may be welcome, but external influences are typically not.

Before You Begin

FlexPlot Setup : Who Does What, Why?

Before running this adventure, please read through this section and make some decisions. The nature of **Dark Obelisk: Berinncorte** is a fairly flexible sandbox, which can encourage dynamic, player-driven play. However, this puts a great deal of pressure on the GM to maintain a sense of continuity, and to keep the "main plot" of the adventure in mind and driven while side quests and NPC plots play themselves out with the party.

Every time you play this adventure, the dark obelisks erupt, and chaos reigns. But who brings the disorder about, their reasons for it and their reactions to it, can all be different. Plots can play out quite differently depending on the motivations of NPCs.

As a GM, you have a choice as to how you determine these dynamic factors: Early Determination, or Late Determination. With either approach, as with everything else **FlexPlot**-related (p 12), the GM is encouraged to apply their own experience and assessment of the players and the gaming style the group has. With this in mind, you are free to randomly determine these options using dice rolls, or to explicitly pick the options you feel would be best or most interesting.

Early Determination

Using this approach, you determine the dynamic elements of the main plot arc in advance of the first gaming session. This is fairly common, since it can be done at any time.

Early Determination may also be the easiest approach for novice GMs, since you can sculpt the actions, reactions, and conversations of affected NPCs to suit the tale you're telling.

Late Determination

Veteran GMs only! Fly by the seat of your pants, and just start playing. When you need to make a determination about a major plot point, then and only then do you need to do it.

This approach allows for a much greater amount of dynamicness in your storytelling. If the PCs focus on a particular NPC, for example, then you can force the decision that that NPC of interest is the one who plays a major role in the story. It could be that the party ignores **Mayor Symms** altogether, and galavants about town chasing other subplots; in such a scenario, it wouldn't resonate strongly for the Mayor to be the main reason the obelisks erupt later.

You can get around this sort of problem with railroading the players into interactions with the Mayor, but a flexible GM who is comfortable with changing things on the fly can avoid this using this approach of **Late Determination.**

FlexTable 4: Primary Catalyst

D%A	D%B	D%C	D%D	Result	Description
01-29	01-50	01-20	01-30	**CAT-CM** **Cleric Maghana**	Uncertain of how to reconcile her religious duties with her love of the High Priest, Maghana begins to lose faith in both of these devotions. The forces of Chaos take note, and use this as an opportunity to encroach. Monitored and triggered by the Love Tracker.
30-59	51-89	21-79	31-49	**CAT-MS** **Mayor Symms**	The Mayor's love of order and rule goes a bit too far, and she begins to lose the sense of balance that helps the application of law serve justice as opposed to rigid order. Chaotic forces swell as citizens grow uneasy with the Mayor's approach. Use the Law Tracker to determine when or if this catalyst triggers.
60-89	90-98	80-89	50-89	**CAT-CH** **Larissa**	The butler did it! This is a bit obvious, but those who worship the lords of Chaos have succeeded in bringing about the sort of disorder they preach. But be careful what you wish for—the extent of Chaos encroachment may be more than they bargained for. The Chaos Tracker is used to monitor the force of this catalyst.
90-100	99-00	90-100	90-100	**CAT-PC** **The PCs Themselves**	If the PCs slay one or more **Berinncorte Militia**, it's quite likely that Mayor Symms will declare **Martial Law** (p 41) shortly thereafter. This leads to an escalation of her normally lawful leanings, to the point where citizens actively resist the law and chaos gets its hooks into the soul of the city. There is no single **Tracker** dedicated to this force. Instead, there are certain actions of the party itself that can trigger the **Eruption**.

Main Plot Summary

The PCs are introduced to the village of **Berinncorte**. After the party has been in town for a time, the Town Square is besieged by enormous ebon crystals that erupt through the ground unexpectedly.

Chaos reigns in the aftermath, as undead and chaotic creatures swarm from the fissure in the earth beneath the city.

It's up to the PCs as to what they do amidst this grim sandbox of opportunity in which the entire town evacuates amidst the destruction.

Prime Catalyst

The Catalyst is the NPC, faction, or entity that causes the main plot to come about. In **Dark Obelisk: Berinncorte**, this can be one of several different characters.

You can use the following FlexTable to randomly determine the Prime Catalyst for the **Obelisk Eruption** (p 230), or you can use the table's entries as inspiration to force a decision of your own as the GM.

- **Use Context A:**
  As a default, if none of the other Contexts applies..
- **Use Context B:**
  If the party contains at least one **Paladin**.
- **Use Context C:**
  If you are using **Late Determination**, and the party has had interactions with **Mayor Symms**..
- **Use Context D:**
  If you are using Late Determination, and the party has had interactions with **Larissa the Elder**.

Catalyst Trackers

Each of these **Trackers** manages the current state of affairs and power of forces at play in the city while the PCs are within it during this adventure. Each **Tracker** is affected by Quest resolutions, actions taken by the PCs, who they speak to, how they interact with NPCs, what they do in the city, who they fight, what they loot—pretty much everything they do could conceivably have an impact on one or more Trackers.

Each **Tracker** is a visual indicator that (if printed out) can be marked with pencil to indicate the current level of **Law**, **Chaos**, and **Love** in the adventure as events unfold and the PCs interact with the citizens of the city. You can find a standalone, extra electronic copy of these Trackers for free on RPGnow, or on the Infinium Game Studio website.

These are similar to Attitude Trackers (see ***Dramatis Personae & Bestiary***), in that they are a numerical representation of a collection of behavior and interactions that can be used as a shorthand to summarize the current state of things. They differ, however, in two key ways: one, with **Attitude Trackers**, higher numbers represent a greater affinity toward the PCs; with **Catalyst Trackers**, higher numbers represent a greater sense of disruption and danger. The second difference is of course that instead of measuring the **Attitude** of a single character, **Catalyst Trackers** instead measure the collective feelings, sympathies, urges, and, yes, attitudes of an entire city.

As with everything else in this adventure, these are merely tools that are meant to help the majority of GMs and gaming groups; you are free to modify, or ignore, them as you see fit. Veteran GMs, or those who know in advance that their group's play style will not coordinate well with this approach, can implement their own replacement system, potentially using this one as inspiration of intent.

When to Pay Attention

Whenever a conversation, battle, sale, or action or interaction results in an impact on one or more Catalyst Trackers, it will be noted in the text like this: Catalyst: Chaos +2.

Unless the text specifically indicates this impact, then the party's actions generally do not have an impact on any of the **Trackers**. Of course, although this adventure attempts to discuss many contingencies and activities the party may undertake, if there's one thing that GMs understand, it's that PCs will do whatever they damn well please, and will constantly come up with inventive ways to try things that were simply not anticipated.

The GM is therefore encouraged to apply your own, additional, modifiers to any **Catalyst Tracker** in reflection of PC actions that are not covered by indicators in this text.

Finally, veteran GMs, or those whose gaming groups are simply not taking actions that result in impact to the **Catalyst Trackers** with sufficient rapidity, are encouraged to "move things along" by tweaking the state of the Trackers themselves.

Tracking Trackers

If you as the GM are using **Early Determination**, then you are really only paying attention to a single Tracker: the one that represents the **Catalyst** you have already selected as the root cause of the **Obelisk Eruption**. When that **Tracker** reaches a **Trigger** state, advance the adventure to **Act Two** (p 228) and trigger the Eruption.

If instead you are using **Late Determination**, you should monitor all of the trackers, as any of them could trigger during the course of play. When any Tracker goes to Trigger, that's when the party has inadvertently selected the **Prime Catalyst**, and you should immediately skip to **Act Two**.

In addition, each Tracker has a handful of additional pieces of information. These are described below.

Starting Value

This is a number representing the conditions of **Berinncorte** at the beginning of the adventure.

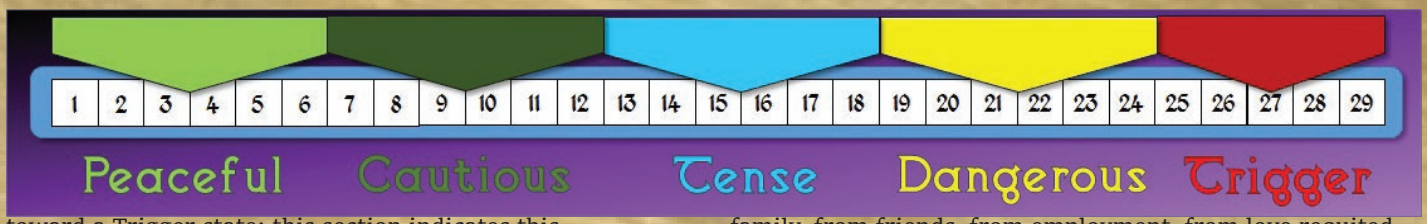
As the GM, you should feel free to adjust this starting value as you see fit; it is a suggestion that is meant to represent the state of affairs amongst the characters, factions, and general plot elements in play when the PCs arrive in the city.

Low Values

This section describes what low values in this **Tracker** indicate.

High Values

It may not be obvious what is meant if this **Tracker** escalates



toward a Trigger state; this section indicates this.

Law Tracker

Summary: The imposition of law on a group who is not fundamentally and universally lawful in nature is always a balance between monitoring and control on the one hand, and free will and flexibility on the other. This Catalyst Tracker therefore does not merely reflect the extent of law and order—rather, it indicates the extent to which law impacts and interferes with the people, their desires, and their true natures. Indeed, negative modifiers to this Tracker could take the form either of decreased lawfulness, or of increased, but imposing lawfulness.

Starting Value: 22 (Dangerous)

Low Values: Indicate a effective, acceptable, and welcome creation of, and execution of, law to both help curb the bad and accentuate the good in society, to the betterment of most, if not all, citizens.

High Values: Represent either a low state of lawfulness, and/or the application of law with an iron fist or arbitrary and unfeeling will.

Chaos Tracker

Summary: Represents the degree of anarchy in the citizenry... but also the extent to which the populace embraces that chaos. A chaos unwanted will simply make the people cry out for an increase in law.

Starting Value: 14 (Tense)

Low Values: People are free to be chaotic, and do so, to limited degree. All things in moderation... including moderation itself. There's the occasional rukus or conflict, but it's swiftly and harmoniously addressed. Think of the level of chaos in the town as being the societal equivalent of "a good cry", or of the occasional bout of drinking with an old friend.

High Values: Citizens lust to embrace a higher magnitude of chaos in their lives, to break free of an existence in which they feel increasingly shackled—by their families, by their jobs, by their customers, by society, by the gods themselves, even. Blood pressures are piqued, frenzies are common, and society in general is more in a state of blackout-drunkenness or drug addiction than in balanced and occasional excess.

Love Tracker

Summary: This is really more a tracker of heartbreak, of despair, and of general emotional discontent.

Starting Value: 18 (Tense)

Low Values: Your average citizen feels actualized, self-fulfilled, and validated. This fulfillment could be derived from family, from friends, from employment, from love requited, or from a general sense of contentment and success shared by most. Families grow, happiness abounds, and productivity soars.

High Values: More and more people are sad, lonely, angry, frustrated, and filled with angst and ennui. Dark thoughts occur to many, and some may even have begun to take action on them—suicide rates increase as does this Tracker.

So You Like to Railroad

Inexperienced GMs may not like the open-ended nature of this book. Some gaming groups, players, or veteran GMs may simply not like that style of play. Still other groups may have very tight time restrictions, so they can't take a luxurious amount of time exploring every nook and cranny of a richly-detailed campaign environment.

Dark Obelisk: Berinncorte can accommodate these preferences.

Roadmap: Shortest Path

The quickest way to experience Dark Obelisk: Berinncorte and yet still encounter a majority of the intended "core content" and plot arcs is to guide the party as follows:

- **Prime Catalyst:** The PCs Themselves (CAT-PC), as they try to leave the city.
- **Gaming Session 1:** Introduction & Part 1 (starting on the next page).
- **Gaming Session 2:** Act 2 - Obelisk Attack (p 228) & Act 3 – Aftermath (p 258).

Depending on the style of play, the length of your gaming sessions, and how players react to events, this may still be a little tight on time, but it should get the job done.

Roadmap: Longest Path

If you're looking to experience much more of the book, you're encouraged to structure play as follows:

- Session 1: Introduction & Part 1.
- Up to 3 Optional Sessions: Further Part 1 Encounters & Exploration.
- Session 5: Act 2 - Obelisk Attack.
- Session 6: Act 3 – Aftermath.
- Session 7: Conclusion.

Act 1: Berinncorte City

Act One Overview

In this first adventure of the **Adventure Path**, the village of **Berinncorte** starts off as a "sandbox"—an area with lots of content to explore, but with very little direct motivation.

The intent is to introduce the players to **Berinncorte** gradually, at their own pace, and in particular for them to meet and greet the denizens of the town. The more NPCs they connect with before the Obelisk erupts, the greater the horror when it does and kills many of the townsfolk they have spent this initial time getting to know.

Providing Guidance

This lack of a linear guide to play and plot may pose a challenge, particularly to inexperienced GMs, or to groups who have never played together before. Experienced or wise GMs can play off of the composition of the party members to provide incentives—for example, Paladins and some Clerics will want to visit the local Lawful Good-aligned church, Fighters and martial characters will want to resupply and upgrade equipment, and so on. To this end, many locations and encounters have a sidebar describing ways in which characters of different races, classes, and alignments might be incented to engage with the content.

As the GM, it's up to you when to trigger the **Obelisk's eruption**—you may have a group of players eager to get to combat, or a group who does not do well with loosely-defined goals. Regardless of the situation, however, it is recommended that you wait until the party has acquired at least one side quest, and met at least a handful of the key townspeople listed.

Berinncorte City Profile

LN small town

Corruption -2; **Crime** -3; **Economy** -1; **Law** +1; **Lore** +1; **Society** +1

Qualities academic; good roads

Danger -5; **Disadvantages** none

Government autocracy (Mayor Dominika Symms)

Population 133 (88 humans; 8 half-orcs; 14 dwarves; 23 elves or half-elves)

Mayor Dominika Symms, LN female half-elf fighter 3/aristocrat 4; see page <>

Base Value 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd

Minor Items 2d4; **Medium Items** 1d4; **Major Items** none

General Rules

Berinncorte is a comfortable place to live and do business. While not rich, it certainly is prosperous—and the general feeling of the townsfolk reflect this. Very few are truly destitute, and although there is certainly no shortage of strife and struggle, true misery is virtually unknown to the populace here.

Mayor Symms is perhaps a bit heavy-handed in her approach to ruling the citizenry, but even those who feel personally slighted by her acts and rules will, if pressed, admit that they bear her personally little ill-will, recognizing that the laws probably come from a place of good intent.

Default Doors

Unless otherwise specified, all building doors are of the following profile:

Default Wooden Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20

Default Locked Wooden Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** 16

Key and Common NPCs

Throughout this adventure, if an NPC is mentioned, but it is not specified which stat block to use, treat them as a **Townsfolk**. This is a commoner's profile, generally unfit for challenging combat individually regardless of challenge level (see **Quadded Stat Blocks** in ***Dramatis Personae & Bestiary***)... but potentially volatile in droves.

"Placing" NPCs

This adventure is an urban one, taking place nearly entirely within the confines of a city. As with a real city, any given citizen moves about during the day and night, tending to business, entertaining themselves, getting food and drink, sleeping, carousing, and so on.

Veteran GMs are encouraged to read through the accompanying **Dramatis Personae & Bestiary** companion book, and to have the list of key NPCs mentioned in the **Dramatis Personae Index** in mind as the PCs work their way throughout the city. With rare exceptions where it simply doesn't make sense, you are encouraged to insert key NPCs as makes the most sense—both from the perspective of introducing plot elements and side quests, but also to keep things moving and interesting as opposed to just "we go to location X and have the rogue loot the drawers while the fighter guards them".

Novice GMs, or those seeking a bit more direction (or formality of randomness!) have two options in determining which NPCs to "insert" where and when:

Option 1: By Character

Each key **NPC** has a section describing their **Habits and Logistics**. Some characters will always predictably be in a certain location; others have a varying habit that splits their time among more than one place.

This method is best if you're looking to "place" a specific character(s), as it allows you to determine their position. Whether the PCs run into the person from that point is up to them, and others. It's also the method better suited to elaborate planning ahead of time, if that is your style as a GM.

Using this approach also helps if the party is searching for a particular NPC; they might ask around as to whether anyone

has seen them, and other townsfolk can helpfully point them in the right direction.

Option 2: By Location

Each **Area of Interest** in **Berinncorte** begins with a brief introduction, followed by a **Random Dramatis Personae** table. As the PCs move into a location, this table makes it simple to make one or more quick rolls, and populate the area with not just a handful of generic **Townsfolk**, but instead one or more characters of interest. Whether the key NPC approaches the party, or whether you as GM provide a description of the noteworthy individual in their midst, depends on both the NPC in question, and your style as a gaming group.

This method is best if your GM style is more in the vein of reacting to what the PCs do, rather than planning in advance. It also requires significantly less (zero, really!) preparation time ahead of the gaming session.

Below is a generic, all-purpose **Random Dramatis Personae** table... this serves as both an example of the concept, but also as the "default" table that encompasses all possible key NPCs. You can use this default table in place of any given location's more contextually-specific version.

Table 3: Default Random Dramatis Personae

Suggested Population: 1d2 rolls

D%	Key NPC	Profession
01	**Amadan**	Militia Armsmaster
02-03	**Aramil Xiloscient**	Apothecary
04-06	**Dimblegruffe**	Blacksmith
07-08	**Ash "Executioner"**	Militia Trainer
08-09	**Biggen Gurble**	Reader
10-11	**Brock Runnaheim**	Stablemaster
12-13	**Cannock**	High Priest
14-15	**Cora Brushgather**	None
16-17	**Daratis**	Seamstress
18	**Debran Ormick**	Militia Treasurer
19-21	**Denzys**	Preacher
22-24	**Dominika Symms**	Mayor
25	**Einkill Holderhek**	Merchant / Mercenary
26	**Elena Lomazonne**	Merchant Princess
27-28	**Esk**	Innkeeper
29-30	**Farzith**	Butcher's Apprentice
31-32	**Ganyc**	Butcher
33	**Gorin Bakelight**	Tribute Magister
34-36	**Gumbrew**	Fishmaster
37-38	**Gunnloda Balderk**	Librarian
39-42	**Gurth**	Cryptkeeper
43-45	**Gyldor**	None
46-50	**Hueykins**	Jester / Greeter
51-55	**Jozan**	Bartender
56	**Kayzark**	Vendor
57-60	**Larissa**	Elder of Sheergath
61-62	**Lingona**	Bard
63-70	**Maghana**	Cleric of Zugul
71-72	**Mardnab Scheppen**	Maid
73-74	**Oneib**	Salesman / Security Guard
75-76	**Ota Kuiduru**	Chief Clerk
77-78	**Otibus**	Tanner / Bookkeeper
79-80	**Ownka**	Serving Wench / Cook
81-82	**Phadian Gess**	Trickster / Thief
83-84	**Rhirem**	Mercenary Spellcaster
85-86	**Skutt Krundarr**	Militia Vice Master
87-88	**Sorille**	Courier
89-90	**Stewy**	Apprentice Fisherman
91-93	**Tansden**	Militia Master
94-95	**Tudra Coppereye**	Sage
96	**Thrunne**	Serving Wench
97	**Unglar**	Guard
98	**Waywocket Ningel**	Jeweler
99	**Welby Goodbarrel**	Merchant
00	**Zook Beren**	Brewer / Cook

Law and Order

Of course, the greatest element of true conflict in Berinncorte only arises tangibly when the **Obelisk Eruption** occurs... but in the meantime, there are still plenty of interesting players in the game of everyday life.

Town Militia

Berinncorte's militia is composed mostly of volunteer citizens, with a few mercenaries mixed in as need (and funds!) dictate. For combat purposes, unless the party is engaged with a named NPC, treat all members of the militia as **Berinncorte Militia**.

Berinncorte Militia

CR ½; **XP** 200; TN Male or Female Human Fighter 1

hp 11; **AC** 12; **Fort** +3, **Ref** +0, **Will** -1

Init +0; **Speed** 30 ft.; **Senses** Perception +2

Str 14, **Dex** 11, **Con** 12, **Int** 9, **Wis** 9, **Cha** 10

BAB +1; **CMB** +3; **CMD** 13

Melee light mace +3 (1d6+2)

Feats Alertness, Light Armor Proficiency, Combat Reflexes

Skills Climb +1, Perception +2, Sense Motive +2, Swim +1

Special Qualities Bonus Feat, Bonus Feats, Skilled

Possessions light mace; leather armor

Generally speaking, unless given an explicit reason to engage one of the party members, the militia will leave the PCs (as well as all other townsfolk) alone. **Berinncorte** is not an

enormous city by any means, but it is not without its share of visitors; the party's presence is likely not a major event worth of investigation.

If the party is not engaging with NPCs, following side-quests, or if there is something about their makeup that demands attention, it's left the GM's discretion as to whether a militia member approaches them and questions them. For example, if the party is composed exclusively of eight-foot-tall, chaotic evil, half-orcs and half-demons, the militia would probably have a few questions as to what their intent in the town is!

Getting Arrested

For a variety of reasons, the party (or some subset thereof) may at some point become arrested. Generally speaking, law and order in **Berinncorte** are what you would expect of a civilized society—theft and murder, for example, are typically illegal, though self-defense is a viable explanation for the latter. Of particular note, dueling is legal if both parties involved agree to the showdown with at least one impartial witness. This is underscored later, in any quests where it is a plot option.

Table 4: Jail Fines

Offense Type	Fine
Simple Offense	10 gp per PC
Assault	25 gp per PC
Theft	30 gp per PC
Murder	100 gp per PC; martial law likely until someone is arrested

Should one or more PCs get arrested, the party has a few options to recover.

They can try and fight their way out. This requires facing **2d4+1 Berinncorte Militia** simultaneously; three rounds later, another **2d4 Militia** arrive to help their comrades. This approach should generally be discouraged; the GM can scale the encounters and the difficulty accordingly.

At night, the party may try and sneak out. This is a three-step progression of skill checks, and is therefore best attempted by a single party member. First, removing manacles requires a DC 22 **Disable Device** check. Next, another DC 22 **Disable Device** check to pick the lock on the cell. Finally, a DC 20 **Stealth** check to sneak past the guards. Failing any of these three checks will result in the PC being re-incarcerated by the guards, and the difficulty of all three checks increasing by **+1** next time.

The party may try to bribe their way out of jail. This costs 50 gp per person; a DC 18 **Diplomacy** check halves this amount.

Should the above fail, or if the incarcerated PCs are neither sneaky nor burly, the only remaining option is to talk their way out and pay a fine. The exact fine amount should scale to the offense involved, and is left to the GM to determine; some examples are shown in "Table 4: Jail Fines", p 41.

Murdering a Militia

If, under any circumstances, any PC slays a Berinncorte Militia, the result can be quite significant. It's left to the GM's discretion as to what occurs.

The most rapid escalation is that the party (and the murder scene) is discovered immediately, by a large enough group of militia that the PCs will prefer not to start a fight. Under this scenario, the party is arrested (see above) on the spot.

Another, less immediate, option is to assume the **Militia** body is discovered, say **1d4** hours afterwards. With no witnesses and no leads, **Mayor Symms** is forced to enact **Martial Law** (see below).

Regardless of the approach used, this can have an impact on the **Prime Catalyst** (p 35) of the **Obelisk Eruption** .

Martial Law

During martial law, all reserves of **Berinncorte Militia** are called upon to patrol the town. In addition, all **Jail Fines** (see Table 4 on page 41) are doubled. Anyone already in jail is not retroactively affected by this additional fine, unless it is suspected that they were somehow involved or related to the event that brought about martial law.

Mayor Symms will herself also patrol the town, with her greatsword made clearly visible on her back (or, depending on the circumstances, even in her hand). A stickler for order and as someone who feels heavy the weight of her responsibilities, she nevertheless recognizes the difficulties the imposition of severe law may inflict upon innocent townsfolk. As a result, her driven, relentless attitude is really focused around ending or solving whatever caused the need for martial law in the first place. The very moment such a situation is resolved to her satisfaction—be it the arrest of a suspected murderer, the flight of a suspected felon, or some the answering of a mystery—she will be quick to revoke the state of heightened attention.

Rumors and Tales

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use these **FlexTables**:

First, if the PCs are actively searching for information, you can make a **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead. The party may use **Knowledge (Local)** or **Diplomacy**; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-3** circumstance penalty (as knowledge of general history will apply in only a limited basis to the immediate vicinity of **Berinncorte**).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate Context and read the result. In such a circumstance, a Skill Check is not required.

FlexTable 5: Default Rumors, Tales, and Lore

D%A	D%B	D%C	D%D	DC	Rumor Type	Reference
-	-	-	01-40	-	No Rumor	No information is obtained.
01-20	01-40	01-30	41-60	14	Faction Rumor	See "Faction Rumors and Lore", p 42
21-65	41-70	31-55	61-80	15	NPC Rumor	See "NPC Rumors and Lore", p 44
66-90	71-90	56-90	81-93	16	Setting Rumor	See "Setting Rumors and Lore", p 49
91-94	91-94	91-94	94	22	Obelisk Rumor	See "Obelisk Rumors and Lore", p 51
95-00	95-00	95-00	95-00	18	Realm Lore	See "Realm Rumors and Lore", p 52

There are several different **FlexTables** to use here. One is the default, which is a good starting point for general lore and rumor. It will guide you to the more detailed **FlexTables** that are more topic-based.

Each of the subsequent topic-based **FlexTables** may be used directly, if the PCs are inquiring as to a specific topic. If the party is gathering information pertaining explicitly to NPCs, Factions, or Settings, roll directly on the relevant **FlexTable**. Skill checks focused on a particular subject take a **-2** penalty.

As the party will not yet have heard anything about the **Obelisk**, it will be difficult to justify going explicitly to that **FlexTable**.

Default Rumors and Lore

Use"FlexTable 5: Default Rumors, Tales, and Lore" as a starting point for general rumors and lore discussed within the city of **Berinncorte**.

- **Use Context A:**
  As a **Skill Check** against one of the skills as described above.
- **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
- **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Berinncorte Militia**.
- **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Faction Rumors and Lore

"FlexTable 6: Faction-Based Rumors" contains rumors and tales specific to the **Factions** in and around the city.

- **Use Context A:**
  As a **Skill Check** against one of the skills as described above.
- **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
- **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Berinncorte Militia**.
- **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

FlexTable 6: Faction-Based Rumors

D%A	D%B	D%C	D%D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-09	01-15	01-12	31-37	12	A private society called the **Scarlet Dillweed** secretly controls many aspects of government and religion.	**Partially True.** The faction is the **Scarlet Path** (p 24), and its influence is not quite that significant.
10-19	16-30	13-25	38-45	16	Armorers and blacksmiths all belong to a secret guild, which fixes prices and keeps supplies of adamantium and similarly elite material controlled.	**Partially True.** The **Order Mechanique** (p 25) does indeed have many blacksmiths, but they engage in none of the collusion referred to.

D%A	D%B	D%C	D%D	DC	Description	Veracity
20-28	31-40	26-35	46-52	19	A trade guild called **Meatsmiths** has been hiring necromancers and other wizards to concoct a meat substitute that would be cheaper to produce than animal-based meat.	**Partially True.** The **Meatsmiths** (p 26) do dabble in necromancy, but its intent is far more sinister than a vegetarian alternative.
29-38	41-42	36-42	53-60	17	Tavern owner **Jozan** is a member of the **Water Guards**, a faction dedicated to controlling alcoholic beverages in the Realm, and preventing their theft and abuse.	**False.** Though there is a faction called **Liquid Guardians** (p 26), its purpose is more alchemical, not alcoholic. **Jozan** is also not a member.
39-47	43-52	43-50	61-67	15	In the secret folds of society lie the seeds of an uprising against all who wield magic.	**True**, though the doomsday described will likely never occur due to the lack of influence (and membership!) of the **Antimagic Shell** (p 27).
48-56	53-60	51-60	68-72	17	Those who worship coin above all other matters would do well to seek out **The Platinum Standard**, a financial guild which seeks to enrich the already-wealthy members of society.	**Partially True.** Likely this refers to the **Platinum Flag** (p 28), but while their membership does require existing fiscal success to some degree, their services and guidance are available to all who wish it... for a price.
57-66	61-72	61-72	73-79	14	Looking to book a bard? Prices aren't as low as they should be, mostly because a guild controls the contracts of all who sing, dance, or play.	**Partially True.** The **Katkalls** (p 29) would dearly love to claim this level of influence, but such power is beyond their current means.
67-76	73-82	73-82	80-84	12	Many for whom security is a concern turn to a group called **Mace and Blade** for protection. Traders, wealthy citizens, and even governments have availed themselves of their services.	**True.** The aims of the group (p 30) go even farther beyond these current abilities, however.
77-86	83-85	83-88	85-90	14	The city's two gardens flourish regardless of weather conditions... but this is due not to Fey-like involvement, but the protection of a guardianship faction called the **Emerald Garden**.	**False.** While the **Emerald Garden** (p 30) does exist, and would certainly be interested in protecting the two gardens in **Berinncorte**, there is no actual involvement or protection.
87-93	86-94	89-96	91-95	10	Tons of hired blades have made their fortune on the roads of the Realm in a group called the **Wild Kingdom**. Sometimes, these mercenaries are even hired to supplement armies!	**True.** This is almost exactly the role of the **Wild Kingdom** (p 31).
94-00	95-00	97-00	96-00	8	They say that everyone—everyone—worth their salt in the city is aligned with at least one of the many Factions that wield influence in the region.	**Partially True.** Nearly all named NPCs belong to at least one Faction, but this is hardly a rule, and some belong to no faction whatsoever.

NPC Rumors and Lore

Named characters are the topic of these pieces of rumor, collected in "FlexTable 7: NPC-Based Rumors".

- **Use Context A:**
  As a **Skill Check** against one of the skills as described above.
- **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these pur-

poses.

- **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Berinncorte Militia**.

- **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

FlexTable 7: NPC-Based Rumors

D%A	D%B	D%C	D%D	DC	Description	Veracity
01-20	01-05	01-10	01-45	-	No Rumor	No information is obtained.
21-22	06-07	11-12	46	16	The city's **Fishmaster** was once offered the job of Mayor, but turned it down, preferring a simple life.	**True**. **Brock Runnaheim** will admit to this if asked.
23-24	08-09	13-14	47	19	**Berinncorte's Apothecary** has a dark past. Some say he dabbles in necromancy.	**Partially True. Aramil Xiloscient** is indeed a shady character, but although he tortures and kills innocents for "research", his endeavors don't truly qualify as necromancy.
25	10	15	48	11	**Aramil**, the apothecary, is forgetful, and will occasionally give the wrong potion to a customer.	**Partially True.** While he does give the wrong potions to some customers, when he does so, it is intentional—his way of a dark prank.
26	11	16	49	16	The town **Fortune Teller**, in **Town Square**, is secretly a Druid spy.	**Partially True.** Reporting back to her druidic relations is indeed part of **Arbelladon Moonside's** duties, but "spy" seems a strong term for what is really just a bunch of letters containing observations.
27-28	12-14	17-18	50	16	The **Militia's** trainer is far younger than he appears. He disguises his youth with an elderly visage to appear wiser than he truly is.	**False**. Though he has heard this rumor many times, **Ash "Executioner"** does nothing to dissuade folk from rumor-mongering, as it draws them away from the truth of his hidden addiction.
29	15	19	51	17	One of the workers at the Library is a famous author, who is only working in the town to do research on his next book. Many of the city's wealthy know of his secret, and he demands they entertain him with lavish fetes.	**False**. **Biggen Gurble** is, and indulges in, none of these things.
30	16-17	20-22	52	13	**High Priest Cannock** of the **Zugul Church** is secretly a wizard of great power, who gave up his abilities to live a life of contemplative peace in the city.	**False**. **Cannock** did, however, used to be a rogue, and gave up that way of life for that of the priesthood.
31	18	23	53	12	A druid merchant may be found in **Town Square** who can see the future.	**False**. This likely refers to **Caerthynna Tsornyl**, who in no way has this ability.
32-33	19-22	24-26	54	13	A local farmerwoman has inherited a vast fortune, but interloping miscreants have kept from her the delivery of the notice that would give her this news. Ignorant of her ability to claim newfound wealth, she wanders from job to job, nearly destitute and eager for any work she might find.	**False**. It's probable that townsfolk invented this story out of pity for poor **Cora Brushgather**, whose life does fit the latter portion of the rumor. Sadly, however, there is no wealth that might be inherited, nor does anyone wish to keep information from her.
34-35	23-25	27-29	55	10		**Partially True**. **Daratis** is quite talented, and does love her husband, **Otibus** . However, neither one of them wishes to leave **Berinncorte**.

D%A	D%B	D%C	D%D	DC	Description	Veracity
36	26	30	56	14	There's something fishy about the **Militia's treasurer**. He might not be human!	**True**. In fact, there is much that might be considered "fishy" about **Debran Ormrick**, but his kind-of secret race is far from the fishiest.
37-38	27-30	31-36	57	10	The **Sheergath Temple's** preacher secretly lusts after that institutions's Elder.	**True**. **Preacher Denzys** does indeed long for **Larissa**, but keeps it under wraps.
39-40	31-33	37-38	58	13	The village **Blacksmith** once led a far more interesting life, but gave up a female lover and an adventuring career so that she could safely focus on her current trade.	**Partially True**. **Blacksmith Dimblegruffe** did indeed used to be an adventurer, and gave it up. But she did not abandon a lover to do so; neither is she even gay.
41-42	34-36	39-41	59	12	**Mayor Dominika Symms** is having a secret affair with **High Priest Cannock**. This explains all the support that the **Zugul Church** receives from the town government!	**False**. **Symms** has no time for such a dalliance, and **Cannock** is devoted to his work. The **Zugul Church** enjoys its relationship with the city because it consistently does right by that relationship; nothing more.
43	37	42	60	14	**Donur Gravelsmasher**, now a merchant in **Town Square**, gave up a life of dwarven royalty to pursue mercantile interests. Though he has no knack for business, he subsists on an allowance given him by his royal family.	**Partially True**. **Donur** did indeed give up a solid position in his homeland to travel broadly, but it was political, not royal. His family and society of home does question this decision, but do not support him financially in any way.
44-45	38-40	43-44	61	8	A dwarven mercenary frequents the **Tavern**; his talents can be bought for the right amount of coin, and he will ask no questions as to the task required of him.	**True**. **Einkill Holderhek** is indeed a dwarven mercenary, and has recently been in the occasional employ of a burgeoning underworld interest.
46	41	45	62	16	A wealthy and powerful merchant princess will occasionally stop into town to make sure her interests are protected. She secretly owns a great deal of the city's buildings, and the **Mayor** is beholden to her perspective on a great many topics.	**Partially True**. **Elena Lomazonne** will indeed drop by, but she owns nothing in town save the quarters in the **Upper-Class Residential District** that she rents from **Tarsheva Hornwood**. **Mayor Symms** couldn't pick her out of a crowd, though.
47-48	42-44	46-47	63	12	If you ask around in **Town Square**, you can locate a prostitute whose abilities are renknowned far and wide in certain circles. She takes male and female clients alike.	**Partially True**. While it's accurate that **Elizavetta Burak** performs the described services, and does so in **Town Square** (p 80), even she would laugh at the possibility of being famous for it. This rumor was most likely started by a client or two on whom **Elizavetta** had worked her illusory magic, who reacted a bit too strongly to her wiles.
49	45	48	64	17	Folk say they have seen the **Innkeeper** practicing dark magics, late at night, atop his establishment's roof.	**Partially True**. **Esk** is private about his abilities as a Summoner, but would hardly characterize his craft as "dark", and has in point of fact never himself been atop his own roof.
50	46	49	65	18	The butcher's apprentice is secretly an ancient gnome, hundreds of years old, who hides beneath an illusory cloak of youth.	**False**. **Farzith** is the age he appears to be. This tale likely has its genesis in folk thinking him to have wisdom beyond his years.

D%A	D%B	D%C	D%D	DC	Description	Veracity
51-52	47-48	50-51	66	13	Butchery must pay—the town's **butcher** is rich indeed, keeping quarters in the elite residential district.	**Partially True**. While it's indisputable that **Ganyc** rents a suite at the **Upper-Class Residential District** (p 201), he's far from rich: he indulges in the luxury at the very edge of his means, and is at risk of not being able to afford it quite frequently depending on how business is doing!
53-54	49-51	52-53	67	10	The **Tribute Magister** assigned to **Berinncorte** is a sociopathic jerk who values money above people.	**True**. That's **Gorin Bakelight** in a nutshell, really.
55	52	54	68	18	There's something off, recently, about the **Fishmaster**. He looks haunted by something, but doesn't talk about it.	**True**, as far as the tale goes. See **Gumbrew's** Background for more information about accidentally killing an intruder a few months ago.
56	53	55	69	15	The city's chief **Librarian** owns every single book in the building... but doesn't brag about it.	**Partially True**. While **Gunnloda Balderk** did gift a substantial private collection to the Library, it only represents a bit more than half the total tomes.
57-60	54-58	56-58	70	8	**Berinncorte's Cryptkeeper** is an evil gnome who lives in squalor, murders people, and eats their eyes!	**False**. Well, perhaps **Partially True**, in that **Gurth** does in fact live in squalor... but the rest is just pure nonsense. That's what people are prone to say about you, if you're a filthy drunk who lives in a graveyard, though.
61	59	57	71	17	The Gods sense a battle forthcoming, and have sent a warrior emissary to aid the city in the fight to come. He takes the form of an immense furred creature of the forest.	**False**. The closest thing to it is **Gyldor's** presence in town, which is exclusively to keep watch over developments that may lead to an event such as the **Eruption**. The ranger's wolverine companion is far from immense.
62	60	58-60	72	14	The jester/greeter who hangs out in **City Gate Square** used to be a king. He went quite mad, though, and was exiled from his own country. Thankfully, he's so insane and quirky that he doesn't remember any of it.	**False**. Although **Hueykins** is certainly not of Berinncorte originally, his secret is that he **reports** back as a spy to the **Scarlet Path** (p 24). He has never been royalty, that's for sure.
63-65	61-62	61	73	10	In **Town Square**, there's a half-orc paladin woman who raises beasts outside the city gates.	**True**. This is **Ines Borque**. Though she realizes the uniqueness of her combination of traits, she herself would be surprised and bemused that such information would even qualify as lore.
66-67	63-64	62-64	74	12	The **Tavern's barkeep** is a charismatic half-orc who is secretly engaged to a dozen wealthy princesses and widowers across the realm.	**False**. This rumor likely started after folk saw **Jozan** flirt with, and ultimately take to bed, a number of wealthy ladies; however, such trysts are physical and temporary, and have never yet resulted in any sort of commitment.
68-69	65-66	65	75	16	A reclusive loner floats about town, frequently stopping in for refreshment in the **Tavern**. They say he hawks exotic and bizarre wares if asked in the right manner.	**True**. This is **Kayzark**.

D%A	D%B	D%C	D%D	DC	Description	Veracity
70-71	67-68	66-67	76	15	There is a humble-seeming man in **Town Square** who sells religious items representing both **Zugul** and **Sheergath**. This vendor is in reality but a shell of a man, a construct of flesh, created by the gods so that they might inhabit a mortal from time to time. On a given day, there's a good chance either **Zugul** or **Sheergath** is, themselves, incarnate in this vendor.	**False**. **Kerem Dogan** does indeed sell religious wares of both major religions in town, but he has never been possessed by a god, and would laugh at the notion. This rumor likely started when folk noticed the man's salesmanship being equally effective to customers of either of the two faiths.
72-73	69-70	68-70	77	13	The **Sheergath Temple's Elder** is a woman of exorbinant tastes, and unsatiable desires.	**True**. **Larissa the Elder** would readily admit to this description, and strives to live up to it—both as a satisfying indulgence, as well as a means of "walking the talk" of Chaos itself.
74	71	71	78	15	The comely musician and dancer who performs—sometimes on the **Stage** in **Town Square**, others at the **Tavern**—is in truth an underworld crime lord. She has ordered the deaths of dozens who have stood against her interests.	**False**. The closest pearl of truth here is that **Lingona** does perform at both mentioned locales, and occasionally runs a thievery trick with her lover **Phadian Gess**; see event "Impromptu Performance", p 121.
75	72	72	79	18	Among the leaders of the **Berinncorte Militia** is a mute armsmaster. His secret? He's only feigning the inability to speak; in reality, he's a perfectly fine orator, but he pretends muteness as a means of gathering information without revealing anything.	**Partially True**. Mute though **Amadan** may indeed be, s/he does gather information through this silence.
76-77	73-77	73-75	80	12	If you catch her in the right light, a **Cleric** of the **Zugul Church** is truly beautiful—they say she may have been a courtesan, or an artisan's model, in her former life. Perhaps she moonlights still in such professions!	**False**. While it's true that **Cleric Maghana** is beautiful, she has never engaged in any sort of the professions described.
78	78	76	81	17	The innkeeper's **maid** is in fact an accomplished bard, a Realm-class talent. But her current work is effectively enslavement, scrubbing floors and changing soiled sheets instead of singing to royalty. This circumstance is owing to the fact that **Esk**, her boss and the Inn's owner, has in his possession compromising letters between her and a foreign noble; he blackmails both the maid and the noble to keep quiet.	**False**. Utterly, completely false, except for the fact that **Mardnab Scheppen** is indeed a fledgeling bard.
79	79	77	82	17	Watch interactions between the **General Store owner** and his **bodyguard/salesman**. There's more to that relationship than just mercenary security.	**True**. **Oneib** and **Welby Goodbarrel** have a long history together, and indeed were once lovers, long ago, very briefly.

D%A	D%B	D%C	D%D	DC	Description	Veracity
80-81	80-81	78-80	83	15	Nobody knows why an accomplished monk serves as the **Mayor's chief clerk** and receptionist. There are whispers that he may have accidentally killed someone, and his current work is a form of self-imposed exile from his former life, penance for a misdeed long past.	**False**. Although **Ota Kuiduru** is indeed a talented monk, he feels that his best contribution to order is in using his administrative talents.
82-83	82-83	81-82	84	11	The **Textiles Shop** is owned by an older couple. The **wife** is the brains and talent of the operation; the **husband** is in truth merely in the business of animal husbandry for the hides used.	**True**. **Otibus** has but a limited role in the running of the **Textiles Shop** (p 186).
84	84	83-84	85	14	The two half-orc serving **wenches** in the **Tavern** are in fact secret lovers.	False. **Ownka** and **Thrunne** are friends and co-workers, nothing more, and indeed, neither is gay.
85	85	85	85	16	A gorgeous **rogue** who spends time in the city's **Tavern** once used to be a merchant prince. Betrayed by his lover, he lost his entire fortune, and now enacts a kind of petty revenge against an entire sex by seducing and stealing from wealthy ladies.	**False**. Though **Phadian Gess** is a rogue, and a thief, no other part of this rumor is accurate. Besides, he is monogamous with **Lingona**... at least, for the time being.
86	86	86	86	13	The half-orc **slumlord** of the city's cheaper apartment building may seem like a brute and a swindler, but she secretly has a heart of gold. In fact, she charges zero rent for several of her more disadvantaged tenants.	**False**. It turns out that **Pilga** is exactly what she seems to be!
87	87	87	87	10	An ancient **wizard** hangs out in the **Tavern**, lending his destructive talents out as a mercenary.	**True**. **Rhirem** is available to hire if you can find him in the **Leaky Cask Tavern** (p 114), though he might balk at being referred to as "ancient".
88	88	88	88	12	A dwarven **combat trainer** in **Town Square** comes from humble beginnings, but has fighting talents reknowned across the Realm.	**Partially True**. A farming life comprised **Rona Stonehammer's** childhood, and although she's skilled at battle, there are few who have ever met her outside of the immediate **Berinncorte** region.
89	89	89	89	16	A mysterious halfling **merchant** in **Town Square** has taken a demon as a lover. The two meet at the stroke of midnight in the **Graveyard** to the north.	**False**. **Shakira Alam** has taken **Elizavetta Burak** as a lover, who is far from a demon.
90	90	90	90	10	The gruntish, ruthless **second-in-command** of the town **Militia** is gunning for the **Captain's** job.	**True**. There's no real secret that **Skutt Krundar** would love to overthrow **Tansden** as **Militia Captain**.
91	91	91	91	14	A mysterious **courier** can sometimes be seen, entering or leaving the **Mayor's House**, late at night. What is she delivering? Or what is the **Mayor** sending?	**True**. **Sorille** a member of the **Squirrelheel Couriers** (p 32), does occasionally have business with, or for, the **Mayor**. There is nothing sinister about these communications, however.
92	92	92	92	16	The fisher's **apprentice** might know how to get in touch with merchants on the black market.	**True**, though **Stewy's** underworld ambitions far outstrip the simple connections mentioned.

D%A	D%B	D%C	D%D	DC	Description	Veracity
93	93	93	93	15	It's said that the **Militia Captain's** family died from starvation in a farmland famine some decades past.	**True**. The event saddens **Tansden** to this day.
94	94	94	94	13	One of the half-orc serving **wenches** at the **Tavern** is an assassin for hire, with a dozen contracts under her belt.	**False**. **Thrunne** is a simple serving wench, little more. The rumor likely started after drunken bargoers noticed she wields a vicious-looking spiked gauntlet, but in truth, it's more for show than to inflict damage.
95	95	95	95	16	The upper-class apartments are owned and run by a half-elven **ex-adventurer** who bought and renovated the entire building herself.	**True**. **Tarsheva Hornwood** is quite accomplished, both as an adventurer and an entrepreneur.
96	96	96	96	18	Hidden in secret passageways in the town **Library**—some say, between the very walls themselves—sits a bizarre **mystic**, a sage, who can tell the future for real... but only under the right circumstances.	**Partially True**. While **Tudra Coppereye** is a sage, and her quarters and office are hidden behind secret doors in the **Library**, she has as much ability to tell the future as any other Oracle.
97	97	97	97	17	The least powerful of the **Sheergath Temple's** officers has a bloody history of adventuring. He was betrayed by his party one day, and though he survived, his spirit was broken, resulting in his devotion to the **Temple**.	**True**. For more details on **Unglar's** history, refer to this Background.
98	98	98	98	15	The weakling food **merchant** in **Town Square** crafts his rations from dead rats.	**False**. This is likely a vicious lie started by one of **Vanya Berezin's** competitors, though the only real one to speak of is the **Leaky Cask Tavern** (p 114), and **Jozan** would never do such a thing.
99	99	99	99	14	In shady corners of the town's **Tavern**, a world-class **jeweler** occasionally sets up shop for small projects.	**True**. This is **Waywocket Ningel**, who can inded be found in the **Leaky Cask Tavern** (p 114) sometimes.
00	00	00	00	12	The **operator** of the **General Store** has far-reaching mercantile interests, and is rich far beyond his apparent wealth here in the city.	**Partially True**. While **Welby Goodbarrel** is indeed a successful businessman, and owns parts of caravans and companies outside of **Berinncorte**, he's pretty much as wealthy as he seems.

Setting Rumors and Lore

"FlexTable 8: Setting-Based Rumors" contains rumors and tales specific to the history and setting of the region of the Realm in which **Berinncorte** is located.

- **Use Context A:**
  As a **Skill Check** against one of the skills as described above.
- **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
- **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Berinncorte Militia**.
- **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

FlexTable 8: Setting-Based Rumors

D%A	D%B	D%C	D%D	DC	Description	Veracity
01-20	-	-	01-40	-	No Rumor	No information is obtained.

D%A	D%B	D%C	D%D	DC	Description	Veracity
21-27	01-15	01-09	41-45	18	The Militia keeps guards outside the Upper-Class Residential District as personal security service to the city's elite.	**True**, though the **Mayor** would never admit it.
28-35	16-21	10-18	46-50	8	There's only one entrance or exit into or out of the city: the City Gates.	**True**. You need only look at a map to see that this is the case.
36-42	22-27	19-27	51-56	16	**Berinncorte** was designed by an insane military strategist, who thought the commission was for a fortress that was easily defensible. Though the design for a regular village was flawed for the intended purpose, those erecting the city had to begin quickly, and there was not time to devise an alternative approach.	**False**. Though that would certainly explain why there is only one legitimate entry/exit to the city.
43-50	28-35	28-35	57-60	14	The city was built atop an ancient burial ground, and some say it remains cursed by the restless dead to this day.	**Partially True.** There are indeed bodies buried in deeper layers of sediment and rock underneath the town, and the Cistern (p 194) in particular is imbued with a bit of an undead nature... but the enormous graveyard described is not the case.
51-57	36-41	36-44	61-65	18	Once, long ago, **Berinncorte** was ruled by a king, and was used as the very seat of power for a dominion measuring dozens of other villages.	**True**. Though this was indeed long ago.
58-64	42-47	45-53	66-70	17	Hundreds of years ago, **Berinncorte** was a place of learning, and of high magic. Sorcerers would come from all over the Realm to practice and enhance their art.	**True**. Some who today wonder at the caliber of the town's Library (page 204) have this tradition to thank.
65-70	48-53	54-60	71-75	15	Dark, evil Fey powers rest, patient and vile, underneath the beauty of the **City Gardens**.	**True**. In fact, some of these powers manifest in the wake of the **Obelisk Eruption**, when **Dark Fey** emerge from a fissure in the **City Gardens** (p 364).
71-76	54-60	61-65	76-80	10	Although neither religion will admit it, the idealistic clash between the **Sheergath Temple** and the **Zugul Church** has benefitted both, in that the strife has driven the faithful to both establishments in record numbers.	**True**, though to be fair, neither **Larissa the Elder** nor **High Priest Cannock** has taken count, nor are they consciously aware of this passive and unintended benefit.
77-82	61-66	66-72	81-85	16	At one point in its development, **Berinncorte** used a paranoid architect to rebuild several of its buildings. To this day, there are secret doors and rooms in some establishments!	**True**. Several of the secret areas in buildings were indeed designed by a paranoid architect, dozens of years ago.
83-90	67-72	73-80	86-90	11	Though the **Zugul Church** claims it is a Lawful establishment, some within it have sworn to destroy the **Sheergath Temple** and its followers, no matter what the cost!	**False**. Though there are some parishoners with a high degree of fervor, none have claimed a desire to destroy anything at all.
91-95	73-90	81-90	91-95	12	Followers of **Sheergath** welcome open, bloody conflict, even riots, between those of their number and devotees of **Zugul.**	**Partially True**. Some particularly Chaotic of the **Zugul** flock have indeed pronounced this preference, but they number few, and are generally denounced as crackpots or zealots by the majority.

D%A	D%B	D%C	D%D	DC	Description	Veracity
96-00	91-00	91-00	96-00	18	Some say that in a city of this size, it's normal to have some sort of repository for water, in case of emergencies—either to provide clean drinking water to the people, or to aid in putting out fires. Nobody in town is aware of such a structure existing in **Berinncorte**.	**True**, though misleading: there is inded a **Cistern** (p 194) in the south of town, but its undead aura causes people to be forgetful of it, and it's ignored entirely.

Obelisk Rumors and Lore

Truly, truly rare, there are some very faint snippets of information about the **Obelisk** and the forces it represents that remain in the minds and hearts of those who have studied strenuously. These are collected in "FlexTable 9: Obelisk-Based Rumors".

- **Use Context A:**
  As a **Skill Check** against one of the skills as described above.
- **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC, is a "key" NPC for these purposes.
- **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Berinncorte Militia**.
- **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

FlexTable 9: Obelisk-Based Rumors

D%A	D%B	D%C	D%D	DC	Description	Veracity
01-40	01-10	01-20	01-80	-	No Rumor	No information is obtained.
41-53	11-27	21-35	81-84	18	In ancient times, rituals and desperate magicks were used to keep at bay vile forces from underneath the very earth.	**True**.
54-66	28-40	36-50	85-88	20	On the other side of the world we know live countless hordes of the fallen, the vile, the dread, and the horrid... all of whom resent we "bright folk" who live in the light of the Sun, and seek to destroy us for their pitiful plight in life.	**True**.
67-79	41-60	51-65	89-92	16	The entire Realm is but one enormous dream, had in the mind of a sleeping giant who dwells on an island, floating amidst a sea of acid, in a far-flung world we have never heard of.	**False**. Whoever came up with this was likely under the influence of... something, when they had the idea.
80-90	61-80	66-85	93-96	19	Sprinkled in forgotten locations throughout the Realm are artifacts, powerful magics which each contain a fragment of a power that might be used to combat the greatest forces that might threaten the world.	**True**.
91-00	81-00	86-00	97-00	20	In olden times, a warrior, priestess, or king was selected from among a random assortment of applicants. The selected person would become a champion of the living, given special powers, and equipped with ancient relics, that they might fight off encroaching evil that threatened all.	**True**.

Realm Rumors and Lore

No city is an island, and **Berinncorte** is no exception. Some folk speak of events and locales far beyond the city walls. These may be found in "FlexTable 10: Realm-Based Rumors".

These tales are hints of the world-building that has gone into the **Realm** entire, and are mainly foreshadowing for future publications in the mythos of **Aquilae**.

- **Use Context A:**
  As a **Skill Check** against one of the skills as described above.
- **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
- **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Berinncorte Militia**.
- **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

FlexTable 10: Realm-Based Rumors

D%A	D%B	D%C	D%D	DC	Description	Veracity
01-40	01-10	01-20	01-80	-	No Rumor	No information is obtained.
41-48	11-23	21-32	81-84	18	Far to the north of the Realm, there lies a mysterious island, from which no one who has ventured has yet returned alive.	**True**.
49-56	24-32	33-43	85-90	20	A conclave of gods—the vengeful and tricksters—has created a playground of the damned, a miniature realm where the sinful and horrid may be punished, and have a chance to atone for, their dark deeds.	**True**.
57-64	33-45	44-56	91-92	18	Deep beneath the surface, far under the tallest mountains, there dwell the remnants of ancient creatures who ruled the Realm in times long past.	**True**.
65-72	46-53	57-66	93-94	18	The system of **Tribute** that we know, that which funds government, and empowers the gods to hear our prayers and take helpful action on our behalf, is broken and corrupt, serving only an elite few at the expense of the many.	**True**.
73-80	54-65	67-76	95-96	17	Despite the appearance of power in the hands of government, rulers, and gods, the truth is that a small handful of secret and ultra-powerful factions dictates their whims to the massive preponderance of the population.	**False**. Mostly. Kind of. Depending on how you look at it...
81-89	66-80	77-85	97-98	15	Druids to the north of the Realm have begun digging deep into the earth, in an attempt to mine the knowledge of nature long dead. There is division amongst the druid populace as to the wisdom of this approach to gaining power; they say that which is dead should be let to rest, be it sentient life or that of plants.	**True**. Also True is the divisiveness of the issue, as is the justification for wariness.
90-00	81-00	86-00	99-00	22	Far, far beneath the land we know and live upon, there exists a sentient force not unlike a vampire, which requires and feeds off of surface life to sustain itself. Of the many vagrants, unfortunates, and hermits who go missing every year, some portion are in fact stolen from the surface by this vampiric force.	**True**.

Random Encounters

Generally speaking, aside from such "intentional" rolls as described below, roll on "FlexTable 11: Berinncorte Random Encounters" every **30 minutes** the party spends on the streets of **Berinncorte**.

Application

It's recommended that the GM use common sense when applying **Random Encounters**. If the party is spending their time hunting down quests, stocking up provisions, speaking with townsfolk, and generally "staying busy", then perhaps random encounters should be kept to a minimum. Conversely, if the group is wandering aimlessly and seems to need a bit of "focusing", then it might be time to whip out your D% and see if you can't spice things up a bit.

- **Use Context A:**
  Use during **daylight** hours, if no other prerequisites described below applies
- **Use Context B:**
  Use during **evening** hours.
- **Use Context C:**
  If the party is in the midst of a **Quest** or pursuit from which you would prefer they not be distracted.
- **Use Context D:**
  If the party is **struggling** to become engaged in **Quests** or activities.

FlexTable 11: Berinncorte Random Encounters

D%A	D%B	D%C	D%D	Result	Description
01-40	01-20	01-60	01-05	-	No Encounter
41-47	21-27	61-63	06-12	**BRE-1**	Bandit! (p 53)
48-55	28-34	64-66	13-20	**BRE-2**	Something Shiny (p 53)

D%A	D%B	D%C	D%D	Result	Description
56-60	35-40	67-70	21-28	BRE-3	Hurried Cutpurse (p 54)
61-65	41-47	71-73	29-36	BRE-4	Bungled Mugging (p 54)
66-71	48-52	74-76	37-42	BRE-5	Startled Savior (p 55)
72-76	53-60	77-80	43-50	BRE-6	It Was Like This When We Got Here (p 55)
77-82	61-64	81-83	51-58	BRE-7	Take a Look (p 56)
83-86	65-70	84-86	59-65	BRE-8	Brother, Have Ye Heard? (p 56)
87-90	71-75	87-90	66-72	BRE-9	Egards, The Bats! (p 57)
91-93	76-80	91-93	73-80	BRE-10	Drunken Cryptkeeper (p 57)
94-96	81-85	94-95	81-87	BRE-11	Dog Pack Attack (p 57)
97-98	86-90	96-98	88-95	BRE-12	A Spider Beside Her (p 57)
99-00	91-00	99-00	96-00	BRE-13	Egads, More Bats! (p 59)

BRE-1: Bandit!

Quest: Bandit!

Summary: A party member is robbed.

Rewards: Up to **1 Reward Star.**

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

A **Common Thief** sneaks up on one of the PCs (randomly determine which) and steals a small amount of gold (**2d10**). Make a DC 12 **Perception** check for the affected PC to notice; you may allow a DC 15 check for other party members if this initial check is failed.

If the party (or just the affected PC) gives chase, they confront the thief in one of the town's many alleys (the associated **Militia Guard Post** (p 100) is conveniently unoccupied for these purposes).

If a single PC confronts the thief, she will fight back; if confronted by the party entire, she will try to give the gold back and talk her way out of it. Any talking confrontation with the thief takes the form of a **Diplomacy** or **Intimidate** check, opposed by the thief's **Diplomacy** check. Success means the thief allows herself to be taken in; failure means the thief attacks the party.

The GM is encouraged to reward the party with **1 Reward Star** (and the pilfered gold) whether they fight or talk, so long as it is in keeping with their alignments and characters.

Common Thief

CR ½; **XP** 200; CN Female Halfling Rogue 1

hp 9; **AC** 18; **Fort** +2, **Ref** +7, **Will** +0; +2 vs. fear

Init +4; **Speed** 20 ft.; **Senses Perception** +1

Str 8, **Dex** 18, **Con** 12, **Int** 14, **Wis** 8, **Cha** 13

BAB +0; **CMB** -2; **CMD** 12

Melee rapier (small) +0 (1d4-1/18-20) or

Ranged dart (small) +5 (1d3-1)

Feats Stealthy

Skills Diplomacy +5, Disable Device +8, Disguise +5, Escape Artist +9, Intimidate +5, Knowledge (Local) +6, Sleight of Hand +8, Stealth +13, Survival +0, Use Magic Device +5

Special Qualities Fearless, Halfling Luck, Keen Senses, Sure-Footed, Trapfinding, Weapon Familiarity

Possessions rapier (small); dart (small); studded leather armor (small)

If the entire party fails their **Perception** checks to kick this quest off, it is canceled. At some later point—perhaps when they are attempting to buy provisions—the affected PC realizes they are short some coin inexplicably.

Finally, if the PCs catch the thief, there is a **Catalyst Impact**, as follows:

Bandit! (Apprehend): Law +1

If the PCs apprehend the miscreant and turn him in, there is a **Catalyst Impact**: **Law +1.**

Bandit! (Fight): Chaos +1

If the party fights the thief—whether this is their first choice, or if they fail a **skill check** and are forced to defend themselves—there is a **Catalyst Impact**: **Chaos +1.**

This Quest ends if the party doesn't notice the theft in the first place, if they find and deal with the thief, or if they ignore the theft and continue on their way.

BRE-2: Something Shiny

Quest: Something Shiny

Summary: The party notices an odd treasure.

Rewards: Up to 1 pp.

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

A glint catches the eye of a party member—at the GM's discretion, this can be automatic, or you can provide each party member a DC 13 **Perception** check to notice.

Upon investigation, there is a **single platinum piece** lying half-hidden in a scattering of refuse on the flagstones. It is unmarked, and other than its placement is not noteworthy in any fashion.

This treasure is exactly as innocuous as it seems, and is attached to no further intrigue. The PCs are encouraged to speculate wildly as to the piece's origins; this can also be used to throw them off the trail of a larger plot or side quest.

BRE-3: Hurried Cutpurse

Quest: Hurried Cutpurse

Summary: A thief rushes past the party; should they pursue, the PCs may recover the stolen goods.

Rewards: Up to **3d12 gp**; possibly a **silver masterwork dagger**; up to **2 Reward Stars**.

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

"Out of me way!" Someone shouts as they push past the party, apparently sprinting for their life. A hurried DC 14 **Sense Motive** check by any party member essentially reveals this to be a thief on the run, fresh from a job.

If the party gives chase, they will corner the common thief (summary profile above) in an alley (just pick the one closest to the party's most recent location). Cornered, the thief will fight to the death, though at the GM's discretion, a DC 16 **Diplomacy** check or a DC 14 **Intimidate** check will cause the thief to give up the loot and go in peace. The party should receive **XP** for vanquishing the thief via any of these approaches.

Hurried Cutpurse (Talk): Law +1

If the PCs apprehend the miscreant and talk with her successfully, there is a **Catalyst Impact**: **Law +1**.

Hurried Cutpurse (Fight): Chaos +1

If the party fights the thief—whether this is their first choice, or if they fail a **skill check** and are forced to defend themselves—there is a **Catalyst Impact**: **Chaos +1**.

Whether by combat or conversation, a defeated thief will give up the following treasure:

Defeated Common Thief

3d12 gp; silver masterwork dagger

Larissa the Elder then approaches the party, either immediately following the looting of the thief's body, or after the thief turns over the loot and escapes. **Larissa** thanks the party for hunting the evildover down, and asks if they found her stolen dagger and money. The party then has the option of handing over some combination of the looted dagger and gold, or keeping it.

If the party returns the looted gold, they receive **1 Reward Star**. If they return the dagger, they also receive **1 Reward Star**. These rewards stack. The returned-treasure rewards are assuming that the action(s) is in keeping with the party's character; the GM is left to their discretion as to whether such action qualifies for a reward.

Hurried Cutpurse (Return Dagger): Law +1

Bizarrely, if the PCs help the leader of the Chaotic temple, there is a lawful **Catalyst Impact**: **Law +1**.

Whether or not they return the dagger and/or the gold, **Larissa** thanks the party for their assistance hunting down the thief. She invites them to visit the **Sheergath Temple** (p 158), which can serve to introduce the party to that location if they have not already been there.

BRE-4: Bungled Mugging

Quest: Bungled Mugging

Summary: A mugging goes wrong, and the assailant lies dead before a terrified victim.

Rewards: Up to **1 Reward Star**, plus goodwill with the **Militia**.

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

The party turns a corner, and finds a disturbing scene: blood from a prone figure splattered across the flagstones, and a shaking, terrified halfling standing over it. Nearby, a bloodied dagger lies discarded.

If the PCs approach and inquire, they learn that the dead man was a **Common Thief** who attacked the now-stricken halfling. In self-defense, the halfling drew his dagger, and either through luck or cunning, slew his assailant. Terrified at his half-thought deed, the halfling is now in shock, and doesn't know what to do.

The party has a few options here:

The PCs can attempt to calm the halfling down. Any cure or other healing-related spells will do the trick, or alternately a **Diplomacy** check at DC 15 will work as well. Doing so relieves the party of further responsibility, and grants them a reward of **1 Reward Star**.

Bungled Mugging (Diplomacy): Law +1

If the PCs succeed in calming the halfling, there is a **Catalyst**

Impact: **Law +1.**

They can simply walk away, in which case, the halfling is so aghast at the party's disinterest that he recovers and runs away himself.

Bungled Mugging (Ignore): Chaos +1

If the party walks away from the situation, there is a **Catalyst Impact:** **Chaos +1.**

The party might attack the halfling, who will be so stunned as to offer no resistance. In this scenario, the party can loot both bodies—the halfling owns the dagger and some somewhat fine Small-sized clothing, plus some stale bread and **2d12 cp**. Unless this is in keeping with the party's demeanor, class, and alignment, however, the GM is encouraged to have **2d4** members of the **Berinncorte Militia** show up on the scene immediately following this attack to arrest them.

Berinncorte Militia

CR ½; **XP** 200; TN Male or Female Human Fighter 1

hp 11; **AC** 12; **Fort** +3, **Ref** +0, **Will** -1

Init +0; **Speed** 30 ft.; **Senses** Perception +2

Str 14, **Dex** 11, **Con** 12, **Int** 9, **Wis** 9, **Cha** 10

BAB +1; **CMB** +3; **CMD** 13

Melee light mace +3 (1d6+2)

Feats Alertness, Light Armor Proficiency, Combat Reflexes

Skills Climb +1, Perception +2, Sense Motive +2, Swim +1

Special Qualities Bonus Feat, Bonus Feats, Skilled

Possessions light mace; leather armor

Bungled Mugging (Attack): Chaos +1

If the party attacks the poor halfling, there is a **Catalyst Impact:** **Chaos +4.**

This stacks with other **Catalyst Impacts** for this Quest.

This Quest terminates if the party walks away from the halfling, if they slay the halfling and all Militia that show up, or if they successfully calm the halfling down.

BRE-5: Startled Savior

Quest: Startled Savior

Summary: A Berinncorte Militiawoman defends a mugging victim... only to slay the attacker accidentally.

Rewards: Up to **2 Reward Stars.**

Locations: Any.

Key NPCs: None.

Kickoff: The party encounters a mugging in progress.

Description:

The PCs come across a conflict: a woman is being assaulted by a brigand. Before they can take any action, however, a third person arrives—a **Berinncorte Militiawoman** runs up to defend the attacked woman.

In the very first round of combat, before the party can take any action other than possibly fire ranged weapons, the Militiawoman stabs the attacker, and he slumps to the ground, dead. The victim profusely thanks her savior, but the militiawoman can't take her eyes off the newly-made corpse, as though she is realizing the enormity, justified though she was, of what she has done.

This is primarily a social challenge for the party.

Evil characters can attack either the victim or the militiawoman. If this occurs, the militiawoman snaps out of her confusion and defends herself; the victim, now terrified and shocked beyond belief, will attempt to flee.

They can simply walk away, in which case, the halfling is so aghast at the party's disinterest that he recovers and runs away himself.

Startled Savior (Attack): Chaos +3

If the PCs attack either person in this scenario, there is a **Catalyst Impact:** **Chaos +3.**

Most parties will speak with both the victim and the savior, and try to calm both down. Success at a DC 14 **Diplomacy** check will calm the savior down to the point where she can at least return to the Barracks; this should net the succeeding PC **1 Reward Star**. More valiant PCs (for example, Paladins) may wish to personally escort the stricken militiawoman back to the barracks; if such behavior is consistent with their alignment or demeanor, that PC should receive a further **1 Reward Star**, for a total of 2. The GM is encouraged to roll at least once on "FlexTable 11: Berinncorte Random Encounters" (p 52) during the escort, however, just to keep things interesting.

Startled Savior (Talk): Law +1 / +2

If the party is able to succeed at a skill check here, there is a **Catalyst Impact:** **Law +1.** If they then escort the militiawoman back to the Barracks, this increases to a total impact of **Law +2.**

This Quest ends if the PCs leave the area, whether they've attacked or spoken with either person involved.

BRE-6: It Was Like This When We Got Here

Quest: It Was Like This When We Got Here

Summary: A militiaman mistakenly accuses the party of attacking him.

Rewards: Up to **1 Reward Star.**

Locations: Any.

Key NPCs: None.

Kickoff: The party rounds a corner, and encounters a prone Militia member. Coming to, he accuses the PCs of attacking him.

Description:

A **Berinncorte Militiaman** lies on the ground, his helmet clearly dented. He comes to a few moments after the PCs approach him. Dazed, he looks around, focuses on the party, and scowls angrily. "You!" he accuses them, and tries to stand and run to raise the alarm. He's so confused and wounded, however, that the immediately collapses.

The party effectively has three options. In 4 rounds, **1d4** additional **Berinncorte Militia** arrive on the scene and confront the party.

They can try and run away. In this scenario, they receive no reward, but avoid further conflict.

It Was Like This... (Ignore): Chaos +1

Ignoring the situation causes a slight **Catalyst Impact**: **Chaos +1**.

The party can try and talk the militiaman down from his confused state. Suave PCs can point out that they have no weapons drawn, or that they have stolen nothing from the man, etc. Mechanically, this takes the form of a DC 16 **Diplomacy** check or a DC 18 **Intimidate** check; either will work but the party only gets to make one of these checks before other guardsmen arrive; if they are successful, then the wounded guardsman waves them off, explaining that it is a mistake on his part. Success in any vein should grant the party a reward of **1 Reward Star**.

It Was Like This.. (Talk): Law +1

Successfully using a conversational skill check here generates a **Catalyst Impact**: **Law +1**.

Finally, the party can attack either the wounded guardsman and/or his comrades who arrive. Should this occur, the part can of course loot the bodies, but they should only receive XP bonuses if the behavior is consistent with their characters.

It Was Like This... (Fight): Chaos +3

Attacking anyone involved is unjustified for Lawful or Good characters, and regardless, there is a **Catalyst Impact**: **Chaos +4**.

This Quest ends if the party leaves the area, slays all the Militia involved, or succeeds in a skill check.

BRE-7: Take a Look

A tall, lithe half-elf stands leaning casually against a building. He nods confidently at you as you come into view, and nods his head as though inviting you to approach.

Should the PCs approach, they will find **Kayzark**, a half-elven ranger 2. He has a handful of unusual items for sale. If attacked, he will attempt to flee; if pursued, he will try to find a **Militia Guard Post** ("BC-8: Militia Guard Posts", p 100) and get some assistance from the **Berinncorte Militia**, **1d2+1** of whom will happen to be at the **Post** upon his arrival.

Table 5: Kayzark's Wares

Type	Item	Price
Misc	Key, Wax Blank	20 gp
Misc	Lock, Good	82 gp
Animal	Falconry Gauntlet	12 gp
Gear	Oil, Lamp	1 sp
Gear	Sunrod	4 gp
Gear	Soap	2 cp
Gear	Tent, Small	6 gp

Despite the shady demeanor and CN alignment, **Kayzark** is in fact a legitimate businessman, though nobody inquires too closely as to how he procures his unique assortment of wares.

Kayzark (vendor)

CR 1; **XP** 400; CN Male Half-Elf Ranger 2

hp 20; **AC** 14; **Fort** +2, **Ref** +5, **Will** -1; +2 vs. enchantment spells and effects

Init +2; **Speed** 20 ft.; **Senses** Perception +3; **Low-Light Vision**

Str 7, **Dex** 14, **Con** 9, **Int** 9, **Wis** 13, **Cha** 15

BAB +2; **CMB** +0; **CMD** 12

Ranged shortbow +4 (1d6-2/x3), within 30 ft. +5 (1d6-1)

Melee rapier +0 (1d6-2/18-20)

Melee dagger +0 (1d4-2/19-20)

Ranged dagger (thrown) +4 (1d4-1/19-20), within 30 ft. +5 (1d4-1)

Special Attacks Animal +2

Feats Fleet, Skill Focus (Appraise)

Skills Appraise +4, Bluff +4, Disguise +4, Intimidate +6, Knowledge (Local) +1, Knowledge (Nature) +3

Special Qualities Adaptability, Combat Style Feat, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Track +1, Wild Empathy +4

Possessions leather armor; arrows (20x); rapier; dagger; shortbow

BRE-8: Brother, Have You Heard?

A plainly-dressed, but generally pleasant-looking gentleman stands in the midst of an intersection, waving his hands plaintively yet politely at any passersby. Upon seeing the party, he gestures to the PCs invitingly.

If not completely ignored, this man will speak at great

length, loudly, about the virtues of the **Zugul Church** (p 59), directing the PCs to visit the **Church** with every overly-emoted claim of praise.

The main function of this encounter is to make the party aware, both of the **Zugul Church's** presence in the town, and of its likely influence, for someone to be so devoted to it. Simply put, it gives the PCs a reason to visit.

Treat this as a **townsfolk**:

Townsfolk

CR 1/3; **XP** 135; TN Male or Female Human Commoner 1

hp 6; **AC** 11; **Fort** +0, **Ref** +1, **Will** +0

Init +1; **Speed** 35 ft.; **Senses Perception** +6

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

BAB +0; **CMB** +0; **CMD** 11

Melee dagger +0 (1d4/19-20) or

Ranged dagger (thrown) +1 (1d4/19-20)

Feats Alertness, Fleet

Skills Climb +4, Knowledge (Local) +1, Perception +6

Special Qualities Bonus Feat, Humanoid Traits, Single Simple Weapon Proficiency (Grapple), Skilled

Possessions dagger; peasant's outfit

Except for his overly-zealous proselytizing, the man is both harmless and unremarkable. If attacked, he is found to carry **8 cp** and a **beggar's bowl**.

If accompanied back to the **Church** by a well-meaning party or PC, he is thankful; if such action is consistent with the alignment or class of the PC involved, s/he should receive **1 Reward Star** as a bonus.

Brother, Have You Heard? (Escort): Law +1

Walking the man back to the Church creates a **Catalyst Impact**: **Law +1**.

BRE-9: Egads, The Bats!

1d4+1 Bats attack the party without warning. At the GM's discretion, a DC 14 **Perception** check will give the party a round to either prepare or avoid the bats. Other than the normal **XP** reward, the bats of course carry no treasure.

This encounter should apply only at night; otherwise you may either re-roll, or treat this result as "no encounter".

Bat

CR 1/8; **XP** 50; TN Male Bat

hp 1; **AC** 16; **Fort** -2, **Ref** +2, **Will** +2

Init +2; **Speed** 5 ft. **Fly** 40 ft. (Good); **Senses Perception** +6; **Blindsense** (20 ft.); **Low-Light Vision**

Str 1, **Dex** 15, **Con** 6, **Int** 2, **Wis** 14, **Cha** 5

BAB +0; **CMB** +0; **CMD** 10

Melee bite +6 (1d2-5)

Feats Weapon Finesse

Skills Fly +16

Special Qualities Blindsense, Low-Light Vision

BRE-10: Drunken Cryptkeeper

The party comes across the slovenly and inebriated figure of **Cryptkeeper Gurth** stumbling around town. Whether fresh from a visit to the town **Tavern** (p 114), or en route from his **Shack** (69), it's hard to tell.

If the party follows **Gurth**, he leads them to the closest of these two destinations based on where they came across him.

Gurth takes no heed of the party, even if they confront him; he simply walks around them, seemingly gazing at something long in the distance and ignoring the PCs entirely.

BRE-11: Dog Pack Attack

2d4-1 Dogs (minimum 1) attack the party without warning. At the GM's discretion, a DC 14 **Perception** check will give the party a round to either prepare or avoid the dog pack.

Other than the normal **XP** reward, the dogs of course carry no treasure.

Dog

CR 1/3; XP 135; TN Male Dog Animal 1

hp 7; AC 13; Fort +4, Ref +3, Will +1

Init +1; Speed 40 ft.; Senses Perception +8; Low-Light Vision; Scent

Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6

BAB +0; CMB +0; CMD 13 (15 vs. trip)

Melee bite +2 (1d4+1)

Feats Skill Focus (Perception)

Skills Perception +8

Special Qualities Low-Light Vision, Scent

BRE-12: A Spider Beside Her

1d3 Scarlet Spiders attack the party without warning. At the GM's discretion, a DC 19 **Perception** check will give the party a round to either prepare or avoid the spiders.

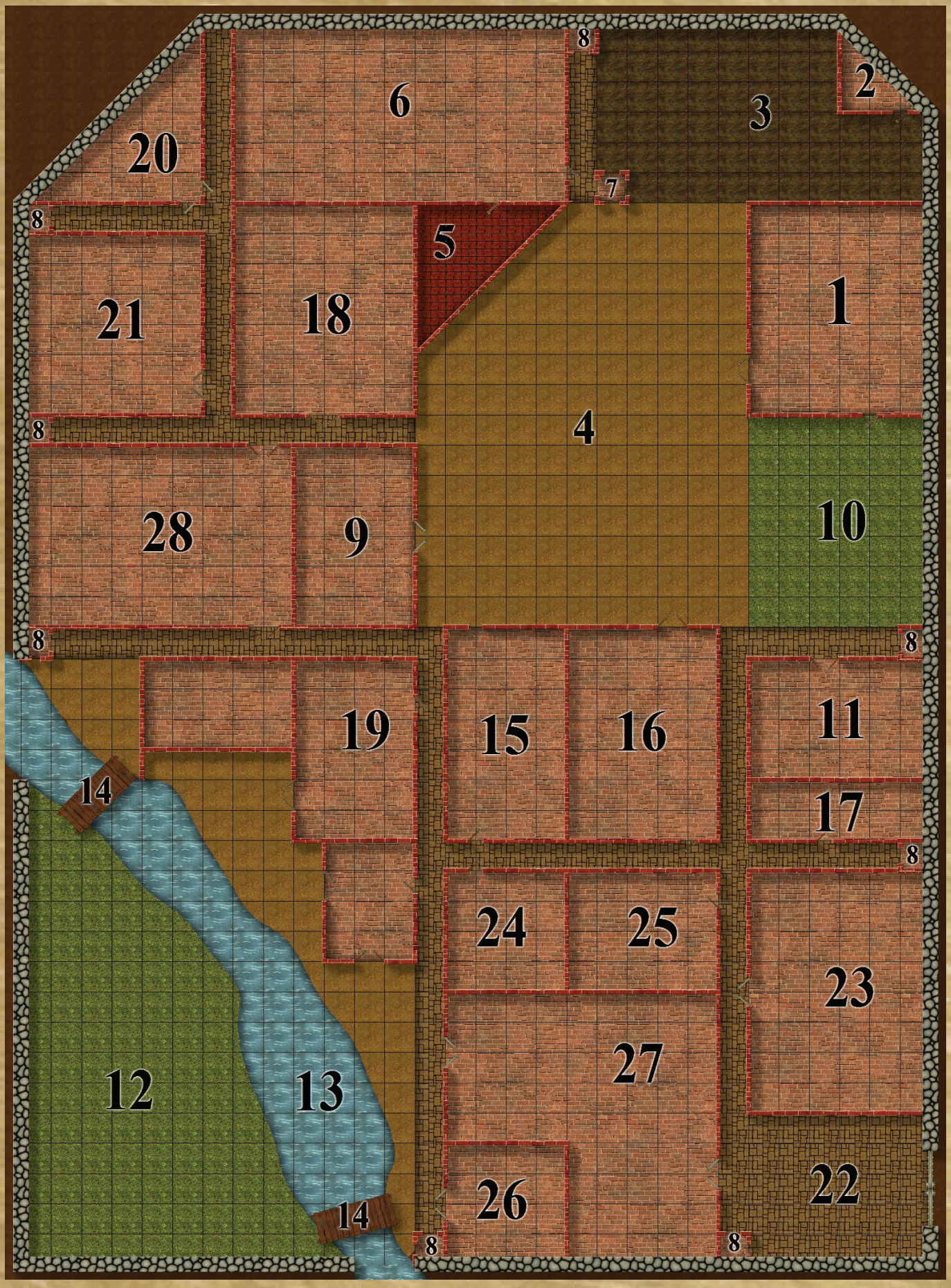
Other than the normal **XP** reward, the spiders of course carry no treasure.

Scarlet Spider

CR 1/4; XP 100; TN Female Scarlet Spider Vermin 1

hp 1; AC 18; Fort +2, Ref +5, Will +0

Map 1: Berinncorte City Map *One square equals 10 ft.*



Init +5; Speed 30 ft.; Senses Perception +4; Darkvision (60 ft.); Tremorsense (60 ft.)

Str 3, Dex 21, Con 10, Int *, Wis 10, Cha 2

BAB +0; CMB +3; CMD 9 (21 vs. trip)

Melee bite -2 (1d3-4) plus poison

Special Attacks Poison (Fort DC 12; 1/round for 4 rounds; 1d2 Str; 1 save), Web (+7 ranged, DC 10, hp 1)

Special Qualities Darkvision, Tremorsense

BRE-13: Egads, More Bats!

One **Bat Swarm** attack the party without warning. At the GM's discretion, a DC 16 **Perception** check will give the party a round to either prepare or avoid the bats.

Other than the normal XP reward, the bats of course carry no treasure.

This encounter should apply only at night; otherwise you may either re-roll, or treat this result as "no encounter".

Bat Swarm

CR 2; **XP** 600; **TN** Male Bat Swarm Animal 3

hp 15; AC 16; **Fort** +3, **Ref** +7, **Will** +3

Immunities Critical Hits, Flanking, Weapon Damage

Init +2; **Speed** 5 ft. **Fly** 40 ft (Good); **Senses** Perception +11; **Blindsense** (20 ft.); **Low-Light Vision**

Str 3, **Dex** 15, **Con** 11, **Int** 2, **Wis** 14, **Cha** 4

BAB +2; **CMB** +0; **CMD** 6 (can't be tripped)

Melee swarm (1d6)

Feats Lightning Reflexes, Skill Focus (Perception)

Skills Perception +11

Special Attacks Distraction (DC 11), Wounding

Special Qualities Animal Traits, Blindsense, Can't Be Tripped, Low-Light Vision, Swarm Traits

Berinncorte City Map

Page 429 contains a GM-redacted version of this map.

Areas of Interest

Areas of Interest Summary

Even veteran GMs may find it difficult to keep track of, or to quickly jump around amongst, all of the buildings and locations in the city of **Berinncorte**. Below is a table summarizing all of the locations, their reference codes, and the pages their descriptions begin on.

Table 6: Areas of Interest Summary

Location Name	Code
Zugul Church	BC-1
Cryptkeeper's Shack	BC-2
Graveyard	BC-3
Town Square	BC-4
Stage	BC-5
Mayor's House	BC-6
Mayor's Guardpost	BC-7
Militia Guard Posts	BC-8
Blacksmith's Hut	BC-9
Zugul Church Garden	BC-10
Zugul Cleric House	BC-11
City Gardens	BC-12
River	BC-13
Bridges	BC-14
Leaky Cask Tavern	BC-15
Inn	BC-16
Apothecary	BC-17
General Store	BC-18
Fishery & Stables	BC-19
Sheergath Temple	BC-20
Library	BC-21
City Gates	BC-22
Garrison / Barracks	BC-23
Textiles Shop	BC-24
Butcher	BC-25
Upper-Class Residential District	BC-26
Lower-Class Residential District	BC-27

BC-1: Zugul Church

Upon entering the church, read the following text aloud to the players. Only read the italicized text if it is determined that **High Priest Cannock** is reading a sermon (see **Sermons**, below).

You enter a church that seems twice the size it seemed from outside. Sculptures depicting epic battles and holy conflicts surround each column, and the windows seem to have been positioned so as to fill the chamber with light no matter what time of day it is. Vaulted ceilings reach 30' above you, with additional frescoes and sculpture work adorning seemingly every surface.

At the front of the church is an altar so plain and undecorated that it seems almost startlingly out of place. A pulpit all in white stands to the left of the altar.

Behind it stands a tall, gaunt man with a quiet yet imposing demeanor. Having paused for dramatic effect as you entered, he resumes his speech in a solid, impassioned tone.

This church is the largest in town, and rivals the **Mayor's House** in opulence and size. To any outsider, it's immediately clear that aside from the official political center, this church is a major focus of the town.

During daylight hours, there will be **2d8** parishioners present in the pews; after hours, there may yet be **1d6-2**

people praying in quiet solitude with some candles lit here and there.

From a statistics standpoint, treat these parishoners as **townsfolk**.

Townsfolk

CR 1/3; **XP** 135; TN Male or Female Human Commoner 1

hp 6; **AC** 11; **Fort** +0, **Ref** +1, **Will** +0

Init +1; **Speed** 35 ft.; **Senses Perception** +6

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

BAB +0; **CMB** +0; **CMD** 11

Melee dagger +0 (1d4/19-20) or

Ranged dagger (thrown) +1 (1d4/19-20)

Feats Alertness, Fleet

Skills Climb +4, Knowledge (Local) +1, Perception +6

Special Qualities Bonus Feat, Humanoid Traits, Single Simple Weapon Proficiency (Grapple), Skilled

Possessions dagger; peasant's outfit

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 7: Map Reference Summary, Zugul Church

Location Name	Context	Audience	Page
Ground Floor	Before Eruption	GM Only	62
Ground Floor	Before Eruption	Players	431
Ground Floor	After Eruption	GM Only	333
Ground Floor	After Eruption	Players	467
Undercroft	Before Eruption	GM Only	65
Undercroft	Before Eruption	Players	432
Undercroft	After Eruption	GM Only	335
Undercroft	After Eruption	Players	468

Random Dramatis Personae

It is left to the GM to determine to what extent significant, named NPCs are there, and if the party recognizes them. If any key NPCs are present, unless there is a sermon being conducted, the party may approach and speak with them; in most cases, the NPCs will act just as they would if encountered in their "home turf" unless there is a specific note to the contrary, or if as GM you feel it would not make sense for the character to say or act in a certain manner in a church.

Table 8: Random Dramatis Personae, Zugul Church

Suggested Population: **1d2 rolls**

D%	Key NPC	Profession
01	Amadan	Militia Armsmaster
02-03	Aramil Xiloscient	Apothecary
04-06	Dimblegruffe	Blacksmith
07-08	Ash "Executioner"	Militia Trainer
08-09	Biggen Gurble	Reader
10-11	Brock Runnaheim	Stablemaster
12-13	Cannock	High Priest
14-15	Cora Brushgather	None
16-17	Daratis	Seamstress
18	Debran Ormick	Militia Treasurer
19-21	Denzys	Preacher
22-24	Dominika Symms	Mayor
25	Einkill Holderhek	Merchant / Mercenary
26	Elena Lomazonne	Merchant Princess
27-28	Esk	Innkeeper
29-30	Farzith	Butcher's Apprentice
31-32	Ganyc	Butcher
33	Gorin Bakelight	Tribute Magister
34-36	Gumbrew	Fishmaster
37-38	Gunnloda Balderk	Librarian
39-42	Gurth	Cryptkeeper
43-45	Gyldor	None
46-50	Hueykins	Jester / Greeter
51-55	Jozan	Bartender
56	Kayzark	Vendor
57-60	Larissa	Elder of Sheergath
61-62	Lingona	Bard
63-70	Maghana	Cleric of Zugul
71-72	Mardnab Scheppen	Maid
73-74	Oneib	Salesman / Security Guard
75-76	Ota Kuiduru	Chief Clerk
77-78	Otibus	Tanner / Bookkeeper
79-80	Ownka	Serving Wench / Cook
81-82	Phadian Gess	Trickster / Thief
83-84	Rhirem	Mercenary Spellcaster
85-86	Skutt Krundarr	Militia Vice Master
87-88	Sorille	Courier
89-90	Stewy	Apprentice Fisherman
91-93	Tansden	Militia Master
94-95	Tudra Coppereye	Sage
96	Thrunne	Serving Wench
97	Unglar	Guard
98	Waywocket Ningel	Jeweler
99	Welby Goodbarrel	Merchant
00	Zook Beren	Brewer / Cook

Forcing Introductions

If your players are having a hard time meeting important townsfolk, the **Zugul Church** is a perfect opportunity to force an introduction. One or more key NPCs just happen to be present when the party enters; seeing a new face, or otherwise being intrigued by some aspect of the PCs (race, class, facial or other notable features), that NPC approaches the party and engages them in conversation. As GM, you are encouraged, not to "railroad" the party to investigate specific aspects of the city, but certainly to force the party into an appreciation of all that Berinncorte has to offer.

Remember: the impact of the **Obelisk Eruption** and later events of this adventure rely heavily on the party having established some relationships with key NPCs in the city!

Among other ecclesiastical brethren, this is where **High Priest Cannock** can typically be found. In the evenings, he will be in the **Undercroft** (66), tending to administrative duties or asleep. There is very little reason for him to leave the confines of the church grounds; his staff typically handle all external duties and resupply the facility.

Cannock (High Priest of Zugul)

CR 4; **XP** 1,200; **LN** Male Human Rogue 1 / Cleric 4

hp 27; **AC** 15; **Fort** +3, **Ref** +5, **Will** +6

Init +2; **Speed** 35 ft.; **Senses** Perception +6

Str 10, **Dex** 14, **Con** 9, **Int** 11, **Wis** 15, **Cha** 14

BAB +3; **CMB** +3; **CMD** 16

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

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

Special Attacks Sneak Attack 1d6

Prepared Cleric Spells (CL 4th):

2nd – *aid, calm emotions (DC 14), cure moderate wounds*

1st – *bless, cure light wounds, detect chaos, divine favor*

oth – *create water, detect magic, detect poison, purify food and drink*

Feats Combat Reflexes, Dodge, Fleet, Nimble Moves

Skills Acrobatics +6, Bluff +7, Climb +5, Diplomacy +10, Disable Device +9, Intimidate +7, Linguistics(Common) +4, Perception +6, Sense Motive +7, Stealth +6, Survival +3

Special Qualities Aura, Bonus Feat, Channel Positive Energy (-1d6, DC 10, 5/day), Orisons, Skilled, Spontaneous Casting, Trapfinding

Possessions +1 dagger; +1 padded armor; cleric's vestments

In addition to the **High Priest**, other of the faithful staff may be present as well. During a Sermon, there is an **80%** chance **Maghana** is in attendance, reverently bowing her head on the side of the altar opposite the pulpit; if a sermon is not being conducted, this chance dips to **40%**. When not in church, she might be found in the **Undercroft** (66), tending to her clerical duties.

Maghana (Cleric of Zugul)

CR 2; **XP** 600; **LG** Female Human Paladin 1 / Expert 2

hp 16; **AC** 11; **Fort** +1, **Ref** +1, **Will** +7

Init +1; **Speed** 30 ft.; **Senses Perception** +2

Str 10, **Dex** 12, **Con** 9, **Int** 10, **Wis** 14, **Cha** 15

BAB +2; **CMB** +2; **CMD** 13

Melee dagger +2 (1d4/19-20) or

Ranged dagger (thrown) +3 (1d4/19-20)

Special Attacks Smite Evil

Prepared Paladin Spells (CL 1st):

At Will – *detect evil*

Feats Animal Affinity, Light Armor Proficiency, Athletic, Persuasive, Simple Weapon Proficiency

Skills Climb +4, Diplomacy +9, Handle Animal +8, Heal +8, Knowledge (Arcana) +4, Knowledge (Religion) +4, Ride +7, Sense Motive +6, Spellcraft +4, Stealth +2, Survival +7, Swim +4

Special Qualities Aura of Good, Bonus Feat, Detect Evil, Skilled

Possessions dagger; cleric's vestments

Finally, between 1 and 4 **Clerical Lay Staff** are typically in attendance whether there is a sermon going on or not.

Clerical Lay Staff (Zugul Church)

CR 1/3; **XP** 135; **LN** Male or Female Human Expert 1

hp 5; **AC** 11; **Fort** -1, **Ref** +1, **Will** +3

Init +1; **Speed** 30 ft.; **Senses Perception** +1

Str 8, **Dex** 13, **Con** 9, **Int** 16, **Wis** 13, **Cha** 11

BAB +0; **CMB** -1; **CMD** 10

Melee dagger -1 (1d4-1/19-20) or

Ranged dagger (thrown) +1 (1d4-1/19-20)

Feats Light Armor Proficiency, Persuasive, Run, Simple Weapon Proficiency

Skills Appraise +7, Bluff +4, Diplomacy +6, Knowledge (Arcana) +7, Knowledge (Geography) +7, Knowledge (History) +7, Knowledge (Local) +7, Knowledge (Nobility) +7, Knowledge (Religion) +7, Profession (Librarian) +2, Profession (Scribe) +5

Possessions dagger; cleric's vestments

Sermons

When the party enters the vicinity (areas 4 or 10, or upon entering the church itself), there is a **60%** chance the High Priest is not only present, but preaching a sermon. If he is, then increase the congregation present to **3d12+4**.

If not actively delivering a sermon, he is either discussing some spiritual matter with one of his flock (**40%**), or fussing about the church interior, tidying up or resupplying

Map 2: Zugul Church Ground Floor (CHG) *One square equals 5 ft.*

candles.

Privately make a **Sense Motive** check for any **Rogues** in the party who are within earshot of his sermons for 5 minutes or more; this check is DC 12 to sense that he knows far more about locks and traps than he should as a typical cleric; DC 16 to know that a particular detail would only be known by someone familiar with the tools involved. In either case, party rogues should be left curious at the least if they succeed on either check.

BC-1: Zugul Church Ground Floor Map

Unless otherwise noted, **High Priest Cannock** usually holds the key to locked doors, though at your discretion, he may give the key to **Cleric Maghana** or stow it in his **Personal Quarters** (68). The dark circles scattered throughout each floor of the church are circular pillars which support the building and its roof.

The GM-redacted version of this map is available (p 431).

CHG-1: Main Entrance

These double doors open to the **Town Square** (p 72), and are kept open during daylight hours. Usually, they're also open after dusk, though at night, they're locked

Locked Reinforced Main Entrance

5" thick; **Hardness** 5; hp 60; **Break** DC 22; **Disable Device** DC 20

CHG-2: Garden Entrance

Most congregants use the **Main Entrance** to come and go. This smaller, single-door set to the south opens onto the **Zugul Church Garden** (p 106) and is typically used by those wishing to get a breath of fresh air, or to stroll about the garden before or after a sermon. It is open during daylight hours, and locked at sundown.

Locked Reinforced Garden Entrance

5" thick; **Hardness** 5; **hp** 60; **Break** DC 22; **Disable Device** DC 20

CHG-3: Secret Entrance

Only **High Priest Cannock** and **Cleric Maghana** know of this entrance; no other acolytes are aware of its existence. Concealed against a carved gold-relief effect is a button which releases a spring; the wooden panel may then be pushed inward, revealing a hollow in the north wall of the church which heads to the **Graveyard** (p 71). There is no mechanism on the other side to release the panel, which swings back into place behind anyone leaving the church in this manner.

From within the church, the check is **Perception** DC 18 to notice the button... but only for those within 10' of the door, which would mean having to be standing at or near the **Altar** (p 63). Thus, it would be quite challenging to spot the secret during a **Sermon** or generally speaking during daylight hours, when other townsfolk and clergy would be present.

This secret exit was meant to be a means of urgent escape from the church in the event of a riot or fire; it was never meant to be used to gain ingress. As a result, on the **Graveyard** side of the door, the profile is as follows:

Secret Zugul Church Door (Graveyard Side)

5" thick; **Hardness** 5; hp 60; **Break** DC 16; **Perception** DC 23 **Disable Device** DC 20

CHG-4: Staircase

A narrow marble staircase descends into the relative darkness below.

This leads to the Undercroft (page <>) and is otherwise unremarkable.

CHG-5: Altar

The altarpiece of the church is a simple, uncarved stone slab. It is simply adorned with a cloth and little else.

There is typically a very simple, unadorned white or yellow cloth laid atop it. It has no special or magical properties other than being a focal point for services.

The dark-blue line to the south represents the start of the stage, which is 2' taller than the rest of the main floor.

Any PC searching the altar may make a DC 13 Perception check; success means they find a small note, which sparks the following Quest.

Quest: Under, Under, Under

Summary: A note on the altar indicates another secret below the church.

Rewards: jeweled dagger (125 gp); up to **2 Reward Stars**.

Locations: Altar of Zugul Chruch.

Key NPCs: None.

Kickoff: Discovering a note hidden on the Altar.

Description:

A note is hidden behind the altar of the **Zugul Church**. The paper is low-quality, and appears as though it may have been torn from a book and re-used. Crude handwriting says only "*under, under, under*" in Common.

The true meaning of this is that under the church is of course the undercroft; directly underneath this location is a rectangular table; underneath that can be found a secret.

Whether the PCs figure this cryptic message out, or if they are simply searching every single table and location meticulously, the corresponding secret can be found in the **Common Area** (p 66). In that area is a rectangular table, in roughly the center of that space. Searching underneath that table will yield a **jeweled dagger** worth **125 gp**.

It is recommended that the GM only award a **1 Reward Star** bonus to a single party member, and then only if they

decipher the riddle rather than simply search at random.

Those lacking this note must pass a DC 18 **Perception** check to locate the treasure.

Under, Under, Under (Discover): Love +1

Merely by discovering the note, there is a **Catalyst Impact**: **Love +1**.

The note, and treasure, were left here by **Otibus**, as an unusually romantic gift for his wife **Seamstress to** find. He set this up more than a year ago, and although the jeweled dagger represents a significant gift and investment, his forgetful nature and the demands of day-to-day life have let this project fall by the wayside.

If the party starts showing the dagger to various NPCs in an attempt to discover its original owner, **Otibus** will indeed recognize it, though as he had forgotten it entirely, he won't push too hard to get it back. If the party then still gives the dagger back, and such an action is consistent with their alignment (e.g., a doo-gooder Paladin), then feel free to grant a further reward of **1 Reward Star**.

Under, Under, Under (Return): Love +1, Law +2

Finding Otibus, speaking with him about the note and dagger, and trying to return it, all generate a total **Catalyst Impact** of **Love +1**, **Law +2**.

This Quest ends only if the party speaks with Otibus and tries to return the dagger; until then, the Quest remains open, meaning that the PCs can return the dagger at any time.

CHG-6: Shrine

This prayer space is lit by handfuls of candles. An almost palpable aura of peace and concentration fills the air as you enter. To the north is a closed, simple wooden door.

On the eastern side of the church, nestled between two pillars, is a shrine. At any given time, this quiet space has a **30%** chance of having **1d2 congregants** (treat as **townsfolk**) kneeling in prayer amongst the candles.

A simple, unlocked wooden door to the north opens onto the back of the stage, from which one might easily sneak downstairs.

Assuming nobody else is in the Shrine, anyone attempting to sneak downstairs via this route will have to make a DC 16 Stealth check to avoid being seen by anyone elsewhere on the stage (e.g., at the **Altar**, or speaking at the **Pulpit**, below). During a **Sermon**, this check's difficulty increases to DC 18. A single successful check means a character avoids detection and makes it downstairs (see **Undercroft**, p 66); failure means they are noticed, which will typically interrupt church services and require some quick-thinking explanation when the culprit is confronted!

Anyone in the Shrine notices the activity automatically. A separate Stealth check is required for each character making the attempt. A similar attempt at the same difficulties is required when returning upstairs from the Undercroft.

CHG-7: Sculptures

Only read the italicized portion below if there is at least one PC who has at least 1 rank in the **Craft (Stonemasonry)** skill.

In the southwest and southeast corners, at the back of the church, stand two well-carved statues. Both appear to be of the same figure: a strong, masculine deity, stripped to the waist, with shoulder-length hair, carrying an almost comically small light mace in one hand.

The pieces appear of very high quality, though perhaps not so much so as to be beyond the skill capabilities likely to exist in a town of this size.

In the southern corners of the church are pieces of elaborate stonework. A **Knowledge (Religion)** check at DC 12 identifies the scenes as **Zugul**, a chosen warrior vanquishing chaos. The sculptures are otherwise unremarkable, though if questioned about them, members of the church clergy will talk at great length about the scenes and their history.

CHG-8: Pulpit

Based on appearance, it would seem the centerpiece of the church's front is not the plainly-adorned altar, but rather this highly-polished and beautifully-wrought wooden pulpit.

High Priest Cannock delivers his **Sermons** from this pulpit. He is typically the only person who speaks from the podium. It would be odd, if not bizarre, for any member of the party to ascend to the stage, move behind the pulpit, and examine it during daylight hours, or indeed during any time when the church is occupied by any congregants.

That said, behind the pulpit is a shelf, about thigh-level on an adult human, containing a handful of ordinary candles, a tinderbox, and some miscellaneous parchment with scrawlings in **Cannock's** handwriting. Although indecipherable to anyone but him, they contain reminders and notes for use in his sermons. Most of them are quite old—years—and have not been referenced in quite some time.

Quest: Dear One, If Thee Read

Summary: The party discovers a love note, and may track down its author and decipher its intent

Rewards: Up to **2 Reward Stars**.

Locations: Puplit of Zugul Chruch.

Key NPCs: Cleric Maghana; High Priest Cannock.

Kickoff: If the party searches the pulpit, they may discover a love note.

Description:

Make a DC 12 **Perception** check for any PC searching the pulpit; success means they have found the love note.

Feel free to show the players the following text of the note:

dear one, if thee read… know that i love thee with all mine heart. though it not be proper…

Map 3: Zugul Church Undercroft (CHU) *One square equals 5 ft.*

The note is stained, either with water or tears, it's unclear. It's crumpled, as well, in the manner of the other papers behind the pulpit.

All in all, it seems as though whomever placed it here meant for it to go unnoticed for a time. From its placement here at the pulpit, it's a safe conclusion that the note was meant for none other than **High Priest Cannock** himself... though it's a mystery as to who placed it there.

Dear One, If Thee Read (Initiate):
Love +5, Chaos +2

Merely discovering this note, and initiating this quest, has a **Catalyst Impact** of **Love +5**, **Chaos +2**.

This stacks with other **Catalyst Impacts** in this Quest.

The party may simply let the note go and perform no further investigation.

The PCs may instead wish to inquire with various members of the **Zugul Church** in an attempt to discover the note's author. Doing so will require some subtlety, however, as outright asking "who left this love note for the high priest" will cause immediate suspicion and probably some pointed inquiry within the structure of the Church.

Questioning **Cleric Maghana** about the note will yield resistance, and she will attempt to end the conversation immediately. When she does, success at a DC 14 **Sense Motive** check will reveal that she becomes anxious to the point of nearly hyperventilating. At this stage of conversation, showing any compassion or revealing pointed suspicion will get her to admit the truth.

(Getting her to reveal the note's origins grants a reward of **1 Reward Star**.)

Cleric Maghana wrote the note in a moment of weakness, and left it at the pulpit on an impulse. She planted it about a week ago, and immediately regretted it... but the **High Priest** began a sermon right afterwards, and she wasn't able to retrieve it. Since then, every time she has tried to get the note back, there hasn't been a good, safe time where nobody else wasn't watching. In the nighttime, she has several times gotten so far as to approach the pulpit... but she's always stopped herself.

Appropriate or not, the note does contain **Maghana's** true feelings about **Cannock**, and there is a part of her that wanted her feelings revealed.

At this point, **Maghana** is relieved that the note is no longer volatile, waiting to be found by **Cannock**... but right thereafter, her anxiety spikes again when she asks what the party's intent is, now that they know the truth.

The party now has a few options:

They may turn **Maghana** in, so to speak, and tell **Cannock** the story. This will immediately trigger the **Obelisk Eruption**, and will force a determination of **Cleric Maghana** as the **Prime Catalyst** (p 36). **Maghana** will plead, resignedly, with the party not to do this, but she will not forcibly stop them from doing so. Faced with the reality of his colleague's convictions, **Cannock** will attempt to dismiss them as an ill-meant joke, at which point the **Eruption** will distract everyone from the proceedings. Assuming this action is consistent with their character and alignments, turning the love-lorn cleric in will net the party another reward of **1 Reward Star**.

Instead, the party may pledge to keep the secret. This automatically changes **Maghana's Attitude** to **Helpful**, and she will do pretty much anything to aid the party if it's within her power. Unless this sympathetic approach is opposed to their personalities, keeping the cleric's secret should benefit the party of another **1 Reward Star**. Perhaps obviously, it is not possible to gain both this, and the previously-mentioned award for "turning her in".

The party may try to exact reward or favor from the cleric to keep their silence; unfortunately, she has very little in the way of material possessions, and her vows (as well as her personal preferences and desires!) prevent her from offering physical comfort. At the GM's discretion, her "favor" may take the form of **1d4+1** rolls on the **Rumors and Lore** table (p 41) as she shares what she knows about the town that might be of interest to the PCs.

Even with her secret kept, it's still possible for **Maghana** to be the **Prime Catalyst** of the **Obelisk Eruption**; she remains wildly conflicted between her duty and her passion, and that strife continues to gnaw away at her.

Dear One, If Thee Read (Keep the Secret):
Love +3, Chaos +2

Completing the Quest by keeping Maghana's secret has a **Catalyst Impact** of **Love +3**, **Chaos +2**.

This stacks with other **Catalyst Impacts** in this Quest.

Sadly for **Maghana**, there is truly no resolution to her feelings that will satisfy her passion... for better or for worse, the situation is resolved for her when **Cannock** dies in the **Obelisk Eruption**.

BC-1: Zugul Church Undercroft Map

Please refer to page 432for a GM-redacted version of this map.

CHU-1: Staircase

Steps here lead up, into a considerably more brightly-lit environment.

This staircase leads to the ground floor of the church.

CHU-2: Common Area

A wide, long chamber adjoins the area south of the staircase. Various tables and chairs appear to be haphazardly scattered about. Wall sconces and candles give the area a cheery glow despite it being somewhat cold and underground. The marble floor underneath seems to penetrate the comfort of your boots.

A huge underground space, this area is packed with tables, chairs, and desks. It is used by ecclesiastical staff for a number of different functions: as a mess hall for meals, as a space for group prayer for a particular purpose not well suited to public, private events or support functions (such as for a gathering following the celebration of the life of a departed loved one), church social events, and so on.

During daylight hours, there is a 30% chance there will be **2d4 Acolytes** here, chatting, eating, or helping organize the room for the next upcoming event.

Acolytes (Zugul Church)

CR 1/3; **XP** 135; **LN** Male or Female Human Adept 1

hp 5; **AC** 11; **Fort** -1, **Ref** +1, **Will** +7

Init +1; **Speed** 30 ft.; **Senses Perception** +3

Str 9, **Dex** 12, **Con** 9, **Int** 11, **Wis** 16, **Cha** 11

BAB +0; **CMB** -1; **CMD** 11

Melee unarmed strike -1 (1d3-1)

Prepared Adept Spells (CL 1st):

1st – *bless, cure light wounds*

0th – *detect magic, light, read magic*

Feats Iron Will, Persuasive, Simple Weapon Proficiency

Skills Diplomacy +3, Knowledge (Arcana) +4, Knowledge (Religion) +5

Possessions cleric's vestments

Anyone sneaking downstairs may attempt to pass unnoticed to the hallway to the south; this is a DC 18 **Stealth** check. Those noticed, or those not attempting to sneak past, will be greeted warmly and asked if they are here for "the function". Some quick thinking (and a successful DC 14 **Bluff** check) convinces the clergy that the PC(s) are indeed here for that purpose, albeit a bit early. At the GM's discretion, they may then be allowed to wander about the undercroft as they wish prior to the event commencing.

The party may be aware of the **Crypt** already. They might come by this knowledge by speaking with **Maghana**, **Cannock**, a church staff member, or townsfolk, and asking "what's under the church", or asking about how expansive or grand the building appears. If they know of the **Crypt**, the difficulty of the **Bluff** check mentioned above falls to DC 12, and may be attempted using **Diplomacy** or **Knowledge (Religion)** instead.

Please note, the rectangular table somewhat in the middle of this area is an important part of **Quest: Under, Under, Under** (page 74).

CHU-3: Cleric Maghana's Quarters

These are clearly living quarters, built around the column in the northeast corner. To the southwest is a wooden door, presumably leading to a closet. The chamber's furnishings are simple, but sufficient: a straw bed, a writing desk, a round stool, and a rug with the colors of the church embroidered plainly. Writing supplies appear to have been used at the desk recently; a quill and some paper are scattered about.

These are the private quarters afforded to **Cleric Maghana**. During daylight hours, there is only a 5% chance that she will be found here; in the evening, this grows to 40%. Her room's door is typically locked, whether or not she is within.

The room itself is fairly Spartan, and contains only a bed, a small desk with writing equipment and personal effects, and a mirror. In the middle of the room is a threadbare rug in the colors of the church.

Her closet, to the west of her room, is not locked, and contains only clothing:

Maghana's Closet

4 sets of cleric vestments (Zugul Church)

CHU-4: Guest Room 1

A very plain, Spartan room: it holds only a bed, small table, and a tiny stool. A closet with a wooden door is to the west, and a small rug faded with the church's colors lies in the middle of the empty space.

Feel free to amend the description above, based on whether the party has first visited the very similar **CHU-5: Guest Room**.

This is one of two spare rooms used by the church for various purposes—as a rest home for elderly or impoverished congregants, as a safe refuge for those escaping domestic violence or other threats, or for visiting clergy from other churches.

Its minimalist furnishings consist of a bed, a small table with writing supplies, a three-legged stool, a small hand mirror (2 gp), and an oval rug in the center of the floor, woven in the church's colors.

The closet to the west is a simple, unlocked wooden door and contains one spare set of shoddy clothes.

CHU-5: Guest Room 2

A very plain, Spartan room: it holds only a bed, small table, and a tiny stool. A small rug faded with the church's colors lies in the middle of the empty space. A closet with a wooden door is to the west, but appears to have been protected by a padlock.

Feel free to amend the description above, based on whether the party has yet already visited the similarly-described **CHU-4: Guest Room 1**.

This room is identical to **Guest Room 1** above. A simple rusted padlock has been applied to the door, however:

Rusted Guest Room Padlock

Break DC 16; **Disable Device** DC 14

Quest: Missing Figure

Summary: A figurine has gone missing from the Shrine on the ground floor of the Zugul Church; it was misplaced in one of the spare guest quarters in the Undercroft.

Rewards: 25 gp; up to **1 Reward Star**.

Locations: Zuglu Church Undercroft.

Key NPCs: Any Zugul Church officials.

Kickoff: Either finding the figurine in CHU-5: Guest Room, or speaking with a member of the clerical staff about recent events.

Description:

In the closet of **CHU-5: Guest Room** is a small clay figurine of Zugul mythology. Any PC who has been on the ground floor of the **Zugul Church** and seen (or even passed by) the sculptures there automatically recognizes the figure of **Zugul**; a quick **Knowledge (Religion)** or **Knowledge (Local)** check at DC 12 will also reveal this information.

Although worthless on its own, the figurine had gone missing from the Shrine upstairs (p 64); returning it to any **Zugul Church** member will net a **25 gp** reward (as well as **1 Reward Star**), and will change all church staffs' **Attitude** toward the party to **Helpful**. If the party is already on Helpful terms with church staff, returning the figurine nets the reward but no further change to **Attitude**.

Missing Figure (Return): Law +1

Returning the figurine has a **Catalyst Impact**: **Law +1**.

Missing Figure (Keep): Chaos +1

Keeping the figurine—at least for the time being—creates a **Catalyst Impact**: **Chaos +1**.

This Quest terminates only if the figurine is returned or sold; up until one of these things occurs, the party may theoretically return the item at any time.

CHU-6: High Priest's Quarters

Only read the italicized portion if the party has previously visited at least one other bedchamber here in the **Undercroft**.

This room is a bit larger than others you have seen in the Undercroft.

The stone floor may be cold, but this chamber feels comfortable. It appears to have been built around two pillars to the west, but that there are two of them, and that they flank the entry door, give the room a regal feel rather than accidental. A closet is to the east behind a wooden door.

These are the personal quarters of **High Priest Cannock**. Despite his lofty position, this room is not dissimilar in its contents from the other quarters in the undercroft: a bed, a desk with writing supplies, a mirror, a rug in the church's colors, and a stool.

A DC 12 **Perception** check does tell any party member that the colors and quality of the furnishings are a bit higher than those in other rooms, but the difference is not so significant as to indicate corruption or even avarice. Make the check in this room only if the party has visited other rooms; otherwise, make the check upon entering any one of the other rooms in the church **Undercroft**—and then only once for entering that room.

CHU-7: Kitchen / Pantry Closet

The north edge of this long room contains dozens of shelves lined with hundreds of miscellaneous cooking supplies—pots, pans, cups, plates, and silverware; as well as shelf-stable food items. The equipment appears to be old and dinged-up, but serviceable; likewise, the food seems to be simple but nourishing fare—what one might expect of a church pantry, in fact.

For those seeking to loot the premises, there is nothing in this room that could be resold for a profit, though a hungry adventurer might sneak a handful of carrots or the like.

In game mechanics, any PC may resupply up to **10 rations** if they can cope with the fact that they will have literally taken food from the mouths of well-meaning clergy in doing so.

CHU-8: High Priest's Closet

Only read the italicized portion if the PCs have encountered at least one other door and/or lock in any buildings in town.

This door seems a bit sturdier and its lock better-constructed than some others you have encountered in Berinncorte.

This would seem to be a simple closet door; however, it is locked.

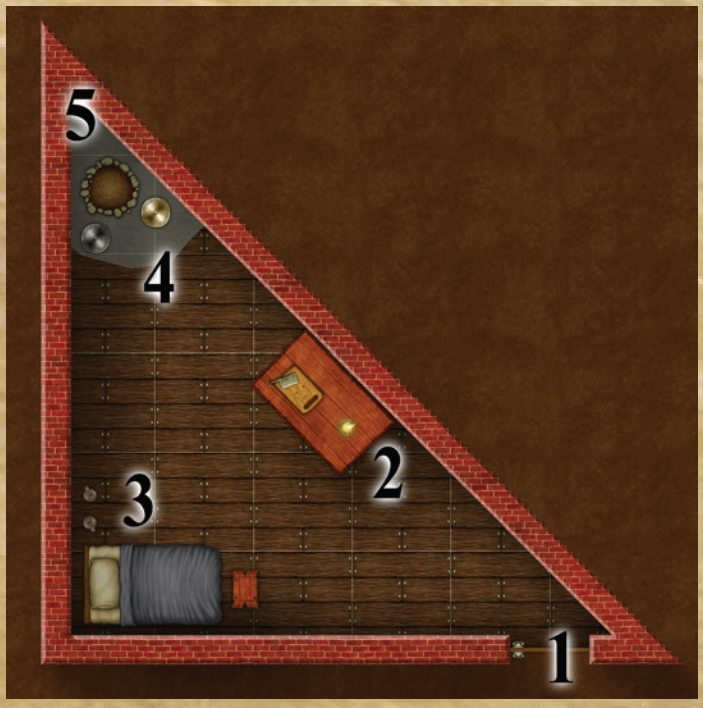
The door to this closet is locked:

Locked High Priest Closet Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 18

The **High Priest** himself always bears the key.

Within the closet are the following:

Map 4: Cryptkeeper's Shack (CKS) *1 sq. = 5 ft.*

High Priest's Closet

3 sets of **clerical vestments** (Zugul Church); 1 **special-occasion vestments** (**50 gp**); unlocked, simple wooden box with **35 gp** and an **amethyst** worth **50 gp**

The special-occasional vestments with gold inlays would have to be sold outside the city, lest well-meaning townsfolk turn the PCs in for theft of such obvious church finery.

CHU-9: Church Storage

Dust and a musty odor greet you as you swing wide the unlocked wooden door. Piles of extra stools lie strewn about a large table; in the corner is one of the pillars that support the church above.

In the corner of the Undercroft's **Common Area** (p 66) is a storage room built around one of the building's pillars. The door to the south bears no lock. Inside are a pile of 15 three-legged wooden stools, a small waist-high table, and a handful of regular-sized rats.

Upon entering the room, the rats disperse quickly with a minor cacophony of squeaks; they have no combat presence or value.

CHU-10: Crypt

You turn a corner, and although the wall-sconce lighting remains as even as it is elsewhere in the Undercroft, it feels more dim and yet more even. A sense of calm and rest pervades here.

A wide space of carved marble cobblestones contains two support pillars and three carved-stone tombs, waist-high. Clusters of candles are set up on the floor near each. Shadows flicker about, but there feels nothing sinister about this place of repose.

This large chamber is always well-lit with candles around the perimeter. To the north and east are simple carved-stone biers bearing religious iconography. A DC 15 **Knowledge (Religion)** check will reveal that those interred are likely heroes and bringers of the faith who fell in conflict.

Typically, there will be **1d4-1** church **Acolytes** present, praying or tending to the candles. During daylight hours, there is a **25%** chance of **1d2+1 townsfolk** being present as well.

In fact, these tombs contain relics of immense power. None in town are aware of the relics, not even the High Priest or his ecclesiastical staff. To them, these tombs are simply noteworthy in the context of historical events of the church.

Indeed, it is outside the context of this adventure to reveal the true nature of these relics. Their eventual importance to the overall **Adventure Path** and mythology of the greater region is mentioned here only so that you, as a GM, can dissuade the PCs from despoiling or stealing the tombs or bodies within, or otherwise rendering the contents unusable in future adventures.

The tombs are solid stone. The difficulties listed below are intentionally high for the relative challenge of this adventure, and are meant to prevent or dissuade the party from interfering with the contents for the time being.

Stone Tombs

8 in. thick; **Hardness** 8; **hp** 120; **Break** DC 40 to smash in; **Break** DC 35 to move aside

Although certainly important, the tombs bear no magical barriers or other protection. They emit a faint **aura** of **magic** and **law**.

At the GM's discretion, you may wish to persuade PCs who are dead-set on interfering with these tombs to recognize the possible discrepancy between stone that seems incredibly difficult to move or break, and the lack of magical protection or aura. In fact, this is intentional: those who assembled these tombs originally wanted it to be difficult to interfere with the contents, but not that they were so obviously protected that it would be very attractive for powerful thieves or chaotic forces to make it a priority to get inside. In short, the tombs are "hiding in plain sight", in a way.

BC-2: Cryptkeeper's Shack

Owing to the **Shack's** tiny size and reclusive nature, there is no need to populate it with **Random Dramatis Personae** as you would with most **Areas of Interest**.

Upon approaching within **20 ft.** of this structure, read the following text aloud. Only read the italicized portion if the party is there after dark.

Nestled in the corner of the graveyard, against the far corner of the village wall, is a shoddy lean-to. It looks about to collapse at any moment, and appears to be held together with twine and luck. What passes for the door appears to be a misshapen wooden plank that doesn't quite entirely cover a rectangular hole in the south side of the structure.

From within, you see the dingy orange flutters of a single candle. It fails to provide a view of much other than the shack's single occupant—a filthy gnome. He is hunched over the candle and is using his hand to scrape food of some kind into his mouth from a tin plate.

The shack is pretty much as it seems—little more, really, than a maintenance shed for the upkeep of the church grounds. The filthy and hunched gnomish **Cryptkeeper Gurth** is neither deaf nor dumb, but generally pretends to be both as he is viciously antisocial and solitary.

Ordinarily, such a man would be a hermit, and would live far outside the town's borders. Gurth, however, has a taste for alcohol, and so needs some **sort** of income and access to his vice. The stipend the church pays him for his service, and the location of the city's tavern right across the town square, nicely address both of these needs.

Gurth certainly has no formal training, or indeed any real relationship with any other person in town. The exception is **High Priest Cannock**, who pays him his stipend. Other than the monthly payment, both men are comfortable ignoring the other the rest of the time. Despite his lack of formal skills, he has cobbled together a set of shady talents along the years; for mechanical purposes, these count as having abilities similar to a first-level rogue.

Map 5: Graveyard (GRV)

One square equals 5 ft.

BC-2: Cryptkeeper's Shack Map

A GM-redacted version of this map is available on page 441.

CKS-1: Entrance

The wooden entrance door is weathered and unlocked. It's a small house, and not sturdy. Yet it stands, and holds furnishings sufficient for its sole occupant. Within is a table, which holds the house's sole light source; a bed; and a cracked stool. The floorboards are battered and stained—only modestly better than raw dirt, in truth.

The entire shack is the living definition of the word "ramshackle", though it does feel quite cozy. Entry could probably be accomplished by bashing one of the walls with sufficient strength, but formal ingress is provided via a standard-issue door. There is neither lock nor key, as the **Cryptkeeper** is none too concerned about anyone finding his valuables.

CKS-2: Table

Against the hypotenuse of the shack's triangle sits a simple wooden table. It holds a few necessities and eating implements.

One of the fringe benefits from working the graveyard, and near a church, is that there is always a steady supply of candles; one is nearly always lit here, and a handful of extras typically lies nearby.

CKS-3: Bed

Despite the comparatively slovenly surroundings, the sleep accommodations here are surprisingly comfortable. Heavens knows how Gurth keeps things clean, but a straw bed with two pillows sits in a corner of the shack. Gurth's two clay jugs usually sit next to the bed.

One of the jugs mentioned has fresh water, and the other is either empty, or has some rare indulgence like juice, wine, or ale.

CKS-4: Firepit

In the northern corner of the shack, the wooden floorboards have been pried away, and stones (perhaps stolen from building sites, the church's undercroft, or the graveyard itself) have been laid to form a fireproof basis for a firepit.

Here is where the **Cryptkeeper** prepares his meager meals, and keeps warm during colder climes. When the PCs enter the Shack, the embers here indicate a recent fire.

CKS-5: Secret Stash

If the PCs intentionally search the ash and trash pile on the other side of the firepit, make a DC 12 **Perception** check. If the party is instead simply standing by and searching the rest of the **Shack**, make a passive DC 18 **Perception** check for each party member. Success at any of these, by any PC, yields the following; if none of these scenarios grants success, ignore this location entirely as the party does not discover it.

Underneath the refuse, soot and refuse in the far corner of the firepit is a glint that does not belong. Some quick searching uncovers a tiny stash of valuables.

At the very apex of the firepit's corner, buried underneath a pile of ash, and mixed in with ancient feces, the Cryptkeeper holds his life's savings and emergency funds. There is no trap or lock—disgust and discomfort have always provided all needed security.

Cryptkeeper's Stash

18 pp; one diamond-shaped **garnet** (**34 gp**); and **2d6 pearls** (each worth **7 gp**)

BC-3: Graveyard

Regardless of the time of day or other circumstances, read the following aloud to the party when they enter the graveyard:

This patch of grassland is dotted with the expected gravestones, ranging in sophistication from simple stone markers to elaborately-carved plinths. The yard itself appears well-maintained, with trimmed grass and occasional wildflowers here and there.

Despite the somber purpose, the graveyard is precisely and only what it appears to be. None of the bodies here interred rests poorly, and there is no undead presence here.

Detect spells will reveal nothing other than corpses, and **Cryptkeeper Gurth** is a competent and straightforward steward of the land and its contents.

Gurth (Cryptkeeper)

CR ½; **XP** 200; LN Male Gnome Rogue 1 (p 648)

hp 11; **AC** 14; **Fort** +2, **Ref** +4, **Will** -1; +2 vs. illusion spells or effects

Init +2; **Speed** 20 ft.; **Senses Perception** +5; **Low-Light Vision**

Str 8, **Dex** 14, **Con** 15, **Int** 6, **Wis** 8, **Cha** 5

BAB +0; **CMB** -2; **CMD** 10

Melee dagger (small) +0 (1d3-1/19-20) or

Ranged dagger (small/thrown) +3 (1d3-1/19-20)

Special Attacks Sneak Attack 1d6

Feats Stealthy

Skills Acrobatics +6, Climb +3, Escape Artist +8, Knowledge (Local) +2, Perception +5, Stealth +12

Special Qualities Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Trapfinding, Weapon Familiarity

Possessions dagger (small); padded armor (small)

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 9: Map Reference Summary, Graveyard

Location Name	Context	Audience	Page
Graveyard	Before Eruption	GM Only	p 70
Graveyard	Before Eruption	Players	p 439
Graveyard	After Eruption	GM Only	p 338
Graveyard	After Eruption	Players	p 469

BC-3: Graveyard Map

A players' version of this map is available on page 439.

GRV-1: Mayor's Guard Post

Please see page 100 for more details.

GRV-2: Militia Guard Post

See **Militia Guard Posts** on page 100for more details.

GRV-3: Alley

This alley separates the graveyard from the **Mayor's House** (p 89). It is otherwise nondescript, though given the importance of the Mayor's residence and offices, the **Militia Guard Post** to the north is always staffed with at least one **Berinncorte Militia**.

GRV-4: Secret Exit from Zugul Church

This is where the secret entrance in the **Zugul Church** exits into the graveyard.

GRV-5: Cryptkeeper's Shack

See **Cryptkeeper's Shack** on page 68 for more details.

GRV-6: Zugul Church

See **Zugul Church** on page 62for more details.

GRV-7: Town Square

More information about this location can be found on page 75.

BC-4: Town Square

Although geographically a bit north of center, this open area is clearly the heart of the city. Read the following when the party approaches the square.

A hearty hubbub of noise and discussion greets you as the path enters onto a large open area. Prominent buildings surround the square, and a garden with a well-kept pathway sits to the east. Dozens of townsfolk of all ages mill about here and there. Some are merchants, others are musicians, and others appear to be on their way from one destination to another.

Sunlight and a light breeze wash over your skin, and despite the loudness of the surroundings, you feel at relative calm.

During daylight hours, between 4-48 (**4d12**) miscellaneous **Townsfolk** of various races will be present.

In addition, at any given time of day, there will be assorted marketfolk scattered about the square. Some specific merchants of note are indicated on the map as numbered items. If you wish to imbue additional detail at random, roll **2d4** (**1d6-1** after sunset) to determine the number of merchants, then roll once on **Table 10: Town Square Marketfolk** for each.

Table 10: Town Square Marketfolk

D%	Marketfolk	Notes / Item(s) for Sale
01-30	**General Merchant**	Everything from the "Adventuring Gear" table in Pathfinder Roleplaying Game Core Rulebook.
31-40	**Animal Care**	Everything from the "Animals & Animal Gear" table in Pathfinder Roleplaying Game Core Rulebook.
41-50	**Busker**	Only a delightful melody. But tips are appreciated!
51-55	**Amateur Bard**	Treat as **Busker**, but if the party tips and engages with them, they may ask a single question about the town that can be revealed using a **Knowledge (Local)** check. Alternately, the party may simply roll once on the **Rumors and Lore** table (p 41).
56-70	**Beggar**	Beggars approach the party and will only relent if given at least **1 sp**.
71-80	**Children**	Children are at play and will largely ignore the party.
81-85	**Drunkard**	With slurred speech and a chip on his shoulder, a drunken half-orc stumbles about aimlessly, shouting at anyone who is hapless enough to stand in his way. If the party confronts him—or simply fails to get out of the way quickly!—he will fight them ineptly. Treat this as a combat encounter with a **Townsfolk**; the drunk will almost certainly lose, which brings the **Berinncorte Militia** and may get the PCs **arrested** (p 41) if they cannot talk their way out of it.
86-00	**Key NPC**	Select an NPC at your discretion. Typically they will be in transit, en route from one place to another, but may be approached.

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 11: Map Reference Summary, Town Square

Location Name	Context	Audience	Page
Town Square	Before Eruption	GM Only	p 75
Town Square	Before Eruption	Players	p 440
Town Square	After Eruption	GM Only	p 343
Town Square	After Eruption	Players	p 470

Social Epicenter

At the GM's discretion, you can always have one or more **Key NPCs** of note in the square when the party enters it. This is particularly useful if the party is not as "thorough" in their non-combat investigations as you might wish them to be.

If they are truly set on ignoring the many buildings of interest in town, or in meeting any townsfolk, you might have key NPCs present in the **Town Square** who approach the party and engage with them. Such engagement might stem from a simple comment along the lines of "well met, brave souls! You're not from around here, are you?"

Business Hours

The **Town Square** itself is "open" around the clock, though the **Militia** may pay special attention to anyone crossing through after darkness falls.

Kiosks in the **Square** are open from sun-up to sunset, plus an hour into the twilight portion of each evening. After that, some vendors will pack up, drape canvas over their tent, or join the revelry in the **Shanty Town** (p 76) section of the center of the **Square**. Others will pack up entirely, and depart the city, needing to travel elsewhere (or living or spending their nights in the farmland outside the town, or even beyond).

Shopping at the Town Square

Elsewhere in **Berinncorte**, individual shops each carry supplies of a particular nature; going to a single location for specialty goods of the type vended by the proprietor is likely the best way for a group of adventurers to spend their coin wisely.

For those wishing a more eclectic sampling of wares, or those seeking an efficient, one-stop-shops-all outing, many have found that the multitude of kiosks arrayed in the city's largest single open space can be a superior option.

Kiosks

Whether it's a complex set of tents that function as one, or a simple lean-to hastily assembled to support a single transient peddler, each opportunity to spend money is referred to generically as a "kiosk".

Each kiosk contains at least one vendor, who offers at least one item for sale. Unless the particular kiosk at which the PCs are shopping indicates otherwise, each item for sale is subject to a bit of randomization in terms of price.

Partly, this is due to fluctuations of supply and demand; the microeconomic impacts of a constant flux of tradespeople into and out of an otherwise isolated mercantile environment; and the commoditization of even niche trade goods in an increasingly globalized economy across the realm, as dips in transportation costs and improvements on road safety mean a greater ability to disperse localized competitive advantage.

Partly, though, this is just merchants being erratic jerks.

Again, unless a kiosk's description says otherwise, roll on the following table for each item the PCs indicate they wish to purchase... after their intent has been made clear. All adjustments are made relative to the "retail price" for the item. For example, "+15%" for an item that is normally worth **100 gp** means that the kiosk in question is selling that item for **115 gp**.

Table 12: Town Square Kiosk Price Adjustments

D%	Price Adjustment	Description
1-2	+30%	"Crafted from the finest artisans in... well, you've never heard of the place; that's how high quality this item here is. It's a steal at twice the price, but I'll consider letting it go if you make it worth my while."
3-4	+10%	"Ah, that's a useful item. And much in demand, of late."
5-6	None	-
7	-5%	"Not much ask for this item, around here. I'd be glad to be rid of it."
8	-10%	"We've got too much stock! Have to get rid of it, you see."

Note that the prices of some items sold by some vendors is already either more, or less expensive than the typical, standard retail price listed in rulebooks. Modifiers determined in the **Price Adjustments** table above should be applied to the vendor's listed price, not the standard "rulebook price".

Kiosk Negotiations

At the GM's discretion, enterprising PCs can attempt to negotiate. Once a PC receives a result from the **Price Adjustments** table above, they may make a **Diplomacy, Bluff, Intimidate**, or **Appraise** check, at DC 16, plus 1 for each full **500 gp** of retail value (so negotiating for an item normally worth **1,225 gp** would be DC 18).

Success by **1-5** points means the PC may force a re-roll on the **Price Adjustments** table, with a **+1** circumstsance modifier to the roll. The new roll stands, even if it is less favorable to the PC than the original roll pre-negotiations. If the GM allows it, a stubborn PC can attempt to negotiate further; each successive attempt increases the DC by **+1**, and these modifiers stack. Succeeding at multiple negotiations generates circumstance modifiers that DO stack!

Here's an example: a PC wants to purchase a masterwork dagger, which is normally worth **302 gp**. The GM rolls on the **Price Adjustments** table, and rolls a 4—which means the kiosk sells the dagger for **10%** more than normal, and therefore the transaction will require **332 gp**. This PC is

skilled in **Diplomacy**, however, and so asks to negotiate. The check is DC 16; the PC's check value is 18, so they succeed. The GM rerolls on the **Price Adjustments** table, and rolls a 1—but this time the roll benefits from a **+1** modifier, and so it's treated as a 2 outcome. This is worse, however, than the original price! The PC asks to negotiate further, and the GM indulges them, but this time, the DC for the check is 17. The check outcome is 18, so the PC succeeds; the GM rerolls the **Price Adjustments** check, and this time adds **+2**, because it is the second successful negotiation. The roll is a 4, plus 2, with a 6 total outcome—and the masterwork dagger is now on sale for **302 gp**. The PC accepts the price, and completes the transaction.

If the PC fails a negotiations check, the GM has some options as to how to penalize them. If the check is failed by **1-5** points, the price may simply stand as-is. Failure by **5-10** points might indicate that the price is fixed, and no further negotiations are possible with this vendor. Failure by more than **10** points might suggest that the price increase as though the next-worst result had been rolled on the Price Adjustements table.

In addition, the type of skill employed in negotiations might imply additional consequences. Failure at an Intimidate check, for example, might mean that the vendor refuses to do any further business with the PC in question; failure by more than 5 points may even involve the vendor calling the **Militia** and the PC possibly even getting **Arrested** (p 41).

Kiosks and the Militia

There's an uneasy relationship between the **Berrincorte Militia** and the vendors in **Town Square**. On the one hand, the improv market is an enormous benefit to the community, and many major services and shops would find it difficult to function without the ease of shopping for wares from distant lands all in one place. There are needs the city has that only the **Town Square Kiosks** truly service; though **Welby Goodbarrel** and his **General Store** (p 142), just to the northwest of **Town Square**, try to have everything possible in stock, there are exotic or "fad" items that are only for sale here.

On the negative side of things, however, the kiosk vendors are an unreliable, and occasionally underhanded, element of society, a threat to the law, peace, and order that the **Mayor** has struggled to impose on the town and its citizenry.

The form this dual-edged sword of commerce typically takes is willful ignorance, and tolerance. The odd vendor taking advantage of a naïve citizen simply is not sufficient to rouse **Militia** forces. Personal threats, robberies, and actual crime will be investigated, and punished, and ideally prevented, but the onus is on the victim or the threatened party to summon the **Militia** in order to get their attention.

The unspoken and widely-understood general rule for being in the **Town Square** market, let alone shopping there, is unchanged from the 16th-century Latin of our own world: *caveat emptor.*

Though one might say the **Militia** has become complacent in looking the other way when merchants occasionally take advantage of overly naïve customers, they most assuredly do not ignore threats of violence to the merchants themselves. Combat, in any form, for any level of provocation, occurring in plain sight in the **Town Square** is a risky affair for any who start a fight: there is a **30%** chance per round that **1d4 Berinncorte Militia** will arrive on the scene. Keep rolling every round! This means that there's a good chance an extended combat will eventually involve hordes of Militia.

Berinncorte Militia

CR ½; **XP** 200; TN Male or Female Human Fighter 1

hp 11; **AC** 12; **Fort** +3, **Ref** +0, **Will** -1

Init +0; **Speed** 30 ft.; **Senses** Perception +2

Str 14, **Dex** 11, **Con** 12, **Int** 9, **Wis** 9, **Cha** 10

BAB +1; **CMB** +3; **CMD** 13

Melee light mace +3 (1d6+2)

Feats Alertness, Light Armor Proficiency, Combat Reflexes

Skills Climb +1, Perception +2, Sense Motive +2, Swim +1

Special Qualities Bonus Feat, Bonus Feats, Skilled

Possessions light mace; leather armor

The first priority of any **Militia** presence in a fight in **Town Square** is to quell the violence and keep combative parties separated; after two full rounds of no attack rolls occurring, you may stop rolling for additional **Militia** presence. They will then summon one of the **Militia Leadership** (p 180).

Random Dramatis Personae

It is left to the GM to determine to what extent significant, named NPCs are there, and if the party recognizes them. If any key NPCs are present, unless there is a sermon being conducted, the party may approach and speak with them; in most cases, the NPCs will act just as they would if encountered in their "home turf" unless there is a specific note to the contrary, or if as GM you feel it would not make sense for the character to say or act in a certain manner in a church.

Table 13: Random Dramatis Personae, Town Square

Suggested Population: 3d4 rolls

D%	Key NPC	Profession
01	**Amadan**	Militia Armsmaster
02-03	**Aramil Xiloscient**	Apothecary
04-06	**Dimblegruffe**	Blacksmith
07-08	**Ash "Executioner"**	Militia Trainer
08-09	**Biggen Gurble**	Reader
10-11	**Brock Runnaheim**	Stablemaster
12-13	**Cannock**	High Priest
14-15	**Cora Brushgather**	None
16-17	**Daratis**	Seamstress
18	**Debran Ormick**	Militia Treasurer
19-21	**Denzys**	Preacher
22-24	**Dominika Symms**	Mayor
25	**Einkill Holderhek**	Merchant / Mercenary
26	**Elena Lomazonne**	Merchant Princess
27-28	**Esk**	Innkeeper
29-30	**Farzith**	Butcher's Apprentice
31-32	**Ganyc**	Butcher

Map 6: Town Square (SQR) *One square equals 5 ft.*

D%	Key NPC	Profession
33	**Gorin Bakelight**	Tribute Magister
34-36	**Gumbrew**	Fishmaster
37-38	**Gunnloda Balderk**	Librarian
39-42	**Gurth**	Cryptkeeper
43-45	**Gyldor**	None
46-50	**Hueykins**	Jester / Greeter
51-55	**Jozan**	Bartender
56	**Kayzark**	Vendor
57-60	**Larissa**	Elder of Sheergath
61-62	**Lingona**	Bard
63-70	**Maghana**	Cleric of Zugul
71-72	**Mardnab Scheppen**	Maid
73-74	**Oneib**	Salesman / Security Guard
75-76	**Ota Kuiduru**	Chief Clerk
77-78	**Otibus**	Tanner / Bookkeeper
79-80	**Ownka**	Serving Wench / Cook
81	**Phadian Gess**	Trickster / Thief
82	**Pilga**	Landlord
83-84	**Rhirem**	Mercenary Spellcaster
85-86	**Skutt Krundarr**	Militia Vice Master
87-88	**Sorille**	Courier
89-90	**Stewy**	Apprentice Fisherman
91-93	**Tansden**	Militia Master
94	**Tarsheva Hornwood**	Landlord
95	**Tudra Coppereye**	Sage
96	**Thrunne**	Serving Wench
97	**Unglar**	Guard
98	**Waywocket Ningel**	Jeweler
99	**Welby Goodbarrel**	Merchant
00	**Zook Beren**	Brewer / Cook

BC-4: Town Square Map

A players' version of this map is available on page 440.

SQR-1: Zugul Church

Please see page 62 for more details.

SQR-2: Zugul Church Garden

This region is described in more detail starting on page 107.

SQR-3: Inn

More information about the Inn can be found on page 126.

SQR-4: Tavern

The **Leaky Cask Tavern** details begin on page 122.

SQR-5: Blacksmith's Hut

Dimblebruffe's hut is detailed on page 103.

SQR-6: General Store

The provisioner's store is described on page 142.

SQR-7: Stage

SQR-8: Mayor's House

Mayor Symms' residence and offices are described starting on page p 89.

SQR-9: Graveyard

The **Zugul Church's** graveyard is detailed on page 70.

SQR-10: Shanty Town

In roughly the center of the Town Square is a haphazard assemblage of tents, canopies, lean-tos, fire pits, stacks of firewood, and other artifacts of an impromptu and largely vagrant community. At first, it seems a multicolored affront to the senses: each tent and canvas appears to have been crafted with an eye toward using as many colors as possible, and in as bizarre a combination and pattern. Seeing one at a time would daze all but the most artistically-inclined; glimpsing the cluster that is arrayed in front of you makes your head hurt, or spin, or resettle, for just a moment.

Centered amidst the many kiosks of the **Town Square** is a **Shanty Town**—an informal gathering of vendors, vagrants, homeless, and hangers-on that changes on a day-to-day basis. There's always a few fires going in the evening, always a song to be sung, always a wineskin to be passed around, and generally a bubbling, impromptu sort of bonhomie. For some, it's an opportunity to share the loneliness of being on the road and away from family; for others, it's a good way to network, and establish connections elsewhere in the realm of commerce. And yes, for some few, it's viewed darkly as a chance to pickpocket, to take advantage, or to work one's crueler or more vile inclinations in an environment where nobody will notice one of their number disappearing suddenly.

In fact, next to the **Leaky Cask Tavern**, this is a good place to grab a brew and a few laughs... but one should watch one's pocket, and one's drink!

Denizens of **Berinncorte's** less-elite class will often hang out here, as well. Even the most xenophobic, paranoid merchant in town will need to drop by here occasionally, to establish or reaffirm connections, make deals, and generally see and be seen by members of the mercantile world outside the city proper.

Random Dramatis Personae: Shanty Town

Earlier in this section was a **Random Dramatis Personae** table, meant to drive placement of key NPCs in the **Town Square** itself. What follows is another, separate table, meant to indicate who might show up to the **Shanty Town** just around sunset.

Those most likely to be seen here tend to be entertainers, transients, merchants, or those who wish to business with such folk. Rarer are those who have particular, isolated need for the services of the **Shanty Town**—business of a nature ill

suited to be conducted during daylight hours.

Table 14: Random Dramatis Personae, Town Square Shanty Town

Suggested Population: **2d6 rolls**

D%	Key NPC	Profession
01	**Amadan**	Militia Armsmaster
02-10	**Aramil Xiloscient**	Apothecary
11	**Dimblegruffe**	Blacksmith
12	**Ash "Executioner"**	Militia Trainer
13	**Brock Runnaheim**	Stablemaster
14	**Daratis**	Seamstress
15-20	**Debran Ormick**	Militia Treasurer
21-25	**Einkill Holderhek**	Merchant / Mercenary
26	**Elena Lomazonne**	Merchant Princess
27	**Esk**	Innkeeper
28	**Farzith**	Butcher's Apprentice
29-30	**Ganyc**	Butcher
31	**Gumbrew**	Fishmaster
32	**Gyldor**	None
33-50	**Hueykins**	Jester / Greeter
51-55	**Jozan**	Bartender
56-60	**Kayzark**	Vendor
61	**Larissa**	Elder of Sheergath
62-70	**Lingona**	Bard
71	**Oneib**	Salesman / Security Guard
72	**Ownka**	Serving Wench / Cook
73-80	**Phadian Gess**	Trickster / Thief
81	**Rhirem**	Mercenary Spellcaster
82-95	**Stewy**	Apprentice Fisherman
96	**Thrunne**	Serving Wench
97	**Unglar**	Guard
98	**Waywocket Ningel**	Jeweler
99	**Welby Goodbarrel**	Merchant
00	**Zook Beren**	Brewer / Cook

SQR-11: Religious Kiosks

Toward the southeast corner of the square is a duo of awnings close together. You spot only one merchant, standing between them. In each, you see religious paraphernalia: icons, medallions, even shields embossed with divine sigils. The kiosk to the north appears to cater to the followers of Zugul; Sheergath devotees can shop for items in the southern stand.

These kiosks are both owned by the same man, who is standing between them as the party approaches.

Kerem Dogan is the dual-functioning proprietor of these shops, and hops between them as needs be. The human Expert 2 serves neither deity directly, though as he would put it, he serves the interests of both, and all, as the whim and needs of the people dictate.

Kerem Dogan (Merchant)

CR ½; **XP** 200; NE Male Human Expert 2

hp 11; **AC** 13; **Fort** -1, **Ref** +1, **Will** +3

Init +1; **Speed** 30 ft.; **Senses Perception** +5

Str 8, **Dex** 13, **Con** 9, **Int** 14, **Wis** 10, **Cha** 14

BAB +1; **CMB** +0; **CMD** 12

Melee spear +0 (2H: 1d8-1/x3) or

Ranged spear (thrown) +2 (1d8-1/x3) or

Ranged light crossbow +2 (1d8/19-20) or

Melee dagger +0 (1d4-1/19-20) or

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

Feats Armor Proficiency, Light, Dodge, Persuasive, Simple Weapon Proficiency

Skills Acrobatics +6, Appraise +7, Bluff +7, Diplomacy +9, Intimidate +9, Knowledge (History) +7, Knowledge (Religion) +7, Perception +5, Profession (Merchant) +5, Sense Motive +5

Special Qualities Bonus Feat, Humanoid Traits, Skilled

Possessions spear; padded armor; light crossbow; crossbow bolts (10x); dagger

At each awning, **Kerem** offers a sampling of religious items that may or may not be of use to the party:

Table 15: Wares of the Religious Kiosks

D%	Chance	Price
cleric's vestments *(Zugul or Sheergath)*	Always	6 gp
holy symbol, wooden *(Zugul or Sheergath)*	Always	2 gp
holy symbol, iron *(Zugul or Sheergath)*	Always	5 gp
holy symbol, silver *(Zugul or Sheergath)*	85%	30 gp
holy symbol, gold *(Zugul or Sheergath)*	70%	115 gp
holy symbol, platinum *(Zugul or Sheergath)*	30%	520 gp
padded armor w/holy sigil *(Zugul or Sheergath)*	65%	10 gp
quilted cloth armor w/holy sigil *(Zugul or Sheergath)*	60%	110 gp
leather armor w/holy sigil *(Zugul or Sheergath)*	55%	14 gp
light wooden shield w/holy sigil *(Zugul or Sheergath)*	65%	5 gp
heavy wooden shield w/holy sigil *(Zugul or Sheergath)*	40%	10 gp

D%	Chance	Price
buckler w/holy sigil *(Zugul or Sheergath)*	70%	7 gp

Note that the most useful aspect of the merchant's inventory might be garb in which to disguise one's self: donning cleric's vestments of one of the churches in town grants a **+3** circumstance bonus on **Disguise** checks made to appear as a member of that church's clergy.

SQR-12: Camping Gear Kiosk

Only one of these two awnings is currently in use: to the south is a kiosk strewn with all manner of camping and outdoor gear. The salesman is a clean-shaven dwarf dressed in brown and green leather.

Donur Gravelsmasher is a dwarven Ranger 2 who sells camping and general adventuring equipment.

Donur Gravelsmasher (Merchant)

CR 1; **XP** 400; LN Male Dwarf Ranger 2

hp 22; **AC** 19; **Fort** +3, **Ref** +5, **Will** +2; +2 vs. poison, spells, and spell-like abilities

Init +2; **Speed** 20 ft.; **Senses Perception** +7; **Darkvision** 60 ft.

Str 10, **Dex** 15, **Con** 11, **Int** 10, **Wis** 15, **Cha** 8

BAB +2; **CMB** +2; **CMD** 15 (19 vs. bullrush or trip)

Melee morningstar +2 (1d8) or

Melee heavy wooden shield +2 (1d4) or

Melee dagger +2 (1d4/19-20) or

Ranged dagger (thrown) +4 (1d4/19-20)

Special Attacks Animal +2

Feats Dodge, Shield Focus

Skills Climb +2, Heal +7, Knowledge (Geography) +5, Knowledge (Local) +2, Perception +7, Survival +7

Special Qualities Darkvision, Defensive Training, Greed, Hardy, Hatred, Humanoid Traits, Stability, Steady, Stonecunning, Track +1, Weapon Familiarity, Wild Empathy +1

Possessions morningstar; heavy wooden shield; studded leather armor; dagger

Donur typically has the following items for sale:

Table 16: Camping Gear Kiosk Wares

Item	Chance	Price
bedroll	Always	1 sp
blanket	Always	4 sp
folding chair	80%	2 gp
cot	90%	1 gp
hammock	75%	1 sp
soap (1 bar)	65%	4 cp
tent, small	Always	11 gp
tent, medium (2 ppl)	85%	14 gp
tent, large (4 ppl)	60%	26 gp
fishhook	85%	1 sp
compass	55%	12 gp
mirror, small steel	60%	10 gp
signal whisle	80%	10 sp

In addition, the GM is encouraged to have Donur offer any other additional miscellaneous items that the party may be in need of.

SQR-13: Healing and Plant Supply Kiosk

Four wooden kiosks outlined in colorful awnings form an "L" corner to the dirt pathways here. Only one, second from the right, with a green-and-white-striped awning, seems to be occupied, and that by an elven woman wreathed in richly-inscribed hide armor.

This shop is owned by an elved druid by the name of **Caerthynna Tsornyl**:

Caerthynna Tsornyl (Druid Merchant)

CR 1; **XP** 400; NG Female Elf Druid 2

hp 10; **AC** 15; **Fort** +1, **Ref** +1, **Will** +6; +2 vs. enchantment spells and effects

Init +5; **Speed** 20 ft.; **Woodland Stride**; **Senses Perception** +10; **Low-Light Vision**

Str 8, **Dex** 12, **Con** 7, **Int** 14, **Wis** 17, **Cha** 14

BAB +1; **CMB** +0; **CMD** 11

Melee quarterstaff +0 (1d6-1/-1) or

Melee quarterstaff (head 1 only) +0 (2H: 1d6-1) or

Ranged longbow +2 (1d8-1/x3)

Special Attacks Spontaneous Casting, Storm Burst (6x/day)

Prepared Druid Spells (CL 2nd):

1st – *goodberry, magic stone, obscuring mist, shillelagh*

0th – *create water, detect magic, know direction, light*

Feats Improved Initiative

Skills Climb +1, Heal +8, Knowledge (Geography) +7, Knowledge (Nature) +9, Perception +10, Survival +10

Special Qualities Bonus Wild Shape Natural Armor (2x), Weather, Elven Immunities, Elven Magic, Humanoid Traits, Keen Senses, Low-Light Vision, Nature Sense, Orisons, Weapon Familiarity, Wild Empathy +4, Woodland Stride

Possessions quarterstaff; hide armor; longbow; arrows (40x)

Replacement: Caerthynna Tsornyl

The merchant is a suitable swap-out for **Druids**, or **Rangers**. See page 17for more explanation of how to undertake PC **Replacement**.

She tends to focus on plant- and nature-based items, but has an eclectic assortment of wares.

Table 17: Nature Supplies Kiosk Wares

Item	Chance	Price
potion of cure light wounds	40%	70 gp
potion of endure elements	50%	40 gp
potion of hide from animals	65%	35 gp
potion of hide from undead	55%	55 gp
potion of jump	85%	50 gp
potion of magic stone	45%	60 gp
potion of pass without trace	35%	45 gp
potion of remove fear	50%	55 gp
potion of aid	25%	320 gp
potion of bear's endurance	20%	290 gp
potion of cure moderate wounds	40%	315 gp
potion of delay poison	60%	250 gp
potion of remove paralysis	40%	275 gp
potion of spider climb	25%	310 gp
potion of barkskin +3	15%	625 gp
potion of daylight	50%	700 gp
potion of gaseous form	35%	725 gp
potion of haste	30%	715 gp
potion of neutralize poison	75%	675 gp
animal glue	65%	5 sp
compass	85%	14 gp
lamp oil (1 lb.)	Always	1 sp
sunrod	80%	3 gp

Talking in a polite and supportive manner with **Caerthynna** will result in the following Quest being initiated.

Quest: Sweet Sweet Poison

Summary: Investigate sources of Darkvenom in the city, and acquire as much as you can to sell to Caerthynna.

Rewards: Up to **1 Reward Star**; and up to 650 gp.

Locations: Nature Supply Kiosk in Town Square; Apothecary.

Key NPCs: Caerthynna Tsornyl; Aramil Xiloscient; Ash "Executioner".

Kickoff: The PCs strike up conversation with Caerthynna at her kiosk, and either offer to help, or ask about her needs.

Description:

The druid merchant will ask the party to assist her if they can, explaining that one of her customers has need of **Darkserum** (p 261). As the PCs likely have never heard of this substance, she describes it as a particular poison with addictive qualities, rare to obtain and perilous to concoct. It has a normal value of **50 gp** a vial; her client is willing to spend **100 gp** if the party can find any. **Caerthynna** offers to split any profits evenly between the party and herself—so for example, if the party gets 10 vials at a cost of **20 gp** each, the party's share of the sale would be **400 gp** (1,000 sale – 200 cost = 800, divded between the merchant and the party).

Caerthynna will not reveal the identity of the customer in question, though a **Sense Motive** check opposed by the elf's **Bluff** check will suggest that the customer is likely an addict.

In truth, the customer is none other than **Ash "Executioner"**, the **Berinncorte Militia's** trainer, who conceals his habit well.

Since the party is unlikely to venture outside the city limits in the context of this adventure, they would be well within their rights to ask **Caerthynna** how they might go about obtaining this poison. She will tell them that the **Apothecary Shop** (p 138) is a good place to start; if **Aramil** himself doesn't have a supply, he will certainly either be able to get his grimy hands on some, or at least be able to tell the party where to seek it further.

The party has a few options, at this point:

They can ignore the request, and the Quest—which will terminate it.

The PCs can inquire with **Aramil** as to the availability of the serum. He will bluster and deny at first, claiming **Darkserum** to be one of the most destructive substances of all time, reviling its impact on society, and generally exemplifying the idiom "methinks he doth protest too much". Pushing even a little bit—no skill check required, even!—will get him to admit that he thinks he just might be able to find some. He will require one day, and asks **80 gp** per vial. Making a successful **Appraise** or **Diplomacy** check, opposed by **Aramil's Bluff** check, will reduce this to the retail price of **50 gp**; a further check along these lines will reduce his asking price to **35 gp** per vial if successful, but this is as low as he will go. He claims to be able to obtain up to 20 vials of **Darkserum**.

Whether the party negotiates or not, if they return the next day, **Aramil** will be true to his word... at least, in terms of having the product ready for them. In truth, he has it all along in his **Secret Stash** (p 140); claiming that he needs to use external connections to obtain it adds to the mystique of the product, and protects him from thieves or addicts who might otherwise seek to rob him of it right then and there.

Sweet Sweet Poison (Buy Serum): Chaos +1

Merely purchasing any quantity of darkserum creates a **Catalyst Impact**: **Chaos +1**.

If the party simply takes the vials and keeps them, then they should likely earn no additional reward, unless such behavior is perfectly consistent with their characters. If instead they return some or all of the vials to **Caerthynna**, she will thank the party profusely, and will give them their share of the profits as promised.

Sweet, Sweet Poison (Keep Serum): Chaos +1

Buyng **Darkserum** and keeping it generates a **Catalyst Impact**: **Chaos +1**.

This stacks with other **Catalyst Impacts** for this Quest.

Finally, with serum in hand, the party may attempt a skill check to get the druid merchant to reveal her addict customer: this requires a successful **Intimidate** or **Diplomacy** check, opposed by **Caerthynna's Sense Motive** skill; if the party uses **Diplomacy** and phrases their questioning along the lines of concern for the poor addicted soul, they gain a **+2** circumstance bonus on their check. If the check is successful, the druid will sadly reveal that it is **Ash**, but will ask that the party keep the information to themselves.

Sweet, Sweet Poison (Discover): Law +2

Discovering the identity of the addict in this scenario creates a **Catalyst Impact**: **Law +2**.

This stacks with other **Catalyst Impacts** for this Quest.

No matter what course of action the party takes, if they come by the serum, and then act in accordance with their characters or their alignments, then the party entire should benefit from **2 Reward Stars**.

SQR-14: Prostitute's Kiosk

Off to the side, in the northeast corner near the graveyard, is a large, colorful tent of subdued, yet rich color. The proprietess is stunning, and garbed in lavish style with visible midriff and ample cleavage.

Lacking a brothel, **Berinncorte** can claim only this lowly, graveyard-adjacent kiosk as a locale providing services of the flesh in a formal manner.

It's important to remember that although **Elizavetta** is an Illusionist, and uses this craft in her employment, these skills are a carefully-guarded secret, known only to herself, a few trusted clients, and her lover, **Shakira Alam**. The GM is strongly encouraged to present and roleplay **Elizavetta** as a standard-issue, ordinary courtesan... beautiful, imposing, with a strong personality, but with little outwardly-visible reason to suspect that she is actually a wizard.

Elizavetta Burak is the tent's owner—and, to put it bluntly, the product, as well.

Elizavetta Burak (Prostitute / Illusionist)

CR 2; **XP** 600; NG Female Human Illusionist 3

hp 8; **AC** 10; **Fort** +1, **Ref** +1, **Will** +3

Init +0; **Speed** 30 ft.; **Senses Perception** +0

Str 7, **Dex** 11, **Con** 10, **Int** 14, **Wis** 10, **Cha** 18

BAB +1; **CMB** -1; **CMD** 9

Melee dagger -1 (1d4-2/19-20) or

Ranged dagger (thrown) +1 (1d4-2/19-20) or

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

Special Attacks Blinding Ray

Prepared Wizard Spells (CL 3rd):

2nd – *adoration (DC 14), mirror image, unnatural lust (DC 14)*

1st – *charm person (DC 13), illusion of calm (DC 13), sleep (DC 13), youthful appearance*

0th – *daze (DC 12), open/close, read magic, mage hand*

Feats Deceitful, Eschew Materials, Persuasive, Scribe Scroll

Skills Appraise +7, Disguise +7, Knowledge (Arcana) +6, Knowledge (Geography) +7, Knowledge (History) +7, Profession (Courtesan) +9, Sleight of Hand +1, Spellcraft +8

Special Qualities Arcane Bond, Bonded Object, Bonus Feat, Cantrips, Evocation Opposition School, Extended Illusion, Humanoid Traits, Illusion School, Necromancy Opposition School, Skilled

Possessions dagger; masterwork ring; noble's outfit; light crossbow; crossbow bolts (10x); spellbook

Elizavetta prefers to use her myriad illusory talents in lieu of actual physical services, leaving clients with the impression that something happened which did not actually occur. That said, for powerful or attractive clients, or those whom she suspects would see through the act, she does engage in typical services.

Should the party be interested, fees for her services are left to the GM's discretion, but a suggested rate is 100 gp for an hour or two.

At the GM's discretion, the party can run into a dazzled customer of **Elizavetta's** somewhere in the **Town Square**. Alternately, they can encounter him as a **Random Dramatis Personae** elsewhere in town. Whenever, wherever, the party runs into **Gorin Bakelight**, if the PCs have already visited the **Prostitute's Kiosk** in **Town Square**, chatting with **Gorin** will then kick off the following Quest. For this quest to have full dramatic impact, it's important that **Elizavetta's** wizardly skills are a secret and unknown to the party at this point.

Quest: Is This Love... Or Was I Dreaming?

Summary: A customer of the Town Square's prostitute thinks he has fallen in love with her... but is curiously uncertain.

Rewards: Up to **3 Reward Stars**.

Locations: Prostitute's Kiosk in the Town Square.

Key NPCs: Elizavetta Burak, Gorin Bakelight.

Kickoff: Talking with Gorin, after having visited or noticed the Prostitute's Kiosk.

Description:

The first time the PCs encounter **Gorin** after having seen the **Prostitute's Kiosk**, he will act a bit stunned, distracted, and generally not altogether present for their conversation. Inquiring as to this reveals that the **Tribute Magister** is falling in love... but he seems distracted more at the strangeness of the feeling than by the feeling itself.

Exploring the topic with **Gorin**, he will freely but a bit guiltilty admit to having availed himself of Elizavetta's services. At the time, he found the experience "adequate" (his words!), but every hour that passes, he finds himself feeling deeper and deeper feelings toward the woman. It's not that he's incapable of love. His frustration is that although his emotions are strong, and growing, he finds it difficult to recollect anything in particular about his time with her that might explain why he feels the way he does.

Gorin is perplexed, not enraged, at this point. If the PCs don't offer to help, **Gorin's** pride and slight embarrassment prevent him from asking for it outright, and the quest terminates.

If instead they offer their assistance, the increasingly-lovesick man will accept, grudgingly but gratefully. He asks the PCs to speak with **Elizavetta**, and to ask after him; he grants that this amounts to little more than a schoolyard ploy of asking a friend to ascertain the romantic inclinations of a third party, but he can't think of a better way to figure things out.

If the PCs point out that something extraordinary might be at work here—magic, for example—**Gorin** will react as though that possibility had simply not occurred to him (in truth, he has been so distracted by his feelings that he truly had not thought of this). His attitude toward the escort then turns a bit more harsh than inquisitive: He will ask the party to explore, to snoop, and to gather information about Elizavetta as best they can. Gorin even implies that his station and position are too important to the town to risk if foul play were somehow involved, and urging the party to take "any means necessary" to get to the bottom of the matter.

Merely hearing **Gorin** out, and offering to help, grants an **Attitude Tracker** bonus: either **+4**, or immediate escalation to **Friendly (19)**, whichever results in a higher resulting **Attitude** value.

Is This Love?... (Help):
Love +1

Simply by agreeing to help, the PCs generate a **Catalyst Impact**: **Love +1**.

This stacks with other **Catalyst Impacts** for this Quest.

The party has a few options to consider:

They can let the matter drop, and ignore it. **Gorin's Attitude** toward the party will drop by **-5**, but he will not inquire further about the matter.

Is This Love?... (Drop):
Chaos +1

Doing nothing—whether they initially offered to help, or simply ignored **Gorin** from the start—generates a **Catalyst Impact**: **Chaos +1**.

This stacks with other **Catalyst Impacts** for this Quest.

The party can speak with **Elizavetta** about **Gorin**. At first, she will claim not to recall the man; pushing her on the matter (no skill check required) will reveal that yes, she does remember him, but not that he was anything special. A **Sense Motive** check, opposed by the prostitute's **Bluff** check, will reveal that she is hardly surprised at the effect she has had on her customer, and that she's holding something back.

Whether the **Sense Motive** check was successful, or even attempted, the party can strong-arm her for more information: a successful **Intimidate** check will get her to reveal that **Gorin** is not the first customer to suffer from longer-term romantic inclinations. Failure in such a check should have serious reprecussions: at the GM's discretion, **Elizavetta** might immediately fight the party, screaming for help, and drawing a crowd as well as **2d4 Berinncorte Militia** to her aid.

Aside from, or in conjunction with, the above approaches, a PC might attempt a **Diplomacy** check, opposed by **Elizavetta's Bluff** check; any PC suffers a **-3** circumstance penalty on such a check, because the prostitute is well aware of the risk posed by her magical prowess becoming public knowledge. Failure means a dead-end for the party; they may attempt one additional **Diplomacy** check (this time with a **-4** circumstance penalty), but if that, too, is failed, then the party is asked to leave the tent, and will not be allowed back inside to continue the discussion. A successful **Diplomacy** check gets **Elizavetta** to reveal her true talents, and to admit to having used them on **Gorin** in preference to actually touching the man. While talented, her skills occasionally misfire, and result in a client feeling deep, seemingly true emotion for a few days. She assures the party that the feeling will pass, and implores them to keep her secret safe, even going so far as to offer her services for free to the PC who succeeded in the check (any race or gender is fair game for this proposition).

The party can't really "turn her in"; the **Militia** might raise an eyebrow in surprise that the town prostitute is also a magician, but as there's no law against it, it's hardly the sort of thing they can become involved in. **Mayor Symms** will actually increase her esteem for **Elizavetta**, and will certainly take no punitive action. The GM should consider whether keeping the illusionist's secret is, or is not, in character for the party; as she offers no monetary reward for their doing so, even the most mercenarily-minded PC would not have true reason to make the knowledge public.

Finally, the party can sneak into **Elizavetta's** kiosk, and snoop around; doing so reveals several material components and a spellbook. Even if the party contains no wizard of their own, it doesn't take so much as a skill check to conclude how **Gorin** might have come by his infatuation!

Once the party has identified how the illusionist has worked her art on **Gorin**, they can inform him that his emotions should return to normal in a few days.

No matter how they come by the information, if the party identifies that **Elizavetta** is an illusionist, and informs **Gorin**, and deals with the prostitute's secret, all in a manner befitting their characters and/or alignments, the party should benefit from **2 Reward Stars**. The PC who is most influential in discovering the secret—either by sneaking about, or by succeeding at **Skill Checks**—should be granted **1 Reward Star** in addition.

Is This Love?... (Discover):
Law +2, Love +3

Discovering the truth of the situation creates a **Catalyst Impact**: **Law +2** and **Love +3**.

This stacks with other **Catalyst Impacts** for this Quest.

This Quest only ends if the party discovers the truth—even if they ignore the situation initially, or come up empty in their investigation or skill checks, theoretically they could attempt it again later, and find success.

SQR-15: Locks, Keys, and Rope Kiosk

Near the Stage, and facing the alley to the West of the Town Square, is a plain-looking stand adorned in a green and red awning. Coils of rope of all material and size, padlocks, chains, and other related materials are on display, tacked to and hung from the wood frame of the stall.

A halfling rogue and ranger operates this shop:

Shakira Alam (Merchant)

CR 2; **XP** 600; CN Female Halfling Rogue 2 / Ranger 1

hp 23; **AC** 19; **Fort** +4, **Ref** +9, **Will** +2; +2 vs. fear

Init +3; **Speed** 20 ft.; **Evasion**; **Senses Perception** +3

Str 9, **Dex** 16, **Con** 12, **Int** 9, **Wis** 13, **Cha** 12

BAB +2; **CMB** +0; **CMD** 14

Melee gladius (small) +2 (1d4-1/19-20) or

Melee light wooden shield +2 (1d2-1) or

Melee dagger (small) +2 (1d3-1/19-20) or

Ranged dagger (small/thrown) +6 (1d3-1/19-20)

Special Attacks Humanoid (Dwarf) +2, Sneak Attack 1d6

Feats Dodge, Quick draw

Skills Bluff +7, Diplomacy +6, Disable Device +8, Disguise +5, Intimidate +6, Sense Motive +7, Sleight of Hand +7, Use Magic Device +6

Special Qualities Charmer, Fearless, Halfling Luck, Humanoid Traits, Keen Senses, Sure-Footed, Track +1, Trapfinding, Weapon Familiarity, Wild Empathy +2

Possessions gladius (small); light wooden shield; studded leather armor (small); dagger (4x, small)

All of **Shakira's** offerings are related to rope, locks, and binding:

Table 18: Locks and Rope Kiosk Wares

Item	Chance	Price
chain (10 ft.)	Always	32 gp
key *(price to make a duplicate of an original key, provided by the customer)*	Always	1 gp
skeleton key	Always, but only after inquiring specifically about it, and then only after a successful Diplomacy check opposed by the vendor's Sense Motive check	100 gp
simple lock (DC 20)	Always	18 gp
average lock (DC 25)	80%	40 gp
good lock (DC 30)	55%	85 gp
superior lock (DC 40)	25%	175 gp
common manacles	55%	12 gp
masterwork manacles	20%	55 gp
hemp rope (50 ft.)	Always	1 gp
silk rope (50 ft.)	80%	8 gp
spider's silk rope (50 ft.)	70%	90 gp
string or twine (50 ft.)	Always	5 cp

It would be reasonable for the party to inquire as to how much business there could possibly be for locks and chains in a small town. **Shakira** will shrug, and remind the party that not everyone uses her wares for restraining sentient beings; there is much farmland in the area surrounding Berinncorte, and beast handlers of all ilk have need of restraints. In addition, though the city may not be opulent, its riches require defending.

If the party inquires along these lines, or if they simply offer to help, or speak in a friendly manner toward **Shakira**, she will start the following Quest.

Quest: A Particular Sort of Skeleton

Summary: Shakira asks the party to obtain a Skeleton Bunk Key, so that she can make duplicates.

Rewards: Up to **4 Reward Stars**; 500 gp.

Locations: Lock and Key Kiosk in Town Square, Garrison / Barracks.

Key NPCs: Shakira Alam.

Kickoff: TPCs offer to help Shakira, or strike up particularly friendly conversation with her.

Description:

Shakira needs the party's help: someone in the leadership of the **Berinncorte Militia** has commissioned her to make extra copies of the faction's **Skeleton Bunk Key** (p 180). Every member of **Militia Leadership** bears a copy of this key, which opens, but cannot lock, any of the personal cabinets in the Barracks common rooms. The leader gave **Shakira** his copy, but embarrassingly, she cannot recall where she may have put it; she fears it may have been stolen.

No skill check is required to get her to reveal the customer

in this scenario: **Skutt Krundar**, the **Militia's Vice Captain**. She knows his wrath would be great were she to admit to losing the key. It's a long shot, but she suggests that the party ask if perhaps they might borrow the copy held by one of the other leaders: **Amadan**, the Armsmaster; **Tansden**, the Captain; **Ash**, the Trainer; or **Debran Ormrick**, the Treasurer. The halfling implies that she wouldn't lose any sleep if the party snuck in and stole the key as opposed to acquiring it via conversation.

She offers a reward substantial in comparison to what must be the paltry value of the commission: **500 gp**. If the party asks as to the disparity between what she stands to gain, and the enormity of this reward, **Shakira** will admit that it represents a majority of her life savings, but fears the impact to her continued business in **Berinncorte** if she not only fails in a contract with its **Militia**, but has lost such an important key in so doing.

The ironic truth of the matter is, **Skutt** in fact never gave her his copy of the key to begin with; it is still in his armor in an inner pocket. Both **Skutt** and **Shakira** believe that their conversation naturally must have ended with the vice-captain giving the merchant his copy of the key to duplicate; however, with so much on the minds of each of them, both have entirely forgotten that this crucial event never took place!

Some options are available to the party, at this point:

They can ignore the plea, which benefits nobody, and of course, any time the PCs speak with (or even walk past the kiosk of) **Shakira**, she will ask how the quest is going, desperate for resolution.

A Particular Sort... (Ignore): Chaos +1

Ignoring the situation, while a perfectly reasonable option, does have a **Catalyst Impact**: **Chaos +1**.

The PCs can speak with any of the **Militia Leadership** enumerated above. How to roleplay this interaction, and the approach the PCs take, is up to your particular gaming group, the characters involved, and the extent of the party's interaction with these NPCs up until this point. However, a reasonable approach at minimum is for the party to describe the plea, and to ask for that NPC's key; convincing them should require a **Diplomacy** check at the very least, opposed by the NPC's **Sense Motive** check. The GM is encouraged to apply a **-2** circumstance penalty on the party's check, reflecting that a group of well-armed strangers is asking someone they might hardly know for a copy of their key, which can open a number of cabinets containing personal effects!

Alternately, or after failing the conversational approach, the party can attempt to pickpocket the key from one of the **Militia Leaders**. Failure may result in the offending PC Getting **Arrested** (p 41)!

However they achieve it, if the PCs come by a copy of the **Skeleton Bunk Key**, and deliver it to **Shakira**, she will reward them true to her word. The party should receive an additional reward of **2 Reward Stars**; the PC whose **Skill Checks** most directly result in acquiring the key should receive a personal reward of **2** additional **Reward Stars**.

A Particular Sort... (Complete): Law +3

No matter how they accomplish it, if the PCs obtain a key and give it to Shakira, they incur a **Catalyst Impact**: **Law +3**.

A Particular Sort... (Keep): Chaos +5

Obtaining a **Skeleton Bunk Key**, but then keeping it for themselves, means the PCs earn a **Catalyst Impact**: **Chaos +5**.

This Quest terminates only if the PCs obtain a **Skeleton Bunk Key** and return it to **Shakira**; even if the the party ignores the Quest initially, theoretically, they may return to it at any time and complete it.

SQR-16: Stage Ticket Kiosk

This kiosk, facing and closest to the Stage, is little more than a lectern with an awning hovering above it. A colorfully-garbed bard stands behind it; she grins widely at you as you approach.

Lingona the bard typically staffs this kiosk during daylight hours; she sells "tickets" to a show put on by herself, **Phadian Gess**, and a few other entertainer hangers-on. A "show" amounts to little more than an improvisational satire, set to music performed by **Lingona** and a few of the performers; it's over in five minutes and those who purchased tickets are left to consider whether they have just witnessed true art, or if the quick endeavor was meant more as a practical joke at the expense of those who don't have the artistic sensibilities to know any better.

Lingona (Bard)

CR 2; **XP** 600; CN Female Human Bard 3

hp 12; **AC** 14; **Fort** +0, **Ref** +5, **Will** +4; +4 vs. bardic performance, sonic, and language-dependent effects

Init +2; **Speed** 35 ft.; **Senses Perception** +1

Str 12, **Dex** 14, **Con** 9, **Int** 10, **Wis** 13, **Cha** 18

BAB +2; **CMB** +3; **CMD** 16

Ranged *+1 longbow* +10 (1d8+1/x3), within 30 ft. +11 (1d8+2) or

Melee rapier +3 (1d6+1/18-20) or

Melee dagger +3 (1d4/19-20) or

Ranged dagger (thrown) +4 (1d4+1/19-20)

Special Attacks Distraction, Fascinate

Prepared Bard Spells (CL 3rd):

1st – *adoration, cause fear, charm person, dancing lantern*

0th – *detect magic, flare, ghost sound, mage hand, prestidigitation, summon instrument*

Feats Deceitful, Dodge, Fleet

Skills Acrobatics +8, Bluff +12, Bluff (Perform (String Instruments)) +17, Diplomacy +10, Diplomacy (Perform (String Instruments)) +17, Disguise +12, Knowledge (History) +7, Knowledge (Local) +7, Perform (String Instruments) +17

Special Qualities Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Feat, Cantrips, Countersong, Inspire Competence, Inspire Courage, Skilled, Versatile Performance (String Instruments), Well-Versed

Possessions rapier; dagger; padded armor; entertainer's outfit; masterwork mandolin

Phadian Gess

CR 1; **XP** 400; CN Male Half-Elf Rogue 2

hp 16; **AC** 14; **Fort** +0, **Ref** +6, **Will** -1; +2 vs. enchantment spells and effects

Init +3; **Speed** 30 ft.; **Senses Perception** +6; **Low-Light Vision**

Str 10, **Dex** 17, **Con** 11, **Int** 14, **Wis** 9, **Cha** 13

BAB +1; **CMB** +1; **CMD** 14

Ranged shortbow +4 (1d6/x3) or

Melee rapier +1 (1d6/18-20) or

Melee dagger +1 (1d4/19-20) or

Ranged dagger (thrown) +4 (1d4/19-20)

Special Attacks Sneak Attack 1d6

Feats Skill Focus (Sleight of Hand), Stealthy

Skills Acrobatics +8, Bluff +6, Climb +5, Disable Device +9, Disguise +6, Escape Artist +10, Perception +6, Sleight of Hand +12, Stealth +11, Survival +1

Special Qualities Adaptability, Elf Blood, Elven Immunities, Fast Fingers, Keen Senses, Low-Light Vision, Multitalented, Trapfinding

Possessions padded armor; arrows (20x); rapier; dagger (2x); shortbow

Lingona charges **8 sp** per ticket for a performance; at least 5 such tickets must be sold in order for her and her cadre to view it as worthwhile to perform.

At the GM's discretion, during dusk hours, where visibility is somewhat more limited, **Lingona** and **Phadian** might instead execute a more public version of their event **RTE-9 Impromptu Performance** (p 121), a pickpocketing setup typically used in the **Leaky Cask Tavern** (p 122).

SQR-17: Beast Kiosk

Here, a half-orc woman stands behind a kiosk, armor gleaming in the sunlight and her visage proud. The smell of horse pervades the stall, but in a good, earthy, hard-working way. She nods gruffly, but not impolitely, at your approach.

Here works **Ines Borque**, something of an oddity in that she is a half-orc paladin with a penchant for animal husbandry:

Ines Borque (Merchant)

CR 1; **XP** 400; LG Female Half-Orc Paladin 2

hp 11; **AC** 16; **Fort** +5, **Ref** +1, **Will** +5

Init -1; **Speed** 20 ft.; **Senses Perception** +0; **Darkvision** 60 ft.

Str 16, **Dex** 8, **Con** 10, **Int** 11, **Wis** 10, **Cha** 14

BAB +2; **CMB** +5; **CMD** 14

Melee spear +5 (2H: 1d8+4/x3) or

Ranged spear (thrown) +1 (1d8+3/x3) or

Melee shortsword +5 (1d6+3/19-20) or

Melee heavy wooden shield +5 (1d4+1)

Special Attacks Smite Evil

Feats Animal Affinity

Skills Handle Animal +9, Heal +5, Ride +0

Special Qualities Aura of Good, Darkvision, Detect Evil, Humanoid Traits, Intimidating, Lay on Hands, Orc Blood, Orc Ferocity, Weapon Familiarity

Possessions spear (2x); shortsword; heavy wooden shield; scale mail

Replacement: Ines Borque

Although a somewhat unorthodox example of it, the merchant is a good option for lost **Paladins** or other martial characters. See page 17 for more explanation of how to undertake **PC Replacement**.

Ines offers many animal-based services, but as the **Town Square** offers little in the way of pens or tethers, many of her wares must be delivered or picked up from her farm, outside of the city proper. Any animals bought fall into this category.

Table 19: Beast Kiosk Wares

Item	Chance	Price
fishhook	Always	1 sp
fishing net	Always	4 gp
bear trap	Always	2 gp
cattle	80%	60 gp
goat	75%	6 gp
light horse	85%	100 gp
heavy horse	40%	250 gp
pig	90%	12 gp
rabbit	75%	2 gp
sheep	80%	22 gp
bit and bridle	Always	3 gp
cage, tiny creature	80%	2gp
cage, small/medium creature	65%	15 gp
pack saddle	80%	5 gp
riding saddle	85%	12 gp
saddlebags	Always	5 gp
whet bone	45%	4 sp

SQR-18: Combat Training Kiosk

Underneath this awning is a dwarf barbarian; she stands in full combat gear and armor and loudly boasts of her skill to passersby. Behind her is arrayed a number of blunted, mock weaponry and shields. As your group approaches, she challenges you: "bet I can teach you a thing or two!" You would feel taunted and annoyed, but her wide grin is just too friendly to take the shout seriously as anything but close-ranged advertising.

Rona Stonehammmer is the proprietess, and her skill the product, of this kiosk:

Rona Stonehammer (Merchant)

CR 1; **XP** 400; CN Female Dwarf Barbarian 2

hp 18; **AC** 18; **Fort** +3, **Ref** +1, **Will** +0; +2 vs. poison, spells, and spell-like abilities

Init +1; **Speed** 30 ft.; **Senses Perception** +5; **Darkvision** 60 ft.

Str 16, **Dex** 13, **Con** 10, **Int** 10, **Wis** 11, **Cha** 10

BAB +2; **CMB** +5; **CMD** 17 (bullrush vs. trip)

Melee longsword +5 (1d8+3/19-20) or

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

Ranged dagger (thrown) +3 (1d4+3/19-20)

Feats Dodge

Skills Acrobatics +1, Climb +3, Intimidate +5, Perception +5

Special Qualities Darkvision, Defensive Training, Fast Movement, Greed, Guarded Stance, Hardy, Hatred, Humanoid Traits, Rage, Rage, Stability, Steady, Stonecunning, Weapon Familiarity

Possessions longsword (2x); dagger (2x); chainmail

She offers what she calls "combat training": in practice, this amounts to a mock fight in the dirt space right outside her kiosk. Whether any actual skill is conveyed in such a battle is up to the customer to conclude.

From a mechanical standpoint, any PC already proficient in the equipment used in a given combat style, who spends an hour training with **Rona**, benefits from a **+1** competency bonus on skill and feat checks made using that equipment. This bonus lasts for 12 hours following the end of the training. Note that this bonus is on skill and feat-related checks only, and not on attack rolls or damage rolls. This bonus does apply to attack rolls that make use of a feat-related ability; for example, if a PC employs the **Power Attack** feat.

PCs who are not proficient in the use of a combat style's equipment can also benefit from the mock battle: the normal penalty for not being proficient with a weapon is reduced from **-4** to only **-2** for 12 hours following the bout.

All services listed are for 30 minutes of fighting, unless otherwise specified. The time implied or explicitly described is required to gain the benefit from the training—for example, if a PC stops a standard training session after 25 minutes, they gain no benefit.

Unless the GM dictates otherwise, there is no limit to the number of training sessions **Rona** can be engaged for, though only one PC can train at a time, and the rest of the party has to find something to occupy them for the time spent.

Table 20: Combat Training Kiosk Wares

Item	Chance	Price
quarterstaff training	Always	10 gp
dual-weapon training	Always	20 gp
weapon-and-shield training	Always	15 gp
two-handed weapon training	Always	18 gp
single-weapon training *(no shield, no second weapon)*	Always	5 gp
archery training *(bow, crossbow, dart, or sling)*	Always	14 gp

SQR-19: Fortune-Teller's Kiosk

You smell this tent before you see it: incense leaks out of it as water through a sieve. It's not a rich scent, and it grows overpowering as you get closer, but it's not unpleasant.

The elven druid who does business within is **Arbelladon Moonside**:

Arbelladon Moonside (Fortune Teller)

CR 1; **XP** 400; TN Female Elf Druid 2

hp 6; **AC** 11; **Fort** +0, **Ref** +0, **Will** +6; +2 vs. enchantment spells and effects

Init +0; **Speed** 30 ft.; **Woodland Stride**; **Senses Perception** +10; **Low-Light Vision**

Str 8, **Dex** 11, **Con** 5, **Int** 12, **Wis** 17, **Cha** 16

BAB +1; **CMB** +0; **CMD** 10

Melee dagger +0 (1d4-1/19-20) or

Ranged dagger (thrown) +1 (1d4-1/19-20) or

Ranged sling +1 (1d4-1)

Special Attacks Spontaneous Casting

Prepared Druid Spells (CL 2nd):

1st – *alter winds, cloak of shake, disguise self, faerie fire*

0th – *flare, guidance, know direction, read magic*

Feats Fortune Teller (Crystal Frog)

Skills Heal +8, Knowledge (Geography) +6, Perception +10, Profession (Fortune-teller) +9, Spellcraft +6

Special Qualities Bonus Wild Shape Natural Armor (2x), Deception Subdomain, Elven Immunities, Elven Magic, Humanoid Traits, Keen Senses, Low-Light Vision, Nature Sense, Orisons, Sudden Shift, Weapon Familiarity, Wild Empathy +5, Woodland Stride

Possessions padded armor; dagger; entertainer's outfit; sling; sling bullets (20x); fortune-teller's deck (quality)

Though she dresses and speaks to give every impression of formality and capability, **Arbelladon** will begin any session

with a customer by reminding them explicitly that her services are for entertainment purposes only. She claims that she performs no actual magic, but you never know what spirits or gods may be paying attention. This of course is a bit of a bend of truth: as a druid, she does do magic, just seldom in the support of fortune-telling services.

Should the party wish to engage her services, the GM is encouraged to have fun roleplaying the resulting interaction: remember, **Arbelladon** conducts these offerings for entertainment purposes, so their execution should be conducted in this light.

Table 21: Fortune-Teller's Tent Services

Item	Chance	Price
palm reading	Always	8 sp
phrenological assessment	Always	3 sp
séance *(note that this is basically theatrics, and involves no magic or occult-related events or influence)*	70%	2 gp
spellcasting* *(not an advertised service; see below)*	40%	caster level × spell level × 10 gp

* To contract **Arbelladon** to cast spells on the party's behalf is a multi-step process. First, they must ascertain that the mystic is, in fact, a legitimate spellcaster, and a druid at that. This is not information she normally volunteers; the party must press explicitly on the subject, and then pass a **Diplomacy** or **Intimidate** skill check opposed by **Arbelladon's Sense Motive** check. Success indicates that the fortune-teller will admit to her magical abilities, and will explore contracting for spellcasting.

SQR-20: Empty Kiosks (lootable)

Here stand two awnings with wooden frame. No vendor stands within either, and they appear largely ignored by both hawker and passerby.

These stalls are indeed unused right now, though they may be searched to reveal a modicum of lootables, as follows:

Locked Northern Empty Kiosk Storage Chest

5" thick; **Hardness** 5; **hp** 60; **Break** DC 15; **Disable Device** DC 16

Northern Empty Kiosk Storage Chest

masterwork sickle; 34 cp; fake square-cut emerald (appears to be worth 72 gp; an Appraise check at DC 14 reveals it to have only 2 gp worth of value)

Nobody in town holds any key to this chest; it was abandoned by a vendor who needed to flee the city swiftly a few months ago, and through a combination of luck and ignorance, nobody has bothered or managed to loot it as of yet.

In the southern tent bears a sealed wooden barrel which must be smashed or pried open; within is the following "treasure", if treasure it can be called:

Southern Empty Kiosk Sealed Storage Barrel

2" thick; Hardness 5; hp 20; Break DC 16

Southern Empty Kiosk Storage Barrel

rotted meat (40 lbs., no value; each character within 10 ft. when barrel is opened must make a **Fortitude** saving throw at DC 14 or suffer from being **Sickened** for **1d4** hours)

Sickened: Take a **–2** penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

SQR-21: Food Kiosk

A thin man stands here, his black facial hair standing out of his face in haphazard clumps. He hawks his wares in demure manner, as though not caring whether passersby take him up on his offers. The smell of food wafts slightly from his establishment, but you see nothing more than rations taked to the wood inside.

Vanya Berezin is this stall's merchant, specializing in all manner of travel food.

Vanya Berezin (Food Merchant)

CR ½; **XP** 200; LE Male Human Commoner 2

hp 5; **AC** 11; **Fort** -2, **Ref** +0, **Will** +0

Init +0; **Speed** 30 ft.; **Senses Perception** +5

Str 8, **Dex** 11, **Con** 7, **Int** 9, **Wis** 11, **Cha** 13

BAB +1; **CMB** +0; **CMD** 10

Melee sickle +0 (1d6-1) or

Melee shortspear +0 (1d6-1) or

Ranged shortspear (thrown) +1 (1d6-1) or

Feats Light Armor Proficiency, Persuasive

Skills Perception +5, Profession (Cook) +5

Special Qualities Bonus Feat, Humanoid Traits, Single Simple Weapon Proficiency (Sickle), Skilled

Possessions sickle; shortspear; padded armor; traveler's outfit

He'll gladly sell you a wide range of ration-formatted food, all at reasonable prices.

Table 22: Food Kiosk Wares

Item	Chance	Price
trail rations	Always	4 sp
dwarven trail rations	80%	1 gp
elven trail rations	80%	1 gp
gnome trail rations	80%	1 gp

Item	Chance	Price
halfling trail rations	80%	1 gp
orc trail rations	80%	1 gp
wandermeal	Always	1 cp
preserved banquet meal *(see page <>)*	80%	13 gp

BC-5: Stage

Read the following text to the players as they approach the northwest corner of the **Town Square** (p 75). You can also read this to them if they loiter in the Square for a while, or if they show no interest but decide to leave the Square via the western or northern alleys.

Taking up one corner of the Town Square is a triangular wooden platform raised three feet from the ground. It appears solid and well-maintained. A door to the north side of the stage exits into the building nearby.

There is no staircase or other visible means of ascending onto the stage other than using the doors, or of course by simply climbing up (depending on the circumstances, you can simply allow success automatically, or impose a DC 12 Climb check if attempted during combat).

During daylight hours, there may be something happening on the **Stage**. Roll on **Table 23: Stage Events** to determine.

Table 23: Stage Events

D%	Event	Description
01-10	**Merchant**	Treat as Merchant from Table 10: Town Square Marketfolk, except the man is hawking wares from atop the Stage.
11-20	**Stray Animal**	A deer, a small flock of birds, or a sheep has wandered up here somehow.
21-30	**Busker**	Treat as Busker from Table 10: Town Square Marketfolk, except the performance occurs atop the Stage.
31-40	**Bawdy Play**	1d6+2 people of both genders are enacting a play whose main plot point appears to be mistaken identity leading to sexual congress. It's unclear whether these are inept professionals or drunken amateurs, but polite applause and occasional laughs greet their performance intermittently.
41-50	**Sleeping Drunk**	A single, ill-smelling man snores atop the Stage.
51-100	**Empty**	The Stage is bereft of entertainment right now.

BC-6: Mayor's House

Read the following text to the party as they approach the house, or if, from the **Town Square**, they show an interest in the nicest-looking building to the north.

The most grandiose building in the town lies at the north of the Town Square. Larger than all others, and one of the few with a second story, the Mayor's House is clearly the most well-kept building in Berinncorte. Flags fly from pennants atop the roof.

The southern entrance, to the **Stage**, is always kept unless the **Mayor** is giving a public address on the Stage.

The eastern entrance, to the alley north of the **Town Square**, is the public's entryway and the only other visible door to the house. Supplicants, functionaries, and visiting guests of note use this entrance, as does **Mayor Symms** herself most of the time.

Dominika Symms (Mayor)

CR 6; **XP** 2,400; LN Female Human Fighter 5 / Aristocrat 2

hp 49; **AC** 19; **Fort** +5, **Ref** +3, **Will** +4; +1 vs. Fear

Init +2; **Speed** 30 ft.; **Senses Perception** +10

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

BAB +6; **CMB** +9; **CMD** 22

Melee *+1 greatsword* +11 (2H: 2d6+6/19-20) or

Melee masterwork silver dagger +10/+5 (1d4+2/19-20) or

Ranged masterwork silver dagger (thrown) +9/+4 (1d4+2/19-20) or

Melee shortsword +9/+4 (1d6+3/19-20)

Feats Alertness, Heavy Armor Proficiency, Light Armor Proficiency, Medium Armor Proficiency, Athletic, Blind-Fight, Combat Reflexes, Dodge, Fleet, Martial Weapon Proficiency, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Throw Anything, Tower Shield Proficiency

Skills Climb +6, Diplomacy +14, Heal +1, Intimidate +6, Knowledge (Geography) +5, Knowledge (Local) +9, Knowledge (Nobility) +5, Perception +10, Sense Motive +9, Stealth +2, Survival +5

Special Qualities Armor Training, Bonus Feat, Bonus Feats, Bravery, Humanoid Traits, Skilled, Weapon Training

Possessions *+1 greatsword*; short sword; masterwork silver dagger; chainmail

The secret door (active DC 18 **Perception** check to notice) at the end of the alley to the west was installed by a previous mayor to be used as an escape route in the event of riots. Mayor Symms uses it to come and go without the public taking note, as otherwise, she has to walk straight through the center of the **Town Square**.

Strangers (as the party is, unless they have previously done business with the **Mayor** or are invited by her) may enter via the eastern entrance and seek audience with the Mayor... however, without some reason to do so, their chances of imposing on the mayor's busy schedule are slim.

Unless there is a specific reason you as GM decide otherwise, there is a **100%** chance of **Mayor Symms** being present

in her house, either conducting business, relaxing, or tending to administrative duties.

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 24: Map Reference Summary, Mayor's House

Location Name	Context	Audience	Page
Ground Floor	Before Eruption	GM Only	p 89
Ground Floor	Before Eruption	Players	p 433
Ground Floor	After Eruption	GM Only	p 348
Ground Floor	After Eruption	Players	p 471
Second Floor	Before Eruption	GM Only	p 96
Second Floor	Before Eruption	Players	p 434
Second Floor	After Eruption	GM Only	p 351
Second Floor	After Eruption	Players	p 472

Random Dramatis Personae

As you consider placing key NPCs here, remember that the **Mayor's House** is a large establishment, combining the functions of a residence, a political structure, and the town's legal center. As a result, there is ample opportunity to place key NPCs here by way of introducing them to the party.

If you do place one or more key NPCs here, however, consider where within the building is best to place them. A good "default" location is in the **Entry Hall / Waiting Room** (see below), or one of the rooms to its north.

Table 25: Default Random Dramatis Personae

Suggested Population: 1d6 rolls

D%	Key NPC	Profession
01	Amadan	Militia Armsmaster
02-03	Aramil Xiloscient	Apothecary
04-06	Dimblegruffe	Blacksmith
07-08	Ash "Executioner"	Militia Trainer
08-09	Biggen Gurble	Reader
10-11	Brock Runnaheim	Stablemaster
12-13	Cannock	High Priest
14-15	Cora Brushgather	None
16-17	Daratis	Seamstress
18	Debran Ormick	Militia Treasurer
19-21	Denzys	Preacher
22-24	Dominika Symms	Mayor
25	Einkill Holderhek	Merchant / Mercenary
26	Elena Lomazonne	Merchant Princess
27-28	Esk	Innkeeper
29-30	Farzith	Butcher's Apprentice
31-32	Ganyc	Butcher
33	Gorin Bakelight	Tribute Magister
34-36	Gumbrew	Fishmaster
37-38	Gunnloda Balderk	Librarian
39-42	Gurth	Cryptkeeper
43-45	Gyldor	None
46-50	Hueykins	Jester / Greeter
51-55	Jozan	Bartender
56	Kayzark	Vendor
57-60	Larissa	Elder of Sheergath
61-62	Lingona	Bard
63-70	Maghana	Cleric of Zugul
71-72	Mardnab Scheppen	Maid
73-74	Oneib	Salesman / Security Guard
75-76	Ota Kuiduru	Chief Clerk
77-78	Otibus	Tanner / Bookkeeper
79-80	Ownka	Serving Wench / Cook
81-82	Phadian Gess	Trickster / Thief
83-84	Rhirem	Mercenary Spellcaster
85-86	Skutt Krundarr	Militia Vice Master
87-88	Sorille	Courier
89-90	Stewy	Apprentice Fisherman
91-93	Tansden	Militia Master
94-95	Tudra Coppereye	Sage
96	Thrunne	Serving Wench
97	Unglar	Guard
98	Waywocket Ningel	Jeweler
99	Welby Goodbarrel	Merchant
00	Zook Beren	Brewer / Cook

BC-6: Mayor's House Ground Floor Map

Please refer to page 433 for a GM-redacted copy of this map.

Unless otherwise noted, **Mayor Symms** holds a key to all locked doors. In addition, where noted, mayoral house staff or administrators also have a copy of the key to certain areas.

Thoroughly investigating (and, possibly, looting!) the Mayor's House will be nearly impossible during daylight hours, as most rooms will contain administrative staff as noted in each entry. During the evenings, though, most staff are gone for the day. It will still be challenging, however, as **Mayoral House Guards** typically patrol all areas of the ground floor.

Mayoral House Guard

CR 1/3; **XP** 135; LN Male or Female Human Warrior 1

hp 8; **AC** 12; **Fort** +3, **Ref** +3, **Will** +1

Map 7: Mayor's House Ground Floor (MHG)

One square equals 5 ft.

Init +1; **Speed** 30 ft.; **Senses Perception** +0

Str 14, **Dex** 12, **Con** 12, **Int** 10, **Wis** 9, **Cha** 9

BAB +1; **CMB** +3; **CMD** 14

Melee dagger +3 (1d4+1/19-20) or

Ranged dagger (thrown) +2 (1d4+2/19-20) or

Melee shortsword +3 (1d6+2/19-20)

Feats Heavy Armor Proficiency, Medium Armor Proficiency, Light Armor Proficiency, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency

Skills Knowledge (Local) +1, Perception +0, Sense Motive +0

Special Qualities Bonus Feat, Humanoid Traits, Skilled,

Possessions dagger; padded armor; soldier's uniform; short sword

Mayor's House Encounters

While the PCs are in the **Mayor's House** during evening hours, for every half-hour the party spends on the premises, roll on **Table 26: Mayor's House Random Encounters**. During daylight hours, subtract **20** (minimum 1) from the roll to represent the more active atmosphere.

Table 26: Mayor's House Random Encounters

D%	Event	Description
01-10	**Group of Guards**	A group of **1d2+1 Mayoral House Guards** on patrol.
11-30	**Solitary House Guard**	One **Mayoral House Guard** on patrol.
31-45	**Solitary Drunk Guard**	One **Mayoral House Guard** on patrol. However, he has been partaking of spirits, and as a result, take a -4 penalty to his **Perception** checks.
46-50	**Thief**	A single **Common Thief** is roaming the halls. Although low-level, he is stealthy; make a **Perception** check against the **Thief's Stealth** to determine if the party even sees her.
51-100	**No Encounter**	The coast is clear... for now!

MHG-1: Main Entrance

The main entrance is a plainly-adorned, but steel-reinforced, door.

This is the public entrance, and also the entrance by which most staff enter and exit the building. Most mayoral staff are annoyed by this, because they must come and go with everyone else.

During daylight hours, this door is always left unlocked. After dark, it is typically locked, though all mayoral staff and house workers have a copy of the key, as does **Mayor Symms,** of course.

Locked Steel-Reinforced Entry Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 18

MHG-2: Entry Hall / Waiting Room

Benches line the eastern and southern walls. To the west there is a wooden door, closed. To the north is a reception desk.

The room is the entrance chamber of the entire building. It also serves as a waiting room for those seeking audience with the **Mayor**, or to do business with other administrative officials.

Simple wooden chairs line the walls. During daylight hours, **2d4+2 Townsfolk** will mill about here, waiting to do their business.

Forcing Introductions

If your players are having a hard time meeting important townsfolk, the **Waiting Room** is a perfect opportunity to force an introduction. One or more **key NPCs** just happen to be present when the party enters; seeing a new face, or otherwise being intrigued by some aspect of the PCs (race, class, facial or other notable features), that NPC approaches the party and engages them in conversation.

As GM, you are encouraged, not to "railroad" the party to investigate specific aspects of the city, but certainly to force the party into an appreciation of all that Berinncorte has to offer.

Remember: the impact of the **Obelisk's** eruption and later events of this adventure rely heavily on the party having established some relationships with key NPCs in the city!

To the north is a chest-high partition (blue line) that separates the waiting room from the **Reception Desk** (see below). This allows staff at the **Reception Desk** to speak with those in the waiting room. If more than 6 townsfolk are present, one of them will be standing at the partition, speaking with a mayoral staff member, as the party enters the room.

The door to the northwest opens to the **Administrative Hallway** (p 92), and is not kept locked. However, townsfolk are not meant to exit this room without a mayoral staff escort to take them wherever they have to go. During business (i.e., daylight) hours, townsfolk or PCs who approach the door with a visible intent to use it are admonished by the receptionist at the **Reception Desk** to the north.

A PC may attempt to sneak into the door during business hours. This requires a DC 18 **Stealth** check; increase this check's difficulty by 1 for each other townsperson in the **Waiting Room**. If the check is failed, the receptionist notices; if he has previously warned that PC or the party, then guards are called (see below). If this is the first admonition, the PC may make a second attempt.

Calling the Guards

Using the door after being warned, or approaching it and being noticed more than once, will cause the receptionist to call an alarm; within three rounds, **1d2+1 Mayoral House Guard** arrive to escort the offenders from the premises. If resisted, they will use force, though if other townsfolk are present in the room, they will do everything possible to take the fight outside to the **Town Square** (p 75).

These rules of "calling for the guards" apply elsewhere in the **Ground Floor** of the **Mayor's House** as well, though the violation which triggers the event may differ by location as noted.

MHG-3: Reception Desk

Behind a waist-high partition stands a receptionist, a half-elven clerk. While not particularly warm, he seems friendly enough in dealing with townsfolk who approach him, though he is quick to rebuke those who fall out of line or who do not seem to be able to wait as directed.

During daylight hours, one receptionist always staffs this post, available to speak with townsfolk who enter the mayor's house to conduct business. Unless the GM has a reason otherwise, this is always **Ota Kuiduru**, a monk-turned-clerk:

Ota Kuiduru (Chief Clerk)

CR 2; **XP** 800; LN Male Half-Elf Monk 3

hp 20; **AC** 16; **Fort** +3, **Ref** +5, **Will** +6; +2 vs. enchantment spells and effects

Init +2; **Speed** 40 ft.; **Fast Movement**; **Senses Perception** +12; **Low-Light Vision**

Str 12, **Dex** 15, **Con** 10, **Int** 12, **Wis** 16, **Cha** 11

BAB +2; **CMB** +4; **CMD** 19

Melee kama +3 (1d6+1) or

Melee unarmed strike +3 (1d6+1) or

Melee flurry of blows +2/+2 (1d6+1)

Special Attacks Flurry of Blows, Stunning Fist

Feats Alertness, Dodge, Improved Unarmed Strike, Persuasive, Skill Focus (Sense Motive), Stunning Fist, Throw Anything

Skills Acrobatics +7, Climb +6, Escape Artist +7, Intimidate +7, Perception +12, Sense Motive +14, Stealth +7

Special Qualities AC Bonus, Adaptability, Bonus Ki (3x), Elf Blood, Elven Immunities, Fast Movement, Humanoid Traits, Keen Senses, Low-Light Vision, Maneuver Training, Multitalented

Possessions kama; scholar's outfit

The PCs may approach and speak with the receptionist, but he is only there to perform his duties, and is not interested in chatting about the town, key NPCs, or other matters. If it becomes clear that the party is not here on business, and wishes only to gather information, the receptionist will kindly but firmly ask them to leave. He will not call guards if they disobey, but will be suspicious if they then just hang out in the **Waiting Room** without purpose.

As A Matter of Fact, We Do have Business here

The party may attempt to **Bluff** (DC 20; 16 if the party has already spoken with **Mayor Symms** at all) the receptionist into believing that they do indeed have legitimate business in the **Mayor's House**. If failed, the party will be asked to leave the building.

If successful, the receptionist will ask the party to have a seat; five minutes later, a mayoral administrator will enter the room from the **Administrative Hallway** and escort them down the hallway to the **Interview Office** (p 92). It is possible, during this brief walk, for some PCs to try and sneak into one of the doors along the hallway. Make a DC 18 **Stealth** check (DC 16 if another PC is actively engaging the administrator in conversation so as to distract her). If more than one PC wishes to make the attempt, each PC must make their own **Stealth** check, and, increase the DC for each of these checks by **2** for each PC past the first who wishes to try. Active conversation on the part of one PC as a diversion will still reduce the DC for each of these checks.

Once the party (or some subset of it!) arrives at the **Interview Office**, the administrator sits down, invites the PCs to do likewise, and then asks their business. At this point, the PCs had better have a convincing story as to why they are here! Encourage the players to roleplay the conversation and continue the bluff if they wish.

If they manage to slay or incapacitate the administrator in the **Interview Office**, there is a **20%** chance per half-hour (make the check privately) that the body will be discovered and a general alarm will be sounded.

General Alarm

If the body is discovered, a **General Alarm** is sounded, placing all staff and guards on high alert and generally making things more challenging for an adventuring party to sneak about and explore. Instead of rolling on **Table 26: Mayor's House Random Encounters** every half-hour, roll every five minutes, and subtract a further **5** from the result each time (minimum **1**; this stacks with the "during daylight hours" subtraction mentioned in that table's description).

A **General Alarm** will end one hour after it is sounded.

These rules for a **General Alarm** apply to other circumstances in the **Mayor's House,** although the triggering event will differ depending on the location.

MHG-4: Processing Office

This clerical workroom adjoins the receptionist's desk, and is lined with bookshelves, tables, and desks. Inkwells, quills, and parchment lie everywhere; books are scattered about with seemingly no sense of order.

During business hours, the receptionist at the **Reception Desk** (see above) will flitter back and forth between the desk and the **Processing Office** room to its north. If the PCs enter this room during the daytime, there is a **40%** chance the Receptionist is already here; if he is not already here, there is a **5%** chance per minute that he comes in from the **Reception Desk**.

The door separating the **Reception Desk** and the **Processing Office** does not have a lock on it; the door to the west (which

opens onto the **Administrative Hallway**, p 92) is locked after dark but all mayoral house staff and of course **Mayor Symms** have keys.

The **Processing Office** contains three wooden desks, each with the following:

Processing Office Desk (3x)

Full set of **writing supplies**; stacks of blank **parchment** (**300 gp**); a half-dozen three-legged wooden stools; books, ledgers, and other miscellany, the contents and organization of which make sense only to the **Receptionist** and a select few other staff.

MHG-5: Interview Office

A rectangular room contains a small table with six high-quality, comfortable chairs in its center; and a stool to one corner. No other embellishments adorn its plain brick walls.

This rectangular room has a relatively small table in its center, surrounded by a matched set of very nice, comfortable, high-backed chairs with armrests (**500 gp** value, but it would be very difficult to sneak out of the house with them, and they could not be sold anywhere in town!).

Any townsfolk conducting routine business with the mayor's staff will come here to speak with an administrator, and typically, they will conduct the entirety of their business in this room, as clerks and administrators bustle in and out to bring needed paperwork and supplies (for example, quills and ink).

During daylight hours, there is a **15%** chance that a **Mayoral Clerk** and **1d4 Townsfolk** are here already when the PCs enter, chatting about permits, compensation, pay rates, taxes, or other common town business with the mayor's office. The clerk will ask the party to leave, and will call guards (see **Calling the Guards**, above) if they do not within a minute. Neither the clerk nor the townsfolk will fight the party, and if confronted with violence, will try to hide or escape.

Note that the PCs may end up in this room after bluffing their way past the **Reception Desk**. Please see **As A Matter of Fact, We Do Have Business Here** (above) for more information.

MHG-6: Administrative Hallway

A long, poorly-lit hallway stretches the entire height of the building from south to north, connecting the entry area to doors on either side. At its far end, this corridor turns to the west. Well-worn tiles underfoot denote frequent use.

This is the main hallway of business for the mayor's office. During daylight hours, staff frequently use the hallway to walk amongst the rooms that open onto it.

If the party enters the hallway, there is an **80%** chance there are **1d2** staff walking along it; there are no tables or other structures behind which to hide, so PCs attempting to sneak will have to make a DC 25 **Stealth** check to remain hidden (and, at the GM's discretion, could automatically fail such an attempt, given the common-sense likelihood of failure).

Staff will confront intruders and ask them to leave to the **Entry Hall / Waiting Room** (p 90); if the PCs resist, they will call guards (see **Calling the Guards**, above).

After dark, the hallway still sees frequent use by **Mayoral House Guard**; instead of rolling every half-hour on **Table 26: Mayor's House Random Encounters**, roll on it immediately every time any PC enters the hallway, but add 10 to the result.

MHG-7: Conference Room

A single, 25' long by 5' wide wooden conference table occupies most of this room, with all manner of chairs and stools sitting around it haphazardly.

This room is typically used for meetings among mayoral house staff; on occasion, when meeting with more than a small handful of townsfolk, it is also used to give audiences and discuss city business.

During business hours, there is a **15%** chance that **2d4 Mayoral Administrators** and **2d6 Townsfolk** are present, all sitting around the table and discussing town business. The **Administrators** will ask any intruders to leave, and call guards (see **Calling the Guards**, above) if the PCs resist.

During daylight hours, there is also a **15%** chance that **Gorin Bakelight** will be in this room, counting coin or updating ledgers. As the **Tribute Magister** assigned to **Berinncorte**, **Gorin** tends to the business of collecting, counting, registering, and securely transporting **Tribute** up the hierarchy, elsewhere in the **Realm**. (For more information about **Tribute**, please see page 22).

Gorin Bakelight (Tribute Magister)

CR 2; **XP** 600; LN Male Human Aristocrat 4

hp 26; **AC** 15; **Fort** -1, **Ref** +2, **Will** +5

Init +1; **Speed** 30 ft.; **Senses Perception** +8

Str 10, **Dex** 12, **Con** 7, **Int** 17, **Wis** 13, **Cha** 14

BAB +3; **CMB** +3; **CMD** 14

Melee sword cane +3 (1d6) or

Melee dagger +3 (1d4/19-20) or

Ranged dagger (thrown) +4 (1d4/19-20) or

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

Feats Antagonize, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Martial Weapon Proficiency, Persuasive, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency

Skills Appraise +10, Bluff +9, Diplomacy +11, Intimidate +11, Knowledge (Geography) +10, Knowledge (Local) +10, Perception +8, Sense Motive +8

Special Qualities Bonus Feat, Humanoid Traits, Skilled

Possessions sword cane; dagger; chain shirt; light crossbow; repeating crossbow bolts (10x)

Gorin is never in the room without an accompaniment of **3 Berinncorte Militia Elite Guards**:

Berinncorte Militia Elite Guard

CR 3; **XP** 400; TN Male or Female Human Fighter 4

hp 27; **AC** 18; **Fort** +5, **Ref** +3, **Will** +1; +1 vs. Fear

Init +2; **Speed** 30 ft.; **Senses Perception** +0

Str 16, **Dex** 14, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10

BAB +4; **CMB** +7; **CMD** 20

Melee halberd +8 (2H: 1d10+4/x3) or

Melee longsword +7 (1d8+3/19-20) or

Melee dagger +7 (1d4+3/19-20) or

Ranged dagger (thrown) +6 (1d4+3/19-20)

Feats Cleave, Cleaving Finish, Combat Reflexes, Dodge, Power Attack, Weapon Focus (Halberd)

Skills Intimidate +7, Profession (Soldier) +7, Survival +7

Special Qualities Armor Training, Bonus Feat, Bonus Feats, Bravery, Humanoid Traits, Skilled

Possessions halberd; scale mail; longsword; dagger

Other than the average-quality table and chairs, there is nothing of value in this room.

MHG-8: Main Activity Room

A large, open space contains minimal furniture around its perimeter. Two large rugs break the space up in the middle, but otherwise, this is a big chamber filled with not much.

This is the room typically used to meet and greet visiting functionaries, perform social events for the town, or otherwise entertain up to 30 people.

Double doors to the west open onto the **Open Office** (p 94) area; these are generally kept locked (all mayoral staff and **Mayor Symms** have keys) during events but unlocked and opened at all other times.

A door to the south allows entry to the **Common Area** (p 93); this is typically left open, particularly for events, so as to allow festivities to spill into a larger space if things get too cramped.

Around the perimeter of the room are 8 small tables, upon each of which rests a plant and/or a miscellaneous piece of sculpture; all are without resale value.

One such table in the northeast of the room has a drawer in it (it's not very obvious and has no handle; DC 14 **Perception** check to notice); within are the following:

Main Activity Room Table

Tiny **onyx** (**25 gp**); **9 sp**

The staff has long forgotten that this table even has a drawer, so nobody will miss the contents if they go missing.

MHG-9: Rear Hallway

The floor tiling here is less well-worn than in the hallway that led here from the entrance. Poorly lit, the only light comes from sources elsewhere; it's almost like a cave back here.

It's difficult to see, but there are tapestries on the walls.

Most office staff needing to move from the **Administrative Hallway** to the **Open Office** area will do so via one of the rooms that lie between them, so hardly anyone uses this dingy, poorly-lit hallway in the north of the building. Day or night, the PCs are free to traverse this hallway without risk of being noticed.

On the walls are battered and/or faded tapestries, and there are no torch sconces or other light sources in the hallway itself. All in all, though it bears no traps or dangers, it has a feel of a dungeon corridor more than an administrative passageway.

MHG-10: Stage Exit

This locked door opens onto the Stage in the town square.

This door is always locked (only the **Mayor** has the key), unless there is a specific performance to be made on the **Stage** in the northwest corner of the **Town Square** (p 75).

Locked Wooden Stage Exit Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 22; **Disable Device** DC 18

During the daytime, it would be difficult to attempt an entry into the building using this door, as townsfolk in the **Town Square** would almost surely see (DC 22 **Stealth** check); if the PCs are noticed, there is a **50%** chance the townsperson observing them will call guards (see **Calling the Guards**, above), who will arrive to meet the PCs in the **Common Area** as soon as they enter the **Mayor's House**.

In the nighttime, the **Stage Exit** is a reasonable choice for entry into the **Mayor's House,** though it is a bit more challenging to bypass than most building doors in **Berinncorte**.

MHG-11: Common Area / Stage Prep

This room contains all manner of stage equipment, costumes, props, and other performance paraphernalia.

The equipment here is meant for use in performances and speeches on the **Stage** in the **Town Square**.

There is very little organization, rhyme or reason as to how this material is stored. As a result, it is quite easy for intruders to hide in this room. Unless the party is intentionally ignoring stealth (e.g., running from pursuit!), do not roll on **Table 26: Mayor's House Random Encounters** (p 90) as you normally would so long as the party is in this room. In addition, this room's disheveled state grants a **+5** circumstance bonus to any **Stealth** checks performed here.

The equipment itself is all standard-issue, moth-eaten, and in some cases, lousy; it has no resale value. However, any character who wishes may attempt to assemble a costume to impersonate one of the **townsfolk** (DC 15 **Perform** check) or a specific **Key NPC** (**Perform** DC 17 + the CR of the NPC impersonated; round up for fractional CRs).

MHG-12: Open Office

The narrow hallway from the north opens onto a large workspace. Tables, stools, and miscellaneous supplies are strewn about this large open area.

For large social functions, much of this is cleared away into the **Common Area** (see above) so as to maximize the usable space for people to mill about and talk.

During business hours, there will always be **2d8 clerks** here, busy with parchment and pen. Treat them as **townsfolk**.

Looting all of the quills and writing equipment will net about **75 gp**, but attempting to resell such sundries within town limits so soon after everything went missing would be cause for arrest and prosecution by the **Mayor**.

A focused search of all the desks (consuming 10 minutes) will turn up **25 gp** in assorted change located in desk drawers.

The disorganized state of this room is such that any character attempting to hide receives a **+3** circumstance bonus to Stealth checks.

MHG-13: Weapons Locker

Only read the following italicized text if the PCs discover the secret door leading to this room.

Behind a poorly-hidden secret and locked wooden door is a narrow passage under the stairs. The smell of metal and oil and musty storage float in the air.

Underneath the stairs is a secret room that only the **Mayor** and a handful of trusted advisors knows about: the **Weapons Locker**. A secret door to the east connects the locker to the much-larger **Supply Room** (see below).

Weapons Locker: East Locked Secret Wooden Door

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 16; **Break** DC 20; **Disable Device** DC 18

The **Mayor** maintains the **Weapons Locker** for the same reasons she has such an extensive **Emergency Supply Cache** (see below)—her old adventuring ways have primed her for a life always steeled against disaster, and particularly in her position as **Mayor**, she feels the need for a contingency.

Within the **Weapons Locker** is a seemingly enormous array of basic, nonmagical, and otherwise ordinary weaponry and armor.

Mayoral Weapons Locker

2d4+1 of each simple weapon type; **30%** chance for each **martial weapon** type; **500 crossbow bolts**; **750 arrows**; **1d6+1** of each **light armor**, **1d4-1** of each **medium armor** (a result of 0 means that armor is not present in any quantity)

Although the occasional piece is dented or dinged and shows signs of actual combat use (**5%** chance for a given item), **Blacksmith Dimblegruffe** is responsible for the creation of much of this stash.

She has a secret arrangement with the **Mayor**: if work is sparse, or if the **blacksmith** is simply looking for some extra coin in her leisure time, she can craft weaponry or armor as she desires, and the **Mayor** will buy any quantity from the town's coffers at a slight discount. The agreement between the two ladies is secret and unwritten, and was sealed in a handshake over ale a few nights after the **Mayor** assumed her current position.

Neither the **Mayor** nor the **blacksmith** is particularly embarrassed or otherwise secretive about this arrangement, but they will not volunteer the information. As the **Mayor** pointed out upon their initial meeting, some might misinterpret the stockpiling as preparing for war or some other pre-emptive action, or to meet a threat that is known but kept from the townsfolk. Although **Dimblegruffe** herself suspects that the **Mayor** has some greater purpose in mind, that's not the case: it's simple precaution, taken perhaps to a bit of an extreme. In any event, the **blacksmith** is more fond of coin than she is of her latent skepticism, and keeps her thoughts to herself on the matter.

MHG-14: Emergency Supply Cache

Only read the following italicized text if the PCs discover the secret door leading to this room.

In the back of the pantry, past two ordinary casks, is a secret chamber with stone floor and brick walls. Crates and boxes and barrels lie all about, stacked atop each other with little care.

The secret door to the east requires a DC 16 **Perception** check to notice. The door is also locked—**Mayor Symms** has the only key, but gives it to staff as they require.

Emergency Supply Cache: East Locked Secret Wooden Door

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 16; **Break** DC 20; **Disable Device** DC 18

The harder-to-spot and more difficult to unlock outer door to the west exits to an alley in the back of the building; only **Mayor Symms** herself knows of it, and she bears the only key on her person at all times.

Emergency Supply Cache: West Locked Secret Wooden Door

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 18; **Break** DC 20; **Disable Device** DC 18

Within is a cramped space lined with narrow shelves, upon which are a wide variety of supplies:

Emergency Supply Cache

trail rations (**20** each of **standard**, **elven**, **halfing**, and **dwarven**), **20 bedrolls**, **10 folding chairs**, **5 hammocks**, **10 small tents**, **2 medium tents**, **1 large tent**, **40 blankets**, **30 fishhooks**, and a rusted **bear trap**.

These supplies form the mayor's emergency supply cache—a somewhat hilarious conceit, given that **Berinncorte** has almost zero chance of natural disaster and has indeed never even had a flood from its river.

Old habits die hard, however, and the inclination to have a

huge cache of supplies comes from the mayor's old adventuring days. If ever questioned about it, the **Mayor** will shrug her shoulders, recognizing the absence of true need, but will point out that it is "better to have supplies, and not need them, than to desperately need them, and starve."

Of course, in the context of this adventure, and the events of the **Obelisk Eruption** and its aftermath, such an attitude will turn out to be almost prescient in its appropriateness!

MHG-15: Supply Room

An enormous amount of boxes, crates, barrels, sacks, and bins are scattered all over. There's barely enough room to walk among them, but a clear path is indeed visible leading from east to west. Odd bits of rice and wheat crunch underfoot as you move about.

This is the main supply room for the **Kitchen** (see below) and the house in general. All manner of foodstuffs, supplies, cooking vessels, and cleaning implements can be found here arrayed somewhat neatly on a great number of shelves and barrels.

PCs interested in valuables can restock their **trail rations**, but will be otherwise out of luck: the cooks' wares are mundane.

The secret door to the west leading to the **Weapons Locker** (see above) requires the **Perception** check noted in its entry to notice; in addition, several barrels of heavier supplies have been placed in front of the door and must be moved out of the way.

MHG-16: Hall of Portraits

A rectangular hall connects the workspace to the south with the staircase to the north, and steel-reinforced doors to the northwest and west. A high-quality rug lies underfoot, and the walls contain eight painted portraits.

This hall bears a rug of higher quality than those found elsewhere in the establishment; though quite large, it is worth **250 gp** (and, like many of the valuables in the building, cannot be resold in town without the Mayor finding out and pressing charges!).

On the walls to the east and west are richly-detailed and well-rendered portraits of various gentlemen in all manner of dress; a DC 14 **Knowledge (local or Nobility)** check will reveal that these 8 paintings are in fact of prior **Berincorte Mayors**. Astute PCs will note the absence of **Mayor Symms'** own visage; tradition dictates that portraits be hung only after a mayor steps down from their post (or dies).

MHG-17: Staircase Up

Stairs ascend to the second story of the residence / office building.

This staircase leads to the upper floor of the **Mayor's House**.

MHG-18: Kitchen

A huge set of connected tables is at the center of this enormous space. Benches, ovens, and cabinets line the outside. To the south are two steel-reinforced doors, and to the east, a door opens into the hallway.

All food prepared in the **Mayor's House** is done here. At any given time during business hours, a staff of **1d4+1 chefs, line cooks, bussers,** and **waitstaff** will be present here, going about their business; double this number during the hours just before, during, and after meals (breakfast, lunch, and dinner). In terms of game mechanics, treat all of these denizens as **Townsfolk**.

In the evenings, there is only a **30%** chance for a cook to be present, whipping up a quick late-night snack for the **Mayor** or her guests.

During the day, anyone attempting a **Stealth** check in the **Kitchen** gains a **+4** circumstance bonus to the roll, on account of the labyrinthine counters and tables, and the general noise of the environment.

MHG-19: Main Dining Hall

This large room bears a single, enormous circular table in the middle, around which sit 24 tall-backed and ornately-carved wooden chairs with embroidered padding. A large chandelier hangs over the center of the table.

Paintings and tapestries hang around the border of the room, packed in so tightly it's almost unseemly.

Two steel-reinforced doors open to the northwest and northeast; a curtain in rich fabric separates this room from the one to the south.

Each of the **chairs** would be worth **70 gp**, were it only feasible to sneak it out the establishment and resell it somewhere outside the boundaries of town. If cut down, the **chandlier** weighs **200 lbs** and is theoretically worth **500 gp**.

The **Dining Hall** opens into the **Banquet Hall** (see below) to the south. Typically, formal functions begin in the **Banquet Hall** for pre-dinner cocktails and snacks, then shift to the **Main Dining Hall**, and finally spill back into the **Banquet Hall** for after-dinner drinks and discussion. It is rare that the two rooms are not used together for the same social event.

MHG-20: Banquet Hall

A large, open space is lined with rich wooden furniture and a few potted plants. Curtains separate this room from the one to the north, and a set of double doors opens onto the hallway to the east.

Lacking the finery and opulence of the **Main Dining Hall** (see above), the **Banquet Hall** to its south is typically used for informal components of social events. To facilitate mingling in smaller groups, it bears a half-dozen circular wooden tables, atop which are usually draped cloth when an event is in full swing.

The double doors to the east are typically used as the entrance and exit to both Halls for social events.

MHG-21: Stage

MHG-22: General Store

Information about the **General Store** can be found starting on page 142.

Map 8: Mayor's House Second Floor (MHU) *One square equals 5 ft.*

MHG-23: Militia Guard Post

Militia Guard Posts are described on page 100. Note that this one does have a secret door connecting to the east.

MHG-24: Militia Guard Post

BC-6: Mayor's House Second Floor Map

A GM-redacted copy of this map can be found on page 434.

As with the **Ground Floor**, unless otherwise noted, **Mayor Symms** holds a key to all locked doors. In addition, where noted, mayoral house staff or administrators also have a copy of the key to certain areas.

The upper floor has two purposes: the residence and main office of the **Mayor**; and quarters for visiting dignitaries, honored guests, or other people who require high levels of service. Typically, not all of the guest rooms will be occupied, unless there is a major regional gathering for a specific purpose.

Although many staff and some citizens will come and go from the **Mayor's Offices**, generally speaking, it is easier to sneak around and investigate the premises than it is on the **Ground Floor**.

Roll on **Table 26: Mayor's House Random Encounters** (p 90) for every half-hour spent in the **Mayor's House**, but add +**10** (maximum **100**) to the roll to represent the less active atmosphere.

MHU-1: Staircase Down

This leads downstairs to **BC-6: Mayor's House Interior (Ground Floor)**.

MHU-2: North Guest Room

This appears to be a large bedchamber populated with simple, but functional furniture: a comfortable and clean bed, a rug bearing the colors of Berinncorte, a mirror, a desk with full writing supplies, a small two-person table, two three-legged wooden stools, and a chamber pot. A wooden door connects to an amply-sized closet to the west.

This is one of a trio of rooms along the west side of the main hallway. They are all similarly adorned as described above.

Each also has a closet on its west side; the closet has a thin wooden door with a lock on it. Guests assigned to a room are typically given a key to the closet so they can store their valuables while they are about town; the **Mayor** and many house staff also have copies of the keys to all three closets.

MHU-3: West Guest Room

(See **North Guest Room**, above, for a description of this room's basic contents and the closet to the west.)

Other than minor differences as to how the furniture is arranged, the only thing notable is that the desk bears a simple pale-red **vase** (**5 gp** value) containing a single fading daffodil. The PCs are left to conjecture as to whose it was, and why it remains here still.

MHU-4: Southwest Guest Room

(See **North Guest Room**, above, for a description of this room's basic contents and the closet to the west.)

In the closet is a head-sized rotten gourd sitting atop a locked and trapped wooden box. The lock on the chest is obvious; the trap, less so:

SW Guest Room Locked Wooden Chest

5" thick; **hardness** 5; **hp** 60; **Break** DC 18; **Disable Device** DC 15

Acid Needle Trap (CR 1)

Type Mechanical; **Trigger** Touch; **Reset** Repair

Perception DC 18; **Disable Device** DC 17

Effect Atk +2 melee and melee touch (1d2+1d8 acid)

Within the chest is the following:

Southwest Guest Room Wooden Chest

Chipped but otherwise gleaming thumbnail-sized **emerald** (**75 gp**); **5 pp**

If the box or the treasure within are turned over to them, nobody in the **Mayor's House** knows the origins of this mysterious cache, but reason suggests it belonged to a previous occupant of the guest room, who either neglected to take it with them, or who died before they could recover it. The **Mayor** or her staff will let well-meaning PCs keep the treasure if they have already opened the box.

MHU-5: Mayor's Closet

This enormous room outstrips the size of any other room in the house, but is merely the Mayor's closet. Clothing is everywhere, most in piles. There are several chairs, and a hexagonal table in the room's center.

This expansive room contains all of the **Mayor Symms**' clothes and belongings:

Mayor's Closet

22 well-made but otherwise plain **outfits** for everyday use value (**200 gp** in total); 3 more opulent formal **gowns** (would fetch prices of **300 gp** apiece if they were sold well outside of town limits)

A locked and trapped chest in the southwest corner is discovered automatically if the PCs search the room. The chest contains mementos from the **Mayor's** adventuring days:

Aresnic Needle Trap (CR 2)

Type Mechanical; **Trigger** Touch; **Reset** Repair

Perception DC 18; **Disable Device** DC 17

Effect Atk +3 melee and melee touch (1d4 plus arsenic)

Arsenic: Injury; **Save** Fort DC 13; **Frequency** 1/min for 4 min; **Effect** 1d2 Con; **Cure** 1 save

Locked Iron-Banded Wooden Chest

5" thick; **hardness** 7; **hp** 84; **Break** DC 20; **Disable Device** DC 18

Mayor's Closet Chest

+1 greatsword (if not on the person of the **Mayor**), **200 gp**, gold and silver **locket** (**50 gp**), handful of **love letters**

Prior to the **Obelisk Eruption**, the **Mayor's *+1 greatsword*** will always be in this chest, as she has little reason to use it in her day-to-day activities.

Post-**Obelisk**, the **sword** will be on her person at all times unless she is asleep or is slain.

MHU-6: Mayor's Bedchamber

The floorboards here are of a rich, lacquered wood; ample space abounds. A washing tub sits in the northwest. These are clearly the Mayor's personal quarters... and from the rectangular, six-person table in the southwest, also meant to serve as a more private office space as well for more sensitive matters. A steel-reinforced door opens to the south, and an ornately-carved wooden door connects to the closet in the west.

These are the personal quarters of **Mayor Symms**. During late evening hours, she will typically be here, finishing up a piece of writing, reviewing one final piece of correspondence, or otherwise tending to her duties and shirking sleep.

A locked bedside table to the south of the bed contains some valuables and personal effects.

Mayor's Locked Bedchamber Drawer

1" thick; **hardness** 4; **hp** 10; **Break** DC 15, **Disable Device** DC 16

In the drawer can be found the following treasure:

Mayor's Bedchamber Drawer

15 pp, a ruby **ring** (**15 gp**), a silver **letter-opener** fashioned to appear as a dagger (as a Small dagger; **15 gp**), **sealing wax**, **8** unlit **candles**, a **tinderbox**, and **3** sticks of **sandalwood incense**

Although finely crafted, nothing else in the bedroom is of particularly immense value, and in any event, it would be challenging indeed to sneak off with an entire bedspread!

MHU-7: Mayor's Offices

Plenty of windows open onto the town square below to the south... and to the graveyard to the east, though from this vantage, it's still a beautiful sight. Several tables and benches are scattered in this room, which seems to serve as the main business office for most of the Mayor's affairs.

This room is where the **Mayor** conducts much of the business of the town that requires her personal involvement. It is a combination meeting room and workspace. During daylight hours, typically there are **1d4-1 functionaries and staff** here, discussing matters of state or heads-down over their parchment. Mechanically, treat all such staffers as **Townsfolk**.

Windows to the east and south overlook the **Town Square**.

MHU-8: South Guest Room

(See **North Guest Room**, above, for a description of this room's basic contents and the closet to the west.)

Other than minor differences as to how the furniture is arranged, the only thing notable is that the desk bears no quill, ink, or parchment.

There is also no separate closet for this room; presumably those staying here tend to do so for a shorter term than those in the other rooms.

MHU-9: Hallway & Guards

This L-shaped hallway is lined with high-quality tiles and is well-lit by wall sconces. On both sides are wooden doors. At the southeast tail of the "L" is a set of steel-reinforced double doors, flanked by chairs; these are occupied by armed and lightly-armored guards.

The hallway approaching the **Mayor's Offices** (see above) is well-lit, and generally contains two **Berinncorte Militia** standing guard, night or day.

The main double doors to the offices beyond are locked:

Hallway Locked Steel-Banded Door

3" thick; **hardness** 5; **hp** 60; **Break** DC 18; **Disable Device** DC 15

If the PCs intend to sneak about and investigate, and they did not notice the secret door to the **Mayor's Closet** (above), then sneaking into the **Mayor's Offices** (see above) to the east will be difficult.

Apply a **-4** circumstance penalty to any **Stealth** checks made in the main area of this hallway—not to the narrower part that links to the **Staircase** to the north. Should one or more PCs sneak their way past the guards, they will find the door locked.

The GM is encouraged to award rogues (or especially other classes!) who make their way past the guards and through the door a special spot reward of **1 Reward Star** to reflect the difficulty of the combined challenge.

Finally, during any time of day, there is a very slight (**8%**) chance that **Sorille**, the **Squirrelheel Courier** (p 33), is here, either en route to deliver a message to the Mayor, or fresh from receiving one and about to run off to deliver it elsewhere in the realm.

Sorille (Courier)

CR 3; **XP** 800; CG Female Elf Ranger 4

hp 27; **AC** 18; **Fort** +4, **Ref** +8, **Will** +2; +2 vs. enchantment spells and effects

Init +8; **Speed** 30 ft.; **Senses Perception** +10; **Low-Light Vision**

Str 10, **Dex** 18, **Con** 10, **Int** 12, **Wis** 12, **Cha** 9

BAB +4; **CMB** +4; **CMD** 19

Ranged longbow +8 (1d8/x3) or

Melee short sword +4 (1d6/19-20) or

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

Ranged dagger (thrown) +8 (1d4/19-20)

Special Attacks Vermin +2

Prepared Ranger Spells (CL 4th):

1st - *abundant ammunition*

Feats Dodge, Endurance, Far Shot, Improved Initiative

Skills Climb +4, Handle Animal +6, Heal +6, Knowledge (Geography) +8, Perception +10, Ride +10, Stealth +8, Survival +8, Swim +4

Special Qualities Elven Immunities, Elven Magic, Favored Terrain (Forest) +2, Humanoid Traits, Hunting Companions, Keen Senses, Low-Light Vision, Track +2, Weapon Familiarity, Wild Empathy +3

Possessions studded leather armor; arrows (40x); short sword; dagger; longbow; scroll case (2x)

If the PCs interact with the courier in any favorable fashion, it will initiate a Quest which the party is free to accept or ignore:

Quest: If It's On Your Way

Summary: A courier for the Mayor asks the party to deliver a message for her..

Rewards: Up to **1 Reward Star**; 200 gp.

Locations: Mayor's House (Upper Floor).

Key NPCs: Sorille.

Kickoff: By sheer chance, the PCs run into the courier as she is leaving the Mayor's private quarters; Sorille asks the party to deliver a message in-town if it's not too much trouble.

Description:

If the party interacts favorably with **Sorille**—by greeting her, saying hello, politely asking her business, that sort of thing—the elven ranger sizes the party up pretty quickly. If there are zero PCs among the party who have any assigned ranks in **Diplomacy**, this quest terminates before it begins; it does not matter, even, if the PC(s) interacting directly with **Sorille** have that skill, to what extent, whether they explicitly attempt a **Diplomacy** skill check to some purpose—none of that matters. The **Squirrelheel Courier** has a knack for feeling this sort of thing out, and will pick up on the talent quickly, even if it's not on display.

Sorille's time is short; she likes the party, but can only hang around for another few questions. She explains that she's off to do business elsewhere, and that business will take her out of the city for at least a few days.

In the meantime, though, there's a message that needs to be delivered within **Berinncorte**, and although **Sorille** herself could do it, there's no time to waste before she has to leave as quickly as possible.

She asks the party, if it's not too much trouble, might they deliver the message on her behalf?

Probing to any degree will be met with secrecy; foremost among a **Squirrelheel's** code of conduct is to neither question, nor reveal, the contents of a message or its sender, unless such information is volunteered, or the contract makes plain that sharing such knowledge is acceptable. Neither is the case, here.

Sense Motive or similar checks will reveal anxiety, but it should be made clear that the source is almost certainly the ticking clock on **Sorille's** out-of-town job, not concern over the circumstances of this in-town job for the PCs.

Bribery, or attempts to otherwise get more information about the message or its sender, will be stonewalled. Threats aren't a good idea: remember that **Sorille** is well-known to the **Mayor** and her household staff, and that the elf is a courier of trusted information. Any threat whatsoever would send the **Guards** stationed in the hallway nearby to her aid, and many more soon to follow once they all started yelling. So, not a great approach.

The PCs may of course refuse: if they do so politely, with a reasonable-sounding excuse (at the GM's discretion, this could also require a **Diplomacy** or **Bluff** check, opposed by **Sorille's Sense Motive** check), then the courier will nod, and then excuse herself, because now, she's really up against the clock. If politeness is successful, then Sorille may ask the PCs to take on another delivery again in the future if they encounter her.

If the party accepts, **Sorille** thanks them profusely, and gives them two things: a leather purse clinking with **200 gp** in cash, and a **sealed scroll case**. She asks them to immediately, as quickly as possible, deliver the case to **Welby Goodbarrel**, who can be found either in his **General Store** (p 142), or his apartments in the **Upper-Class Residential District** (p 202).

At this point, the party has an additional choice to make: deliver the case, or keep the cash and ignore the delivery. In either scenario, they might also wish to try to open the case themselves to see if its contents might best be looted.

Welby is not expecting the message, so if the party ignores the job and keeps the cash, he won't follow up with the **Mayor** or with **Sorille**, whom he barely knows anyway. The only impact is that the party loses out on the possible **XP** reward.

If It's On Your Way (Keep the Case): Chaos +3

If the party takes the job, but does not deliver the message, there is a **Catalyst Impact**: **Chaos +3**.

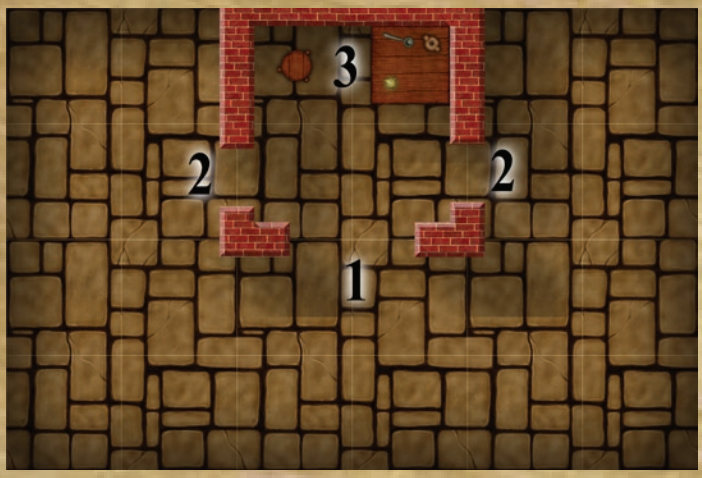
Although eventually, under normal circumstances, the sender would notice that no reply was forthcoming, and eventually, they would follow up, the **Obelisk Eruption** happens far before any of that would matter, so the entire situation just gets ignored.

If the party tries to open the case, they will find it fairly straightforward. There is no lock, and although it is sealed, most adventuring parties will have at least one member who is more than capable of opening the device:

Leather Scroll Case

Hardness 2; **hp** 2; **Break** DC 15

Map 9: Militia Guard Post (MGP) *1 sq. = 5 ft.*



Inside is a simple parchment message:

pot in hall, goodbarrel

Cryptic, to say the least, particularly as the message is unsigned. There's nothing about the parchment, the ink, or the handwriting that is noteworthy, or which might shed additional light on the situation. Opening the case at all, whether it is then delivered or not, has a Catalyst Impact, which stacks with the impact of keeping the case.

If It's On Your Way (Open the Case): Chaos +2

If the PCs open the scroll case and read the message inside, regardless of whether they then deliver the message, there is a **Catalyst Impact**: **Chaos +3**.

This stacks with other **Catalyst Impacts** for this Quest.

This is related to the Quest **"Cinnamon's Son / New Jerseys"** (p 144), in which a cinnamon merchant feels slighted by **Welby Goodbarrel**. The note is, plainly, a threat from the merchant to **Welby**, and although not poisoned and quite frivolous, the real message is that the merchant cares enough about the feud to spend money on nothing more than a threat. The message is ultimately intended to accomplish little more than to spike the halfling merchant's blood pressure, and set him on edge as to the cinnamon master's next steps!

Note that once opened, it is impossible to reassemble the case so as to obscure the breach. If the party opens the case, they can patch it up as best they can, and then still attempt to deliver it. Despite their best efforts, Welby will immediately know they have tampered with the message, and his **Attitude Tracker** will decrease by **-6** points. In addition, from then onward, when shopping at the **General Store**, no discounts will be given when they are rolled on **Table 47: General Store Shopping Adjustments** (p 141); treat any discount results as being normal prices. The party can attempt to placate the halfling by giving him the **200 gp** delivery fee they were paid; this minimizes the **Attitude Tracker** impact to only **-2**, and eliminates the "no discount penalty" described above.

If the party delivers the case, unopened, to **Welby**, they will gain **1 Reward Star**... and, of course, the **200 gp** that Sorille gave them initially.

If It's On Your Way (Delivery): Law +2

If the PCs deliver the case as intended, whether they opened it or not, there is a **Catalyst Impact**: **Law +2.**

This stacks with other **Catalyst Impacts** for this Quest.

This Quest terminates if the party destroys the scroll case, delivers it, or declines the offer. So long as the party has the scroll case in their possession, whether it's been opened or not, this Quest remains active, meaning they could deliver the case at any time.

BC-7: Mayor's Guardpost

This is very similar to the **Militia Guard Posts** scattered throughout the city. Unlike those posts, however, this one is always occupied during the daytime—nominally as a service to the deceased in the **Graveyard** (p 70). In reality, **Mayor Symms** staffs this post because it overlooks the **Town Square** (p 75), and (she feels) keeps revelry or conflicts from getting out of hand too quickly. In addition, it serves as a nice deterrent from citizens with nonsense issues approaching the main public entrance of the **Mayor's House**.

BC-8: Militia Guard Posts

All of the **Militia Guard Posts** around the city are identical in composition and nature.

During daylight hours, there is a **40%** chance any given Post will have a single **Berinncorte Militia** soldier in it. Most militia members are male humans, but feel free to mix it up with female militiawomen and other representative races from the town's composition (see **City Profile**, p 39).

Berinncorte Militia

CR ½; **XP** 200; TN Male Human Fighter 1

hp 11; **AC** 12; **Fort** +3, **Ref** +0, **Will** -1

Init +0; **Speed** 30 ft.; **Senses Perception** +2

Str 14, **Dex** 11, **Con** 12, **Int** 9, **Wis** 9, **Cha** 10

BAB +1; **CMB** +3; **CMD** 13

Melee light mace +3 (1d6+2)

Feats Alertness, Light Armor Proficiency, Combat Reflexes

Skills Climb +1, Perception +2, Sense Motive +2, Swim +1

Special Qualities Bonus Feat, Bonus Feats, Skilled

Possessions light mace; leather armor

When the party approaches one of these posts for the first time, read the following text aloud. Only read the italicized portion of the text if it is determined that a militia soldier is present in the post.

This guard post is not much more than glorified wooden roofed shed that provides some protection from the elements. Their only function appears meant to serve as relief areas for militia members who are making their rounds protecting the city.

Inside the post, leaning against one of the support beams, is a man in uniformed leather armor, picking his fingernails with the point of a dinged-up dagger.

If you are using this for guard posts of other orientation, please note that the large aperture should face toward the alley that the guard post "end-caps".

A players' version of this map is available on page p 441.

Random Dramatis Personae

Militia Guard Posts are places where militia-related folk congregate to chat. An honest militia member will freely admit that unless a crime is actively being committed, or a citizen explicitly approaches them for assistance, guard duty tends to be *boring*. And so, much gossip and chatting occurs.

Table 27: Random Dramatis Personae, Militia Guard Post

Suggested Population: 1d4-2 rolls (min. 0)

D%	Key NPC	Profession
01-15	**Amadan**	Militia Armsmaster
16-20	**Ash "Executioner"**	Militia Trainer
21-25	**Debran Ormick**	Militia Treasurer
26-27	**Gorin Bakelight**	Tribute Magister
28-30	**Oneib**	Salesman / Security Guard
31-40	**Ota Kuiduru**	Chief Clerk
41-60	**Skutt Krundarr**	Militia Vice Master
61-74	**Tansden**	Militia Master
75	**Unglar**	Guard
76-90	**Berinncorte Militia (2d4)**	Soldier
91-00	**Berinncorte Elite Guard (1d4+1)**	Guard

Help, Sir, Please Help Me!

Any NPC who approaches any **Militia Guard Post** may request assistance from the **Militia** stationed there. Typically, this would be in the context of the PCs attacking someone, and their fleeing to get help.

No matter the circumstances, the default reaction will be for **1d4+2 Berinncorte Militia** to come immediately to the aid of whichever NPC shouted for them. By default, they will believe the word and request of a known citizen, and will assume the party—who are strangers to the town, unless the GM has arranged otherwise—is attacking them for nefarious purpose.

They will keep an open mind, however, and every round, they will ask both the NPC(s) being attacked and the PCs to lay down their arms and cease hostilities. If the PCs do, then the NPC(s) will as well, and the **Militia** will then ask both parties for more information about what caused all the ruckus.

Note that this may lead to one or more PCs getting **Arrested** (p 41).

MGP-1: Entrance

Entry into the guard post is achieved via this archway, which contains no door.

This is an open entrance and exit into the guard post. There is no door or other means of blocking. Although this provides a **Berinncorte Militia** stationed here zero secrecy should they wish to take a nap on the job, it does allow them to sit on their stool and still have a view of the alley they are supposed to be keeping an eye on.

MGP-2: Windows

To either side of the entryway is a shoulder-width window with no shutters or blinds.

To the left and right of the main entrance are two narrow windows. These are 3' x 3' open apertures.

MGP-3: Stool & Table

Battered and chipped the wood may be, but this stool and table are serviceable for holding some basic necessities for a guard on duty—a cup, a candle, a knife, a platter, that sort of thing.

Every guard post has at least one stool—though it may be in disrepair—and a table of some sort, on which typically rests a candle (lit in the evenings, of course). Personal effects and eating supplies sprinkle across most tables. Any **Militia** who attempts to hide something or store supplies for later will put a bundle under this table.

BC-9: Blacksmith's Hut

Only read the italicized portion if **Dimblegruffe** is present as the party is approaching (**100%** chance during daylight hours; **40%** chance during dark):

A blacksmith's hut stands to the west of the Town Square. Its eastern edge opens onto the Square. All manner of iron and steel works hang from the rafters around the edge of the structure—weapons and pieces of armor, but also more mundane and functional items such as hinges and doorknobs.

The rhythmic sound of a hammer on an anvil sings in the air as a determined and indefatigable dwarf woman works her forge relentlessly.

Blacksmith Dimblegruffe offers the standard services of a blacksmith for metal arms and armor, and will happily (if a bit gruffly) engage in commerce with the party if they so desire. Unless approached, she will ignore the party entirely. If the party isn't interested in buying, she's not interested in talking, and volunteers no outward opinion about any aspect of the town.

Dimblegruffe (Blacksmith)

CR 1; **XP** 400; CG Female Dwarf Fighter 2

hp 20; **AC** 14; **Fort** +5, **Ref** +0, **Will** +0; +1 vs. Fear; +2 vs. poison, spells, and spell-like abilities

Init +0; **Speed** 20 ft.; **Senses Perception** +0; **Darkvision** 60 ft.

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

BAB +2; **CMB** +4; **CMD** 14 (18 vs. bullrush or trip)

Melee shortsword +4 (1d6+1/19-20) or

Melee dwarven waraxe +4 (1d10+2/x3)

Feats Heavy Armor Proficiency, Intimidating Prowess, Quick Draw

Skills Craft (Armor) +4, Craft (Blacksmithing) +7, Craft (Weapons) +4

Special Qualities Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Humanoid Traits, Stability, Steady, Stonecunning, Weapon Familiarity

Possessions chain shirt; shortsword; dwarven waraxe

Replacement: Dimblegruffe

The blacksmith is an excellent replacement for **Fighters, Barbarians, Paladins**, or other **martial** characters. Please see p 17for more explanation of how to undertake **PC Replacement**.

Despite this brusque demeanor, there's something compelling and charming about the dwarven forgesmith, however, and most townsfolk speak very positively of her if questioned.

Business Hours

The **Blacksmith's Hut** is open during daylight hours, plus one hour the latter side of sunset.

In addition, **Dimblegruff** typically doesn't require a great deal of sleep: even during the evening hours, there is a **15%** chance she is here, working (though she tries to keep her after-hours work to the quiet variety such as fletching or weaving leather or chain).

Shopping at the Blacksmith's Hut

Dimblegruff has all **Simple** weapons, standard armor, and standard shields available for purchase at normal prices.

Table 28: Blacksmith's Hut Wares

Type	Chance	Price
Simple Weapons	Always	Standard prices.
Martial Weapons	80%	120% of normal prices.
Exotic Weapons	45%	150% of normal prices.
Armor & Shields	Always	Standard prices.

There's also a chance that Martial or Exotic weapons may also be for sale (roll separately for each weapon the party inquires about), but at premium prices.

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 29: Map Reference Summary, Blacksmith's Hut

Location Name	Context	Audience	Page
Blacksmith's Hut	Before Eruption	GM Only	p 103
Blacksmith's Hut	Before Eruption	Players	p 442
Blacksmith's Hut	After Eruption	GM Only	p 355
Blacksmith's Hut	After Eruption	Players	p 473

Random Dramatis Personae

Dimblegruffe serves all comers, no matter their background, skills, talents, or politics. Nearly everyone needs something repaired from time to time, if they at all deal with anything metal—and the dwarven smith is the largely the only game in town for such needs.

Table 30: Random Dramatis Personae, Blacksmith's Hut

Suggested Population: 1d8 rolls

D%	Key NPC	Profession
01	Amadan	Militia Armsmaster
02-03	Aramil Xiloscient	Apothecary
04-06	Dimblegruffe	Blacksmith
07-08	Ash "Executioner"	Militia Trainer
08-09	Biggen Gurble	Reader
10-11	Brock Runnaheim	Stablemaster
12-13	Cannock	High Priest
14-15	Cora Brushgather	None
16-17	Daratis	Seamstress
18	Debran Ormick	Militia Treasurer
19-21	Denzys	Preacher
22-24	Dominika Symms	Mayor
25	Einkill Holderhek	Merchant / Mercenary
26	Elena Lomazonne	Merchant Princess
27-28	Esk	Innkeeper
29-30	Farzith	Butcher's Apprentice
31-32	Ganyc	Butcher
33	Gorin Bakelight	Tribute Magister
34-36	Gumbrew	Fishmaster
37-38	Gunnloda Balderk	Librarian
39-42	Gurth	Cryptkeeper
43-45	Gyldor	None
46-50	Hueykins	Jester / Greeter
51-55	Jozan	Bartender
56	Kayzark	Vendor
57-60	Larissa	Elder of Sheergath
61-62	Lingona	Bard
63-70	Maghana	Cleric of Zugul
71-72	Mardnab Scheppen	Maid

Map 10: Blacksmith's Hut (BSH)

One square equals 5 ft.

D%	Key NPC	Profession
73-74	**Oneib**	Salesman / Security Guard
75-76	**Ota Kuiduru**	Chief Clerk
77-78	**Otibus**	Tanner / Bookkeeper
79-80	**Ownka**	Serving Wench / Cook
81-82	**Phadian Gess**	Trickster / Thief
83-84	**Rhirem**	Mercenary Spellcaster
85-86	**Skutt Krundarr**	Militia Vice Master
87-88	**Sorille**	Courier
89-90	**Stewy**	Apprentice Fisherman
91-93	**Tansden**	Militia Master
94-95	**Tudra Coppereye**	Sage
96	**Thrunne**	Serving Wench
97	**Unglar**	Guard
98	**Waywocket Ningel**	Jeweler
99	**Welby Goodbarrel**	Merchant
00	**Zook Beren**	Brewer / Cook

BC-9: Blacksmith's Hut Map

A redacted version of this map is available on page 442

BSH-1: Entrance

Only read the italicized portion below if Dimblegruff is currently working.

The sounds of the blacksmith's hammer on iron echo through the Town Square. There is no curtain, door, or other buffer between the blacksmith's workspace and the large open market.

A dwarven smith is hard at work, bent over the tools of her trade. She doesn't acknowledge you as you approach; you can't even be sure she has even seen you yet.

This open-air entry area opens directly onto the **Town Square** (p 75). The sounds of **Dimblegruff** at work act as free advertising for the smithy whenever business is at hand—she is many things, but stupid is certainly not one of them!

Typically, a fire is kept lit against the north wall. This serves as another nice focal point for wanderers who may take an interest in the smithy's services.

Scattered across the work surfaces is an array of tools that can be counted as **improvised hand weapons**. These inflit **1d4** damage, have a thrown range of 10 ft., weigh 1 lb. apiece, and inflict either **piercing** or **slashing** damage.

Since it's such a large space, the **Entrance** is also used by customers and by **Dimblegruff** herself to try out the wares—during daylight hours, there is a **20%** chance of someone wielding a weapon in this area to test the heft (or merely to impress those who might be watching).

Although she has much in the way of medieval-era marketing savvy, **Dimblegruff** also knows that mystique is another valuable bargaining tool: she will not go out of her way to greet the party as they arrive, and will perhaps acknowledge them with a curt nod while she goes about her business.

BSH-2: Workspace

Only read the italicized portion below if the dwarven smith is present.

A long table littered with tools separates the entryway and Town Square from where the magic happens. Two fire-pits flank steel double doors in the center of the west brick wall. To the north is a workbench and an oven with bellows; to the south is a second oven and a giant barrel of water.

The smith is hard at work at her trade as you approach.

Sexist party members may be forgiven for assuming that blacksmith **Dimblegruff** is but a laborer for a true master smith, who is elsewhere. Stating such an assumption aloud automatically sets **Dimblegruff's Attitude** toward that character to **Unfriendly**).

This workspace, separated from the **Town Square** by no more than a large rectangular table, is the smith's true home. During daylight hours, there is a **95%** chance she is here, working; even when she has no business contracted, she will continue to work tirelessly to create stock items or merely to appear busy to prospective clients.

At any given moment, there are **3d6** miscellaneous **hand tools** or small, "in-progress" weapons scattered about; treat these as Medium-sized, single-handed, Simple, Light **melee weapons** that inflict **1d4** damage with a standard x2 multiplier.

Given the preference, **Dimblegruff** will conduct all business here. She will lead customers into the **Showcase Hall** (below) only if asked to demonstrate her wares, or if asked for a specific Exotic or Martial weapon that she does in fact sell (see **Shopping** below).

The door leading to the **Showcase Hall** is steel. During daylight hours, it is unlocked and usually (**70%** chance) open; during evening hours or if for any reason **Dimblegruff** is not in the smithy, it is locked.

Blacksmith's Locked Steel Door

5" thick; **hardness** 10; **hp** 150; **Break** DC 28; **Disable Device** DC 26.

BSH-3: Showcase Hall

A long hall running from north to south is lined with high-quality tiles. Against the western wall is a thigh-high table, atop which are arrayed a wide variety of high-quality arms and armor.

Appointed nicely, this chamber is where the blacksmith's display pieces and nicer wares are shown. There are typically **2d12** items here arrayed in a pleasing manner.

BSH-4: Storage and Supplies

The steel-reinforced double doors open onto a large storage area with a stone floor. Tables, chests, and bookcases

are neatly arranged about the room; there is ample space to move about between them.

This large chamber with a stone floor is almost always locked; **Dimblegruff** has the only key. It is otherwise a normal locked door; the steel door to the north is meant as the primary safeguard against intrusion.

Within is a large array of forging supplies, completed products, and special orders. The PCs can find:

Blacksmith's Storage

3d12 Simple weapons (M); **2d8 Martial weapons** (M); and **2d4-1 Exotic weapons**

BSH-5: Personal Quarters

This rectangular chamber has a decidedly warmer feel to it than the rest of the building. A washing basin sits in the middle. Two small tables lie on opposite sides of the room. A bed, writing desks, and some cabinets are also present.

Dimblegruff's personal quarters are located at the north of the building. There are very few items of true value here: a spare blacksmith's **apron**; four changes of common **clothes**; personal **cleaning supplies**.

There is no currency or other valuables here, a strange anomaly which may pique the party's interest if they are ransacking the establishment. At the GM's discretion, a **Knowledge (Profession)** check (DC 12) may suggest to a party member that **Dimblegruff** seems to be doing a very successful business—it would be almost impossible for her to not have some currency or trade items somewhere.

BSH-6: Secret Stash

Only read the italicized portion if the party discovers the stash; if they do not search and find it, ignore this location entirely.

You rummage through an arrangement of sacks—grain, rope, metal tidbits, scraps of leather and other smithing equipment and components.

At the bottom of the heap is a head-sized leather satchel of high quality, fastened with a shiny brass buckle.

The bag is notably different than its companions, and has a solid heft to it. From within comes the clink of coin when its contents shift.

Nested among an otherwise nondescript pile of sacks filled with various smithing supplies sits a drawstring **leather bag**.

Unless the party specifically indicates they intend to leave no stone unturned (i.e., "Take 20" for the **Perception** skill check), this is a DC 17 **Perception** skill check. Success reveals the stash, which is neither trapped nor locked.

The stash contains:

Blacksmith's Secret Stash

28 pp; **178 gp; 355 cp; 1 onyx gem** worth **63 gp**; 1 square **sapphire** worth **37 gp**

In practice, **Dimblegruff** roots through this bag as needed to conduct business, as she rarely keeps currency on her and prefers to conduct transactions using either exact change from her clients, or barter, neither of which requires on-the-spot use of coin.

The gems all belong to clients, who have given them to Dimblegruff as part of their request so she can work them into the hilt or other elements of the finished product.

Quest: Stilted Hiltwork

Summary: The party loots a bag of gems meant to be used in metalwork for other customers.

Rewards: Up to **1 Reward Star**.

Locations: Blacksmith's Hut.

Key NPCs: Rhirem, Dimblegruffe.

Kickoff: Begins only if the party discovers the Blacksmiths' Secret Stash, and takes the gems within for themselves.

Description:

1d4-1 hours after the party loots the gems, **Rhirem** approaches the **blacksmith** regarding his custom-forged jeweled dagger. A result of zero (0) means that **Rhirem** stops by as the PCs are thieving the gems.

If the party is looting during evening hours, then **Rhirem** drops by the smith's hut first thing the following morning.

If the party is at the **Blacksmith's Hut** when **Rhirem** stops by, or if they are in the **Town Square**, they overhear the exchange that follows.

The wizard had contracted **Dimblegruffe** to create the trinket as a spell component, and had given the smith the **onyx gem** (value **63 gp**) to embed in the hilt.

He's expecting delivery of the completed object soon. Anxious to receive the item, and generally distrusting of others, **Rhirem** stops by to check the progress.

Dimblegruffe admits to not having yet begun work on the dagger, as she is swamped with other work that takes priority. Unsatisfied and frustrated, **Rhirem** asks for his gem back, and threatens to take his business elsewhere. **Dimblegruffe** well knows the wizard's local options are quite limited, as she is the only weaponsmith in town. She shrugs, and asks him to wait. **Dimblegruffe** then goes to her **stash** to find the gem.

If the PCs are still in **BSH-4: Storage and Supplies** (above), they can try and hide; doing so in that room grants a **+3** circumstance bonus to **Stealth** checks opposed by **Dimblegruffe's Perception** skill. If **Dimblegruffe** notices the party, she will confront them: she will of course demand the return of her stash, plus at least **100 gp** on top of that to keep her from turning the party in to the **Berinncorte Militia**; see **Getting Arrested** on page 41for consequences.

If the party attacks or threatens the **blacksmith**, she will fight back as only a disgruntled dwarf can, but she will try to maneuver so the fight goes outside, where she can call for guards. Should this occur, **1d4+1 Berinncorte Militia** arrive **2** rounds after **Dimblegruffe** sets foot anywhere outside the steel double-door entrance in **BSH-2: Workspace**.

Stilted Hiltwork (Fight): Chaos +3

If the PCs attack **Dimblegruffe**, there is a **Catalyst Impact** of **Chaos +3**.

This stacks with other **Catalyst Impacts** for this Quest.

If **Dimblegruffe** does not notice the party, or they are not in the supply room when the search occurred, the smith double-checks the pile of bags and surrounding part of the supply room. Coming up empty in terms of finding the gem, she then apologizes to **Rhirem**, who is quite irate. The dwarven smith soothes the wizard by offering to complete the job for free, should he provide a replacement gem. Still fuming, the wizard agrees, and storms off.

Stilted Hiltwork (Hide): Chaos +1

Successfully hiding from the blacksmith generates a **Catalyst Impact** of **Chaos +1.**

This stacks with other **Catalyst Impacts** for this Quest.

If the party made an impression on **Dimblegruffe** in any way prior to the theft, she will remember the newcomers to the city and will seek them out, confronting them and demanding the return of the loot. In truth, she has nothing but a hunch to go on here; a **Sense Motive** check opposed by the dwarf's **Bluff** skill will reveal that the demand is all bluster. The party otherwise has the same options as described above in terms of returning the loot.

It could be, instead, that the party has never spoken with the smith when all of this occurs. In such a case, give the situation **1 day**; if the party speaks with **Dimblegruffe** during that time, then she immediately becomes suspicious and makes the demand above. If the PCs ignore the smith entirely, then she will start asking around; 1 day after the PCs stole her stash, she will track them down and confront them in the same manner as the other eventualities described.

The party stands to benefit from this quest only if they get away from the situation without having to return the loot, either by defeating **Dimblegruffe** or by besting her in a skill challenge. In such a scenario, the party of course keeps the stash, but benefits from **1 Reward Star**. A the GM's option, you can grant the reward directly to the PC who performed the skill check(s) involved.

Stilted Hiltwork (Talk): Chaos +1

Successfully skill check-ing their way out of this Quest in any fashion creates a **Catalyst Impact**: **Chaos +1.**

This stacks with other **Catalyst Impacts** for this Quest.

Stilted Hiltwork (Return Gem): Law +1

Whether compelled to do so, or if they voluntarily do so, returning the gem to **Dimblegruffe** generates a **Catalyst Impact**: **Law +1**.

This stacks with other **Catalyst Impacts** for this Quest.

This Quest terminates if the party slays **Dimblegruffe**, if they successfully skill check their way out of all situations that apply, or if they return the gem.

BSH-7: Town Square

Page 75 contains more information about this region.

BSH-8: Lower-Class Residential District

Please refer to page 216 for more detail about this area.

BC-10: Zugul Church Garden

Feel free to read the following when the party enters this area.

A broad garden sports a lazy, quarter-circular stone path that approaches the church entrance to the north. Wildflowers and well-kept grass sprawl everywhere. A tiny wooden guard post lies on the southeast side.

This is a straightforward garden entrance to the **Zugul Church** (p 62) to the north—peaceful, but otherwise boring. (For now!)

Peaceful Atmosphere

At your discretion, you may choose to ignore any "volatile" random encounter results rolled when the party is here. For the moment, before the **Obelisk Eruption**, this zone is an area of peace.

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 31: Map Reference Summary, Zugul Church Garden

Location Name	Context	Audience	Page
Garden	Before Eruption	GM Only	p 107
Garden	Before Eruption	Players	p 443
Garden	After Eruption	GM Only	p 358
Garden	After Eruption	Players	p 474

Random Dramatis Personae

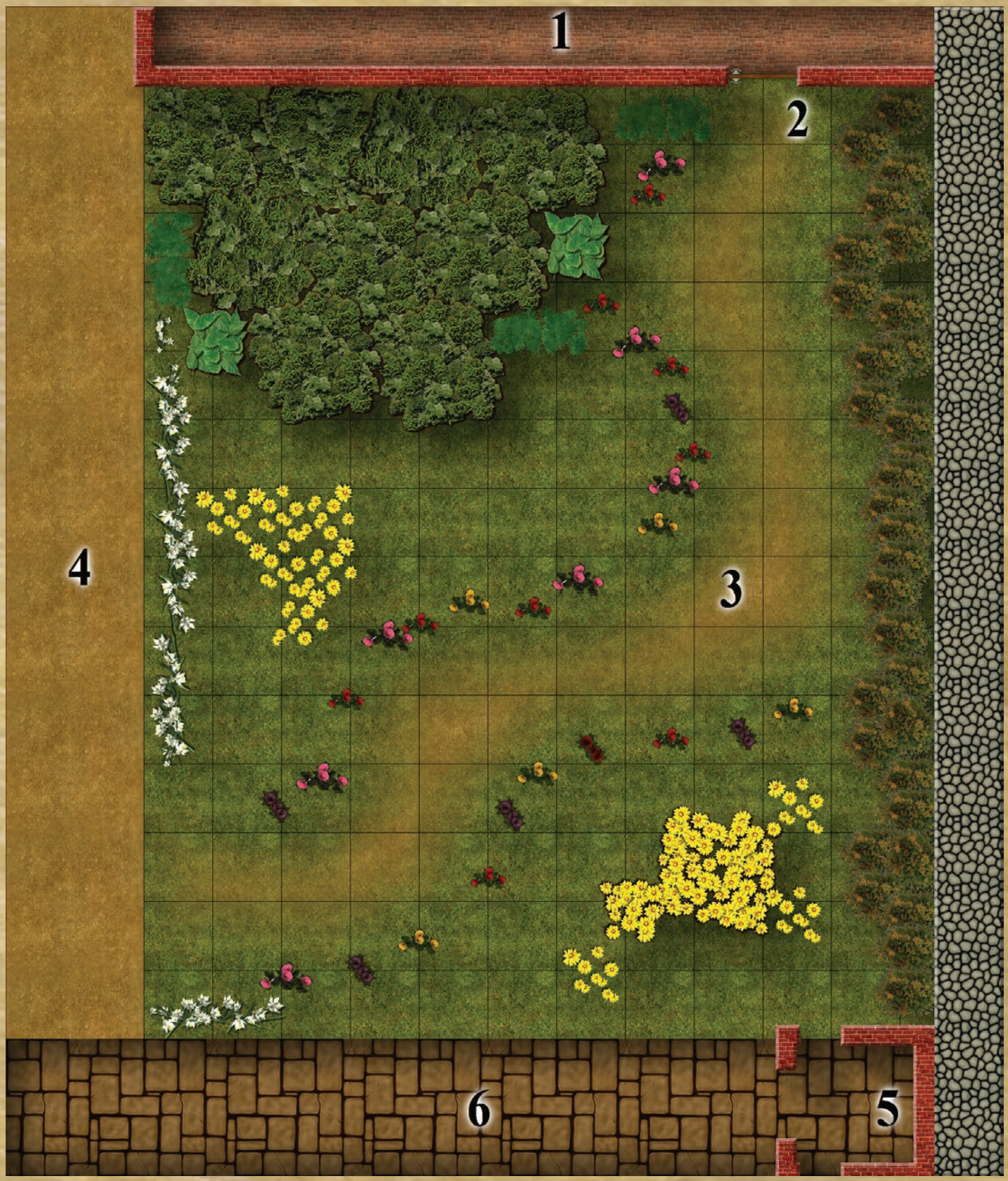
Although this garden is technically affiliated with the **Zugul Church** (p 62), its size, splendor, and popular location so close to the bustling **Town Square** (p 75) make it difficult to restrict only to followers of that god, even if that was **High Priest Cannock**'s intention. Unless someone is causing unrest, committing a crime, or interfering with those who wish to use the **Garden** as a means to enter the **Church**, no clergy will prohibit any citizen from making use of the quiet place of nature.

Table 32: Random Dramatis Personae, Zugul Church Garden

Suggested Population: 1d12-2 rolls (min 0)

Map 11: Zugul Church Garden (CGR)

One square equals 5 ft.



D%	Key NPC	Profession
01	**Amadan**	Militia Armsmaster
02-03	**Aramil Xiloscient**	Apothecary
04-06	**Dimblegruffe**	Blacksmith
07-08	**Ash "Executioner"**	Militia Trainer
08-09	**Biggen Gurble**	Reader
10-11	**Brock Runnaheim**	Stablemaster
12-13	**Cannock**	High Priest
14-15	**Cora Brushgather**	None
16-17	**Daratis**	Seamstress
18	**Debran Ormick**	Militia Treasurer
19-21	**Denzys**	Preacher
22-24	**Dominika Symms**	Mayor
25	**Einkill Holderhek**	Merchant / Mercenary
26	**Elena Lomazonne**	Merchant Princess
27-28	**Esk**	Innkeeper
29-30	**Farzith**	Butcher's Apprentice
31-32	**Ganyc**	Butcher
33	**Gorin Bakelight**	Tribute Magister
34-36	**Gumbrew**	Fishmaster
37-38	**Gunnloda Balderk**	Librarian
39-42	**Gurth**	Cryptkeeper
43-45	**Gyldor**	None
46-50	**Hueykins**	Jester / Greeter
51-55	**Jozan**	Bartender
56	**Kayzark**	Vendor
57-60	**Larissa**	Elder of Sheergath
61-62	**Lingona**	Bard
63-70	**Maghana**	Cleric of Zugul
71-72	**Mardnab Scheppen**	Maid
73-74	**Oneib**	Salesman / Security Guard
75-76	**Ota Kuiduru**	Chief Clerk
77-78	**Otibus**	Tanner / Bookkeeper
79-80	**Ownka**	Serving Wench / Cook
81-82	**Phadian Gess**	Trickster / Thief
83-84	**Rhirem**	Mercenary Spellcaster
85-86	**Skutt Krundarr**	Militia Vice Master
87-88	**Sorille**	Courier
89-90	**Stewy**	Apprentice Fisherman
91-93	**Tansden**	Militia Master
94-95	**Tudra Coppereye**	Sage
96	**Thrunne**	Serving Wench
97	**Unglar**	Guard
98	**Waywocket Ningel**	Jeweler
99	**Welby Goodbarrel**	Merchant
00	**Zook Beren**	Brewer / Cook

BC-10: Zugul Church Garden Map

Note that a Players' Version of this map may be found on page 443.

CGR-1: Zugul Church

Please refer to page 62 for more details.

CGR-2: Church Entrance

During daylight hours, this entrance is generally open.

CGR-3: Pathway

A well-worn quarter-circle stretches from the Town Square to the southern entrance to the Zugul Church. On either side are flowers of various types and sizes.

This pathway winds southwest to connect the **Church Entrance** with the **Town Square** to the west. On either side, it is lined somewhat haphazardly with various flowering plants.

CGR-4: Town Square

Please refer to page 75for more details on this area.

CGR-5: Militia Guard Post

This is a standard **Militia Guard Post** in every way. Please refer to page 100for a close-up map and more information.

CGR-6: Alley Path

This alley separates the **Garden** and the **Zugul Cleric House** (p 109).

BC-11: Zugul Cleric House

This is the "business office" of the **Zugul Church**. Here, ecclesiastical staff organize social outreach, discuss matters of faith, conduct counseling sessions, and other church business that would not necessarily be appropriate for the church itself. This is also where new adherents to the faith perform training, and where **High Priest Cannock** will organize and direct his staff.

During daylight hours, there is only a **15%** chance the **High Priest** is present here, speaking with his brethren (unless, at the GM's discretion, this would not make sense—for example, if the party has come here immediately following a **Sermon** at the church given by the High Priest!). During evening hours, this chance decreases to **5%**, as the **High Priest** typically withdraws to the basement of the church itself.

A serene quiet pervades this establishment. The only sound is hushed, contemplative conversation, the murmur of candles burning, and the scrawl of quills on parchment.

Acolytes of all ages garbed in clerical vestments of the Zugul Church roam about in their duties. As you enter, one of them walks over, smiles, and speaks:

"What brings you here, my friends?"

Map 12: Zugul Cleric House (CLH)

One square equals 5 ft.

At any given time, **3d4+2 Church Acolytes** will be present. They are interested in the party's arrival, and immediately upon their entrance, one **Acolyte** will approach and engage them in conversation. Their initial **Attitude**, unless given reason to feel otherwise, is **Friendly**.

Acolytes (Zugul Church)

CR 1/3; **XP** 135; LN Male or Female Human Adept 1

hp 5; **AC** 11; **Fort** -1, **Ref** +1, **Will** +7

Init +1; **Speed** 30 ft.; **Senses Perception** +3

Str 9, **Dex** 12, **Con** 9, **Int** 11, **Wis** 16, **Cha** 11

BAB +0; **CMB** -1; **CMD** 11

Melee unarmed strike -1 (1d3-1)

Prepared Adept Spells (CL 1st):

1st – *bless, cure light wounds*

0th – *detect magic, light, read magic*

Feats Iron Will, Persuasive, Simple Weapon Proficiency

Skills Diplomacy +3, Knowledge (Arcana) +4, Knowledge (Religion) +5

Possessions cleric's vestments

In speaking with outsiders, they are motivated just as much by wanting the party to leave as they are to proselytize new applicants to the faith.

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 33: Map Reference Summary, Zugul Cleric House

Location Name	Context	Audience	Page
Cleric House	Before Eruption	GM Only	p 109
Cleric House	Before Eruption	Players	p 463
Cleric House	After Eruption	GM Only	p 361
Cleric House	After Eruption	Players	p 475

Random Dramatis Personae

Perhaps unsurprisingly, the only NPCs who might have business here are those with ties to the **Zugul Church** itself—largely clergy and related staff, but also citizens who have business with or complex requests of the church.

Table 34: Random Dramatis Personae, Zugul Cleric House

Suggested Population: **1d4+1 rolls**

D%	Key NPC	Profession
01-02	Amadan	Militia Armsmaster
03-50	Cannock	High Priest
51	Cora Brushgather	None
52-55	Daratis	Seamstress
56-70	Dominika Symms	Mayor
71	Gorin Bakelight	Tribute Magister
72	Gunnloda Balderk	Librarian
73-75	Gurth	Cryptkeeper
76	Gyldor	None
77	Jozan	Bartender
78-90	Maghana	Cleric of Zugul
91	Ota Kuiduru	Chief Clerk
92	Otibus	Tanner / Bookkeeper
93-95	Skutt Krundarr	Militia Vice Master
96-99	Tansden	Militia Master
00	Waywocket Ningel	Jeweler

BC-11: Zugul Cleric House Map

A players' version of this map can be found on page 463.

CLH-1: Entrance

Simple wooden double doors open onto a serene place of calm.

During daylight hours, these doors are kept open. At night, they are closed and locked as normal city doors; all clerical staff have keys.

CLH-2: Devotional

A waist-high stone font sits in the middle of the entry area. Its water is clear and smells faintly of incense. To the west, a reclining statue sits atop a white marble dais, surrounded by candles.

At all times, there is a **15%** chance that there are **1d4 Church Acolytes** in this area, tending candles, praying, greeting visitors, and generally going about the business of a church, even though the **Cleric House** is more of an office than a church.

The font that greets visitors upon entry has no special magical powers, though devotees of the faith as well as visitors are encouraged to partake of its clean, clear water, which smells faintly of incense.

To the west, there is a statuary resting atop white marble, with dozens of lit candles at its base. There are no hidden chambers or other secrets to be found here, though if the party is exploring after dark, the GM is encouraged not to dissuade their efforts.

CLH-3: Pews

Four wooden pews stand in formation to the east of the room, flanked by potted plants. A window opens to the alleyway to the north, admitting a little light.

Four pews lie facing the **Devotional** area to the west. The placement of hip-high flowerpots is such that it is somewhat of a maze to traverse from the entrance to the **Common**

FlexTable 12: City Garden Random Encounters

D%A	D%B	D%C	D%D	Result	Description
01-60	01-30	01-80	01-10	-	No Encounter
61-65	31-40	81-85	11-20	Skunks	**1d2 skunks** who are initially **unfriendly** to the party.
66-70	41-50	86-90	21-30	Bats	**1d4-1** (min 1) **bats** roost in a tree nearby, and will attack if the party makes noise above a whisper (e.g., regular conversation). Applies after dark only; if rolled during daylight hours, you may choose to reroll or treat as Nothing.
71-75	51-60	91-94	31-40	Lizards	**1d3 lizards** who are initially **indifferent** to the party.
76-80	61-65	95-98	41-50	Fox	A single **fox**. She is hidden in bushes nearby and begins indifferent to the party. Should the party rest in the garden after this point, she will attempt to sneak a bite of food from their packs; a DC 18 **Perception** check causes that party member to awaken amidst the thievery.
81-85	66-70	99-00	51-60	Badgers	**1d2 badgers**. Each has its own attitude to the party: **hostile** (50%) or **indifferent** (50%). Combat of any kind against either badger will cause both to become hostile immediately.
86-90	71-75	-	61-70	Owl	A single **great horned owl**. While indifferent to the party and a standard creature in all stat-block respects, it is imbued ever so slightly with fey tendencies, such that if any party member disrespects nature to any degree, the owl becomes hostile and attacks at once.
96-100	81-90	-	71-80	Weasel	**1d3 weasels** scurry out of the underbrush. Whether they were chased by something larger, or are just out for a run, their shock at finding the party in their path causes them to turn hostile and attack.
-	91-100	-	81-90	Lone Thief	A **common thief** emerges from the shadows and attacks.
-	-	-	91-00	Thief Gang	**1d2+1 common thieves** attack, from multiple sides.

Area. In the northeast corner, against the easternmost pew, those attempting to Hide will benefit from a **+4** circumstance bonus to their checks due to the lighting conditions and size of the plants.

During daylight hours, **1d4-1 villagers** will be here, seated in the pews (treat these as **Townsfolk**). Some come as overflow from the **Zugul Church**; others come for the relative quiet of this smaller establishment of worship.

CLH-4: Common Area

Plain wooden double doors separate this area from the general space to the north; within is a hexagonal wooden table, a cabinet in the southwestern corner, a bench against the south and western walls, and a half-dozen bookshelves against the northwest and eastern walls.

During daylight and early evening hours, there is an **80%** chance that **1d4-1 Church Acolytes** will be here, eating a meal, reading a book, or otherwise conducting church business. This is a multifunction room, serving as both mess hall and office for the church's staff.

Among the bookshelves is scattered a number of texts, all secondhand, and none worth much (**25 gp**, total, for **350** pounds worth of reading material); searching them all exhaustively will take **5 minutes**. At the GM's discretion, a failed DC 12 **Knowledge (Religion)** check may convince a PC that they have discovered something of value; attempting to sell such a pilfered item will net only **1 sp**.

CLH-5: Sleeping Chambers

This appears to be the clerics' common bedchamber. A privy and wash basin appears to be in the southwest corner; a brick wall and a door provide some privacy. Each bed has a stool nearby, and tables and desks dot the room.

Six straw beds with pillows are arrayed here amidst various writing desks and bookshelves. During evening hours, there is a **60%** chance that **1d4-2** of these will be occupied by sleeping **Church Acolytes**.

A washroom in the southwestern corner contains the nicest armchair in the building, and a wash basin that is typically kept filled with fresh water. There is nothing of value other than various sets of writing supplies (parchment, quills, etc.).

CLH-6: Apothecary

Please refer to page 138 for more details about this establishment.

BC-12: City Gardens

Nestled against the L-shaped wall that marks the city's southwestern corner is a triangle of lush greenery 50 ft. wide at the base and 70 ft. tall. The hypotenuse is formed by the **river** (p 114), with two **bridges** (p 114) serving to connect the park to the village to the north and east.

Instead of rolling on the standard **Random Encounters** table for **Berinncorte** overall, while in the **City Gardens**, please

refer to **FlexTable 12: City Garden Random Encounters**, above:

- **Use Context A:**
  Use during **daylight** hours, if no other set of prerequisites described below applies.
- **Use Context B:**
  Use during the **nighttime**.
- **Use Context C:**
  If the party is currently engaged in a Quest, or other focus, from which you would prefer they not be distracted.
- **Use Context D:**
  If the party has visited the **City Gardens** before, and has slain any **Animal**-type creatures. Additionally, automatically treat all **Animals** encountered has as **Hostile**.

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 35: Map Reference Summary, City Gardens

Location Name	Context	Audience	Page
City Gardens	Before Eruption	GM Only	p 113
City Gardens	Before Eruption	Players	p 444
City Gardens	After Eruption	GM Only	p 363
City Gardens	After Eruption	Players	p 476

Random Dramatis Personae

All manner of citizen is prone to take a stroll from time to time. As this area is somewhat low-challenge otherwise, the GM is encouraged to consider an intentional placement of key NPCs here, based on the feel of play.

If you would instead prefer a randomized population of key NPCs, please use the following table.

Table 36: Random Dramatis Personae, City Gardens

Suggested Population: 1d12-2 rolls (min. 0)

D%	Key NPC	Profession
01	Amadan	Militia Armsmaster
02-03	Aramil Xiloscient	Apothecary
04-06	Dimblegruffe	Blacksmith
07-08	Ash "Executioner"	Militia Trainer
08-09	Biggen Gurble	Reader
10-11	Brock Runnaheim	Stablemaster
12-13	Cannock	High Priest
14-15	Cora Brushgather	None
16-17	Daratis	Seamstress
18	Debran Ormick	Militia Treasurer
19-21	Denzys	Preacher
22-24	Dominika Symms	Mayor
25	Einkill Holderhek	Merchant / Mercenary
26	Elena Lomazonne	Merchant Princess
27-28	Esk	Innkeeper
29-30	Farzith	Butcher's Apprentice
31-32	Ganyc	Butcher
33	Gorin Bakelight	Tribute Magister
34-36	Gumbrew	Fishmaster
37-38	Gunnloda Balderk	Librarian
39-42	Gurth	Cryptkeeper
43-45	Gyldor	None
46-50	Hueykins	Jester / Greeter
51-55	Jozan	Bartender
56	Kayzark	Vendor
57-60	Larissa	Elder of Sheergath
61-62	Lingona	Bard
63-70	Maghana	Cleric of Zugul
71-72	Mardnab Scheppen	Maid
73-74	Oneib	Salesman / Security Guard
75-76	Ota Kuiduru	Chief Clerk
77-78	Otibus	Tanner / Bookkeeper
79-80	Ownka	Serving Wench / Cook
81-82	Phadian Gess	Trickster / Thief
83-84	Rhirem	Mercenary Spellcaster
85-86	Skutt Krundarr	Militia Vice Master
87-88	Sorille	Courier
89-90	Stewy	Apprentice Fisherman
91-93	Tansden	Militia Master
94-95	Tudra Coppereye	Sage
96	Thrunne	Serving Wench
97	Unglar	Guard
98	Waywocket Ningel	Jeweler
99	Welby Goodbarrel	Merchant
00	Zook Beren	Brewer / Cook

BC-12: City Gardens Map

A player-friendly version of this map is available on p 444.

GRN-1: East Bridge

A solid-looking wooden bridge crosses the river here. To the west is the Garden; to the east is the Stables and Fishery.

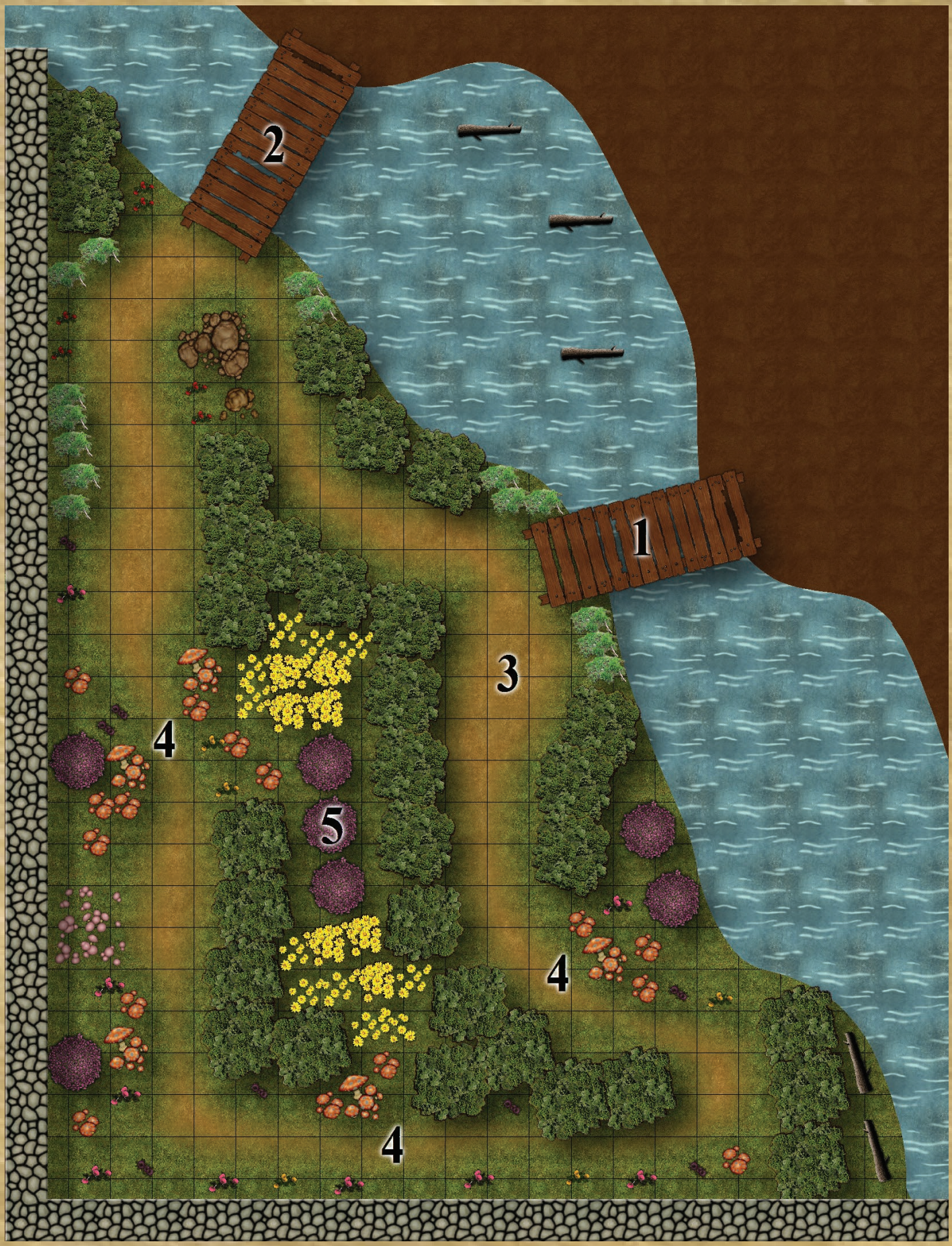
This bridge connects the **City Gardens** with the **Fishery & Stables** (p 149).

GRN-2: North Bridge

This bridge links the Gardens to the alley south of the Lower-Class Residential District to the north.

Map 13: City Gardens (GRN)

One square equals 5 ft.



To the north, this bridge connects the **City Gardens** to the **Lower-Class Residential District** (p 216).

GRN-3: Pathway

Grass of a slightly more trampled hue denotes this pathway, which winds around the outer edge of the Gardens. Twists and turns happen here and there, to no greater seeming purpose.

This trodden-foot pathway circles the gardens' lusher, denser foliage. Its winding and meandering betrays no sense of order or human-made intention.

GRN-4: Mushroom Patches

Flora appear to flourish all over the Gardens, but here you see a particularly bold patch of fungi. Knee-height and several handspans wide in the caps, these mushrooms seem both beautiful... and oddly out of place, somehow.

In patches along the pathway, sprouts of giant (caps 6"-18" in diameter) mushrooms bloom. Although the mushrooms themselves are neither poisonous nor otherwise extraordinary, they tend to attract wildlife and chaos. Whenever the party ventures near one of these patches, roll immediately on **FlexTable 12: City Garden Random Encounters**, page 111.

A general **Wisdom** check (DC 14) will remind a character that mushrooms of practically any variety or origin tend to flourish in the shade or on the underside of trees or rocks—that several of these patches appear to be growing in broad daylight is a bit odd.

In reality, this is a symptom of the very faint Fey presence here in this garden.

BC-13: River

A freshwater river transects the south-west corner of **Berinncorte**. It varies in width between 10 ft. and 25 ft. across, and is between 2 ft. and 15 ft. deep in the center. Two simple wooden **bridges** span across it; these reach between 1 ft. and 3 ft. over the surface of the water.

The denizens of the water are of common, nonlethal, non-magical variety—trout and small turtles are the largest threats. Current flows from northwest to the south.

The lands outside of **Berinncorte** will be described in greater detail in subsequent components of the **Adventure Path**; should the party venture outside of the town via the river, the GM is encouraged to describe a common, nonthreatening temperate environment to the south and west.

BC-14: Bridges

These two simple wooden **bridges** span across the river (above); these reach between 1 ft. and 3 ft. over the surface of the water. Should the party find themselves in a situation where they, or others, are attempting to destroy the bridge, please use the following values:

Wooden Bridge

5 in. thick; **Hardness** 5; **hp** 60; **Break** DC 20

BC-15: The Leaky Cask Tavern

You may read the following text to the party as they enter the tavern from either of its entrances.

You've been here before. Or, at least, in a place much like it: underpowered torch sconces, mainly to prevent the patrons from realizing how filthy it is; competent but bored serving wenches; and a general air of forced bonhomie swirl about the establishment.

You do a double-take when you take stock of the tavern's proprietor—a half-orc he may be, but quite an appealing one to be sure. His gaze washes over you too quickly for him to do more than acknowledge your arrival, but it's so confident and beautiful you find yourself interested in a drink all of a sudden.

The **Leaky Cask Tavern** is owned and operated by **Jozan**, a very capable and unusually charismatic half-orc. He is devoted to his establishment and its patrons, and will try and defuse any potentially lethal situation that crops up in the bar. He tends not to care what takes place immediately outside his bar, however; he will gladly kick any troublemakers out the door if he feels that's the safest way to keep the peace. In his experience, however, a free round of ale or a good meal tends to be the better approach—particularly with his smooth-talking manners.

Jozan

CR ½; **XP** 200; TN Male Half-Orc Rogue 1

hp 11; **AC** 13; **Fort** +3, **Ref** +4, **Will** +0

Init +2; **Speed** 30 ft.; **Senses Perception** +4

Str 12, **Dex** 14, **Con** 17, **Int** 8, **Wis** 11, **Cha** 14

BAB +0; **CMB** +1; **CMD** 13

Melee shortsword +1 (1d6+1/19-20) or

Melee dagger +1 (1d4/19-20) or

Ranged dagger (thrown) +2 (1d4+1/19-20) or

Ranged shortbow +2 (1d6/x3)

Special Attacks Sneak Attack 1d6

Feats Persuasive

Skills Acrobatics +2, Appraise +3, Bluff +6, Climb +1, Craft (Untrained) -1, Diplomacy +8, Disable Device +7, Disguise +2, Escape Artist +2, Fly +2, Intimidate +10, Knowledge (Local) +3, Perception +4, Perform (Untrained) +2, Ride +2, Stealth +2, Swim +1

Special Qualities Bonus Rogue Talent, Darkvision, Intimidating, Orc Blood, Orc Ferocity, Trapfinding, Weapon Familiarity

Possessions shortsword; dagger; padded armor; traveler's outfit; shortbow; arrows (20x)

Business Hours

The **Leaky Cask Tavern** is open from late morning to about 3 AM.

During daylight hours, there will be **2d4-1 generic townsfolk** here as patrons; double this number during the common meal times of lunch and dinner. After dinner, there are typically **3d6+2 patrons.**

If the PCs inquire as to specific customers (e.g., "who's sitting at the corner table?"), the GM is encouraged to roll immediately on **FlexTable 13: Random Tavern Encounters** (below) to identify/generate specific NPCs of interest.

Jozan sells most food and drink listed in the Pathfinder Core Rulebook, at typical prices; see the table below for specific items.

Table 37: Leaky Cask Tavern Wares

Item	Price	Weight
Ale	4 cp	1 lb.
Bread	2 cp	½ lb.
Cheese	1 sp	½
Mead	5 cp	½ lb.
Meal, common	3 sp	-
Meal, good	5 sp	-
Meal, poor	1 sp	-
Rations, trail	5 sp	1 lb.
Wine, Common	2 sp	6 lbs.

Jozan employs **3 Serving Wenches**: a half-orc named **Thrunne**, another half-orc named **Ownka**, and a male gnome named **Zook Beren**.

Thrunne

CR 1/3; **XP** 135; LE Female Half-Orc Commoner 1

hp 6; **AC** 11; **Fort** +2, **Ref** +1, **Will** -2

Init +1; **Speed** 30 ft.; **Senses Perception** +1; **Darkvision** 60 ft.

Str 11, **Dex** 12, **Con** 15, **Int** 9, **Wis** 7, **Cha** 14

BAB +0; **CMB** +0; **CMD** 11

Melee spiked gauntlet +0 (1d4)

Feats Throw Anything

Skills Acrobatics +1, Appraise -1, Bluff +2, Craft (Untrained) -1, Diplomacy +2, Disguise +2, Escape Artist +1, Fly +1, Heal -2, Intimidate +4, Perception +2, Perform (Untrained) +2, Profession (Cook) +2, Ride +1, Sense Motive -2, Stealth +1, Survival -2

Special Qualities Darkvision, Intimidating, Orc Blood, Orc Ferocity, Single Simple Weapon Proficiency (Gauntlet (Spiked)), Weapon Familiarity

Possessions spiked gauntlet; peasant's outfit

Ownka

CR 1/3; **XP** 135; CN Female Half-Orc Commoner 1

hp 1; **AC** 12; **Fort** -1, **Ref** +2, **Will** +1

Init +2; **Speed** 30 ft.; **Senses Perception** +2; **Darkvision** 60 ft.

Str 10, **Dex** 14, **Con** 9, **Int** 10, **Wis** 12, **Cha** 8

BAB +0; **CMB** +0; **CMD** 12

Melee dagger +0 (1d4/19-20) or

Ranged dagger (thrown) +2 (1d4/19-20) or

Melee brass knuckles -5 (1d3)

Feats Animal Affinity

Skills Acrobatics +2, Bluff -1, Diplomacy -1, Disguise -1, Escape Artist +2, Fly +2, Heal +1, Intimidate +1, Perception +5, Perform (Untrained) -1, Profession (Cook) +6, Ride +4, Sense Motive +1, Stealth +2, Survival +1

Special Qualities Darkvision, Intimidating, Orc Blood, Orc Ferocity, Single Simple Weapon Proficiency (Brass Knuckles), Weapon Familiarity

Possessions dagger; brass knuckles; peasant's outfit

Thrunne and **Ownka** serve and cook; **Zook** is the brewer, responsible for ale and mead. All three affect a bored, yet competent, demeanor, and will answer basic questions about **Berinncorte** or **Jozan** himself. All three are well familiar with the proprietor's impropriety in his second job as a sometimes-gigolo, but none judges him for it—in fact, **Zook** is secretly a bit jealous of the success his boss has found in such endeavors.

Zook Beren

CR 1/3; **XP** 135; LN Male Gnome Commoner 1

hp 3; **AC** 12; **Fort** +0, **Ref** +1, **Will** +1; +2 vs. illusion spells or effects

Init +1; **Speed** 20 ft.; **Senses Perception** +7; **Low-Light Vision**

Str 11, **Dex** 12, **Con** 11, **Int** 6, **Wis** 12, **Cha** 12

BAB +0; **CMB** -1; **CMD** 10

Ranged sling (small) +2 (1d3) or

Melee dagger (small) +1 (1d3/19-20) or

Ranged dagger (small/thrown) +2 (1d3/19-20)

Innate Spell-Like Abilities:

dancing lights (1x/day); ghost sound (1x/day); prestidigitation (1x/day); speak with animals (1x/day)

Feats Acrobatic

Skills Acrobatics +3, Appraise -2, Bluff +1, Craft (Untrained) -2, Diplomacy +1, Disguise +1, Escape Artist +1, Fly +5, Heal +1, Intimidate +1, Perception +7, Perform (Untrained) +1, Profession (Brewer) +7, Ride +1, Sense Motive +1, Stealth +5, Survival +1

Special Qualities Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Single Simple Weapon Proficiency (Dagger), Weapon Familiarity

Possessions dagger; peasant's outfit; sling; sling bullets (20x)

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 38: Map Reference Summary, Leaky Cask Tavern

Location Name	Context	Audience	Page
Tavern	Before Eruption	GM Only	p 122
Tavern	Before Eruption	Players	p 435
Tavern	After Eruption	GM Only	p 368
Tavern	After Eruption	Players	p 477

Random Dramatis Personae

Taverns, bars, and establishments of their ilk are the life-blood of many towns. Men and women of all rank and position enjoy a good meal and a fine brew, and the citizens of Berinncorte are little different in this regard.

Of special note in the **Leaky Cask Tavern**, however, is that there is some potential for overlap between using the **Random Dramatis Personae** table, and using the **Random Tavern Encounters** table (see below). As the GM, you are entitled to negotiate this as you desire; one approach is to make key NPC determinations first, then roll for random encounters; should a key NPC required for a random encounter not be among those rolled for populating the tavern, then simply have the required NPC enter the building at that point. Alternately, you can simply introduce the key NPC as one whom the party had not specifically viewed prior to the random encounter starting.

Table 39: Random Dramatis Personae, Leaky Cask Tavern

Suggested Population: 2d6 rolls

D%	Key NPC	Profession
01	**Amadan**	Militia Armsmaster
02-03	**Aramil Xiloscient**	Apothecary
04-06	**Dimblegruffe**	Blacksmith
07-08	**Ash "Executioner"**	Militia Trainer
08-09	**Biggen Gurble**	Reader
10-11	**Brock Runnaheim**	Stablemaster
12-13	**Cannock**	High Priest
14-15	**Cora Brushgather**	None
16-17	**Daratis**	Seamstress
18	**Debran Ormick**	Militia Treasurer
19-21	**Denzys**	Preacher
22-24	**Dominika Symms**	Mayor
25	**Einkill Holderhek**	Merchant / Mercenary
26	**Elena Lomazonne**	Merchant Princess
27-28	**Esk**	Innkeeper
29-30	**Farzith**	Butcher's Apprentice
31-32	**Ganyc**	Butcher
33	**Gorin Bakelight**	Tribute Magister
34-36	**Gumbrew**	Fishmaster
37-38	**Gunnloda Balderk**	Librarian
39-42	**Gurth**	Cryptkeeper
43-45	**Gyldor**	None
46-50	**Hueykins**	Jester / Greeter
51-55	**Jozan**	Bartender
56	**Kayzark**	Vendor
57-60	**Larissa**	Elder of Sheergath
61-62	**Lingona**	Bard
63-70	**Maghana**	Cleric of Zugul
71-72	**Mardnab Scheppen**	Maid
73-74	**Oneib**	Salesman / Security Guard
75-76	**Ota Kuiduru**	Chief Clerk
77-78	**Otibus**	Tanner / Bookkeeper
79-80	**Ownka**	Serving Wench / Cook
81-82	**Phadian Gess**	Trickster / Thief
83-84	**Rhirem**	Mercenary Spellcaster
85-86	**Skutt Krundarr**	Militia Vice Master
87-88	**Sorille**	Courier

FlexTable 13: Tavern Random Encounters

D%A	D%B	D%C	D%D	Result	Description
01-60	01-30	01-70	01-10	**Nothing.**	No encounter.
61-65	31-40	71-75	11-20	**RTE-1**	A Shady Deal (p 117)
66-70	41-50	76-80	21-30	**RTE-2**	A Waywocket With Jewels (p 118)
71-75	51-60	81-85	31-40	**RTE-3**	An Evocative Offer (p 119)
76-80	61-65	86-90	41-50	**RTE-4**	Rat-a-Tat-Tat (p 119)
81-85	66-70	91-95	51-60	**RTE-5**	Ranger Stranger (p 119)
86-90	71-75	96-98	61-70	**RTE-6**	Noises from Below (p 120)
96-100	81-90	99-00	71-80	**RTE-7**	Well, Hello There (p 120)
n/a	91-100	n/a	81-90	**RTE-8**	Drinking Cryptkeeper (p 121)
n/a	n/a	n/a	91-00	**RTE-9**	Impromptu Performance (p 121)

D%	Key NPC	Profession
89-90	**Stewy**	Apprentice Fisherman
91-93	**Tansden**	Militia Master
94-95	**Tudra Coppereye**	Sage
96	**Thrunne**	Serving Wench
97	**Unglar**	Guard
98	**Waywocket Ningel**	Jeweler
99	**Welby Goodbarrel**	Merchant
00	**Zook Beren**	Brewer / Cook

Random Tavern Encounters

For every **20** minutes the party (or at least one PC) spends in the **Tavern**, roll once on **FlexTable 13: Random Tavern Encounters.**

- **Use Context A:**
  As the default, if no other circumstances below apply.
- **Use Context B:**
  If the party has already visited the **Tavern**, or has already run into **Jozan** or one of the serving wenches.
- **Use Context C:**
  If the party is currently occupied on a Quest, or other focus from which you would prefer they not be disturbed.
- **Use Context D:**
  If any party member has been caught sneaking around in any establishment prior to this, or if the party has had a combat encounter in either the Inn or the **Tavern**.

Quest: A Shady Deal

Summary: The party overhears a negotiation at a neighboring table. It sounds less like a deal, and more like a strong-arm tactic.

Rewards: Up to **1 Reward Star**; loot.

Locations: Leaky Cask Tavern.

Key NPCs: Einkill Holderhek, Cora Brushgather.

Kickoff: Make a DC 12 **Perception** check for each PC; any who succeed happen to overhear a conversation at the round table near location **TVN-9: Corner Table**. Exact words are difficult to make out, but between the tone, volume, and gesticulations, it's clear that there's more threat than deal on offer: an armed and armored dwarf is pressuring a halfling into something she's not wholly comfortable with.

Description:

The threatening dwarf is **Einkill Holderhek**, a none-too-bright mercenary fighter. Though quite dim, he's nevertheless managed to become something of an entrepreneur, an odd combination fence for stolen goods and protection racketeer.

Einkill Holderhek

CR 1; **XP** 400; CN Male Dwarf Fighter 2

hp 15; **AC** 20; **Fort** +3, **Ref** +2, **Will** +2, +1 Will vs. fear, +2 vs. poison, spells, and spell-like abilities

Init +2; **Speed** 20 ft.; **Senses Darkvision** (60 ft.), **Perception** +2

Str 15, **Dex** 15, **Con** 10, **Int** 3, **Wis** 15, **Cha** 11

BAB +2; **CMB** +4; **CMD** 16 (20 vs bullrush or trip)

Melee warhammer +4 (1d8+2/x3) or

Melee shield, heavy steel +4 (1d4+1) or

Melee dagger +4 (1d4+2/19-20) or

Ranged dagger (thrown) +4 (1d4+2/19-20)

Feats Blind-Fight, Bludgeoner, Enforcer

Skills Intimidate +7

Special Qualities Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity

Possessions warhammer; heavy steel shield; chainmail; dagger

Einkill's typical approach is to confront an obviously weaker patron of either the **Tavern** or the **General Store** (p 142), offering an item of dubious origin for an inflated price. He makes it plain that the sale comes with a fringe benefit: not getting beaten. Who could refuse?

In this particular instance, **Einkill** has cornered **Cora Brushgather**, a sprightly young halfling unaccustomed to direct confrontation.

Cora Brushgather

CR 1/3; **XP** 135; NG Female Halfling Commoner 1

hp 2; **AC** 14; **Fort** +1, **Ref** +3, **Will** -1; +2 vs. fear

Init +2; **Speed** 20 ft.; **Senses Perception** +4

Str 8, **Dex** 14, **Con** 11, **Int** 14, **Wis** 7, **Cha** 14

BAB +0; **CMB** -2; **CMD** 10

Ranged sling (small) +3 (1d3-1) or

Melee dagger (small) +0 (1d3-1/19-20) or

Ranged dagger (small/thrown) +3 (1d3-1/19-20)

Feats Light Armor Proficiency

Skills Diplomacy +3, Knowledge (Arcana) +3, Knowledge (History) +3, Knowledge (Local) +3, Perception +4

Special Qualities Fearless, Halfling Luck, Humanoid Traits, Keen Senses, Single Simple Weapon Proficiency (Dagger), Sure-Footed, Weapon Familiarity

Possessions dagger (3x, small); artisan's outfit (small); padded armor (small); sling (small); sling bullets (10x)

She secretly longs to work at the **Library** (p 168), though she has had no formal training or education. **Einkill** is offering a **journal book** for **25 gp**—two and a half times its normal price. The dwarf of course has no use for the book himself, and is just trying to get rid of it; through sheer happenstance, **Cora** would actually have great use for the item and would love to purchase it, but the price represents her entire wealth at the moment.

The party has a few options here:

They can simply ignore the transaction and conversation. If the GM wishes to provide a further incentive for the party to engage, feel free to have **Einkill** offer to reduce the price if the comely halfling would only just accompany him next door to the **Inn**, where they could rent a room for a few hours. (Needless to say, **Cora** is not interested to the point of panicked shock at this turn in the conversation.)

A Shady Deal (Ignore): Chaos +1

Ignoring the situation creates a **Catalyst Impact**: **Chaos +1.**

Paladins and pretty much any PC of a Good alignment should probably stop by and interrupt the conversation, challenging **Einkill** as to whether **Cora** is really interested in the deal. A **Diplomacy** or **Intimidate** check, opposed by **Einkill's Intimidate** check will convince him to drop the price to the normal market price of **10 gp**; **Cora** will begrudgingly accept this offer. Should the PCs wish, they may attempt a second **opposed check**; if successful, then **Einkill** will shrug and simply give the book to **Cora** rather than cause further fuss. If this happens, the party should benefit from an award of **1 Reward Star**.

A Shady Deal (Talk): Law +2

If the PCs apprehend the miscreant and talk with her successfully, there is a **Catalyst Impact**: **Law +1.**

If either check fails, **Einkill** will challenge the PC involved to a fight outside. If the party refuses, **Einkill** will unsling his warhammer attack right there in the bar; doing so will cause **Jozan** to come over and bodily shove both **Einkill** and the PC involved out the **TVN-1: Northern Tavern Entrance**, where the fight takes place once those involved dust themselves off.

If the PC accepts the challenge, then **Einkill** follows the party outside, where he will fight the one PC who had challenged him. Whether the PC accepts, or if thrown out by **Jozan**, the party may elect a different combatant from their ranks if they wish. If more than one party member joins the fight, or if he is losing at any point, the dwarf will try and flee.

If the party defeats **Einkill**, they are not subject to punishment by the law, as dueling is legal in **Berinncorte**. Chivalrous PCs may wish to gift the looted **journal book** to **Cora**, who will be immensely thankful. In this scenario, at the GM's discretion, they may receive an additional reward of **1 Reward Star**.

A Shady Deal (Fight): Chaos +2

Fighting **Einkill**, under any circumstances, produces a **Catalyst Impact** of **Chaos +2**.

Note that regardless of the outcome, this Quest and event is a good introduction to **Cora**, whom the PCs may recognize from the drawing in **Aramil's** secret **Experimentation Chamber** (p 223) in the context of the Quest "**Morbid Curiostity**" (p 224).

RTE-2: A Waywocket With Jewels

In a corner table, a homely and scar-faced gnome sits alone. A thin stein of mead sits nearby, largely untouched; her hands are instead busy fiddling with an array of artisan tools. A small handful of gemstones in various states of retouching and carving are spilled across the table.

This is **Waywocket Ningel**, a gnomish artisan of some repute. Her skills range from gemcutting and jewelry to stonemasonry; in fact, she did most of the stonework on the two churches in town and has worked both within and outside the **Mayor's House** (p 89).

Waywocket Ningel (Jeweler)

CR 2; **XP** 600; TN Female Gnome Expert 4

hp 27; **AC** 13; **Fort** +3, **Ref** +4, **Will** +4; +2 vs. illusion spells and effects

Init +3; **Speed** 15 ft.; **Senses Perception** +2; **Low-Light Vision**

Str 6, **Dex** 17, **Con** 15, **Int** 15, **Wis** 10, **Cha** 7

BAB +3; **CMB** +0; **CMD** 13

Ranged light crossbow (small) +7 (1d6/19-20) or

Melee dagger (small) +2 (1d3-2/19-20) or

Ranged dagger (small/thrown) +7 (1d3-2/19-20)

Feats Light Armor Proficiency, Simple Weapon Proficiency, Skill Focus (Craft (Gemcutting), Craft (Jewelry))

Skills Appraise +9, Craft (Gemcutting) +12, Craft (Jewelry) +13, Craft (Locks) +10, Craft (Sculptures) +6, Craft (Stonemasonry) +10, Knowledge (History) +9, Knowledge (Local) +9

Special Qualities Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity

Possessions artisan's outfit; padded armor; light crossbow; crossbow bolts (10x); artisan's tools (gemcutting, jewelry, locks, stonemasonry); merchant's scale; dagger

Waywocket doesn't like to work alone, or in silence, so she does much of her work here, among the people. This approach has two other benefits: word of her skill spreads as even casual customers will take note of gemcraft occurring at an otherwise common drinkery, and she tends to benefit from the relative safety of the space as opposed to a private workspace at home, where intruders could simply storm in and steal her wares.

The gnome typically carries only supplies sufficient for her current work in process. She takes on, at most, two projects at a time, and is completing one project when the party first encounters her.

Mechanically, **Waywocket** can create masterwork jewelry for the party, and will gladly buy any gems they discover at full price. Should the PCs desire, she can also polish and cut a found gem to improve its value. This process takes one day per **200 gp** (or increment thereof) of initial value of the gem involved, costs **10%** of the initial value, and results in an increase of **2-50%** (**2d10 x 5**) of the initial value (roll this improved amount only at the end of the process). So the gem is improved by, at worst, the cost of the process.

RTE-3: An Evocative Offer

On the south side of the bar sits a young man wrapped in a cloak. He takes small, quick sips from his ale every minute, seemingly like clockwork. He looks at many of the other patrons occasionally, never seeming to quite meet their gaze yet appraising them all the same. He looks at you, takes you in, and then moves on to look at others.

Rhirem is a human level 3 Evoker, a wizard mercenary whose arcane talents are for hire to the highest bidder.

Rhirem

CR 2; **XP** 600; NE Male Human Evoker 3

hp 14; **AC** 11; **Fort** +0, **Ref** +2, **Will** +4

Init +1; **Speed** 30 ft.; **Senses Perception** +4

Str 7, **Dex** 12, **Con** 9, **Int** 19, **Wis** 13, **Cha** 12

BAB +1; **CMB** -1; **CMD** 10

Melee quarterstaff -1 (1d6-2/-2) or

Melee dagger -1 (1d4-2/19-20) or

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

Special Attacks Force Missile (1d4+1, 7x/day), Intense Spells

Prepared Wizard Spells (CL 3rd):

2nd – *acid arrow, elemental touch, flaming sphere*

1st – *magic missile (3x), shocking grasp*

0th – acid splash, detect magic, light, read magic

Feats Combat Casting, Elemental Focus (Fire), Fast Learner, Scribe Scroll

Skills Knowledge (Arcana) +10, Knowledge (Dungeoneering) +9, Knowledge (Local) +9, Perception +4, Sense Motive +4, Sleight of Hand +2, Spellcraft +10, Survival +2, Use Magic Device +4

Special Qualities Arcane Bond, Arcane School, Bonded Object, Bonus Feat, Bonus Wizard Spell (3x), Cantrips, Divination Opposition School, Evocation School, Skilled, Wood Opposition School

Possessions quarterstaff; masterwork ring; scholar's outfit; dagger (2x); wand of cure light wounds; spellbook

Replacement: Rhirem

Though his Alignment may present a challenge for some players (and parties), **Rhirem** is a great replacement for combat spellcasters who have lost their PC. Please see page 17 for more explanation of how to undertake **PC Replacement**.

The wizard typically charges **50 gp** per day, plus an equal cut of any treasure the group comes across. He may be willing to forego his service charge, for either an equivalent value in specifically-mentioned treasure, or for a triple-portion of split booty.

Given the chance, he will betray his employers without too much guilt... but typically, the protection offered by adventuring with others outweighs whatever short-term benefits he may otherwise see.

The party may engage **Rhirem** in conversation, but unless they are interested in his services, he limits himself to mentioning his talents and his daily rate.

Though right now, the PCs likely have little need for the additional combat advantage the man represents, his talents may become much more desirable in the aftermath of the **Obelisk Eruption**.

RTE-4: Rat-a-Tat-Tat

A rustling and rummaging sound comes from underneath and behind the bar, though none of the staff is standing nearby. As you try to get a better look, there is a spattering of squeaks, and the furry and vicious forms of the dreaded tavern rat approaches you!

1d4+1 Rats emerge from somewhere under the bar, and attack the party. At the GM's discretion, a DC 13 **Perception** check will give the party a round to either prepare or avoid the bats.

Other than the normal **XP** reward, the rats of course carry no treasure. Defeating the rats will earn the party pats on the back from all patrons, and a free round of drinks and meals from **Jozan**, who, at the news of having rats in his bar, will shake his head in all sincerity, and say "rats! In my bar! Who'd have thunk it possible?"

Rat

CR ¼; **XP** 100; TN Male Rat Animal 1

hp 8; **AC** 14; **Fort** +2, **Ref** +4, **Will** -+1

Init +2; **Speed** 15 ft. **Climb** 15 ft. **Swim** 15 ft; **Senses Perception** +1; **Low-Light Vision; Scent**

Str 2, **Dex** 15, **Con** 11, **Int** 2, **Wis** 13, **Cha** 2

BAB +0; **CMB** +0; **CMD** 6 (10 vs. trip)

Melee bite +4 (1d3-4)

Special Qualities Low-Light Vision, Scent

RTE-5: Ranger Stranger

In a corner of the room sits an elven ranger. His garb and demeanor make no attempt to hide his chosen profession and way of life; in fact, he seems to be going out of his way to make his presence known in the small bar.

Gyldor is a male elven Ranger 5; his wolverine companion **Glyff** typically waits in an alley outside or sometimes even outside the town walls while the elf conducts his business in **Berinncorte**.

Just what that business is—that's a mystery to **Jozan** and other tavern denizens, too. The ranger will typically show up at least two times a week, order a common meal and a few mugs of ale, and leave after a few hours, usually without having spoken more than a handful of words to anyone present. Though most view this behavior as certainly odd, it's not harming anybody, and truth be told, **Jozan** is glad to have a strong presence on occasion in case things with unruly customers get too dicey.

Gyldor

CR 4; **XP** 1,200; LN Male Elf Ranger 5

hp 40; **AC** 16; **Fort** +5, **Ref** +8, **Will** +3; +2 vs. enchantment spells and effects

Init +4; **Speed** 20 ft.; **Senses Perception** +11; **Low-Light Vision**

Str 10, **Dex** 19, **Con** 12, **Int** 11, **Wis** 14, **Cha** 13

BAB +5; **CMB** +5; **CMD** 19

Ranged *+1 longbow* +10 (1d8+1/x3), within 30 ft. +11 (1d8+2) or

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

Ranged dagger (thrown) +9 (1d4+1/19-20), within 30 ft. +10 (1d4+1) or

Melee falchion +5 (2H: 2d4/18-20)

Special Attacks Outsider (Chaotic) +4, Undead +2

Prepared Ranger Spells (CL 5th):

1st - *abundant ammunition , bowstaff (DC 13)*

Feats Endurance, Precise Shot, Rapid Shot, Stabbing Shot

Skills Acrobatics +3, Climb +5, Handle Animal +6, Heal +10, Intimidate +5, Knowledge (Dungeoneering) +5, Knowledge (Geography) +6, Knowledge (History) +1, Knowledge (Local) +6, Knowledge (Nature) +7, Perception +11

Special Qualities Animal Companion, Combat Style Feat, Elven Immunities, Elven Magic, Favored Terrain (Forest) +2, Keen Senses, Low-Light Vision, Track +2, Weapon Familiarity, Wild Empathy +6

Possessions studded leather armor; +1 arrows (20x); dagger; falchion; *+1 longbow*

Frustratingly, perhaps, this encounter is precisely what it appears: a mysterious, but otherwise uninteresting and unengaging, ranger. If approached, he will scowl into his drink and pointedly ignore the PCs. You may make a DC 18 **Sense Motive** check when this occurs; success indicates that the ranger may seem disinterested, but is keenly aware of the PCs and their presence in town.

A quick glimpse the man's abilities reveals that he seems custom-tuned to be a weapon against the chaotic and the undead... skills which will become invaluable in the wake of destruction caused by the **Obelisk Eruption**.

RTE-6: Noises From Below

THUD! THUD! CLUD! From beneath the floorboards of the bar comes a dull thudding noise. After a few moments, the noises cease. Zook grimaces and shakes his head, sets down the handfuls of mugs he had been carrying, and kneels by the trapdoor. In a few seconds, he's gone, down below to the basement.

The party doesn't hear any further noises from the basement. **Zook** emerges five minutes later as though nothing had happened.

This somewhat unsettling and bizarre event is fairly commonplace in the tavern. Though the PCs may imagine there's a tethered ogre down there, the reality is far less sinister: **Zook** is the tavern's brewer, and the equipment he uses downstairs to brew ale and beer occasionally emits "hiccups" as compressed air escapes. His departure underneath is to inspect the gear and make sure everything is as intended. Though he secretly cherishes the responsibility, **Zook** affects annoyance whenever this occurs. If questioned, he is transparent about the nature of the noises, though such a mundane description may only make the PCs more interested, and serve to entice them back to investigate after-hours, when they can gain access to the mysterious underbelly of the bar.

RTE-7: Well, Hello There

Only use this encounter if there is at least one female PC in the party with a **Charisma** greater than 11; otherwise, you may treat it as **No Encounter**, or re-roll on **FlexTable 13: Random Tavern Encounters.**

Jozan takes a break from his busy duties tending bar to approach the party—and specifically, to address a comely female PC. If there is more than one female PC with a qualifying **Charisma** score, select the one with the lowest qualifying **Charisma**—**Jozan** seeks out the clientele most likely to engage his services in such a situation. The "you" in the passage below refers to this selected PC.

The bartender finishes washing a mug, and bends to return it to its place underneath the bar. When he straightens, he looks right at you—and seems to see you for the first time. Just like that, though, the moment is gone, and his gaze and demeanor seem to expand to include the rest of your party as well.

Conversation begins innocently enough: the barkeep asks after the party, how they came to be in town, how long they plan on staying, that sort of thing. He also asks whether they have heard any recent gossip or rumors (p 41); if the party indicates they have not, he will provide a tidbit at random.

Jovially, the proprietor makes a sweeping gesture to **TVN-3: Long Table**, which at the time of this encounter is conveniently bereft of customers. He summons both **Thrunne** and **Ownka** to tend to the table; they are to give the PCs a round of good meals and ale, on the house. He just has a few questions for the target of his endeavors, while her comrades get started on the food and drink. (Any party member may attempt a DC 17 **Sense Motive** check to detect that the serving wenches roll their eyes, well used to this approach and its intended result.)

In fairly short order, **Jozan** gets around to business, offering his "services" as a gigolo. He mentions that there is an **Inn** (p 126) next door, with whom he has an understood arrangement.

The exact form of the proposition, and how explicit and aggressive **Jozan** is in pursuing things, is left to the GM's discretion. Though this is indeed an encounter involving history's oldest profession, it's also respected that such matters can be sensitive things, perhaps not suited for your particular gaming group. In such a circumstance, it's recommended that the GM omit this encounter entirely rather than risk offending or frustrating a player.

If the lady agrees, then they are off to business next door. It is left to the GM as to for how long this takes, though the GM is encouraged to roll again on **FlexTable 13: Random**

Tavern Encounters (p 116) for something to keep the rest of the party busy in the meantime. **Jozan** is experienced and competent at his second trade; once money has changed hands, and services rendered, at the GM's option, the involved female PC benefits from the following effect:

Barkeep Afterglow

+1 circumstance bonus on all skill checks for **2 days**

RTE-8: Drinking Cryptkeeper

(Not to be confused with **BRE-10: Drunken Cryptkeeper**, p 57.)

An aged, dirty gnome sits at the edge of the bar. He drinks, shakenly, from a clay mug. He looks at nothing but his drink, and, occasionally, the surface of the bar itself.

As you watch, he drains his tankard. Without looking up, a serving wench approaches and takes it from his withered hand. She's poured it and replaced the mug before the gnome's hand can rest back on the table.

With a sigh, he grasps the replenished refreshment and tips it to his lips.

This is **Cryptkeeper Gurth**. After a few more rounds of progressively impaired imbibing, he scatters his money on the wood and lurches out the **TVN-1: Northern Tavern Entrance**.

Gurth (Cryptkeeper)

CR ½; **XP** 200; LN Male Gnome Rogue 1

hp 11; **AC** 14; **Fort** +2, **Ref** +4, **Will** +1; +2 vs. illusion spells and effects

Init +2; **Speed** 20 ft.; **Senses Perception** +5; **Low-Light Vision**

Str 8, **Dex** 14, **Con** 15, **Int** 6, **Wis** 8, **Cha** 5

BAB +0; **CMB** -2; **CMD** 10

Melee dagger (small) +0 (1d3-1/19-20) or

Ranged dagger (small/thrown) +3 (1d3-1/19-20)

Special Attacks Sneak Attack 1d6

Feats Stealthy

Skills Acrobatics +6, Climb +3, Escape Artist +8, Knowledge (Local) +2, Perception +5, Stealth +12

Special Qualities Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Trapfinding, Weapon Familiarity

Possessions dagger; padded armor

If the party follows, **Gurth** will lead them back to the **Cryptkeeper's Shack** (p 68). Unless the party physically confronts him along the way, he takes no heed of the PCs at all. Once inside, he collapses on his bed and passes out. At this point, he is so unconscious that the party can loot his humble establishment at their leisure; again, unless they physically confront or attack him, he's oblivious.

RTE-9: Impromptu Performance

From across the bar, the sound of a mandolin, expertly wielded, arises. Within moments, the entire tavern is clapping along, hooting and hollering their appreciation of the performance.

Lingona, a human Bard 3, is a regular at the **Leaky Cask Tavern**. When the mood strikes her, she'll whip out her mandolin, give a quick performance, and then, just when the crowd is fully engaged, she'll put it away just as quickly as it appeared, and return to her drinks. This used to irritate other frequent drinkers, but everyone is used to her eccentricities now.

Lingona (Bard)

CR 2; **XP** 600; CN Female Human Bard 3

hp 12; **AC** 14; **Fort** +0, **Ref** +5, **Will** +4; +4 vs. bardic performance, sonic, and language-dependent effects

Init +2; **Speed** 35 ft.; **Senses Perception** +1

Str 12, **Dex** 14, **Con** 9, **Int** 10, **Wis** 13, **Cha** 18

BAB +2; **CMB** +3; **CMD** 16

Melee rapier +3 (1d6+1/18-20) or

Melee dagger +3 (1d4/19-20) or

Ranged dagger (thrown) +4 (1d4+1/19-20

Special Attacks Distraction, Fascinate

Prepared Bard Spells (CL 3rd):

1st (4x/day) – *adoration, cause fear, charm person, dancing lantern*

0th (at will) – *detect magic, flare, ghost sound, mage hand, prestidigitation, summon instrument*

Feats Deceitful, Dodge, Fleet

Skills Acrobatics +8, Bluff +12, Bluff (Perform (String Instruments)) +17, Diplomacy +10, Diplomacy (Perform (String Instruments)) +17, Disguise +12, Knowledge (History) +7, Knowledge (Local) +7, Perform (String Instruments) +17

Special Qualities Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Feat, Cantrips, Countersong, Humanoid Traits, Inspire Competence, Inspire Courage, Skilled, Versatile Performance (String Instruments), Well-Versed

Possessions rapier; dagger; padded armor; entertainer's outfit; masterwork mandolin

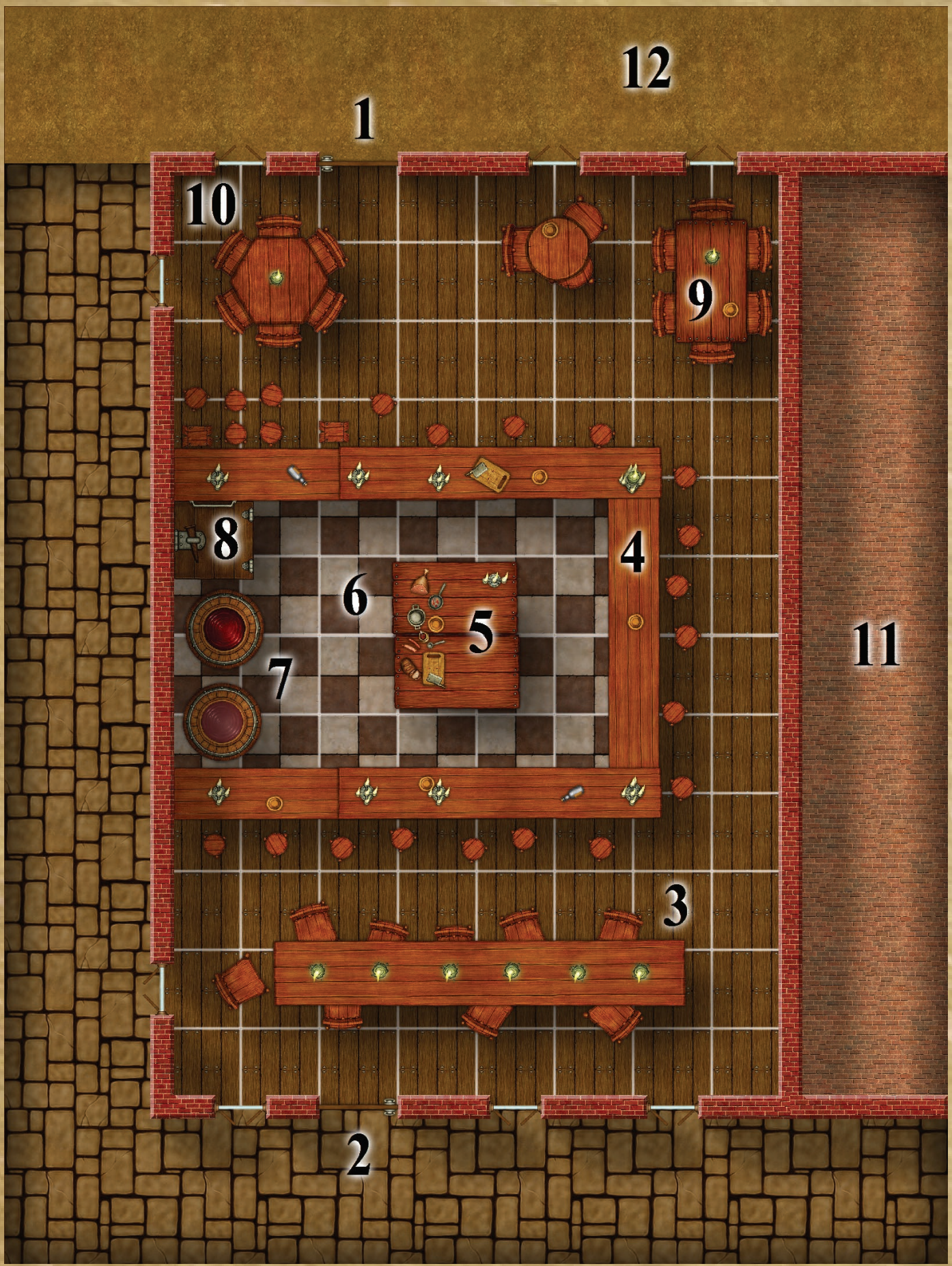
Replacement: Lingona

Players who have lost their **Bard** PC may swap out for **Lingona** instead. It's a great opportunity to roleplay her somewhat chaotic and ruthlessly free-spirited demeanor. Please refer to p 17 for more explanation of how to undertake **PC Replacement**.

This unpredictable pattern of musical interludes serves an ulterior function: **Lingona's** half-elven rogue 2 lover, **Phadian Gess**, who is in the tavern whenever she is. **Phadian** will typically sit across the room from his mate; while she performs, he will use the distraction to pick pockets.

The rogue is quite experienced, and the two have done this

Map 14: The Leaky Cask Tavern Ground Floor (TVN) *One square equals 5 ft.*



long enough to know just how much to pilfer without stirring up too much concern.

Phadian Gess

CR 1; **XP** 400; CN Male Half-Elf Rogue 2

hp 16; **AC** 14; **Fort** +0, **Ref** +6, **Will** -1; +2 vs. enchantment spells and effects

Init +3; **Speed** 30 ft.; **Senses Perception** +6; **Low-Light Vision**

Str 10, **Dex** 17, **Con** 11, **Int** 14, **Wis** 9, **Cha** 13

BAB +1; **CMB** +1; **CMD** 14

Ranged shortbow +4 (1d6/x3) or

Melee rapier +1 (1d6/18-20) or

Melee dagger +1 (1d4/19-20) or

Ranged dagger (thrown) +4 (1d4/19-20)

Special Attacks Sneak Attack 1d6

Feats Skill Focus (Sleight of Hand), Stealthy

Skills Acrobatics +8, Bluff +6, Climb +5, Disable Device +9, Disguise +6, Escape Artist +10, Perception +6, Sleight of Hand +12, Stealth +11, Survival +1

Special Qualities Adaptability, Elf Blood, Elven Immunities, Fast Fingers, Keen Senses, Low-Light Vision, Multitalented, Trapfinding

Possessions padded armor; arrows (20x); rapier; dagger (2x); shortbow

During the performance of this encounter, one of the PCs (randomly determine which one) is the victim. Make a **Perception** check for the PC, opposed by a **Sleight of Hand** check for **Phadian**. If the rogue wins, then **4d12** gp worth of currency is stolen from that PC; if they have any gems, the least-valuable one is also pilfered. If the rogue loses the opposed check, the PC catches him in the act.

Phadian is no coward, but he can count, and chances are good the PCs outnumber him and his bard lover. If caught, the rogue will initially offer to trade information for escape; choosing this option gets the party **1d4+1** rolls on the **Rumors and Tales** table (p 41), and of course the return of the stolen goods.

If the party declines this offer, or makes any attempt to turn him in to the **Berinncorte Militia**, he will signal to **Lingona**, who will cast charm person on the burliest PC involved. She will follow up with cause fear, and subsequently dancing lantern as a means to distract the party while her lover escapes.

If the rogue is not caught red-handed, **Lingona** may be approached in the tavern. She knows much of **Berinncorte** and its environs, and will gladly trade information for gold: **10 gp** for the first roll on the **Rumor and Tales** table; past that, each successive roll for a new result will cost an additional **5 gp** (so, **15 gp** for the second roll, **20 gp** for the third, and so on).

Phadian will die in the **Obelisk Eruption** attack, but the GM should make every attempt to keep **Lingona** alive during this and subsequent encounters. The bard knows far, far more about **Berinncorte's** ancient history than she makes plain; this knowledge will prove valuable in the devastation of the **Eruption** and the party's subsequent efforts to defeat the minions of Chaos.

BC-15: Leaky Cask Tavern Ground Floor

A GM-redacted copy of this map may be found on page 435.

TVN-1: Northern Tavern Entrance

A plain wooden door bears a lock with key scratches; it appears to be in normal use.

During early morning hours (2am in some cases, 4am other nights), this door is locked.

Locked Wooden North Tavern Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 16

Opening as it does onto the **Town Square** (p 75), this serves as the building's main entrance for customers.

TVN-2: Southern Tavern Entrance

This plain wooden door has a steel lock plate.

During evening hours, this door is locked.

Locked Wooden South Tavern Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 16

Typically this door is used as either an exit for customers resuming other business elsewhere in the city, or as a "staff entrance" for **Jozan** and his serving wenches. After daylight hours, it's locked mainly so the bar staff can keep their attention focused on the single entrance, to protect against those who might try skipping out before paying their bill.

TVN-3: Long Table

A long, rectangular table sits here, stretching nearly the width of the entire establishment. Chairs of all manner sit haphazardly about it. The surface of the table bears scratches, dents, and cuts of varying thickness and depth.

This enormous table is nearly the width of the whole **Tavern**, and seats 15. It's meant as a communal dining area, and is indeed used for that during lunchtime. In the evening hours, however, this table takes the form of a gaming area, where all manner of typical bar games are played—dice, cards, and daggers.

PCs who sit down here looking to enjoy a drink, meal, or solitude will soon find themselves awkwardly out of luck.

TVN-4: Bar

Occupying the entire middle third of the tavern, and demanding attention from all in the building, is the U-shaped bar—little more than a series of planks placed atop a chest-high wall of bricks, really. Over a dozen stools of all manner are speckled around its perimeter, atop which sit a sporadic handful of patrons in various states of gleeful inebriation.

The center of the establishment is a well-stocked and efficiently-run **bar** in a U-shape opening toward the western wall. Candlesticks of varying quality and upkeep are scattered here and there; utensils and vessels for dining are similarly haphazard. That said, when food is served, it's always with clean equipment, and the fare, though simple, is hearty and filling, and at a reasonable price.

Bar staff may raise a plank at either the northwest or southwest edges to move from the tavern's general space to behind the bar proper. Typically there's not much in the way of "table service" outside the bar itself, but for tavern regulars (e.g., **Waywocket Ningel**), wenches may make a special trip.

Any PC sitting at the bar need only wait a few minutes at most before being attended to, brusquely but effectively, by either **Thrunne** or **Ownka**.

TVN-5: Food Prep Station

In the center of the bar area, two waist-high wooden tables have been placed together. Food and tools of various types and in various states are scattered here. Every once in a while, you see one of the serving wenches carve off some meat or slice a hunk of bread to put on a platter.

Meat, cheese, bread, and sundries lie in various states of assembly on this broad wooden table. It's deep enough that two, or even three, wenches can be working at it simultaneously, and they often are during peak meal times.

Aside from food, the table holds a few utensils of common quality and an assortment of edged tools that count as Small-sized **daggers** if used as improvised weapons in the heat of the moment.

TVN-6: Inner Bar

Behind the U-shape of the bar planks is a rectangle of waterproofed, checkered tile. This is the inner bar area, where the half-orc bartender and his serving wenches are working to address the needs of their clientele.

When not actively hoisting supplies from the basement (see below) or helping customers in the tables around the outer edges of the tavern, **Jozan** and his three serving wenches can be found here, constantly working to take and fulfill orders. Monies collected during their shift are kept on the staff's person; at the end of the night, they settle up.

TVN-7: Casks

In the western region of the bar area, two wooden casks sit, their lids ajar. As you watch, serving wenches dip mugs into one or the other cask; from your limited experience, you judge one to be ale, the other... well, you're not quite sure what it is.

Two giant casks of alcohol sit in the southwestern corner of the **bar**. They are generally open-topped—when the barrels are full, staff simply dip drinking vessels to refill them; spigots are also available on the bottom.

Evil-minded PCs could easily poison the entire room with a subtle and concentrated dose of poison dropped from just over the bar; this would require a DC 20 **Stealth** check to avoid notice (DC 24 during non-peak times).

Mechanically, this would require about 20 normal single-use doses of any poison administered via ingestion or touch.

In addition, the quicker the onset time, the fewer patrons would be affected, as once one customer started acting strangely, all but the dullest would push their drinks away out of instinct.

TVN-8: Basement Trapdoor

In the northwestern corner of the bar area, you notice a wooden trapdoor on hinges. Its iron handle is to the west; to the north, a single rusting rung has been bolted into the brick that supports the bar planks, presumably to facilitate egress from below.

During business hours, this trapdoor is kept unlocked; wenches or **Jozan** himself will climb down here several times throughout an average evening to restock supplies (or as part of **RTE-6: Noises From Below**).

When the tavern is closed, the hatch is treated as an uncommonly challenging **locked wooden door:**

Locked Wooden Tavern Basement Trapdoor

5" thick; **Hardness** 5; **hp** 60; **Break** DC 24; **Disable Device** DC 20

Once opened in this manner, the trapdoor will open and close without further incident until it is discovered the next morning.

This trapdoor leads to the **Inn / Tavern Basement** found on page 132. Gaining access to the **Tavern** from the basement requires the same checks as described above, but apply a **-2** circumstance penalty seeing as how an attempting PC will be working in the sub-optimal situation of clutching a ladder and working above his/her head.

TVN-9: Corner Table

A rectangular table with six wooden chairs sits in the northeastern corner of the establishment. Candles in various stages of melt are scattered over the top. Several bar patrons are sitting there, talking or hunched over their fare.

This is by far the most popular location in the entire establishment. It's in a corner, far from the **northern door**, and has ample seating and dim lighting. It's perfect for a romantic interlude, a nefarious transaction, or just a good old-fashioned inebriated sulk.

TVN-10: Entrance Table

A misshapen, octagonal wood table lies just inside the Tavern's northern entrance. Chairs sit haphazardly around it; it's difficult, in fact, to sit so as not to have to move when others use the door.

The second-most-popular table in the tavern. This and the **Corner Table** will typically fill up before anyone sits at the bar itself. However, its location being so close to the **Northern Tavern Entrance** (above) prevents it from being used by any patrons here on sinister intent.

TVN-11: Inn

Please refer to page 126 for more details about this building.

TVN-12: Town Square

Details about this area begin on page 75.

BC-16: Inn

"**Inn**" is the name of **Berinncorte's** only establishment welcoming travelers and visitors to the city. For downtrodden or simply cheap citizens, there is the **Lower-Class Residential District** (p 216), but travelers with coin are dissuaded from staying there. Whether the inn's name (or lack thereof) is due to a deficiency of creativity on the part of its lizardfolk Summoner owner **Esk**, or if it is an intentional though weak attempt at humor, most don't know... and don't care.

Esk takes a little getting used to... but is generally as pleasant as can be. He knows he's an aberration in these parts, and goes the extra mile not just to fit in, but to avoid conflict. He claims to have no opinion on any matters, but can always be relied upon to point you in the right direction to someone who CAN opine.

Esk (Innkeeper)

CR 1; **XP** 400; CE Male Lizardfolk Summoner 2

hp 16; **AC** 17; **Fort** +1, **Ref** +3, **Will** +1

Init +1; **Speed** 30 ft. / **Swim** 15 ft.; **Senses Perception** -2

Str 17, **Dex** 13, **Con** 12, **Int** 9, **Wis** 6, **Cha** 12

BAB +1; **CMB** +4; **CMD** 15

Melee sickle +4 (1d6+3) or

Ranged dart +2 (1d4+3) or

Melee claw +4 (1d4+3) or

Melee bite +1 (1d4+3)

Known Summoner Spells (CL 2nd):
1st (3x/day) – *identify, summon monster I, unseen servant*
0th (at will) – *acid splash, arcane mark, detect magic, message, open/close*

Feats Lightning Reflexes

Skills Bluff +2, Spellcraft +4, Use Magic Device +5

Special Qualities Bond Senses, Cantrips, Eidolon, Hold Breath, Life Link, Summon Monster, Weapon and Armor Proficiency

Possessions sickle; dart (5x); padded armor

Cleaning up after the rooms, preparing the occasional meal, and providing some flute-based entertainment (at either the **Inn** or the **Tavern**; p 122) is **Mardnab Scheppen**, a gnomish Bard. She's not good with the flute, and knows it; her true calling lies in textiles, though she lacks the confidence to approach the textile master about an apprenticeship.

Mardnab Scheppen (Maid)

CR ½; **XP** 200; CN Female Gnome Bard 1

hp 9; **AC** 14; **Fort** +1, **Ref** +5, **Will** +1; +2 vs. illusion spells and effects

Init +3; **Speed** 20 ft.; **Senses Perception** +1; **Low-Light Vision**

Str 6, **Dex** 16, **Con** 12, **Int** 12, **Wis** 9, **Cha** 10

BAB +0; **CMB** -3; **CMD** 10

Melee dagger (small) -1 (1d3-2/19-20) or

Ranged dagger (small/thrown) +4 (1d3-2/19-20)

Special Attacks Distraction, Fascinate

Known Bard Spells (CL 1st):
0th (at will) – *detect magic, lullaby, open/close, read magic*

Feats Run

Skills Bluff +4, Disguise +4, Escape Artist +7, Knowledge (Geography) +6, Knowledge (Local) +6, Sense Motive +3, Stealth +11, Swim -1

Special Qualities Armored Casting, Bardic Knowledge, Bardic Performance, Cantrips, Countersong, Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Inspire Courage, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity

Possessions dagger; entertainer's outfit; flute

Business Hours

The **Inn** is open round the clock, as customers might arrive at any time of day.

Staying at the Inn

Rates for staying at the **Inn** are **5 gp** per person, per night. This does include one meal and accompanying drink at the **Leaky Cask Tavern** (p 122), with which **Esk** has an arrangement.

Unless the party has already snuck around and you have determined that too many rooms are already occupied with other guests, you may assume that **Esk** automatically has sufficient empty rooms to accommodate whatever sleeping arrangements the PCs desire.

Other Guests

Certain rooms are more favorable than others, and the **Inn**'s business waxes and wanes, often unpredictably. Each room's description indicates the likelihood that it is already spoken for and occupied by a guest.

Unless otherwise indicated in a room's entry, treat all **Inn Guests** as **Townsfolk** from a statistics standpoint. Any given guest is typically from out of town, and here only for **1d4** days. Should the party engage a given **Inn Guest**, the GM is encouraged to invent a specific NPC and backstory and so on, or simply have the guest dissuade the party from further discussion and keep them anonymous.

Guest Rooms

Unless otherwise specified, guest room doors have the following generic profile.

Locked Wooden Inn Guest Room Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 18; **Disable Device** DC 16

Map 15: Inn Ground Floor (INN) *One square equals 5 ft.*

If a guest room is already occupied (see **Other Guests** above), any cabinet or storage furniture it contains will hold **1d4-1** extra sets of **Peasant's Outfits** (minimum zero), and **2d12 cp**.

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 40: Map Reference Summary, Inn

Location Name	Context	Audience	Page
Ground Floor	Before Eruption	GM Only	p 126
Ground Floor	Before Eruption	Players	p 436
Ground Floor	After Eruption	GM Only	p 371
Ground Floor	After Eruption	Players	p 479
Basement	Before and After Eruption	GM Only	p 132
Basement	Before and After Eruption	Players	p 438
Second Floor	Before Eruption	GM Only	p 130
Second Floor	Before Eruption	Players	p 437
Second Floor	After Eruption	GM Only	p 372
Second Floor	After Eruption	Players	p 480

Random Dramatis Personae

It's rare that a citizen of **Berinncorte** will take a room in the town's **Inn** for the night, so there's typically little call for additional key NPCs to be floating about. On occasion, however, a **Militia** member may be inquiring about a certain person's whereabouts, or someone who normally sleeps out of the city proper may need a place to quickly crash for the night.

When determining such random key NPC placement, consider whether it makes sense for them to be in a common area where the PCs would likely be—or if they might just be in their assigned room, sleeping.

If you have already rolled to determine which rooms are already occupied, you may "replace" one of the **Townsfolk** in said rooms with one or more key NPCs rolled on the **Random Dramatis Personae** table below.

Table 41: Random Dramatis Personae, Inn

Suggested Population: 1d4-2 rolls (min 0)

D%	Key NPC	Profession
01-04	**Biggen Gurble**	Reader
05-08	**Brock Runnaheim**	Stablemaster
09-10	**Cora Brushgather**	None
11-15	**Denzys**	Preacher
16-20	**Einkill Holderhek**	Merchant / Mercenary
21-40	**Elena Lomazonne**	Merchant Princess
41	**Farzith**	Butcher's Apprentice
42-44	**Ganyc**	Butcher
45-50	**Gorin Bakelight**	Tribute Magister
51-52	**Gumbrew**	Fishmaster
53-55	**Gyldor**	None
56-65	**Jozan (and guest)**	Mayor
66	**Kayzark**	Bartender
61-62	**Larissa**	Vendor
63-75	**Larissa (and guest)**	Elder of Sheergath
76-80	**Phadian Gess & Lingona**	Butcher's Apprentice
81	**Rhirem**	Elder of Sheergath
82-99	**Sorille**	Trickster / Thief & Bard
00	**Waywocket Ningel**	Mercenary Spellcaster

BC-16: Inn Map (Ground Floor)

A GM-redacted copy of this map may be found on page 436.

INN-1: Main Inn Entrance

Wooden double doors swing into the building. From the interior comes a warm, but stale, smell—inviting yet musty. You've arrived at an inn, for sure.

These doors are not usually locked; the **Inn** expects potential customers at pretty much any time of day, and current customers must be able to come and go as they please. There is a lock in the door, to which both **Esk** and **Mardnab** have a key. It is a standard locked door:

Locked Wooden Main Inn Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 18

INN-2: Entrance Area

There is a large foyer here, with a few chairs and tables and a halfling-sized potted planet that has seen better days. To the southeast is a hallway stretching back toward the rear of the building; to the west is a chest-high partition with a wood-planked top surface. Wall scones burn shallowly but effectively for a cozy light.

This rectangular room serves as a foyer / reception area, and a common area for guests to congregate. There's always some candles atop the tables, and the chairs are comfortable (if a bit well-used). Upon entering this area, within **1d4** minutes, **Esk** or **Mardnab** will greet the party from the **Front Desk** (below).

INN-3: Front Desk

During any time of day, there is an **85%** chance that an inn-worker will be present here; **60%** of the time it will be

Esk; **40%** of the time, it will be **Mardnab Scheppen**. Make a secret roll to determine these factors as the PCs enter the **Inn**. The **15%** of the time a worker is *not* present here, **Esk** is either asleep or working; unless the party is trying to be sneaky, he will hear them and appear within **2d8** minutes.

Only read the *italicized* portion below if it is determined that an inn-worker is already here.

Behind a chest-high partition is an array of keys on pegs, paperwork, writing tools, and a handful of books.

From behind the partition, someone appears suddenly, standing up from fiddling with supplies underneath. "Can I help you?" they say.

Either **Esk** or **Mardnab** is good for general pleasantries; please refer to their **Conversation** sections for additional details with which they might each be forthcoming.

INN-4: Meeting Room

The majority of this room is occupied by a rectangular wooden table ringed with six chairs. A cupboard sits to the north, a single wooden door hinges to the east, and wooden double doors connect to the south. There is a palpable scent of mustiness; you look closer, and notice that a thin film of dust sits atop the table.

This room is hardly ever used, as meetings aren't typically necessary in an inn comprised of two workers. But as **Esk** would point out, it's too small and poorly-positioned to be another guest room, and there's no need of additional storage for supplies between the **Office** (below) and the **Basement**.

As a result, this is referred to as the "meeting room", but in practice, it's workspace for when **Esk** cares to write letters, keep records, or reconcile paperwork.

The cupboard to the north contains plates and cups and is otherwise unremarkable.

INN-5: Office

A roughly square-shaped room has wooden double doors to the northwest, and a single steel-reinforced door to the southeast. Against the northeastern corner is a large wooden table, topped with sacks of grain and a huddle of candles whose wax has sealed their bases to the wood. The southwest corner contains a storage chest, a large hip-high urn, two barrels, and a large cupboard with smaller sacks on its top.

Esk calls this the "office", but there are no quills or papers; it is essentially a large storage closet for commonly-needed items. Rummaging through the containers will likely alert **Esk** in his bedchamber to the south, or either inn worker if they are attending the **Front Desk** to the north. Every minute the PCs spend searching, make a secret **Stealth** check at DC 12: failure means one or both workers hear something, and come into the room to investigate.

If the PCs do not explicitly indicate their intention to try and be quiet, increase the DC by **5**.

No container here is locked, but some are trapped. While most contain cleaning and bedding supplies, more noteworthy things to find are described below.

Storage Chest: Poisoned Needle Trap

Type Mechanical; **Trigger** Touch; **Reset** Repair

Perception DC 14; **Disable Device** DC 16

Effect Atk +2 melee (1d2+poison: **Black Adder Venom**)

Black Adder Venom: Type injury; **Save** Fort DC 11; **Frequency** 1/round for 6 rounds; **Effect** 1d2 **Con** damage; **Cure** 1 save

Storage Chest

Masterwork thieves' tools; 61 gp; torches (6x)

Southern Cupboard

51 cp; **5 silver dishes** (35 gp total)

Grain Sacks

Perception DC 14 to spot one **emerald pendant** (**129 gp**) amongst the grain

INN-6: Owner's Quarters

This appears to be the bedchamber and private quarters of the Inn's owner. A simple but clean feather bed sits in the southwest corner of the room. A washing basin is in the northwest, with a large wooden table to its south, atop which sit several candles. A dressing and writing desk is to the northeast, south of the steel-reinforced door that connects to the Office to the north. A simple wooden door is to the southeast, and in the midst of the room is a threadbare and ordinary rug.

These are indeed the personal quarters of **Esk**, the building's owner and the **Inn**'s master.

The door to the southeast is locked and trapped. Only **Esk** has a key, though **Mardnab** knows of the trap.

Shocking Grasp Handle Trap (CR 3)

Type Magical; **Trigger** Touch; **Reset** None

Perception DC 18; **Disable Device** DC 26

Effect *shocking grasp* cast upon the creature opening the door (**CL** 3; **2d6** electrical damage)

Locked Wooden Owner's Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 20

The dressing desk to the northeast contains some personal effects and low-key valuables. The desk is also trapped, with the same poison on the chest in the **Office** (**TVN-5: Food Prep Station**). **Mardnab** does not know of the trap on the desk, and has indeed never braved interfering with her employer's personal possessions.

Dressing Desk: Poisoned Needle Trap

Type Mechanical; **Trigger** Touch; **Reset** Repair

Perception DC 14; **Disable Device** DC 16

Effect Atk +2 melee (1d2+poison: **Black Adder Venom**)

Black Adder Venom: Type injury; **Save** Fort DC 11; **Frequency** 1/round for 6 rounds; **Effect** 1d2 **Con** damage; **Cure** 1 save

Treasure Chest

masterwork dagger; 8 pp; chipped sapphire (40 gp)

INN-7: Storeroom

This cramped square chamber sits beneath the stairs going up to the east. There is a great deal packed in here: a storage chest, several small casks, and a handful of mice that skitter away as you open the door.

These containers store food and wine, used on rare occasion to entertain guests when they stay over during a celebration or holiday. The storage chest in the northwest is locked, but frustratingly empty:

Locked Wooden Storeroom Chest

5" thick; **Hardness** 5; **hp** 60; **Break** DC 13; **Disable Device** DC 14

In the northeast is a trap door; it is not a secret door, but in all the clutter, it is possible to miss it; the GM is encouraged not to volunteer it in your description, instead forcing the players to notice it as drawn on the map itself and comment as to investigating further. Once noticed, it is rather easily bypassed, however; the wood has started to rot, and the lock is very old and partially rusted. Both **Esk** and **Mardnab** bear keys to this trapdoor.

Locked Wooden Inn Basement Trap Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 16; **Disable Device** DC 12

INN-8: Basement Trapdoor

The wood is rotted, the padlock is rusty—but the hinges still work perfectly. With a sound halfway between the creak of protesting wood and the squeak of unoiled metal, the trapdoor swings open, revealing the blackness underneath. A damp scent of raw earth escapes the chamber, but it does not seem overly moist.

This trapdoor leads to the **Inn/Tavern Basement**'s eastern chamber.

INN-9: Stairs Up

This simple, unadorned set of wooden stairs ascends to the building's second floor.

These stairs lead to the **Inn's** second floor.

INN-10: Rear Inn Entrance

A locked wooden door heads to the south. To the west is a staircase leading up; north is a hallway.

This entrance is almost always kept locked. It's used by **Esk** or **Mardnab** (both of whom have keys) to return to the building after hours, or as a means of escape if anything serious happens.

The door itself has the following profile:

Locked Wooden South Inn Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 18; **Disable Device** DC 20

INN-11: Hallway

Across the length of the building stretches a hallway. Two doors are closed to the west; to the north, it opens into the foyer area.

At any given time, there is a **10%** chance that someone will be walking down this hallway; if this is determined, the GM may roll again to determine who: there is a **35%** chance it is **Esk**, a **40%** chance it is **Mardnab**, and a **25%** chance it is an **Inn Guest**.

INN-12: Guest Room 1

The northern guest room on the grond floor is a small, but uncramped, affair, with a threadbare rug, small table with a few chairs, a functional-and-not-much-more straw bed, and a small combination cupboard / desk in the southwest corner.

As it is the closest room to the foyer, and the main entrance of the **Inn**, this guest room is typically the very last one to be occupied, and is therefore empty unless there is a full house (or a problem in one of the other rooms, for example, damage to furniture).

When and if the PCs enter it, there is a **90%** chance it is unoccupied; the remainder of the time, it is occupied by a single guest.

Whether occupied or not, unless this room is specifically rented to the PCs, it will be locked.

Locked Wooden Inn Guest Room Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 18; **Disable Device** DC 17

This room is otherwise unnoteworthy.

INN-13: Guest Room 2

This room is a modest rectangle, and though its furnishings are somewhat drab, they seem more than functional enough for a short stay: patchy rug, circular wooden table with chairs, and a cabinet in the southwest corner.

There is a **20%** chance this room is occupied by **1d2** guests; a **2** result indicates that a romantically-linked couple is sharing the room during their stay.

Whether occupied or not, unless this room is specifically rented to the PCs, it will be locked.

Map 16: Inn Second Floor (INU) *One square equals 5 ft.*

Locked Wooden Inn Guest Room Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 18; **Disable Device** DC 17

INN-14: Town Square

Please refer to page 75 for more information about this location.

INN-15: The Leaky Cask Tavern

Details of this location begin on page 122.

BC-16: Inn Map Second Floor

A GM-redacted copy of this map may be found on page 437.

INU-1: Staircase

This leads to the **ground floor** (p 126).

INU-2: Hallway

Light streams in from windows on both ends of this hallway, which stretches the length of the building. Worn, but nicely-fashioned, rugs are spaced periodically. Between these features, and the potted plants which have been placed at either end of the hall, the area has a nice, upscale feel to it.

These features have all been placed intentionally by **Esk** so as to lend somewhat of an upper-class air to the rooms on this level. In truth, they are slightly nicer than those below: larger, and with a private privy in each.

INU-3: Southeast Bedroom

This chamber is an "L" shape, with windows to the east and south. A dressing desk, a circular table and chairs, a bed, a privy, and a wardrobe cabinet have all been spaced nicely around the room. On the floor is a purple-blue rug that has seen better days.

There is a **40%** chance this room is occupied by **1d2** guests; a **2** result indicates that a romantically-linked couple is sharing the room during their stay.

Whether occupied or not, unless this room is specifically rented to the PCs, it will be locked.

Locked Wooden Inn Guest Room Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 18; **Disable Device** DC 18

INU-4: Southwest Bedroom

This guest room ia a somewhat small, though not cramped, rectangle, containing a clothes cabinet, a small circular table and chairs, a bed, a dressing desk, and a privy.

There is a **20%** chance this room is occupied by **1d2** guests; a **2** result indicates that a romantically-linked couple is sharing the room during their stay.

Whether occupied or not, unless this room is specifically rented to the PCs, it will be locked. The door has suffered some attempted break-downs over the years, and as a result is a bit less sound than others in the establishment.

Locked Wooden Inn Guest Room Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 14; **Disable Device** DC 17

The unlocked cabinet contains some leftover items from the prior occupant, who has forgotten where they got to and will not miss them.

Southwest Guest Room Cabinet

3 peasant's outfits (1 sp apiece); **dagger**

INU-5: Western Bedroom

A cozy square is this room, bearing a storage cabinet, bed, chair, and dressing desk.

There is a **10%** chance this room is occupied by **1d2** guests; a **2** result indicates that a romantically-linked couple is sharing the room during their stay.

Whether occupied or not, unless this room is specifically rented to the PCs, it will be locked. In the past year, the door has been replaced, the old one having rotted away.

Locked Wooden Inn Guest Room Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 18

The unlocked cabinet contains some possessions long lost by a former renter.

West Guest Room Cabinet

1 peasant's outfit (1 sp apiece); **14 cp5**

INU-6: Eastern Bedroom

Light streams in from the window to the east, and wreathes the simple bed in a glow of warmth. Around the room are a dressing desk with chair, a privy, and a storage cabinet.

There is a **20%** chance this room is occupied by **1d2** guests; a **2** result indicates that a romantically-linked couple is sharing the room during their stay.

Whether occupied or not, unless this room is specifically rented to the PCs, it will be locked.

Locked Wooden Inn Guest Room Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 16; **Disable Device** DC 18

Map 17: Inn and Tavern Basement (INB) *One square equals 5 ft.*

The unlocked cabinet contains some long-forgotten change if searched thoroughly.

East Guest Room Cabinet

1 sp; 9 cp

INU-7: Northeastern Bedroom

It seems the entire north wall is windowed; in truth, it's merely a few spaced at regular intervals, overlooking the Town Square. A bed, dressing desk with chair, circular table with chair, and privy ring the room, spaced nicely.

There is a **80%** chance this room is occupied by **1d2** guests; a **2** result indicates that a romantically-linked couple is sharing the room during their stay.

Whether occupied or not, unless this room is specifically rented to the PCs, it will be locked. This is unquestionably the largest and nicest room **Esk** has to let, so he has bolstered its door accordingly.

Locked Wooden Inn Guest Room Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 22

The unlocked cabinet contains some long-forgotten change if searched thoroughly.

Northeast Guest Room Cabinet

3 gp; 8 sp; 3 cp

INU-8: Northwestern Bedroom

This nice rectangle of a room contains all the necessary amenities: a dressing desk with chair, private privy, bed, and storage cabinet. A small but clean window allows a nice view of Town Square to the north.

There is a **50%** chance this room is occupied by **1d2** guests; a **2** result indicates that a romantically-linked couple is sharing the room during their stay.

Whether occupied or not, unless this room is specifically rented to the PCs, it will be locked. Though the door itself is sturdy, the lock is from the original construction of the **Inn**, and is shabby at best.

Locked Wooden Inn Guest Room Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 18; **Disable Device** DC 12

The unlocked cabinet contains some old outfits, dusty and stale-smelling though clean, if searched thoroughly.

Northwest Guest Room Cabinet

1 peasant's outfit (1 sp); 1 entertainer's outfit (3 gp)

INU-9: Northern Sitting Area

The northern end of the upstairs hallway terminates in a large window, in front of which is a potted plant and a sitting chair. You imagine it would be quite comfortable to sit up here and read, or simply nap.

Although this region is indeed comfy, of likely more use to the PCs is the pipe that is hidden among the fronds at the base of the plant:

Sitting Area

gold-ringed corncob pipe (7 gp)

INU-10: Tavern

Please refer to page 122 for more information on this building.

INU-11: Town Square

More information about this region can be found starting on page 75.

BC-16: Inn and Tavern Basement Map

Both the **Inn** and the **Tavern** have basements. They are connected, however, via a set of secret doors and a very short passageway. The map which follows shows the basements of both establishments and the secret passageway which connects them. Superimposed atop these structures is the outline of the building above for reference.

Both subterranean chambers are used primarily as storerooms for the businesses above.

It should be noted that although there is much in the way of tempting storage containers down here, their contents are unguarded, and rather mundane—but that is often the way of most **Inn** and **Tavern** basements!

A players' version of this map is available on page 438.

INB-1: Tavern Trapdoor

Above you, at the top of a wooden ladder, is a shut wooden trapdoor. The wood appears solid and unrotted.

Please refer to the **Tavern's basement trapdoor** entry for more information.

Note that if the party is attempting to ascend into the **Tavern** from below without having come down into the basement from this trapdoor, it will find the trapdoor locked.

INB-2: Casks

Against the east wall of the Tavern basement is an array of five large, sealed, wooden casks.

These casks store the fruits of **Tavern** brewer **Zook Beren's** labor: ale and mead, predominantly.

Just behind the northeastern-most cask is a secret and locked wooden door; dirt and mud from the raw earth floor has been smeared over the bottom gap and the door itself, so it

appears as though it is part of the earthen wall that surrounds the rest of the chamber.

Once spotted, the door is relatively easily negotiated; once opened, no further skill checks are needed to open or close it.

Locked Secret Wooden Door

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 18; **Break** DC 16; **Disable Device** DC 14

Once opened, it is obvious to anyone that this used to be a secret door, and has been discovered. If a PC on the western side of the basement (the "**Tavern** side") spends five minutes smearing earth back on the door, this will "reset" the appearance of the door so it will no longer appear as though someone discovered the secret.

Note that if the party goes all the way through the secret chamber into the **Inn** side of the basement, they would have to have a PC on each side perform this camouflage to fully mask their discovery!

INB-3: Crates

Crates, chests, and boxes are piled high in the southwest corner of the basement. Arrayed around their base are urns of various sizes, and canvas sacks.

These are containers of foodstuffs for use in preparing meals for the **Tavern** above. Searching these thoroughly will take a great deal of time—two hours, at minimum; use of a crowbar or similar opening tools will cut this in half. The GM is encouraged to adapt this timeframe based on the behavior of the party; the boxes, chests, urns, and crates may all be treated as the following profile from the standpoint of sundering mechanics:

Foodstuff Container

2" thick; **Hardness** 4; **hp** 20; **Break** DC 14

Regardless of the time spent searching, only foodstuff is yielded; at the GM's discretion, these may be treated as the equivalent of **1 trail ration (5 sp)** per minute spent searching.

Frustratingly, there is no treasure of more titillating nature to be found in these containers.

INB-4: Sacks & Miscellaneous Storage

Nestled in the southeast corner, between the casks to the north and the larger crates to the west, is a set of smaller casks, a knee-high urn, and several head-and-larger-sized leather sacks.

These contain rarer, more valuable ingredients, used either sparingly or on special occasion by the **Tavern** above for meal preparation.

No container is locked, though the casks are sealed; opening them will make tampering obvious to any who inspect. The GM may treat these as yielding **1 elven trail ration** (**2 gp**) per minute spent searching, to a maximum yield of **20** such rations total.

In addition, one of the sacks contains finer fare. PCs explicitly searching the sacks will yield this treasure immediately; if instead the party simply says "we search this corner", there is merely a **10%** chance per minute spent searching that this particular sack is searched.

Ingredient Sacks

4 torches (1 cp apiece), plus **1 everburning torch** (110 gp); the latter is notable because its wooden handle has been painted a bright yellow.

INB-5: Table

In roughly the center of the chamber is a square wooden table with four chairs. A crude candelabra sits in the middle; some sheets of parchment and writing supplies are scattered across the surface.

This table is where much of **Jozan**'s paperwork and administrative duties are executed—ordering forms, reconciling pay, that sort of thing. If the party ventures down here during the daytime, and **Jozan's** whereabouts have not been determined, there is a **10%** chance he is already down here, working at papers.

Underneath the table is a set of rudimentary leather straps nailed to the wood. Only if the party explicitly mentions they are searching the table should they locate the item rigged here; discovery is automatic if they do. Lenient GMs may offer a passive **Perception** skill check at DC 20 to reveal the item as well.

Writing Table Hidden Blade

masterwork dagger

INB-6: Crates & Tables

Four wooden tables are arranged in an "L"-shape in the northeast corner. Candelabrae with well-worn candles are sprinkled across the surfaces.

These tables are used for meal preparation when upstairs at the **Tavern** is either too busy, or simply not closed. Prior to the **Tavern** officially opening, **Thrunne**, **Ownka**, or **Zook Beren** might be down here, chopping garnishes and doing general food prep for meal service.

If the party ventures into the **basement** and the whereabouts of these three NPCs have not yet been determined, there is a **5%** chance, rolled separately for each of the three NPCs, that they are down here, cutting up vegetables or trimming fat from meat.

INB-7: Inn Trapdoor

Above you, at the top of a wooden ladder, is a shut wooden trapdoor. The wood appears a bit rotted.

Please refer to the **Inn's basement trapdoor** entry for more information.

Note that if the party is attempting to ascend into the **Inn** from below without having come down into the basement from this trapdoor, it will find the trapdoor locked.

INB-8: Crates

Large, sturdy-looking wooden crates are piled across the eastern and northern walls. Small storage chests and candelabrae with well-melted candles are sprinkled here and there among the piles.

These serve as a form of long-term storage for **Esk**, who owns the **Inn** above and the building itself. Inside these unlocked, untrapped wooden containers is a variety of mostly non-interesting personal items and general supplies.

PCs with crowbars, opening tools, or large axes or hammers may attempt to sunder the crates to double the rate at which useless items are yielded; make a **sunder** or a **Break** check using the profile below for each minute of searching; if it is successful, you may grant two items for that minute instead of merely one.

Storage Container

2" thick; **Hardness** 4; **hp** 20; **Break** DC 15

Storage Container Stash

6 bedrolls; 10 blankets; 5 folding chairs; 8 cots; 3 hammocks; 5 small tents; 2 bear traps; 1 fishing net; 2 sets of **silk rope (50 ft.); 4 bullseye lanterns; 40 torches**

The GM is encouraged to dole these out at the rate of one item for each minute of searching, until the party either exhausts the supplies rolled for, or figures out that there is nothing much of true interest within.

INB-9: Table

Against the western edge of the basement, a rectangular table has been pushed up against the earthen wall. A crude candelabra with no candles sits atop it.

This table is a space for **Esk** to place anything that doesn't quite fit anywhere else, or as an "unpacking" table where containers might be unladen and organized.

There is nothing interesting or secretive about it, though if PCs indicate they want to dedicate time to searching it, lenient GMs may offer an additional passive **Perception** check to notice the **secret door** to the northwest (see below).

INB-10: Sacks & Miscellaneous Storage

The southwest corner of the basement holds an array of sacks in varying sizes, seemingly tossed about the base of a small storage chest.

Among these are discarded clothes, two sacks of straw for bedding, and the following treasure:

Sacks

2 opals (51 gp apiece), **17 gp**

Although the containers are neither trapped nor locked, searching them releases **3d4+2 Rats**, which attack immediately.

Rat

CR ¼; **XP** 100; TN Male Rat Animal 1

hp 8; **AC** 14; **Fort** +2, **Ref** +4, **Will** -1

Init +2; **Speed** 15 ft. **Climb** 15 ft. **Swim** 15 ft; **Senses Perception** +1; **Low-Light Vision; Scent**

Str 2, **Dex** 15, **Con** 11, **Int** 2, **Wis** 13, **Cha** 2

BAB +0; **CMB** +0; **CMD** 6 (10 vs. trip)

Melee bite +4 (1d3-4)

Special Qualities Low-Light Vision, Scent

INB-11: Secret Passage

Only read the following if the party actually discovers the secret door.

You feel around the earthen wall edges, and discover that the dirt falls away in a pattern when disturbed. A line appears, a gap between the earth and... what now appears to be a wooden panel.

In the northwest corner of the room is a secret and locked wooden door; dirt and mud from the raw earth floor has been smeared over the bottom gap and the door itself, so it appears as though it is part of the earthen wall that surrounds the rest of the chamber.

Unlike the equivalent secret door on the western side of the basement, however, there is little in the way of furniture or objects to obfuscate the secret, so it is a bit easier to spot from this side.

Once spotted, the door is relatively easily negotiated; once opened, no further skill checks are needed to open or close it.

Locked Secret Wooden Door

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 16; **Break** DC 16; **Disable Device** DC 14

Once opened, it is obvious to anyone that this used to be a secret door, and has been discovered. If a PC on the eastern side of the basement (the "**Inn** side") spends five minutes smearing earth back on the door, this will "reset" the appearance of the door so it will no longer appear as though someone discovered the secret.

Note that if the party goes all the way through the secret chamber into the **Tavern** side of the basement, they would have to have a PC on each side perform this camouflage to fully mask their discovery!

BC-17: Apothecary

This small rectangular establishment is run by **Aramil Xiloscient**, a half-elven Alchemist 4 with a disturbing appearance.

Aramil Xiloscient (Apothecary)

CR 3; **XP** 800; CE Male Half-Elf Alchemist 4

hp 25; **AC** 12; **Fort** +7, **Ref** +5, **Will** +7; +2 vs. enchantment spells and effects; +2 vs. poison

Init +1; **Speed** 20 ft.; **Senses Perception** +6; **Low-Light Vision**

Str 7, **Dex** 12, **Con** 13, **Int** 15, **Wis** 19, **Cha** 6

BAB +3; **CMB** +1; **CMD** 12

Ranged light crossbow +4 (1d8/19-20) or

Melee dagger +1 (1d4-2/19-20) or

Ranged dagger (thrown) +4 (1d4-2/19-20) or

Ranged dart +4 (1d4-2) or

Ranged bomb +5 (1d6+2)

Special Attacks Bomb, Explosive Missile, Throw Anything

Prepared Alchemist Spells (CL 4th):
2nd – *blur, invisibility*
1st – *disguise self, identify, see alignment, shield*

Feats Brew Potion, Great Fortitude, Iron Will, Skill Focus (Craft (Alchemy)), Throw Anything

Skills Appraise +6, Bluff -1, Craft (Alchemy) +16, Heal +11, Knowledge (Arcana) +7, Knowledge (Local) +3, Knowledge (Nature) +9, Profession (Herbalist) +11, Sleight of Hand +5, Stealth +2, Survival +8

Special Qualities Adaptability, Alchemy, Brew Potion, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Mutagen, Poison Resistance, Poison Use, Spontaneous Healing, Swift Alchemy

Possessions padded armor; light crossbow; dagger (x5); dart (5x); crossbow bolts (x20); bomb; formula book

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 42: Map Reference Summary, Apothecary

Location Name	Context	Audience	Page
Apothecary	Before Eruption	GM Only	p 138
Apothecary	Before Eruption	Players	p 448
Apothecary	After Eruption	GM Only	p 375
Apothecary	After Eruption	Players	p 478

Random Dramatis Personae

Much like other merchants, **Aramil** provides a service common to nearly all citizens. Though the ability to purchase, and the specific nature of the products needed, certainly varies among the populace, it's uncommon in modern society for a citizen to be entirely without need for an apothecary's services.

Given the nature of an apothecary transaction, and the small size of the establishment, it's recommended that any results on the **Random Dramatis Personae** table come in the form of a key NPC entering the shop during the PC's visit, or being just in the process of completing a transaction as the party enters the shop.

Table 43: Random Dramatis Personae, Apothecary

Suggested Population: 1d4-1 rolls (min. 0)

D%	Key NPC	Profession
01	Amadan	Militia Armsmaster
02-03	Aramil Xiloscient	Apothecary
04-06	Dimblegruffe	Blacksmith
07-08	Ash "Executioner"	Militia Trainer
08-09	Biggen Gurble	Reader
10-11	Brock Runnaheim	Stablemaster
12-13	Cannock	High Priest
14-15	Cora Brushgather	None
16-17	Daratis	Seamstress
18	Debran Ormick	Militia Treasurer
19-21	Denzys	Preacher
22-24	Dominika Symms	Mayor
25	Einkill Holderhek	Merchant / Mercenary
26	Elena Lomazonne	Merchant Princess
27-28	Esk	Innkeeper
29-30	Farzith	Butcher's Apprentice
31-32	Ganyc	Butcher
33	Gorin Bakelight	Tribute Magister
34-36	Gumbrew	Fishmaster
37-38	Gunnloda Balderk	Librarian
39-42	Gurth	Cryptkeeper
43-45	Gyldor	None
46-50	Hueykins	Jester / Greeter
51-55	Jozan	Bartender
56	Kayzark	Vendor
57-60	Larissa	Elder of Sheergath
61-62	Lingona	Bard
63-70	Maghana	Cleric of Zugul
71-72	Mardnab Scheppen	Maid
73-74	Oneib	Salesman / Security Guard
75-76	Ota Kuiduru	Chief Clerk
77-78	Otibus	Tanner / Bookkeeper
79-80	Ownka	Serving Wench / Cook
81-82	Phadian Gess	Trickster / Thief
83-84	Rhirem	Mercenary Spellcaster
85-86	Skutt Krundarr	Militia Vice Master
87-88	Sorille	Courier
89-90	Stewy	Apprentice Fisherman
91-93	Tansden	Militia Master
94-95	Tudra Coppereye	Sage

D%	Key NPC	Profession
96	**Thrunne**	Serving Wench
97	**Unglar**	Guard
98	**Waywocket Ningel**	Jeweler
99	**Welby Goodbarrel**	Merchant
00	**Zook Beren**	Brewer / Cook

Business Hours

The **Apothecary** is open during daylight hours, plus one hour the latter side of sunset.

Shopping at the Apothecary

Aramil offers an eccentric and ever-changing selection of wares, and can concoct things rather quickly if asked for a specific item. If the party has a specific and/or esoteric request, there is a **30%** chance, minus **5%** per spell level of the effect desired, that he has it in stock.

Below please find a list of commonly-available items at the **Apothecary Shop**. You might note that some items are more expensive than normal, and others cheaper. If there is a rhyme or reason for this, **Aramil** is not forthcoming with it.

The "chance" listed is the chance for that item to be available; "Always" means the shop always carries that item, and has an effectively unlimited supply. For items with a percentage chance, roll once to determine if the item is available at all; if it is, then roll again, and keep rolling until a roll is failed. Each success represents one item in stock.

For example, *cure moderate wounds* has an **80%** chance of being in stock. The GM rolls **D100**, and gets a **75**; the item is indeed in stock. The second roll is a **35**; this means that at least **2** such potions are in the store. The third roll is a **92**; this means that only **2** potions of *cure moderate wounds* are available today.

The GM may reroll each day the party enters the store to determine the rotating stock.

Table 44: Apothecary Wares

Potion or Poison	Chance	Price
cure light wounds	Always	45 gp
cure moderate wounds	80%	320 gp
cure serious wounds	70%	730 gp
bear's endurance	50%	290 gp
bull's strength	50%	320 gp
delay poison	75%	305 gp
eagle's splendor	50%	250 gp
fox's cunning	50%	295 gp
invisibility	85%	350 gp
lesser restoration	40%	340 gp
remove paralysis	60%	320 gp
spider climb	80%	275 gp
barkskin +3	25%	650 gp
fly	20%	800 gp
haste	35%	800 gp
remove curse	70%	820 gp
remove disease	75%	900 gp
water breathing	30%	880 gp
arsenic poison	25%	100 gp
bloodroot poison	20%	100 gp
drow poison	35%	80 gp
wolfsbane poison	30%	450 gp

BC-17: Apothecary Map

A players' version of this map is available on page 448.

APO-1: Southern Entrance

The shop's front door appears to be a simple wooden affair.

So long as the shop is open, the door is unlocked, though always closed. As the party enters, if **Aramil** is present, he gestures wildly at them to close the door behind them.

Locked Wooden Apothecary Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 20

This door is locked at all times when **Aramil** is not inside, whenever he sleeps, and at odd times when he simply decides to close the shop for an hour. At any given time during daylight hours, there is an **80%** chance the shop is actually open; otherwise, it is closed and locked, with no signs or other explanations as to why.

APO-2: Sample Table

Right inside the door to the east is a square table heavily laden with pots, pans, mugs, and liquid vessels of all sorts. Some are bubbling, others are sizzling, and one emits a greenish haze of mist.

These are **Aramil's** "samples"—concoctions he is working on, trying out, or particularly fond of.

Table 45: Apothecary Sample Effects

D%	Sample Effect
01-30	No effect. You can't tell if the apothecary might be playing a joke on you.
31-50	It tastes like water. Then, a few moments later, it tastes like ale. Finally, ten seconds after that, it tastes like sheep dung. You are not a fan. For **24 hours**, you suffer from the **Nauseated** condition.

Map 18: Apothecary (APO)

One square equals 5 ft.

D%	Sample Effect
51-60	The mixture is viscous and dense. Swallowing it takes effort, but you feel as though a sweet, delicious honey has coated your throat. You recover **1 hp** if you were not already at full health; if you were, the sample tastes good, but has no mechanical effect.
61-70	It's vile going down... and vile coming back up. You throw up, to the embarrassment of your party and to the disgust of the shopkeeper.
71-80	You swallow. The sample kind of tastes like wine. Nothing happens for a moment. Then, for a split second, the entire world appears to be black and white. You shake your head, and everything is back to normal. You're not entirely sure you didn't hallucinate the effect.
81-90	You are absolutely certain that the mixture was a poison. Evil permeates your skin, and seeps into your brain. You can *feel* death calling for you in an eerie voice, both hideous and tempting. For **24 hours**, you suffer from the **Shaken** condition.
91-99	This must have been a *potion of invisibility*... except that it only seems to have affected your lower half!
00	The liquid burns going down, and you have a violent urge to throw up. Just as you are struggling to remain upright, however, the sickness passes, and you feel much better. All of your **Ability Scores** gain a **+1** benefit for **24 hours**.

APO-3: Long Lab Table

Bisecting the room is a rectangular table, arrayed with many candleabrae, cooking pots, chopping boards, slicing implements, mortar and pestles, and other signs of works in progress.

This is the "front counter" of the store, and typically shows a number of potions that are in the process of being crafted. **Aramil** will typically be behind the counter, working on mixtures and ignoring folk who come in the door until they approach him.

APO-4: Firepit

In the southwest corner of the room, a lit fire crackles with life. Beneath and around it are a stone floor littered with ash from previous iterations of the makeshift furnace.

Aramil uses this firepit for a number of alchemical purposes. He will place glass apparatus over top to boil, reduce, or combine liquids. Occasionally, he will roast the odd bit of meat on a spit or stick—sometimes for a potion, other times for a meal. And on rare occasion, he will lock the front door and literally hold someone's feet to the flames, either as a precursor to more sinister intent at his secret laboratory, or as punishment or threat to someone who owes him money or welches on a deal.

APO-5: Tubing & Mixing

Any PC with at least one class level of **Alchemist** or any acquired ranks of **Craft (Alchemy)** has an additional observation to add; read the *italicized* portion below only in this scenario.

A bizarre array of tubes, beakers, flasks, pipes, and other containers and vessels for liquids is scattered across the floor here, seemingly without rhyme or reason. Some of it appears to be in use, other parts appear to be simply stored here. Not only does the arrangement not make intuitive sense, but it's particularly odd that it's on the stone floor, and not on a table.

You realize that although the arrangement may not be orthodox or common, it does seem as though it would be effective in crafting potions and poisons. You suspect the equipment is atop stone to avoid common issues with mixing particularly volatile reagents—wood or marble may react as stone does not, if something were to be spilled.

This is **Aramil's** active workspace for mixing potions and poisons. Once they have reached a stable stage in the process, they are typically transferred to his long table to the east to finish.

The stone does indeed serve the purpose intuited above. The arrangement is on the floor for two reasons: one, **Aramil** simply likes to crouch; and two, it was simpler to have stone on the ground than to try and lift it up or support it.

APO-6: Door to Private Quarters

A heavy metal door stands behind a rough blue curtain. It appears to be locked. The iron of the door's surface has etchings in a strange language that you cannot recognize.

For effect, and to increase player paranoia, the GM is encouraged to make some not-so-secret rolls at this point, as though checking skills as to whether any PC can decipher the scrawlings. In reality, the etchings are nonsense, carved by **Aramil** to make the door seem more menacing than it truly is.

Locked Iron Door

3" thick; **Hardness** 10; **hp** 90; **Break** DC 30; **Disable Device** DC 22

Successfully unlocking the door may damage the mechanism: if a PC succeeds in their **Disable Device** check, but succeeds by fewer than 5 points, the lock is obviously broken in the process.

This door is *always* kept locked, even if **Aramil** is in the shop. He will rarely use the door if customers are present, hoping that the curtain will keep anyone from noticing that there is even a door there at all.

APO-7: Lab

This square-shaped room is dominated by the lab desk in the south. Atop it are all manner of writing materials, parchment scrawled in a bizarre script you cannot decipher, and potion-brewing equipment. A comfortable-looking chair

with feather padding is nestled in the corner to its west. A plain-looking wooden door is in the northeast wall, and an iron door leads to the main shop area in the west. At the north of the room is a cupboard, and a stool sits near the lab desk.

This is where **Aramil** will conduct experiments—though of the mundanely potion-oriented variety. He keeps his more sinister experimentation safely behind the *illusory wall* that hides his secret laboratory. The writing is indeed undecipherable; it is a strange shorthand all his own that the alchemist has devised for keeping notes.

The cupboard to the north is trapped and locked, but bears some treasure for the party's pains.

Fire Shield Trap (CR1)

Type Magical; **Trigger** Touch; **Reset** none

Perception DC 26; **Disable Device** DC 26

Effect automatic **1d6+4** fire damage to triggering PC (**Reflex** save at DC 13 to avoid)

Locked Cupboard

2" thick; **Hardness** 5; **hp** 20; **Break** DC 16; **Disable Device** DC 15

Locked Cupboard Treasure

key to locked secret door to the south; **32 pp**; **onyx sphere (71 gp)**; **masterwork silver dagger**

On top of the lab desk, the equipment comprises glassware valued at **200 gp**, but would be exceedingly awkward to carry even if the party could find a buyer in town (who is not **Aramil**!).

The door to the northeast is unlocked; **Aramil** relies on the heightened security of the iron door leading to the main shop area.

APO-8: Secret Stash

This secret chamber lies behind the lab desk to the north. It's cold, cramped, and dark back here, as there is no light. On the floor to the west is a wooden storage chest and a thigh-tall banded wooden cask of some sort.

This area contains some of **Aramil's** more valued items. The secret door to the northeast is fairly well-hidden, though the chair has been left a bit too close to the wall; at the GM's discretion, if a PC states that they are sitting in the chair, they may make a passive **Perception** check with a **+3** circumstance bonus to see if they notice the door. Success can be interpreted as they leaned back in the chair and when it hit the wall, the resultant "*thunk*" sounded hollow.

If the PCs search intentionally, and explicitly say that they are moving the chair from its corner, they may take a **+5** circumstance bonus on the check. Perhaps obviously, this bonus does not stack with the one above.

Locked Secret Wooden Door

3" thick; **Hardness** 5; **hp** 30; **Perception** DC 22; **Break** DC 16; **Disable Device** DC 18

The chest to the west is locked, but untrapped.

Locked Storage Chest

2" thick; **Hardness** 5; **hp** 20; **Break** DC 16; **Disable Device** DC 18

Locked Storage Chest Treasure

19 pp; garnet pendant (90 gp); *+1 dagger*; 10 vials of Darkserum (page 318)

The cask in the far western corner contains ordinary mead, for which the apothecary has taken a liking. He acquired it from **Jozan** (page 675) a year ago in exchange for some potions of use.

The copper urn to the southwest is empty, and unwieldy to lug around for its value (**3 gp**).

APO-9: Private Quarters

In the far east of the apothecary's shop are the owner's personal quarters—a comparatively simple affair. A wash basin in the northeastern corner is flanked by a small table and stool; the straw bed in the southwest is accompanied by a storage cupboard in the southeast. Candles sit atop the table and cupboard.

Simple, usable surroundings greet **Aramil** at the end of his day. The cupboard is unlocked and untrapped, and contains only a handful of extra sets of clothes that have no unusual value or design. If the apothecary is sleeping here, his gear will be in the cupboard.

APO-10: Zugul Cleric House

Please refer to page 134 for more information about this building.

APO-11: Militia Guard Post

Page 122 contains more information about these structures.

BC-18: General Store

This building serves as a general-purpose store in **Berinncorte**—anything that doesn't have a separate shop dedicated strictly to that craft (e.g., butchery, textiles, apothecary) is sold here. The store is large, its wares quite sizable in comparison to the size of the town itself, and although some quabble with the prices, it's unavoidable that the **General Store** serves a massively useful purpose to the citizenry.

The owner is a portly, childlike halfling named **Welby Goodbarrel**. Though he may appear to be nothing more than a wine-loving, waifish squirt, he's nothing of the sort—**Welby** has a keen intellect, a sharp eye, and is ever on the move for profit. A born hustler, the halfling runs his mercantile business ruthlessly, exacting far more profit than would really be needed to merely prosper.

Welby Goodbarrel

CR ½; **XP** 200; CN Male Halfling Expert 2

hp 6; **AC** 12; **Fort** -1, **Ref** +2, **Will** +6; +2 vs. fear

Init +1; **Speed** 20 ft.; **Senses Perception** +6

Str 7, **Dex** 12, **Con** 7, **Int** 14, **Wis** 15, **Cha** 14

BAB +1; **CMB** -2; **CMD** 9

Melee silver masterwork dagger (small) +1 (1d3-3/19-20) or

Ranged silver masterwork dagger (small/thrown) +4 (1d3-3/19-20) or

Ranged dart (small) +3 (1d3-2)

Feats Light Armor Proficiency, Childlike, Simple Weapon Proficiency

Skills Appraise +7, Bluff +7, Diplomacy +7, Handle Animal +3, Heal +3, Intimidate +7, Knowledge (History) +3, Knowledge (Nobility) +3, Linguistics(Drow) +3, Perception +6, Ride +2, Survival +3, Use Magic Device +3

Special Qualities Fearless, Halfling Luck, Keen Senses, Sure-Footed, Weapon Familiarity

Possessions silver masterwork dagger; dart (x6); noble's outfit; signet ring

Aiding the good halfling in his entrepreneurial endeavors is **Oneib**. Now approaching middle-age, this human adventurer was a frequent customer of **Welby's** over the years of hack-and-slash questing. One day, **Welby** approached **Oneib** with an offer, and the fighter / rogue became a caravan guard for the portly halfling. When **Welby** prospered to the point of lethargy, he set up shop in Berinncorte, preferring that others assume the risk and adventure of trading and bringing him supplies from their journeys.

Oneib

CR 2; **XP** 600; CG Male Human Fighter 2 / Rogue 1

hp 15; **AC** 17; **Fort** +2, **Ref** +3, **Will** +3; +2 vs. fear

Init +5; **Speed** 20 ft.; **Senses Perception** +3

Str 14, **Dex** 12, **Con** 8, **Int** 14, **Wis** 13, **Cha** 8

BAB +2; **CMB** +4; **CMD** 15

Melee light wooden shield +4 (1d3+2) or

Melee scimitar +4 (1d6+1/18-20) or

Ranged shortbow +3 (1d6/x3) or

Melee dagger +4 (1d4+2/19-20) or

Ranged dagger (thrown) +3 (1d4+2/19-20)

Special Attacks Sneak Attack 1d6

Feats Alertness, Athletic, Blind-Fight, Improved Initiative, Iron Will

Skills Diplomacy +5, Disable Device +3, Escape Artist +0, Handle Animal +4, Heal +3, Intimidate +3, Knowledge (Dungeoneering) +7, Knowledge (Geography) +3, Knowledge (Local) +6, Knowledge (Nature) +4, Ride +1, Sense Motive +7

Special Qualities Bonus Feat, Bonus Feats, Bravery, Skilled, Trapfinding

Possessions scale mail; light wooden shield; scimitar; shortbow; arrows (40x); potion of *cure light wounds*; dagger

These days, **Oneib** is combination salesman and security guard. Having been out in the world, and having dealt so closely with **Welby** for so many years, **Oneib** has a trained eye, and has become something of an adept negotiator.

Business Hours

The **General Store** is open during daylight hours, plus two hours on the latter side of sunset.

On rare occasion as well, the store will be opened after-hours for special customers.

Shopping at the General Store

If the party arrives during business hours, they can expect to encounter **2d4+2** other shoppers. Count these as **Townsfolk** from a statistics standpoint. They will mingle and roam between the entry hall and all of the side rooms.

If the party wishes to shop, they need merely approach **Welby** or **Oneib**, both of whom are typically in attendance if the store is open.

The GM is encouraged to restrict availability based on the context of the campaign setting into which this adventure might be inserted. Otherwise, the PCs may purchase anything from the **Adventuring Gear** section of the **Core Rulebook**, with the following twist on prices introduced *after* a PC has made her desire clear:

Table 46: General Store Price Adjustments

D6	Price Adjustment	Description
1-2	+15%	"Ah, that's a useful item."
3-4	None	-
5-6	-10%	"Not much ask for this item, around here. I'd be glad to be rid of it."
7	-20%	"We've got too much stock! Have to get rid of it, you see."

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 47: Map Reference Summary, General Store

Location Name	Context	Audience	Page
General Store	Before Eruption	GM Only	p 142
General Store	Before Eruption	Players	p 445
General Store	After Eruption	GM Only	p 378
General Store	After Eruption	Players	p 483

Random Dramatis Personae

As **Welby** himself would point out, one of the great things about a **General Store** in a town of this size is, everybody needs something, on occasion. Nearly every citizen of **Berinncorte** is a customer, be it as a one-off purchase, or as a regular supply run.

Map 19: General Store (MRC) *One square equals 5 ft.*

Table 48: Random Dramatis Personae, General Store

Suggested Population: 2d6 rolls

D%	Key NPC	Profession
01	**Cora Brushgather**	None
02-03	**Daratis**	Seamstress
04-06	**Debran Ormick**	Militia Treasurer
07-08	**Denzys**	Preacher
08-09	**Dominika Symms**	Mayor
10-11	**Einkill Holderhek**	Merchant / Mercenary
12-13	**Elena Lomazonne**	Merchant Princess
14-15	**Esk**	Innkeeper
16-17	**Farzith**	Butcher's Apprentice
18	**Ganyc**	Butcher
19-21	**Gorin Bakelight**	Tribute Magister
22-24	**Gumbrew**	Fishmaster
25	**Gunnloda Balderk**	Librarian
26	**Gurth**	Cryptkeeper
27-28	**Gyldor**	None
29-30	**Hueykins**	Jester / Greeter
31-32	**Jozan**	Bartender
33	**Kayzark**	Vendor
34-36	**Larissa**	Elder of Sheergath
37-38	**Lingona**	Bard
39-42	**Maghana**	Cleric of Zugul
43-45	**Mardnab Scheppen**	Maid
46-50	**Oneib**	Salesman / Security Guard
51-55	**Ota Kuiduru**	Chief Clerk
56	**Otibus**	Tanner / Bookkeeper
57-60	**Ownka**	Serving Wench / Cook
61-62	**Phadian Gess**	Trickster / Thief
63-70	**Rhirem**	Mercenary Spellcaster
71-72	**Skutt Krundarr**	Militia Vice Master
73-74	**Sorille**	Courier
75-76	**Stewy**	Apprentice Fisherman
77-78	**Tansden**	Militia Master
79-80	**Tudra Coppereye**	Sage
81-82	**Thrunne**	Serving Wench
83-84	**Unglar**	Guard
85-86	**Waywocket Ningel**	Jeweler
87-88	**Welby Goodbarrel**	Merchant
89-90	**Zook Beren**	Brewer / Cook
91-93	**Tansden**	Militia Master
94-95	**Tudra Coppereye**	Sage
96	**Thrunne**	Serving Wench
97	**Unglar**	Guard
98	**Waywocket Ningel**	Jeweler
99	**Welby Goodbarrel**	Merchant
00	**Zook Beren**	Brewer / Cook

BC-18: General Store

A players' version of this map is available on page 445.

MRC-1: Entrance

Double, iron-reinforced doors swing inwards into the establishment.

These doors are kept open while the **General Store** is open for business. At all other times, these doors will be closed and locked. Both **Oneib** and **Welby** have keys which they keep on their person.

Locked Iron-Reinforced Double Doors

5" thick; **Hardness** 5; **hp** 60; **Break** DC 23; **Disable Device** DC 20

MRC-2: Main Hall

A grand, long foyer greets your gaze. Ahead, the ceiling reaches two stories up to the glass-paneled roof. In front of you, an enormous long table occupies the center of the chamber. Along either long side, metal-reinforced doors stand open into the hall; in between them sit chairs and cupboards. At the far end, cyan curtains are hung over two iron-reinforced single doors. Candelabrae on the long table and numerous wall sconces complement the natural light from above, giving the whole area a warm, grand feel.

Normally, there is nothing on the table other than candles. Customers of larger objects, or those requiring inspection or repair, are encouraged to bring (or, in the case of heavier objects, to have **Oneib** bring) their potential purchases to the table so they can be seen in full light.

Doors to the storage rooms are almost always kept open; the exception is if a particular patron wishes privacy for some reason. Otherwise, **Welby** likes to keep the whole space a large, flowing thing; it encourages guests to delve into the side rooms if they're already invitingly open.

There's a good (**80%**) chance **Oneib** is in this room somewhere at any given time during business hours; slightly less so (**60%**) with **Welby**.

Each of the doors is locked, with its own key; **Oneib** bears a keyring to all of them.

MRC-3: Southwest Supply Room

Plain wooden floorboards creak underneath as you examine the two large tables, laden with sacks and books. A storage chest is in the north of the room; bookcases line the southwestern wall, and a plain wooden chair sits nearby.

This room contains books and fine foodstuffs—spices, exotic

ingredients. The PCs can spend time searching the bookshelves, but will largely come away with local books describing various aspects of the realm; nothing of unusual interest or value.

Sacks on the two tables contain common spices and some general adventuring supplies, as follows:

Ingredient Sacks

soap (8 bars, **1 cp** apiece); **beans** (10 lbs, **2 cp** apiece); **coffee beans** (5 lbs, **5 cp** apiece); **garlic** (3 lbs, **5 sp** apiece); **mint** (2 lbs, **5 sp** apiece); **walnuts** (4 lbs, 3 cp apiece); **turnips** (10 lbs, 2 cp apiece)

The storage chest in the north is locked, and contains rare alchemical and cooking reagents.

Locked Ingredient Storage Chest

2" thick; **Hardness** 5; **hp** 20; **Break** DC 20; **Disable Device** DC 16

Ingredient Storage Chest

honey (2 lbs, **1 gp** apiece); **maple syrup** (5 lbs, **1 gp** apiece); **pepper** (2 lbs, **2 gp** apiece); **salt** (2 lbs, **5 gp** apiece); **chocolate** (2 lbs, **10 gp** apiece)

MRC-4: Southeast Supply Room

There are two large wooden tables in this room, forming a strange zigzag with a chair at its terminus across the room. Bookshelves are to the south, a potted plant to their east beneath a window overlooking the street. Sacks, books, and a storage chest are atop the tables.

This room contains wares for the more magically-minded.

The sacks are of course "unlocked" and untrapped, and contain common alchemical and spell-component reagents, as follows:

Reagent Sacks

ginger extract (5 doses, **5 sp** apiece); **myrrh** (3 doses, **5 sp** apiece); **phosphorous** (10 doses, **2 sp** apiece); **salt** (20 doses, **5 sp** apiece); flasks of **lamp oil** (5 lbs, **1 sp** apiece)

The storage chest in the north is locked, and contains rare alchemical and cooking reagents.

Locked Reagent Storage Chest

2" thick; **Hardness** 5; **hp** 20; **Break** DC 20; **Disable Device** DC 16

Reagent Storage Chest

magnesium (5 doses, **1 gp** apiece); **moondew** (5 doses, **4 gp** apiece); **quicksilver** (10 vials, **1 gp** apiece); **saltpeter** (5 doses, **3 gp** apiece); **silver** (10 doses, **1 gp** apiece)

Finally, among the mostly-common tomes on the bookshelves and scattered across the eastern table are a few items of particular interest to spellcasters. Locating each one of these items among the many ordinary volumes requires a successful **Perception** or **Spellcraft** skill check at DC 16 (make a separate check for each search attempt, which takes a full minute):

Bookshelves

spellbook (3x, **15 gp** apiece); **compact spellbook** (1x, **50 gp**)

MRC-5: West Supply Room

Stone tile floors support three square tables, atop which lie large sacks. A potted plant sits to the north, and a large wooden barrel with metal ribs lies between the tables to the west. On the floor is a simple but new-looking rectangular rug.

This room stores more voluminous dry goods. The barrel contains 96 lbs of **ale** (12 gallons, **24 sp** total value).

Dry Goods Sacks

wheat (20 lbs, **1 cp** apiece); **potatoes** (30 lbs, **2 cp** apiece); **flour** (20 lbs, **2 cp** apiece)

Apart from the obvious utility to someone like **Jozan**, who runs a tavern or eatery, there is nothing else of significant value to be found in this room.

MRC-6: East Supply Room

This room's wall sconce sputters and provides only a dim, greasy light. In it, you can barely make out three square tables, a potted plant, a sack or two, and a barrel. The stone floor feels cold even through your boots, and even when standing atop the rug that sits in the center of the room.

The **East Supply Room** is much the same as its western neighbor. Despite the sinister-sounding description, the environs represent no undead threat; it's just a bit cold in here, and certainly time to replace the sconce's fuel.

The barrel contains another 96 lbs of **ale** (12 gallons, **24 sp** total value), but it has gone a bit stale; a seasoned taster would offer no more than **10 sp** for the whole barrel.

Dry Goods Sacks

wheat (40 lbs, **1 cp** apiece); **potatoes** (50 lbs, **2 cp** apiece); **flour** (5 lbs, **2 cp** apiece)

Of particular interest, the potted plant does hide a sachet of **cinnamon** (1 lb, **10 gp**), but this is not as an intentional hiding place: the packet simply fell off a nearby table during unpacking, and tumbled into the pot.

An intentional search automatically reveals this item; otherwise, you may make a passive **Perception** check at DC 18 to notice it.

Discovering this item kicks off the following quest... if the GM so desires.

Quest: Cinnamon's Son / New Jerseys

Summary: A strangely-misplaced packet of cinnamon unravels a punitive chain of events.

Rewards: 1 lb of **cinnamon** (**10 gp**); **1 Reward Star**; **10% discount** on all **General Store** sales

Locations: General Store.

Key NPCs: Welby Goodbarrel.

Kickoff: The PCs discover a sachet of cinnamon hidden among the leaves of a potted plant in the **Eastern Supply Room**.

Description:

If the party pockets the spice, or ignores it, then this quest terminates immediately, with no further effect.

If instead, in the course of their discussions with either **Oneib** or **Welby**, they mention the discovery, then additional events unfold.

If the party approaches **Oneib**, he will scratch his head, then, upon remembering, he will say that he seems to recall some hubbub around an undelivered package of cinnamon, and some cotton shirts. He will send the PCs to **Welby** to discuss the matter further.

When asked about the cinnamon, **Welby** will feign ignorance, dismissing the item with a wave of the hand as though it was of little consequence. At this point, the party may not need a **Sense Motive** check opposed by **Welby's Bluff** check to determine that he is hiding something. Whether they succeed on the check, or if they simply intuit that there is more to the story, if they press him, he will continue to push them off, unless they succeed in a **Diplomacy** check, again opposed by **Welby's Bluff** check.

Cinnamon's Son... (Talk): Law +1

Successfully getting **Welby** to discuss matters via two successful **skill checks** creates a **Catalyst Impact**: **Law +1**.

If the party is unsuccessful, **Welby's** ire will grow through **2** failed such attempts, at which point he will speak no further to the party (about this matter, or indeed any other!); if the party wishes to make purchases at the **General Store** henceforth, it must deal with **Oneib** exclusively. (This will also adjust **Welby's Attitude Tracker** by **-10** points.)

Cinnamon's Son... (Failed Skill Check): Chaos +1

Multiple failures in **skill checks** produce a **Catalyst Impact** of **Chaos +1**.

If on the first, or second, attempt, a PC succeeds, then **Welby** will admit the truth: a shipment came in a few months ago, containing mostly spices from far away, delivered by the son of the spicemaster who assembled the package. The crate was paid for by barter; **Welby** was to provide two dozen new, expert-made cotton shirts in exchange. However, upon unpacking the contents of the crate and tallying them, **Welby** noticed the absence of the spice he had been looking forward to using—cinnamon. He questioned the deliverer, who, despite being the son of the spicemaster and sender, claimed he had no knowledge of the contents of his shipment, but grew defensive and brusque at the accusation that anything was missing.

It so happens that **Welby** has both a lusty taste for cinnamon and a quick and often irrational temper... and so, he sent the delivery man back to his father with the cotton wares he had promised—but only one of them, instead of the **24** agreed upon.

Since then, **Welby** and the cinnamon-master's son have been at a kind of passive trade war, each accusing the other of misdeeds in what now appears to be a feud of no consequence.

Confronted with the missing spice, and now knowing it to be his own fault, **Welby** is embarrassed to say the least. He's not sure quite how he will deal with the matter, but he will definitely strive to make it right. In the meantime, however, he begs confidence of the PCs, that they will keep the matter to themselves. If the party agrees, **Welby** will give them an across-the-board discount of **10%** off anything they buy from the **General Store** in the future; this offer stacks with the randomized price variation described above, and applies to purchases made from either **Welby** or **Oneib**.

If the PCs succeed in uncovering the true story, they should benefit from a reward of **1 Reward Star**, to be awarded to the PC who performed the skill checks successfully, or split up between multiple PCs if the checks were shared.

Oh, yes—and the PCs get to keep the **cinnamon** that started it all.

This Quest terminates if the PCs fail multiple **skill checks**, or succeed, and get **Welby** to discuss the matter honestly.

MRC-7: Northwest Supply Room

The northwest corner of this room contains stacks of wooden crates, with a barrel on top and another in front of them on the floor. Two copper urns lie to the north, with a potted plant at their head. To the southwest of the room is a storage chest and a third urn.

This room contains more hardy foodstuffs. The three urns each contain 24 lbs. of **mead** (**6 gp** per urn) with a sealed stopper; the two barrels each store 30 lbs. of **common wine** (**10 sp** per barrel).

The storage chest in the southwest corner is locked:

Locked Food Storage Chest

2" thick; **Hardness** 5; **hp** 20; **Break** DC 20; **Disable Device** DC 16

Food Storage Chest

absinthe (1.5 lb bottle; **30 gp**); **fine wine** (2x 1.5 lb bottles; **10 gp** apiece); **alchemist's fire** (4 flasks, **20 gp** apiece)

The stack of crates in the northwest largely contain raw materials for textiles. They are not locked, but must be pried open as they are nailed shut:

Sealed Storage Crates

2" thick; **Hardness** 5; **hp** 20; **Break** DC 20

Storage Crates

black powder (10 doses, **10 gp** apiece); **cotton** (20 square yards, **160 gp** total); **linen** (10 square yards, **40 gp** total); **silk** (5 square yards, **50 gp** total); **wool** (20 square yards; **120 gp** total)

MRC-8: Northeast Supply Room

This room is quite cold; owing perhaps to the raw stone floor and relative lack of light. It's dark in here, and make no mistake; the wall sconce appears fresh, but diminished, as though the lighting were by design. A storage chest is near the door; to the southeast and against most of the eastern wall are wooden crates. To the north of the crates, snug in the northeast corner, is a potted plant. To the northwest is a wooden barrel, flanked by two copper urns.

The coldest of the chambers, this supply room holds food and ingredients that must be preserved to avoid spoilage.

The storage chest is probably what thieving PCs will want to examine first. It is, perhaps unsurprisingly, locked, but untrapped:

Locked Storage Chest

2" thick; **Hardness** 5; **hp** 20; **Break** DC 20; **Disable Device** DC 20

Storage Chest

tobacco (6 lbs, **3 gp** total); **thunderstone** (5x, **30 gp** apiece); **everburning torch** (2x, **110 gp** apiece)

The two barrels each contain 40 lbs of **applejack** (**20 sp** total per barrel). The two urns each contain 15 lbs of **fine wine** (**100 gp** per urn). The storage crates in the corner and eastern wall are sealed and nailed shut, so must be broken apart or pried open. Inside are meals in various stages of production; although the actual contents are animal carcasses, bunches of vegetables, and other such raw materials, for game purposes, they count as described below.

Sealed Storage Crates

2" thick; **Hardness** 5; **hp** 20; **Break** DC 20

Storage Crates

banquet meal (5x, **10 gp** apiece); **good meal** (10x, **5 sp** apiece); **common meal** (20x, **3 sp** apiece); **meat** (20 portions, **3 sp** apiece); **trail rations** (30x, **5 sp** apiece); **yogurt** (10x, **1 sp** apiece); **cheese** (20x, **1 sp** apiece)

MRC-9: Entrance to Personal Quarters

A fine cyan curtain is hung in front of this iron-reinforced wooden door. It appears to be locked.

At all times, this door is closed and locked, whether **Welby** is in the store, out of the store, or inside his quarters. He would much prefer that his quarters were separated more from the rest of the store, but alas, the space does not readily allow for a foyer or antechamber without either diminishing his quarters or disrupting the size and scale of the **Main Hall** (page 122).

Locked Iron-Reinforced Wooden Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 23; **Disable Device** DC 20

Welby alone carries a key to this door; **Oneib** typically sleeps in the **Office/Kitchen** (see below), and as **Welby** would put it plainly, has no business in his room that would necessitate a key.

Once bypassed, a PC inside the **Personal Quarters** (see below) can re-lock the door, and can close the locked door on their way out in a way that prevents **Welby** from detecting that the door's lock had been picked. Any PC with the **Trapfinding** class feature can deduce this by examining the opened door from the north side.

MRC-10: Entrance to Office

A cyan curtain, somewhat more worn out than its partner to the west, is draped and drawn in front of this iron-reinforced wooden door.

This door is locked most of the time during business hours, unless there is a specific client who needs privacy to evaluate a purchase or to receive one-on-one VIP treatment from **Oneib** or **Welby**. After business hours, if either merchant is in the building, this door will be unlocked. Both owners carry a key.

Locked Iron-Reinforced Wooden Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 23; **Disable Device** DC 20

This door's lock cannot be locked without the key, so if the PCs pick the lock and gain entry to the **Office / Kitchen** (see below), their intrusion is easily detected once the door is next inspected or used by others.

MRC-11: Personal Quarters

This bedroom is cozy and warm, with a wash basin in the northeast, a dressing desk, a separate writing desk on which there sits a candle, a table and chairs, a potted plant, a soft feature bed of superior quality, a fine and soft rug on the floor, and a cupboard between the two desks.

These are of course **Welby Goodbarrel's** personal quarters.

The cupboard is trapped, locked, and contains some spare clothes and the halfling merchant's stash of extremely valuable items. **Welby** alone bears the key to this cupboard; **Oneib** knows that the merchant has some valuables that he keeps private, but he knows neither the exact location of this stash nor of the trap that protects it.

Giant Wasp Venom Needle Trap (CR 4)

Type Mechanical; **Trigger** Touch; **Reset** Repair

Perception DC 18; **Disable Device** DC 17

Effect Atk +6 melee and melee touch (**1d4** plus **giant wasp venom**)

Giant Wasp Venom: Injury; **Save** Fort DC 18; **Frequency** 1/round for 6 rounds; **Effect** 1d2 Dex; **Cure** 1 save

Locked Cupboard

3" thick; **Hardness** 5; **hp** 30; **Break** DC 20; **Disable Device** DC 22

Cupboard Stash

caviar (3 tins, **50 gp** apiece); **absinthe** (2 bottles, **30 gp** apiece); **saffron** (3 lbs, **15 gp** apiece); **adamantine** (3 lbs, **300 gp** apiece); **cold iron** (2 lbs, **50 gp** apiece); **noble's outfit** (6x, **75 gp** apiece); **100 pp**; **500 gp**; **800 sp**

If interrogated, **Welby** will claim that the cupboard bears only extra clothes.

MRC-12: Office & Kitchen

This large rectangular room holds a square wooden table with four chairs. To the east is a stove against the far wall; a potted plant sits in the southeast corner just next to a cupboard.

This is an odd combination of office and kitchen. **Oneib** prepares, and both men eat, meals here when they're not dining out; the human warrior has acquired quite a knack for seasoning during his years as a caravan guard.

During business hours, this room is typically used to provide one-on-one sales service to extra-special VIP customers, or those who request privacy. In a given day, there is only a **10%** chance that **Welby** is back here, dealing with a customer.

The cupboard to the southeast is locked, and contains some common eating supplies, but also some spare cash for handling large or special transactions.

Locked Cupboard

3" thick; **Hardness** 5; **hp** 30; **Break** DC 20; **Disable Device** DC 22

Cupboard

cups (12x, **1 gp** apiece); **basket** (5x, **4 sp** apiece); **plates** (12x, **1 sp** apiece); **35 pp**; **150 gp**

Both **Oneib** and **Welby** carry keys to this cupboard, which is always kept locked.

MRC-13: Secret Door

This section only applies if the PCs discover the secret door; in such a circumstance, read the *italicized* text below.

You feel around, and there's a wooden panel here, laid up against a hole in the wall.

A secret door is hidden behind the potted plants in the **Northeast Supply Room** and **Office/Kitchen** (see above). It amounts to little more than a wooden panel; were the room fully lit, it would be even easier to spot. It is unlocked, and leads to the **Office / Kitchen** to the north.

Secret Wooden Door

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 18; **Break** DC 16

Although there's no way for the party to know it, the door was installed by **Oneib**, who does much of the cooking for the establishment; he complained of getting too warm working the stove, so this secret panel was installed as a means of cooling things down: when he finds himself overheating, **Oneib** the chef will move this door ajar so as to let some of the cold air escape. The potted plants were moved to either side of the door to prevent inquisitive shoppers from intruding into the office.

MRC-14: Town Square

Please refer to page 75 for more information about this area.

MRC-15: Stage

MRC-16: Mayor's House

Information about this building can be found on page 89.

BC-19: Fishery and Stables

This large complex serves a dual purpose, and controlled by two masters.

The Fishery

The northern half, and the coastline, is the **Fishery**, the fruits of which serve **Berinncorte's** desires for consumption of the aqueous variety. It's run by **Gumbrew**, a middle-aged half-orc who has largely retired from the barbarian ways of his training, and is now content to fish on the banks of the river and dwell in modest prosperity.

Gumbrew (Fishmaster)

CR 3; **XP** 800; CN Male Half-Orc Barbarian 2 / Expert 2

hp 38; **AC** 17; **Fort** +5, **Ref** +1, **Will** +3

Init +1; **Speed** 30 ft. / Fast Movement; **Senses Perception** +0; **Darkvision** 60 ft.

Str 16, **Dex** 12, **Con** 14, **Int** 10, **Wis** 11, **Cha** 11

BAB +3; **CMB** +6; **CMD** 17

Melee orc double axe +6 (1d8+3/+1/x3/3) or

Melee orc double axe (1 head) +6 (2H: 1d8+4/x3) or

Melee throwing axe +6 (1d6+3) or

Ranged throwing axe (thrown) +4 (1d6+3)

Special Attacks Intimidating Glare

Feats Light Armor Proficiency, Ironguts, Run, Simple Weapon Proficiency

Skills Bluff +5, Climb +4, Heal +5, Intimidate +9, Profession (Fisherman) +7, Sense Motive +2, Stealth +2, Survival +5

Special Qualities Darkvision, Fast Movement, Intimidating, Orc Blood, Orc Ferocity, Rage, Weapon Familiarity

Possessions orc double axe; breastplate; throwing axes (4x)

The fishmaster typically deals directly with merchants and vendors; he's not really in the habit of selling his produce directly to citizens. Though he's not against the practice, it's not really worth his while to establish a formal shop.

Gumbrew has lately taken on an apprentice—**Stewy**, a criminally-minded human with a taste for enterprise. Apprenticing to a useful profession generally considered to be boring such as this fishing serves as a perfect cover for his growing underworld influence.

Stewy

CR ½; **XP** 200; LE Male Human Expert 2

hp 5; **AC** 16; **Fort** -1, **Ref** +3, **Will** +6

Init +3; **Speed** 20 ft.; **Senses Perception** +5

Str 8, **Dex** 16, **Con** 9, **Int** 15, **Wis** 17, **Cha** 9

BAB +1; **CMB** +0; **CMD** 13

Melee club +0 (1d6-1) or

Ranged club (thrown) +4 (1d6-1) or

Ranged sling +4 (1d4-1) or

Ranged tanglefoot bag +4 (/none/x0)

Feats Light Armor Proficiency, Nimble Moves, Simple Weapon Proficiency, Stealthy

Skills Acrobatics +5, Appraise +4, Bluff +4, Climb +1, Diplomacy +4, Disable Device +2, Intimidate +4, Perception +5, Profession (Fisherman) +8, Sense Motive +5

Possessions club; studded leather armor; sling; sling bullets (20x); dagger; tanglefoot bag

Fishery Business Hours

The **Fishery** is open during daylight hours, plus three hours the latter side of sunset.

Gumbrew can often (**45%**) be found fishing on the banks of the river, even after-hours.

Shopping at the Fishery

As mentioned earlier, the **Fishery** tends not to sell directly to consumers... but if someone shows up, they will gruffly sell what they have at a bit of an increased price.

Table 49: Fishery Wares

Potion or Poison	Chance	Price
meat (fish)	Always	5 sp
street meat (smelly fish)	Always	3 cp

Stables

The southern part of the building is the **Stables**, operated by stablemaster **Brock Runnaheim**, a sturdy dwarf with a laid-back demeanor. His dwarven stature and sensibilities are not without an appreciation for a creature of his height being a master of horses, and he will greet the party warmly.

Brock Runnaheim (Stablemaster)

CR 4; **XP** 1,200; CG Male Dwarf Rogue 2 / Expert 3

hp 26; **AC** 12; **Fort** +2, **Ref** +3, **Will** +8; +2 vs. poison, spells, and spell-like abilities

Init -1; **Speed** 20 ft.; **Senses Perception** +11; **Darkvision** 60 ft.

Str 11, **Dex** 9, **Con** 13, **Int** 15, **Wis** 17, **Cha** 13

BAB +3; **CMB** +3; **CMD** 12 (16 vs. bullrush or trip)

Melee masterwork shortspear +4 (1d6) or

Ranged masterwork shortspear (thrown) +3 (1d6) or

Melee dagger +3 (1d4/19-20) or

Ranged dagger (thrown) +2 (1d4/19-20) or

Ranged shortbow +2 (1d6/x3)

Feats Alertness, Armor Proficiency, Light, Athletic, Blind-Fight, Iron Will, Simple Weapon Proficiency

Skills Appraise +10, Bluff +9, Climb +10, Craft (Carpentry) +10, Disable Device +10, Handle Animal +15, Heal +5, Knowledge (Local) +8, Perception +16, Profession (Stable Master) +11, Ride +5, Sense Motive +16, Survival +6

Special Qualities Darkvision, Defensive Training, Follow Clues, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Trapfinding, Weapon Familiarity

Possessions masterwork shortspear; dagger (x3); studded leather armor; shortbow; arrows (60x); bullseye lantern; rope (hemp, 50 ft.)

Stables Business Hours

The **Stables** are formally open during daylight hours, plus one hour the latter side of sunset.

That said, **Brock** sleeps here, so if adventurers arrive after-hours, he's only too happy to assist them no matter the time of day.

Shopping at the Stables

If the party arrives in **Berinncorte** via horse, their beasts will take shelter and care here for the duration of their stay in town at standard rates:

Table 50: Stables Services

Service	Chance	Price
stable & feed	Always	10 sp per horse, per day

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Map 20: Fishery and Stables (FSG) *One square equals 5 ft.*

Table 51: Map Reference Summary, Fishery & Stables

Location Name	Context	Audience	Page
Ground Floor	Before Eruption	GM Only	p 149
Ground Floor	Before Eruption	Players	p 446
Ground Floor	After Eruption	GM Only	p 381
Ground Floor	After Eruption	Players	p 481
Basement	Before Eruption	GM Only	p 154
Basement	Before Eruption	Players	p 447
Basement	After Eruption	GM Only	p 383
Basement	After Eruption	Players	p 482

Random Dramatis Personae

As noted earlier, most of the **Fishery's** sales are to businesses such as the **Leaky Cask Tavern**, who in turn sell to citizens; very few citizens show up wanting to spend a silver on a single scrod.

Many citizens, however—particularly the wealthier ones, or those acting on official city or religious business—have need of a horse, from time to time.

As you roll on the table below, the GM is encouraged to consider whether it would make more sense to have a given key NPC in the **Fishery** area, or in the **Stables** area. More specifically, it is suggested that the default placement of such key NPCs should be in the **Stables** for the aforementioned reasons.

Table 52: Random Dramatis Personae, Fishery & Stables

Suggested Population: 1d6-2 rolls (min. 0)

D%	Key NPC	Profession
01-05	**Amadan**	Militia Armsmaster
06-10	**Aramil Xiloscient**	Apothecary
11-15	**Dimblegruffe**	Blacksmith
16-18	**Ash "Executioner"**	Militia Trainer
19-20	**Biggen Gurble**	Reader
21-25	**Cannock**	High Priest
26-30	**Debran Ormick**	Militia Treasurer
31-33	**Denzys**	Preacher
34-45	**Dominika Symms**	Mayor
46	**Einkill Holderhek**	Merchant / Mercenary
47-52	**Elena Lomazonne**	Merchant Princess
53-60	**Gorin Bakelight**	Tribute Magister
61	**Gunnloda Balderk**	Librarian
62	**Gyldor**	None
63	**Kayzark**	Vendor
64-68	**Larissa**	Elder of Sheergath
69	**Lingona**	Bard
70	**Maghana**	Cleric of Zugul
71	**Oneib**	Salesman / Security Guard
72-73	**Ota Kuiduru**	Chief Clerk
74	**Otibus**	Tanner / Bookkeeper
75	**Phadian Gess**	Trickster / Thief
76	**Rhirem**	Mercenary Spellcaster
77-80	**Skutt Krundarr**	Militia Vice Master
81-95	**Sorille**	Courier
96-97	**Tansden**	Militia Master
98	**Waywocket Ningel**	Jeweler
99-00	**Welby Goodbarrel**	Merchant

BC-19: Fishery and Stables Map

A players' version of this map is available on p 446.

FSG-1: Fishery Entrance

An iron-reinforced wooden door sits here, north of a window and flanked by two scones. The scones are sputtering and are struggling to stay lit.

This is the main entrance to the **Fishery**. As the fish are usually sold directly to other vendors, this door is almost only ever used by **Gumrew** and **Stewy** to enter and depart the building.

Locked Iron-Reinforced Double Doors

5" thick; **Hardness** 5; **hp** 60; **Break** DC 23; **Disable Device** DC 20

Gumbrew and **Stewy** each have keys to this door, which is typically kept locked whether the fishermen are in the building or not.

FSG-2: Fishery Main Room

This huge rectangular chamber has plenty of open space. Crates, pots, sacks, barrels, and storage chests dot the perimeter. A wooden table is surrounded by chairs in the north-center of the room, just north of a huge, well-worn and faded rug. A staircase leads down into the dark to the south; to the west of that is a line of stacked crates, next to which is a pyramid of stacked barrels. A single metal-reinforced door leads to the west; to its south is a similar set of double doors. Both doors are closed. The whole place reeks of fish in varying states of decay; it's nearly overpowering.

If **Gumbrew** or **Stewy** is on-premises, there is a **20%** chance for each of those NPCs to be in this room when the PCs enter. They will act with suspicion and accusation (an immediate **-10** to the **Attitude Tracker** of each NPC) if the party enters from anywhere but the **Fishery Exit** (see 123), as all other entrances to this room require bypassing at least one lock somewhere.

Fish Stink

The large open floor of this room is used sometimes to clean and gut, or more commonly to arrange and pack, fish and

fish meat; the wooden floorboards and the rug have absorbed decades of fish ichor. Upon entering this room for the first time, each PC must make a **Fortitude** save at **DC 13**; any character with at any ranks in **Profession (Fisherman)** gain a **+2** competency bonus on this save for each rank, to a maximum of **+5**. If the double doors to the southwest (see **Fishery Exit**, below) are *open*, each PC gains a **+1** circumstance bonus to their check.

Failure means that PC suffers from the condition **Sickened** (**-2** penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks). This condition lasts until they leave the room, and thereafter for another full **2** hours.

A PC who has taken this check (succeed or fail) must take it again each time they enter the room, but having been exposed to the room previously grants them a **+3** circumstance bonus on the roll (note that circumstance bonuses *do* stack, so PCs get a **+4** total circumstance bonus if the **Fishery Exit** doors are open at this time).

Fishery Storage

The storage crates to the west are sealed and nailed shut; PCs must pry them open or break them apart if they wish to loot inside:

Western Sealed Storage Crates

2" thick; **Hardness** 5; **hp** 20; **Break** DC 20

Western Storage Crates

tiny aquatic cages (2x, **4 gp** apiece); **diminutive aquatic cages** (4x, **20 gp** apiece); **bell net** (**2 gp**)

Similarly, the storage crates to the south. These, however, are stacked, and so only half of the loot described is easily discoverable. To obtain everything would require a concerted effort over several hours of hacking and prying and splintering; while this is certainly possible, the GM is encouraged to dissuade such a massive and ultimately unprofitable looting spree.

Southern Sealed Storage Crates

2" thick; **Hardness** 5; **hp** 20; **Break** DC 20

Southern Storage Crates

fishing net (20x, **4 gp** apiece); **small aquatic cages** (15x, **30 gp** apiece)

There are two storage chests to the northeast and northwest. These are locked as well:

Locked Northeastern Storage Chest

2" thick; **Hardness** 5; **hp** 20; **Break** DC 16; **Disable Device** DC 18

Northeastern Storage Chest

fishhooks (50x, **1 sp** apiece); **ponchos** (5x, **5 sp** apiece)

Locked Northwestern Storage Chest

2" thick; **Hardness** 5; **hp** 20; **Break** DC 16; **Disable Device** DC 18

Northwestern Storage Chest

fishhooks (25x, **1 sp** apiece); **bell net** (**2 gp**)

The barrels in various places in this room all contain—you guessed it—fish. They are sealed, but easily opened. No skill check is required to prise them apart, but replacing the lid does not hide the fact that they have been opened... though the GM is left to determine for herself how likely it is that one of the fishermen will actively search each and every barrel in this room!

Fishery Storage Barrels (17x)

fish meat (30 lbs per barrel, **180 sp** per barrel total value)

Finally, the three piles of sacks all contain common foodstuffs. They are of course unlocked and untrapped, and are easily opened without fear of discovery after the fact.

Fishery Sacks (9x)

beans (50 lbs, **2 cp** per lb); **flour** (20 lbs, **2 cp** per lb)

FSG-3: Stairs to Fishery Basement

A damp, cold, and unsavory smell wafts from the darkened basement stairs.

These lead to the **Fishery Basement**.

Note that PCs who venture into the basement, and return via these stairs, must re-take the **Fish Stink** check described 130, though with a bonus the second or subsequent time.

FSG-4: Fishery Exit

Iron-reinforced double doors swing out to the river's beach.

These doors are typically kept open while either fisherman is actively working; while open, it makes the large **Main Room** and the **Production Beach** like one big connected work area.

Locked Iron-Reinforced Double Doors

5" thick; **Hardness** 5; **hp** 60; **Break** DC 23; **Disable Device** DC 18

Gumbrew and **Stewy** each have keys to this door, which is typically kept locked if both fishermen are *not* working.

FSG-5: Fishery Office

This square room has much nicer cherry floorboards than the main chamber, and the rot of fish stink is not nearly so overwhelming here. In the center is an octagonal table ringed by wooden chairs; three corners bear a potted plant. The north and south walls each bear a centered wall sconce flanked by sealed windows. Three storage crates sit under most of the windows, and a storage chest can be found to the

northwest. To the east is an iron-reinforced wooden door; to the southwest, a single wooden door stands behind a drawn crimson curtain.

This room is all-purpose, and serves as a meeting area for **Gumbrew** and **Stewy**. Often, **Stewy** will use it as sleeping quarters, bunking on the floor if the **Lower-Class Residential District** (p 216) is full for the night.

The three under-window storage crates each have a bowl and a candle atop them. They are neither locked nor trapped, but are nailed shut and sealed, and so require hacking or prying to get at the rather mundane contents:

Western Sealed Storage Crates

2" thick; **Hardness** 5; **hp** 20; **Break** DC 20

Western Storage Crates

tiny aquatic cages (2x, **4 gp** apiece); **diminutive aquatic cages** (3x, **20 gp** apiece); **beans** (12 lbs, **2 cp** apiece)

The storage crate in the northwest is trapped and locked:

Needle Trap (CR1)

Type Mechanical; **Trigger** Touch; **Reset** Repair

Perception DC 15; **Disable Device** DC 15

Effect Atk +4 melee (1d4) plus dark green smear
Dark Green Smear: This vile-looking paste has no poisonous effect. It is meant as a cost-saving means of giving intruders a second thought as to thievery. The GM is encouraged to play up the mystery if desired.

Locked Northwestern Storage Chest

2" thick; **Hardness** 5; **hp** 20; **Break** DC 16; **Disable Device** DC 18

Northwestern Storage Chest

fishhooks (10x, **1 sp** apiece); **62 gp**; **18 pearls** (**12 gp** apiece)

The door to the southwest, leading to the fishmaster's personal quarters (see below) is always locked:

Locked Wooden Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 18; **Disable Device** DC 19

Only **Gumbrew** has a key to this door, not trusting **Stewy** that far and besides which, not feeling as though there is any need for the apprentice to access his personal quarters. Unbeknownst to the fishmaster, however, his apprentice has long ago figured out how the lock mechanism works; **Stewy** can unlock this door in 1 minute at any time.

FSG-6: Fishery Private Quarters

No fish smell permeates from the other rooms into this personal bedroom of the fishmaster. A straw bed sits in the north, around which sit a wooden chair and a cupboard. To the west is a wash basin and smaller cupboard; to the east is a small round table with a few stools. A storage chest sits against the south wall, and a trapdoor appears to be in the southwest corner of the room. Unlike the other rooms in the building, this one has no windows save one that looks onto the beach to the south.

These are of course fishmaster **Gumbrew's** personal quarters, in which he sleeps every night. Apart from sleeping, preparing for the day, and a few quiet moments at the day's end, the half-orc is rarely in this room, though he will of course venture down the trapdoor when he must.

The northwestern cupboard contains extra clothing, and is freely accessed:

Northwestern Cupboard

peasant's outfits (4x, **1 sp** apiece); **ponchos** (2x, **5 sp** apiece)

To the west, just north of the trapdoor, there is a smaller cupboard, which is locked; only **Gumbrew** bears the key:

Locked Western Cupboard

2" thick; **Hardness** 5; **hp** 20; **Break** DC 18; **Disable Device** DC 16

Western Cupboard

cups (4, **1 gp** apiece); **basket** (**4 sp**); **plates** (4x, **1 sp** apiece); **12 gp**

The chest to the south contains some equipment, valuables, and relics from **Gumbrew's** adventuring days. The fishmaster is well aware of the *necklace's* combat value, but views it to be a woman's device, and therefore does not equip it.

Locked Southern Storage Chest

2" thick; **Hardness** 5; **hp** 20; **Break** DC 16; **Disable Device** DC 18

Southern Storage Chest

fishhooks (20x, **1 sp** apiece); **212 gp**; **39 pearls** (**12 gp** apiece); **masterwork dagger**; ***necklace of deflection (+1 AC)***

FSG-7: Fishery Trapdoor to Basement

In the southwest corner of the private quarters is a locked trapdoor. The wood is rotted, but beras no fishy smell; moistness and time, and perhaps nothing more sinister, have done their work in warping the oak.

The trapdoor is always locked; if the PCs pick the lock, there is no visible means of "re-locking" it to avoid suspicion.

Locked Wooden Basement Trapdoor

2" thick; **Hardness** 5; **hp** 20; **Break** DC 16; **Disable Device** DC 14

Gumbrew, and only the fishmaster, has a key to this hatch. He believes **Stewy** to be ignorant of its existence; in truth, the apprentice knows full well of the hatch and can pick its lock with ease.

FSG-8: Fishery Production Beach

The beach of the river that flows through Berinncorte is a densely-packed mixture, sandy in some parts and muddier like clay in others. This area appears to be a workspace for cleaning and gutting and portioning caught fish; the scent wafting off the rectangular work table tells you that much even without a background in fish production. To the north are a few storage crates and a work table with more industrious cutting and smashing tools; you suspect this might be for the more hard-shelled crustaceans that happen by. To the east, a set of iron-reinforced double doors leads into the fishery proper.

If any PC has skill ranks in **Profession (Fisherman)**, the GM is encouraged to provide additional detail relevant to the trade—but it has little game impact. This is the beach where fish are indeed prepared.

The two storage crates to the north are unsealed and not nailed shut; they are freely accessible without fear of tamper-detection later.

Beach Storage Crates

fishing net (6x, **4 gp** apiece); **small aquatic cages** (4x, **30 gp** apiece)

FSG-9: Fishery Workshop

The northwestern portion of the beach contains a number of barrels—two open, two closed—and some sacks of supplies next to another work table laden with cutting and smashing tools.

This is another area where fish are prepared, though this region focuses more on the stocking and storing of already-butchered seafood.

The single storage crate is neither sealed nor nailed and is therefore easily opened.

Beach Storage Crates

bell net (2x, **2 gp** apiece); **small aquatic cages** (3x, **30 gp** apiece)

As mentioned, two of the barrels are empty, awaiting fish; the two filled barrels contain prepared fish and are sealed but not nailed shut.

Beach Storage Barrels (2x)

fish meat (30 lbs per barrel, **180 sp** per barrel total value)

The sacks to the south of the workbench contain common foodstuffs; they are freely accessible.

Fishery Sacks (3x)

beans (10 lbs, **2 cp** per lb); **flour** (50 lbs, **2 cp** per lb)

FSG-10: Stablemaster's Quarters

The northmost chamber in the stables is a bit larger than the stables themselves, but noteworthy in that there is nothing separating it from the stables to the south. A stove is against the wall to the north; to its right is a small circular table with stools. Sacks of cooking supplies sit to the west of the stove; a simple potted plant is in the corner. To the east is a metal-reinforced door that leads to the city street; to the west is a set of iron-banded double doors.

Brock Runnaheim's personal quarters, such as they are, amount to just another section of plain-planed horse-smelling stable area, converted into a more human-livable zone. He commonly sleeps on the floor here, sometimes gathering some straw or hay from the stables, other times crashing out on the beach to the west.

The sacks to the left of the stove contain basic food and simple cooking supplies, and are of course unlocked:

Stoveside Sacks

beans (15 lbs, **2 cp** per lb); **flour** (10 lbs, **2 cp** per lb); **wandermeal** (4 lbs, **8 cp** total value); **trail rations** (8x, **5 sp** apiece)

The western doors are typically kept open to the beach so the entire **Stables** area has a breeze-swept, open feel to it. They can be locked, however, and are whenever the stablemaster is not here for whatever reason.

Locked Iron-Reinforced Double Doors

5" thick; **Hardness** 5; **hp** 60; **Break** DC 22; **Disable Device** DC 16

The "main entrance" to the east is also unlocked whenever **Brock** is present. Some customers come in through this door; others approach from the simple double doors to the south in the **Stables** proper (see below).

Locked Iron-Reinforced Wooden Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 22; **Disable Device** DC 18

The stablemaster bears the only key to both sets of doors.

FSG-11: Stables

Four horsemen might well keep their mounts here; eight if the horses are not shy or are already acquainted. Each stall appears clean, with fresh straw and some hay. Three of the stalls even have windows. To the south, double wooden doors open onto the beach.

Typically, **1d4-1** horses (minimum zero) will already be quartered here when the party arrives. At the GM's discretion, however, if the party arrives needing space for their own mounts, these stalls may be completely empty as required to accommodate the PCs. Any horses kept here are tethered, but not in any way that would keep a thief from stealing one of the animals; the true deterrents (other than the law!) are **Brock** himself and the locks on the doors.

If the stablemaster is not present, these doors will be closed and locked; otherwise, they are kept wide open so the beasts can feel the breeze.

Map 21: Fishery and Stables Basement (FSB) *One square equals 5 ft.*

Locked Wooden Double Doors

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 18

Brock Runnaheim the stablemaster holds the only key to these doors.

FSG-12: Stable Grounds

Horses may run and roam freely in this large open area of muddy beach.

Brock well realizes this area is close to both a flowing river and an active city street; he keeps a lead on any horse he brings out here for exercise. A ten-minute bout of leg-stretching, twice a day, is a part of the fees he charges.

FSG-13: Stable Beach

The smell of fish production is faint here. If you avoid looking to the north, you'd never know the stables were right next to an active fishery. On the beach are a scattering of pots and pans; some folk pan for gold fruitlessly here on occasion, and fishermen use the pots to collect small batches of catch. Close by the iron-reinforced doors to the east is a firepit. To the south is a storage crate.

The firepit is rarely used unless it's a nice night, and **Brock** has a hankering for a roast that doesn't make use of his stove.

The storage crate is unsealed and unlocked, and is freely used:

Stables Beach Storage Crate

horse feed (120 lbs / 12 portions, **5 cp** per portion)

There is otherwise nothing of interest in this region.

FSG-14: Lower-Class Residential District

Please refer to page 216 for more information about this area.

FSG-15: Blacksmith's Hut

More information about the **Blacksmith's Hut** can be found on page 103.

FSG-16: Town Square / Market

Details about the **Town Square** start on page 75.

FSG-17: The Leaky Cask Tavern

The **Tavern's** information begins on page 122.

FSG-18: Textiles Shop

Please go to page 188 for more details about this building.

BC-19: Fishery Basement Map

A player's version of this map is available on page 447.

FSB-1: Stairs Up to Fishery

Read the italicized portion only if/when the party returns to the staircase to get back to the ground floor.

The large subterranean chamber seems to be the basement for the entire fishery. The walls are of packed dirt; refuse piles dot the raw earth floor. The air is heavy with a damp, fishy smell, and feels somehow oily against your skin. In the west, you see what should not be possible—an underground river, but not in the usual sense: you actually see much of the bottom of the river, suspended in air and with nothing obvious holding it back from flowing into and flooding the basement!

You never thought the smell of rotted fish would be a welcome one... and you're still not sure that it is. But after being in the basement of this terrible place, you're looking forward to ascending back into daylight.

These stairs lead up into the **Fishery's Main Room**.

Note that any object not explicitly described in a location is of no consequence and contains nothing of interest—either threat or reward!

FSB-2: Debris Pile

Here a pile of shattered wood planks sits alone. Bits of straw and twig appear to have been gathered here and there amidst the larger chunks of wood.

This may have once been an artifact of constructing the **Fishery** above; leftover wood or bits that were trimmed off were thrown in a pile. Recently, however, it has become home to a number of rats which together constitute a **Rat Swarm.**

There is a **50%** chance that the **Rat Swarm** that lives here attacks the party as they pass by; if they do not attack, then the party is safe for now. Astute PCs may inquire as to whether the twig and straw look as though they might form a nest for such creatures; suspicion that this may be the case and an intent to avoid the creatures reduces the chance in passing to **30%.**

Rat Swarm

CR 3; **XP** 800**;** TN Male or Female Rat Swarm Animal 3

hp 17; **AC** 14; **Fort** +4, **Ref** +5, **Will** +2

Init +6; **Speed** 15 ft.; **Senses Perception** +8; **Low-Light Vision**

Str 2, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 2

BAB +2; **CMB** +2; **CMD** 8 (can't be tripped)

Melee swarm (1d6)

Special Attacks Disease, Distraction

Feats Improved Initiative, Skill Focus (Perception)

Skills Acrobatics +6, Perception +8, Stealth +14

Special Qualities Can't Be Tripped, Low-Light Vision, Scent

Underneath the pile, if the party searches once the rats have been dealt with, there is a great deal of solidified rat feces and debris... and amidst it for their troubles a bit of treasure:

Rat Swarm Debris Pile

38 cp; silver bracelet (17 gp)

If the PCs pass the check, unless they disturb the pile, say, for searching—the rats do not attack them.

FSB-3: Underground River and Dock

On the far west of the basement is its most remarkable feature: an underground river. This appears to be the same river you saw on the ground floor, only accessible from underneath and to the side... as though someone had been digging westward, had encountered the river, and for whatever unearthly reason, the water refused to pour into the hole and flood the entire basement immediately.

Bizarrely, broken wood planks extend into the water, as though it were a dock... but one that would take you into the flor of the water itself!

This should not be possible. Your skin prickles as you approach the area; a humming blue haze surrounds you and you feel certain that magical forces must be at work, here.

On the southern corner, just on the "bank" of the suspended underground river, an empty barrel sits.

The fishery's underground river is truly a marvel of magical engineering. Though both **Gumbrew** and **Stewy** know of it, neither has any idea as to its origin, only that it is magical, and it works, and prevents the whole building from flooding.

The blue haze shown in the map indicates the radius of effect of the "prickling sensation" mentioned above. Other than making low-level characters uncomfortable, it has no further impact.

Gumbrew is deeply uneasy about the entire concept, and avoids the main basement chamber altogether if he can send **Stewy**; the fishmaster fears that the magic will one day fail, and the resulting flood would not only render the main basement chamber useless, but his secret stash to the northwest as well—and, given that the walls are merely dirt with no reinforcement, he worries that the entire **Fishery** may collapse.

Stewy is more in awe than afraid, but he, too, is wary of anything he does not fully understand. Whenever he is down here, he keeps one eye consciously on the river; more than once, a trick of the light or something floating by has caused him to sprint back to and up the staircase in a false panic.

Bizarre and magical though it may be, it's perfectly safe. If someone wished to intentionally disrupt the effects, note that *dispel magic* and similar effects must make their checks against a **Caster Level** of **18** (i.e., the total check DC is **29**). The semi-permeable *wall of force* follows the normal rules for that spell, for example, that a mere *dispel magic* will not work against it. *Dispel magic* will, however, function to defeat the *water breathing* effect if the caster level check is passed.

Nobody else in **Berinncorte** knows of the phenomenon, and none was even alive when the magic was cast to protect the underground river. Though the PCs would likely have no capability of divining the information, the basement and **Fishery** itself were constructed hundreds of years ago, during a time when **Berinncorte** and its surroundings were a region of high magic.

Underwater Fishing

The magic used here has two effects: first, it holds the water back with a *wall of force*; second, it allows anyone on the dock the benefits of a *water breathing*. Both have *permanency* applied to them.

From a more mundane standpoint, the combined effect means that someone can simply walk into the water via the dock and grab fish as they swim past (likely the fish are quite perplexed when this occurs). Neither **Stewy** nor **Gumbrew** has attempted this in practice, though it has occurred to them that aside from being really impressive, this is likely the only beneficial effect that all of this trouble could have brought about.

Should the PCs wish, they can go "underwater fishing". This requires some means of stabilizing the character who ventures onto the docks; two PCs holding onto the fishing PC should do the trick, as would a rope about the fisher's waist, anchored by a PC from the north. The fisher of course gets wet, but once in place on the dock and anchored, may attempt to grab one fish every minute: make a **Dexterity** check with a DC of 14; success means you've caught a fish!

Aside from the spectacle, mystery, and fish-catching, this miracle of magic has no further purpose... for the time being. At the GM's discretion, if the party insists that there simply *must* be some greater purpose they could discover if they only investigate enough, you may introduce a **Rat Swarm** or other imposition to dissuade or distract the party from their fruitless pursuit.

FSB-4: Storage and Debris

In the northwest area of the basement, just north of the underground river, two barrels stand amidst heaps of rubbish.

One barrel is empty, its contents long ago pilfered; it faintly smells of fish. The second is sealed and nailed shut, and so requires prying or hacking to discover its contents... its proximity to the dampness of the basement and of the river has warped the wood slightly, making it a bit easier to hack apart than it would otherwise be:

Rubbish Pile Sealed Barrel

2" thick; **Hardness** 5; **hp** 20; **Break** DC 16

Rubbish Pile Barrel

diminutive aquatic cages (2x, **20 gp** apiece); **beans** (20 lbs, **2 cp** apiece)

The rubbish itself contains no loot; however, if disturbed, the pile will reveal itself to be home to **2d4 Scarlet Spiders, which** attack the party immediately. At the GM's discretion, a DC 16 **Perception** check will give the party a round to either prepare or avoid the spiders.

Scarlet Spider

CR 1/4; **XP** 100; TN Female Scarlet Spider Vermin 1

hp 1; **AC** 18; **Fort** +2, **Ref** +5, **Will** +0

Init +5; **Speed** 30 ft.; **Senses Perception** +4; **Darkvision** (60 ft.); **Tremorsense** (60 ft.)

Str 3, **Dex** 21, **Con** 10, **Int** *, **Wis** 10, **Cha** 2

BAB +0; **CMB** +3; **CMD** 9 (21 vs. trip)

Melee bite -2 (1d3-4) plus poison

Special Attacks Poison (Fort DC 12; 1/round for 4 rounds; 1d2 Str; 1 save), **Web** (+7 ranged, DC 10, hp 1)

Special Qualities Darkvision, Tremorsense

Other than the normal **XP** reward, the spiders of course carry no treasure.

FSB-5: Cask Stack

Five wooden, iron-banded barrels are arranged in a stunted pyramid. They look a bit weather-worn, but otherwise intact. One—the one in the bottom middle—appears a bit damaged and its wood darker than its neighbors. A scent of putrid seafood comes from this notable bottom barrel.

These barrels are all sealed, and nailed shut, requiring a strong bash or careful crowbar to open.

Cask Stack Sealed Barrel

2" thick; **Hardness** 5; **hp** 20; **Break** DC 18

Four of them contain fish, like the similar barrels on the ground floor above:

Cask Stack Barrels (4x)

fish meat (30 lbs per barrel, **180 sp** per barrel total value)

The fifth, the noteworthy one, had a knot in the wood, which over time eroded. A **Giant Leech** slithered through the magical barrier a few months ago, and, drawn to the scent of rotting fish from the broken barrel, made itself a home within. It has been content to remain inside, feasting at whim on the fish, but it has nearly run out of food.

If the PCs breach its new home, it will attack immediately.

Giant Leech

CR 2; **XP** 600; TN Netuer Giant Leech Vermin 3

hp 12; **AC** 11; **Fort** +5, **Ref** +2, **Will** +1; **Immune** to Mind-Affecting Effects; **Susceptible to Salt**

Init +1; **Speed** 5 ft.; **Swim** 20 ft.; **Senses Perception** +0; **Blindsight** 30 ft.; **Darkvision** 60 ft.

Str 11, **Dex** 12, **Con** 14, **Int** *, **Wis** 10, **Cha** 1

BAB +2; **CMB** +2; **CMD** 13 (can't be tripped)

Melee bite +2 (1d6)

Special Attacks Attach, Blood Drain

Special Qualities Blindsight, Can't Be Tripped, Darkvision, Scent, Susceptible to Salt, Vermin Traits

What remains of the rotted fish in the leech's barrel can hardly be considered treasure.

FSB-6: Signs of a Struggle

Read the *italicized* portion below if at least one PC succeeds in a passive **Perception** check at DC 15.

An overturned wooden table here appears to bear axe-wounds, perhaps from someone trying to hack it apart into timber... but as you look more closely, you see dried and hardened blood around the axe strike. Whatever the circumstances may have been, the wielder either had terrible aim, or their target was not the table but who lay upon it!

Nearby, the dirt floor appears to bear a similar spatter of blood; it appears to have dried to roughly the same degree as the splotch on the table.

There's little chance the party will uncover the truth behind this mystery... but, on the off chance they interrogate the **Stewy** or **Einkill**, or simply to add flavor to the backstory of these two NPCs, here's what happened:

Stewy brought one of his connections down here along with a mercenary hireling—**Einkill**. The fisherman's apprentice and fledgeling crime lord intimidated the connection, who had skimmed gold from a deal **Stewy** had hired him for. The mercenary then bore the presumed axe in question, and hacked off a goodly portion of the connection's left-hand fingers. **Stewy** scooped up the fingers from the ground—hence the blood splatter described above—and handed them to the man, suggesting he keep them as a good-luck charm.

Even **Einkill**—who, remember, had just hacked off a man's fingers for a wage—was a bit stunned at this gesture.

FSB-7: Debris Cluster

Behind the staircase going up, a gloppy pile of mud and rocks forms a bizarre formation of earthy stalagmites. As you approach, shadows from the ceiling move, and drop, fluttering toward you with a screech.

At the party's approach, **2d4+2 Bats** will descend from their perches and attack. At the GM's discretion, a DC 16 **Perception** check will give the party a round to either prepare or avoid the bats. Other than the normal **XP** reward, the bats of course carry no treasure.

Bat

CR 1/8; **XP** 50; TN Male Bat

hp 1; **AC** 16; **Fort** -2, **Ref** +2, **Will** +2

Init +2; **Speed** 5 ft. Fly 40 ft. (Good); **Senses Perception** +6; **Blindsense** (20 ft.); **Low-Light Vision**

Str 1, **Dex** 15, **Con** 6, **Int** 2, **Wis** 14, **Cha** 5

BAB +0; **CMB** +0; **CMD** 10

Melee bite +6 (1d2-5)

Feats Weapon Finesse

Skills Fly +16

Special Qualities Blindsense, Low-Light Vision

Aside from the jump-scare of the bats, there is nothing else notable about this area.

FSB-8: Secret Crawlspace

Read the *italicized* portion below only if the secret passage is discovered, from either the north or the south side.

You poke at the dirt wall, feeling for anything unusual. At a certain place, your hand comes away with packed clay. Searching further, the clay comes off in chunks, and then falls away entirely. You have discovered a small crawlspace—barely big enough for an adult to wriggle through, if they don't mind getting muddy.

A Medium or smaller creature can indeed get through the crawlspace. At the GM's discretion, if the party contains Medium-sized humanoids who bear heavy armor and arms, they may be forced to either abandon them for a while, or unequip and slide them through the muck.

Secret Crawlspace

Perception DC 15; **Break** DC automatic (earth)

The passage itself is hollow already, so only the clay pseudo-wall which hides the passage on either side must be removed. Once the PCs are done using the tunnel, they may spend some time attempting to replace the filth; to do so convincingly, they must succeed in a DC 12 **Wisdom** check to reproduce the look and feel of the originals.

FSB-9: Personal Quarters Basement

This unlit earthen chamber gives you a bit of claustrophobia, seeming more dungeon than basement. Rubble and mud lie in clods to the east and south.

Gumbrew discovered this hollow one day when trying to repair a floorboard in his **Private Quarters**. Realizing that there was a second chamber in the basement, he installed a trapdoor. He soon realized his private basement was separated from the main basement by only a thin wall of earth, and excavated a crawlspace to connect them.

Although the fishmaster has no real enemies, he nevertheless tends toward cautiousness; this paranoia has saved his skin more than once. A flexible means of escape just might come in handy; one never knows.

FSB-10: Trapdoor to Personal Quarters

A wooden trapdoor sits in a burrow of dirt in the ceiling; a grimy wooden ladder grants access.

This leads to the **Trapdoor to Basement** in **Gumbrew's Private Quarters**. Note that if the party is ascending from below, and has not already unlocked the trapdoor from above, they must hack through the trapdoor to get up through it, as the locking mechanism and hinges are all on the other side. Reaching above one's head to hack at the ceiling like this confers a **-2** circumstance penalty on any **Break** checks.

FSB-11: Debris

In the eastern niche of this chamber is a pile of refuse, muddy drippings, rocks, and what appears to be bat guano.

Unsavory as it may be, it is this very quality that makes this such an attractive secret stash for **Gumbrew**. His hope is that anyone looting his room above will be content with what they find, and even if they venture down here, they will assume it is simply unused storage.

If the party searches, they find a great deal of debris, and very little treasure; the **Perception** check below indicates the speed at which they can locate valuables among the garbage.

Hidden Debris Stash

Perception DC 14

Debris Stash

silver necklace (82 gp); silver masterwork dagger; cold iron masterwork short sword; 22 pp

BC-20: Sheergath Temple

Apart from the **Mayor's House** (p 89) and the **Zugul Church** (p 62), this building is the most impressive in **Berinncorte**. Though not huge, it has a second story, so it is taller than most other structures in town.

Sheergath (p 23) is a religion of Chaotic Neutrality, and welcomes many of the poor and downtrodden in the city and beyond. Guiding her flock in their adherence to Chaos is **Larissa the Elder**, a hypnotically beautiful but steely half-elf with a bloody adventuring background. Her fervor comes from ever wanting more—power, wealth, lovers, and adrenaline.

Larissa (Elder of Sheergath)

CR 3; **XP** 800; CN Female Half-Elf Ranger 1 / Cleric 3

hp 21; **AC** 8; **Fort** +5, **Ref** +1, **Will** +5; +2 vs. enchantment spells and effects

Init -2; **Speed** 30 ft.; **Senses Perception** +9; **Low-Light Vision**

Str 9, **Dex** 7, **Con** 11, **Int** 12, **Wis** 15, **Cha** 19

BAB +3; **CMB** +2; **CMD** 10

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

Melee rapier +2 (1d6-1/18-20) or

Melee masterwork silver dagger +3 (1d4-2/19-20) or

Ranged masterwork silver dagger (thrown) +2 (1d4-2/19-20) or

Melee shortsword +2 (1d6-1/19-20)

Special Attacks Fey +2, Touch of Chaos (5/day)

Prepared Cleric Spells (CL 3rd):
2nd – *darkness, instant armor*
1st – *cause fear, detect law, detect undead*
0th – *detect magic, light, read magic, resistance*

Feats Skill Focus (Bluff), Sociable, Stealthy

Skills Acrobatics -1, Climb +3, Disable Device +2, Disguise +6, Handle Animal +8, Heal +7, Intimidate +9, Perception +9, Ride +2, Sense Motive +8

Special Qualities Adaptability, Aura, Aura of Chaos, Channel Positive Energy (-1d6, DC 12, 7/day), Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Orisons, Spontaneous Casting, Track +1, Wild Empathy +5

Possessions rapier; masterwork silver dagger; shortsword; light crossbow; crossbow bolts (10x); cleric's vestments

Aiding her—and enforcing her commands, should the need arise—is **Unglar**, a half-orc former barbarian.

Unglar (Sheergath Guard)

CR 2; **XP** 600; CN Male Half-Orc Barbarian 2 / Cleric 1

hp 20; **AC** 15; **Fort** +4, **Ref** +2, **Will** +5

Init +2; **Speed** 30 ft.; **Fast Movement**; **Senses Perception** +7; **Darkvision** 60 ft.

Str 10, **Dex** 15, **Con** 8, **Int** 12, **Wis** 13, **Cha** 12

BAB +2; **CMB** +2; **CMD** 14

Melee bastard sword +2 (2H: 1d10/19-20) or

Melee dagger +2 (1d4/19-20) or

Ranged dagger (thrown) +4 (1d4/19-20)

Special Attacks Intimidating Glare, Touch of Chaos (4x/day)

Innate Spell-Like Abilities (Su): *augury* (1x/day)

Prepared Cleric Spells (CL 1st, Chaos domain):
1st – *command, inflict light wounds*
0th – *light, read magic, spark*

Feats Endurance, Iron Will

Skills Intimidate +9, Knowledge (Arcana) +7, Knowledge (Dungeoneering) +2, Perception +7, Sleight of Hand +0, Stealth +0, Use Magic Device +2

Special Qualities Augury, Aura, Aura of Chaos, Channel Positive Energy (-1d6, DC 9, 4/day), Darkvision, Fast Movement, Intimidating, Orc Blood, Orc Ferocity, Orisons, Rage, Spontaneous Casting, Variant Channeling - Destruction, Weapon Familiarity

Possessions bastard sword; studded leather armor; dagger; cleric's vestments

Rounding out the temple leadership is **Denzys**, the church's primary officiant. The human cleric harbors a lust for **Mayor Symms**, which he interprets as love. Many of the more drastic preachings and actions of the temple go against the grain of his **Chaotic Good** tendencies; in his speeches to the congregation, he tries to temper the message a bit toward his own aims.

Denzys (Preacher)

CR 3; **XP** 800; CG Male Human Cleric 4

hp 33; **AC** 12; **Fort** +6, **Ref** +2, **Will** +6

Init +1; **Speed** 30 ft.; **Senses Perception** +2

Str 11, **Dex** 13, **Con** 15, **Int** 15, **Wis** 15, **Cha** 12

BAB +3; **CMB** +3; **CMD** 15

Melee morningstar +3 (1d8) or

Ranged sling +4 (1d4)

Prepared Cleric Spells (CL 4th, Chaos domain):
2nd – *calm emotions, darkness, enthrall*
1st – *doom, inflict light wounds, obscuring mist, summon monster I*
0th – *detect magic, light, read magic, resistance*

Feats Deceitful, Dodge, Endurance

Skills Acrobatics +2, Bluff +7, Diplomacy +6, Disguise +5, Heal +7, Intimidate +5, Knowledge (History) +8, Knowledge (Religion) +9

Special Qualities Aura, Bonus Feat, Channel Positive Energy (-1d6, DC 9, 4/day), Orisons, Skilled, Spontaneous Casting

Possessions morningstar; sling; sling bullets (20x); cleric's vestments

Throughout this section, the expression "**Sheergath** clergy" refers to all three of these key NPCs: **Larissa, Denzys**, and **Unglar**.

Services

If the party enters the temple during daylight hours, there is a **60%** chance there is a service ongoing at the moment. **Larissa** (**60%** of the time) or **Denzys** (**40%**) will give the party a withering glare, then resume their sermon. If services are in progress, there will be **3d6+2 Townsfolk** in attendance, spread out among the pews.

If services are not being conducted, there may yet be **2d4-2** (minimum zero) of the congregation here anyway, kneeling in prayer, ambling about, or indeed, taking a nap in the comfort of the building's warm interior.

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

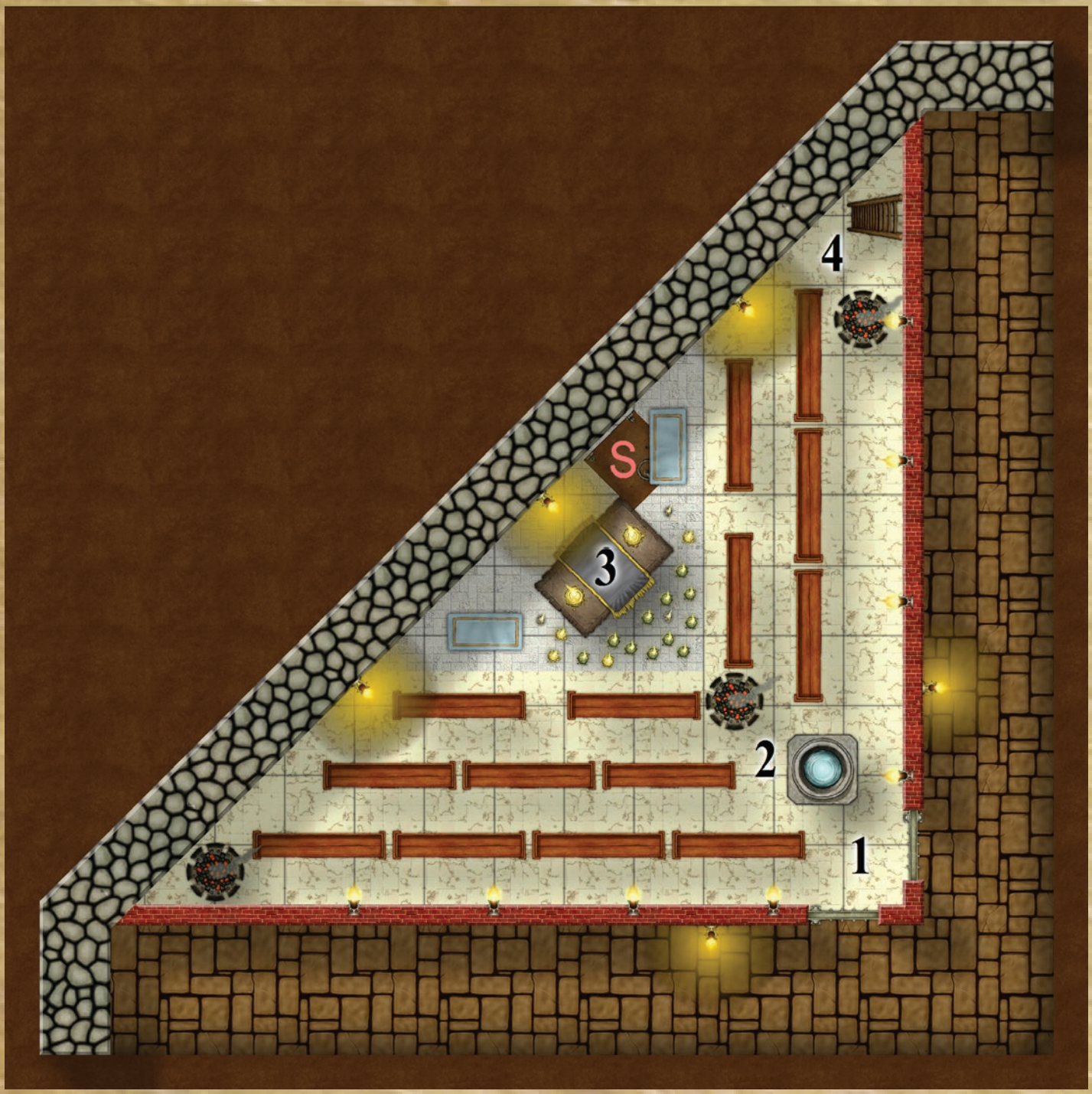
Table 53: Map Reference Summary, Sheergath Temple

Location Name	Context	Audience	Page
Ground Floor	Before Eruption	GM Only	p 160
Ground Floor	Before Eruption	Players	p 449
Ground Floor	After Eruption	GM Only	p 386
Ground Floor	After Eruption	Players	p 484
Rooftop	Before Eruption	GM Only	p 161
Rooftop	Before Eruption	Players	p 450
Rooftop	After Eruption	GM Only	p 387
Rooftop	After Eruption	Players	p 485
Basement	Before Eruption	GM Only	p 163
Basement	Before Eruption	Players	p 451
Basement	After Eruption	GM Only	p 389
Basement	After Eruption	Players	p 486

Random Dramatis Personae

As Welby himself would point out, one of the great things As with the **Zugul Church**, the key NPCs listed here represent the congregation of the **Temple**.

Map 22: Sheergath Temple Ground Floor (CTG) *One square equals 5 ft.*



Unless the GM has a very specific reason to do otherwise, it is suggested that all key NPCs placed via the **Random Dramatis Personae** table below be sitting in a pew, either listening to services in progress, or simply praying.

Table 54: Random Dramatis Personae, Sheergath Temple

Suggested Population: 2d6+2 rolls

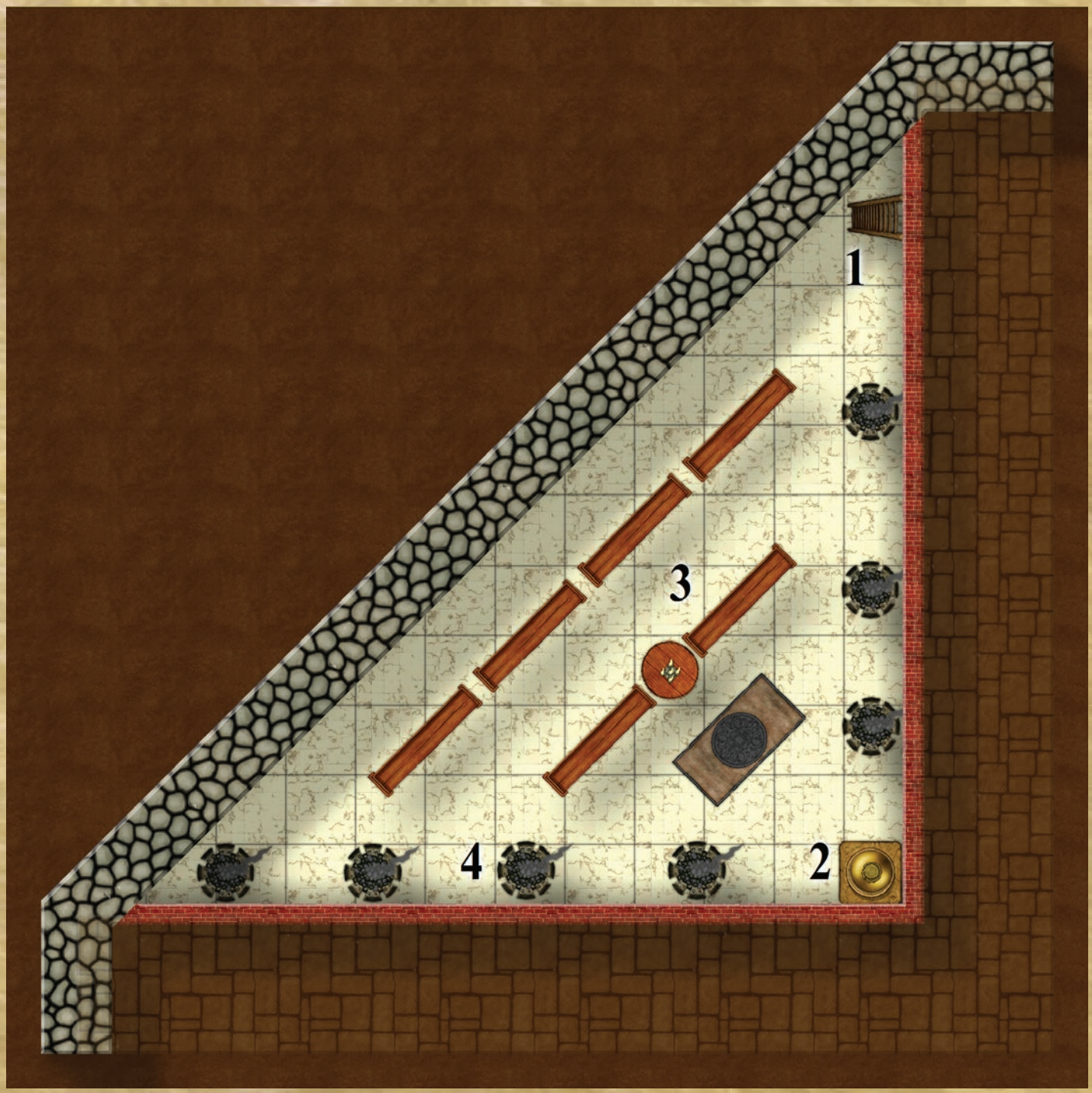
D%	Key NPC	Profession
01-04	**Aramil Xiloscient**	Apothecary
05-06	**Dimblegruffe**	Blacksmith
07-09	**Ash "Executioner"**	Militia Trainer
10-11	**Biggen Gurble**	Reader
12-13	**Brock Runnaheim**	Stablemaster
14-16	**Debran Ormick**	Militia Treasurer
17-25	**Denzys**	Preacher
26	**Dominika Symms**	Mayor
27-28	**Einkill Holderhek**	Merchant / Mercenary

D%	Key NPC	Profession
29	**Elena Lomazonne**	Merchant Princess
30	**Esk**	Innkeeper
31-32	**Ganyc**	Butcher
33-35	**Gumbrew**	Fishmaster
36-40	**Hueykins**	Jester / Greeter
41-60	**Larissa**	Elder of Sheergath
61-65	**Lingona**	Bard
66	**Mardnab Scheppen**	Maid

D%	Key NPC	Profession
67	**Oneib**	Salesman / Security Guard
68-69	**Ownka**	Serving Wench / Cook
70-75	**Phadian Gess**	Trickster / Thief
76-78	**Sorille**	Courier
79-97	**Unglar**	Guard
98-00	**Welby Goodbarrel**	Merchant

Map 23: Sheergath Temple Rooftop (CTR)

One square equals 5 ft.



BC-20: Sheergath Temple Ground Floor Map

A players' version of this map is available on p 449.

CTG-1: Entryway

If the party approaches during daylight hours, the doors will be unlocked; they will be fully opened to the breeze if there are not services (see **Services**, above) in progress. During the nighttime, these doors will typically be locked, and are locked at all times that there is not a Sheergath Temple NPC (**Larissa**, **Unglar**, or **Denzys**) on the ground floor.

If the doors are closed, read the *italicized* portion; otherwise, read the normally-formatted portion of the description below.

Two steel doors bar your way. They look impressively sturdy but plainly adorned.

Two steel doors act as sentinels to the temple; they are opened wide to welcome any from the street outside.

These doors are steel, and very sturdy; they were constructed by blacksmith **Dimblegruffe** and are quite similar to the doors on her own building:

Locked Steel Temple Entry Doors

5" thick; **hardness** 10; **hp** 150; **Break** DC 28; **Disable Device** DC 26.

Larissa, Unglar, and **Denzys** each has a key to these doors, which have the same lock.

The pews are wooden, and ordinary in every way. Three braziers are evenly spaced between the pews; these are typically lit during colder weather—chaotic their god may be, but worshippers of **Sheergath** enjoy a cozy prayer.

CTG-2: Font

A stone font greets you as you enter the temple. In its shallow basin is a pool of clear water.

Aside from tasting crisp and refreshing, there is nothing unusual about the water or the font itself. It is refilled at least once a day, typically by **Unglar**, using water from the **River** (p 114) which is then blessed by **Larissa** or **Denzys**.

CTG-3: Altar

Across the middle of the hypotenuse of the temple is a raised stone-mosaic triangle which forms the stage of the church. In the middle of this space is a stone altar, draped with gray and yellow tapestries bearing the iconography of Sheergath. Large candelabrae sit atop the altar; scattered seemingly chaotically about the corner in front of and around the altar are all manner of candles. The spent wax of hundreds of prior lights coats the floor around the altar. To the north and west are simple, but finely-crafted, rugs.

If services are in progress, the one providing the sermon will be standing behind the altar, though personal oratory preferences and the cadence of a given speech may cause the speaker to wander along the altar stage or even among the pew aisles.

Just north of the altar, hidden underneath a fine colored dust and a rug, is a secret and locked trapdoor, leading to the basement:

Locked Secret Temple Basement Trapdoor

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 18; **Break** DC 20; **Disable Device** DC 18

Larissa and **Denzys** each have a key to this trapdoor. None of the **Sheergath** clergy use this trapdoor unless the **Entry** doors (see above) are closed and locked, lest the secret be discovered.

CTG-4: Ladder to Rooftop

In the northeastern corner of the temple, a wooden ladder lays against the east wall. Looking up, you see that it leads to a trapdoor in the ceiling.

This trapdoor leads to the **rooftop**. It is locked; please note that for PCs attempting **Break** checks from a top the ladder, a **-2** circumstance penalty applies.

Locked Rooftop Trapdoor

5" thick; **Hardness** 5; **hp** 60; **Break** DC 18; **Disable Device** DC 16

Larissa and **Denzys** haveeach have a key to the trapdoor. It is always locked unless **Sheergath** clergy are on the rooftop.

BC-20: Sheergath Temple (Rooftop)

A player's version of this map is available on page 450.

CTR-1: Ladder to Ground Floor

A ladder leads down into the temple's ground floor.

This is the top of the ladder revealed by the **trapdoor** underneath.

Note that if the PCs picked the trapdoor's lock, there is no way to re-lock it upon descent without a key, so their tampering will be obvious the next time **Sheergath** clergy make use of the roof.

CTR-2: Urn

This appears to be a ceremonial urn of great significance. It rests on a bronzed pedestal in the corner, overlooking the rest of the city. Plaques on the north and west sides on the base clarify that this is the "Holy Urn of Ginswyn the Defender"—the final resting place of a lady by the name of Ginswyn, a brazen defender of the power of chaos, and devotee of her lord Sheergath. The plaques do not describe what she defended, or how she perished.

If the party does anything more than pass by this urn, the following Quest is invoked:

Quest: Ginswyn, But Not Forgotten

Summary: The PCs encounter an urn claiming to contain the remains of a fallen church hero. They may uncover the truth, loot the urn, or ignore the situation entirely.

Rewards: Hidden treasure within the urn (optional); up to **2 Reward Stars.**

Locations: Sheergath Temple.

Key NPCs: Larrisa the Elder.

Kickoff: The PCs pass by the Urn on the temple rooftop, and read the plaques at its base.

Description:

Urn this may be, but the contents are less holy than the plaques would have the party believe. "**Ginswyn**" is the name of **Larissa's** childhood friend, who died very young, before either girl had even heard of **Sheergath**. Her stature in this "resting place" is completely fabricated by **Larissa**—partly because she is confident nobody else has heard of the name, and partly as an apologetic, wistful homage to her fallen girlhood pal.

Nobody else in **Berinncorte** is aware of this charade—not even **Denzys**, **Larissa's** closest confidant. Occasionally, **Larissa** will include **Ginswyn's** name and some aspect of her mythology in a sermon, but she tries not to make it a habit, lest her flock inquire in greater detail.

The urn itself is not locked, trapped, or sealed—**Larissa** trusts the mystique and respect for the dead are obstacle

Map 24: Sheergath Temple Basement (CTB) *One square equals 5 ft.*

enough to deter thieves. Unless the party has somehow teased out the truth from the **Elder** herself, the GM is encouraged to remind the players to roleplay their characters; for example, any **Lawful Good** character, Paladin, or Clerics of most Lawful deities should likely abstain or object from such a search.

If any party member suggests opening, or attempts to open, the urn to searh it, any PC acting in a manner consistent with their character, class, and/or alignment should benefit from a reward of **1 Reward Star**.

If the party opens the urn, they may discover that the contents aren't even ashes—it is simply dirt, taken from the **basement** (page 123). A successful **Wisdom**, **Knowledge (Nature),** or **Heal** check at DC 16 will make plain the terrestrial nature of the dirt. Without this knowledge, outright digging through the "remains" should come as a ghoulish endeavor. However, doing so is not without profit, as the **Elder** has hidden some heirlooms within:

Holy Urn of Ginswyn the Defender

+2 *dagger*; 41 gp; amethyst pendant (72 gp)

Ginswyn, But Not Forgotten (Loot Urn): Chaos +1

Taking any treasure from the urn creates a **Catalyst Impact**: **Chaos +1**.

This stacks with other **Catalyst Impacts** for this Quest.

Please refer to **Larissa's Conversation** section for more detail on asking her about **Ginswyn**, and its impact on her **Attitude Tracker.** Depending on how hard they push, and what they suspect, they may get her to admit the truth; doing so grants the party an additional **1 Reward Star.**

Ginswyn, But Not Forgotten (Discover): Law +1, Love +3

Discovering the truth of the matter in conversation with **Larissa** generates a **Catalyst Impact** of **Law +1**, and **Love +3**.

This stacks with other **Catalyst Impacts** for this Quest.

Ginswyn, But Not Forgotten (Ignore): Law +1

Ignoring the contents of the urn, once discovered, produces a **Catalyst Impact**: **Law +1**.

This stacks with other **Catalyst Impacts** for this Quest.

This quest is resolved if the PCs ignore the urn, if they get **Larissa** to reveal the truth, or if they simply loot the urn and never mention it to the **Elder**.

CTR-3: Pews

Two rows of pews face the rug that serves as an altar. A table bearing a candelabra sits between the front two.

These pews ard wooden, sturdy, and ordinary in every way. However, the round table has a false bottom; there is a hidden compartment underneath inside which can be found some religious valuables. It is trapped, but not locked:

Bloodroot Poison Needle Trap (CR 1)

Type Mechanical; **Trigger** Touch; **Reset** Repair

Perception DC 16; **Disable Device** DC 14

Effect Atk +1 melee and melee touch (1d4 plus **bloodroot poison**)
Bloodroot: Injury; **Save** Fort DC 12; **Onset** 1 round; **Frequency** 1/round for 4 rounds; **Effect** 1 Con + 1 Wis; **Cure** 1 save

False-Bottom Table Secret Compartment

2" thick; **hardness** 5; **hp** 20; **Perception** DC 16; **Break** DC 16

Secret Compartment

gold holy symbol of Sheergath (**100 gp**); **holy water** (2 vials, **25 gp** apiece); **incense** (30 sticks, **30 gp** total value)

Larissa and **Denzys** are both aware of this secret compartment; **Unglar** is oblivious.

CTR-4: Braziers

On the southern and eastern edges of the rooftop, seven large braziers have been mounted. They are currently idle, but it appears as though they have fuel enough to be lit immediately; the coals are dry and ready.

For certain special ceremonies, these braziers are all lit; the effect of a fiery glow high above the street below is impressive indeed.

During colder weather, for rooftop ceremonies, a handful of these are lit, but mainly for warmth. Each is filled about halfway with ordinary coal or similar burning supplies.

At the base of the southwestern-most brazier is a bit of treasure, easily visible if the party strolls past:

Southwestern Brazier

thurible (3 lbs, **50 gp**: When filled with coal and common herbs worth **2 sp**, this miniature brazier fills an area 30 feet in diameter with light smoke for 1 hour. Any creature in the area of this smoke gains a **+2** circumstance bonus on Fortitude saves to resist inhaled diseases. This thurible comes filled as needed to induce the effect.)

BC-20: Sheergath Temple (Basement)

A player's version of this map is available on page 1023.

CTB-1: Trapdoor to Ground Floor

A sturdy wooden ladder reaches up to the ceiling, set in which is a wooden trapdoor.

This leads to the **Altar** area on the ground floor (page 198).

The basement's very existence is a secret, known only to the three **Sheergath** clergy. It is surprisingly warm and dry down here, despite the fact that the walls and floor are

uncovered dirt. The floor has been well-packed and tamped, however, and it has the feel of a well-crafted chamber overall.

One side benefit of the construction is that the basement is effectively soundproofed from the temple above. If a sermon is happening above, the party can only detect it if they climb the ladder and listen at the trapdoor.

CTB-2: Chairs

Five well-crafted, comfortable armchairs are arrayed against the eastern wall, facing the rug to their west. A cupboard sits to the north of the rug.

This is where the **Sheergath** elite conduct their most secret, sacred ceremonies. Although all three clergy members know on some level that many of the ceremonies are just theatrics, they nevertheless have felt the power of their god, and conduct the rituals with reverence and respect. **Larissa** in particular brings zeal to any activity, regardless of how trite: you never know when **Sheergath** might be watching, or listening.

The cupboard is locked, and contains eating, drinking, and ceremonial supplies.

Locked Basement Cupboard

2" thick; **Hardness** 5; **hp** 20; **Break** DC 18; **Disable Device** DC 16

Basement Cupboard

cups (5, **1 gp** apiece); **basket** (**4 sp**); **plates** (5x, **1 sp** apiece); **silver dagger**; **incense** (20 sticks, **20 gp** total value); **tinder-twigs** (4x, **1 gp** apiece); **Sheergath holy text** (**30 gp**)

All three **Sheergath** clergy are aware of the cupboard, its contents, and bear a key to the lock.

CTB-3: Well

This well appears to be quite deep—you cannot see the bottom. A rope leads down into the inkiness; here up top, it is attached to a winch. To the southwest is an array of buckets, presumably to hold hoisted water.

Despite its somewhat sinister-seeming location, this is an ordinary well... or, at least, it is in the context of this adventure. PCs who spend 5 rounds with the winch can raise the bucket that is already dipped in the water; the water is fresh and tasty but otherwise unremarkable. It takes another 10 rounds total (5 down, 5 up) to get another bucket of water.

Note: This well actually contains a secret passage. However, its existence, use, and greater role is far beyond the context of this adventure. Should a PC venture down here, and demand a skill check, the **Perception** DC alone is 35—likely far beyond the capabilities of the party. Of note, none of the **Sheergath** clergy are aware that this is anything but a standard well.

CTB-4: Casks

In the northwestern area, just south of the trapdoor and its ladder, five barrels stand against the earthen wall. Atop two of these are candles.

Sheergath being a chaotic deity, many of her holy ceremonies and holidays demand that the participants imbibe well of alcoholic drink. These casks are the temple's reserve of such liquid. **Unglar** is typically tasked with fetching a barrel up the ladder for such special occasions; this is easily the least favorite of his duties. A close second-least-favorite is resupplying the barrels, which are usually purchased directly from **Zook Beren** at the **Leaky Cask Tavern** (p 122).

The casks are sealed and nailed shut; opening them requires some physical effort, as follows:

Basement Sealed Barrel

2" thick; **Hardness** 5; **hp** 20; **Break** DC 16

Basement Barrel (5x)

ale (12 gallons, **24 sp** total value per barrel)

Tampering with the casks is obvious to any **Sheergath** clergy member once they investigate.

CTB-5: Cauldron

In the western crevice of the basement is a firepit, atop which sits a big cauldron. To the east is an assortment of sacks.

Some ceremonies require fire; others demand the use of hot liquids or simple alchemical creations. On very rare occasion, a non-insasive form of branding is needed.
And, truth to tell, sometimes, the clergy of the temple just want a hot meal in a secret place.

Thankfully, smoke is not a problem, despite the confined conditions: although the clergy will claim the trapdoor or natural subterranean currents let any smoke escape, it is actually the secret passage concealed deep in the **Well** (see INU-3: Southeast Bedroom) that does most of the duty.

The sacks nearby are freely accessible, and contain emergency rations in the event that anyone is trapped down in the basement (or indeed, in the temple itself):

Basement Sacks

trail rations (30x, **5 sp** apiece)

BC-21: Library

For a city its size, **Berinncorte** boasts quite the elaborate and full-featured **Library.** Folk from all over this area of the Realm venture to town to explore and learn.

Dwarven librarian **Gunnloda Balderk**, an Expert, administers the building and oversees all activities. She runs the establishment through a combination of generous support from the **Mayor** (page 585) and a cut of paid services provided by the **Sage** component of the business (see below).

Gunnloda Balderk (Librarian)

CR 4; **XP** 1,200; LN Female Dwarf Expert 6

hp 21; **AC** 10; **Fort** +2, **Ref** +2, **Will** +8; +2 vs. poison, spells, and spell-like abilities

Init +0; **Speed** 20 ft.; **Senses Perception** +3; **Darkvision** 60 ft.

Str 8, **Dex** 10, **Con** 10, **Int** 19, **Wis** 16, **Cha** 10

BAB +4; **CMB** +3; **CMD** 13 (17 vs. bullrush or trip)

Melee dagger +3 (1d4-1/19-20) or

Ranged dagger (thrown) +4 (1d4-1/19-20)

Feats Armor Proficiency, Light, Simple Weapon Proficiency, Skill Focus (Craft (Calligraphy), Knowledge (History), Knowledge (Local))

Skills Craft (Calligraphy) +17, Knowledge (Arcana) +13, Knowledge (Geography) +14, Knowledge (History) +17, Knowledge (Local) +17, Knowledge (Nature) +13, Knowledge (Nobility) +13, Knowledge (Planes) +14, Knowledge (Religion) +14, Use Magic Device +6

Special Qualities Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity

Possessions dagger; scholar's outfit

Aiding **Gunnloda** in administrative duties is **Biggen Gurble**, a halfling who is equal parts Expert and librarian, and Rogue and spy for the **Scarlet Path** (p 25).

Biggen Gurble (Reader / Spy)

CR 3; **XP** 800; CN Male Halfling Expert 2 / Rogue 2

hp 12; **AC** 15; **Fort** +0, **Ref** +7, **Will** +6; +2 vs. fear

Init +3; **Speed** 20 ft.; **Senses Perception** +11

Str 7, **Dex** 16, **Con** 8, **Int** 16, **Wis** 14, **Cha** 13

BAB +2; **CMB** -1; **CMD** 12

Melee short sword (small) +1 (1d4-2/19-20) or

Melee dagger (small) +1 (1d3-2/19-20) or

Ranged dagger (small/thrown) +6 (1d3-2/19-20) or

Ranged sling (small) +6 (1d3-2)

Feats Alertness, Light Armor Proficiency, Eagle Eyes, Simple Weapon Proficiency

Skills Disable Device +11, Disguise +5, Knowledge (Arcana) +11, Knowledge (Dungeoneering) +10, Knowledge (Geography) +11, Knowledge (Local) +10, Knowledge (Nobility) +10, Knowledge (Planes) +10, Knowledge (Religion) +10, Perception +11, Sense Motive +8, Sleight of Hand +8, Use Magic Device +6

Special Qualities Canny Observer, Fearless, Halfling Luck, Keen Senses, Sure-Footed, Trapfinding, Weapon Familiarity

Possessions dagger; shortsword; padded armor; sling; sling bullets (20x)

In addition to being a **Library** in the traditional sense of the word, this building also holds a **Sage** in the person of **Tudra Coppereye**, a bizarre dwarven Oracle with an admittedly strong sense of the mystical.

Tudra Coppereye (Sage)

CR 5; **XP** 1,600; NG Female Dwarf Expert 4 / Oracle 2

hp 32; **AC** 10; **Fort** +2, **Ref** +1, **Will** +11

Init +0; **Speed** 20 ft.; **Senses Perception** +4; **Darkvision** 60 ft.

Str 5, **Dex** 10, **Con** 12, **Int** 16, **Wis** 19, **Cha** 12

BAB +4; **CMB** +1; **CMD** 11 (15 vs. bullrush or trip)

Melee dagger +1 (1d4-3/19-20) or

Ranged dagger (thrown) +4 (1d4-3/19-20)

Known Oracle Spells (CL 2nd):
1st (5x/day) – *command, detect chaos, unseen servant, cure light wounds*
0th (at will) – *detect magic, guidance, light, purify food and drink, read magic*

Feats Armor Proficiency, Light, Simple Weapon Proficiency, Skill Focus (Knowledge (History), Knowledge (Local), Knowledge (Planes))

Skills Bluff +2, Heal +8, Knowledge (Arcana) +12, Knowledge (Geography) +10, Knowledge (History) +15, Knowledge (Local) +15, Knowledge (Nature) +12, Knowledge (Nobility) +12, Knowledge (Planes) +15, Knowledge (Religion) +12, Sense Motive +11, Stealth +1, Use Magic Device +2

Special Qualities Ancestor Mysteries, Darkvision, Defensive Training, Greed, Hardy, Hatred, Orisons, Stability, Steady, Stonecunning, Tongues, Tongues ~ Abyssal, Weapon Familiarity, Wisdom of the Ancestors

Possessions dagger; scholar's outfit

Library Staff

Throughout this section, the phrase "**Library Staff**" refers to the three NPCs **Biggen Gurble, Gunnloda Balderk,** and **Tudra Coppereye**.

Using the Library

On a typical day, the party can expect to find **2d4+1 citizens** in various places throughout the publicly-accessible halls of the building.

At the GM's discretion, this is an excellent opportunity to introduce key NPCs from the ***Dramatis Personae and Bestiary*** companion book if the party has been having difficulty doing so thus far.

Any citizens who are not specifically a key NPC from that section can be treated as **Townsfolk**.

Random Dramatis Personae

Few businesses have true, regular need for expanding their knowledge, and there are many walks of life for whom broadening their minds may simply underscore their current woeful position in life.

That said, however, many key NPCs have occasional desire, if not true need, for a good read, or to consult a book in case it is helpful for a specific challenge. As a result, the scope of notable citizens who might be encountered here is perhaps a bit more expansive than one might otherwise think.

Table 55: Random Dramatis Personae, Library

Suggested Population: 2d4-1 rolls

D%	Key NPC	Profession
01	**Amadan**	Militia Armsmaster
02-03	**Aramil Xiloscient**	Apothecary
04-06	**Dimblegruffe**	Blacksmith
07-08	**Ash "Executioner"**	Militia Trainer
08-09	**Biggen Gurble**	Reader
10-11	**Brock Runnaheim**	Stablemaster
12-13	**Cannock**	High Priest
14-15	**Cora Brushgather**	None
16-17	**Daratis**	Seamstress
18	**Debran Ormick**	Militia Treasurer
19-21	**Denzys**	Preacher
22-24	**Dominika Symms**	Mayor
25	**Einkill Holderhek**	Merchant / Mercenary
26	**Elena Lomazonne**	Merchant Princess
27-28	**Esk**	Innkeeper
29-30	**Farzith**	Butcher's Apprentice
31-32	**Ganyc**	Butcher
33	**Gorin Bakelight**	Tribute Magister
34-36	**Gumbrew**	Fishmaster
37-38	**Gunnloda Balderk**	Librarian
39-42	**Gurth**	Cryptkeeper
43-45	**Gyldor**	None
46-50	**Hueykins**	Jester / Greeter
51-55	**Jozan**	Bartender
56	**Kayzark**	Vendor
57-60	**Larissa**	Elder of Sheergath
61-62	**Lingona**	Bard
63-70	**Maghana**	Cleric of Zugul
71-72	**Mardnab Scheppen**	Maid
73-74	**Oneib**	Salesman / Security Guard
75-76	**Ota Kuiduru**	Chief Clerk
77-78	**Otibus**	Tanner / Bookkeeper
79-80	**Ownka**	Serving Wench / Cook
81-82	**Phadian Gess**	Trickster / Thief
83-84	**Rhirem**	Mercenary Spellcaster
85-86	**Skutt Krundarr**	Militia Vice Master
87-88	**Sorille**	Courier
89-90	**Stewy**	Apprentice Fisherman
91-93	**Tansden**	Militia Master
94-95	**Tudra Coppereye**	Sage
96	**Thrunne**	Serving Wench
97	**Unglar**	Guard
98	**Waywocket Ningel**	Jeweler
99	**Welby Goodbarrel**	Merchant
00	**Zook Beren**	Brewer / Cook

Pensive Study

Any PC may spend some time searching for knowledge among the tomes found here. To do so, pick any *one* **Knowledge** skill: for each hour spent in study on this subject, you gain a **+1** competency bonus on a single check or question you wish to find the answer to, up to a total bonus of **+5**. If the PC has some assigned ranks in that skill, the total bonus grows, up to **+5** or the assigned ranks that PC has in that skill, whichever is greater.

Once you "ask" the question, any hours accumulated are gone, whether the check involved was a success or a failure.

For example: if a PC wishes to know how long **Berinncorte** has been a city, they select **Knowledge (Local)**, and begin studying. Three hours later, they pose the question to the GM, who makes the check with a **+3** bonus. It's a success, and the GM responds accurately. If that PC wishes to ask another **Knowledge (Local)** question, or a follow-up, they may, but no longer receive any bonus (they have "spent" the accumulated bonus researching the answer).

Another example: that same PC now begins study once more, this time spending **8** hours with her nose in a book. Although the bonus normally caps at **+5**, she actually has 6 ranks assigned in **Knowledge (Local)**, so her maximum bonus is greater—but only **+6**. She spent two extra hours studying to no additional effect!

A Good Book in a Good Nook

Some areas of interest indicate a percentage chance of a certain tome being present if the PCs examine bookshelves there. These will usually take a form like so:

Good Book...: There is a **15%** chance per minute spent searching that a *adventurer's chronicle* (**Knowledge (Local)**) is present here (**4** attempts maximum).

This means that, each minute the PCs indicate they wish to search, roll a **d100**; on a **1-15**, they find the indicated text. If they do not find the book, they may spend another minute searching, with the same chance of success, and so on, until either they find the book or **4** attempts have been made. In this example, if the party spends **4** minutes searching and does not succeed in this check, then the book mentioned is simply not there right now.

Unless otherwise specified, all books in the library are written in **Common**.

Library Policy

Citizens of **Berinncorte** are welcome to bring in books of their own and place them on the shelves; in fact, many of the common tomes here have been donated in such a fashion by wealthy merchants, nobles, or simply generous and well-off benefactors.

It's generally discouraged to take a book *out* of the library, however, though there is precious little chance of the party being seen doing so. For each book the party attempts to smuggle out of the building, there is a **5%** chance that

Map 25: Library (LIB) *One square equals 5 ft.*

someone (either a citizen, or one of the **Library Staff** themselves) notices the attempt and informs the **Library Staff**. Being caught in this way requires a fine of half the amount of the book(s) being stolen (minimum **5 gp** per book); if the party fails to pay or makes trouble, the **Library Staff** will summon the **Berinncorte Militia** immediately.

Urns and Secret Doors

There are three secret doors in the **Library**; in front of each is an empty potted plant urn. Unfilled pots are far lighter and easier to move aside to gain access to the doors.

Every once in a while, one of the **Library Staff** fails to replace the urn when they use the building's secret doors. When the party encounters this hallway, there is a **10%**

chance that the urn which typically stands in front of it has been placed ajar. This clue grants party members a **+2** circumstance bonus on their **Perception** check to notice this door, and grants them each an automatic free passive check.

A Quiet Place

Similarly to today's modern-day establishments, the **Library** of **Berinncorte** is a quiet place, and this attribute tends to be enforced not only be **Library Staff**, but also by other citizen guests.

Also, note that many actions the party may take while inside the building have an impact on one or more of the **Library Staff's Attitude Trackers**; please refer to that section of the three NPC descriptions for more details.

BC-21: Library Map

A player's copy of this map is available on page 452.

LIB-1: Entrance

These double, iron-banded doors have torches mounted to either side. Carved into the wood is a simple, yet easily recognizable, symbol of a book on the left, and a head on the right.

These doors are closed after sunset, and open each morning at sunrise. Whenever they are closed, they are locked as well. The torches burn during the twilight hour or so on each side of the evening.

Locked Reinforced Library Double Doors

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 18

All library staff have keys to these doors.

LIB-2: Entry Hall

This long hallway is well-lit, and inviting. Comfortable chairs, upholstered in a pleasant green hue, are sprinkled among stocked bookcases against the north and south walls. A potted plant is in the far southwestern corner.

Citizens joke about how the comfy chairs are the library's best asset. While bibliophiles would thumb their nose at this sentiment, it's tempting to agree with the proletariat on this one—no other building in town, in fact, has upholstered chairs with padding for the bottom and back.

It's occasionally gotten to the point where **Biggen** spends a noticeable portion of his time acting as a "chair bouncer", roving around the library's hallways and spotting folk who are clearly just here to grab a relaxing sit.

Good Book...

If the party stops to inspect the shelves, there is a **15%** chance per minute spent searching that a *adventurer's chronicle* (***Knowledge (Local)***) is present here (**4** attempts maximum).

Adventurer's Chronicle (book)

Value 50 gp; **Weight** 1 lb.; **Materials** paper; **Nature** non-magical; **Aura** none; **Slot** usable; **CL** n/a

This book is chock full of useful information. When used as a reference (an action that typically takes **1d4** full rounds of searching the text), an *adventurer's chronicle* grants a **+2** competency bonus on a specific **Knowledge** check for which the book is designed.

Construction Requirements means to assemble a physical book; the author must have at least 10 ranks in the specific **Knowledge** skill for which you are designing the book; **Cost** 30 gp

LIB-3: Reading Area A

A large wooden table bears a candelabra and several books. Potted plants are in each of the two western corners, and next to each of the plants is a welcoming chair. It feels the perfect little nook to relax and read a book in.

Guests are invited to place books here to examine or to read while standing. Any who are reading are welcome to sit in one of the chairs.

LIB-4: Common Reading Area

This large, central space connects hallways to the south, north, and west. A large, soft rug with cyan embroidery lies underfoot; benches sit against the eastern wall. Bookshelves and potted plants dot the walls along the halls. To the west, a large rectangular wooden table sits, surrounded by chairs and stacked with books and candles.

If there are any citizens wandering the library, at least one of them is here, sitting at the table. Though the chairs throughout the halls are comfortable, real studying tends to happen here, where the stiffness of the chairs and the creak of the wooden table under its burden of tomes tends to put more scholarly folk in the right mindset for true immersion.

Good Book...

If the party stops to inspect the shelves, there is a **5%** chance per minute spent searching that a *tome of epics* is present here (**3** attempts maximum).

Tome of Epics (book)

Value 50 gp; **Weight** 3 lb.; **Materials** paper; **Nature** non-magical; **Aura** none; **Slot** usable; **CL** n/a

This hefty book is bound in oilskin and decorated with scenes of glorious combat between ancient heroes and ferocious monsters. It contains several tales of valor, defeat, and victory, all with brightly colored illustrations. After consulting the book for **1** hour, for the next **24** hours, you gain a **+2** competency bonus on **Perform (Oratory)** and **Perform (Vocal)** checks, and a **+2** circumstance bonus on **Knowledge (Nobility)** checks pertaining to heroic lineages.

Construction Requirements means to assemble a physical book; the author must have at least 10 ranks in **Knowledge (Nobility)**; **Cost** 30 gp

LIB-5: Reading Area B

The hallway snakes around in an "S" pattern, resulting in a dead-end in the northeast corner of the building. Tables and bookshelves are along the walls. Potted plants are stationed in the corners; the one in the dead-end is just a pot and bears no plant inside.

Good Book...

If the party stops to inspect the shelves, there is a **5%** chance per minute spent searching that the book *Fishing in Solitude* is present here (**3** attempts maximum). Note that mentioning this book to fishmaster **Gumbrew** (page 637), or stealing it and trying to gift it to him, are favorable acts which will affect his **Attitude Tracker**.

Fishing in Solitude: A Dedicated Seafood Artisan's Memoir (book)

Value 50 gp; **Weight** 2 lbs.; **Materials** paper; **Nature** non-magical; **Aura** none; **Slot** usable; **CL** n/a

Picking it up, you never realized how alike the smell of an old tome and that of a fresh fish are. The book appears to be the personal story of a fisherman, and a ponderous one at that—either the gentleman in question lived to a deeply venerable age, or you hold in your hands the culmination of a life's worth of "fishing stories". You suppose the phrase "seafood artisan" is probably more attractive than "fisherman".

Buried inside among the self-serving pompousness, however, are some keen observations on the subject of fishing. After reading the book for **1** hour, for the next **48** hours, you gain a **+2** competency bonus to all **Profession (Fisherman)** checks, and may make such checks even if you are untrained (i.e., you have no assigned ranks in that skill).

Construction Requirements means to assemble a physical book; the author must have at least 10 ranks in **Profession (Fisherman)**; **Cost** 30 gp

There is a secret door in the northeast corner of the hallway's dead end:

Locked Secret NE Corridor Door

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 18; **Break** DC 18; **Disable Device** DC 18

All **Library Staff** have keys to this secret door, and are aware of its presence.

LIB-6: Private Reading Area

Once past the secret door, an unlit, narrow hallway lined with small cyan rugs leads to the west. It opens to a larger rectangular room with two potted plants (one filled with a ficus to the northwest, one empty to the southwest), a wooden table with some books scattered atop it, and a comfortable chair.

This is the private reading chamber of the **Library Staff**. Since it can only be accessed by secret door, they can read assured that their study will not be interrupted by citizens.

Good Book...

If the party stops to inspect the shelves, there is a **10%** chance per minute spent searching that a *Curated Carpentry* is present here (**5** attempts maximum).

Curated Carpentry (book)

Value 50 gp; **Weight** 1 lb.; **Materials** paper; **Nature** non-magical; **Aura** none; **Slot** usable; **CL** n/a

This book reads like a textbook or instruction manual—lessons and exercises on creating useful objects from wood. One section describes different kids of wood, and recommends the use of certain trees for certain types of project.

For those familiar with the craft, it can be quite a useful tome. After reading the book for **1** hour, for the next **24** hours, you gain a **+2** competency bonus to all **Craft (Carpentry)** checks if you have at least one assigned rank in that skill already.

Construction Requirements means to assemble a physical book; the author must have at least 10 ranks in **Craft (Carpentry)**; **Cost** 20 gp

There is a secret door in to the west of the hallway's dead end. Although **Biggen Gurble** views this second layer of secrecy as a bit overkill, **Gunnloda** insists on it, as it's possible someone could locate one secret, but would likely give up after finding that one.

Locked Secret Western Wooden Door

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 16; **Break** DC 18; **Disable Device** DC 18

All **Library Staff** have keys to this secret door, and are aware of its presence.

LIB-7: Reading Area C

In the corner formed by a south-going "L" bend in the hallway is a round table flanked by comfortable chairs, with a filled potted plant in the northwest corner. To its south is a wooden table sprinkled with all manner of books. Candles sit atop both tables. It's well-lit and cozy in this little corner, with a bookshelf just to the south.

This is another reading area, favored by casual readers and those looking to merely sit a while in the quiet of the **Library**.

Good Book...

If the party stops to inspect the shelves, there is a **15%** chance per minute spent searching that a copy of *Turtlecoaxer* is present here (**2** attempts maximum). Note that mentioning this book to stablemaster **Brock Runnaheim** (page 539) will produce a laugh, some shared discussion, and an impact on the dwarf's **Attitude Tracker.**

Turtlecoaxer (book)

Value 75 gp; **Weight** 2 lb.; **Materials** paper; **Nature** non-magical; **Aura** none; **Slot** usable; **CL** n/a

A perhaps-too-passionate treatise on the subject of humanoid/beast interaction, this book delves at times into analysis and personal stories that may make a casual reader question the nature of the author's relationships with animals.

Though most would use this book to learn how to better handle common mounts such as horses, a great deal of the author's anecdotes relate to "Stumpy", the hardshell companion from which the book derives its title.

Regardless, its plentiful stories and examples, complete with sketches demonstrating suggested hand gestures, are enlightening to all. After reading the book for **1** hour, for the next **72** hours, you gain a **+2** competency bonus to all **Handle Animal** checks, and may attempt such checks without penalty, even if you are untrained in it (i.e., have no assigned ranks in that skill).

Construction Requirements means to assemble a physical book; the author must have at least 12 ranks in **Handle Animal**; **Cost** 35 gp

LIB-8: Reading Area D

At the end of the twisting hallway is the coziest dead-end you've ever seen. A bench, two potted plants (one filled, one an empty urn), bookshelves, a large square table nearly buried in books, and a comfortable chair positioned just so as to see the entire scene... it's lit well enough to read, but dim enough to have the feel of a quaint cottage somewhere.

At the GM's discretion, any PC with an **Intelligence** or **Wisdom** score of at least 15 will instantly be drawn to this scenario, and will want to sit down and read (not compulsively, or as a magical effect—just by their nature of a being of learning). Although there is likely not space enough for the entire party to sit and indulge, the GM should encourage and reward the roleplay of such players acting out the lust for knowledge.

Good Book...

If the party stops to inspect the shelves, there is a **10%** chance per minute spent searching that the book *Requiem for an Ailment* is present here (**3** attempts maximum). Note that mentioning this book to the High Priest **Cannock** (page 545), apothecary **Aramil** (page 515), or stealing it and trying to gift it to either gentleman, are favorable acts which will affect their **Attitude Trackers**.

Requiem for an Ailment (book)

Value 80 gp; **Weight** 2 lbs.; **Materials** paper; **Nature** non-magical; **Aura** none; **Slot** usable; **CL** n/a

The first page gets right to the point: this text is "dedicated to all those who have lost their lives due to inept or uninformed care". Difficult to misinterpret that. This statement sets the tone for the rest of the tome—judgmental, pejorative, and accusatory, it seems to have been written in almost the second-person, from the perspective of one who knows, flinging educated insults at one who has failed.

It's an uncomfortable read, with many nauseatingly descriptive afflictions carefully catalogued... but it's all to a greater purpose, to be sure. After reading the book for **1** hour, for the next **48** hours, you gain a **+2** competency bonus to all **Heal** checks.

Construction Requirements means to assemble a physical book; the author must have at least 10 ranks in **Heal**; **Cost** 50 gp

There is a secret door in the northwest corner of the hallway's dead end.

Locked Secret NW Door

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 18; **Break** DC 18; **Disable Device** DC 18

All **Library Staff** have keys to this secret door, and are aware of its presence.

LIB-9: Sage's Hall

Beyond the secret door is an expansive and well-decorated room. A rectangular table carrying books is in the south portion; to its northwest is a row of comfortable chairs with cyan cushions. Northeast of the table is a line of three benches; to their north is another cushioned armchair. A cyan curtain with elaborate gold embroidery in seemingly mystical symbols blocks a set of wooden double doors behind it; to their west is a reading table with dozens of books around a single enormous open tome.

This is a multipurpose hall—it is where the **Library Staff** take meals, discuss matters, organize new influxes of books, and generally congregate for administrative purposes. Its main function, however, is as an office and séance space for **Tudra Coppereye** when she is consulted for a fee by citizens or visitors.

If any library staff is present in the building, there is a **20%** chance, rolled separately for each of the three staff, that they are here, tending to business, eating, discussing matters, or simply resting. At the appearance of anyone not **Library Staff**, they will be startled and accusatory, fearing at minimum that their secret doors and passages have been compromised. Note that happening upon any of the **Library Staff** here also has an impact on their **Attitude Trackers** as noted in that section of each NPC's description.

Good Book...

If the party stops to inspect either of the book tables, there is a **20%** chance per minute spent searching that the book *Yelling to Yes* is present here (**3** attempts maximum). Note that mentioning this book to **Larissa the Elder**, **Denzys**, or stealing it and trying to gift it to either clergy member, are favorable acts which will affect their **Attitude Trackers**.

Yelling to Yes (book)

Value 40 gp; **Weight** ½ lb.; **Materials** paper; **Nature** non-magical; **Aura** none; **Slot** usable; **CL** n/a

This lightweight book is poorly-written and uses few impressive-sounding words. It seems to be a book of recommendations and observations on the art of fierce, persuasive oratory, written by someone who perhaps should not be writing.

What it lacks in sophistication, however, it makes up for in utility—you're certain the material would be far more interesting if it were presented in person by the author, who clearly knows her stuff. After reading the book for **30** minutes, for the next **12** hours, you gain a **+2** competency bonus to all **Intimidate** checks involving language.

Construction Requirements means to assemble a physical book; the author must have at least 10 ranks in **Intimidate**; **Cost** 15 gp

The double wooden doors to the north lead to the sage's personal quarters, and are locked and trapped. The trap is not meant to actually prevent anyone from entering, but to add to the mystique of the sage.

Fearsome Door Handle Trap (CR 1)

Type Magical; **Trigger** Touch; **Reset** None

Perception DC 18; **Disable Device** DC 26

Effect *cause fear* cast upon the creature opening the door (**CL** 4; PC attempting to open the door is **frightened** for **1d4** rounds; **Will** save at DC 13 reduces this to being **shaken** for **1** round; PCs of greater than **5 HD** are immune to all effects)

Frightened: A **frightened** creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a **–2** penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Shaken: A shaken character takes a **–2** penalty on attack rolls, saving throws, skill checks, and ability checks.

Locked Wooden Double Doors

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 20

To these double doors, only **Tudra Coppereye** bears a key. **Gunnloda** and **Biggen** are not aware of the trap, and have never attempted to gain access to the strange oracle's personal quarters. They are frankly a bit afraid of the bizarre dwarf crone.

LIB-10: Sage's Private Quarters

This bizarrely-decorated room is the personal quarters for quite an eccentric individual. A feather bed is in the northwest, covered in a quilted cyan blanket. A large cupboard is in the north, to the left of a wash basin in the northeast corner. A writing and dressing desk is in the east, and a cask and smaller cabinet can be found in the southwest corner.

These are the personal quarters of **Tudra Coppereye**, the sage. She admits no one in here willingly, and is quite secretive about it even existing.

The cabinet to the north contains clothing and supplies, and is both untrapped and unlocked.

Large Cabinet

cups (2x, **1 gp** apiece); **basket** (2x, **4 sp** apiece); **plates** (3, **1 sp** apiece); **oracle's outfits** (5x, **12 gp** apiece)

The **oracle's outfit** noted above is a new, though mundane, item:

Oracle's Outfit

Value 12 gp; **Weight** 6 lbs.; **Materials** cloth, velvet; **Nature** non-magical; **Aura** none; **Slot** body; **CL** n/a

Includes a robe, sash, cordlike belt, soft-soled shoes, and a cloak. Similar to a scholar's outfit, but typically, an **oracle's outfit** will be constructed of finer (and more garish) materials such as silk, crushed velvet, and so on. Often, one or more components of the outfit will be embroidered with rich and mystical-seeming icons; most of the time, these are simply for show, and have no actual impact or reference.

Wearing an **oracle's outfit** anywhere outside the context of being a sage or divinatory advisor makes one appear quite out of place and bizarre. Conversely, anyone claiming to be an oracle, but dressing in an ordinary manner, is unlikely to be taken seriously.

Much more interesting is the smaller cabinet to the southwest, which is trapped and locked and as one would expect, bears more valuable contents:

Centipede Poison Needle Trap (CR 1)

Type Mechanical; **Trigger** Touch; **Reset** Repair

Perception DC 16; **Disable Device** DC 18

Effect Atk +3 melee and melee touch (1d4 plus **small centipede poison**)
Small Centipede Poison: Injury; **Save** Fort DC 11; **Frequency** 1/round for 4 rounds; **Effect** 1 Dex; **Cure** 1 save

Locked Cupboard

2" thick; **Hardness** 5; **hp** 20; **Break** DC 16; **Disable Device** DC 15

Treasure Chest

***potion of cure disease; potion of cure serious wounds; potion of invisibility; potion of water breathing;* 55 gp**

Like the door to this room, **Tudra** alone has a key; neither **Biggen** nor **Gunnloda** is aware of the trap or the contents of the cabinet.

LIB-11: Militia Guard Posts

Please refer to page 122 for more detail on these structures.

BC-22: City Gates

One of the most well-traveled regions in **Berinncorte** is its **City Gates** area. This is primarily because it is the only entry and exit to and from the city, owing to the original construction of the city and its walls as a protective shield around the populace. Nowadays, there is a great deal of commerce, tourism, and general coming and going in this area.

Comings and Goings

During the daytime, the party can expect to see **4d6+5 humanoids** here, ranging across and roughly representative of the races of citizens in the city (see **Berincorte City Profile**, p 39). If the GM is in a railroading mood, or simply wants to start things off with a bit of direction, she may sprinkle one or more key NPCs from the ***Dramatis Personae & Bestiary*** companion book here. You can simply describe them as noteworthy, being dressed or acting different than the ordinary citizens, or you may even have one of them actively approach the PCs.

From a statistics standpoint, treat all non-key NPCs encoun-

tered here as **Townsfolk**.

Whether your gaming group prefers open-ended play, or a forced path, if the PCs are starting the adventure here, it is strongly recommended that you at least have the group encounter **Hueykins** the jester (in the **City Gates** area of interest, below). In addition to being a knowledgable figure of interest, he can provide right-off-the-bat information from the **Rumors and Lore** table (p 41). Perhaps most valuably, though, he gives the party a symbol-based map of the key buildings in **Berinncorte** (p 430), which is an invaluable tool in navigating the often-complex city.

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 56: Map Reference Summary, City Gates

Location Name	Context	Audience	Page
City Gates	Before Eruption	GM Only	p 176
City Gates	Before Eruption	Players	p 453
City Gates	After Eruption	GM Only	p 394
City Gates	After Eruption	Players	p 494

Random Dramatis Personae

There are some citizens of **Berinncorte** who seldom leave the city proper; others come and go multiple times in an average day. All, however, have some need of escape, be it for rare supplies, to sleep for the night, or to keep an eye on enterprises beyond the city walls.

Table 57: Random Dramatis Personae, City Gates

Suggested Population: 2d6+2 rolls

D%	Key NPC	Profession
01	**Amadan**	Militia Armsmaster
02-03	**Aramil Xiloscient**	Apothecary
04-06	**Dimblegruffe**	Blacksmith
07-08	**Ash "Executioner"**	Militia Trainer
08-09	**Biggen Gurble**	Reader
10-11	**Brock Runnaheim**	Stablemaster
12-13	**Cannock**	High Priest
14-15	**Cora Brushgather**	None
16-17	**Daratis**	Seamstress
18	**Debran Ormick**	Militia Treasurer
19-21	**Denzys**	Preacher
22-24	**Dominika Symms**	Mayor
25	**Einkill Holderhek**	Merchant / Mercenary
26	**Elena Lomazonne**	Merchant Princess
27-28	**Esk**	Innkeeper
29-30	**Farzith**	Butcher's Apprentice
31-32	**Ganyc**	Butcher
33	**Gorin Bakelight**	Tribute Magister
34-36	**Gumbrew**	Fishmaster
37-38	**Gunnloda Balderk**	Librarian
39-42	**Gurth**	Cryptkeeper
43-45	**Gyldor**	None
46-50	**Hueykins**	Jester / Greeter
51-55	**Jozan**	Bartender
56	**Kayzark**	Vendor
57-60	**Larissa**	Elder of Sheergath
61-62	**Lingona**	Bard
63-70	**Maghana**	Cleric of Zugul
71-72	**Mardnab Scheppen**	Maid
73-74	**Oneib**	Salesman / Security Guard
75-76	**Ota Kuiduru**	Chief Clerk
77-78	**Otibus**	Tanner / Bookkeeper
79-80	**Ownka**	Serving Wench / Cook
81-82	**Phadian Gess**	Trickster / Thief
83-84	**Rhirem**	Mercenary Spellcaster
85-86	**Skutt Krundarr**	Militia Vice Master
87-88	**Sorille**	Courier
89-90	**Stewy**	Apprentice Fisherman
91-93	**Tansden**	Militia Master
94-95	**Tudra Coppereye**	Sage
96	**Thrunne**	Serving Wench
97	**Unglar**	Guard
98	**Waywocket Ningel**	Jeweler
99	**Welby Goodbarrel**	Merchant
00	**Zook Beren**	Brewer / Cook
99	**Welby Goodbarrel**	Merchant
00	**Zook Beren**	Brewer / Cook

Please, Don't Go: Triggered Encounters

Leaving (or trying to leave) **Berinncorte** is one of the triggering events that can bring about the **Obelisk Eruption**. Attempts to leave early on in the gaming session may not be desirable for this reason. As the GM, you can't exactly tell the players outright that they shouldn't try to leave; at best, such an approach would feel forced and unnatural.

Likewise, you wouldn't necessarily want to skip over all of the rich content of **Act 1** to explore and enjoy right off the bat—and, from a more mechanical standpoint, the party needs to beef up at least by a level or two before they encounter the nightmares that **Act 2** has in store for them!

If the party tries to leave the city "too early", you might consider some of these **triggered encounters**, designed to keep the party within the city limits by hook or by crook.

Table 58: "Please, Don't Go" Triggered Encounters

D%	Result	Description
01-10	**Urchin Plea**	See Quest "Urchin Plea", p 174
11-20	**Militia Inspection**	See Quest "Militia Inspection", p 174
21-30	**Dog Pack Attack**	See "BRE-11: Dog Pack Attack", p 57
31-40	**Is There a Healer in the Area?**	See Quest "Is There a Healer in the Area?", p 175
41-50	**Falsely Accused**	See Quest "Falsely Accused", p 177
51-60	**PDG-1**	See "NPC Return", p 177
61-70	**Bandit!**	See "Bandit!", p 53
71-80	**Hurried Cutpruse**	See Quest "Hurried Cutpurse", p 54
81-00	**Bungled Mugging**	See Quest "Bungled Mugging", p 54

Quest: Urchin Plea

Summary: A homeless waif begs the PCs to help him with some trivial matter.

Rewards: Up to **1 Reward Star**.

Locations: City Gates.

Key NPCs: None.

Kickoff: The PCs have a notion to leave the city via the City Gates "early", and the GM wishes to introduce a triggered encounter that gets them to reconsider.

Description:

A shabbily-dressed young boy approaches the party, and grabs the clothing of the PC with the fewest maximum HP.

"Please, good folk," the waif pleads, "a minute of your time. A moment, truly. My sister, she... she's..." He trails off before conveying any details, but he seems truly distraught, and his eyes are red and his face stained with tears.

If the PCs ignore the waif, he will persist, repeating his plea; if the party remains obstinate, the urchin's harried demeanor clears instantly: he gives an obscene gesture to the PCs, and runs away. If this behavior is consistent with the party's Alignment and character, or if they are just being exceptionally paranoid, the GM may reward them with **1 Reward Star**.

Urchin Plea (Ignore): Chaos +1

Ignoring the urchin's plea generates a **Catalyst Impact** of **Chaos +1**.

Most adventuring parties, and particularly those with Paladins or other Good-aligned PCs, will likely be at least curious, if not immediately willing to help. If they offer to help, the waif grabs the hand of the person with whom he was pleading, and guides the party to the nearest alley. Conveniently for the waif, any **Militia Guard Posts** (p 100) that may sit at the terminus of such an alley are unmanned, currently, which leaves the party on their own when the **ambush** is sprung: **2d4-1** (minimum 1) **Common Thieves** jump from the rooftops, and demand all the gold and valuables the party has on them. Whether the PCs comply or not, they will attack the party.

Urchin Plea (Ambush Battle): Chaos +2

Fighting in the ambush—though unavoidable, if the party followed the urchin—generates a **Catalyst Impact** of **Chaos +2**.

Aside from the normal **XP** acquired for defeating these ruffians, and the equipment they carry, there is no treasure to speak of, and the urchin is long gone by the time the dust settles.

Common Thief

CR ½; **XP** 200; CN Female Halfling Rogue 1

hp 9; **AC** 18; **Fort** +2, **Ref** +7, **Will** 0; +2 vs. fear

Init +4; **Speed** 20 ft.; **Senses Perception** +1

Str 8, **Dex** 18, **Con** 12, **Int** 14, **Wis** 8, **Cha** 13

BAB +0; **CMB** -2; **CMD** 12

Melee rapier (small) +0 (1d4-1/18-20) or

Ranged dart (small) +5 (1d3-1)

Special Attacks Sneak Attack 1d6

Feats Stealthy

Skills Diplomacy +5, Disable Device +8, Disguise +5, Escape Artist +9, Intimidate +5, Knowledge (Local) +6, Sleight of Hand +8, Stealth +13, Survival +0, Use Magic Device +5,

Special Qualities Fearless, Halfling Luck, Keen Senses, Sure-Footed, Trapfinding, Weapon Familiarity

Possessions rapier (small); dart (small); studded leather (small)

This Quest ends if the party declines the waif's plea, or once they have defeated the ambushing thieves.

Quest: Militia Inspection

Summary: A group of **Militia** approaches the party and demands to search them, claiming a nearby crime has occurred.

Rewards: None.

Locations: City Gates.

Key NPCs: None.

Kickoff: The PCs have a notion to leave the city via the City Gates "early", and the GM wishes to introduce a triggered encounter that gets them to reconsider.

Description:

A group of **2d4+2 Berinncorte Militia** walk up to the PCs suddenly. In a quick, businesslike tone, that makes it sound as though the lady herself is sick and tired of giving this speech, their leader says:

"Theft in the area, folks; please allow us to search you."

She will wait a few seconds for the party to acquiesce; if they do not, or they balk, or ask questions, she herself will draw her weapon, and ask one of the other **Militia** to approach the PCs.

It could be that the party has indeed done some thieving, in the area! This doesn't really alter many aspects of the following choices, but does go some ways to justifying bloodshed, if it comes to that unavoidably.

The party can comply. Unless they have indeed stolen something obvious recently (either picking pockets, or from within buildings), they will lose **2** minutes per PC, and then the **Militia** will thank the party for their time. As they move on to the next group of possible suspects, the Militia leader will ask the party not to leave the city for the time being, just to be on the safe side.

Militia Inspection (Comply): Law +3

Complying with the **Militia's** request creates a **Catalyst Impact**: **Law +3**.

The party can try and talk their way out of a search. This requires a **Diplomacy**, **Sense Motive**, or **Intimidate** check, opposed by the **Militia** leader's **Sense Motive** skill. Success by the PCs means they've threatened or talked their way out of the situation; the **Militia** will leave the party alone, admonishing them to please remain within city limits for the time being. Failure on this check means the party's options are limited: comply, be **Arrested** (p 41), or fighting.

Militia Inspection (Talk): Chaos +1

Talking their way out of the situation means the PCs produce a **Catalyst Impact**: **Chaos +1**.

Fighting the **Militia** is neither a Good nor a Lawful act, even if the party has indeed stolen something, but it's an option. After **3** rounds of melee, an additional **2d6 Berinncorte Militia** arrive, increasing the odds against the party. At any point, the PCs may surrender; doing so ceases all hostilities, and the party are then **Arrested** automatically.

Militia Inspection (Fight): Chaos +3

Opting to fight the **Militia** rather than comply or talk results in a **Catalyst Impact** of **Chaos +3**.

This Quest ends when the party has been searched, if they are **Arrested**, or if the party slays all of the **Militia**.

Berinncorte Militia

CR ½; XP 200; TN Male or Female Human Fighter 1

hp 11; AC 12; Fort +3, Ref +0, Will -1

Init +0; **Speed** 30 ft.; **Senses Perception** +2

Str 14, **Dex** 11, **Con** 12, **Int** 9, **Wis** 9, **Cha** 10

BAB +1; **CMB** +3; **CMD** 13

Melee light mace +3 (1d6+2)

Feats Alertness, Light Armor Proficiency, Combat Reflexes

Skills Climb +1, Perception +2, Sense Motive +2, Swim +1

Special Qualities Bonus Feat, Bonus Feats, Skilled

Possessions light mace; leather armor

Quest: Is There a Healer in the Area?

Summary: Someone has suffered a grievous wound; the party is asked to help.

Rewards: Up to **1 Reward Star**.

Locations: City Gates.

Key NPCs: None.

Kickoff: The PCs have a notion to leave the city via the City Gates "early", and the GM wishes to introduce a triggered encounter that gets them to reconsider.

Description:

A clutch of **townsfolk** are gathered near another, fallen and apparently wounded citizen. One of their number sees your party, and gestures at you, shouting:

"Look! Adventurers! Good folk, surely one of you is of the healing arts. Please come and tend to our fallen friend!"

This quest is, perhaps disappointingly, exactly what it appears to be on its face: someone was wounded. The party has a few options at this point.

They may choose to do nothing. If ignored, the **townsfolk** continues to implore the PCs, as though they didn't hear him the first time; if rebuffed a second time, he will spit in the party's direction, and look to someone else in **City Gate Square** to lend aid. The GM should consider the implications of any Good-aligned PCs who refuse what appears to be—and in truth, is—a legitimate plea for help that the party is indeed capable of offering.

Is There a Healer in the Area? (Ignore): Chaos +1

If they flat-out ignore the situation, the PCs unintentionally produce a **Catalyst Impact** of **Chaos +1**.

Paladins (and most adventurers) will want to help. The wounds aren't extensive or exotic, but nevertheless are critical; treat the fallen citizen as a **townsfolk**, wounded and reduced to **0 hp**. *Cure* spells, potions, or even a simple **Heal** check will at least stabilize the hapless woman. If stabilized, she will remain unconscious, but will at least not be at risk of immediate death; if healed to **1 hp** or above, she will come to, and explain that she was stabbed during a mugging, and that the assailant left **City Gate Square** to the northwest. A **Heal** check at DC 12, or **Perception** check at DC 16, verifies the nature of the wounds suffered; any PC may

Map 26: City Gates (CGS)

One square equals 5 ft.

attempt either or both checks. If the party wishes to pursue the alleged miscreant, treat it as the event "**Bandit!**" (p 53) from this point onward.

Is There a Healer in the Area? (Help): Law +2

Helping in any fashion to heal the injured innocent creates a **Catalyst Impact** of **Law +2**.

This Quest terminates if the party refuses the plea of help a second time, or if they heal the fallen citizen. Note that regardless of their actions, there is no explicit reward intended for this Quest aside from that gained by pursuing the mugger.

Quest: Falsely Accused

Summary: One of the PCs matches the description of a domestic assailant, and is arrested.

Rewards: Up to **1 Reward Star**.

Locations: City Gates.

Key NPCs: None.

Kickoff: The PCs have a notion to leave the city via the City Gates "early", and the GM wishes to introduce a triggered encounter that gets them to reconsider.

Description:

Choose a PC at random.

A severe-looking group of **6 Berinncorte Militia** and **3 Militia Elite Guard** approach the party. Their leader explains the situation in a calm, but disapproving and dispassionate, tone:

"Hold there, friends. It is my duty to inform you that s/he"—here he stabs a finger at one of you—"is suspected of domestic abuse. If you'll please come with me peaceably, there'll be no further cause for alarm, and we can get this settled quite easily."

This scenario is intended to be easily defensible—first, the PC in question is almost certainly unmarried; second, they are most definitely not married to anyone in **Berinncorte**; and third, the entire rest of the party is a fairly solid alibi for whenever the alleged abuse was supposed to have taken place.

This provides a fantastic opportunity to roleplay, for both the GM, and the players: a false accusation, tons of evidence to combat the claim, and righteous ire and indignation in a public place. The GM is encouraged to play this out as much as the players seem to wish it.

However, remember the purpose of this Quest, and other "**Please, Don't Go**" (p 213) events, is singular: to keep the PCs inside the city of **Berinncorte** for the time being.

Let the PCs talk their way out of it, but make sure they understand that this does not mean they are truly free to go as they wish!

The PCs have some options to weigh.

They can attack the **Militia**. This should be reasonably considered a mistake, however: the **Militia** initially outnumber the party, and after **2** rounds of combat, another **2d6 Militia** and **1d4 Elite Guard** arrive on the scene to bolster the city's forces. At any point, the PCs may surrender, at which point the entire party is automatically **Arrested** (page 48), and the charges will now include murder of any **Militia** slain in the confrontation.

Falsely Accused (Attack): Chaos +2

Fighting the **Militia** creates a **Catalyst Impact** **Chaos +2**.

The party can try to talk their way out of it. This seems a particularly appealing option, given the amount of evidence on their side; nevertheless, it will require a **Diplomacy** check opposed by the **Militia's Sense Motive** check. The PCs only get one shot at the check; failure means their options collapse to either fight (see above), or have at least the one accused PC arrested (see below). Success means they have explained their alibi and relevant martial status, and the **Militia** lets them go without arrest—but the entire party is challenged to remain within the city limits for the duration of the investigation. The **Militia** leader then walks over to the **Gate Guards** and tells them the same thing, pointing the PCs out. Succeeding at this skill check merits a reward of **1 Reward Star**.

Whether as a result of a failed skill check, or as their first reaction, the party can willingly turn over the accused PC, or choose instead to follow the **Militia** to the **Garrison** to be **Arrested**. In the due course of events, the PC is of course exonerated, but as above, the entire party is asked to not leave town for the forseeable future.

Falsely Accused (Hand Over PC): Law +4

Whether they are forced to, or if they volunteer to do so, handing over the accused PC to the **Militia** creates a **Catalyst Impact** of **Law +4**.

This Quest terminates if the PCs succeed in their skill check, if they slay the **Militia** and their reinforcements, or if they are set free after being **Arrested**.

PDG-1: NPC Return

Roll on **Table 58: Random Dramatis Personae, City Gates**. The NPC identified is now walking **into** town, just as the party is trying to leave, and greets the party, sparking a conversation which hopefully serves as a distraction from the party's immediate purpose.

For an additional incentive, or to make conversation between the introduced NPC and the party a bit easier to initiative, keep rerolling on the table until you pick an NPC with an Alignment or Class that matches that of one of the PCs.

BC-22: City Gates Map

A players' version of this map is available on page 453.

CGS-1: Outside Berinncorte

Only read the *italicized* portion below if you have attempted

one or more triggered encounters from the "**Please, Don't Go**" section (see above), and the party has not been dissuaded from leaving the city.

A cool breeze greets you as you step outside the city of Berinncorte. It's a beautiful day, and the rolling landscape of plains and farmland stretches out before you.

Just as you prepare to depart in earnest, however, there is an ominous rumbling from underfoot.

If the party makes it to this point, and you have *not* yet attempted a "**Please Don't Go**" scenario, you should do so now... or, be prepared to potentially skip through a great deal of content in the adventure!

Leaving the city is one of the key ways in which the **Dark Obelisk: Berinncorte** adventure is completed. The GM should not allow this to be be **successfully** undertaken at any point prior to the **Obelisk Eruption**, and indeed, some part afterwards, so that the bulk of the adventure

Note that depending on your gaming group, there may be a low tolerance for "railroading" activities where it is quite obvious to the players that the GM is introducing obstacles simply for the sake of preventing their progress out of the city. In this sort of environment, with determined players, it is possible to depart **Berinncorte** very early on in **Act One**, and thus end the adventure.

Subsequent adventures in the **Adventure Path** that this book kicks off will make all attempts to scale difficulty to variety of challenge... however, many aspects of the adventures, and the "default" statistics they present, will assume that the party has completed **Dark Obelisk: Berinncorte**, and not merely "skipped" it as would occur if the party leaves the city early.

CGS-2: The City Gates

Massive iron gates swing outward here on hinges. They are twenty feet tall—the same height as the enormous stone wall that surrounds the city proper.

During daylight hours, the gates are almost always open. At sunset, the doors are closed and locked, and remain that way until sunrise the next morning unless there is an exceptional circumstance (for example, if the **Mayor** was returning to the city at 2 AM).

At all times, there are **4 Berinncorte Elite Militia** guards here—two guarding each side of the double door. When the gates are open, these guards stand to the side so as not to interfere unduly with legitimate passage; when the gates are closed, they stand four abreast, evenly spaced across the interior of the doors.

Berinncorte Militia Elite Guard

CR 3; **XP** 400; TN Male or Female Human Fighter 4

hp 27; **AC** 18; **Fort** +5, **Ref** +3, **Will** +1; +1 vs. Fear

Init +2; **Speed** 30 ft.; **Senses Perception** +0

Str 16, **Dex** 14, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10

BAB +4; **CMB** +7; **CMD** 20

Melee halberd +8 (2H: 1d10+4/x3) or

Melee longsword +7 (1d8+3/19-20) or

Melee dagger +7 (1d4+3/19-20) or

Ranged dagger (thrown) +6 (1d4+3/19-20)

Feats Cleave, Cleaving Finish, Combat Reflexes, Dodge, Power Attack, Weapon Focus (Halberd)

Skills Intimidate +7, Profession (Soldier) +7, Survival +7

Special Qualities Armor Training, Bonus Feat, Bonus Feats, Bravery, Humanoid Traits, Skilled

Possessions halberd; scale mail; longsword; dagger

Whenever the gates are closed, an additional **2d4 Berinncorte Elite Militia** join them.

The gates have the following profile. Note that the "**Open**" DC listed refers to the **Strength** check required to physically open or close the gates; typically such a check involves several soldiers and is only ever attempted once a day at most.

Locked Iron Double City Gates

3" thick; **Hardness** 10; **hp** 90; **Break** DC 28; **Disable Device** DC 26; **Climb** DC 25; **Open** DC 20

3" thick; **Hardness** 10; **hp** 90; **Break** DC 32; **Disable Device** DC 30; **Climb** DC 30; **Open** DC 24

3" thick; **Hardness** 10; **hp** 90; **Break** DC 36; **Disable Device** DC 34; **Climb** DC 34; **Open** DC 28

3" thick; **Hardness** 10; **hp** 90; **Break** DC 40; **Disable Device** DC 40; **Climb** DC 40; **Open** DC 32

The scales used above should reflect a near-impossibility for even a single-minded, maxed-out PC to accomplish much to overcome the gate; this is intentional, as attempting to leave the city will trigger the **Obelisk Eruption** as mentioned earlier.

All **Berinncorte Elite Militia** bear keys to this gate, and know its operation. It requires two people, each with a **Strength** score of at least **13**, each pulling or pushing one of the two double doors, to swing them open or closed; this takes **5** full minutes. It is possible for a single person to perform this task; doing so involves closing one door, then the other, in sequence, and requires **12** minutes.

Welcome, Welcome

Any strangers approaching the city via the main gate will be approached by a bizarre, nimble little man named **Hueykins**. For a small fee (**12 sp**), he will provide the party with a handwritten map of **Berinncorte**—this takes the form of the **Berinncorte City Map** (p 430). This is perhaps the most profitable investment the PCs could make in this adventure, as it saves both them and the GM a great deal of effort in helping them find their way from place to place.

Hueykins

CR 2; **XP** 600; LE Male Human Bard 3

hp 14; **AC** 13; **Fort** +1, **Ref** +4, **Will** +3; +4 vs. Bardic Performance, sonic, and language-dependent effects

Init +1; **Speed** 20 ft.; **Senses Perception** +6

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

BAB +2; **CMB** +1; **CMD** 12

Melee longsword +1 (1d8-1/19-20) or

Melee dagger +1 (1d4-1/19-20) or

Ranged dagger (thrown) +3 (1d4-1/19-20) or

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

Special Attacks Distraction, Fascinate

Known Bard Spells (CL 3rd):
1st (4x/day) – *alarm, cause fear* (DC 14), *charm person* (DC 14), *comprehend languages*
0th (at will) – *daze* (DC 13), *detect magic, ghost sound, know direction, light, mage hand*

Feats Lingering Performance, Performance Weapon Mastery, Persuasive

Skills Acrobatics +4, Bluff +9, Diplomacy +11, Diplomacy (Perform (Oratory)) +9, Disguise +9, Escape Artist +4, Perception +6, Perform (Oratory) +9, Sense Motive (Perform (Oratory)) +9, Sleight of Hand +4

Special Qualities Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Feat, Cantrips, Countersong, Humanoid Traits, Inspire Competence, Inspire Courage, Skilled, Versatile Performance (Oratory), Well-Versed

Possessions longsword; dagger (2x); leather armor; crossbow bolts (20x); light crossbow

CGS-3: Garrison Militia Guard Post

To the north of the gates, just inside the city walls and nestled up against the Garrison building, is a guard post. Two militia members stand within, and another handful mill about nearby.

This guard post is connected to the **Garrison / Barracks** (see below), and indeed has a door in its north wall to gain entry directly into that building.

1d4+1 Berinncorte Elite Militia are always stationed here; in addition, **2d4+2** regular **Berinncorte Militia** are typically nearby as described above.

CGS-4: Militia Guard Post

In the southwest corner of the square is a second guard post, with three bored-looking soldiers in the colors of the city militia standing about.

This is a typical **Militia Guard Post** (p 100), except that it is always staffed, and by **3 Berinncorte Militia** members.

Berinncorte Militia

CR ½; XP 200; TN Male Human Fighter 1

hp 11; AC 12; Fort +3, Ref +0, Will -1

Init +0; **Speed** 30 ft.; **Senses Perception** +2

Str 14, **Dex** 11, **Con** 12, **Int** 9, **Wis** 9, **Cha** 10

BAB +1; **CMB** +3; **CMD** 13

Melee light mace +3 (1d6+2)

Feats Alertness, Light Armor Proficiency, Combat Reflexes

Skills Climb +1, Perception +2, Sense Motive +2, Swim +1

Special Qualities Bonus Feat, Bonus Feats, Skilled

Possessions light mace; leather armor

Hold On There, Stranger

Given the strong presence of **Militia** guards to the east of the square, citizens joke that this guard post is here exclusively to act as personal security for the **Upper-Class Residential District** to which it is adjacent. While the **Mayor** would never publicbly credit such a theory, it's fairly accurate—it's even listed in the **Rumors and Tales** table (p 41).

The simple fact is, some folk are up to no good, and the unfortunate placement of the nicer places to live is that it puts the city's wealthiest citizens right next to a large, busy square that allows rather immediate egress out of the city. Having a guard post right next to the nice part of town has reduced crime considerably.

As to how this impacts the PCs, it makes sneaking into the **Upper-Class Residential District** somewhat problematic via this east entrance, since guards here are paid to keep an eye on the very door the party would be using—and one of their chief roles is to stop and question any strange-looking visitors they haven't seen before.

To use modern concepts, this guard post acts as a doorman, a private security firm, and a handful of personally-assigned police officers, all in one.

Of course, this means that soldiers stationed here tend to see and know much more than the average Militia member. If the party is able to raise the **Attitude** of one of the **Berinncorte Militia** stationed here to **Friendly**, they may ask him or her for gossip—this will get the PC in question a free roll on the **Rumors and Tales** table, but will still reduce the **Attitude Tracker** by **-2** as indicated in the NPC's description. (Basically, you can keep asking for gossip and rumors, but each time, you must be sure and raise the guard's **Atttiude** back up to **Friendly** before asking for gossip.)

CGS-5: City Gate Square

This massive open area is paved with well-worn deep brown flagstones. It's bumpy and uneven in some places, smooth as a well-paved road in others. Citizens and visitors alike sweep past, largely in ignorance of each other from the looks of it.

This huge space is occasionally home to some festivals or events, and is sometimes set up as a market. The **Town Square** (p 75) does a much more regular and effective job of these functions, however, and so the **City Gate Square** is really just an empty space.

Occasionally there will be a proposal to repurpose the space, to build something in it, but it's swiftly pointed out that this is the only way in and out of the city, and there's not much you can do construction-wise that wouldn't impede folks moving about. A fountain and/or statue in the center tends to get some support, but without dedicated funds, no real traction is gained on the concept.

En Garde, Trainee!

This space is also occasionally used by the **Berinncorte Militia** to train recruits and to simulate combat that's more than a simple one-on-one affair. Though the **Garrison** (page 220) has a training hall, it's too narrow and confined for group combat simulation.

As a sporadic (5%) event, or at the GM's discretion, **3d8 Berinncorte Militia** (page 841) plus **2d4 Berinncorte Elite Guard** will be in the square, parading, talking, or fighting a mock battle, to the joy of onlookers. At such times, any **Townsfolk** or key NPCs present in the **Square** will form a loose ring around the group, cheering on the simulated combat.

CGS-6: Northwest Alley

Aside from entering the Garrison or the Upper-Class Residential District, the only way into the rest of Berinncorte is via this passage between the two buildings, which leads north.

This is a normal passageway that leads to the rest of the city.

CGS-7: Garrison / Barracks

Please refer to the next section for more detail about this building.

CGS-8: Upper-Class Residential District

Detail about this building starts on p 202.

BC-23: Garrison / Barracks

This complex is home to **Berinncorte's** civil defense forces, the **Berinncorte Militia**. It acts as a training building, a recruitment office, an administrative center for legal matters, and a major liaison point to the **Mayor's House** (p 89).

Perhaps most often, the PCs might find themselves here as a result of being **Arrested** (p 41). Some of the rooms within are open to the public, as well; the party may also enter and request a chat with key NPCs or **Militia** leadership, though of course they will be best off to have some specific business to discuss or else raise suspicion as to their motives.

Militia Leadership

Throughout this section, the phrase "**Militia Leadership**" refers to the following five key NPCs: **Tansden**, **Amadan, Ash "Executioner", Debran Ormrick,** and **Skutt Krundar**.

The **Berinncorte Militia** are led by **Tansden**, a human Fighter 3. His leadership is stern, yet fair, and above all, he has the interests of the town entire at heart.

Tansden (Militia Master)

CR 2; **XP** 800; LG Male Human Fighter 3

hp 27; **AC** 18; **Fort** +4, **Ref** +2, **Will** +0; +1 vs. Fear

Init +5; **Speed** 30 ft.; **Senses Perception** -1

Str 16, **Dex** 13, **Con** 13, **Int** 12, **Wis** 9, **Cha** 15

BAB +6; **CMB** +7; **CMD** 17 (20 vs. disarm or trip)

Melee longsword +6 (1d8+3/19-20) or

Melee light steel shield +6 (1d3+1) or

Melee dagger +6 (1d4+3/19-20) or

Ranged dagger (thrown) +4 (1d4+3/19-20) or

Ranged shortbow +4 (1d6/x3)

Feats Cleave, Improved Initiative, Improved Shield Bash, Persuasive, Power Attack

Skills Climb +3, Handle Animal +7, Intimidate +9, Knowledge (Dungeoneering) +6, Profession (Soldier) +4, Ride +1, Survival +3, Swim +3

Special Qualities Armor Training, Bonus CMD (3x), Bonus Feat, Bonus Feats, Bravery, Skilled

Possessions longsword; light steel shield; chainmail; shortbow; arrows (20x); dagger

Replacement: Tansden

If a player has lost a **Fighter** or other martial class, **Tansden** is an excellent replacement. Care must be taken, however, in terms of his existing roles and responsibilities as **Militia Captain** in town.

Please see p 17 for more explanation of how to undertake **PC Replacement**.

Second-in-command of the force is **Skutt Krundar**, a dwarven Fighter 2 who resents **Tansden's** leadership style and his close working relationship with the **Mayor**. **Skutt** would like to overthrow either leader and take their place, and feels perfectly confident in his superior ability to lead the city in either position.

Skutt Krundar (Militia Vice-Master)

CR 2; **XP** 800; LN Male Dwarf Fighter 2

hp 19; **AC** 16; **Fort** +8, **Ref** +0, **Will** +0; +1 vs. Fear; +2 vs. poison, spells, and spell-like abilities

Init +0; **Speed** 20 ft.; **Senses Perception** +0; **Darkvision** 60 ft.

Str 16, **Dex** 11, **Con** 17, **Int** 13, **Wis** 10, **Cha** 7

BAB +2; **CMB** +5; **CMD** 15 (19 vs. bullrush or trip)

Melee greataxe +5 (2H: 1d12+4/x3) or

Melee dagger +5 (1d4+3/19-20) or

Ranged dagger (thrown) +2 (1d4+3/19-20) or

Ranged heavy crossbow +2 (1d10/19-20)

Feats Cleave, Great Fortitude, Power Attack

Skills Climb +2, Intimidate +3, Profession (Soldier) +5, Survival +4

Special Qualities Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity

Possessions greataxe; chainmail; heavy crossbow; crossbow bolts (10x); dagger

Amadan is the mysterious Armsmaster, a half-elven Fighter 2 / Rogue 1. He is secretly a *she*, and although mute, runs an underground network of spies and informants. S/he is likely

the most informed and wise citizen in all of **Berinncorte**, and none truly suspect much of her enterprise.

Amadan (Militia Armsmaster)

CR 2; **XP** 600; LN Female* Half-Elven Fighter 2 / Rogue 1
** Note that **Amadan** appears as male and does not dissuade any from this appearance*

hp 17; **AC** 17; **Fort** +3, **Ref** +4, **Will** -1; +1 vs. Fear; +2 vs. enchantment spells and effects

Init +2; **Speed** 30 ft.; **Senses Perception** +7; **Low-Light Vision**

Str 11, **Dex** 15, **Con** 10, **Int** 15, **Wis** 9, **Cha** 16

BAB +2; **CMB** +2; **CMD** 15

Melee shortsword (2x) +4 (1d6/19-20) or

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

Ranged dagger (thrown) +4 (1d4/19-20)

Special Attacks Sneak Attack 1d6

Feats Dodge, Skill Focus (Profession (Soldier)), Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Skills Bluff +8, Disable Device +7, Escape Artist +6, Intimidate +8, Perception +10, Profession (Soldier) +6, Sleight of Hand +6, Stealth +7, Survival +3

Special Qualities Adaptability, Bonus Feats, Bravery, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Trapfinding

Possessions shortsword (2x); studded leather armor; dagger (4x)

A good militia benefits from solid training. In charge in this capacity is **Ash**, aka "Executioner", a dwarven Fighter 1 / Barbarian 1. **Ash** is affable, much beloved by his soldiers, and hides a dark addiction to a powerful and horrible drug.

Ash "Executioner" (Militia Trainer)

CR 2; **XP** 600; CN Male Dwarf Fighter 1 / Barbarian 1

hp 24; **AC** 15; **Fort** +5, **Ref** +1, **Will** +3; +2 vs. poison, spells, and spell-like abilities

Init +5; **Speed** 30 ft., **Fast Movement**; **Senses Perception** +7; **Darkvision** 60 ft.

Str 11, **Dex** 12, **Con** 12, **Int** 10, **Wis** 17, **Cha** 10

BAB +2; **CMB** +2; **CMD** 13 (17 vs. bullrush or trip)

Melee heavy flail +2 (2H: 1d10/19-20) or

Melee dagger +2 (1d4/19-20) or

Ranged dagger (thrown) +3 (1d4/19-20)

Feats Combat Reflexes, Improved Initiative

Skills Acrobatics +2, Climb +1, Heal +3, Intimidate +5, Perception +7, Profession (Soldier) +7, Sense Motive +3, Survival +3

Special Qualities Bonus Feats, Darkvision, Defensive Training, Fast Movement, Greed, Hardy, Hatred, Rage, Stability, Steady, Stonecunning, Weapon Familiarity

Possessions heavy flail; chain shirt; dagger (2x)

Last but far from least of the Militia's leadership is **Debran Ormrick**, a tiefling Enchanter 2 / Fighter 1. **Debran** is the militia's treasurer, and has recently taken a greater role in running the finances of the city itself. He is trusted by both the **Mayor** as well as all in the Militia's elite ranks... but has been skimming funds for years, toward his own personal agenda.

Debran Ormrick (Militia Treasurer)

CR 2; **XP** 600; CN Male Tiefling Enchanter 2 / Fighter 1

hp 11; **AC** 11; **Fort** +1, **Ref** +1, **Will** +3; **Resistances** Cold 5, Electricity 5, Fire 5

Init +1; **Speed** 20 ft.; **Senses Perception** +0; **Darkvision** 60 ft.

Str 7, **Dex** 13, **Con** 9, **Int** 17, **Wis** 10, **Cha** 17

BAB +2; **CMB** +0; **CMD** 11

Ranged light crossbow +3 (1d8/19-20), within 30 ft. +4 (1d8+1) or

Melee dagger +0 (1d4-2/19-20) or

Ranged dagger (thrown) +3 (1d4-1/19-20), within 30 ft. +4 (1d4-1) or

Melee greatsword +0 (2H: 2d6-2/19-20)

Prepared Enchanter Spells (CL 2nd):
1st – *charm person, hypnotism, moment of greatness, sleep*
0th – *daze, detect magic, light, read magic*

Feats Point-Blank Shot, Precise Shot, Rapid Shot, Scribe Scroll

Skills Appraise +8, Intimidate +11, Knowledge (Arcana) +9, Knowledge (Local) +8, Profession (Soldier) +6, Spellcraft +8

Special Qualities Arcane Bond, Arcane School, Bonded Object, Bonus Feats, Cantrips, Darkvision, Earth Opposition School, Enchanting Smile, Enchantment School, Fiendish Language, Fiendish Resistance, Fiendish Sorcery, Necromancy Opposition School, Skilled, Spell-Like Ability

Possessions *hat of disguise; sheath of bladestealth;* greatsword; dagger (5x); masterwork amulet; soldier's uniform; spellbook; light crossbow; repeating crossbow bolts (10x)

Ambient Force

The Militia is not a part-time force. Around the clock, during holidays, and every day of every year, some Militia presence exists, in both the city itself, as well as its headquarters.

At any given time, there will be **3d6+2 Berinncorte Militia**, as well as **1d4-1** (minimum 0) **Berinncorte Elite Guard** present here. Some may be sleeping—in day or night; those sleeping during the day are likely to have just been working the night shift. Others are preparing to venture out for their shift, or just returning from a rotation and are changing to retire or go back out on the town as a civilian.

Hotel Bunking

The Militia's **Barracks** use a "first come, first served" approach to bunking: if it's free, grab it and use it. Although this approach leads to frustration for guards who feel a certain bed is "theirs", the advantage is that the building need

Map 27: Barracks (GAR) *One square equals 5 ft.*

only have sufficient bed space to accommodate those guards who are not actively on duty.

Each cabinet has a key; common and courteous practice is that the key to an unused cabinet is placed atop it; when a guard "claims" a bunk, he or she takes the key as well, locking valuables or off-duty personal effects within if desired. When the guard is finished using the bunk, they unlock the cabinet and place the key back on top. It seems prone to disaster and annoyance if misused, but in practice, the rigor of the paramilitary mindset lends itself to this sort of patterned approach to personal security.

Militia Leadership each carry a **skeleton bunk key**:

Skeleton Bunk Key

Value 2 gp; **Weight** ¼ lb.; **Materials** iron; **Nature** non-magical; **Aura** none; **Slot** none; **CL** n/a

This key has a bizarre array of teeth ringing its rod in a number of different ways. It will open, but cannot lock, any of the cabinets in the **Garrison Barracks** rooms.

Construction Requirements 1 lb. iron; blacksmith's forge; **Cost** 10 gp

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 59: Map Reference Summary, Barracks

Location Name	Context	Audience	Page
Barracks	Before Eruption	GM Only	p 182
Barracks	Before Eruption	Players	p 454
Barracks	After Eruption	GM Only	p 400
Barracks	After Eruption	Players	p 487

Random Dramatis Personae

Key NPCs who hang about the city's military headquarters are largely restricted to those with official business within its walls. However, the Militia's role as a peacekeeping force as well as a service for more mundane duties such as clearing trash mean that all manner of citizens might have legitimate business here.

Table 60: Random Dramatis Personae, Barracks

Suggested Population: 1d6-2 rolls (min. 0)

D%	Key NPC	Profession
01-15	**Amadan**	Militia Armsmaster
16	**Dimblegruffe**	Blacksmith
17-25	**Ash "Executioner"**	Militia Trainer
26	**Brock Runnaheim**	Stablemaster
27-28	**Cannock**	High Priest
29-40	**Debran Ormick**	Militia Treasurer
41	**Denzys**	Preacher
42-50	**Dominika Symms**	Mayor
51-52	**Gorin Bakelight**	Tribute Magister
53	**Gumbrew**	Fishmaster
54	**Oneib**	Salesman / Security Guard
55-60	**Ota Kuiduru**	Chief Clerk
61-80	**Skutt Krundarr**	Militia Vice Master
81-85	**Sorille**	Courier
86-99	**Tansden**	Militia Master
00	**Welby Goodbarrel**	Merchant

BC-23: Garrison / Barracks Map

A players' version of this map is available on p 454.

GAR-1: Entrance

A pair of well-polished double doors stands here, flanked by bright and well-maintained torch holders. Embossed upon the metal are stylized renderings of a shield and a lightning bolt.

At all times, unless thre is a massive civil unrest very close by that demands their attention, are a pair of **Berinncorte Elite Guard**, who stand at attention just outside.

These guards will cautiously let citizens inside if they specify business with **Militia Leadership** that they need entry to discuss, but otherwise, the guards will politely direct any strangers to the **Mayor's House** if they have a complaint or question or other issue that needs an official decision.

Locked Iron Entrance Door

3" thick; **Hardness** 10; **hp** 90; **Break** DC 30; **Disable Device** DC 22

These doors are always shut, though they are only locked during nighttime hours. All **Militia Leadership** have keys.

GAR-2: Foyer

The floor here is well-polished and clean chequered marble, atop which sits a clean and padded rug bearing the city colors. Doors are closed in all four ordinal points: to the east is a set of wooden, iron-banded doors; to the north and south are metal single doors. The main entrance's iron double doors are to the west.

This is the entryway to the building's main entrance. It is typically unoccupied; a key NPC will be here if they are waiting to meet with someone who is to arrive through the main entrance.

Locked Iron North Foyer Door

3" thick; **Hardness** 10; **hp** 90; **Break** DC 30; **Disable Device** DC 22

Locked Iron South Foyer Door

3" thick; **Hardness** 10; **hp** 90; **Break** DC 30; **Disable Device** DC 22

Locked East Steel-Reinforced Foyer Doors

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 16

These doors are always shut, though they are only locked during nighttime hours. All **Militia Leadership** have keys.

GAR-3: Mess Hall

A long rectangular room sits at the heart of the building. The only piece of furniture in the room is a massive longtable, surrounded by wooden chairs and with places set for sixteen. Candelabrae speckle the wooden table surface. Some platters are fresh, others recently-used and not cleaned up.

Iron-reinforced double doors lead to the west, north, and south; ordinary wooden double doors open to the east.

At any given time of day, there is a **15%** chance that **1d4+2 Berinncorte Militia** are seated here, eating.

The doors to the south and north are identical:

Locked North Reinforced Mess Hall oors

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 16

Locked South Reinforced Mess Hall Doors

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 16

Both sets of doors are typically shut, though they are rarely locked unless there is a private dinner here in the **Mess Hall**. All **Militia Leadership** have keys.

The doors to the east have no lock, and swing open and shut with ease; this is so the **Kitchen** staff can bear food and platters to and from the **Mess Hall** without needing a hand free.

GAR-4: Training Hall

This long, narrow room bears a large soft rug in the colors of the city. To the west is a well-lit octagonal wooden table, ringed with chairs. A metal door is to the southwest, iron-banded double doors to the south. To the northeast is a simple wooden door, and a similar one to the east.

This hall is used for training in one-on-one combat. There is a **15%** chance that some of the soldiers in the building will be here, playing at combat either in response to a challenge, to settle a score, or as part of honing their martial skill on an ongoing basis.

There is a **25%** chance that weaponry left over from the most recent such training will be lying here, on the floor; a pair of longswords is the most likely, though the GM is welcome to substitute in weaponry of your preference.

The door to the east leads to the kitchen. It is typically closed and locked; it's really only used by the **Kitchen** staff for serving the very rare meal directly into the **Training Hall** or **Barracks A** (see below).

Locked East Kitchen Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 18; **Disable Device** DC 16

All **Militia Leadership** have keys to the kitchen door.

To the north is the entrance to **Barracks A**. *All* Militia members have a key to this door, which is typically closed, but only locked in the evening hours:

Locked Barracks A Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 20

Note that while this hall is ideal for *mono y mono* training, group combat training happens outside, to the south, in **City Gate Square** (see **En Garde, Trainee**, below).

GAR-5: Barracks A

The entire northern edge of the building is a barracks. The row of five straw beds appears serviceable, if not necessarily comfy. Each bed has near it a small cabinet to hold personal effects while it is used to sleep. A small circular wooden table sits in the northeast corner, with stools around it.

A standard wooden door is to the southeast; to its north, a sturdy metal door leads to the east.

Please see **Hotel Bunking** below for a description of the Militia's approach to use of these beds and cabinets. Note in particular that each cabinet here has its own key, commonly placed atop it when not in use, and that all **Militia Leadership** each have a **skeleton bunk key** which will open, but will not lock, any cabinet.

Locked Personal-Effects Cabinet

2" thick; **Hardness** 5; **hp** 20; **Break** DC 18; **Disable Device** DC 16

Round the clock, **1d4 Berrincorte Militia** will be here, asleep or close to it.

The door to the east leads to the **North Equipment Room** (see **TVN-5: Food Prep Station**). It is always kept closed and locked.

Locked Iron North Equipment Room Door

3" thick; **Hardness** 10; **hp** 90; **Break** DC 30; **Disable Device** DC 24

Only **Tansden** and **Amadan** have keys to this **North Equipment Room** door.

GAR-6: North Equipment Room

In the northeastern corner of the Garrison is a small stone-floored room with two tables, a rug, and a tiny stool. Atop each table is laid an array of arms and armor.

The tables are freely accessed once entry into this room is gained, and contain a wealth of equipment, even if it is all ordinary and non-magical:

North Equipment Tables

longswords (5x), large wooden shield, daggers (10x); greatswords (2x); rapiers (6x); shortbow (2x); arrows (80x); light crossbows (3x); heavy crossbow; crossbow bolts (50x), heavy maces (2x); light maces (6x)

The GM is encouraged to add customization and variety to this assortment if desired.

GAR-7: Kitchen

Much of the eastern portion of the building is taken up by the kitchen: two stoves at the north and south walls, and between them an enormous series of tables atop which is all manner of feasting food and cask.

There are always **1d4** cooks in this room; treat them as **Townsfolk** from a statistics perspective. They are hardly cowards, but armed with ladles and cleavers and armored with aprons and grimy chef's toques, they will quickly flee any armed intruding force amid curses and shouts.

You may treat the array of foodstuffs as the following treasure, should the PCs wish to loot:

Kitchen Larder

20 trail rations (**5 sp** apiece); **5 banquet meals** (**10 gp** apiece); **10 good meals** (**5 sp** apiece); **20 common meals** (**3 sp** apiece); **ale** (48 lbs, **4 cp** per lb)

GAR-8: South Equipment Room

The southeast corner of the building is a small equipment room with two tables, a stool, a rug, and stone floors. Militia gear is organized neatly across and under the large table; the small table bears a lit candle and nothing more.

The tables are freely accessed once entry into this room is gained, and contain a wealth of equipment, even if it is all ordinary and non-magical:

South Equipment Tables

shortswords (5x), small wooden shields (3x), daggers (8x); greatsword; rapiers (3x); longbow (2x); arrows (80x); light crossbows (2x); heavy crossbows (2x); crossbow bolts (50x), heavy maces (2x); light maces (2x); morningstars (2x)

The GM is encouraged to add customization and variety to this assortment if desired.

GAR-9: Militia Guard Posts

These are standard **Militia Guard Posts** (p 100), except that they are *always* attended by **4 Berinncorte Elite Guard** apiece.

Each of these two **Guard Posts** has a door leading to the **Equipment Room** to which it is adjacent; these doors are always kept closed and locked:

Locked Equipment Room Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 20

All **Militia Leadership** have keys to these doors, as do the **Militia** guards who are currently stationed in these posts.

GAR-10: Barracks B

Five simple but functional straw beds line the southern wall. A circular table with chairs sits in the north-center of the room, to the west of iron-banded wooden doors. To the northwest is a metal door leading to the foyer; double wooden doors open to the kitchen in the east. A simple wooden door bars passage to the southeast.

Round the clock, **1d4-1** (minimum 0) **Berrincorte Militia** will be here, asleep or close to it.

Please see **Hotel Bunking** belowfor a description of the Militia's approach to use of these beds and cabinets. Note in particular that each cabinet here has its own key, commonly placed atop it when not in use, and that all **Militia Leadership** each have a **skeleton bunk key** which will open, but will not lock, any cabinet.

Locked Personal-Effects Cabinet

2" thick; **Hardness** 5; **hp** 20; **Break** DC 18; **Disable Device** DC 16

The double-door to the east leads to the **Kitchen** (see above). It is almost always closed and locked; it's really only used by the **Kitchen** staff for serving the very rare meal directly into the **Barracks B** or **Barracks C** (see below).

Locked East Kitchen Double Doors

5" thick; **Hardness** 5; **hp** 60; **Break** DC 18; **Disable Device** DC 16

All **Militia Leadership** have keys to the kitchen door.

To the south is the entrance to **Barracks C**. *All* Militia members have a key to this door, which is typically closed, but only locked in the evening hours:

Locked Barracks C Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 20

GAR-11: Barracks C

The five straw beds here are slightly nicer in appearance than others in the building, and the potted plant in the southeast brightens the room slightly. To the northeast is a simple wooden door; to the east is a sturdy and locked metal door.

Round the clock, 1d4-2 (minimum 0) **Berrincorte Militia** will be here, asleep or close to it.

Please see **Hotel Bunking** on page 222 for a description of the Militia's approach to use of these beds and cabinets. Note in particular that each cabinet here has its own key, commonly placed atop it when not in use, and that all **Militia Leadership** each have a **skeleton bunk key** which will open, but will not lock, any cabinet.

Locked Personal-Effects Cabinet

2" thick; **Hardness** 5; **hp** 20; **Break** DC 18; **Disable Device** DC 16

The door to the east leads to the **North Equipment Room** (see above). It is always kept closed and locked.

Locked Iron South Equipment Room Door

3" thick; **Hardness** 10; **hp** 90; **Break** DC 30; **Disable Device** DC 24

Only **Tansden** and **Amadan** have keys to this **South Equipment Room** door.

BC-24: Textiles Shop

Daratis the seamstress, a gnome Expert 2, runs this shop. She's a somewhat demanding sort, and is quite skilled. In any event, unless you count the odd garment that finds its way into the **General Store** (page 172), hers is the only game in town clothing-wise.

Daratis (Seamstress)

CR ½; **XP** 200; LG Female Gnome Expert 2

hp 6; **AC** 13; **Fort** +1, **Ref** +2, **Will** +3; +2 vs. illusion spells or effects

Init +2; **Speed** 25 ft.; **Senses Perception** +7; **Low-Light Vision**

Str 8, **Dex** 14, **Con** 12, **Int** 14, **Wis** 10, **Cha** 12

BAB +1; **CMB** -1; **CMD** 11

Melee dagger (small) +1 (1d3-1/19-20) or

Ranged dagger (small/thrown) +4 (1d3-1/19-20)

Innate Spell-Like Abilities:
dancing lights (1x/day); ghost sound (1x/day); prestidigitation (1x/day); speak with animals (1x/day)

Feats Light Armor Proficiency, Fleet, Simple Weapon Proficiency

Skills Appraise +7, Bluff +6, Craft (Baskets) +7, Craft (Cloth) +9, Craft (Clothing) +9, Craft (Leather) +7, Diplomacy +6, Perception +7

Special Qualities Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity

Possessions dagger; artisan's outfit

Aiding her in running the business is her husband, **Otibus**. A quiet type, he's content do go about his work and lets his wife run most aspects of things; his contributions are of keeping the books, animal husbandry, and tanning hides.

Otibus (Seamstress' Husband)

CR ½; **XP** 200; LN Male Dwarf Commoner 2

hp 11; **AC** 11; **Fort** +4, **Ref** +1, **Will** -1; +2 vs. poison, spells, and spell-like abilities

Init +1; **Speed** 20 ft.; **Senses Perception** -1; **Darkvision** 60 ft.

Str 14, **Dex** 12, **Con** 15, **Int** 11, **Wis** 9, **Cha** 11

BAB +1; **CMB** +3; **CMD** 14 (18 vs. bullrush or trip)

Melee heavy mace +3 (1d8+2) or

Melee quarterstaff +3 (2H: 1d6+3)

Feats Great Fortitude

Skills Appraise +2, Heal +0, Intimidate +1

Special Qualities Darkvision, Defensive Training, Greed, Hardy, Hatred, Single Simple Weapon Proficiency (Mace (Heavy)), Stability, Steady, Stonecunning, Weapon Familiarity

Possessions heavy mace; artisan's outfit; quarterstaff

Business Hours

The **Textiles Shop** is open during daylight hours only.

Shopping at the Textiles Shop

Most anything made of cloth or leather can be purchased here, and at reasonable prices. If the PCs wish something custom, it can typically be crafted in the span of **1 day** per **50 gp** of value or portion thereof; all common items are available in stock for immediate purchase.

The "**chance**" below indicates the likelihood that the item is available in-stock; if this roll fails, **Daratis** can always still make it on custom order in the timeframe indicated above.

Table 61: Textiles Shop Wares

Item	Chance	Price
padded armor	Always	5 gp
quilted cloth armor	Always	90 gp
leather armor	90%	9 gp
hide shirt	80%	18 gp
studded leather armor	90%	22 gp
hide armor	40%	16 gp
canvas, 1 sq. yard	Always	1 sp
cotton, 1 sq. yard	Always	7 gp
leather, thin, 1 sq. yard	Always	4 sp
leather, thick, 1 sq. yard	Always	3 gp
linen, 1 sq. yard	90%	4 gp

Item	Chance	Price
silk, 1 sq. yard	45%	12 gp
wool, 1 sq. yard	85%	5 gp
outfit, artisan's	60%	1 gp
outfit, cold-weather *(if the current season is NOT winter)*	25%	5 gp
outfit, courtier's	15%	28 gp
outfit, entertainer's	60%	3 gp
outfit, hot weather *(if the current season is summer)*	80%	10 gp
outfit, hot weather *(if the current season is NOT summer)*	20%	6 gp
outfit, noble's	35%	72 gp
outfit, peasant's	Always	1 sp
outfit, scholar's	80%	4 gp
outfit, traveler's	50%	1 gp
scarf, pocketed	65%	7 gp
cloak, patchwork	50%	4 gp
cloak, reversible	80%	80 gp
sash, adventurer's	60%	18 gp
vestments, cleric's (Zugul)	40%	5 gp
vestments, cleric's (Sheergath)	40%	5 gp

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 62: Map Reference Summary, Textiles Shop

Location Name	Context	Audience	Page
Textiles Shop	Before Eruption	GM Only	p 188
Textiles Shop	Before Eruption	Players	p 455
Textiles Shop	After Eruption	GM Only	p 402
Textiles Shop	After Eruption	Players	p 488

Random Dramatis Personae

Everyone wears clothes. Period. So sooner or later, unless you have the skill, and tools, and supplies to make your own, chances are good that you'll have need of **Daratis**' services at least a few times each year.

Some folk keep favorite items in a good state of repair, taking them into the shop every month or so to sew up minor imperfections. Others, often the wealthier citizens of **Berinncorte**, always like to keep up with the latest style, and stop in from time to time to see what sorts of new fabric the seamstress has been able to acquire and work into her wares.

The GM is encouraged to be creative as to the nature of key NPCs who are in the shop at the same time as the PCs—perhaps one is completing a transaction as the party is stepping in, or perhaps one opens the door a few minutes after the PCs have started to question the seamstress' husband.

Table 63: Random Dramatis Personae, Textiles Shop

Suggested Population: 1d4-2 rolls (min. 0)

D%	Key NPC	Profession
01-10	Amadan	Militia Armsmaster
11	Aramil Xiloscient	Apothecary
12-13	Dimblegruffe	Blacksmith
14-15	Ash "Executioner"	Militia Trainer
16-17	Biggen Gurble	Reader
18-19	Brock Runnaheim	Stablemaster
20-22	Cannock	High Priest
23	Cora Brushgather	None
24	Debran Ormick	Militia Treasurer
25-26	Denzys	Preacher
27-30	Dominika Symms	Mayor
31	Einkill Holderhek	Merchant / Mercenary
32-36	Elena Lomazonne	Merchant Princess
37	Esk	Innkeeper
38-39	Farzith	Butcher's Apprentice
40-41	Ganyc	Butcher
42-45	Gorin Bakelight	Tribute Magister
46	Gumbrew	Fishmaster
47-48	Gunnloda Balderk	Librarian
49	Gyldor	None
50-52	Hueykins	Jester / Greeter
56-58	Jozan	Bartender
59	Kayzark	Vendor
60-65	Larissa	Elder of Sheergath
66-70	Lingona	Bard
71-72	Maghana	Cleric of Zugul
73	Mardnab Scheppen	Maid
74	Oneib	Salesman / Security Guard
75-76	Ota Kuiduru	Chief Clerk
77	Ownka	Serving Wench / Cook
78	Phadian Gess	Trickster / Thief
79	Rhirem	Mercenary Spellcaster
80-81	Skutt Krundarr	Militia Vice Master
82-86	Sorille	Courier
87	Stewy	Apprentice Fisherman
88-90	Tansden	Militia Master
91	Tudra Coppereye	Sage
92	Thrunne	Serving Wench
93	Unglar	Guard
94-95	Waywocket Ningel	Jeweler
96-98	Welby Goodbarrel	Merchant

Map 28: Textiles Shop (TXL) *One square equals 5 ft.*

D%	Key NPC	Profession
99-00	**Zook Beren**	Brewer / Cook
98	**Waywocket Ningel**	Jeweler
99	**Welby Goodbarrel**	Merchant
00	**Zook Beren**	Brewer / Cook

BC-24: Textiles Shop Map

A players' version of this map is available on page p 455.

TXL-1: Entrance

A sturdy, yet welcoming door stands here. On either side are torch holders mounted into the brick of the building.

The **Textiles Shop** is open during daylight hours, plus an hour or so into the evening on either side of the day. While it is open, this door is closed yet unlocked; after-hours, the door is of course locked:

Locked Wooden Entry Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 18

Daratis and **Otibus** both have a key to this door.

TXL-2: Main Shop

Upon entering the shop, you're greeted with a well-lit and inviting main chamber with a large and beautifully-woven rug, a potted plant in the northwest corner, two wooden tables each ringed with chairs, and windows on the north and west walls.

This is of course the main area customers see while they do business in the shop. Aside from a silver candelabra on each of the two tables (**25 gp** apiece), there is nothing much of value or interest here.

TXL-3: Sample Table

A front counter of sorts extends from the eastern wall; atop it is a wider array of fabric bolts than you have ever beheld. A few feet in back of the counter, you can see wooden double-doors leading to the rear of the store.

This counter is primarily for showcasing the latest and most beautiful—and therefore, often, the most expensive!—fabrics that the seamstress has come across of late. There are always **3d4** bolts of fabric here; each is valued at **3d20 gp** for the bolt. A given bolt contains **4d6** square yards of fabric.

Daratis has a somewhat encyclopedic mind for her wares, and will notice immediately if anything is misplaced or missing as soon as she comes into view of the counter.

The double doors are always closed; **Daratis** knows her clientele well enough to realize that the mystique of how clothes are fashioned, and indeed of the store as a whole, might be ruined if customers were to catch a glimpse of mundane boxes and crates and cloth piled up as they often are in her store room.

Locked Wooden Employee Access Double Doors

5" thick; **Hardness** 5; **hp** 60; **Break** DC 17; **Disable Device** DC 16

During business hours, these doors are typically not locked; after-hours, they are also not locked, until the seamstress and her husband retire for the evening. Both workers have keys to the doors.

TXL-4: Storage

Crates and boxes are piled high, here; atop some of them, you see piles of fabric, clothes, and works-in-progress. Sacks lie at the base of many of these containers, and there is a stool. A sturdy wooden ladder reaches to the top of the gigantic crate in the northwest corner. A storage chest is in the southwestern shadow of that large crate. To the southwest is an iron-reinforced wooden door.

This is where all manner of supplies are stored, and where clothing that has been started, but not quite completed, is stored in a somewhat haphazard manner much in contrast to how **Daratis** would prefer to handle things. She is often complaining to her husband that this area needs to benefit from a greater degree of organization; ideally, **Otibus** would install clothes hangers or they would be able to purchase or fabricate some mannequins or clothes trees to put the in-progress items on, perhaps even for display. Alas, a combination of low funds and stubbornness to keep things the way they are tend to block progress toward the seamstress' goals of tidiness.

Atop the crates may be found some clothes in various states of assembly. For treasure purposes, you may treat them collectively as the following:

Treasure Chest

artisan's outfits (3x, **1 gp** apiece); **entertainer's outfits** (2x, **3 gp** apiece); **noble's outfit** (**75 gp**), **peasant's outfits** (6x, **1 sp** apiece); **scholar's outfits** (2x, **5 gp** apiece)

The crates are nailed shut, and require prying or hacking to gain entry to the bulky but possibly profitable innards. Although there are several crates, you may treat them all as one for the purposes of time spent opening and the reward to be obtained.

Sealed Fabric Supply Crates

2" thick; **Hardness** 4; **hp** 20; **Break** DC 14

Fabric Supply Crates

canvas (20 sq. yards, **20 sp** total value); **cotton** (50 sq. yards, **400 gp** total value); **linen** (10 sq. yards, **40 gp** total value); **fox pelts** (5x, **3 gp** apiece); **beaver pelts** (5x, **2 gp** apiece); **silk** (10 sq. yards, **100 gp** total value); **wool** (25 sq. yards, **150 gp** total value)

In the storage chest to the west is an assortment of petty cash, used to make change for large purchases, and to store the shop's wealth during the day, should it be needed. It is always kept locked; both **Daratis** and her husband have keys.

Locked Storage Chest

2" thick; **Hardness** 5; **hp** 20; **Break** DC 16; **Disable Device** DC 16

Locked Storage Chest Treasure

108 gp; oval-cut black opal (72 gp)

Finally, the door to the southwest leads to the couple's private quarters. It is closed and locked all the time.

Locked Steel-Reinforced Entry Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 18

Both **Daratis** and **Otibus** have keys to this door.

TXL-5: Personal Quarters

Warm sunlight streams into this private bedroom from the window in the western wall. The feather bed seems a bit small for two, but you presume the couple makes do. There is a large cabinet to the southwest with a candelabra atop it. To the northeast is a desk and chair, and to its west is a small cabinet.

These are the private chambers of the seamstress and her

husband. They sleep here every night, except on the rare occasion where **Otibus** is traveling out of **Berinncorte** to buy rare supplies, trade the shop's wares in farther-flung locales, or if he simply falls asleep at the farm where their animals graze.

The large cabinet to the southwest holds the couple's personal clothes, and is unlocked:

Clothes Cabinet

artisan's outfits (6x, **1 gp** apiece); **peasant's outfits** (8x, **1 sp** apiece)

Personal valuables are kept in the locked smaller cabinet to the north:

Locked Personal Valuables Cabinet

2" thick; **Hardness** 5; **hp** 20; **Break** DC 18; **Disable Device** DC 16

Personal Valuables Cabinet

49 pp; **113 gp**; **ruby signet ring** (**61 gp**); **silver dagger**

TXL-6: Butcher's Shop

Please refer to p 456 for more information on this building.

TXL-7: Upper-Class Residential District

More details about this establishment can be found starting on page 245.

BC-25: Butcher's Shop

Several citizens of **Berinncorte** prepare their own meat—they're farmers, or simply have the skill and/or patience for doing it themselves. Others refrain from eating meat as a regular part of their diet, either out of a sense of propriety, or on account of their income level not allowing for such expensive fare.

For everyone else in the city, however, and a bit beyond, **Ganyc's Butcher Shop** is nearly the exclusive place to obtain freshly-prepared animal foodstuffs. If you're looking to buy in bulk, or looking for salted / preserved meat, say, for a long voyage, then the **General Store** (p 142) is likely a better bargain. And of course, if you're in need of just a single meal, prepared with accompaniments, presented with a tankard of brew, in an establishment with merriment and a bit of risqué, well, then, **The Leaky Cask Tavern** (p 122) fits the bill.

Ganyc is a stoic human Warrior 2, a balding, portly, middle-aged gentleman who is not shy with his tongue if provoked, but mostly just cuts the meat and sells it. He's not passionate about the craft, but then, as he would tell you, anyone with a deep passion for butchery ain't too right in the head to begin with.

Ganyc (Butcher)

CR ½; **XP** 200; CN Male Human Warrior 2

hp 11; **AC** 14; **Fort** +3, **Ref** +1, **Will** +1

Init +1; **Speed** 30 ft.; **Senses Perception** +1

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

BAB +2; **CMB** +3; **CMD** 14

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

Melee quarterstaff +3 (2H: 1d6+1) or

Melee dagger +3 (1d4+1/19-20) or

Ranged dagger (thrown) +3 (1d4+1/19-20)

Feats Agile Maneuvers, Antagonize, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency

Skills Climb +5, Disable Device +2, Profession (Butcher) +8, Sense Motive +3, Survival +3

Special Qualities Bonus Feat, Skilled

Possessions studded leather armor; quarterstaff; light crossbow; crossbow bolts (10x); dagger

Assisting the meatmaster in his trade is the apprentice, **Farzith**. He's a somewhat disgusting, grimy little gnome with few ambitions in life. Such a being, it would seem, is the only type to be content with the less savory parts of butchery, serving a stern and unwarm master with no hope of advancement.

Farzith (Butcher's Apprentice)

CR ½; **XP** 200; NE Male Gnome Warrior 1 / Commoner 1

hp 17; **AC** 13; **Fort** +5, **Ref** +1, **Will** -1; +2 vs. illusion spells or effects

Init +1; **Speed** 20 ft.; **Senses Perception** +5

Str 11, **Dex** 13 **Con** 16, **Int** 11, **Wis** 9, **Cha** 10

BAB +1; **CMB** +0; **CMD** 11

Melee dagger (small) +2 (1d3/19-20) or

Ranged dagger (small/thrown) +3 (1d3/19-20) or

Ranged sling (small) +3 (1d3)

Feats Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Great Hatred, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency

Skills Perception +5, Profession (Butcher) +6, Stealth +7

Special Qualities Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity

Possessions peasant's outfit (small); dagger (small, 4x); padded armor (small); sling (small); sling bullets (40x)

Business Hours

The **Butcher's** is open during daylight hours, plus one hour the latter side of sunset.

Shopping at the Butcher's Shop

Ganyc supplies commonly-available meats from farm animals. So, no **Wyvern Cutlets** or anything of exotic nature, even by special order.

In fact, the butcher rarely does anything "special". He has a small farm in the countryside, which supplies some of his animals for butchery; the remainder he contracts with other local farmers. If he or one of his farmer colleagues doesn't have a certain animal available on a given month, that foodstuff simply isn't available; **Ganyc** will by no means go out of his way to trade with caravans to acquire, for example, pork if it's a slow month for swine.

The "**chance**" below indicates the likelihood that the item is available in-stock; if the roll fails, that item is simply not available right now.

Table 64: Butcher Shop Wares

Item	Chance	Price
meat	Always	3 sp
street meat	Always	1 cp
trail rations	Always	5 sp
dwarven trail rations	20%	3 gp
elven trail rations	20%	3 gp
gnome trail rations	30%	3 gp
halfling trail rations	10%	3 gp
orc trail rations	25%	2 gp

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 65: Map Reference Summary, Butcher's Shop

Location Name	Context	Audience	Page
Butcher's Shop	Before Eruption	GM Only	p 192
Butcher's Shop	Before Eruption	Players	p 456
Butcher's Shop	After Eruption	GM Only	p 405
Butcher's Shop	After Eruption	Players	p 493

Random Dramatis Personae

As described above, most citizens have at least occasional need for meat and associated foodstuffs, and Ganyc really is the only place in Berinncorte to acquire an individual-sized portion for the average person or family.

As with other shopping establishments in town, the GM is encouraged to "place" key NPCs as would make sense in real life—either just completing a transaction as the party enters, or arriving shortly after the PCs do.

Table 66: Random Dramatis Personae, Butcher's Shop

Suggested Population: 1d4-1 rolls (min. 0)

D%	Key NPC	Profession
01-05	Amadan	Militia Armsmaster
06	Aramil Xiloscient	Apothecary
07-12	Dimblegruffe	Blacksmith
13-20	Ash "Executioner"	Militia Trainer
21	Biggen Gurble	Reader
22-25	Brock Runnaheim	Stablemaster
26	Cannock	High Priest
27	Daratis	Seamstress
29	Debran Ormick	Militia Treasurer
30-32	Denzys	Preacher
33-38	Dominika Symms	Mayor
39	Einkill Holderhek	Merchant / Mercenary
40	Elena Lomazonne	Merchant Princess
41	Esk	Innkeeper
42-45	Gorin Bakelight	Tribute Magister
46	Gumbrew	Fishmaster
47	Gurth	Cryptkeeper
48-60	Jozan	Bartender
61-63	Larissa	Elder of Sheergath
64	Maghana	Cleric of Zugul
65-70	Ota Kuiduru	Chief Clerk
71	Otibus	Tanner / Bookkeeper
72-75	Ownka	Serving Wench / Cook
76-77	Rhirem	Mercenary Spellcaster
78-80	Skutt Krundarr	Militia Vice Master
81-83	Sorille	Courier
84-90	Tansden	Militia Master
91	Thrunne	Serving Wench
92-95	Unglar	Guard
96	Waywocket Ningel	Jeweler
97-00	Zook Beren	Brewer / Cook
79	Rhirem	Mercenary Spellcaster
80-81	Skutt Krundarr	Militia Vice Master
82-86	Sorille	Courier
87	Stewy	Apprentice Fisherman
88-90	Tansden	Militia Master
91	Tudra Coppereye	Sage
92	Thrunne	Serving Wench
93	Unglar	Guard
94-95	Waywocket Ningel	Jeweler
96-98	Welby Goodbarrel	Merchant
99-00	Zook Beren	Brewer / Cook
98	Waywocket Ningel	Jeweler
99	Welby Goodbarrel	Merchant

Map 29: Butcher Shop (BUT)

One square equals 5 ft.

D%	Key NPC	Profession
00	**Zook Beren**	Brewer / Cook

BC-25: Butcher's Shop Map

A players' version of this map is available on page 456.

BUT-1: Entrance

The front door to the establishment is a plain, wooden affair. Someone has attempted to carve something into the door's wood, about head-height, but it's too crude to make out much of their work. You think you might see a stylized cleaver, but then the image escapes you, and it again looks like just a bunch of haphazard scuffs.

This is the entrance to the **Butcher's Shop**. It's unlocked during daylight hours, plus one hour into the dark each night; at all other times, it's closed and locked.

Locked Wooden Entry Door

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 16; **Break** DC 20; **Disable Device** DC 18

Only **Ganyc** bears a key, but he will occasionally loan a copy to his apprentice if **Farzith** is cleaning up or working late on a given night.

BUT-2: Waiting Area

A nice, warmly-lit foyer greets you as you enter the building. Windows to the north and east allow some light, and candles and a wall sconce add more. In the northeast corner, there's an empty urn; the northwest bears a wooden armchair next to a cabinet. Another chair sits just south of the entry door.

This is the foyer, intended for customers waiting on an order. **Ganyc** works well and thoughtfully when he bends to task, but has a terrible ability to estimate his own skills and the time it will take him to deploy them, and so many customers are forced to wait. At least, they would tell you, there's a comfortable place in which to wait.

The **cabinet** to the west does not have a lock on it, but contains only mundane eating supplies.

Storage Cabinet

cups (4x, **1 gp** apiece); **basket** (2x, **4 sp** apiece); **plates** (4x, **1 sp** apiece)

BUT-3: Front Desk

A waist-high wooden partition bears convenient entry further to the south of the building. Atop it is a covered cooking skillet, two candles, various cleavers, and a cutting board. Although the array is none too tidy, it does look fairly clean, and not distasteful.

During business hours, either **Ganyc** or **Farzith** will appear at this desk within five minutes of customers arriving. There seems to be no rhyme or reason to this delay; sometimes, the butcher and/or his apprentice will be working at the **Prep Tables** (see 130), in plain view of the customer who has just arrived, and still, they will have to wait a full five minutes before being acknowledged.

BUT-4: Prep Tables

Three large wooden tables are arrayed behind the front desk in the southeast corner of the shop. On each is an array of candles, cleavers, cutting tools, forks, and meats in various stages of preparation. To the west is a set of iron-banded wooden double doors.

For combat purposes, you may treat these tables as having a dozen assorted cutting implements, any of which may be wielded in combat as though it was a **dagger** (and may be used as though it were a **Simple Weapon**).

If the PCs are in a looting mood, you may treat the assorted cuts of meat on the tables as the following treasure:

Butcher Prep Tables

meat (8 portions, **3 sp** apiece); **street meat** (6 portions, **1 cp** apiece); **trail rations** (5x, **5 sp** apiece)

The iron-reinforced double doors to the west are always closed, but only locked after business hours.

Locked Reinforced Prep Room Doors

5" thick; **Hardness** 5; **hp** 60; **Break** DC 22; **Disable Device** DC 18

Both **Ganyc** and **Farzith** have keys to these doors.

BUT-5: Office and Warm Storage

This cozy office has a small wooden table ringed with chairs. Sacks in varying sizes are piled in the southwest corner. To the north is a locked steel door.

The assortment of sacks is of course unlocked and freely accessible; you may treat them collectively as containing the following treasure:

Warm Storage Sacks

trail rations (16x, **5 sp** apiece); **elven trail rations** (10x, **2 gp** apiece); **wandermeal rations** (10x, **1 cp** apiece)

To the north is the door leading to **Cold Storage** (see below). It is always kept closed and locked. It is a formidable barrier, but is not intended to be so imposing: **Ganyc** had it fashioned by blacksmith **Dimblegruffe**, with the requirement that it keep the cold from seeping through. The massive door that resulted fulfills this objective, but is so ominous that it seems better suited for a treasure vault!

Locked Steel Cold Storage Door

5" thick; **hardness** 10; **hp** 150; **Break** DC 26; **Disable Device** DC 24

Both **Ganyc** and **Farzith** have keys to the **Cold Storage** door.

BUT-6: Cold Storage

A rush of cold air greets you as you step into this large

chamber. It is nearly freezing cold. The stone floor adds to this effect. Crates of all sizes are stacked in each corner; to the south, a handful of wooden tables have been pushed together to form a butchery workspace. From the assortment of carving implements and carcasses, it's clear this is where the brunt of the butchery takes place. To the east, a wooden storage chest sits on the floor.

This is where all perishables are kept in the shop, including carcasses.

Note that the storage crate in the northeast corner, described in **Stash** (see below), is *not visible* to those standing on the ground. If the party explicitly mentions they are searching on top of the crates, it is revealed; similarly, if they go about smashing open every single storage crate, they will come across this chest.

The storage crates are all nailed shut and sealed, requiring a crowbar or hacking to prise open. Describe the contents as largely consisting of well-preserved or fresh animal corpses in varying states of preparation; for looting purposes, you may treat the contents of each crate as follows:

Sealed Storage Crates (8x)

2" thick; **Hardness** 5; **hp** 20; **Break** DC 20

Storage Crates (each)

meat (16 portions, **3 sp** apiece); **trail rations** (12x, **5 sp** apiece)

The **storage chest** in the east is trapped, and locked:

Banded Wooden Storage Chest: Drow Poison Needle Trap (CR 2)

Type Mechanical; **Trigger** Touch; **Reset** Repair

Perception DC 18; **Disable Device** DC 16

Effect Atk +4 melee and melee touch (1d2 plus **Drow Poison**)

Drow Poison: Injury; **Save** Fort DC 13; **Frequency** 1/min for 2 min; **Effect** unconscious 1 min/**2d4** hours; **Cure** 1 save

Locked Banded Wooden Storage Chest (E)

5" thick; **Hardness** 5; **hp** 60; **Break** DC 16; **Disable Device** DC 18

Iron-Banded Wooden Storage Chest E)

22 pp; 81 gp; masterwork brass knuckles

Ganyc alone has the key to the storage chest; **Farzith** has of course *seen* the chest, but knows nothing of its contents or the trap that protects it.

BUT-7: Stash

Atop the enormous storage crate in the northeast corner of the cold storage room is a locked chest.

This is a **storage chest** atop the large crate in the northeast. It is merely locked:

Locked Banded Wooden Storage Chest (NE)

5" thick; **Hardness** 5; **hp** 60; **Break** DC 16; **Disable Device** DC 18

Banded Wooden Storage Chest (NE)

oval-cut ruby (**61 gp**); **square-cut diamond earrings** (**94 gp**); **104 gp**

The butcher alone has the key to this **storage chest**; his apprentice knows it's there, but has never seen inside.

BUT-8: Upper-Class Residential District

Please refer to page 202 for more details on this building.

BUT-9: Textiles Shop

More information about this establishment may be found starting on page 188.

BC-26: Cistern

This seemingly innocuous building was constructed to capture rainwater and store it for town emergencies (e.g., fire-fighting) or shortages. In practice, though, it has fallen into disuse over the years, and is now entirely abandoned.

If asked about the **cistern**, townsfolk cannot recall any time when it had been used for its intended purpose, and that it has been abandoned for as long as they can remember. Even **Mayor Symms** balks at memories of this place or its upkeep. Shaking their head, any NPC will shrug and suggest that maybe it's just always been that way.

Make a passive DC 16 **Knowledge (Nature)** check for each PC; any who pass will note that the algae color on the bricks outside are very odd for what would be nearly entirely rainwater... there are other factors at work here, it would seem. At the GM's option, those passing the check at DC 20 or above may note that necromantic and undead forces have been known to taint water and aqueous plant life an orangish hue.

The truth of the matter is that the **cistern** was built atop a deep network of tunnels and graves. Decades ago, undead arose from the basement underneath, slew the maintenance workers inside, and nearly escaped, but were beaten back and the doors barred. Undead lurk still in the undercaverns, waiting for another intruder foolish enough to disturb their uneasy rest.

BC-26: Cistern Ground Floor Map

A player's version of this map is available on page 457.

CSG-1: Guard Post

To the south of the double-door entrance of this building sits an abandoned guard post. In contrast to similar posts throughout the rest of the city, this one seems completely unused: the furniture within is in pristine condition, with no knife marks or scuffs; the flagstones on the bottom of

Map 30: Cistern Ground Floor (CSG)

One square equals 5 ft.

the structure show no sign of wear, and the brick appears as though it was set yesterday, with perfect points.

This is a typical **Militia Guard Post** (p 100), except that it is *never occupied*. If the party passes nearby this location more than once, a passive DC 12 **Perception** check by any PC causes them to realize that they have seen most other guard posts occupied from time to time; it's noteworthy that this one in particular has not been.

Berinncorte Militia shy away from duty here, even if assigned, due to the subliminal undead presence underground. It's rarely an issue, however, since the militia, like all other townsfolk, have a forgetful nature regarding the **Cistern**, and as a result, nobody thinks to assign a guard to this post because it slips their mind.

CSG-2: Entrance

Solid metal double doors are closed and locked. The once-sturdy façade of this structure has clearly fallen into disrepair.

From here on the ground level, you can see the funnel system that had been constructed to capture rainwater and pipe it into the cistern's interior reservoir... but the funnel has collapsed, and moss and algae coat most surfaces. To the left of the door, a rainwater leak has stained the brick a deep greenish-orange as it has dripped down from the roof.

The double doors are steel, and locked; a DC 18 **Disable Device** check will unlock it, and a DC 20 **Break** check will bash it open.

If bashed open, the noise rouses all hostile denizens of the ground floor, each group of which attacks the party **1d4** rounds afterwards if the door is not immediately closed.

CSG-3: Interior

This air feels as though it hasn't been breathed for decades. It feels damp, sodden, and tainted.

The roof is caved in; you can see the remnants of the basin and pipe system that once efficiently collected rainwater and ensured its delivery into the reservoir, which occupies the bulk of the chamber in its center. Now neglected, it is covered in filth and grime; the greenish-orange glaze of algae and slime is more deeply orange than the similar patch of residue you saw outside.

Refuse and broken wood lies in piles around the edges of the room.

Unless the party has **darkvision** or brings their own light source, this room is nearly impossible to navigate at night because there are no light sources or sconces. During the day, it's dark but manageable, as the caved-in roof allows enough light in from above.

Every minute the party walks around in this room, there is a **20%** chance that one of the creatures in the room notices the party and attacks immediately. If this is triggered, roll a D6: on a 1-2, the **Slime Mold** from **CSG-4** attacks; on a 3-4, the **Rat Swarm** from **CSG-5** emerges; and on a 5-6, the **Greensting Scorpion** from **CSG-6** scuttles out.

CNG-4: Reservoir

A stale, humid smell comes off of the basin which now lies nearly empty of water. Its inner surface is coated in what looks like a glistening combination of mushrooms and weirdly-colored plant life.

As you approach the reservoir, the carpet of residue moves, shifting, then rising up and slithering toward you.

Make a check as the party approaches to inspect the **Reservoir**: there is a **75%** chance that the **Slime Mold** that lives within attacks the party. If not, then the mold lies ignorant of them until they move on to another area of the room.

Slime Mold

CR 2; **XP** 600; TN Neuter Ooze 3

hp 30; **AC** 8; **Fort** +6, **Ref** +0, **Will** -4; **Immune** Critical Hits, Flanking, Mind-Affecting Effects, Paralysis, Poison, Polymorph, Sleep, Sneak Attacks, Stunning; **Resistance** Fire 10

Init -1; **Speed** 20 ft.; **Senses Perception** -5; **Blind; Blindsight** 60 ft.

Str 16, **Dex** 8, **Con** 21, **Int** *, **Wis** 1, **Cha** 1

BAB +2; **CMB** +6; **CMD** 15 (can't be tripped)

Melee slam +4 (1d6+4)

Special Attacks Disease; Engulf (DC 14, 1d6+4)

Special Qualities Blindsight; Can't Be Tripped; Freeze

At the bottom of the reservoir, underneath the **slime mold**, is a scattering of treasure from prior victims:

Slime Mold Treasure

34 gp, 28 sp, tourmaline pendant (62 gp)

Note that it is not possible to see, or obtain, the treasure if the **slime mold** is still lying atop it.

CSG-5: Woodpile

Broken chairs, tables, and even a door or two lie in a heap here. There are patches of thatched material, straw, and other refuse that seems to have been gathered from elsewhere.

A faint rustling stirs from underneath the broken wood. As you watch, hosts of beady little eyes emerge as the rats attack.

There is a **75%** chance that the **Rat Swarm** that lives here attacks the party as they pass by; if they do not attack, then the party is safe for now.

Rat Swarm

CR 3; **XP** 800; TN Male or Female Rat Swarm Animal 3

hp 17; **AC** 14; **Fort** +4, **Ref** +5, **Will** +2

Init +6; **Speed** 15 ft.; **Senses Perception** +8; **Low-Light Vision**

Str 2, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 2

BAB +2; **CMB** +2; **CMD** 8 (can't be tripped)

Map 31: Cistern Basement (CSB)

One square equals 5 ft.

Melee swarm (1d6)

Feats Improved Initiative, Skill Focus (Perception)

Skills Acrobatics +6, Perception +8, Stealth +14

Special Attacks Disease, Distraction

Feats Improved Initiative, Skill Focus (Perception)

Skills Acrobatics +6, Perception +8, Stealth +14

Special Qualities Can't Be Tripped, Low-Light Vision, Scent

If the **rats** are vanquished, the PCs may search the pile to discover **41 gp**, a **silver dagger**, and a ruby ring worth 51 gp. It is not possible to notice or to obtain this treasure while the rats are within the woodpile.

CSG-6: Refuse Pile

This pile of trash *stinks*, though it's difficult to tell with all of the other bad smells in the Cistern. Old animal carcasses, rotting vegetation, cracked bowls, and all manner of common trash lies in a heap.

As the party approaches the **refuse pile,** make a check in secret: there is a **50%** chance that the **Greensting Scorpion** that lives here attacks the party. However, it's so tiny, and there is so much trash everywhere, that it's difficult to notice: make a DC 17 **Perception** check for each PC; any who succeed will notice the movement as the scorpion emerges and scuttles across the floorboards toward the party.

Greensting Scorpion

CR ¼; **XP** 100; TN Male or Female Vermin 1

hp 7; **AC** 20; **Fort** +2, **Ref** +3, **Will** +0; **Immune** Mind-Affecting Effects

Init +3; **Speed** 20 ft.; **Senses Perception** +4; **Tremorsense** 60 ft.; **Darkvision** 60 ft.

Str 10, **Dex** 19, **Con** 12, **Int** 11, **Wis** 14, **Cha** 13

BAB +0; **CMB** +1 (+5 grapple); **CMD** 7 (19 vs. trip)

Melee claw -2/-2 (1d2-4) or

Melee sting -2 (1d2-4)

Special Attacks Constrict (2d2-4); Grab; Poison (DC 12)

Special Qualities Darkvision, Tremorsense

The scorpion will attack the closest party member; if the party has not designated a formation and/or you are not using miniatures or maps for this purpose (i.e., "navigating conversationally"), select a PC at random as the victim.

Though the party will smell foul if they search the pile, there is disappointingly no treasure to be found.

CSG-7: Trapdoor to Basement

In the northeast corner of the room, a trapdoor on the floor is surrounded by old sacks of spoiled grain and sand. A rotting barrel sits next to these bags.

The barrel contains an alchemical mixture once of use to potion-makers. However, it is now so rotted and spoiled, it has no use to anyone.

The contents are explosive, however, if subjected to fire, lightning, or force energy (e.g., if a spell with one of these energy type descriptors affects this area of the **Cistern**, or if for some reason a torch is thrown in this area, or the structure catches on fire during combat). If this occurs, there is a **40%** chance per round that it will explode—roll each round until the barrel explodes, or the fire/energy exposure is prevented, or the party leaves the **Cistern** entirely.

An explosion causes **4d4 fire** damage to those standing within **10'** of the barrel; everyone between 10'-20' suffers only **2d4 fire** damage. A DC 14 **Reflex** save halves this damage in either case.

The trapdoor itself is wooden, and is both locked and trapped. The key has long ago been lost, so the only passage is by picking the lock or bashing it open.

Trapdoor Bane Trap (CR 1)

Type magic; **Trigger** Touch; **Reset** none

Perception DC 21; **Disable Device** DC 26

Effect spell effect (*bane*, DC 14 **Will** save negates; -1 on attack rolls, -1 on saving throws to avoid fear effects; **Duration** 10 minutes)

Wooden Locked Trapdoor

5 in. thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** 16

CSG-8: Upper-Class Residential District

Please refer to page 245 for more details about this area.

BC-26: Cistern Basement Map

The only access to this area is via the trapdoor on the ground floor of the **Cistern** (above).

A player's version of this map is available on page 458.

CSB-1: Trapdoor and Ladder

Underneath the trapdoor is a wooden ladder—a bit slimy and rickety, but it seems serviceable enough to at least get you safely downstairs to the basement.

The ladder is indeed "serviceable", though also slimy from the dampness and ambient algae covering almost everything to a degree. On the way down, make a DC 14 **Climb** check for each PC descending; failure means falling and suffering **1d6** points of crushing damage. Ascending, make a similar check, though it's DC 15 this time—with the same consequences.

There is no natural light down here, and only the trapdoor connects the basement chamber to the **Cistern's** ground floor above, so the party will need to bring their own light or have to stumble around the pitch black.

Once down, the party may be read the following:

Stale air that hints at a lingering decay pervades the

chamber. The ground is damp and muddy, and the rock walls slippery with mildew and mold.

It's an unwelcoming, forgotten place, to say the least.

There are many clumps of fungi, but only the **Mushroom Cluster** located at **CSB-2** is noteworthy. All of the others are ordinary mushrooms.

None of the rocks harbors any unusual properties, though of course climbing over them counts as **difficult terrain**.

CSB-2: Mushroom Cluster

Overpowering the rest of the chamber is a huge cluster of fungi, directly underneath the reservoir that was on the ground floor. Water drips steadily from the rotted floorboards above; the mushroom caps glisten with a grimy moisture.

One mushroom in particular, in the middle of the group, seems larger than the others. As you watch, it shifts slightly, and you see a faint movement underneath the surrounding patch of fungi.

Only read the *italicized* portion if at least one PC succeeds in a DC 18 **Perception** skill check—this indicates that the **Fungal Crawler** that lives in the patch has been spotted, and the party can prepare before it attacks.

When the first member of the party descends to the basement, secretly roll **2d4**: this is the number of rounds it takes before the **Fungal Crawler** leaps out of the mushroom patch and attacks the closest PC. Note that this may mean that the **Crawler** beings its assault before the entire party has had a chance to come down.

Fungal Crawler

CR 3; **XP** 800; TN Male Aberration 5

hp 29; **AC** 16; **Fort** +3, **Ref** +6, **Will** +5; **Immune** Mind-Affecting Effects, Paralysis, Poison, Polymorph, Sleep, Stunning

Init +9; **Speed** 20 ft.; **Climb** 40 ft.; **Senses Perception** +6; **Darkvision** 60 ft.

Str 14, **Dex** 20, **Con** 15, **Int** 2, **Wis** 13, **Cha** 7

BAB +3; **CMB** +4; **CMD** 19 (23 vs. trip)

Melee bite +6 (1d6+2) or

Melee claw +6/+6 (1d4+2)

Special Attacks Leap, Posion (bite)

Feats Improved Initiative, Step Up

Skills Acrobatics +10, Perception +6

Searching the mushroom cluster once the **Crawler** has been dealt with will yield **250 gp** worth of alchemical ingredients. These must be harvested by a PC who passes a successful DC 17 **Knowledge (Nature)** check, a DC 12 **Craft (Alchemy)** check, a DC 15 **Profession (Gardener)** check, or a DC 12 **Profession (Herbalist)** check. You may make any number of these checks for any PC attempting to harvest; success at any of them by any PC means the harvest is successful. Failure by less than 5 points means the harvest is only partially successful, netting ingredients worth only **100 gp**; failure by more than 5 points means the valuable components are accidentally ruined in the gathering and are therefore only worth **20 gp**.

In any scenario, the results weigh **5 lbs.** and are resellable only to an NPC with at least 2 ranks in one of the skills mentioned above. **Aramil Xiloscient**, the apothecary (page 515), would seem an excellent first choice for such a transaction.

CSB-3: Skeletons

A pile of bones stripped bare by time and scavengers lies here on the muddy floor.

Each of these locations is a pile of assorted bones; neither clothes nor flesh nor equipment yet remains. Make a secret check each time the party approaches any one of these piles; for each, there is a **40%** chance that the **Skeleton** will animate and attack. If the party is intentionally trying to be sneaky and not disrupt the dead, instead make a DC 12 **Stealth** check with each approach. If any party member fails the **Stealth** check, or if the 40% roll is triggered, then the **Skeleton** arises (giving the party one round to equip or prepare), and attacks.

Make a check each time any party member passes within 10' of one of these piles; after a given pile's **skeleton** has been defeated, do not make a check for that pile again.

Each time a **skeleton** attack is triggered in this manner, make a secret check for each other pile that whose **skeleton** has not yet been triggered; there is a **20%** chance per pile that a **skeleton** arises from that pile, too, and joins the fight.

Skeleton, Human

CR 1/3; **XP** 135; NE Male Undead (mindless) 1

hp 5; **AC** 16; **Fort** +0, **Ref** +2, **Will** +2; **Damage Resistance** 5/bludgeoning; **Immune** Ability Draw, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +6; **Speed** 30 ft.; **Senses Perception** +0; **Darkvision** 60 ft.

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

BAB +0; **CMB** +2; **CMD** 14

Melee shortspear +2 (1d6+2) or

Ranged shortspear (thrown) +2 (1d6+2) or

Melee dagger +2 (1d4+1/19-20) or

Ranged dagger (thrown) +2 (1d4+2/19-20) or

Melee claw (w/o weapon) +2/+2 (1d4+2) or

Melee claw (w/weapon) -3 (1d4+1) or

Melee broken scimitar +0 (1d6/18-20)

Feats Improved Initiative

Possessions shortspear; dagger; broken chain shirt; broken scimitar

CSB-4: Skeleton Crevice

Behind some hip-height stalagmites and a pile of head-

sized mushroom caps, the cavern slants back and down to a point. Scattered across the floor is an assortment of humanoid bones; you see the glint of a greatsword underneath it all.

Each time one of the **skeletons** from one of the locations **CSB-3** (see above) is "triggered", make a check in secret: there is a **15%** chance that the **Barbarian Skeleton** emerges from this crevice to join the fight.

If any PC approaches the **Crevice** directly, the **Barbarian Skeleton** that lies within will automatically arise and fight to the death.

Skeleton, Barbarian

CR 2; **XP** 600; NE Male Undead (mindless) 1 / Barbarian 3

hp 34; **AC** 17; **Fort** +3, **Ref** +3, **Will** +3; +1 Reflex to avoid traps; **Trap Sense** +1; **Uncanny Dodge**; **Damage Resistance** 5/bludgeoning; **Immune** Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +6; **Speed** 40 ft. / **Fast Movement**; **Senses Perception** +5; **Darkvision** 60 ft.

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

BAB +3; **CMB** +5; **CMD** 18

Melee greatsword +5 (2H: 2d6+3/19-20) or

Melee claw (w/o weapon) +5/+5 (1d4+2) or

Melee claw (w/weapon) +0 (1d4+1) or

Melee broken scimitar +3 (1d6/18-20)

Special Attacks Knockback

Feats Dodge, Improved Initiative

Skills Climb +5, Intimidate +6, Perception +5, Survival +6

Special Qualities Darkvision, Fast Movement, Rage

Possessions greatsword; broken chain shirt; broken scimitar

In the back of the crevice is a small leather drawstring pouch containing the following:

Drawstring Pouch

13 pp; ***Amulet of Skill Bonus*** (**Intimidate +1**; **100 gp** value)

The ***Amulet*** has the following profile:

Amulet of Skill Bonus

Value bonus squared x 100 gp; **Weight** 1 lb.; **Materials** silver; **Nature** magical; **Aura** slight transmutation; **Slot** necklace; **CL** 5

The wearer gains a competency bonus to skill checks of the indicated type.

Construction Requirements the author must have at least 10 ranks in the skill for which you are designing the book; **Spellcraft** or **Craft** check; **Cost** 65 gp

CSB-5: Cave-In Skeleton

Here lies a half-decomposed body that appears to be human. Rocks lie atop it; a large one lies near its head. From your seasoned dungeoneering analysis, it appears that this hapless person was struck by a falling stone and died.

Despite the numerous other undead presences in this area, this scene is precisely as it appears. The body, if searched, yields the following:

Cave-In Skeleton

12 gp, 34 cp, padded armor, short sword

CSB-6: Preserved Skeleton

All the way across the chamber, a humanoid body lies crumped. Compared to the other remains, this set is remarkably well-preserved—though through recency of decease or some other factor, you cannot be certain. From his garb, this appears to have been a nicely-dressed, though unarmored, man who carried a quarterstaff, which sits at his side. The odor of decay hangs about his body, but compared to the other oppressive smells down here, you can't tell if it's a recent rot or a years-old rot.

In truth, the body is relatively well-preserved mainly because it is farther away from the dripping water and rot, and also far enough away from the undead that they have as of yet taken little notice of him. There's enough of an aura of magic here to also lend some delay to the onset of decay.

Dead Man

quarterstaff; jeweled amulet (118 gp)

Quest: Dearly Departed

Summary: A man leaves his family and wanders off to die alone.

Rewards: Up to **2 Reward Stars**; **jeweled amulet.**

Locations: Cistern Basement.

Key NPCs: None.

Kickoff: The PCs discover the man's corpse in the **Cistern Basement.**

Description:

Knowing he had a terminal disease, and knowing that the **cistern** was abandoned, a doomed husband and father came down here to while away his time rather than subject his loved ones to the pain of seeing him wither.

At the time, he had lived in the **Lower-Class Residential District** (page 245), with his wife and three children. After several months of waiting for him, however, his family was forced to leave the city; they are now somewhere in the farmlands beyond the city walls, and therefore too beyond the scope of this adventure.

No skill check is required to note that the poor man must

have died a few years ago.

The party can ignore all of this, claim as much of the loot as they wish, and move on with their lives. They benefit only of the loot on the corpse, with this approach. Note that almost uniquely among Quests in this adventure, ignoring this Quest does **not** produce any **Catalyst Impact**.

It's far less likely, but the party may try and bury the body so as to put it at rest, either here in the basement earth of the **Cistern**, or in an extreme scenario, they might carry the body all the way across town to the **Graveyard** (page 84). Burying the corpse here grants the party **1 Reward Star**; taking it across town should be worth **2 Reward Stars**, particularly if such behavior is in-character.

Dearly Departed (Bury):
Law +3 / Law +5

Burying the body in-place in the **Cistern** basement creates a **Catalyst Impact** of **Law +3**. Doing so in the **Graveyard** increases this impact to **+5**.

This Quest ends only if the party buries the body in some fashion. Even if the PCs ignore the corpse, they may return to it at any point to fulfill the requirements for further reward.

BC-27: Upper-Class Residential District

This two-story building is of superior construction quality. Bay windows flanking the doors show a warm light from within. Gently curved bay windows along the side of the wall feature large windows, stained from the outside.

Essentially an expensive apartment complex, this district is home to many of **Berinncorte**'s elite who do not dwell in their own retail establishments.

Outsiders—those who do not own or rent quarters here—are discouraged intensely, and in fact are prohibited unless specifically invited by a tenant. Needless to say, anyone wandering the hallways or caught in a room had better have a good explanation for their presence; otherwise, the **Berinncorte Elite Guard** will be called.

All the accomodations are high-quality and present an expensive-looking appearance.

Operations & Landlord

Running the show, as it were, and keeping the demanding tenants pleased, is the owner of the building and landlord, **Tarsheva Hornwood**. **Tarsheva** is a half-elf Expert 2, and a supremely competent manager, cartering to the indulgences of **Berinncorte's** elite.

Tarsheva Hornwood (Landlord)

CR ½; **XP** 200; LN Female Half-Elf Expert 2 (p 804)

hp 15; **AC** 11; **Fort** +0, **Ref** +0, **Will** +4; +2 vs. enchantment spells and effects

Init +0; **Speed** 30 ft.; **Senses Perception** +8; **Low-Light Vision**

Str 8, **Dex** 10, **Con** 10, **Int** 15, **Wis** 12, **Cha** 17

BAB +1; **CMB** +0; **CMD** 10

Melee shortspear +0 (1d6-1) or

Ranged shortspear (thrown) +1 (1d6-1) or

Melee dagger +0 (1d4-1/19-20) or

Ranged dagger (thrown) +1 (1d4-1/19-20) or

Ranged sling +1 (1d4-1)

Feats Armor Proficiency, Light, Persuasive, Simple Weapon Proficiency, Skill Focus (Profession (Innkeeper))

Skills Appraise +7, Bluff +8, Diplomacy +10, Intimidate +10, Knowledge (Local) +7, Perception +8, Profession (Innkeeper) +9, Sense Motive +6

Special Qualities Adaptability, Elf Blood, Elven Immunities, Humanoid Traits, Keen Senses, Low-Light Vision, Multitalented

Possessions padded armor; shortspear; dagger (2x); sling; sling bullets (20x)

Business Hours

This being a residential district, there are no "business hours" as such. However, as **Tarsheva** administers the preparation and serving of at least one meal a day at dinnertime, there is a schedule to keep nevertheless.

Tarsheva will bring in temporary workers to help prepare, serve, and clean up after dinner each day; frequently they will bring supplies in as well when they arrive. The landlord will begin admitting staff to the **Kitchen** at **1 pm** each day; they will serve evening meal around **6pm,** clean up afterwards, and leave the building between **9-10pm**.

During these hours, there will always be **2d4 Meal Staff** in the **Kitchen, Dining Hall**, and **Pantry**. Treat them as **Townsfolk** from a game mechanics perspective.

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 67: Map Reference Summary, Upper-Class Residential District

Location Name	Context	Audience	Page
Ground Floor	Before Eruption	GM Only	p 202
Ground Floor	Before Eruption	Players	p 459
Ground Floor	After Eruption	GM Only	p 408
Ground Floor	After Eruption	Players	p 489
Second Floor	Before Eruption	GM Only	p 208
Second Floor	Before Eruption	Players	p 460
Second Floor	After Eruption	GM Only	p 410
Second Floor	After Eruption	Players	p 490

Map 32: Upper-Class Residential District Ground Floor (UCG) *One square equals 5 ft.*

Random Dramatis Personae

Note that unlike shops or other, communal locations, it's rare to find anyone in this building who doesn't live there. The list below is presented as a means of semi-randomly inserting key NPCs here, but do consider carefully the context of where within the building to place them.

Table 68: Random Dramatis Personae, Upper-Class Residential District

Suggested Population: 1d4 rolls

D%	Key NPC	Profession
01-08	**Elena Lomazonne**	Merchant Princess
09-35	**Ganyc**	Butcher
36-50	**Gorin Bakelight**	Tribute Magister
51-65	**Gunnloda Balderk**	Librarian
66-80	**Larissa**	Elder of Sheergath
81-85	**Waywocket Ningel**	Jeweler
86-00	**Welby Goodbarrel**	Merchant

BC-27: Upper-Class Residential District Ground Floor Map

A player's version of this map is available on page 459.

UCG-1: Entrances

Steel double doors, artfully embossed with the city's symbol, form an imposing barrier here. To either side are well-attended torch sconces.

Both sets of these doors are always closed and locked. Note that these doors are patterned after blacksmith **Grimbleduffe's** own doors, and should represent quite a significant challenge for the party to overcome.

There are several ways around this. The PCs can murder a resident and steal their key, of course, though this leads to possible other consequences (see **Getting Arrested**, page 48, and refer to the **Catalyst Trackers**, page 41). Alternately, an enterprising and talented rogue may pickpocket the key from any resident.

Locked Steel Double Entry Doors

5" thick; **hardness** 10; **hp** 150; **Break** DC 28; **Disable Device** DC 26

All residents have keys.

UCG-2: Foyers

Rich, polished lacquer shines on the chequered floor. You can't spot a single mote of dust anywhere, and the hallway smells faintly of pinecones.

If the PCs run into a key NPC in this building, the **Foyer** is a likely place (or the **Hallway**; see **INU-3: Southeast Bedroom**) to encounter them. The GM is encouraged to be creative in launching surprises in this manner; for example, the PCs might already be inside, when one of the residents arrives home!

UCG-3: Hallway

Hallways in the building are well-maintained and the floors are polished. Sprinkled along the walls are comfortable armchairs, bookshelves, and small tables here and there.

Steps on the floor make a fair amount of noise; due to this and the acoustics in the hallway, any **Stealth** checks here take a **-2** circumstance penalty.

The bookshelves are communal, and act as a form of private library for the residents, who are free to take any tome they like, and leave a volume if they have one to spare. Some citizens have taken to appropriating some of the works from the **Library**, leading to a possible quest the party can happen upon.

Quest: The Wealth of Knowledge

Summary: Upper-Class residents have been stealing—er, *relocating*—books from the **Library** to their own building's communal bookshelves.

Rewards: Up to **2 Reward Stars**.

Locations: Upper-Class Residential District, **Library**.

Key NPCs: Gunnloda Balderk.

Kickoff: The PCs notice books on the communal shelves of the **Upper-Class Residential District**, and inquire about returning them to the **Library**.

Description:

Astute and learned PCs might notice that some of the books on the hallway bookshelves of the **Upper-Class Residential District** might not be privately-owned. For each PC who has already visited the **Library** at least once, who moves along the **Hallways** in the **Upper-Class Residential District**, make a passive **Perception** check at DC 16: success kicks this Quest off immediately. If the entire party fails, feel free to make another check each time the party moves along the hallways; alternately, the GM can simply initiate this Quest regardless of the outcome of the check.

Read the following aloud to the PC who passed the check:

Your eye roves along the spines of volumes on the hallway bookshelves. As with the Library, most of the titles don't catch your eye, and many don't even make sense to you. But as you look, one title in particular stands out. It appears to have a brownish stain on the bottom portion of the spine—exactly the same stain that a book by the same name had in the Library!

The book in question is *Lore of the Nature of the Realm*, an otherwise innocuous text chronicling rumor and myth from hundreds of years ago in the area surrounding **Berinncorte**. It's not useful in any fashion, other than the PC in question recalling that this title had also been in the **Library**.

If the PC does nothing, ignoring the book, then this Quest terminates with no further impact.

Wealth of Knowledge (Ignore):

Chaos +1

Discovering the book, but doing nothing about it, creates a **Catalyst Impact**: **Chaos +1**.

Note that at the GM's discretion, this impact should only apply if the party have been in the **Library** before this point.

This stacks with other **Catalyst Impacts** for this Quest.

Alternately, the PC can either take the book, or remember it, and follow up with one of the **Library Staff** (see **Library,** p 168). **Gunnloda Balderk** is most concerned with the possibility that one of her beloved tomes has gone missing, and moreso that someone in the **Upper-Class Residential District** might have done so—ironically, **Gunnloda** herself lives in the **District**, but had no idea! She defends her ignorance by explaining that she spends all day, every day, surrounded by and working with books—although she loves to read them, she rarely peruses the offerings in the **District** hallways, as the selection would always be dwarfed by that of the **Library** she works in!

Whether the PCs merely mention the lost book to **Gunnloda**, or if they return it to her, she shows her appreciation and thanks. The PC who was most directly responsible for the return should benefit from a reward of **2 Reward Stars** (or simply share this reward among those PCs who returned it willingly).

Wealth of Knowledge (Return): Law +4

Returning the book produces a **Catalyst Impact**: **Law +4**.

This Quest terminates only if the book is returned, destroyed, or sold elsewhere; up until one of these things occurs, the PCs may still turn it in.

UCG-4: Fountain

In the corner of this L-shaped bend in the hallway sits a stone fountain. In the center is what may have once been a statue, but it's either so poorly-formed or so eroded that it resembles little more than a tower with water seeping out in a trickle. The water itself is clear and clean, however; so much so that you can see sparkles of coin on the bottom of the fountain's basin.

On the floor of the basin is an assortment of change that citizens have superstitiously tossed in over the years. That nobody has scraped it all up and collected it for their own speaks to the strength of either the residents' existing wealth, or their superstition, or perhaps both.

Fountain Change

18 gp; 34 sp; 51 cp

UCG-5: Northeast Suite (Ganyc's Quarters)

A cozy sitting area greets you as you enter the suite, enhanced by a bay window to the east. A cabinet stands in the southwest corner; to its north are an armchair and wooden table with a candelabra on it. In the northeast is a potted plant; just to its south is a comfortable padded armchair. Double wooden doors open to the north.

This suite is currently rented by **Ganyc**, the butcher, who makes just barely enough to afford the smallest apartment in this zone of opulence. He spends little on any other form of extravagance, however, so is content to eat like a commoner, so long as he can do it from one of the nicest spaces in the city.

The **cabinet** to the **southwest** is unlocked, but contains only mundane eating supplies:

Southwest Storage Cabinet

cups (3x, **1 gp** apiece); **basket** (1x, **4 sp** apiece); **plates** (3x, **1 sp** apiece)

The **entrance** to the suite is always closed, and locked:

Locked Iron-Banded Wooden Suite Entry Double Doors

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 22

Ganyc alone holds a key to the entry door.

The double doors to the north open into the **bedroom** (see below); they are closed and locked only when **Ganyc** is not in the suite.

Locked Bedroom Wooden Double Doors

5" thick; **Hardness** 5; **hp** 60; **Break** DC 18; **Disable Device** DC 15

As with the entry doors, **Ganyc** alone bears the key to these bedroom doors.

UCG-6: Southwest Suite (Gunnloda's Quarters)

These quarters are cozy, and smell strongly of old musty books. Light streams in from the western bay window, in front of which is one of the most comfortable-looking chairs you've ever seen. To the south of the chair is a potted plant; to its north is a bookcase. The eastern part of the room holds a small cabinet; most of the eastern wall is consumed by a set of simple wooden double doors.

These quarters are owned by **Gunnloda Balderk**, librarian and something of a recluse in her time away from the **Library**. She revels in her solitude when she's holed up in her nice living space; often, she can be found in the armchair by the window, a book propped on her knees, but much of the time, she doesn't even read it, preferring instead to people-watch from the window.

The **cabinet** to the **southeast** of the room is unlocked, but contains only mundane eating supplies:

South Storage Cabinet

cups (2x, **1 gp** apiece); **basket** (2x, **4 sp** apiece); **plates** (4x, **1 sp** apiece); **dagger (small)**

The **entrance** to the suite is always closed, and locked:

Locked Iron-Banded Wooden Suite Entry Double Doors

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 22

Gunnloda alone holds a key to the entry door.

The double doors to the east open into the **bedroom** (see below); they are closed and locked only when **Gunnloda** is not in the suite.

Locked Bedroom Wooden Double Doors

5" thick; **Hardness** 5; **hp** 60; **Break** DC 18; **Disable Device** DC 15

As with the entry doors, **Gunnloda** alone bears the key to these bedroom doors.

On the **bookshelf** in the northwest of the room can be found a specific tome of interest; it is only revealed if the PCs explicitly state they are searching the bookshelf, and then only if the searcher passes a **Wisdom** check at DC 14:

Metatome (book)

Value 150 gp; **Weight** 2 lbs.; **Materials** paper; **Nature** non-magical; **Aura** none; **Slot** usable; **CL** n/a

Simply put, this is a book about books. It is an indulgent text by any measure, waxing poetic on the nature, use, and history of books in a manner only a book-lover could possibly absorb.

Studying the book for **1 hour** will result in some ephemeral benefit: the reader gains a **+4** competency bonus on any **Profession (Librarian)** check, or any skill or **Ability Score** check used to locate, read, create, or transcribe a book. This benefit lasts for **12 hours** after study has completed.

Construction Requirements means to assemble a physical book; the author must have at least 10 ranks in the **Profession (Librarian)** skill; **Cost** 80 gp

UCG-7: Northwest Suite (Waywocket Ningel's Quarters)

The northwest suite seems a bit dusty, with a somewhat stale taste in the nostrils in contrast to the hallway outside. In the beautiful bay window is a comfy-looking armchair which appears pristine, as though it has never been used. To its north is a potted plant; in the southwest corner of the suite is a tiny bookshelf. A small cabinet is nestled in the northeast corner of this room, next to which is a set of plain wooden double doors.

Waywocket holds quarters in the **Upper-Class Residential District** primarily because she does not have a place to stay outside the city, and does not trust her valuables to those who might bunk nearby in the **Lower-Class Residential District** (p 216). She uses the suite only to sleep; store valuables securely; and, when she's not working in the **Leaky Cask Tavern** (p 122; see "**A Waywocket With Jewels**", p 118), to go about the business of crafting gemstones and jewelry.

The **cabinet** to the **northwest** of the room is unlocked, but contains only mundane eating supplies:

Northwest Storage Cabinet

cups (6x, **1 gp** apiece); **basket** (1x, **4 sp** apiece); **plates** (3x, **1 sp** apiece); **silver dagger**

The **entrance** to the suite is always closed, and locked:

Locked Iron-Banded Wooden Suite Entry Double Doors

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 22

Waywocket herself holds a key to the entry door.

The double doors to the north open into the **bedroom** (see below); they are closed and locked at all times, even when **Waywocket** is in the suite.

Locked Bedroom Wooden Double Doors

5" thick; **Hardness** 5; **hp** 60; **Break** DC 18; **Disable Device** DC 15

As with the entry doors, **Waywocket** alone bears the key to these bedroom doors.

UCG-8: Southwest Bedroom (Gunnloda's)

Past the double doors, you find a small sitting area with two tables, an assortment of chairs, and candelabrae on top of the tables. To the east is a velvet privacy curtain; beyond, you see what appears to be a combination bedroom and closet. It contains a bed, several cabinets, a privy, a washing basin halfway filled with clean water, two bookshelves, a writing desk, and a dressing desk with stools.

Inside the closet area is an array of clothing in freely-accessible armoirs and cabinets, which collectively can be treated as the following treasure:

Closet

scholar's outfits (6x, **5 gp** apiece); **peasant's outfits** (8x, **1 sp** apiece)

The **large cabinet** next to the bed is always closed and locked. While it holds some clothes, it also contains some valuables, as follows:

Locked Bedroom Cabinet

2" thick; **Hardness** 5; **hp** 20; **Break** DC 18; **Disable Device** DC 16

Bedroom Cabinet

peasant's outfits (2x, **1 sp** apiece); **34 gp**; **circle-cut garnet** (**61 gp**)

As with every other lock in the suite, only **Gunnloda** holds a key to the **cabinet**.

UCG-9: Northwest Bedroom (Waywocket's)

Past the double doors from the sitting area is a little office space with two tables and an assortment of chairs. A velvet privacy curtain separates this area from the bedroom proper; in that space is a bed, a cabinet, a privy and washing basin, a tiny bookshelf, a writing desk, a separate dressing desk, and some stools. A simple but locked wooden door opens into the closet area.

The **door** to the **east** leads to the closet. It is typically closed and locked, unless **Waywocket Ningel** is sleeping or changing:

Locked Wooden Closet Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 18; **Disable Device** DC 15

Waywocket holds the only key to the **closet door**. Inside the closet is an array of clothing in freely-accessible armoirs and cabinets, which collectively can be treated as the following treasure:

Closet

artisan's outfits (5x, **1 gp** apiece); **peasant's outfits** (10x, **1 sp** apiece)

The **large cabinet** next to the bed is always closed and locked. While it holds some clothes, it also contains some valuables, as follows:

Locked Bedroom Cabinet

2" thick; **Hardness** 5; **hp** 20; **Break** DC 18; **Disable Device** DC 16

Bedroom Cabinet

peasant's outfits (2x, **1 sp** apiece); **12 pp; 82 gp**; **square-cut emerald** (**161 gp**); **circle-cut sapphire** (**71 gp**)

As with every other lock in the suite, only **Waywocket** holds a key to this **cabinet**.

UCG-10: Northeast Bedroom (Ganyc's)

A nice little eating and dressing area is just beyond the double doors leading to the suite's sitting area. To the east is a circlular table with some chairs; a writing and a dressing desk are to the west, with a stool next to each. Past a large velvet privacy curtain is the bedroom itself: a washing basin, privy, bed, side table, cabinet, and bookshelves. In the northwest corner of the bedroom is a simple but locked wooden door; you presume it leads to the closet.

The **door** to the **northwest** does indeed lead to the closet. It is typically closed and locked, unless **Ganyc** is sleeping or changing:

Locked Wooden Closet Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 18; **Disable Device** DC 15

Ganyc holds the only key to the **closet door**. Inside the closet is an array of clothing in freely-accessible armoirs and cabinets, which collectively can be treated as the following treasure:

Closet

peasant's outfits (16x, **1 sp** apiece)

The **large cabinet** next to the bed is always closed and locked. While it holds some clothes, it also contains some valuables, as follows:

Locked Bedroom Cabinet

2" thick; **Hardness** 5; **hp** 20; **Break** DC 18; **Disable Device** DC 16

Bedroom Cabinet

peasant's outfits (2x, **1 sp** apiece); **21 gp**

As with every other lock in the suite, only **Ganyc** holds a key to the **cabinet**.

UCG-11: Staircase Up

This staircase leads up to the second floor of the building.

This leads to the upper floor of the **Upper-Class Residential District**; please see page 256 for the **Stairs Down**.

UCG-12: Dining Hall

A grand, expansive chamber is capped to the east by a beautiful bay window. The room is dominated by a banquet table, fully set and ready for a meal. To the southeast is a set of swinging double doors; to the west is an area that opens to the south.

Tarsheva Hornwood uses this area as her office, and will almost always be found here during the day unless she is away purchasing supplies. Keep in mind that afternoons and evenings, **Meal Staff** will be in this area; see **Business Hours** for more details.

The double doors leading in from the **Hallway** (see above) are typically unlocked; during meal times, they are also flung open invitingly. On rare occasions, such as when the **Dining Hall** is being cleaned, it may be locked:

Locked Iron-Banded Wooden Suite Entry Double Doors

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 22

Once a day, dinner is served here for all residents and their guests. Treat this as a **banquet meal** (**10 gp** apiece), but it would be quite difficult for the party to loot it right out from under the residents as they are served!

UCG-13: Kitchen

Two stoves are against the wall to the south. The tiled stone floor is speckled with stools here and there in front of

the stoves, and the large wooden prep table to their west. To the northwest are two bookshelves. To the west is a simple wooden door.

Remember that afternoons and evenings, **Meal Staff** will be in this area; see **Business Hours** on page 246 for more details.

The **bookshelves** in the northwest are stocked with cooking tomes; searching them to any extent automatically reveals the following item:

The Art of Grouse (book)

Value 40 gp; **Weight** 1 lb.; **Materials** paper; **Nature** non-magical; **Aura** none; **Slot** usable; **CL** n/a

You can't tell if the author was a professional chef, a personal chef, or just someone who somewhat knew their way around a kitchen and decided to have a go of writing a cookbook. You're no expert, but you could swear that some of the tidbits and recommendations found herein have been cribbed from other, more authoritative works.

Regardless of its perhaps-dubious origins and integrity of assembly, *The Art of Grouse* is unquestionably an amalgamation of important cooking secrets. Reading the text for **1 hour** will grant the reader a competency bonus of **+2** on all **Profession (Cook)** checks attempted over the next **12 hours**.

It can also be used as a spot reference; if you have a specific task or question (for example, "how do I cook grouse so as to please the king's sensibilities"), study the book for a number of minutes equal to **20**, minus **1** for every rank of **Profession (Cook)** you possess—so, for example, if you have assigned **7** ranks of **Profession (Cook)**, this study will take you **13** minutes. The minimum is still **1 minute** of review no matter how many ranks beyond **20** you may have. As a result of this spot-reference, you benefit from a **+4** competency bonus on any *one* **Profession (Cook)** skill check you make within the next **1 hour**, provided of course the circumstances align with the question you posed when referencing the text.

Construction Requirements means to assemble a physical book; the author must have EITHER at least 10 ranks in **Profession (Cook)**, OR access to at least 5 other cookbooks; **Cost** 15 gp

If the PCs are in a looting mood, you may treat the various **foodstuffs** on the **stoves** and **prep table** as the following treasure:

Kitchen Foodstuffs

good meal (6x, **5 sp** apiece); **banquet meal** (3x, **10 gp** apiece)

The double doors connecting to the **Dining Hall** (see above) are seldom locked, as they are the means by which kitchen staff serve meals. On rare occasions where privacy is required in food preparation, or if the kitchen is being cleaned while residents might be using the **Dining Hall**, there are locks on the doors:

Locked Kitchen Double Doors

5" thick; **Hardness** 5; **hp** 60; **Break** DC 18; **Disable Device** DC 15

Tarsheva Hornwood carries the key to these doors.

The door to the **west** leads to the **Pantry** (see below); it is always closed, and unlocked only when **Tarsheva** and her staff are in the midst of preparing a meal:

Locked Wooden Pantry Door

3" thick; **Hardness** 5; **hp** 30; **Break** DC 18; **Disable Device** DC 16

The landlord carries the only key to the **pantry door**.

UCG-14: Pantry

This pantry contains multiple urns, a bookshelf that has been largely repurposed to store ingredients, a wooden table laden with foodstuffs, storage crates, and some sacks. The stone floor and separation from the stoves to the east seems to keep everything quite cool in here.

The **sacks** are of course unlocked and untrapped, and are thus freely accessible to PCs in a looting or inquisitive frame of mind:

Dry Goods Sacks

wheat (10 lbs, **1 cp** apiece); **potatoes** (15 lbs, **2 cp** apiece); **flour** (10 lbs, **2 cp** apiece)

Similarly, the **urns** in the southeast are neither locked nor sealed, and may be opened without obstacle or incident:

Ingredient Urns

beans (10 lbs, **2 cp** apiece); **coffee beans** (2 lbs, **5 cp** apiece); **garlic** (2 lbs, **5 sp** apiece); **mint** (3 lbs, **5 sp** apiece); **walnuts** (5 lbs, **3 cp** apiece); **turnips** (5 lbs, **2 cp** apiece)

The **storage chest** in the northwest is locked, and contains rarer cooking ingredients for the tastes of some of the residents:

Locked Rare-Ingredient Storage Chest

2" thick; **Hardness** 5; **hp** 20; **Break** DC 20; **Disable Device** DC 16

Rare-Ingredient Storage Chest

honey (3 lbs, **1 gp** apiece); **maple syrup** (2 lbs, **1 gp** apiece); **pepper** (3 lbs, **2 gp** apiece); **salt** (3 lbs, **5 gp** apiece); **chocolate** (3 lbs, **10 gp** apiece)

Finally, the **storage crate** in the northwest corner underneath the storage chest is not locked, but is sealed, and requires prying or smashing to prise open the mundane contents:

Sealed Ingredient Storage Crate

2" thick; **Hardness** 5; **hp** 20; **Break** DC 20

Ingredient Storage Crate

preserved banquet meal (see description below, 5x, **15 gp** apiece); **preserved good meal** (see description below, 8x, **8 sp** apiece); **trail rations** (8x, **5 sp** apiece); **cheese** (7x, **1 sp** apiece)

Map 33: Upper-Class Residential District Second Floor (UCG) *One square equals 5 ft.*

This crate introduces some new, but somewhat mundane, items, as described below.

Preserved Banquet Meal

Value 15 gp; **Weight** 5 lb.; **Materials** food; **Nature** non-magical; **Aura** none; **Slot** usable; **CL** n/a

Though some may thumb their nose at it, there is certainly no finer dining available for the wealthy gourmand on the go... unless one brings one's own personal chef and assorted tools and ingredients!

This is a multi-course, high-quality meal in all ways, and tastes fabulous. Through clever preparation, and selection of ingredients that stay fresh longer than alternatives, you may treat this as a normal **banquet meal**, but it may be packed and taken along in one's travels. **Preserved banquet meals** stay fresh for up to **1 month** without spoilage.

Note that a regular **banquet meal** price includes servants to bring and take away the food, and wine to accompany it. Perhaps obviously, a **preserved banquet meal**, though very nice, does not include servants or wine in its 5 lb weight.

Construction Requirements one **banquet meal** (or at least **10 gp** total value in equivalent raw ingredients), stove, at least 10 ranks in **Profession (Cook)**; **Cost** 10 gp (for the **banquet meal** or ingredients)

Preserved Good Meal

Value 8 sp; **Weight** 2 lb.; **Materials** food; **Nature** non-magical; **Aura** none; **Slot** usable; **CL** n/a

Even the frugal gourmet on-the-go has certain tastes. And now, for the right price, these needs can be amply accommodated!

This is a two- or three-course, good-quality meal in all ways, and tastes very good. Through preparation techniques such as salting, and picking raw components that are natural better-preserved than ordinary choices, you may treat this as a normal **good meal**, but it may be packed and taken along in one's travels. **Preserved good meals** stay fresh for up to **2 months** without spoilage.

Construction Requirements one **good meal** (or at least **5 sp** total value in equivalent raw ingredients), stove, at least 6 ranks in **Profession (Cook)**; **Cost** 5 sp (for the **good meal** or ingredients)

UCG-15: Sitting Area

An octagonal table bears a beautiful silver candelabra with fresh candles and gold accents. To its south are three comfortable-looking padded armchairs, with potted plants in each southern corner.

Before or after the evening meal, or just during the day when one has guests over and does not want to bring them to one's private quarters, this area is commonly used to relax and chat.

For PCs who are sneaking about, this is an excellent hiding spot. Any **Stealth** checks made by PCs in this area benefit from a **+3** circumstance bonus. The drawback, of course, is that it is a dead-end, with not even a secret door—if they're discovered, the PCs are cornered.

All furniture here is exactly as described. The candelabra is noteworthy and valuable, however:

Sitting Area Table

silver candelabra with gold accents (60 gp)

UCG-16: Militia Guard Posts

Please see p 100for more information about these locations. The guard post to the southwest is ***never*** occupied, owing to the area's undead influence; the post to the southeast is ***always*** occupied, as a guard for the city's important residents.

UCG-17: Cistern

Please see **Cistern**, page 195, for more details on this area.

UCG-18: Textiles

The **Textiles** store is described on page 188.

UCB-19: Butcher

Details about the **Butcher**'s shop start on page 192.

BC-27: Upper-Class Residential District Second Floor Map

A player's version of this map is available on page 460.

UCU-1: Stairs Down

A staircase here leads down.

These lead to the equivalent stairs on the **ground floor**.

UCU-2: Hallway

Hallways in the building are well-maintained and the floors are polished. Sprinkled along the walls are comfortable armchairs, bookshelves, and small tables here and there.

The hallways on the second floor are largely identical to those on the ground floor. Of particular note, steps on the floor make a fair amount of noise; due to this and the acoustics in the hallway, any **Stealth** checks here take a **-2** circumstance penalty.

The bookshelves are communal, and act as a form of private library for the residents... if the party has not already searched and possibly stumbled upon the Quest "**Wealth of Knowledge**" (page 248), they may do so from there as well.

One of the bookcases contains an additional text worth discovering. For every minute the party searches the furniture in the second-floor hallway, there is a static **25%** chance (that is, **25%** chance the first minute, **25%** the second minute, and so on) to discover the text.

Alternately, if they specifically state that they are searching the bookshelves, the probability rises to **40%**.

At One With the Beast (book)

Value 500 gp; **Weight** 1 lb.; **Materials** paper; **Nature** non-magical; **Aura** none; **Slot** usable; **CL** n/a

This text is all about discovering the beast within—it speaks to the natural characteristics of a barbarian, and the controlled-yet-uncontrollable balance between normalcy and rage.

Studying the book only benefits readers with the **Rage** class attribute an ability to gain **Rage Powers.** Such a reader who studies the text for **1 hour** gains any one **Rage Power** for which they meet the prerequisites. This bonus Rage Power may be used the next time the character enters a **Rage** state; thereafter, it is gone as though the text had never been read.

Construction Requirements means to assemble a physical book; the author must have at least 10 class levels in a class or combination of classes that grant **Rage Powers**; **Cost** 275 gp

UCU-3: Southern Suite (Larissa's Quarters)

The sitting room revealed upon entering this suite has a large table ringed with chairs; three cabinets to the east, southeast, and southwest, and a bookshelf to the southwest. Just south of the bookcase is a simple wooden door; opposite it on the eastern side is a set of double doors.

These are the personal quarters of **Larissa**, Elder of **Sheergath**. She seldom spends time here except for sleeping after her clerical duties at the **Temple** (p 160).

The two **candelabrae** on the table and eastern cabinet are valuable:

Tables (2x)

candelabrae (2x, **18 gp** apiece)

The **cabinet** to the **east** of the room is unlocked, but contains only mundane eating supplies:

Eastern Storage Cabinet

cups (4x, **1 gp** apiece); **basket** (2x, **4 sp** apiece); **plates** (6x, **1 sp** apiece); **dagger**

To the southeast is a **cabinet** which is also unlocked, but contains only mudane drinking supplies:

Southeastern Storage Cabinet

ale (8 gallons, **2 sp** total value)

Fine wine is shelved in the unlocked **cabinet** to the **southwest**:

Southwestern Storage Cabinet

fine wine (4 bottles, **40 gp** total value)

The **entrance** to the suite is always closed, and locked:

Locked Wooden Suite Entry Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 22

Larissa alone holds a key to the entry door.

The double doors to the north open into the **bedroom** (see above); they are closed and locked only when **Larissa** is not in the suite.

Locked Bedroom Wooden Double Doors

5" thick; **Hardness** 5; **hp** 60; **Break** DC 18; **Disable Device** DC 15

As with the entry doors, **Larissa** alone bears the key to these bedroom doors.

Locked Wooden Closet Door

3" thick; **Hardness** 5; **hp** 30; **Break** DC 18; **Disable Device** DC 16

UCU-4: Southern Bedroom (Larissa's)

This quiet bedroom features a window in the northeast with a comfortable chair and potted plant nearby, a bed in the southeast corner, some bookshelves in the north, and a small circular table ringed with chairs in the northwest.

On the table is a silver holy symbol of **Sheergath** (page 26).

Larissa's Bedroom Table

silver medallion (Sheergath symbol, **60 gp**)

Other than that, however, the room is alarmingly Spartan and uninteresting, with little in the way of treasure.

UCU-5: Southern Closet

More than a closet, this chamber contains a privy, a wash basin mostly full of fresh water, a writing desk, a dressing desk, and an array of clothing cabinets.

The cabinets are all unlocked and freely accessible; you may treat them collectively as bearing the following treasure:

Larissa's Closet

cleric's vestments (Sheergath pattern, 12x, **5 gp** apiece); **noble's oufit** (1x, **75 gp**); **scholar's outfits** (3x, **5 gp** apiece)

UCU-6: Eastern Suite (Elena's)

These quarters are extremely richly appointed, even by the standards of the rooms you've seen thus far in this building. Two ornate cabinets are in the southwest; opposite them is a large wooden table with comfortable chairs surrounding it. Light streams in the large window to the east. To the north is a set of double doors.

The merchant princess **Elena Lomazonne** keeps private

quarters here as her base of operations in **Berinncorte**. That said, however, she is rarely here, as she's only in town about **15%** of the time. She did not get to her current position from naivete or undue trust, however, and so her quarters are trapped and locked with a caliber of device not found elsewhere in the establishment.

Both of the two **cabinets** to the **southwest** are locked and trapped in the same manner, though they bear different treasure—**Larissa** is the only person who is aware of the traps, and who bears a key to the locks:

Belladonna Needle Trap (CR 2)

Type Mechanical; **Trigger** Touch; **Reset** Repair

Perception DC 18; **Disable Device** DC 18

Effect Atk +4 melee and melee touch (1d2+**belladonna**)

Belladonna: Injury; **Save** Fort DC 14; **Frequency** 1/min. for 6 min.; **Effect** 1d2 Str plus target can attempt one save to cure a lycanthropy affliction contracted in the past hour; **Cure** 1 save

Locked Wooden Cabinet (2x)

3" thick; **Hardness** 5; **hp** 30; **Break** DC 20; **Disable Device** DC 20

Larissa's Cabinet (Southern)

72 gp; masterwork light crossbow; crossbow bolts (40x)

Larissa's Cabinet (Northern)

23 pp; 81 gp; masterwork rapier

The **candelabra** on the table is noteworthy:

Larissa's Table

candelabra (**36 gp**)

The **entrance** to the suite is always closed, and locked:

Locked Wooden Suite Entry Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 22

Larissa alone holds a key to the entry door.

The double doors to the north open into the **bedroom** (see above); they are closed and locked only when **Larissa** is not in the suite.

Locked Bedroom Wooden Double Doors

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 20

As with the entry doors, **Larissa** alone bears the key to these bedroom doors.

UCU-7: Eastern Bedroom (Larissa's)

This bedroom is quiet and serene, and well-appointed. To the southwest is a circular wooden table ringed with chairs; to their side of the table on the western wall are bookshelves. To the north of the table is a comfortable feather bed; to its north is another bookcase. The eastern wall holds a window; to its south is a comfortable armchair and a potted plant, and to the north of the window is a writing desk, a privy, a washing basin, and a dressing desk. To the north is a simple wooden door that presumably leads to the closet.

This is **Larissa's** private bedroom. She's hardly ever here, so she keeps valuables on lockdown.

The **closet door** to the **north** is kept locked and closed unless she is present in the room. **Larissa** holds the only key.

Locked Wooden Closet Door

3" thick; **Hardness** 5; **hp** 30; **Break** DC 20; **Disable Device** DC 20

Hidden among the **bookshelves** is a particular tome that inquisitive PCs stand a **25%** chance to locate if they go searching:

The Art of the Hunt (book)

Value 250 gp; **Weight** 2 lb.; **Materials** paper; **Nature** non-magical; **Aura** none; **Slot** usable; **CL** n/a

Written by, and for, Rangers, this text has a brief introduction, and then dives right into a series of chapters, each dedicated to a certain kind of terrain. A character with at least one class level in a class with the **favored terrain** class feature who studies the textbook for **1 hour** gains an additional **favored terrain** (cold, desert, forest, jungle, mountain, plains, planes (any one), swamp, underground, urban, water) for the next **24 hours**. This benefit is granted even if the character has not yet acquired any **favored terrains**; it works even if they have a single level in a class that *eventually* grants the characteristic. The newly-selected **favored terrain** cannot be one that has already been selected, and this book cannot be used to increase an existing bonus granted by **favored terrain**. For example, if a PC with **Ranger 3** who selected **plains** as their first **favored terrain** must, when reading this book, select a different **favored terrain**, and cannot pick **plains** again to gain an additional bonus.

Construction Requirements means to assemble a physical book; the author must have class levels in a class granting the **favored terrain** class feature, and must have at least **3** such granted **favored terrains**; author must have at least 10 ranks in **Knowledge (Nature)**; **Cost** 180 gp

The writing desk to the east is unlocked, and contains rather mundane contents:

Larissa's Writing Desk

inkwell (**8 gp**); **inkpen** (**1 sp**); **parchment** (10 sheets, **2 sp** apiece); **signet ring** (**5 gp**)

UCU-8: Eastern Closet (Larissa's)

At the far northeast of the building is a closet with a stool, and four clothes cabinets.

Three of the four **cabinets** are unlocked, and contain ordi-

nary clothes. Collectively they may be treated as follows:

Common Clothes Cabinets (3x)

artisan's outfits (12x, **1 gp** apiece); **entertainer's outfits** (6x, **3 gp** apiece); **cold-weather outfits** (4x, **8 gp** apiece)

The fourth **clothes cabinet**, to the **southeast**, is locked, and contains nicer wares:

Locked Clothes Cabinet

3" thick; **Hardness** 5; **hp** 30; **Break** DC 20; **Disable Device** DC 18

Clothes Cabinet

rare perfume (vial, 12 doses, **120 gp** total value); **royal outfit** (1x, **200 gp**); **noble's outfits** (3x, **75 gp** apiece)

UCU-9: Sitting Area

In the L-shaped corner of the hallway is a sitting area with two comfortable chairs, a potted plant, and bookshelves.

The bookshelves contain ordinary tomes; no treasure to be looted here.

Hidden in the **potted plant**, however, is an emergency stash of **Tarsheva's** on the office chance that she either loses, or is robbed of, her keyring. It is known only to **Tarsheva** herself.

Secret Potted Plant Stash

Perception DC 17

Potted Plant Stash

upper-class residential district keyring (keys to every entry door in the building and the external doors)

Though it has minimal resale value, it may be the most valuable item of lootable treasure in the entire building as it pertains to the PCs' ability to gain easy entry everywhere.

UCU-10: Center Suite (Welby Goodbarrel's)

Only read the *italicized text* if/when the party enters the bedroom proper.

The double doors open on a room with no windows... but yet, it feels comfortable and luxurious. Two comfortable chairs are in the southwest right next to a potted plant. To the north is a set of bookcases; to their east is a cabinet and a round table, each with a glimmering golden candelabra. A set of double doors occupies the southeast wall.

The bedroom seems a bit cramped for the otherwise luxurious surroundings. It contains a feather bed in the southeast corner, a stool, several bookshelves, and a privy.

These are the personal quarters of **Welby Goodbarrel**. He's not typically here, as he also has personal quarters in the **General Store** as well (p 142)... on occasion, he will let **Oneib** sleep in the store, and will retreat to his quarters here in the **Upper-Class Residential District**. On rare occasion, he will entertain special visitors to the city, or favored clients, and will commission **Oneib** and/or **Tarsheva** to prepare and serve a nice meal here in his quarters.

The two **candelabrae** on the tables are noteworthy:

Tables (2x)

golden candelabrae (2x, **51 gp** apiece)

The **cabinet** to the **east** of the room is unlocked, but contains only mundane eating supplies:

Eastern Storage Cabinet

cups (8x, **1 gp** apiece); **basket** (3x, **4 sp** apiece); **plates** (8x, **1 sp** apiece); **jeweled dagger** (**82 gp**)

The entry door is always locked, whether **Welby** is present in his quarters or not:

Locked Wooden Suite Entry Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 22

Welby alone holds a key to the entry door.

To the **southeast**, double doors open to the bedroom. They are always locked if **Welby** is not present in his quarters:

Locked Bedroom Wooden Double Doors

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 18

As with the entry doors, **Welby** alone bears the key to these bedroom doors.

Past the bedroom doors is the bedroom itself. Only the bookshelves here are notable, as they bear an interesting book if the PCs but search for it—it's guaranteed that they find it if they search here.

Win and Win Again (book)

Value 80 gp; **Weight** 1 lb.; **Materials** paper; **Nature** non-magical; **Aura** none; **Slot** usable; **CL** n/a

Penned by what seems to be an archaic demon given human form, this book is a treatise on the art of making deals. It's crudely worded, and written with a fledgeling speaker of Common in mind—but although this may turn off bibliophiles, it only makes the text more accessible to all. Any who read it cover-to-cover will conclude that it may indeed have been a joke—early chapters flat-out contradict later ones, and some of the parables are obviously fabricated retellings of historical events, as anyone with any ranks in **Knowledge (Local)** or **Knowledge (History)** can easily tell even without a skill check.

Whether or not the author benefitted from the lessons he attempts to impart is perhaps a subject for another book—an unsanctioned biography, perhaps. But some truths are somewhat universal, and whether one enjoys one's tour through the text or not, one can hardly stop benefitting from it to some degree. A character with at least 1 assigned rank in

any of the **Appraise, Bluff, Intimidate, Diplomacy,** or **Sense Motive** skills, who studies *Win and Win Again* for **1 hour**, benefits from a **+3** competency bonus on any *one* of those skill checks, once, any time in the following **12 hours**. The character must state prior to the skill check being rolled that they are using the bonus on that particular check, and the use of the skill must be in the context of some form of negotiations, though it need not involve a purchase or exchange of wealth. For example, a PC might try negotiating whether the party can sneak back into town after a martial-law curfew; this counts as negotiations for the purposes of using *Win and Win Again*.

Construction Requirements means to assemble a physical book; the author must have at least 10 ranks in at least one of the **Appraise, Bluff, Intimidate, Diplomacy,** or **Sense Motive** skills; **Cost** 50 gp

Finally, the door to the southwest leads to the **closet** (see below). It is always locked unless **Welby** himself is in the closet currently.

Locked Wooden Center Closet Door

3" thick; **Hardness** 5; **hp** 30; **Break** DC 17; **Disable Device** DC 20

Welby holds keys to the closet door.

UCU-11: Center Closet (Welby's)

This closet contains a writing desk, a dressing desk, stools, a washing basin, a potted plant in the southeast corner near the door, and two clothing cabinets to the southwest.

This is where **Welby** dresses and bathes, and occasionally tends to business such as writing letters, though in truth he prefers the latter task in his sitting room (above).

The clothes cabinets are both typically locked. The **western** one has nicer fare:

Locked Western Bedroom Cabinet

2" thick; **Hardness** 5; **hp** 20; **Break** DC 18; **Disable Device** DC 20

Western Bedroom Cabinet

royal outfits (2x, **200 gp** apiece); **noble's outfits** (6x, **75 gp** apiece)

The **eastern** cabinet, closer to the closet door, has more day-to-day wearables:

Locked Eastern Bedroom Cabinet

2" thick; **Hardness** 5; **hp** 20; **Break** DC 18; **Disable Device** DC 16

Eastern Bedroom Cabinet

courtier's outfits (3x, **30 gp** apiece); **artisan's outfits** (4x, **1 gp** apiece); **hot weather outfits** (2x, **8 gp** apiece); **cold weather outfits** (2x, **8 gp** apiece)

Welby holds the only keys to both cabinets.

UCU-12: Large Window

The snaking, opulent hallway terminates here in a gorgeous floor-to-ceiling window with a centerpiece of stained glass. It's an impressive piece of engineering, particularly in a town where you've not seen much other examples of this sort of craftsmanship—not even in the town's churches!

By far, the most popular seats in the hallways, upper floor or ground floor, are the three armchairs to the east of this window. During the day and evening hours, there is a **40%** chance that at least one of the NPCs rolled in the **Random Dramatis Personae** section for this building will be found here, reading a book or letter.

Although the window is perhaps the most valuable piece of architecture in the entire city, it would be nigh impossible to remove it, transport it, and resell it in any fashion using terrestrial powers and avoiding the impact of the law.

UCU-13: Western Suite (Gorin Bakelight's)

Only read the *italicized text* if and when the party gains entry into the bedroom proper in the southeast.

The double doors open into an expansive sitting room, well-light from two windows overlooking the street below. Bookshelves sit against the wall in between the windows; in the northeast corner is a similar set of shelves. Large cabinets can be found to the east and southeast; between them is a set of wooden double doors, presumably leading to the bedroom. Two potted plants in the northwest and southwest corners, some comfortable armchairs, and a stool in front of a writing desk to the north of the southwest window round out the room.

The bedroom is a bit cramped compared to the sitting room—it bears two armshairs, a privy, a round bedside table, and a soft feather bed. To the north is a simple wooden door; you intuit that it likely leads to a closet.

Between the proximity to the **District's** window (see above) and the double windows in the main room, this is perhaps the most desirable suite in the building. **Gorin Bakelight** (page 632) makes his home here while he is in the city; his influence and power as the city's **Tribute** manager was critical in securing this particular set of rooms.

Uniquely among the residents, **Gorin** does not have a permanent office or establishment to run elsewhere in the city. As a result, he is quite often here, though during the day he can be seen out and about, collecting **Tribute** or simply checking in with those from whom he will soon be collecting. During the evening and overnight hours, however, there is a **75%** chance that **Gorin** will be inside his quarters for the night.

The **candelabra** on the cabinet to the east is valuable:

Eastern Cabinet (atop)

candelabra (**51 gp**)

Fine wine is shelved in the locked **cabinet** to the **southeast**:

Locked Clothes Cabinet

3" thick; **Hardness** 5; **hp** 30; **Break** DC 20; **Disable Device**

DC 18

Southeastern Storage Cabinet

westrealm icewine (6 bottles, **120 gp** total value; see item description below); **fine wine** (4 bottles, **40 gp** total value)

Gorin has the only key to this cabinet. As noted above, the cabinet contains a particularly rare and valued icewine that **Gorin** has brought with him from elsewhere in the realms:

Westrealm Icewine (bottle)

Value 20 gp; **Weight** ½ lb.; **Materials** glass, wine; **Nature** non-magical; **Aura** none; **Slot** usable; **CL** n/a

Sweet, but not cloying; lightly carbonated, but not fizzy enough to upset a sensitive stomach: *westrealm icewine* is valued far and wide in the Realms for its nearly-universal likeability. It pairs well with nearly all food, but particularly with sweet foods—appetizers or desserts, primarily.

The **entrance** to the suite is always closed, and locked. It is particularly well-constructed compared to the other suites in the building:

Locked Wooden Suite Entry Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 22; **Disable Device** DC 24

Gorin alone holds a key to the entry door.

The double doors to the southeast open into the **bedroom** (see above); they are closed and locked only when **Gorin** is not in the suite.

Locked Bedroom Wooden Double Doors

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 19

As with the entry doors, **Gorin** alone bears the key to these bedroom doors.

The closet door in the north of the bedroom is always locked, save when **Gorin** is in the closet:

Locked Wooden Closet Door

3" thick; **Hardness** 5; **hp** 30; **Break** DC 18; **Disable Device** DC 18

UCU-14: Western Closet (Gorin's)

A wash basin with fresh water sits in the southwest corner; to its north is a dressing desk and stool. The north wall bears three large cabinets. A small circular table is in the southeast corner near the door.

Of the three cabinets in the north, the **center** one alone is unlocked. Rather than clothes, it contains foodstuffs; **Gorin** is in the somewhat odd habit of bringing food with him, generally not trusting to vendors not to poison him. The **Tribute Master** suffers from a bit of self-important paranoia in this regard.

Center Closet Cabinet

preserved banquet meal (5x, **15 gp** apiece, see p 253); **preserved good meal** (10x, **8 sp** apiece, see p 253); **trail rations** (10x, **5 sp** apiece); **cheese** (8x, **1 sp** apiece)

The **western** clothes cabinet is typically locked, and holds **Gorin's** finest finery:

Locked Western Closet Cabinet

2" thick; **Hardness** 5; **hp** 20; **Break** DC 18; **Disable Device** DC 20

Western Closet Cabinet

royal outfits (4x, **200 gp** apiece); **noble's outfits** (8x, **75 gp** apiece)

The **eastern** cabinet, has more day-to-day but still diversely useful wearables:

Locked Eastern Closet Cabinet

2" thick; **Hardness** 5; **hp** 20; **Break** DC 18; **Disable Device** DC 16

Eastern Closet Cabinet

courtier's outfits (4x, **30 gp** apiece); **artisan's outfits** (2x, **1 gp** apiece); **hot weather outfits** (3x, **8 gp** apiece); **cold weather outfits** (3x, **8 gp** apiece)

Gorin holds the only keys to both cabinets.

BC-28: Lower-Class Residential District

A two-story building sulks here, massive, yet still giving the impression of being little more than a shanty-town lean-to against the enormous and comparatively solid-seeming city wall to the west. Everything about its construction feels utilitarian and necessary, yet little more. The exterior brick and wood surface is clean, but you don't need skill in the carpentry profession to tell that the components have seen better days. "Upkeep" seems not in the vocabulary of whomever is in charge, here... but given the conditions, you suspect the residents may not mind, if the rates to stay here are in keeping with the low caliber of the residence.

Berinncorte's Lower-Class Residential District is a combination of hostel, slumtown, and homeless outreach center. Elites of the city may view this as distasteful, but even the most nose-thumbing of them will admit to the necessity of the project. Although the conditions may not compare to the **Upper-Class Residential District** (p 202) across town, and not even to the personal quarters many shopkeepers have in their establishments, if the **Lower-Class Residential District** did not exist, then where would the city's somewhat less-well-off citizens rest their head?

The residents are a somewhat free-flowing collection of citizens. Some have been in the same private room for years, with no intention of uprooting. Others will arrange a space in common quarters for an evening at a time, and then will not be heard from for weeks until they need a bed again. Visitors without much coin, or who enjoy the occasionally

uncouth company of random strangers, will use the District as a cheaper alternative to the town's **Inn** (p 126).

Many citizens have quarters outside the city proper, or are in the habit of simply carving out a bit of space on the ground somewhere nearby. Those who need to stay inside **Berrincorte**, however, typically stay here.

Operations & Landlord

Overseeing the tenants—but not so much the upkeep of the building and its rooms—is **Pilga**, a half-orc Barbarian 2 who carries her massive mattock and throwing axes around with her when she is called upon to inspect a claim that the accommodations are decrepit. She will say that the weapons are tools, but the menace in her eyes makes the message—and their true purpose—clear to all.

Pilga (Landlord)

CR 1; **XP** 400; TN Female Half-Orc Barbarian 2

hp 21; **AC** 13; **Fort** +6, **Ref** -1, **Will** -1

Init -1; **Speed** 30 ft.; **Fast Movement; Senses Perception** +4; **Darkvision** 60 ft.

Str 15, **Dex** 9, **Con** 16, **Int** 13, **Wis** 8, **Cha** 11

BAB +2; **CMB** +4; **CMD** 13

Melee mattock +4 (2H: 2d4+3/x4) or

Melee throwing axe +4 (1d6+2) or

Ranged throwing axe (thrown) +1 (1d6+2)

Feats Combat Expertise

Skills Climb +5, Intimidate +7, Knowledge (Nature) +6, Perception +4, Survival +4

Special Qualities Darkvision, Fast Movement, Humanoid Traits, Intimidating, Orc Blood, Orc Ferocity, Rage, Rage, Weapon Familiarity

Possessions mattock; throwing axe (4x); armored coat

Shopping at the LCRD

Pilga will gladly make accommodations for the party if they're interested in paying. She will not judge the PCs, nor ask their intentions, why they're in **Berinncorte**, what they think about the town, and so on—she's interested only in what they wish to pay, and will try and upsell them as much as possible.

The "chance" listed is used to determine how many such services are available. For example, if "**80%**" is listed, roll once to determine if any such accommodations are available: if the roll is failed, all rooms are taken. If the roll succeeds, roll again to see if a second spot is free. Keep rolling until a roll is failed to determine how many spots are available.

Table 69: Lower-Class Residential District Accommodations

Service	Chance	Price
dining hall floor, one night stay	Always	2 sp
common room, one night stay	Always	5 sp
private room, one night stay *(max. occupancy 2 people)*	80%	1 gp
add one evening meal served in the dining hall	Always (requires purchase of one of the above accommodations)	+2 sp
extended bookings *(5 nights or more at a stretch, paid half in advance, half at the end of the stay)*	Always	20% discount

Throughout this section, the phrase "**Current Tenants**" refers to all people who currently are staying in the **Lower-Class Residential District**. This population shifts and changes day-to-day.

From a GM perspective, this flexibility may seem frustrating to manage. However, you are encouraged to use it to your advantage—for example, if the party is searching the **District**, and you'd like to introduce them to a given key NPC, well, then, there's a chance that person is staying here.

Business Hours

This being a residential district, there are no "business hours" as such. Comings and goings throughout the day, and indeed throughout the night, are commonplace, and not administered in any real fashion.

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

xyz

Table 70: Map Reference Summary, Lower-Class Residential District

Location Name	Context	Audience	Page
Ground Floor	Before Eruption	GM Only	p 216
Ground Floor	Before Eruption	Players	p 461
Ground Floor	After Eruption	GM Only	p 412
Ground Floor	After Eruption	Players	p 491
Second Floor	Before Eruption	GM Only	p 221
Second Floor	Before Eruption	Players	p 461
Second Floor	After Eruption	GM Only	p 414
Second Floor	After Eruption	Players	p 492

Map 34: Lower-Class Residential District Ground Floor (LCG) *One square equals 5 ft.*

Random Dramatis Personae

Note that unlike shops or other, communal locations, it's rare to find anyone in this building who doesn't live there. That said, many tenants are here only for a night or two, so it's typical to find a very free flow of occupants.

If a key NPC is ***not*** on this table, then that person typically does *not* stay in the **District**. Also, all citizens who have personal quarters elsewhere—for example in a shop, a church, or in the **Upper-Class Residential District**—will never voluntarily stay here in the **Lower-Class** district.

Table 71: Random Dramatis Personae, Lower-Class Residential District

Suggested Population: **2d4 rolls**

D%	Key NPC	Profession
01-04	**Biggen Gurble**	Reader
05-10	**Cora Brushgather**	None
11-13	**Denzys**	Preacher
14-20	**Einkill Holderhek**	Merchant / Mercenary
21-24	**Farzith**	Butcher's Apprentice
25-28	**Gyldor**	None
29-32	**Hueykins**	Jester / Greeter
33-35	**Jozan**	Bartender
36-40	**Kayzark**	Vendor
41-48	**Lingona**	Bard
49-50	**Mardnab Scheppen**	Maid
51-52	**Oneib**	Salesman / Security Guard
53-56	**Ota Kuiduru**	Chief Clerk
57-80	**Ownka**	Serving Wench / Cook
81-83	**Phadian Gess**	Trickster / Thief
84-90	**Pilga**	Landlord
91	**Rhirem**	Mercenary Spellcaster
92	**Sorille**	Courier
93-94	**Stewy**	Apprentice Fisherman
95-96	**Thrunne**	Serving Wench
97	**Unglar**	Guard
98	**Waywocket Ningel**	Jeweler
99-00	**Zook Beren**	Brewer / Cook
77-80	**Skutt Krundarr**	Militia Vice Master
81-95	**Sorille**	Courier
96-97	**Tansden**	Militia Master
98	**Waywocket Ningel**	Jeweler
99-00	**Welby Goodbarrel**	Merchant

BC-28: Lower-Class Residential District Ground Floor Map

A player's version of this map is available on page 461.

LCG-1: Entrances

To the northeast and southeast of the building, sets of wooden double doors block entry.

These are the main—and only!—security barriers to entry to the District. There are no guards, and security here is two-fold, though not strong: one is the locks on the doors, and the second is the "honor system" whereby guests and people who should not be here should not be admitted. In practice, "hold the door for me" security breaches of social engineering are commonplace.

Those not bypassing these doors using these methods will find a competent barrier:

Locked Wooden Entry Double Doors

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** DC 18

All **Current Tenants** have keys to these doors; the same key turns the locks in both sets of doors. For security purposes, **Pilga** discourages anyone keeping keys after their stay—she charges a penalty for tenants who fail to turn in their key when leaving. One would think that a well-meaning landlord would use these funds to occasionally change the locks. **Pilga** being much more self-serving than well-meaning, though, the locks only change when they are damaged or broken.

This is a long-winded way of describing the end result: that most people who have ever stayed here still have a key that works on these locks. For any given member of the **Random Dramatis Personae** list, there is a **65%** chance that they still have a key to these **Lower-Class Residential District's** entry doors.

LCG-2: Dining Hall

Past the double doors is a dining hall with a long common table and dozens of stools atop nice cherry floorboards. Everything is plain, but serviceable, and the place hums with forced bonhomie as people come, go, and grab a bite to eat.

During daylight and evening hours, there will always be at least one NPC here. After dinnertime and overnight—that's the only time to come here and sneak about, though the party can always try and claim they are staying here... or simply pay **Pilga** her fee to stay here in earnest.

Remember that one of the accommodations available is to sleep here. During evening hours, **1d6+1** people will be asleep here—count them as **Townsfolk** for mechanical purposes.

Other than sleeping **Townsfolk** bereft of wealth, there is nothing of value here to loot.

LCG-3: Kitchen

A simple wooden door opens to reveal a stone-floored kitchen, sprinkled with stools. A wooden prep table hulks to the west; to its north is another wooden door leading to the west. A stove sits in the northeast corner.

During evening meal time preparation, **Pilga** will typically hire someone to cook, and that person will be in here, preparing common fare for the tenants who have chosen to add a meal to the day's fee. From a statistics standpoint, treat

the chef as a common **Townsfolk**.

The door to the **Hallway** (see below) is always locked if it is not mealtime:

Locked Wooden Kitchen Door

3" thick; **Hardness** 5; **hp** 30; **Break** DC 16; **Disable Device** DC 16

Pilga bears the only key to the kitchen door. Similar, but with a rustier lock, is the door to the northwest, leading to the **Pantry** (see INU-4: Southwest Bedroom):

Locked Wooden Pantry Door

3" thick; **Hardness** 5; **hp** 30; **Break** DC 16; **Disable Device** DC 14

Just like the kitchen door, **Pilga** alone has a key to the pantry door.

During mealtime, if the party overcomes the chef, you may treat the foodstuffs on the stove and prep table as the following loot:

Kitchen Foodstuffs

common meals (5x, **3 sp** apiece); **poor meals** (10x, **1 sp** apiece)

LCG-4: Pantry

This stone-floored room is cluttered with food storage. Two urns, a pile of small sacks, a pile of larger sacks, a storage crate, and a storage chest atop it are all scattered haphazardly here.

The **smaller sacks**, taken together, contain the following ingredients:

Small Ingredient Sacks (3x)

beans (30 lbs, **2 cp** per lb); **flour** (20 lbs, **2 cp** per lb)

Three **larger sacks** collectively bear a bit more edible booty:

Dry Goods Sacks (3x)

wheat (30 lbs, **1 cp** apiece); **potatoes** (30 lbs, **2 cp** apiece); **flour** (10 lbs, **2 cp** apiece)

The **urns** both contain a flat, flavorless, but otherwise harmless, ale:

Ale Urns (2x)

common ale (40 lbs, **10 sp** total value)

In the southwest is an unsealed and unlocked **storage crate**, with a bit more interesting fare:

Storage Crate

common meal (10x, **3 sp** apiece); **meat** (40 portions, **3 sp** apiece); **trail rations** (30x, **5 sp** apiece); **cheese** (20x, **1 sp** apiece)

Finally, the **storage chest** on top of the crate contains some spices, and is locked:

Locked Wooden Ingredient Storage Chest

2" thick; **Hardness** 5; **hp** 20; **Break** DC 16; **Disable Device** DC 14

Ingredient Storage Chest

coffee beans (2 lbs, **5 cp** apiece); **garlic** (2 lbs, **5 sp** apiece); **mint** (2 lbs, **5 sp** apiece); **walnuts** (2 lbs, 3 cp apiece); **turnips** (3 lbs, 2 cp apiece)

Pilga has the only key to the chest.

LCG-5: Hallway

Through the spine of the building runs a ten-foot-wide corridor littered with stools and chairs. A few tables jut out from the walls at intervals. To either side is an array of simple wooden doors. At the far, eastern end of the hallway is another door; just before it is a sturdy ladder that connects with the ceiling.

This hallway is also something of a common room. During daylight and early-evening hours, there will typically be **1d4-1** (minimum zero) people here, talking, sleeping, cleaning their fingernails with a dagger, and so on. Treat them as **Townsfolk**, or at the GM's discretion, place one of the **Random Dramatis Personae** mentioned earlier here.

LCG-6: Ladder Up

A large wooden ladder leads up to a trapdoor in the ceiling. Both ladder and hatch look well-used, but very sturdy; they may be some of the most well-constructed things you've seen in this building!

This leads to the trapdoor found on the **second floor**. The trapdoor is not locked.

LCG-7: WC

The simple wooden door opens to reveal a watercloset: two privies with potted plants nearby. The stench is somewhat overpowering, though the room and its contents appear fairly clean.

This room is well-used by most residents. There is no treasure to be found in the contents of the privies, though it is at the GM's discretion as to whether eager PCs should be dissuaded from searching.

Staying here for more than one round grants the **sickened** condition (affected characters take a **–2** penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks) for **1 hour** after leaving the room.

Searching the privy contents—in any capacity whatsoever—grants the **nauseated** condition (an affected character is unable to attack, cast spells, concentrate on spells, or do anything else requiring attention; the only action such a character can take is a single move action per turn) for **10 minutes**.

The potted plants are also empty, but searching them delivers no negative effects.

LCG-8: Resident Rooms

Each of these six rooms is nearly identical, with the same furniture, doors, and space of accommodations.

The GM is encouraged to "place" any key NPCs you determined (or selected) in the **Random Dramatis Personae** table in these rooms. Although that list contains a great deal of variety in terms of the caliber and wealthiness of citizen, chances are good that most key NPCs would be in a position to take a private room.

Similarly, the storage cabinet contents should be adapted to suit the belongings of any key NPCs who is staying there.

This private chamber is compact and clean, but simple. A straw bed and pillow, a small round wooden table, a storage cabinet, and a round stool are the only contents, but they fill the room ably. It all seems just enough for what one person requires to make camp for a night... or much more, should they wish to stay longer.

Each room has an entry door that contains a lock different from its neighbors. Each room therefore has its own key. **Pilga** has a duplicate key for each of the doors; the main key for a given room's door is given to the tenant when they buy the room.

Locked Wooden Resident Door

3" thick; **Hardness** 5; **hp** 30; **Break** DC 18; **Disable Device** DC 17

Inside each room is a **storage cabinet**. This has no lock, but chances are good that anyone renting this room will hold their valuables here, trusting to the security of their door rather than the cabinet itself. The following is an example of treasure that might be found in such a cabinet, though the GM is encouraged to modify it to suit your needs.

Resident Storage Cabinet

8 sp; **21 cp**; **dagger**; **cups** (3x, **1 gp** apiece); **basket** (**4 sp**); **plates** (2x, **1 sp** apiece)

LCG-9: North Common Room

This large room is claustrophobically stuffed with beds, cabinets, and stools. There is barely enough room to walk among the furniture, and the whole area smells stuffy, stale, and somewhat moldy.

This and the **South Common Room** (see below) are quite popular for short-term stays. Residents get a key to the **Entrances** (see above), and that's it—bedding is first-come, first-served. **Pilga** doesn't keep too keen a count comparing people buying beds to the count of actual beds available, so there's often no guarantee that a paying customer gets a bed to rest their head on. In the event of this sort of "overbooking", the customer is welcome to crash on the floor in the **Dining Hall** (see **TVN-1: Northern Tavern Entrance**); **Pilga** won't refund the price difference between that and the common room, but will throw in a free meal at dinnertime.

The three **storage cabinets** are not locked, and as a result, generally contain only mundane eating supplies that are shared among the common-room tenants. Below are sample contents for one such cabinet; the GM is encouraged to modify the contents of a given cabinet if desired.

Common Room Storage Cabinet

broken dagger; **cups** (2x, **1 gp** apiece); **plates** (2x, **1 sp** apiece)

One of these cabinets contains special contents that kick off a Quest. By default, it's the southern cabinet, though the GM is encouraged to modify as you see fit.

Quest: I Believe This Is Yours

Summary: A note left behind by a prior tenant in the North Common Room of the Lower-Class Residential District may be returned to its owner for a reward... or the information can be used to gain an advantage over another character.

Rewards: Up to **2 Reward Stars**.

Locations: Lower-Class Residential District.

Key NPCs: Possibly any of the following: **Pilga**, **Einkill Holderhek**, **Farzith**, **Ganyc**, and/or **Stew.**

Kickoff: The PCs search one of the cabinets in the **North Common Room** (see above) of the **Lower-Class Residential District**, and notice a strange item.

Description:

Like the other storage cabinets in the building's Common Rooms, the southern cabinet in the **North Common Room** is not locked, and contains mostly plates and cups, and a broken dagger, worn down from what might be years of use and sharing.

Stuck to the bottom of one plate, however, is a hastily-scrawled, handwritten note on poor-quality parchment. Grease stains the paper, and you have no doubt that if it had been left here for another day or two, the note would have torn or disintegrated with little trace.

For now, however, it remains legible, and reads as follows:

butcher at 6

say "cleaved cutlets"

- S.

There's nothing else of interest in the cabinet, or that might provide some context in which to understand the scrawl.

This strange message was written by **Stewy**, and meant for **Einkill Holderhek**, the dwarven mercenary and sometime-muscle for various criminal elements. **Einkill** was the tenant who most recently stayed here; he took out the message to memorize it, and then put it in the cabinet. He then went to the **Leaky Cask Tavern**, got drunk, returned to the **District**, ate some food he had brought with him, passed out, and awoke the next morning having completely forgotten about the note.

The message is a set of instructions for **Einkill**, who **Stewy** has commissioned to rob the butcher, in league with the butcher's apprentice, **Farzith**. Showing up at **6:00** (morning or night) guarantees that **Farzith** will be working in the back of the shop, breaking down the less-savory pieces of meat. To maintain an element of surprise—as well as to keep

each of his pawns on their toes with respect to one another—**Stewy** has not described to **Farzith** who will be coming to perform the robbery. The fledgeling crimelord has told the apprentice only that whomever it is will come into the shop and say the phrase "*cleaved cutlets*". At this command phrase, **Farzith** is to leap into action, clubbing the butcher over the head and knocking him out so that the gnome apprentice and his new partner in crime can loot the place and escape. Afterward, they were to split up, then give any loot to **Stewy**, to be divided up evenly three ways between the participants in the plot.

The PCs, knowing none of this of course, have a few options here: they can abandon or ignore the note; they can go directly to the **Butcher Shop** to ask about the note; they can go to the **Butcher Shop** at 6:00 to see what happens; or they can ask the other **tenants** of the common room, or **Pilga** herself, who had most recently stayed in either of the southern beds.

If the PCs ***ignore the note***, or destroy it, then this Quest ends immediately, with no further impact. **Einkill** will show up at the appointed time... but, forgetting the special phrase, he will chicken out at the last minute, and leave the shop rather than take **Ganyc** on alone.

I Believe This Is Yours (Ignore): Chaos +1

Ignoring the note entirely generates a **Catalyst Impact**: **Chaos +1**.

The PCs can ***go directly to the Butcher Shop*** (p 192). Asking **Ganyc** about, or showing him, the note will reveal shockingly little: he has never seen it, claims no knowledge of its message, and asks the PCs to stop wasting his time. At **6:00** (AM or PM, whichever the PCs have interpreted the note as intending), **Einkill** will walk into the shop, see the party talking with the butcher, and leave immediately, running away. From this point, please see **Confronting the Would-Be Mugger**, below.

The PCs can first ***ask the tenants of the common room***, or **Pilga**, about the former occupant of the common room. Tenants will, at first, shrug and describe a drunken and gruff dwarven warrior, and then joke that that doesn't narrow it down too much. **Pilga** will initially say nothing, mumbling something about secrecy and the sacred job of an innkeep or landlord never to reveal... oh, what's that? A bribe? Well, then. At least **5 gp** of a bribe to either a tenant or the landlord will loosen their tongue: they will tell the party that it was **Einkill**, and recommend finding him at the **Leaky Cask Tavern**. For investigating things with rigor, the party should benefit from a reward of **1 Reward Star.** From this point, please see **Confronting the Would-Be Mugger**, below.

I Believe This Is Yours (Investigate): Law +1

Thorough investigation in this manner produces a **Catalyst Impact** of **Law +1**.

This stacks with other **Catalyst Impacts** for this Quest.

Confronting the Would-Be Mugger

To reach this point, and conclude the Quest, the party must either stumble into **Einkill Holderhek**, the dwarven mercenary and would-be perpetrator of the robbery, or investigate and determine that he is involved.

No matter how the party hunts him down, inquiring or confronting him with the note has the same result: he will not fight back, but will deny everything unless threatened with violence or if pressured successfully by a **Intimidate** or **Diplomacy** check opposed by **Einkill's Bluff** check (note that as **Einkill** has no assigned ranks in this skill, it should be somewhat easy to succeed at this).

I Believe This Is Yours (Talk): Law +2

Talking **Einkill** down creates a **Catalyst Impact** of **Law +2**.

This stacks with other **Catalyst Impacts** for this Quest.

Failure in these checks leaves the party with two options: attack him, or let him go. If the team lets him go, then the quest terminates, with no further reward for the party. If the team attacks him, he will fight until lowered to a third his maximum hit point capacity; he will then surrender. If instead he is besting the party, he will try to escape at every opportunity and run away. If the party lets him go, then this Quest terminates with no further reward or impact.

I Believe This Is Yours (Fight): Chaos +1

Fighting **Einkill** means a **Catalyst Impact**: **Chaos +1**.

I Believe This Is Yours (Let Go): Chaos +2

Letting him go entirely generates a **Catalyst Impact**: **Chaos +2**.

Whether **Einkill** surrenders in combat, or if the party prises it out of him via a skill check, he will reveal his role in the robbery plot. After describing everything he knows, the dwarf will offer to cut the PCs in on the grab, and split his share with the party if they help him finish the job.

If the PCs then turn him into the **Berinncorte Militia**, they will thank the party; give the PCs **1 Reward Star** to be granted to the skill checker or combatants.

I Believe This Is Yours (Turn In): Law +3

Turning **Einkill** in to the **Militia** produces a **Catalyst Impact** of **Law +3**.

This stacks with other **Catalyst Impacts** for this Quest.

If instead they take **Einkill** up on his offer, and participate in the looting, they will definitely be successful; refer to the **Butcher Shop** description for a description of the treasure they can find there. This incurs no additional **XP** or other bonus, but **Stewy**—who will meet with the party, **Einkill**, and **Farzith** in the **Fishery Basement** (p 154)—will be true to his word, and give the party an even share of the loot (1/4 of the total value, to then be split up amongst the party as they figure out). At the GM's discretion, this ending of the Quest may incur the suspicion and wrath of the **Berinncorte Militia** (see **Getting Arrested**, p 41).

Map 35: Lower-Class Residential District Second Floor (LCS)

One square equals 5 ft.

I Believe This Is Yours (Help Loot): Chaos +5

Aiding **Einkill, Farzith,** and **Stewy** in the looting creates a **Catalyst Impact**: **Chaos +5**.

This Quest terminates if the PCs turn **Einkill** in, slay him, talk him down and then let him go, or if they participate in the looting. If they initially ignore the Quest, it remains active, in case on a given day if the PCs wish to show up at **6:00**.

LCG-10: South Common Room

In the southwest corner of the building is a cramped room, cluttered with beds and stools and cabinets. It's challenging to navigate the scant space between furniture. A stale, mildewy smell permeates the whole room.

This and the **North Common Room** (see above) are usually used by transient, poor, or short-term tenants. Residents at this cheaper rate get a key to the **Entrances** (see above), but only that. See the more detailed description of the **North Common Room** for other quirks of bedding at this caliber.

The two **storage cabinets** are not locked, but contain only communal and well-used eating supplies. Below are sample contents for one such cabinet; the GM is encouraged to modify the contents of a given cabinet if desired.

Common Room Storage Cabinet

broken dagger; **cups** (2x, **1 gp** apiece); **plates** (2x, **1 sp** apiece)

LCG-11: Militia Guard Posts

Please refer to page 100 for more details.

LCG-12: Blacksmith's Hut

More information about the **Blacksmith's Hut** is available on p 103.

BC-28: Lower-Class Residential District Second Floor Map

A player's version of this map is available on p 462.

LCS-1: Trapdoor Down

A sturdy oak trapdoor is embedded among the floorboards here. The handle is a thick iron ring, unrusted, but well-worn. The hinges are similarly durable and fully operational. There appears to be no lock mechanism.

This trapdoor leads to the ladder below on the **ground floor**. It does indeed not have a lock, and is often opened during periods of heavy use.

LCS-2: Hallway

A long, wide, and plain hallway is studded with doors on both sides, except for a blank brick wall that starts about two-thirds of the way down on the south side; there are no doors across this expanse.

Unlike the one beneath it, this hallway is *not* a social center or common area. It is occasionally used for playing games, but **Pilga** discourages such behavior, preferring instead that the area be treated as a passage to gain access to guest rooms, and only that.

LCS-3: Southern Resident Rooms

Across the southwest and south-central wall of the hallway, six simple wooden doors are spaced evenly. The interior of each room is nearly identical in its Spartan utility: a straw bed with cabinet and candle, wooden chair, and small circular table.

These are the "premium" rooms in the **Lower-Class Residential District**, in that they are isolated from the bustle of the identical rooms beneath them, and that in contrast to the bank of rooms to the north, they have a chair and table and a bit more space. In a rare show of restraint in finding profita at the expense of her customers, these preferred rooms nevertheless cost the same as any other private quarters in the building, but they tend to go quickly.

Any longer-term tenants—those who stay for weeks, if not months, at a time—will be found here; keep this in mind as you "place" key NPCs determined in **Random Dramatis Personae** earlier in this section.

Like the similar bank of rooms beneath it, each of these resident rooms has an entry door that contains a lock different from its neighbors. Each tenant gets a key for their own room. The landlord has a backup key for each of the doors. The lock quality is slightly better than the other resident doors in the building.

Locked Wooden Resident Door

3" thick; **Hardness** 5; **hp** 30; **Break** DC 18; **Disable Device** DC 18

Inside each room is a small but functional **storage cabinet** with no lock mechanism. The following is an example of treasure that might be found in such a cabinet, though the GM is encouraged to modify it to suit your needs.

Resident Storage Cabinet

16 sp; **51 cp**; **dagger**; **cups** (4x, **1 gp** apiece); **plates** (4x, **1 sp** apiece)

LCS-4: Northern Resident Rooms

Nine simple wooden doors sit in the northern hallway; each opens into a nearly-identical scenario: a simple straw bed, a storage cabinet, and a wooden stool. The placement of this furniture within the room varies slightly, but although the cramped quarters offer no window, they seem somewhat cozy and useful for those needing a private place to lay their head.

Aside from having a stool in place of a table and chair, and being slightly smaller, these rooms are very similar to the rooms to the south (see above). These northern rooms are the least desirable ones on either floor given their size.

Each tenant gets a key to their door; **Pilga** has backup keys for all the doors, and each door requires a unique key.

Locked Wooden Resident Door

3" thick; **Hardness** 5; **hp** 30; **Break** DC 18; **Disable Device** DC 16

Each room holds a **storage cabinet** that cannot be locked; feel free to use the following example of treasure that might be found in such a cabinet, though the GM is encouraged to modify it to suit your needs.

Resident Storage Cabinet

6 sp; **24 cp**; **dagger**; **cups** (2x, **1 gp** apiece); **plates** (2x, **1 sp** apiece)

LCS-5: Secret Door

This is one of the most challenging areas in all of **Berinncorte**... or, at least, in the city before the **Obelisk Eruption**. At first glance, there's little reason for the party to suspect that there is anything interesting about the wall here. However, enterprising PCs may pick up on the fact that when viewed from street level to the south, the wall here on the second floor is flush with the line of southern guest rooms; it does not visibly indent as it might if there were indeed just empty space here.

Note that the subplot and associated Quest related to this secret is *not* part of the central plot of this adventure. Ultimately, it might make little difference as to the outcomes that follow. That said, it is one of the more "dungeon-y" aspects of the otherwise urban-themed story, so you as a GM may be disappointed if the party fails to suspect that there is something of interest here.

At the GM's option, then, one way of gently coaxing the PCs into investigating this area further is to make a secret **Wisdom** check at DC 12; success indicates that something doesn't "feel right" about the structure of the building. Further investigation can then be made between the outside and the inside, which should suggest to the passing PC that there might be a room up there. Whether the secret lies in the upstairs hallway, the adjoining upstairs southern guest room, or elsewhere, may take some effort to discover, but at least the hunt is on at that point!

The wall here, from the end of the southeastern-most **guest room** (see **INU-3: Southeast Bedroom**) to the eastern edge of the **hallway** (see **TVN-1: Northern Tavern Entrance**) is in reality an *illusory wall*, which covers up a patchwork real wall comprised of a mixture of materials.

Illusory Wall

Will DC 19 to realize the wall is not real; check may only be taken if the *wall* is interacted with.

Only read the *italicized text* below if the party interacts with the wall, *and* passes their **Will** check (see above). Otherwise, treat the *wall* as just... well, as just a wall. If the party fails to discover the illusion, then they have **no chance to discover the secret door**.

Your eyes behold a simple brick wall, but your hands discover a variety of textures behind the illusion. Brick, yes, but also mortar, stone, and perhaps wood. As you look and feel, you become convinced that this must be a trick of magic, devised to hide... something. What, you're not quite certain!

Note that touching the *wall* and passing the **Will** check merely allows the passer to realize that the *wall* is not real. It's still possible for that character to fail to notice the secret door, which requires a **Perception** check to identify:

Locked Secret Wooden Experimentation Chamber Door

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 20; **Break** DC 20; **Disable Device** DC 22

Only read the *italicized text* below if a PC identifies both the *wall*, **and** perceives the secret door:

Hidden among the textures of the building materials, you feel an extended span of wood. Feeling lower, you notice a handle... this appears to be a door, secreted behind the illusion.

Once the *wall* is recognized for what it is, **and** the secret door is identified, the party has managed only half the battle, for the door is both locked (see above) and trapped (see below), posing two additional barriers to overcome for enterprising PCs.

Blood Leaf Residue Handle Trap (CR 2)

Type contact; **Trigger** touch; **Reset** Repair

Perception DC 18; **Disable Device** DC 18

Effect Blood Leaf Poison

Blood Leaf Poison: Contact; **Save** Fort DC 16; **Frequency** 1/min for 6 min; **Effect** 2d12 hp plus 1 **Con**; **Cure** 1 save

Needless to say, with all these formidable obstacles, the party should start to get excited about what they might find on the other side!

Whether this **trap** is sprung and depleted, or disarmed, the next time **Aramil** enters his secret room, he will notice that someone has been in here. Unless the party somehow makes it obvious that it was they who did so, the apothecary will start to view everyone in town with suspicion.

His increased paranoia has another, more quantitative side effect: starting the morning after the party gains entry to this room, the apothecary will raise all his prices by **20%** for the remainder of the adventure. He will also reset the trap in the door handle—on the off chance that the party attempts to break back into the room, they are in for a nasty surprise if they assume things are as they were left!

LCS-6: Experimentation Chamber

This large secret room appears to be of a scientific nature: there's a lab table in the southwest corner with armchair; notes and equipment are littered everywhere. To the east of the lab table is an assortment of storage crates, chests, and casks, stacked haphazardly. A candelabra perched atop one small crate is unlit, so it's difficult to make out the eastern part of the room. You think you see a cage in

the southeast, and a cauldron and further crates and sacks in the northeast corner.

This room belongs to **Aramil Xiloscien**, whom the PCs may know already as a full-time apothecary and owner of that shop (p 138).

What they almost certainly do *not* realize is that he is a part-time sadist and torturer who experiments on sentient and partially-sentient creatures in this room.

The lab table contains some supplies that can be used to exercise one's **Craft (Alchemy)** skill, and the notes that kick off the Quest "**Morbid Curiosity**" (see below), but little else of resellable value. If taken together, the tools on the table comprise one **alchemist's lab** (**200 gp**, 40 lbs.); it would take an enterprising PC with at least one assigned rank in the **Craft (Alchemy)** skill (or at least one class level of **Alchemist**) ten minutes to pack everything up in a manner that preserves the resale value, though they would have to quickly find some way of keeping everything from breaking in transit to wherever they planned on selling it.

To the east are three **storage crates**. They are neither locked nor sealed, and can be opened easily. Collectively, they hold the following treasure:

Storage Crates (3x)

black powder (5 doses, **10 gp** apiece); **sulfur** (10 doses, **5 sp** apiece); **magnesium** (10 doses, **1 gp** apiece); **myrrh** (8 doses, **5 sp** apiece); **phosphorous** (20 doses, **2 sp** apiece); **quicksilver** (5 doses, **1 gp** apiece); **saltpeter** (4 doses, **3 gp** apiece); **alchemist's fire** (4 flasks, **20 gp** apiece)

Atop the crate closest to the **cage** is a **storage chest**, which is locked and contains particularly vile instruments to aid **Aramil** in his endeavors, as well as the ***wand of silence*** which he uses to keep the screams of his victims from causing alarm elsewhere in the building:

Locked Instrument Chest

2" thick; **Hardness** 5; **hp** 20; **Break** DC 16; **Disable Device** DC 18

Instrument Chest

dagger (**2 gp**); **sickle** (**6 gp**); **brass knuckles** (**1 gp**); **punching dagger** (**2 gp**); **bayonet** (**5 gp**); ***wand of silence*** (24 charges, CL Cleric 5, **3,600 gp**)

Any **Good**-aligned character taking these weapons should realize their likely use in the context of this chamber, and perhaps give a second thought as to doing so; it is left to the GM as to any impact on their alignment or other character considerations (e.g., Paladins).

Finally, the casks both contain a viscous dark red liquid that any party member with any ranks of **Knowledge (Nature)** or an **Intelligence** score greater than **12** will immediately recognize as congealed blood. The cask to the south is filled with this substance, and is also sealed and nailed shut, requiring prying or smashing to open. To define the liquid within as "treasure" would be an affront to most:

Sealed Blood Cask

2" thick; **Hardness** 5; **hp** 20; **Break** DC 16

The similar cask to the north is halfway full, and is neither sealed nor locked and can be opened freely.

The party is left to their own horrible logic as to the purpose of these casks, and how their contents came to be inserted. The reality is that **Aramil**... well, the reader is perhaps best left to your own imagination, too. Though it would take a particularly ghastly or deranged will to search these casks further, there is nothing else of use to be found inside the blood casks.

Reading the notes on the **lab table**, or examining the table itself, initiates the following Quest.

Quest: Morbid Curiosity

Summary: The PCs stumble upon a secret room used to torture people and creatures, and can follow up to understand the extent of the horrors.

Rewards: Up to **4 Reward Stars,** depending on resolution.

Locations: Lower-Class Residential District, **Apothecary Shop**.

Key NPCs: Aramil Xiloscient, **Cora Brushgather**.

Kickoff: The PCs discover the *illusory wall* and secret door guarding the **Experimentation Chamber** on the second floor of the **Lower-Class Residential District**, and investigate further.

Description:

If the PCs discover the **Experimentation Chamber**, they will notice that on the lab table is a set of scrawled notes. Although the language, if you could call it that, is unknown to any party member (regardless of the languages they speak; the notes are an arcane custom shorthand developed and used solely by the apothecary), the drawings make it clear what is at play here: torture and vile experimentation on humanoids.

Morbid Curiosity (Discover): Chaos +5

Merely by discovering the **Chamber,** the PCs generate a **Catalyst Impact** of **Chaos +5**.

This stacks with other **Catalyst Impacts** for this Quest.

The PCs may of course ignore the notes and chamber, in which case this Quest ends with no further impact (other than suspicion and raised prices as noted in **Experimentation Chamber**, **TVN-5: Food Prep Station**). No reward should be given—in fact, if the party contains any **Good**-aligned creatures, or **Paladins**, the GM should consider an **XP** (or **Reward Star**) ***penalty*** for ignoring such an obvious affront to decency and civilization. Finally, the GM should carefully consider a significant additional a **Catalyst Impact,** for example, **Chaos +10**. Depending on where your gaming group is at this point, the GM may decide to simply trigger the **Obelisk Eruption** outright, and segue immediately to **Act Two**.

Morbid Curiosity (Ignore):

Chaos +3

If the PCs discover the **Chamber**, but resolve to take no further action, there is an additional **Catalyst Impact** of **Chaos +5**.

This stacks with other **Catalyst Impacts** for this Quest.

Whether they have already visited **Aramil** or not, it might occur to the PCs that in this town, an Apothecary might be the only person capable of using the equipment here to any real purpose. A GM who wishes to push the party to this conclusion might make a secret **Wisdom** or **Craft (Alchemy)** check at DC 14; success gives the succeeding PC an insight that these tools are beyond the skill of ordinary citizens, and that *an* apothecary, if not *the town* apothecary, must be involved. Suspecting, and then confronting, **Aramil** about his secret segues to "**What In the Name of the Gods Are You Up To**"; see below.

The party could take a somewhat backseated approach, and merely inform the **Berinncorte Militia** about the discovery. In this scenario, they question **Aramil** and apprehend him; he is arrested, and the party benefits from a reward of **2 Reward Stars**. Unless the party tags along to watch the confrontation, or informs **Aramil** that it was they who learned his secret, the apothecary never discovers who was behind his capture. It hardly matters: he does not return to his shop for the remainder of the adventure... so unfortunately, the party is denied access to his services.

Morbid Curiosity (Inform): Law +2

Telling the **Militia** about their discoveries means the PCs create a **Catalyst Impact** of **Law +2**.

This stacks with other **Catalyst Impacts** for this Quest.

Aramil has quite a knack for illustration. While he prizes this as a virtue, it may well turn out to be his downfall: a thorough PC who reads through all of the notes on the lab table in the **Experimentation Chamber** will notice a sketched figure, eerily similar to the visage of **Cora Brushgather**, a halfling farmer whom the PCs likely have not yet met. Whether they copy, steal, or simply memorize the drawing, the next time they are in the **Leaky Cask Tavern** (p 122), the GM should immediately trigger the otherwise-random event/Quest "**RTE-1: A Shady Deal**" (page 145). In addition to proving an interesting diversion, this Quest also introduces **Cora**; upon seeing her in the **Tavern**, the PCs will immediately recognize her. After resolving **RTE-1**, asking **Cora** about the drawing will reveal that she has a twin sister, who went missing a few months ago—**Cora** had assumed that her sister **Dora** had simply taken to traveling, as she often did... but unfortunately, it's the sad job of the PCs to reveal that **Dora** was likely captured at the hands of the apothecary. Although terrible, providing closure in this manner to a stricken sibling—**Cora** herself has little to offer (though her gratitude may come into play in a future adventure!), but karma should benefit the party by **4 Reward Stars**. Note that this reward stacks with other rewards related more directly to the confrtontation of **Aramil**.

Morbid Curiosity (Closure):

Law +1, Love +5

If the PCs follow up with **Cora**, and tell her of the fate of her sister, there is a **Catalyst Impact** of **Law +1** and **Love +5**.

This stacks with other **Catalyst Impacts** for this Quest.

Finally, the party could simply start questioning citizens, trying to get them to admit something that might lead them to conclude they were behind the secret. One might reasonably start with **Pilga**, who, as landlord, should surely know something about a giant hidden secret torture chamber in her own building... right? Unfortunately, the half-orc landlord was not involved with the construction of the **District**. She assumed control from a prior landlord who died unexpectedly; rumor is that he was murdered by a disgruntled tenant, though the **Militia** never found any firm evidence and nobody was arrested. **Pilga** does helpfully point out that she has seen **Aramil** in the neighborhood quite a bit, though as the apothecary is crafty and careful, **Pilga** has never seen him enter the building. As only **Aramil** has any awareness of the secret chamber, further questioning of other citizens will yield nothing further in the way of hints; the party will have to go on what little they have.

What In the Name of the Gods Are You Up To?

Though **Aramil** justifies his macabre insults to nature by taking notes, and has racked up quite an extensive log of his endeavors, some deep-down part of him realizes that his hobby is ultimately just to feed a perverse, insane need, a deliriously evil itch that must be scratched. It's become very much an addiction for him; the sane portion of him recognizes the inherent danger in continuing the practice, particularly as he has taken to preying on more and more risky targets. He began initially just snatching the odd raccoon or badger, then escalated to larger prey, more recently drugging and abducting halflings, either on the trail outside of town, or even in the **Leaky Cask Tavern**, where he subdued **Cora's** sister **Dora** (see above).

Confronting **Aramil** about any aspect of the secret room, his experiments, or **Dora**, will immediately send him into a panicked frenzy. If in his shop, he will flee to his secret chamber there, hoping that the party will leave him alone. If encountered elsewhere in town, he will try to escape and run away. If cornered, either on the streets or in his shop, he will fight to the death, knowing that the **Militia** will likely kill him for his crimes even if the PCs do not.

Defeating **Aramil** grants the typical **XP** award for overcoming an NPC, plus another **3 Reward Stars** for solving the mystery.

Morbid Curiosity (Confront): Law +4

If the PCs confront **Aramil** in any fashion, it creates a **Catalyst Impact** of **Law +4**.

This stacks with other **Catalyst Impacts** for this Quest.

Adventurers Needs Must

If **Aramil** is arrested, or slain, or escapes, he never returns to run the **Apothecary Shop**... which, selfishly, means the party will be denied further opportunity to purchase potions. Although **Berinncorte** is far from the "base of operations" that

many fantasy towns represent for PCs to resupply between journeys further afield, the lack of *cure wounds* vials may be problematic, particularly if the party has yet to stock up, or if they are pursuing a "completist" approach to the many wonders and side-quests that the city offers.

Lenient GMs may therefore establish that someone else in town starts selling potions—at least, ones of the *cure wounds* variety. Examples of citizens who might reasonably seize such an opportunity are **Amadan**, **Ota Kuiduru**, **Maghana**, or **Welby Goodbarrel** in his **General Store**.

LCS-7: Cage

In the southeast corner of the chamber is a cage, capable of holding a large creature or several smaller ones. The wood floor is filthy, and littered with straw, feces, and other bodily fluids of whose nature you're less certain. A gate is set into the northwestern edge; an iron padlock secures it. Bones from what might be a humanoid

The cage is currently empty. It is where **Aramil** keeps his current victims. He is "in between" experimentation subjects at the moment, having just "depleted" a halfling vagrant.

Locked Iron Cage Door

3" thick; **Hardness** 10; **hp** 90; **Break** DC 26; **Disable Device** DC 22

Aramil holds the sole key to this door. Although bypassing the lock or bars is a difficult feat for the party at low levels, there is disappointingly nothing to be looted inside.

LCS-8: Cauldron and Storage

The northeast corner of the experimention chamber contains a storage crate topped with a bunch of sacks. In front of the crate, to the west, is a cauldron.

The cauldron is used by the sadistic apothecary to heat and mix concoctions to try on his victims; when the PCs encounter this room, the fire beneath is unlit, and the cauldron itself is empty.

Though the contents of the unlocked and unsealed **storage crate** might not be considered "treasure" as such, they nevertheless represent an interesting artifact of the apothecary's "tests":

Bone Storage Crate

bones (80 lbs, no resale value)

These bones represent an array of creatures: animal, vermin, and what appear to be humanoid. Closer inspection reveals the skeletal remains of two halflings. One of these was **Dora**, **Cora's** twin sister (see Quest "**Morbid Curiosity**", above).

Finally, the sacks contain comparatively mundane offerings, and are of course unlocked and untrapped. The PCs might well imagine that the **street meat** is of horrible nature—this is partially true, in that it was taken from vermin and animal remains after experimentation. Even **Aramil**, however, did not go so far as to cannibalize the halfling corpses.

Food Sacks

trail rations (12x, **5 sp** apiece); **street meat** (16x, **1 cp** apiece)

Act 2: The Obelisk Eruption

Act Two Overview

Act One (p 38) should introduce the PCs to the city of **Berinncorte**—and should also introduce the inhabitants of the town to the party. It's possible to spend part of a single gaming session in **Act One**, or with a creative GM and detail-oriented group of players, your gaming group could spend a half-dozen sessions or more just wandering about the town, exploring locations, people, and quests.

Once the PCs have established their presence in **Berinncorte**, **Act Two** commences. There are several ways to trigger the **Obelisk Eruption** that comprises **Act Two**.

Act Two vs. Act Three

Note that **Act Two** is a relatively fast-paced and quick piece of the adventure. Despite its size, it covers the span of time of the **Eruption** itself, and the handful of minutes immediately following it.

The true aftermath of the **Eruption**, opportunities to take stock of the situation, loot bodies, save innocents, and evacuate the city—these are the events of **Act Three** (p 258).

Plot Summary

With the force of an earthquake, an enormous purplish-black crystal bursts free from the ground in the middle of **Town Square** (p 343). Dozens of people are slain instantly. A quarter of the town is destroyed, and most buildings are damaged or set ablaze.

The devastation gets worse. For with the **Obelisk** comes its defenders, collectively the "**Forces of the Obelisk**"—creatures of chaos, of undeath, and of one's darkest nightmares. Some are but minions, foot soldiers of the calamity; others are dread harbingers, beings of true malaise and formidable challenge.

The entire city is thrown into chaos as citizens and leaders alike struggle to make sense of this catastrophe without precedent.

GM Guidance

The short version here is: **Get the players to care**.
Keep in mind, **Dark Obelisk: Berinncorte** is an adventure in which a somewhat stereotypical medieval fantasy city is presented, and then mostly destroyed by chaotic and undead forces. The ultimate source of the chaos is ***never revealed*** in this piece of the **Adventure Path**, and the true grander scheme of things is beyond the scope even of that. Without the grander sense of how the catastrophe fits into some clearer vision, all the players will have available to care about is the city, its denizens, and the destruction.

The players ***should*** feel frustrated, confused, and fueled with adrenaline, ready to take action, but not quite knowing what the right thing to do is, mainly because they don't yet understand what is happening. Things get a bit clearer in **Act Three**, as NPCs can guide the party's actions and make suggestions via dialogue.

Act Two, though, is merely a series of vignettes—quick, hour-long-at-most scenes that play out at each of the main **Areas of Interest** in the city. Your gaming group will typically only experience one, or at most two, of these vignettes. The vast majority of what happens when the **Obelisk** erupts happens "off-camera"—that is, the PCs don't witness most of the carnage. They will learn about what happens in **Act Three**, and will have a greater ability to help control things and interact with events... but for now, they're relatively powerless.

Which is precisely the whole point of the **Obelisk Eruption**.

Tone, Sympathy, and Chaos

A high school drama teacher once advised that nobody in the audience will ever care half as much as the performers do. Keep this in mind as you guide the players through **Act Two**. Specifically, if *you*, the GM, cares obviously about the NPCs who perish or who are imperiled, then the *players* have a chance of caring as well. If you don't care, they almost certainly won't, either.

If you treat **Mayor Symms** as just another stat block, the players will, too. If you roleplay her as a stoic, conflicted former soldier, trying to do what's best for the city and its citizens, someone who feels stuck in her role because nobody else wants to take up the mantle of leadership... well, then, the players have a strong chance of sympathizing with those qualities.

How you convey emotion, and how you demonstrate that *you* **care** about the NPCs of **Berinncorte**, are a function of many factors. No matter how hard you try, it's worth recognizing that not all gaming groups will find success imbuing abstract, on-paper characters with true emotion. Not every player will be able to empathize with what is ultimately just a half-dozen pages of printed text and numbers, on rare occasion, accompanied by an artist's rendering.

Your personality as a person and and a GM play heavily into this equation, but it's also a matter of how your gaming group gets along, and what each player wants to get out of the experience. Min/maxers, who are only playing to bump up their PC to the next level and increase their Intelligence to get as many bonus spells as possible—those are the folks who might find it challenging to find sadness in the sudden passing of an NPC.

So, the point is: **Find some way of making the players care**. If you can. The more they care, the greater the impact of **Act Two**. Otherwise, it's just a quick segue into the true aftermath, which admittedly, some gaming groups might prefer.

The ideal run-through of **Dark Obelisk: Berinncorte** is one in which **Acts Two** and **Three** come as a complete surprise, where the *players* are every bit as shocked, as devastated, as emotionally disrupted, as the characters they are roleplaying and the other citizens of the town.

Anything you as a GM can do to increase that effect is to the benefit of the gaming group entire.

Roleplaying and Rewards

Even the most heroic among us is thrown for a loop when something truly awful and unexpected happens. The austere Paladin among the party who seems ever prepared, ever ready to spring into action—she might she freeze up, when a spooky jewel the size of an elephant breaks through the ground of **Town Square** like a rock thrown through moist paper. On the flip side, the jittery, antisocial alchemist who seems more at home in a book than with friends could find

unexpected courage in the worst of calamities.

Players should be rewarded for roleplaying the confusion or resolve of their characters in **Acts Two** and **Three**.

Veteran GMs, particularly those who tend toward a more roleplaying, social, or storytelling form of conducting the game, will find ample opportunity to grant rewards in the remaining sections of the adventure.

For novice GMs, or those unused to or whose style of play is typically not to view roleplaying as a rewardable concept in the formal sense, here is a list of ideas that you should feel free to amend or ignore as you and your gaming group see fit. Some of these may also serve as inspiration, if you want to "force" a particular effect onto a PC. For example, you might simply direct the party's Ranger that he is overcome with panic, and cannot communicate verbally for the next hour.

Note that a player must explicitly volunteer that their character is suffering from one of the listed **conditions** in order to receive the associated XP reward. At your discretion, you may "assign" a **condition** to a PC; if the player then roleplays their character suffering that disorder, they may also receive the XP reward.

Triggering Events & Determination of the Prime Catalyst

There is no hard-and-fast rule as to when **Act One** should transition into **Act Two**. It's a decision the GM should arrive at yourself. Refer to the **Prime Catalyst** section, on page 41, for more notes and thoughts on the tracking of various factors that may culminate in the **Eruption**.

Casually speaking, though. initiating **Act Two** should be done at a "**good point in the story**". There's a balance, between having the party navigate the content in **Act One**, and having them endure the content in **Act Three**.

Act Two serves as the transition, the anxiety-riddled and venomously dangerous "intermission" between the two halves of the adventure. And for novice GMs in particular, it can be challenging to know when to start the change.

Trigger the **Eruption** too soon, and your group will miss out on a great deal of content in the first Act; kick if off too late, and the party may grow bored if they've begun to exhaust the content in **Act One**.

The following are some guidelines, suggestions, and general

Table 96: Roleplaying Rewards for Acts 2 and 3

Type	Description	Suggested Reward
Action	PC freezes up, unable to move or take action for X rounds.	**100 XP** per round
Action	PC becomes unable to speak.	**1 Reward Star**
Condition	PC suffers from the **nauseated** condition. **Nauseated:** Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.	**1 Reward Star**
Condition	PC suffers from the **confused** condition.	**2 Reward Stars**
Condition	PC suffers from the **cowering** condition. **Cowering:** The character is frozen in fear and can take no actions. A cowering character takes a –2 penalty to Armor Class and loses his Dexterity bonus (if any).	**2 Reward Stars**
Condition	PC suffers from the **frightened** condition. The source of fear in this case is the **Obelisk** itself (if the PC has seen it themselves), or the *city of Berinncorte* if the **Obelisk** has not yet been directly observed. **Frightened:** A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.	**1 Reward Star**
Condition	PC suffers from the **shaken** condition. **Shaken:** A shaken character takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.	**1 Reward Star**
Attitude	PC wants nothing to do with the chaos and forcibly suggests leaving the city immediately.	**250 XP**
Action	PC runs in the direction of the **City Gates** (p 212), ignoring the rest of the party.	**1 Reward Star**
Action	PC readies their weapon(s), and runs to the nearest visible source of conflict, ignoring the rest of the party.	**1 Reward Star**

considerations to weigh in your decision as to when to kick the adventure's **true** action off. Ultimately, they are more or less all a recap or condensation of detail from the **Prime Catalyst** discussion earlier in the book.

More than anything, however, the transition should be a function of your gaming group, and what **feels right** to you as a GM.

Attempting to Leave the City

This is perhaps the most unavoidable trigger. It's hard to continue the adventure beyond the **City Gates** (page 212), since this book contains no details about that area! To help you corral the PCs in the event they try and "escape", there is a slew of options called "**Please, Don't Go**", found on page 213. The goal of each of those encounters is to detain, distract, or otherwise prevent the party from physically passing beyond the **City Gates** (page 218).

Should any or all of those encounters fail in their primary purpose, however, there is one absolutely insurmountable obstacle you may place in their path: an immediate transition to **Act Two**, and the initiation of the **Obelisk Eruption** (page 277).

Attacking a Key NPC

This need not, in and of itself, cause the transition: very few NPCs are truly "indisposable", and indeed, although greater plans are in store for many characters, contingencies will be described in future components of this **Adventure Path** to accommodate gaming groups who kill off elements of major plotlines.

That said, great pains have been taken to make most NPCs memorable, and to imbue them each with enough backstory, secrets, and motivations that any of them could take on a major life of their own beyond the scope of **Dark Obelisk: Berinncorte**.

The GM, having read through much of the material in advance, might become attached to a particular NPC, and the idea that they might not survive might seem anathema to your plans. Consider the extensive, bloody, and compelling backstory of the merchant princess (page 602), who herself is barely mentioned in the context of this adventure: an entire **Adventure Path** could itself be written just around this plot!

As a result, if the PCs find themselves in a position where a notable, beloved, or significant NPC is about to die at their hands, one solution is to introduce the **Obelisk Eruption** as a way of forcing the issue and distracting all present.

Murdering a Non-Key NPC

There are some gaming groups where slaying **townsfolk**, or minor NPCs, is so commonplace that it's a non-event. Being an urban adventure in a lawful town, however, **Dark Obelisk: Berinncorte** assumes a bit less chaotic slaughter than this as a default.

Killing anyone in **Berinncorte**, regardless of reason or context, is a significant event. The city's not so big that folk don't take notice, and a body is exceedingly difficult to hide; what alleyways there are are generally capped with a **Militia Guard Post** (page 122), for goodness' sake. The **Militia** will almost certainly get involved, either right away, or after the deed, as a follow-up once the body(ies) is found.

Note that at the GM's discretion, encounters that introduce humanoids (for example, the Quest "**Bandit!**" on page 61) as obstacles or foes should not merit this sort of attention, since the PCs are pretty much **expected** to face their enemies in combat as a primary means of resolving the situation.

Pacing / Motivation

Veteran GMs will likely default to this approach, even without any explicit written advice (and in truth have likely skipped this entire section!). Even less-experienced GMs will at least have a "feel" for their gaming group, which typically includes at least some friends from outside the game itself.

Simply put, if the players are getting bored, change it up. That statement applies regardless of the adventure itself, and applies to all gaming groups. People play RPGs for many reasons, but "being bored" is surely **never** one of the goals of playing!

And what better way to "change it up" than to introduce a city-wrecking and civilization-upheaving force such as the **Obelisk**?

Discovering Morghana Loves Cannock, and Doing Something About It

As described in the Quest "**Dear One, If Thee Read**" (p 64), if the party discoveres the ill-considered love note from **Cleric Maghana**, and informs the intended recipient **High Priest Cannock** about it, the turbulence of love, law, and chaos that results will immediately trigger the **Obeisk Eruption**.

If the conversation takes place in the **Zugul Church** (p 62), it will make for quite a compelling series of events, as the confrontation, the **Eruption**, **Cannock** being slain, and **Maghana** cradling his body and assuming control of the church makes for a memorable and consistent sequence.

At the GM's discretion, however, this discovery need not necessarily trigger the **Eruption** outright. If, for example, the note's discovery is the very first thing that happens to the party in **Berinncorte**, the gaming group may not be quite familiar enough with the city and its inhabitants for the events and characters of **Act Three** to make much sense, or have as much impact.

Note, too, that there are paths through the Quest above that do not involve informing on **Maghana**, and thus it's possible to resolve that Quest and yet avoid triggering the **Eruption.**

Discovering Aramil's Experiments, and Doing Nothing About It

The city's Apothecary, **Aramil Xiloscient**, keeps a secret chamber where he tortures and kills innocent humanoids he has abducted. Please refer to the Quest "**Morbid Curiosity**" (p 224) for more details.

Whether it is consistent with their characters or not, discovering this torture chamber, and deciding to take no further action about it, may be sufficiently chaotic so as to immediately trigger the **Eruption**.

As with the "**Dear One, If Thee Read**" Quest above, however, it may simply "feel" too early on in the adventure to initiative the transition to **Act Two**, depending on what the party has yet done by this point.

GM's Other Discretion

Maybe one of the players is about to go on vacation next week, so you want to start the next **Act** before that happens. Perhaps one of your players is away on a business trip next week; wouldn't it be nice to introduce **Act Two** before she has to leave? Or, it could be as simple as things have gotten a bit stale, and you as the GM can tell that the players are getting antsy about the "real" adventure here.

Kick things up a notch by transitioning to **Act Two**.

Take advantage of the fact that, in the scope of **Dark Obelisk: Berinncorte**, at least, there is no satisfying explanation of what the **Obelisk** is, what the **Forces of the Obelisk** are, who controls either, and why any of this is happening to a peaceful little town like **Berinncorte**.

At the end of this adventure, the **players** as well as the PCs should be wondering about all these things, and desperate to continue with discovering answers. So if it's unclear as to what event, if any, brought all of this about, so much the better for feeding the confusion and frustration!

Who Makes It: NPC Summary

With so many key NPCs, it can be extremely challenging for even a well-organized and veteran GM to keep track of who survives, and what happens to everybody, during the attack. The following table summarizes these critical events for easy reference.

Note that many key NPCs listed below just happen to be in locations *other* than their "home base" and primary location during the attack. For example, two serving wenches who are typically found in the **Leaky Cask Tavern** are actually shopping for supplies in the **Town Square** when the **Obelisk Erupts**.

What Occurs

The **Obelisk** erupts through the ground in the middle of the **Town Square**, destroying everything in its immediate vicinity. An earthquake and explosion of sonic force accompanies the eruption, wreaking additional and more widespread devastation. Bolts of pure chaos energy strike outwards from the **obelisk**, finding root in various places around the town. Fires are everywhere, and citizens are thrown into a panicked disorder.

The Scope of Carnage

Between the deaths directly caused by the **Obelisk** and the related effects of buildings being destroyed or damaged, **10%** of the city's population dies instantly in the **eruption** itself.

Forces of the Obelisk

The **Obelisk** has brought with it a horde of chaotic, undead, aberrant, and other creatures, collectively referred to as "**Forces of the Obelisk**" (or simply "**Forces**").

Many of these beasts—particularly the sentient and/or powerful ones—are not *controlled* as such by the **Obelisk**, so much as united in common purpose by what it represents.

The PCs will not discover this unifying purpose in this adventure; suffice it to say that it is both chaotic and vengeful in nature, and has a scope far, far beyond the humble city of **Berinncorte**!

These creatures are described in thorough and mechanical detail in the companion book ***Dramatis Personae & Bestiary***.

Normal Nasties

Skeletons, crawling hands, ghouls, zombies, and more—low-level yet terrifying creatures represent the bulk of the **Forces**. Many **random encounters** in **Act Three** will involve beasties of this ilk. As quickly as the PCs, and other citizens, can defeat these creatures, more emerge just as rapidly from the chasm underneath the **Obelisk**.

In the immediate context of this adventure, there is no means of truly defeating these common **Forces**.

Untouchable Creatures

"This foe is beyond any of you. Run!"

—Gandalf the Grey, *Fellowship of the Ring*

Most **Pathfinder**, and indeed, fantasy roleplaying, adventures, involve a degree of challenge—some much more than others. Even the most brutally-vexing adventure, however, often involves some means of overcoming the obstacles set before the party. No matter how high-level the Big Boss Monster is, there's a magical sword that can give the PCs an edge; no matter how crafty the traps are, a skilled Rogue who has discovered the hidden super-masterwork picks can bypass the locks.

Not so, with **Dark Obelisk: Berrincorte**.

The point of this adventure is to terrify the PCs amidst a panicked town. The plot of the overall **Adventure Path** is that the intrusion of the **Obelisk**, a chaotic and strange force, into everyday life, that it must be overcome by planning, and alliance, and lore, and knowledge, and power, and everything that the forces of this realm can bring to bear against it.

It stands to reason, therefore, that they should be—*must* be—incapable of defeating the challenge posed to them, despite their possibly-best preparation and possibly-best intentions.

There are some **Forces of the Obelisk** who present a threat well beyond the abilities of the party—regardless of the level they are playing the adventure at. Such an enemy is referred to as an "**Untouchable**"—not that the party *cannot ever* defeat them, nor that they are invulnerable—but that the party is never *meant* to defeat them, at least not right now.

From a GM's perspective, the challenge here is to present any encounter with an **Untouchable** in a way that makes the *players* afraid to engage with the foe. Typically, this is handled by having the **Untouchable** dispatch citizens, allies, or key NPCs in a manner that makes the monster's formidable prowess obvious.

But as a GM, you have many other tools at your disposal to discourage even the bravest PCs from attempting combat with these enemies. Below are some suggestions that may come in handy, or as starting points for your own ideas.

I've Got a Bad Feeling About This

Sometimes, your spidey-sense just tingles. As adventurers,

Table 97: Key NPC Obelisk Eruption Summary

Name	Location During Attack	Survives?	Description
Amadan	Garrison / Barracks	Yes	Amadan recognizes the Obelisk from lore, and hunkers down to defend the Garrison.
Aramil Xiloscient	Apothecary	Yes	Runs like a coward; afterwards, claims he was hit on the head and knocked out.
Dimblegruffe	Blacksmith's Hut	Yes	Blinded in left eye by debris; fights to defend townsfolk.
Ash "Executioner"	Garrison / Barrack	Yes	Fights to defend townsfolk; wounded, but not slain; adrenaline of the attack helps to resolve his addiction.
Biggen Gurble	Library	Yes	Stays inside the Library.
Brock Runnaheim	Fishery / Stables	Yes	Hacks off own left arm to free himself of fallen debris, then fights to save others.
Cannock	Zugul Church	No	Wounded in Church; later, helping rescue wounded villagers, he dies in Maghana's arms.
Cora Brushgather	Library	Yes	Survives, and then thrives—she takes over for Gunnloda Balderk as the Librarian.
Daratis	Town Square	No	Slain instantly in the eruption.
Debran Ormick	Garrison / Barracks	Yes	Aids the Militia in helping defend and organize the populace.
Denzys	Sheergath Temple	Yes	Completely unharmed, as is everyone in the Sheergath Temple.
Dominika Symms	Mayor's House	No	Dies after being mortally wounded helping townsfolk escape to safety.
Einkill Holderhek	Leaky Cask Tavern	No	Slain as he drunkenly tries to attack the Forces of the Obelisk outside the Tavern.
Elena Lomazonne	Zugul Church	Yes	Outside the city when the Obelisk erupts.
Esk	Inn	Yes	Wounded; loses two fingers from right hand; opens up the Inn as a refuge for those fleeing the Forces of the Obelisk.
Cherissur	Inn	Yes	As Esk's Eidolon, Cherissur survives as well.
Farzith	Butcher's Shop	No	Run through by Forces of the Obelisk upon leaving the Butcher's Shop to see what the commotion is about.
Ganyc	Butcher's Shop	Yes	Out of town, visiting a farm for supplies.
Gorin Bakelight	Mayor's House	No	Slain while trying to abscond with Trbiute funds.
Gumbrew	Town Square	No	Gumbrew is standing on top of the eruption site and is slain instantly.
Gunnloda Balderk	City Gardens	No	Gunnloda runs to the Library to see if things are okay there; en route, she is slain.
Gurth	Cryptkeeper's Shack	Yes	Gurth hides in his Shack.
Gyldor	Leaky Cask Tavern	Yes	Gyldor escapes town, saving some citizens on the way.
Glyff	None	Yes	As Gyldor's animal companion, Glyff survives as well.
Hueykins	City Gates	Yes	Escapes town immediately so as to inform the Scarlet Path.
Jozan	Leaky Cask Tavern	Yes	He's asleep during the Eruption, but wakes up quickly and helps others run to safety.
Kayzark	Leaky Cask Tavern	Yes	Escapes to warn the Druids who live to the North.
Larissa	Sheergath Temple	Yes	Approaches Town Square to see what's going on; starts fighting Forces of the Obelisk with zeal.
Lingona	Leaky Cask Tavern	Yes	Performing during the Eruption. She escapes town immediately.

Name	Location During Attack	Survives?	Description
Maghana	Zugul Church	Yes	Cannock dies in her arms; she assumes control of the Zugul Church with a vicious conviction.
Mardnab Scheppen	Inn	No	She's crushed under part of a collapsing roof; Esk fends off Forces of the Obelisk who start to eat her corpse.
Oneib	General Store	No	Dies trying to get into the General Store; his colleague and one-time lover Welby bars the doors to him and others.
Ota Kuiduru	Mayor's House	Yes	Hearing the commotion, he springs into action, fighting Forces of the Obelisk with calm conviction.
Otibus	Textiles Shop	Yes	His wife dies instantly; he sadly takes up the mantle of the Textiles Shop afterwards.
Ownka	Town Square	No	Dies shopping for supplies in the Town Square.
Phadian Gess	Leaky Cask Tavern	No	Dies trying to follow Lingona to safety.
Pilga	Lower-Class Residential District	Yes	She stays inside the District, and loots tenant rooms in the chaos following the Eruption.
Rhirem	Leaky Cask Tavern	Yes	Thoroughly enjoys blasting Forces of the Obelisk.
Skutt Krundarr	Inn	No	Dies defending Tansden, the Captain he sought to overthrow.
Sorille	Mayor's House	Yes	Takes a message from Ota Kuiduru and leaves town immediately.
Stewy	Fishery / Stables	Yes	Runs out of the city as soon as the Eruption happens.
Tansden	Leaky Cask Tavern	Yes	Unscathed, and helps citizens in the chaos. Suffers survivor's guilt and commits to the Zugul Church.
Tarsheva Hornwood	Upper-Class Residential District	No	Dies trying to help citizens to safety.
Tudra Coppereye	Library	Yes	Stays locked in her private quarters.
Thrunne	Town Square	No	Dies shopping for supplies in the Town Square.
Unglar	Sheergath Temple	No	Dies fighting his way toward the Town Square carnage.
Waywocket Ningel	Leaky Cask Tavern	Yes	Jozan helps her escape through the Tavern's south door.
Welby Goodbarrel	General Store	Yes	Locks himself in the General Store.
Zook Beren	Leaky Cask Tavern	Yes	Hides in the basement/cellar of the Tavern.

the PCs may simply have a knack for knowing in their bones when a situation is a bad deal. You can communicate this by stating plainly that the PCs are afraid, even if the players themselves fear not for their characters.

In extreme situations where the players ignore this well-intentioned warning, the GM can even force a **condition** to one or more PCs—**shaken, panicked,** or even **cowering** might apply. Most play styles and gaming groups prefer to avoid this sort of railroaded behavior, but your PCs may leave you little option than to force a rules override... or let them all be slain by an **Untouchable** monster.

Knowledge is Power... Or Lack Thereof

GMs looking for a similar approach, but with a bit more of a mechanical backing, is to have one or more PCs make **Knowledge** skill checks in order to come by their fear from a place of rolling and referencing, rather than an elaborate description.

You may create whatever such checks you like, with DCs intentionally raised or lowered to ensure success or failure. But the outcome—pass or fail—should be that the checking PC realizes suddenly that the **Untouchable** creature the party faces is a being out of legend, a monstrosity with powers that would demolish the group at their current level.

If the party ignores this knowledge and proceeds anyway, well, then, they deserve what they get!

This approach also tends to work well with a gaming group full of "rules-lawyers", who would blanch and threaten at a GM who tried to impose **conditions** without **Will** saves and the like.

Divine Premonition

Similar to the above two options, this disincentive involves a feeling or knowledge that a foe is a major threat, but rather than the PC coming by this feeling via intuition or knowledge, they gain insight provided by their patron deity.

While "God told me not to fight that mohrg" is unlikely to be very popular with rogues or bards, any **Cleric** worth their holy symbol is likely to pay respectful heed to any divine intervention or guidance. As a GM, you can be the voice of god, and tell a Cleric that their god seems to be communicating with them directly.

For example: "You feel a divine sensation, a whispered word in a language you have yet to comprehend. Your spine tingles as your hand inadvertently and reflexively grasps your holy symbol. Your lips move, forming an automatic prayer of thanks for the intervention of a being to whom you have ded-

icated your life. The message is clear: *thou shouldst flee.*"

We've Got Better Things to Do

A group of more mercenary-minded PCs may be more easily, and crudely, swayed from any intent to fight a powerful being. Simply place a more desirable target in front of them, one where the chance to succeed, and/or the opportunity for reward, is clearly greater. PCs of most any class will take the sure thing over the massive fear, if it's presented in the right way.

They may find it a challenge to convince the group's Cleric, Monk, or Paladin... but if the party's Rogue runs off on her own to slay the easy-pickings skeleton with the gold crown in the alley nearby, the rest of the group may be forced to follow her.

Is it Gone Yet?

If any PC is by nature a coward—I'm looking at you low-level Wizards and Sorcerers, here—then you might suggest a level of fear for that character quite beyond what the rest of the party may be experiencing. If that one PC is afflicted with, or roleplays, fear, it may on its own be sufficient to distract the entire party.

Party Reactions

Although each player is of course free to roleplay his or her character as they wish, and the gaming style of each group is different, stereotypes often exist for a reason. It may be of assistance—either to the GM, or to players—to consider a "standard-issue" reaction to the situation, either as inspiration, or to check against demonstrated behavior as a means of rewarding good roleplaying (or to critique or penalize poor or inappropriate roleplaying).

There are two ways of considering such "default" reactions—by character **class**, and/or by **alignment**. You are welcome to consider one, the other, both, or ignore this section completely as it suits your style of play.

Reactions by Class

For multiclassed characters, there is a perhaps-challenging opportunity to demonstrate roleplaying that blends the likely reactions of the multiple classes—note that these may be in conflict! A player may also simply choose to react solely from the perspective of the class in which she has the most levels.

Barbarian

If nothing else, the **Obelisk Eruption** provides a wealth of targets! Smash away, assured in the knowledge that whatever comes out of that chasm, it's fair game for your weapon and rage. Just be mindful of the innocents that may stagger into your path along the way.

Barbarians will likely view the **Obelisk** as an opportunity for carnage.

Bard

Unfortunately, this is hardly a situation that calls for a great deal of **Charisma**. There's no negotiating with the **Forces of the Obelisk**; creatures of pure evil, death, chaos, or general malevolence won't stop and consider your perspective, or what might be in it for them to cease their wrath. That said, the chaos of the citizenry might be quelled, or at least diminished, by the right song in the right place. Although many will run, few will stand and fight—and they're going to need all the help they can get!

Bards will generally have a more laid-back reaction to the **Obelisk** than most, and are flexible as to how they react.

Cleric

A cleric's reaction will, to a certain extent, be dictated by the alignment (see TVN-5: Food Prep Station) and demeanor of their god. That said, unless one's deity of choice is of a Chaotic nature, or invokes a Domain of Chaos, Death, or Destruction, it's difficult to view the **Obelisk Eruption** as anything other than an offense to your god's wishes. As the **Eruption** represents a massive disruption to the natural state of affairs, and is directly opposed to Law and Nature, any cleric who worships a deity aligned with those Domains should have a particularly zealous reaction to the event. Most **Clerics** will view the **Obelisk** as an offense that must be remedied.

Druid

Whatever this giant *thing* is that's burst forth into the city, it's not of the natural order of life, that's for certain. The forces it has brought with it seem clearly bent on causing as much destruction and death as possible; though for now the disruption appears to be limited to within the urban environment, it's by no means a given that the chaos will be constrained to the city—and even so, there are two quite nice gardens in town.

Druids of any background should view the **Obelisk** with strong abhorrence, a violation of natural order that must be expunged.

Fighter

Fighters are typically united in their collection of abilities, moreso than in their morales or mindset. That said, most **Fighters** will recognize the **Obelisk Eruption** as an opportunity to demonstrate their talents, if nothing else. How these talents are executed, and toward what goals, are up to the character, their alignment (see below), and background, than anything else.
Fighters are flexible in their response to the **Eruption**.

Monk

This is pretty straightforward: As **monks** are of Lawful alignment, and the **Obelisk** is an entity of nearly pure Chaos, the **eruption** is as close to an anathemic event as a **monk** could conceive of. No matter what their other inclinations, **monks** of all walks of life will *need*, not merely *want*, to address this universal problem.

Monks will almost universally view the **Obelisk** as a fundamental abhorrence. Defeating it, and its **Forces**, are of the utomost importance for such characters.

Paladin

Very much like **monks**, and even more so perhaps, **paladins** will view the **Obelisk** as an offense against everything they hold dear. There's no version of their world where the **Obelisk** can survive acceptably, and its impact on the landscape of the town and its citizens. On top of which, the death, destruction, and risk to innocents that the catastrophe represents is collectively a huge driving factor in whatever steps any **Paladin** takes next.

Paladins will view defeating the **Obelisk** as their very top priority.

Ranger

In a perverse manner, one might cynically consider the similarities between **rangers**, and the **Forces of the Obelisk**. Both are driven by the hunt, the need to subdue prey, and stalking to demonstrate power or influence over another party. But while **rangers** might deploy these talents toward a noble goal, there is no such goal immediately visible in the context of the **Obelisk Eruption**.

Rangers may not generally *like* the **Obelisk**, but depending on their nature, background, and alignment, they may not feel as much of a need to be directly involved with defeating it as other classes might.

Rogue

Perhaps uniquely amongst other classes, **rogues** may see the **Obelisk Eruption** as a net *benefit!* After all, consider the implications of an otherwise-prosperous civilization thrown into upheaval: looting, thieving, stabbing, and other conquests immediately become much more viable. And no matter what one's morals or greater goals in life, it's an unavoidable fact that the town **Militia** (page 28) is unlikely to care who stole Madam Pendergrast's silver locket if there's a fleet of mohrgs in **Town Square**!

Rogues will react to the **Obelisk** in a manner fitting their **alignment** (see below), but will generally not see it in as negative a light as many other classes.

Sorcerers & Wizards

The **Obelisk** represents a challenging conundrum for an arcanist. On the one hand, it's a terrifying object that brings with it creatures that are clearly out for the blood of the surface world, so yes, there's an immediate, personal threat to one's well-being. But on the other, it seems to be an object of nearly pure magic, a power possible absolute, and one that appears to have a great many forces in league with its whim.

Perhaps, just maybe, the **Obelisk** and its **Forces** might be bent to one's will. Surely, there must be a way to gain sufficient knowledge so as to grant one's self mastery over such an entity?

Sorcerers and **Wizards** will be a bit conflicted about the **Obelisk**, and while ultimately they may view its defeat as necessary, their main motivation is to understand more about it first.

Reactions by Alignment

These descriptions may conflict with one another—two different Lawful Evil characters, for example, may view the situation quite differently. As mentioned earlier, however, these descriptions are meant as guiding possibilities or inspiration, and not hardly as stereotypes that must be adhered to.

Lawful

Little may be known of the **Obelisk**, its nature, its origins, and its intent... but it is indisputably an entity of Chaos. As such, no Lawful character can reasonably be in favor of its continued existence. Understanding more about it may be helpful, but only inasmuch as it brings Lawful forces closer to its defeat.

Lawful characters must be driven above nearly all else to defeat the **Obelisk**.

Chaotic

Chaotic characters have perhaps the most difficult job in determining their reaction. On the one hand, the **Obelisk** is of Chaos, and the character is of Chaos, so there should be some common ground to be had. But on the more selfish side of things, while the **Obelisk** may be of similar *nature* to a Chaotic creature, a Chaotic PC has no *control* over it... and therefore is likely to derive no benefit from it. If a Chaotic character wants to help defeat the **Obelisk**, it should be not because of what it *is*, but of what it *does*.

Chaotic characters may be conflicted about the **Obelisk**—not in *favor* of it per se, but not innately driven to its destruction simply because of its nature.

Good

While the PCs do not know this in the context of this adventure, the **Obelisk** is not of Evil nature. But the destruction it unleashes, and the rampant death and wanton carnage brought about by the **Forces** acting on its behalf—those are not Good things, by any means. The truly **Good** among us, however, realize that there is little in this world that is Evil without purpose—perhaps there is some deeper reason behind the **Obelisk** that causes is to be as it is. If we could but understand it better, it might be that we could change those circumstances, and by doing so, change the very nature of the **Obelisk**.

Then again.... although little in the world is evil without purpose, the **Obelisk** seems to be hardly *of* this world.

Good characters may seek to destroy the **Obelisk**, but ideally, would seek to learn as much as possible about it to verify that it needs destroying.

Evil

Evil and Chaos are frequently aligned, and the purposes of one often serve the other. **Lawful Evil** characters may be the most conflicted about the **Obelisk**: on the one hand, destruction and wrath are generally inspiring qualities, and the damage done to **Berinncorte** and its inhabitants is truly impressive. But consider that the chaos of the **Obelisk** seems to have no greater purpose—there is no justice, no pattern, to the blight that is visited upon the city. No lesson here is learned, though many such lessons need to be taught.

Evil characters may be in favor of, or opposed to, the **Obelisk**, as suits their greater purpose in life.

Areas of Interest: Act Two Vignettes

It is possible for the PCs to be anywhere in the city of **Berinncorte** when the **Obelisk** erupts.

This section describes what takes place based on where the PCs are. Although the intent here is that the GM refer to only a single section for **Act Two**—namely, the location where the party is when the **Obelisk** erupts—the GM is also encouraged to read through the other zones, both as inspiration and as preparation for the state of those other locations in **Act Three**

Using Act 2 Vignettes

The immediate use of these scenes is to play through what happens in the party's immediate vicinity when the **Obelisk Erupts**. Therefore, unless the party is split up, you'll play through one, and typically *only* one, of these scenes, and then **Act Two** is completed.

As there are several critical events that occur in **Act Two**, from a plot and story standpoint, some of them *must* occur in a manner that the PCs can witness. As a result, when you are in **Act Three,** you as the GM will have to "backtrack" to some of the key scenes in **Act Two**. Don't worry if this seems complicated—each instance of this is described in detail in **Act Three**, and if things happen differently whether a vignette is played out **Act Two** or backtracked from **Act Three**, that is described, as well.

Backtracking Example

For example: If the party is in the **Zugul** Church when the **Obelisk Erupts,** they get to directly witness one of the pivotal things that happens in **Act Two:** the High Priest **Cannock** is wounded, and, cradled in the arms of the woman who loves him but has never told him, he dies. It's meant to be a moving, weighty moment in the story; that it happens, and how it happens, help drive **Maghana**'s actions in subsequent pieces of the **Adventure Path**.

If the party *isn't there* at the start of **Act Two**, **Cannock's** death still needs to happen... and although it would have some impact if the PCs discovered the event by word of mouth from another key NPC, it wouldn't have nearly the impact that witnessing it first-hand would.

So, some pivotal moments, that normally happen in **Act Two**, happen instead in **Act Three** if the party wasn't around to bear witness firsthand. In the above scenario, if the party had instead been at the **Fishery** when the **Obelisk Erupted**, then **Cannock** survives **Act Two**... but as soon as the party shows up at the **Zugul Church**, the scene takes place in exactly the same way.

Movie Metaphor

Think of **Dark Obelisk: Berinncorte** from this point onward as a movie, with certain key plot events that the audience (i.e., the players) need to see in order to make sense of what follows, and in order to *be affected* by the film. You, the GM, are the **narrator** in this analogy—you get to decide what happens, when, and you get to do so in a way that guarantees that the PCs see as much as possible that's of interest.

This structure, this flexibility—and this *demand* on the GM's time, to keep track of it all—it's unlike the structure of most adventures. But remember, unless they've secretly read the book and spoiled all the fun for themselves, your players **don't know** that **Cannock** was "supposed" to die in **Act Two**! In the above scenario, where the party is in the **Fishery**, and in the aftermath of the **Eruption**, stumbles across the **Zugul Church** just in time to see **Cannock** die—for all they know, that's precisely how things were "supposed" to have happened.

Healing Isn't Appealing

Dark Obelisk: Berinncorte is meant to be a flexible sandbox in which gaming groups of any style or preference can explore and have fun. The over-arching **Adventure Path** to which this adventure is an introduction is meant to be a dynamic one, one in which some NPCs can live or die without total disruption to the overall plot.

That said, at least in the context of this adventure, there are some characters who are, for lack of a better phrase, **meant to die**. There's no escaping it; the adventure requires them to be slain by monsters, or fall into a pit, or otherwise meet their doom. Certain NPCs are simply **marked for death** in this adventure.

For such NPCs, death is inevitable, and unavoidable. **Heal** checks of any DC simply indicate to the checker that their wounds are mortal, and that they are dying. *Cure wounds* spells, potions, or effects may seem to work, but a few moments after the spell resolves, the better color in the NPC's cheeks fades to the ashen, hollowed appearance they had before the spell was cast.

Rules-lawyer players may quibble as to what kind of monster dealt the NPC wounds that refuse to heal. As the GM, you can give a quick explanation that the **Obelisk** itself bears powers and qualities that the PCs have no exposure to; those factors, as well as attributes of the **Forces of the Obelisk** and their weaponry that are also new to the players, could be a quick and easy way of satisfying those with a need for justification, while not distracting unduly from the pace of play.

He's Dead Already, Jim

It's possible that an NPC described in these vignettes has already met their untimely demise. In some run-throughs of this adventure, the PCs themselves may even have done the deed, justified or not by the circumstances.

This doesn't present too big a problem for even novice GMs. The main impact, of course, is that a scene involving a **marked for death** NPC in **Act Two** simply can't occur. The party has robbed themselves of the opportunity of seeing that scene. But other than that, there should be little impact.

Areas of Interest Act 2 Summary

Even the most organized GM might feel it a challenge to keep track of what happens to each location during the chaos of the **Eruption**. Below is a summary of the impact of this catastrophic event on each of the major **locations of interest** in the city for ease of reference.

"Damaged?" refers to structural damage to the building itself, not to its denizens. Collapsed roofs, broken timbers, active fires, barred entrances—any of these phenomena would qualify a location as being "**damaged**".

"Corrupted?" means to the extent to which a location has been infested with **Forces of the Obelisk**. **Corrupted** locations are ones whose nature, or occupants, have been altered—it is no longer under the control of any citizens of **Berinncorte**, and instead has "fallen" to the **Forces**.

Default Eruption Scene

The vignettes which comprise the remainder of this **Act** are intended to describe events no matter where the PCs happen to be when the **Obelisk Erupts**. It could be, however, that the PCs are in a situation that doesn't quite fit into any of the scenarios provided. In addition, there are some locations that are "generic"—one might say "boring!"—in terms of what happens there during the **Eruption** itself.

Finally, many **Areas of Interest** make reference to this "**Default Scene**": for such references, play out the following scene, then refer back to the location's detail for more information (and, possibly, consequences!).

Once you have determined the **Prime Catalyst** (page 41) of the **Eruption**, and it has been **Triggered** (via event or if one of the **Catalyst Trackers** has been advanced sufficiently), read the following text to the players.

You may pick an appropriate pause in the action of the adventure, or simply interrupt whatever is happening at the moment; in either case, however, your tone and demeanor should make it clear to the players that there is something absolutely *massive* at stake here.

All of a sudden, the ground shakes. Once, twice, and a third time.

But "shake" falls short of describing it. It's not quite an earthquake—there's no *rumble*, just a series of shaking thuds, as though some enormous fist is punching up beneath the earth. A fourth thud—and now there is a rumble, not low and deep, but terrible and wrenching; somewhere within a few hundred feet, there's a *rending* sound. The enormous fist you imagined before now sounds like it has claws, and is using them to tear the ground apart, viciously.

You look around, but can't see anything within eyeshot that might explain what is taking place. Elsewhere in the city, you hear screams—some of panic, others of terror, and perhaps a few of agony as well. Whatever this is, it sounds as though it may be affecting the entire village of Berinncorte!

After reading this, each PC must take an immediate **Acrobatics** check, at DC 16; the GM should make a check for each NPC or creature that the party can see at the time of the event. Failure means that character loses their footing, and falls to the ground; they are immediately rendered **prone** (**–4** penalty on melee attack rolls; cannot use a ranged weapon (except for a crossbow); **+4** bonus to AC vs. ranged attacks, but **–4** penalty to AC vs. melee attacks; standing up is a move-equivalent action that provokes an attack of opportunity).

If the party had been merely walking down the street, this may not be cause for alarm, but depending on the circumstances, it could be quite devastating!

If the party is outside of any building (i.e., on a street or alley), **2d4+3 Townsfolk** sprint past them, heading in the general direction of the **City Gates;** by merely looking at them, it's clear that they are **panicked** (must drop anything and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path; no other actions may be taken; **–2** penalty on all saving throws, skill checks, and ability checks; if cornered, a **panicked** creature cowers and does not attack, typically using the **total defense** action in combat). They ignore the party completely.

If you are playing through this **Default Scene** without it being referenced from elsewhere, then you may shift immediately into **Act Three** without further ado. That's okay; note that **Act Two** is *meant* to be quick!

BC-1: Zugul Church

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 72: Map Reference Summary, Zugul Church

Location Name	Context	Audience	Page
Ground Floor	Before Eruption	GM Only	62
Ground Floor	Before Eruption	Players	431
Ground Floor	After Eruption	GM Only	333
Ground Floor	After Eruption	Players	467
Undercroft	Before Eruption	GM Only	65
Undercroft	Before Eruption	Players	432
Undercroft	After Eruption	GM Only	335
Undercroft	After Eruption	Players	468

Summary

High Priest **Cannock** is wounded, but is able to crawl back into the church. He dies, cradled in **Maghana's** lap. She never gets the chance to tell him how she feels about him. The stricken cleric assumes control of the **Zugul Church**.

Immediate NPC Impact

Cannock dies. **Maghana** now controls the **Zugul Church**.

Action With PCs *In Situ*

If the PCs are in the basement, they hear a commotion upstairs that should prompt them to go up and take a look. If **Cannock** is already on the ground floor, inside the church, he reveals that he has been wearing his full suite of equipment; he boldly throws open the western double doors and steps out to fight the madness that has erupted into the **Town Square**.

Maghana need not be present when the scene begins. If she's not there right away, she can enter via the south door while **Cannock** is in **Town Square**, fighting.

You see the High Priest react—calmly, but hardly without passion. His chin set, his eyes narrow, and he draws a dagger from a sheath you hadn't seen before. The dagger pulses a faint crimson in his hand. He strides confidently to the double doors in the west of the church, and grasps the handles.

Cannock stays there a moment, hands on the doors, and takes a deep, slow breath. Then he flings the doors wide to reveal the carnage of the Obelisk fissure, with creatures of dread visage crawling and flying out from the chasm in the earth.

Grimly, yet without fear, the High Priest of Zugul strides forward into the chaos.

If the party attempts to stop **Cannock**, they will be rebuffed; the man has no idea what foes he might be facing, but he feels as though he must try to help fight. Speaking to

Table 98: Areas of Interest Act 2 Summary

Note that the "Page" listed refers to the Act Three, fuller entry for each location.

Location Name	Page	Code	Damaged?	Corrupted?	Description
Zugul Church	p 333	BC-1	Yes	No	An Untouchable monster sets up shop on ground floor; captives are kept in the basement.
Cryptkeeper's Shack	p 354	BC-2	No	No	Gurth stays here, unable to escape to the south because that's where the Obelisk is.
Graveyard	p 339	BC-3	No	Yes	A place of death already, and close to the site of the Eruption, it's a natural focal point for the Forces.
Town Square	p 342	BC-4	Yes	Yes	Town Square as it was known is essentially destroyed.
Stage	p 342	BC-5	Yes	Yes	The Stage as it was known is essentially destroyed.
Mayor's House	p 348	BC-6	Yes	No	Symms dies defending it and its citizens; Ota Kuiduru leads a raid into the equipment stash.
Mayor's Guardpost	p 342	BC-7	Yes	Yes	An Untouchable creature claims this post as his perch and stronghold.
Militia Guard Posts	p 354	BC-8	No	Some	These Posts are largely unaffected—although they are now unoccupied by Militia! Some are claimed by Forces of the Obelisk as their home.
Blacksmith's Hut	p 354	BC-9	Yes	Yes	It's nearly destroyed. Powerful creatures use it to equip themselves.
Zugul Church Garden	p 357	BC-10	Yes	Yes	This former haven of solace is now swarming with monsters.
Zugul Cleric House	p 361	BC-11	Yes	Yes	All inhabitants were slain... and many have been brought back as undead servants of the Obelisk.
City Gardens	p 364	BC-12	Yes	Yes	Though it's far away from the Eruption itself, a chaos bolt has burned much of the foliage. Undead and chaotic Fey, and magical beasts, roam where once nature ruled.
River	p 364	BC-13	No	No	Fortunately, the river is untouched thus far.
Bridges	p 364	BC-14	Yes	No	The northwest bridge is untouched; the southeast one is destroyed.
Leaky Cask Tavern	p 367	BC-15	Yes	Yes	An Untouchable monster sets up shop on the ground floor.
Inn	p 370	BC-16	Yes	No	The Inn was, and is, largely unoccupied in the Eruption.
Apothecary	p 374	BC-17	Yes	No	Powerful and sentient Forces have raided this building for supplies.... Citizens have looted everything else of value. The secret door and room inside remain undiscovered, however.
General Store	p 377	BC-18	Yes	No	Citizens (including Oneib) sought shelter; Welby Goodbarrel barred them. The merchant is now trapped inside with a handful of other citizens; he refuses to open the door.
Fishery & Stables	p 380	BC-19	Yes	Yes	The basement has been taken over by low-level Forces of the Obelisk. The ground level is nearly unchanged and has so far been ignored.
Sheergath Temple	p 388	BC-20	Yes	No	An Untouchable creature establishes a perch on the rooftop.
Library	p 391	BC-21	No	No	Some citizens are here; the Library Staff has shown them the establishment's secret doors and chambers, and has sequestered them. Biggen Gurble stays in the public area, ready to escort any newly-arriving citizens to safety.

Location Name	Page	Code	Damaged?	Corrupted?	Description
City Gates	p 393	BC-22	No	No	Several ordinary Forces of the Obelisk can be found here. Untouchable creatures are searching for exits to the city so they can secure them, but have not yet found the main exit.
Garrison / Barracks	p 398	BC-23	Yes	No	Forces of the Obelisk are attacking this building, but it's a well-equipped stronghold for now.
Textiles Shop	p 401	BC-24	Yes	No	Humanoid Forces of the Obelisk have raided the shelves and are parading around in the clothing they have found.
Butcher	p 403	BC-25	Yes	No	Many Forces are feasting on the contents of the Cold Storage room.
Upper-Class Residential District	p 406	BC-26	Yes	No	Several wealthy citizens are holed up here.
Lower-Class Residential District	p 411	BC-27	Yes	No	Notably, the *illusory wall* fades as a result of dispel magic from an Untouchable creature.

him about the risk, or how he might be needed more elsewhere, or explaining ways in which he could be more helpful in defending or escorting the citizens to safety—none of that seems to sink in.

Cannock is almost in a daze, a trance, though he is hypnotized not by magic, or tricks of chaotic beasts. The High Priest is hypnotized by his own zeal, and cannot be dissuaded from what he feels is his mission.

If the party follows **Cannock** outside, either to try to reason with him further, or to join him in the fight, they will encounter resistance; segue to the **Act Two** vignette for the **Town Square**. Arrange for **Cannock** to take a grevious wound; try and make it so the PCs feel compelled to escort him back to the relative safety of the Church.

If the party stays in the Church, **Maghana** appears. If she hadn't been in the Church's ground floor already when **Act Two** kicked off, she will ask the PCs what happened to **Cannock**. Assuming they tell her the truth, **Maghana** will appear stricken, as though slapped, and will start to run to the western double doors, seemingly to follow the High Priest.

Once **Maghana** is in the church but not yet to the doors, **Cannock** bursts through the doors coming back inside. He's obviously wounded; blood oozes forth in an ever-widening circle on this vestments. His *+1 dagger* is nowhere to be seen.

The party may attempt to heal **Cannock**: this will not succeed (see **Healing Isn't Appealing**, p 237).

When he arrives in Church, **Maghana** runs to **Cannock**, and the two sink to the floor by the pulpit in the northwest of the church. **Maghana** hunches over him, and her lips move, but no voice emerges; the High Priest, for his part, may not even be in a state where he could hear her and understand her words if she were even to say them. After a few moments, **Cannock**'s limbs cease their intermittent flailing, and he is gone. **Maghana** freezes, as though paused, then hugs the man's head to her chest, and kisses his forehead. Gently putting his head on the floor, she stands, brushes her vestments off the debris on which she had been kneeling, and wipes a tear from her eye.

Seeing the party, she nods, and says that she is headed downstairs to the **Undercroft** (p 335), to take stock of things down there, and to attend to any survivors. Though the party may wish to converse further, she's clearly in no mood to talk idly.

If the PCs try and stop her, or if they dawdle in the Church once she descends the stairs, the now-closed and locked double doors to the west *thud* as something on the other side is clearly trying to break in.

This segues the **Zugul Church** into its state as described in **Act Three.**

Rumors and Impact With PCs Elsewhere

This vignette is a pivotal scene, and as such, it is strongly recommended that the party encounter it in **Act Three** if they are not in the **Zugul Church** at the time of the **Eruption**.

Unfortunately, the Church is very close to the **Eruption**, so the PCs may not consider it safe or worthwhile to venture here in the aftermath. If they cannot, or choose not to, be there in person for **Cannock's** death, NPCs of all walks of life will bring it up in conversation, and the party will begin to hear whispered conversations as to how he died, the size of the monster that slew him, and so on.

BC-2: Cryptkeeper's Shack

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Note that the **Cryptkeeper's Shack** is completely untouched in the aftermath of the **Obelisk Eruption**, so there is not a separate set of **Aftermath** maps for this location.

Table 73: Map Reference Summary, Cryptkeeper's Shack

Location Name	Context	Audience	Page
Cryptkeeper's Shack	Before and After Eruption	GM Only	p 68
Cryptkeeper's Shack	Before and After Eruption	Players	p 441

Summary

Cryptkeeper Gurth's humble abode is mercifully untouched in the **Obelisk Eruption**. As the **Graveyard** (p 338) is crawling with **Forces of the Obelisk**, **Gurth** is trapped inside, but thus far the **Forces** have ignored both the grimy gnome and his shelter.

Immediate NPC Impact

Gurth is trapped in the **Shack**.

Action With PCs *In Situ*

It's unlikely that the party will be in the **Cryptkeeper's Shack** when the **Obelisk Erupts**... but if they are, play through the **Default Scene**, adding that **Gurth** cowers in the northwest corner of his shack amidst the coals and cauldron from his fire pit.

Just as **Gurth** is effectively trapped in the **Shack** when the **Obelisk Erupts**, so are the PCs... unless they know of the **secret entrance** to the **Zugul Church** in the north wall behind the altar.

Note that only **Maghana** and **Cannock** know of this **secret entrance** to the Church. **Cannock** dies, and as a result **Maghana** has more than enough to think about; seeing if the **Cryptkeeper** is still alive, whether he is in his **Shack**, and rescuing him from a **graveyard** full of monsters is hardly a priority for her right now.

Despite his close involvement with the surrounding area, and the fact that he lives within 15 ft. of it, **Gurth** is not aware of the **secret entrance** to the Church.

Rumors and Impact With PCs Elsewhere

It's similarly unlikely that the PCs would care overmuch about the whereabouts of the drunken, smelly gnome who keeps the graves clean. The NPC with whom **Gurth** was closest was **Cannock**, but **Cannock** dies shortly after the **Obelisk Eruption**. On top of all of that, both the **Town Square** and the **Graveyard** block the **Shack** from the rest of the city... so venturing there once **Act Two** begins is perilous to little obvious reward.

Wherever the PCs find themselves, they won't hear much in the way of rumor about the trapped **cryptkeeper**.

BC-3: Graveyard

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 74: Map Reference Summary, Graveyard

Location Name	Context	Audience	Page
Graveyard	Before Eruption	GM Only	p 70
Graveyard	Before Eruption	Players	p 439
Graveyard	After Eruption	GM Only	p 338
Graveyard	After Eruption	Players	p 469

Summary

As one might expect when the town is invaded by creatures of chaos and undeath, the **Graveyard** of **Berinncorte** turns sinister following the **Obelisk Eruption**. **Forces of the Obelisk** take it over, and dead creatures rise from some of the graves.

Immediate NPC Impact

None. During **Act Two**, there are no key NPCs in the **Graveyard**. Note that **Cryptkeeper Gurth** is trapped in his **Shack** (see above), but in the **Graveyard** itself there is nobody.

Action With PCs *In Situ*

Read through the **default Eruption description**, then roll once on the **Aftermath Random Encounters** table (p 263), using **Context D**, and reroll until you get a monster-based encounter, which proceeds immediately.

If a **villain**-based (p 330) or **untouchable encounter** (p 326) is rolled, the GM is encouraged to introduce any monster(s) from the north end of the **Graveyard**, so the PCs are able to escape to the south.

Rumors and Impact With PCs Elsewhere

Some citizens will mention that they have heard the dead once again walk the earth.

BC-4: Town Square

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 75: Map Reference Summary, Town Square

Location Name	Context	Audience	Page
Town Square	Before Eruption	GM Only	p 75
Town Square	Before Eruption	Players	p 440
Town Square	After Eruption	GM Only	p 343
Town Square	After Eruption	Players	p 470

Summary

If the party is in **Town Square** during the **Eruption**, they have a front-row seat... which may or may not be what they want!

Immediate NPC Impact

Several key NPCs perish immediately in the **Eruption**. The following NPCs are standing above, or very close by, the eruption site, and are therefore slain instantly by the explosion of earth and fire: mystic **Arbelladon Moonside**; seamstress **Daratis**; fishmaster **Gumbrew**; merchant **Kerem Dogan**; serving wenches **Ownka** and **Thrunne**; trainer **Rona Stonehammer**; and merchant **Vanya Berezin**.

Einkill Holderhek stumbles out of the **Leaky Cask Tavern**,

and challenges the monsters to a fight. In his inebriated state, he's no match for them, and they slay him easily. **Elizavetta Burak** is with a customer, who she ensorcells to escort her to safety. Sadly, they do not get too far before the **Forces of the Obelisk** overtake them, and both are slain.

Of all the NPCs slain in **Town Square**, however, none has nearly the emotional weight or plot significance as **Mayor Dominika Symms** (see Quest "**Take This Sword, and My Word, And Go Forth**", **INU-4: Southwest Bedroom**).

Action With PCs *In Situ*

The earth buckles, shakes, and melts before your eyes. A form emerges in violence and chaos: it appears hazy, the air around it a translucent and vile haze of purplish black. You can't tell if it's a sphere, a rock, a monster, or something else entirely, but you can tell with certainty that it is not of this world.

Blood, bodies, and kiosks are shattered instantly, and tossed into the air and about the square like playthings.

As you stare, aghast in horror, a chasm deepens underneath the interloping Obelisk. Darkness wells and burgeons amidst the descending black, and the air seems to dissolve in sinewy lines. A horn, a claw, a wing, and a talon: shapes emerge from the pit.

The **Obelisk** spits forth a great horde, to start. Roll **2d4** times on the **Aftermath Random Encounters** table (p 263), using **Context D**. For each, reroll any results that are not monster-based. All monsters introduced via these rolls come from the **Obelisk** itself.

The GM is encouraged to roll additional times if no **untouchable encounters** and no **villainous encounters** are rolled in this initial batch.

It perhaps goes without saying, but just to clarify: the enormity of the threat here is **not** meant to face the PCs head-on. Any number or combination of rolls should represent a threat far, far beyond the capabilities of the party, at any level of difficulty. The purpose of introducing so many monsters, all at once, in this manner, is threefold.

First, it introduces the fact that the **Obelisk** is a source of monsters, a generator if you will. Subsequent run-ins with monsters as random encounters elsewhere in the city should not cause the players confusion as to where the creatures came from.

Second, it should terrify the PCs, and force them to leave **Town Square** immediately. This keeps things moving, and forces the party out of any comfort zone, and into the chaos that now swallows the entire city.

Third, it should reinforce the notion that the **Obelisk** is an obstacle, a foe, that is not meant to be defeated, at least not in the context of this adventure.

Most of the monsters should amble about, not necessarily focusing on the PCs, at least not at first. They should emerge, and cause destruction.

As part of the chaos, **Mayor Dominika Symms** strides in front of the party, wielding her greatsword and joining battle with the monsters.

Quest: Take This Sword, and My Word, And Go Forth

Summary: The **Mayor** dies fighting monsters, and conveys a final message to the PCs.

Rewards: *+1 greatsword.*

Locations: Town Square.

Key NPCs: Mayor **Dominika Symms**.

Kickoff: The PCs are in **Town Square** during the **Eruption**, or approach **Town Square** in **Act Three.**

Description:

If there are not already monsters in **Town Square**, roll **1d4** times on the **Aftermath Random Encounter** table (p 263), using **Context D**; for each such roll, reroll any non-monster encounters. After you've introduced these creatures, if there are still no **villains** or **untouchables** in play, roll once more on the **Random Encounter** table, again using **Context D**, and keep rerolling until you get a **villain** or an **untouchable** monster.

All creatures are introduced from the **Dark Obelisk** in the center of the square.

Select one of the **villainous** or **untouchable** monsters in **Town Square**: Mayor **Symms** attacks that creature. The two engage in battle for a few rounds; the PCs are welcome to come to the Mayor's aid if they wish. The formidable monster keeps its attention focused on **Symms**, despite any assistance given by the party.

This battle is a wonderful opportunity for the GM to roleplay **Symms'** attempt to physically confront what she sees as, and what truly is, a manifestation of the chaos she has railed against all her life.

Even with the PCs' help, it's unlikely that the foe will be vanquished. It's far more likely that the enemy will slay **Symms** legitimately through rules-based combat. If for some reason the **villain** or **untouchable** is ever in danger of losing, the GM can either fudge a few rolls to slay the Mayor, or if the immediate threat is defeated, introduce a new foe from the **Obelisk**, who catches **Symms** off-guard and finishes her off.

The point is that **Symms** loses the battle, either directly to the monster selected, or via the introduction of another creature.

Satisfied, the monster who slew her withdraws, refocusing its attention elsewhere, and escapes to other parts of the city in a burst of speed.

Mortally wounded, **Symms** beckons the party closer. Healing spells and curative items may help to restore some life to the doomed woman, but there is a ghastly-looking purplish-black stain on her face, one that is spreading by the moment. She knows, with certainty, that her time is at an end.

"My friends," the fallen mayor gasps. Doing so must bring her pain, as she grimaces, and steels herself to continue. "I die, as I have fought, as I have lived, for this city." As she continues, her voice weakens, but you can still make out her words. "Dark days are ahead for Berinncorte, I fear. But all is not lost." She grasps her sword, and forces the hilt into your hand. "Take this. Please," she says, her voice now a

whisper amidst the chaos of the square. "Use it, to help the city. Have hope. And may fortune smile upon your efforts." This last is barely audible.

She is gone.

Dominika Symms bequeaths her greatsword to one of the PCs.

Take This Sword, And My Word...: Chaos +3

Although unavoidable, encountering this scene nevertheless produces a **Catalyst Impact**: **Chaos +3**.

This Quest ends when the mayor does. Aside from her weapon and her plea, there is no reward to speak of for the PCs.

Rumors and Impact With PCs Elsewhere

Everyone whispers of the massive damage to Town Square, and the giant horrible rock that now sits at its center.

Few people who still live were actually there at Town Square during the **Eruption**... but many speak of the many deaths that occurred there.

Some folk will say that **Mayor Symms** herself may even have perished.

BC-6: Mayor's House

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 76: Map Reference Summary, Mayor's House

Location Name	Context	Audience	Page
Ground Floor	Before Eruption	GM Only	p 89
Ground Floor	Before Eruption	Players	p 433
Ground Floor	After Eruption	GM Only	p 348
Ground Floor	After Eruption	Players	p 471
Second Floor	Before Eruption	GM Only	p 96
Second Floor	Before Eruption	Players	p 434
Second Floor	After Eruption	GM Only	p 351
Second Floor	After Eruption	Players	p 472

Summary

An **Ettin** emerges from the **Obelisk** chasm, and stumbles into the **Mayor's House**, demolishing a great deal of the entrance.

Immediate NPC Impact

Ota Kuiduru and **Mayor Symms** both evacuate the **Mayor's House** as a result of the attack.

Action With PCs *In Situ*

Begin by reading through the **default eruption event** on page 290. Then, add the following:

The building shakes. Then all is silent. In the distance, to the southeast, you hear something, a roar, an ugly, angry sound. A harbinger of doom. Something in Town Square is furious. The ground thuds, thuds, thuds as something pounds heavily across the square. With a shudder and a groan, the building absorbs its fury, as something smashes into the Mayor's House.

One final roar, this time seeming to carry an undertone of satisfaction, and then the thudding sound of enormous footsteps recedes to the south.

The PCs are not meant to encounter the **Ettin** inside the building; however, if they gain a glimpse of it, they may leave on their own will to engage.

The goal here is to portray enough detail that the PCs get a mental image of something massive slamming into the building, but not so much that's unrealistic: remember, they are inside the building, so they can't see exactly what's going on.

Also, the GM is encouraged to add to this description as the PCs' location seems appropriate. For example, if the PCs are in one of the rooms that is damaged by the **Ettin**'s attack, they should get some description of the damage, and of the monster itself.

Ota Kuiduru rushes past the party, offering apologies for shoving them out of the way en route. The party thinks they see the **Mayor**, greatsword in hand, stride purposefully toward the exit.

If the party ends up outside the **Mayor's House** as a result of this action, the GM is encouraged to immediately trigger the Quest "**Take This Sword and My Word**", above; **Mayor Symms** dies as a result.

Ettin

CR 6; **XP** 2,400; CE Male or Female Humanoid 10

hp 63; **AC** 18; **Fort** +9, **Ref** +2, **Will** +5;

Init +3; **Speed** 40 ft.; **Senses Perception** +12; **Low-Light Vision**

Str 23, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 11

BAB +7; **CMB** +14 (+16 vs. overrun); **CMD** 23 (25 vs. overrun)

Melee flail (large) +12/+7 (2d6+6) or

Ranged javelin (large) +5/+0 (1d8+6)

Special Attacks Superior Two-Weapon Fighting

Feats Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack

Skills Handle Animal +8, Perception +12,

Possessions flail (large); javelin (2x, large); leather armor (large)

Rumors and Impact With PCs Elsewhere

Folk speak of a monster attacking the **Mayor's House**... and worry that it is now abandoned.

BC-8: Militia Guard Posts

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison. Note that as the structures haven't changed since the **Eruption**, there is no separate set of maps for them.

Table 77: Map Reference Summary, Militia Guard Post

Location Name	Context	Audience	Page
Militia Guardpost	Before and After Eruption	GM Only	p 100
Militia Guardpost	Before and After Eruption	Players	p 441

Summary

Guardposts are unchanged. But in the aftermath of the **Eruption**, very few of them are ever staffed by **Militia** as they once were.

Berinncorte Militia

CR ½; **XP** 200; TN Male Human Fighter 1

hp 11; **AC** 12; **Fort** +3, **Ref** +0, **Will** -1

Init +0; **Speed** 30 ft.; **Senses Perception** +2

Str 14, **Dex** 11, **Con** 12, **Int** 9, **Wis** 9, **Cha** 10

BAB +1; **CMB** +3; **CMD** 13

Melee light mace +3 (1d6+2)

Feats Alertness, Light Armor Proficiency, Combat Reflexes

Skills Climb +1, Perception +2, Sense Motive +2, Swim +1

Special Qualities Bonus Feat, Bonus Feats, Skilled

Possessions light mace; leather armor

Immediate NPC Impact

None.

Action With PCs *In Situ*

Simply read through the **default Eruption** description.

Rumors and Impact With PCs Elsewhere

None.

BC-9: Blacksmith's Hut

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 78: Map Reference Summary, Blacksmith's Hut

Location Name	Context	Audience	Page
Blacksmith's Hut	Before Eruption	GM Only	p 103
Blacksmith's Hut	Before Eruption	Players	p 442
Blacksmith's Hut	After Eruption	GM Only	p 355
Blacksmith's Hut	After Eruption	Players	p 473

Summary

The earthquakes destroy some walls. Monsters attack, and drive the PCs and the proprietress out of the building.

Immediate NPC Impact

If **Dimblegruffe** is here already, she will fight to defend her shop, but when the party is overwhelmed, she will flee with them.

Action With PCs *In Situ*

Read through the description in the **default Eruption scene**, and add to it the description of **Town Square**, since **Town Square** is clearly visible from the **Hut.**

Finally, read the below description. Only read the *italicized portion* if the party can see the entryway area of the **Blacksmith's Hut** during the **Eruption**.

The earthquakes appear to have collapsed many walls in this structure.

As you watch, the inky blackness underneath the Obelisk is slashed by arcs of whitest bone. Skeletons in the shape of giant centipedes emerge, crawling toward you. They stay within Town Square, however, seeming to recoil once they get a certain distance away from the Obelisk.

To the immediate north and south of the entrance, boiling pools of a devilishly purlish liquid erupt from under the earth. The substance looks vile and threatening, but stays in its place... at least for now.

Amidst the **Eruption**, which is visible from the **Blacksmith's Hut**, monsters emerge. In particular, **4d6 Giant Skelepedes** slither out of the chasm, and crawl toward the **Hut** in search of the living.

The **Skelepedes** will attack ruthlessly, but will not follow the party outside the area of **Town Square** and the open-air entry area of the **Hut**.

Although individually, these creatures likely do not pose a challenge to the party, this volume of monsters all at once should represent a formidable opponent. Together, they should be treated as an **untouchable encounter**, served up here to drive the party away from the **Hut** and to elsewhere

in the town.

Giant Skelepede

CR ½; **XP** 200; NE Male or Female Vermin 1 / Undead 1

hp 11; **AC** 17; **Fort** +2, **Ref** +3, **Will** +2; **DR** 5/bludgeoning; **Immune** Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +7; **Speed** 40 ft.; **Climb** 40 ft; **Senses Perception** +4; **Darkvision**

Str 9, **Dex** 17, **Con** *, **Int** *, **Wis** 10, **Cha** 10

BAB +0; **CMB** -1; **CMD** 12 (can't be tripped)

Melee bite +3 (1d6-1)

Special Attacks Poison (Injury; Save Fort DC 13; Frequency 1/round for 6 rounds; Effect 1d3 Dex damage; Cure 1 save)

Feats Improved Initiative, Weapon Finesse

Special Qualities Can't Be Tripped, Darkvision, Undead Traits, Vermin Traits

Dimblegruffe (Blacksmith)

CR 1; **XP** 400; CG Female Dwarf Fighter 2

hp 20; **AC** 14; **Fort** +5, **Ref** +0, **Will** +0; +1 vs. Fear; +2 vs. poison, spells, and spell-like abilities

Init +0; **Speed** 20 ft.; **Senses Perception** +0; **Darkvision** 60 ft.

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

BAB +2; **CMB** +4; **CMD** 14 (18 vs. bullrush or trip)

Melee shortsword +4 (1d6+1/19-20) or

Melee dwarven waraxe +4 (1d10+2/x3)

Feats Heavy Armor Proficiency, Intimidating Prowess, Quick Draw

Skills Craft (Armor) +4, Craft (Blacksmithing) +7, Craft (Weapons) +4

Special Qualities Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Humanoid Traits, Stability, Steady, Stonecunning, Weapon Familiarity

Possessions chain shirt; shortsword; dwarven waraxe

Rumors and Impact With PCs Elsewhere

Folk say that the **Blacksmith's Hut** is abandoned, and taken over by evil monsters.

BC-10: Zugul Church Garden

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 79: Map Reference Summary, Zugul Church Garden

Location Name	Context	Audience	Page
Zugul Church Garden	Before Eruption	GM Only	p 107
Zugul Church Garden	Before Eruption	Players	p 443
Zugul Church Garden	After Eruption	GM Only	p 358
Zugul Church Garden	After Eruption	Players	p 474

Summary

Earthquakes destroy much of the vegetation here; the remainder is swallowed into chasm tendrils that have extended from the west.

Immediate NPC Impact

None.

Action With PCs *In Situ*

Read through the description in the **default Eruption scene**, and add to it the description of **Town Square**, since **Town Square** is clearly visible from the **Hut.**

The narrow onyx pits that have appeared in the cracks of the earth extend, reaching out, into the garden. Bushes, flowers, and grass all fall to its inky blackness, the life swallowed whole. In its place, a pale, grey fog emerges, settling over the nearly-barren landscape.

Rumors and Impact With PCs Elsewhere

None. Although previously quite pretty, the garden does not truly merit focus of most townsfolk's attention, given everything else happening to the city!

BC-11: Zugul Cleric House

Map References

Table 80: Map Reference Summary, Zugul Cleric House

Location Name	Context	Audience	Page
Zugul Cleric House	Before Eruption	GM Only	p 109
Zugul Cleric House	Before Eruption	Players	p 463
Zugul Cleric House	After Eruption	GM Only	p 361
Zugul Cleric House	After Eruption	Players	p 475

Summary

The earthquakes destroy much of the northern and western

walls. Some of the monsters loosed in the **Eruption** may be drawn to the **Cleric House**.

Immediate NPC Impact

None.

Action With PCs *In Situ*

Read through the **default Eruption description**, then add the following description:

Earthquakes have destroyed much of the northern wall of the building; the western wall and the shrine and statuary there have also been reduced to rubble.

A fireball streaks out of the sky from the north and slams into the wall still standing in the northwest, collapsing a fair amount of the roof.

If the PCs are in the **Shrine** area in the northwest of the building, or are outside it, treat this as the **Fireball** encounter (p 276).

Finally, roll once on the **Aftermath Random Encounters** table (p 263), using **Context B**; any monsters rolled come from the alley in the northwest corner of the map.

Rumors and Impact With PCs Elsewhere

They say that no structure is safe from damage—the gods have even smote the Cleric House, reducing much to rubble and destroying the shrine therein.

BC-12: City Gardens

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 81: Map Reference Summary, City Gardens

Location Name	Context	Audience	Page
City Gardens	Before Eruption	GM Only	p 113
City Gardens	Before Eruption	Players	p 444
City Gardens	After Eruption	GM Only	p 363
City Gardens	After Eruption	Players	p 476

Summary

Most flowering life is snuffed out, and a chasm opens.

Immediate NPC Impact

None, as no named NPCs typically cavort in the garden pre-Eruption.

Action With PCs *In Situ*

Read through the description in the **default Eruption scene**, then read the following.

As the earthquakes subside, the sky darkens, an ominous, amorphous formation the color of burnt flesh. Blackish-red clouds form above you. You hear the burgeoning pitter-patter of rain on vegetation, but it's more sinister, tinged with a sizzling sound that sets your hair on end.

Amidst this chaos, another earthquake, this one seemingly coming from the center of the Garden, strikes, knocking you on your feet. You watch, prone and aghast, as the earth seems to swallow bushes and flowers whole, leaving a stinking, yawning blackness underneath.

Treat this as a **Fire Rain** event (p 275), which affects every square in the entire **Garden**. All PCs must pass a DC 18 **Acrobatics** check or be knocked **prone** at the start of the event.

Rumors and Impact With PCs Elsewhere

Some speak of the blight against nature: the Gardens themselves have been rendered an evil shade of their former glory.

BC-13: The Leaky Cask Tavern

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 82: Map Reference Summary, Leaky Cask Tavern

Location Name	Context	Audience	Page
Tavern	Before Eruption	GM Only	p 122
Tavern	Before Eruption	Players	p 435
Tavern	After Eruption	GM Only	p 368
Tavern	After Eruption	Players	p 477

Summary

A fireball smashes into the northern wall; in its wake, monsters stalk toward the building.

Immediate NPC Impact

Thrunne and **Ownka** are both shopping in **Town Square** when the **Eruption** takes place, and are slain instantly.

Einkill Holderhek is within the bar, drunk; after the fireball hits, he stands up, and runs north toward the **Obelisk**. He is slain quite quickly.

Jozan the bartender and proprietor, and **Zook Beren** are both inside. Both of them run out the southern entrance as soon as the northern wall is destroyed.

Phadian Gess and his lover **Lingona** are also in the tavern; they leave to the south as well.

Action With PCs *In Situ*

Read through the description in the **default Eruption scene**, and add to it the description of **Town Square**, since **Town Square** is clearly visible from the **Tavern.**

Then read the following.

The air screams as an enormous fireball slams into the

northern wall of the building, destroying window, wall, and door instantly and reducing it to ashy rubble.

In its wake, you see shapes emerge from the inky chaos beneath the Obelisk. They begin to walk slowly toward the Tavern. The drunken dwarf warrior at the bar stands up, unslings his axe, and, bellowing, charges north, toward the monsters.

Since the fireball hits the outside of the building, the PCs are in no danger from it... but they most certainly are from the monsters that are approaching.

6 Quasit Demons and **1 Babau Demon** are the force that slowly walks toward the bar. They should be portrayed as representing a foe clearly beyond the capabilities of the party, even if they could convince the handful of NPCs around them to take up arms and help.

The point of this encounter is to get the PCs to follow **Jozan** and **Zook Beren** out of the building, as quickly as possible. This encounter should be considered an **untouchable encounter** (p 326).

Quasit Demon

CR 2; **XP** 600; CE Male or Female Outsider 3

hp 12; **AC** 16; **Fort** +1, **Ref** +5, **Will** +4

Init +6; **Speed** 20 ft.; **Fly** 50 ft. (Perfect); **Senses Perception** +7; **Darkvision** 60 ft.

Str 8, **Dex** 14, **Con** 11, **Int** 11, **Wis** 12, **Cha** 11

BAB +3; **CMB** +3; **CMD** 12

Melee bite +7 (1d4-1) or

Melee claw +7/+7 (1d3-1)

Special Attacks Poison (DC 13)

Innate Spell-Like Abilities:
At Will – *detect good, detect magic, invisibility* (self only)
1x/Day – *cause fear (DC 10)*
1x/Week – *commune* (six questions)

Feats Improved Initiative, Martial Weapon Proficiency, Simple Weapon Proficiency, Weapon Finesse

Skills Bluff +6, Fly +20, Intimidate +6, Knowledge (Planes) +6, Perception +7, Stealth +16

Special Qualities Aligned (Chaotic, Evil), Change Shape, Darkvision, Fast Healing 2, Outsider Traits, Telepathy 100 ft.

Babau Demon

CR 6; **XP** 2,400; CE Male or Female Outsider 7

hp 64; **AC** 19; **Fort** +10, **Ref** +6, **Will** +5; Protective Slime; **DR** 10/cold iron or good; **Immune** Electricity, Poison; **Resistances** Acid 10, Cold 10, Fire 10; **Spell Resistance** 17

Init +5; **Speed** 30 ft.; **Senses Perception** +19; See Invisibility; **Darkvision** 60 ft.

Str 21, **Dex** 13, **Con** 20, **Int** 14, **Wis** 13, **Cha** 16

BAB +7; **CMB** +12; **CMD** 23

Melee longspear +12/+7 (2H: 1d8+7/x3) or

Melee bite (primary) +12 (1d6+5) or

Melee claw +12/+12 (1d6+5) or

Melee bite (with weapon attack) +7 (1d6+2)

Special Attacks Sneak Attack 2d6

Innate Spell-Like Abilities:
1x/Day – *summon monster III* (1 babau at 40%)
At Will – *darkness, dispel magic, see invisibility, greater teleport*

Feats Combat Reflexes, Improved Initiative, Iron Will, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Stealth)

Skills Acrobatics +11, Bluff +12, Climb +6, Disable Device +11, Escape Artist +11, Perception +19, Sense Motive +11, Sleight of Hand +11, Stealth +22

Special Qualities Aligned (Chaotic, Evil), Darkvision, Outsider Traits, See Invisibility, Telepathy 100 ft.

Possessions longspear

Rumors and Impact With PCs Elsewhere

Tales say a demon and his minions have claimed the tavern as their own, and are dead-set on drinking themselves into oblivion. They will slay any who threaten this endeavor!

BC-16: Inn

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 83: Map Reference Summary, Inn

Location Name	Context	Audience	Page
Ground Floor	Before Eruption	GM Only	p 126
Ground Floor	Before Eruption	Players	p 436
Ground Floor	After Eruption	GM Only	p 371
Ground Floor	After Eruption	Players	p 479
Basement	Before and After Eruption	GM Only	p 132
Basement	Before and After Eruption	Players	p 438
Second Floor	Before Eruption	GM Only	p 130
Second Floor	Before Eruption	Players	p 437
Second Floor	After Eruption	GM Only	p 372
Second Floor	After Eruption	Players	p 480

Summary

The earthquake destroys a lot of the northeast corner of the building.

Immediate NPC Impact

Mardnab Scheppen is struck by a falling timber on her way out; she escapes, wounded and dazed, through the south

entrance.

Esk the innkeeper waits until the earthquakes subside, notices monsters to the north, and then he, too, leaves via the south entrance.

Action With PCs *In Situ*

Read through the description in the **default Eruption scene**, and add to it the description of **Town Square**, since **Town Square** is clearly visible from the **Inn.**

Then read the following.

The earthquakes appear to have brought down the walls and door in the northeast corner of the Inn. The ceiling above, and the roof, have lent their own substance to the debris, which is piling up high as more pieces fall by the minute.

Beyond them, you can see monsters—lots of creatures, stomping about, slaying townsfolk, and generally causing a great deal of chaos.

The GM must struggle to portray the presence of monsters in **Town Square** to the north as a threatening, looming, horrible thing to be avoided, not as the players may interpret it as a boatload of experience points waiting to be conquered!

Rumors and Impact With PCs Elsewhere

None. The **Inn** hardly registers on the radar of most **townsfolk**.

BC-17: Apothecary

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 84: Map Reference Summary, Apothecary

Location Name	Context	Audience	Page
Apothecary	Before Eruption	GM Only	p 138
Apothecary	Before Eruption	Players	p 448
Apothecary	After Eruption	GM Only	p 375
Apothecary	After Eruption	Players	p 478

Summary

The southwest corner of the building is destroyed, as is most of the potion-making equipment in the store.

Immediate NPC Impact

Aramil Xiloscient (page 515) leaves the shop immediately, locking all doors behind him and admonishing the party to leave, too, if they have any decency.

In truth, **Aramil** is concerned about his **Experimentation Chamber** (see **LCS-6: Experimentation Chamber**, page 272), and is leaving to check on it to ensure its secret remains safe.

Action With PCs *In Situ*

Read through the description in the **default Eruption scene**, then read the following:

The earthquake appears to have broken the entire western wall, and much of the southern wall as well. Shattered beakers, tubes, and other equipment lies among the rubble; you doubt if many potions will be concocted in the near future here!

Then, roll once on the **Aftermath Townsfolk Encounter** table (p 263); any townsfolk encountered come from the northwest corner of the map.

Rumors and Impact With PCs Elsewhere

Even those who never frequented the shop lament the apparent loss of the city's only **Apothecary Shop**, particularly as healing draughts are now much in demand.

BC-18 General Store

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 85: Map Reference Summary, General Store

Location Name	Context	Audience	Page
General Store	Before Eruption	GM Only	p 142
General Store	Before Eruption	Players	p 445
General Store	After Eruption	GM Only	p 378
General Store	After Eruption	Players	p 483

Summary

Welby Goodbarrel seals the main entrance. His comrade and friend **Otibus** dies outside, trying to get in.

Immediate NPC Impact

Welby Goodbarrel is inside; as soon as the earthquake starts, he makes for the front door, slams it shut, locks it, and begins barricading it. The townsfolk who were milling about, shopping, join him, happy to have something to do that seems as though it might help.

Otibus is slain outside, pounding on the door to get inside.

Action With PCs *In Situ*

Read through the description in the **default Eruption scene**, then read the following:

The earthquake subsides, and you hear groans and roars from the southeast. Something, or a group of somethings, is on the prowl. Screams, curses, and the clash of steel seem to do little to stall the progress of what sounds like a horde of monsters.

From the other side of the main entrance door, you hear a soldier demanding, then pleading, and finally begging, to be let inside. The store's halfling proprietor is adamant that the door remain closed, and the terrified townsfolk about him seem to agree.

A scream, a thud, the rake of claws, and a final grunt.

There is silence from the other side of the door, as you hear something stalk away with thundering footsteps.

The PCs are now in a prime position to kick off the Quest "**Come Out, Come Out**" (p 320).

Part of the challenge the GM faces here is to present the events in a way that makes it seem as though keeping the door shut in the immediate chaos is indeed the right decision, fatal as it is to a friend of **Welby's**. The halfling is not an evil man, just scared, and the townsfolk initially support the call.

As the minutes tick by, however, the townsfolk grow restless, and as the silence from the other side of the entrance continues to deafen, it's clear that whatever the threat was, it's long gone by now.

Rumors and Impact With PCs Elsewhere

Many speak of the **General Store**, and the brave—some say foolish—action its owner took to defend his customers.

BC-19: Fishery and Stables

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 86: Map Reference Summary, Fishery & Stables

Location Name	Context	Audience	Page
Ground Floor	Before Eruption	GM Only	p 149
Ground Floor	Before Eruption	Players	p 446
Ground Floor	After Eruption	GM Only	p 381
Ground Floor	After Eruption	Players	p 481
Basement	Before Eruption	GM Only	p 154
Basement	Before Eruption	Players	p 447
Basement	After Eruption	GM Only	p 383
Basement	After Eruption	Players	p 482

Summary

A fireball, and then fire rain, assaults the northeast corner of the building. In the wake of these environmental challenges, monsters encroach, and descend into the basement.

Immediate NPC Impact

Fishmaster **Gumbrew** is actually in **Town Square** during the **Eruption**, and is slain instantly. Apprentice **Stewy** is present here in the **Fishery** at the time, but flees immediately, terrified of the events unfolding.

Brock Runnaheim, the stablemaster, is here as well, and loses an arm trying to fend off the monsters.

Action With PCs *In Situ*

Read through the description in the **default Eruption scene**, then read the following:

The world shrieks horribly, and a fireball slams into the northeast corner of the building. In the aftermath of the explosion that levels much of the building there, fiery rain slips down, sizzling, from ebon-red clouds that have appeared above the city.

The northwest corner of the building appears to have fallen apart due to the earthquakes; debris is stacked head-high in most places.

As the fiery liquid falls upon the rubble, from the shattered remnants of Town Square to the northeast, you see a group of monsters approach the Fishery.

The **fireball** causes no damage to the party; the **fire rain** (p 275), however, might if the PCs are anywhere near the northeast corner. Treat this as a **fire rain** event, except it only affects PCs who are in rubble squares.

The monsters comprise those who will end up in the **Fishery Basement** (p 383): **2 Ogres,** **3d4 Ghouls**, and **2d4 Skulks**.

Whether the PCs join battle with these monsters or not, **Brock Runnaheim** charges into the fore. He slats several **Ghouls**, but one of the **Ogres** picks him up, and rends his left arm off his body. The resulting spray of blood temporarily blinds the **Ogre** in question, which **Brock** takes advantage of and kills.

Wounded and bleeding out, he collapses amidst the rubble.

Note that the goal here is to push the PCs elsewhere. The volume of monsters presented should represent an **untouchable encounter** (p 326) no matter what level of **variable challenge** (p 17) your gaming group is using. If nothing else, **Brock's** demise should underscore the formidable level of foe.

Ogre

CR 3; **XP** 800; CE Male or Female Humanoid 4

hp 32; **AC** 17; **Fort** +6, **Ref** +0, **Will** +3

Init -1; **Speed** 30 ft.; **Senses Perception** +5; **Low-Light Vision**; **Darkvision** 60 ft.

Str 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7

BAB +3; **CMB** +9; **CMD** 18

Melee greatclub (large) +7 (2H: 2d8+7) or

Ranged javelin (large) +1 (1d8+5)

Feats Iron Will, Toughness

Skills Climb +7, Perception +5

Special Qualities Darkvision, Humanoid Traits, Low-Light Vision

Possessions greatclub (large); hide (large); javelin (large) (x4)

Ghoul

CR 1; **XP** 400; CE Male or Female Undead 2

hp 7; **AC** 14; **Fort** +2, **Ref** +2, **Will** +5; Channel Resistance +2; **Immune** Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +2; **Speed** 30 ft.; **Senses Perception** +7; **Darkvision** 60 ft.

Str 13, **Dex** 15, **Con** *, **Int** 13, **Wis** 14, **Cha** 14

BAB +1; **CMB** +2; **CMD** 14

Melee bite +3 (1d6+1) or

Melee claw +3/+3 (1d6+1)

Special Attacks Disease, Paralysis

Feats Weapon Finesse

Skills Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3

Special Qualities Darkvision, Undead Traits

Skulk

CR 1; **XP** 400; CE Male or Female Humanoid 3

hp 14; **AC** 12; **Fort** +2, **Ref** +5, **Will** +3

Init +6; **Speed** 30 ft.; **Senses Perception** +5; **Low-Light Vision**

Str 11, **Dex** 14, **Con** 13, **Int** 10, **Wis** 14, **Cha** 7

BAB +2; **CMB** +2; **CMD** 14

Melee dagger +2 (1d4/19-20) or

Ranged dagger (thrown) +4 (1d4/19-20) or

Melee sword (short) +2 (1d6/19-20)

Special Attacks Sneak Attack 1d6

Feats Improved Initiative, Skill Focus (Stealth)

Skills Perception +5, Stealth +16

Special Qualities Camouflaged Step, Chameleon Skin, Humanoid Traits, Low-Light Vision

Possessions daggers (2x); shortsword

Rumors and Impact With PCs Elsewhere

Rumors tell that monsters have taken over the **Fishery**, and that the basement holds demons and torture.

BC-20: Sheergath Temple

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 87: Map Reference Summary, Sheergath Temple

Location Name	Context	Audience	Page
Ground Floor	Before Eruption	GM Only	p 160
Ground Floor	Before Eruption	Players	p 449
Ground Floor	After Eruption	GM Only	p 386
Ground Floor	After Eruption	Players	p 484
Basement	Before Eruption	GM Only	p 161
Basement	Before Eruption	Players	p 450
Basement	After Eruption	GM Only	p 387
Basement	After Eruption	Players	p 485
Rooftop	Before Eruption	GM Only	p 163
Rooftop	Before Eruption	Players	p 451
Rooftop	After Eruption	GM Only	p 389
Rooftop	After Eruption	Players	p 486

Summary

Monsters attack the Temple, driving everyone out and claiming residence on the rooftop.

Immediate NPC Impact

Unglar leaves the Temple immediately, and strides toward **Town Square** to defeat monsters. He is instead slain.

Larissa the Elder flees the building when it becomes clear that the encroaching monsters are too much for the people there. She and **Denzys** try to lead as many **townsfolk** as possible to safety, and in so doing, they are separated in the resulting chaos of the city.

Action With PCs *In Situ*

Read through the description in the **default Eruption scene**, then read the following:

The earthquakes appear to have ruptured the walls in the northeast of the temple. Larissa closes and locks the entry doors, then she and Denzys organize their flock to forming a barricade atop the rubble of the wall.

With a scream, Unglar takes up his weapons and rushes to the east. You hear groans, roars, and the clash of steel... and then, amidst the sounds of melee, Unglar screams, and is silent.

Plodding footsteps—many of them—approach from the alley into which the fallen priest had run.

The monsters are those who will perch atop the roof: **1 Chaos Beast**, **12 Zombie Townsfolk**, and **5 Human Skeletons**.

Perhaps obviously, the goal here is to push the PCs out of the **Temple** and into the streets. The **Chaos Beast** on its own is an **untouchable encounter** (p 326); the addition of all the other minions should make it clear that no assemblage of adventurers could take on all these forces easily.

The townsfolk are of a morale to be led by **Larissa** and **Denzys**, but only to stack furniture; they are in no shape to

mount a counterattack against the monsters that threaten them. Church leadership themselves may not be slouches in combat, but they see mismatched odds as easily as the PCs hopefully do.

In summary: if the PCs wish to fight the monsters, they're on their own!

Any battle that occurs should be swift and decisive, and may involve the death of one or more PCs if they are insistent about it. As the monsters approach, the **townsfolk** lose their will, and flee to the south.

Chaos Beast

CR 7; **XP** 3,200**;** CN Male or Female Outsider 9

hp 86; **AC** 20; **Fort** +9, **Ref** +8, **Will** +4; Amorphouse, Resistant to Transformation; **SR** 18

Init +6; **Speed** 20 ft.; **Senses Perception** +13; **Darkvision** 60 ft.

Str 17, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 11

BAB +9; **CMB** +12; **CMD** 25 (can't be tripped)

Melee claw +13/+13/+13/+13 (1d6+3)

Special Attacks Corporeal Instability (claw)

Feats Dodge, Improved Initiative, Martial Weapon Proficiency, Mobility, Simple Weapon Proficiency, Toughness, Weapon Focus (Claw)

Skills Acrobatics +14, Climb +15, Escape Artist +14, Perception +13, Stealth +14, Swim +15

Special Qualities Aligned (Chaotic), Can't Be Tripped, Darkvision, Outsider Traits

Zombie Townsfolk

CR ½; **XP** 200**;** NE Male or Female Commoner 1 / Undead 1

hp 11; **AC** 12; **Fort** +0, **Ref** +0, **Will** +2; **DR** 5/slashing; **Immune** Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +0; **Speed** 35 ft.; **Senses Perception** +7; **Darkvision** 60 ft.

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

BAB +0; **CMB** +1; **CMD** 11

Melee dagger +1 (1d4+1/19-20) or

Ranged dagger (thrown) +0 (1d4+1/19-20) or

Melee slam +1 (1d6+1)

Feats Alertness, Fleet, Toughness

Skills Climb +5, Knowledge (Local) +1, Perception +7

Special Qualities Bonus Feat, Darkvision, Humanoid Traits, Single Simple Weapon Proficiency (Grapple), Skilled, Staggered, Undead Traits

Possessions dagger; peasant's outfit

Skeleton, Human

CR 1/3; **XP** 135**;** NE Male Undead (mindless) 1

hp 5; **AC** 16; **Fort** +0, **Ref** +2, **Will** +2; **Damage Resistance** 5/bludgeoning; **Immune** Ability Draw, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +6; **Speed** 30 ft.; **Senses Perception** +0; **Darkvision** 60 ft.

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

BAB +0; **CMB** +2; **CMD** 14

Melee shortspear +2 (1d6+2) or

Ranged shortspear (thrown) +2 (1d6+2) or

Melee dagger +2 (1d4+1/19-20) or

Ranged dagger (thrown) +2 (1d4+2/19-20) or

Melee claw (w/o weapon) +2/+2 (1d4+2) or

Melee claw (w/weapon) -3 (1d4+1) or

Melee broken scimitar +0 (1d6/18-20)

Feats Improved Initiative

Possessions shortspear; dagger; broken chain shirt; broken scimitar

Rumors and Impact With PCs Elsewhere

People speak of the lost **Sheergath Temple**, and the irony of a temple to chaos being overrun by forces of chaos.

BC-21: Library

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Note that the **Library** building is not damaged or otherwise harmed in the **Eruption**.

Table 88: Map Reference Summary, Library

Location Name	Context	Audience	Page
Library	Before and After Eruption	GM Only	p 168
Library	Before and After Eruption	Players	p 452

Summary

There's zero damage to the building, which becomes the safest **place of sanctuary** (p 261) in the city.

Immediate NPC Impact

Librarian **Gunnloda Balderk** is out of the building when the **Eruption** occurs. She dies in **City Gate Square** (p 394)

trying to safeguard the return of books to the library.

Reader **Biggen Gurble** takes it upon himself to organize a defense.

Seer **Tudra Coppereye** stays in her chambers the entire time.

Action With PCs *In Situ*

Read through the description in the **default Eruption scene**, then read the following:

The halfling scholar speaks up in a suddenly booming voice: "Inside, people! Inside! Close the doors, but be on the lookout for other townsfolk to admit! Now, you; come with me." He takes charge, and whos

Reveal the **GM**'s version of the map of the **Library** (page 207) at this point, as **Biggen** shows all citizens inside the true layout of the building. He encourages everyone to take shelter, and in the later aftermath, he will take charge of pooling and disseminating rations to those who stay here.

The PCs are free to leave at any point, as are any **townsfolk** inside. This is in contrast to **Welby Goodbarrel's** (page 830) similar approach to barricading his establishment.

Rumors and Impact With PCs Elsewhere

They say that the **Library** is mostly safe. Mostly.

BC-22: City Gates

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 89: Map Reference Summary, City Gates

Location Name	Context	Audience	Page
City Gates	Before Eruption	GM Only	p 176
City Gates	Before Eruption	Players	p 453
City Gates	After Eruption	GM Only	p 394
City Gates	After Eruption	Players	p 494

Summary

An enormous meteor-like fireball smashes the center of the square, killing several.

Immediate NPC Impact

Gunnloda Balderk is slain instantly by the fireball.

Mardnab Scheppen is burnt to death by the flames that ensue.

Vice Captain Skutt Krundar dies dragging **Militia Captain Tansden** to safety.

Action With PCs *In Situ*

Read through the description in the **default Eruption scene**, then read the following:

Your vision burns, and your body quakes, as a horse-sized fireball screams across the sky and smacks into the middle of the square. Chunks of flaming cobblestone and body parts are flung past you as terror reigns. You see a dozen citizens bloodied or destroyed instantly.

In the wake of this terrible destruction, a group of what looks like skeletonized minotaurs, wielding enormous greataxes, thud into the square from the northwest. Several militia members, including two of its leadership, rush into the fray.

The PCs may assist the **Militia** forces if they wish, which are comprised of **6 Berinncorte Militia**, **4 Berinncorte Elite Guards**, **Tansden**, and **Skutt Krundar**.

Opposing them—and inevitably slaughtering them all—are **10 Skeletaurs**, a formidable force which should dissuade the PCs from staying here too long.

In the fighting, **Tansden** is wounded, and **Skutt Krundar** drags him to safety. After a few rounds of combat, read the following:

The militia captain screams, and falls to the ground, wounded and clutching his arm. Amidst the heat of battle, his second-in-command rushes to his side, grabs his uniform by the shoulder, and drags him to safety. As this happens, the vice captain is sliced nearly in two by a skeletaur's great-axe; he falls atop his commander, dead already.

This group of monsters is, together, one of the most challenging obstacles presented to the PCs in the entire adventure. Although they may wish to help out initially, or even feel compelled to do so, it should swiftly become clear that they—and the **Militia** forces they assist—have no hope of winning.

The GM is encouraged to helpfully point out that many **townsfolk** are fleeing the scene to the northeast via the **Garrison**, or to the west into the **Upper-Class Residential District**.

Skeletaur

CR 4; **XP** 1,200; NE Male or Female Minotaur (Skeleton) Humanoid 6 / Undead 1

hp 34; **AC** 21; **Fort** +4, **Ref** +6, **Will** +7; **DR** 5/bludgeoning; Natural Cunning; **Immune** Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +5; **Speed** 30 ft.; **Senses Perception** +10; **Darkvision** 60 ft.

Str 19, **Dex** 12, **Con** *, **Int** *, **Wis** 10, **Cha** 10

BAB +6; **CMB** +11 (+13 bullrush); **CMD** 22 (24 vs. bullrush)

Melee gore (primary) +9 (1d6+4) or

Melee gore (with weapon attack) +4 (1d6+2) or

Melee greataxe (large) +9/+4 (2H: 3d6+6/x3)

Special Attacks Powerful Charge (2d6+6)

Feats Armor Proficiency, Light, Great Fortitude, Improved Bull Rush, Improved Initiative, Power Attack

Skills Climb +8, Intimidate +9, Perception +10, Stealth +1, Survival +13, Swim +8

Special Qualities Darkvision, Monstrous Humanoid Traits, Undead Traits

Possessions chain shirt (large); greataxe (large)

Rumors and Impact With PCs Elsewhere

They say that **City Gate Square** was massacred by terrible monsters and a fiery boulder.

BC-23: Garrison / Barracks

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 90: Map Reference Summary, Garrison / Barracks

Location Name	Context	Audience	Page
Garrison / Barracks	Before Eruption	GM Only	p 182
Garrison / Barracks	Before Eruption	Players	p 454
Garrison / Barracks	After Eruption	GM Only	p 400
Garrison / Barracks	After Eruption	Players	p 487

Summary

The northwest corner of the building is destroyed.

Immediate NPC Impact

None. All **Militia Leadership** is outside the building when the **Eruption** begins.

Action With PCs *In Situ*

Read through the description in the **default Eruption scene**, then read the following:

The earthquake appears to have destroyed the northwest corner of the building, and much of the contents therein.

Despite the **Garrison** having such a central location, and strong military presence, there's little else that happens here.

If the PCs are a bit paralyzed as to what their next move should be, you can coax them into (or away from) the action to the south in **City Gate Square**, or introduce an **untouchable encounter** from the south to lead them northwards.

Rumors and Impact With PCs Elsewhere

They say that, miraculously, there's little damage to the **Garrison**, and it remains a stronghold of military presence and defense against the monsters.

BC-24: Textiles Shop

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 91: Map Reference Summary, Textiles Shop

Location Name	Context	Audience	Page
Textiles Shop	Before Eruption	GM Only	p 188
Textiles Shop	Before Eruption	Players	p 455
Textiles Shop	After Eruption	GM Only	p 402
Textiles Shop	After Eruption	Players	p 488

Summary

Only the northwest corner is damaged.

Immediate NPC Impact

Oneib rushes out as soon as there is a commotion, trying to find his wife.

Daratis is in **Town Square**, and dies immediately.

Action With PCs *In Situ*

Read through the description in the **default Eruption scene**, then read the following:

The earthquake appears to have damaged the walls and door to the northwest of the shop, but little else is destroyed. Far off in the distance, you hear what might be monsters moving about.

Rumors and Impact With PCs Elsewhere

None.

BC-25: Butcher's Shop

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 92: Map Reference Summary, Butcher Shop

Location Name	Context	Audience	Page
Butcher's Shop	Before Eruption	GM Only	p 192
Butcher's Shop	Before Eruption	Players	p 456
Butcher's Shop	After Eruption	GM Only	p 405
Butcher's Shop	After Eruption	Players	p 493

Summary

The entire northeast of the building is demolished. Monsters move in.

Immediate NPC Impact

Apprentice **Farzith** is mortally wounded by monsters. **Ganyc** is in his quarters when the **Eruption** starts.

Action With PCs *In Situ*

Read through the description in the **default Eruption scene**, then read the following:

The entire northeast corner of the shop has been completely demolished. As you stare, stunned at the destruction, you hear the scrape of claws on cobblestones. Monsters are approaching!

3 Giant Scorpions scuttle toward the building.

This is intended as a battle the party has a reasonable chance of winning. The positioning of the monsters should allow for the PCs to escape to the south if they wish.

Giant Scorprion

CR 3; **XP** 800; TN Male or Female Vermin 5

hp 40; **AC** 16; **Fort** +7, **Ref** +1, **Will** +1; **Immune** Mind-Affecting Effects

Init +0; **Speed** 50 ft.; **Senses Perception** +4; **Darkvision** 60 ft.; **Tremorsense** 60 ft.

Str 19, **Dex** 10, **Con** 16, **Int** *, **Wis** 10, **Cha** 2

BAB +3; **CMB** +8 (+12 grapple); **CMD** 18 (30 vs. trip)

Melee claw +6/+6 (1d6+4) or

Melee sting +6 (1d6+4)

Special Attacks Constrict (2d6+4), Grab, Poison (DC 17)

Feats none

Skills none

Special Qualities Darkvision, Tremorsense, Vermin Traits

Rumors and Impact With PCs Elsewhere

None.

BC-26: Cistern

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Note that the **Cistern** building is not damaged or otherwise transformed in the **Eruption.**

Table 93: Map Reference Summary, Cistern

Location Name	Context	Audience	Page
Ground Floor	Before and After Eruption	GM Only	p 195
Ground Floor	Before and After Eruption	Players	p 457
Basement	Before and After Eruption	GM Only	p 197
Basement	Before and After Eruption	Players	p 458

Summary

This building is completely, entirely, unaffected by the **Eruption.**

Immediate NPC Impact

None. There are never any NPCs here.

Action With PCs *In Situ*

Read through the description in the **default Eruption scene**, then read the following:

An eerie calm descends upon the cistern in the wake of the earthquake.

The natural reaction of the **players**, if not the PCs, should be to leave and check things out at this point.

Rumors and Impact With PCs Elsewhere

None. Remember that nobody in town is consciously aware of the **Cistern's** existence.

BC-27: Upper-Class Residential District

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 94: Map Reference Summary, Upper-Class Residential District

Location Name	Context	Audience	Page
Ground Floor	Before Eruption	GM Only	p 216
Ground Floor	Before Eruption	Players	p 461
Ground Floor	After Eruption	GM Only	p 412
Ground Floor	After Eruption	Players	p 491
Second Floor	Before Eruption	GM Only	p 221
Second Floor	Before Eruption	Players	p 461
Second Floor	After Eruption	GM Only	p 414
Second Floor	After Eruption	Players	p 492

Summary

An **Ettin** fights two **Scorpitaurs**; in so doing, they make a ruin of the western edge of the building.

Immediate NPC Impact

All NPCs who are present here at the time of the **Eruption** escape immediately. **Tarsheva Hornwood** leaves as well.

They all depart through the eastern doors.

Action With PCs *In Situ*

Read through the description in the **default Eruption scene**, then read the following:

Animal screeches meet a horrible roar, and you see three monsters fighting in the alley to the west. As you watch, two scorpitaurs skitter about an ettin; the two animals trip the ettin, who bumbles into the building. With a thundering shudder, the walls, doors, and windows are reduced to rubble.

These foes together should represent a difficult, but not impossible to overcome, challenge, should the PCs wish to join the battle. Clever PCs, of course, will wait to see which side wins before moving in to defeat any monsters that remain.

Scorpitaur

CR 4; **XP** 1,200; TN Male or Female Monstrous Humanoid 4

hp 42; **AC** 20; **Fort** +3, **Ref** +6, **Will** +6

Init +6; **Speed** 35 ft.; **Senses Perception** +7; **Darkvision** 60 ft.

Str 15, **Dex** 14, **Con** 15, **Int** 11, **Wis** 14, **Cha** 12

BAB +4; **CMB** +7; **CMD** 19 (23 vs. trip)

Melee longsword +5 (1d8+2/19-20) or

Melee heavy steel shield (large) +5 (1d6+2) or

Melee spear +5 (2H: 1d8+3/x3) or

Ranged spear (thrown) +5 (1d8+2/x3) or

Melee hoof +0/+0 (1d6+1) or

Melee sting +6 (1d6+4)

Feats Improved Initiative, Run

Special Attacks Poison (DC 17)

Skills Diplomacy +5, Intimidate +6, Knowledge (Nature) +4, Perception +7, Survival +9

Special Qualities Darkvision, Monstrous Humanoid Traits, Undersized Weapons, Poison

Possessions breastlate (large); longsword; heavy steel shield (large); spear

Ettin

CR 6; **XP** 2,400; CE Male or Female Humanoid 10

hp 63; **AC** 18; **Fort** +9, **Ref** +2, **Will** +5;

Init +3; **Speed** 40 ft.; **Senses Perception** +12; **Low-Light Vision**

Str 23, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 11

BAB +7; **CMB** +14 (+16 vs. overrun); **CMD** 23 (25 vs. overrun)

Melee flail (large) +12/+7 (2d6+6) or

Ranged javelin (large) +5/+0 (1d8+6)

Special Attacks Superior Two-Weapon Fighting

Feats Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack

Skills Handle Animal +8, Perception +12,

Possessions flail (large); javelin (2x, large); leather armor (large)

Rumors and Impact With PCs Elsewhere

Few speak of this building. Some say it was damaged, and seem to revel in the possibility that the upper class of the city are just as prone to disaster as everyone else. Others say it's in pristine shape, and lament the double dose of undue fortune.

BC-28: Lower-Class Residential District

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 95: Map Reference Summary, Lower-Class Residential District

Location Name	Context	Audience	Page
Ground Floor	Before Eruption	GM Only	p 216
Ground Floor	Before Eruption	Players	p 461
Ground Floor	After Eruption	GM Only	p 412
Ground Floor	After Eruption	Players	p 491
Second Floor	Before Eruption	GM Only	p 221
Second Floor	Before Eruption	Players	p 461
Second Floor	After Eruption	GM Only	p 414
Second Floor	After Eruption	Players	p 492

Summary

A series of fireballs renders the ground floor useless.

Immediate NPC Impact

Any named NPCs present in the building during the **Eruption** escape immediately to the north.

Pilga remains, to begin her plundering of her tenants' rooms.

Action With PCs *In Situ*

Read through the description in the **default Eruption scene**, then read the following:

With a searing roar through the heavens, a series of fireballs descends on the building, striking predominantly on the ground floor to the south. Explosive force renders much of that area into rubble.

The PCs are in no danger unless they occupy one of the squares that will become rubble; if they do, then treat it as a **Fireball** encounter (p 276).

Rumors and Impact With PCs Elsewhere

Talk is of the damage to the structure, and many are saddened by the terrible tragedy against an already-impoverished class of people.

Act 3:
Berinncorte City Aftermath

Act Three Overview

Before we begin, please allow me a brief indulgence—one which, if read by the right audience, might do what a dozen pages of explanation might otherwise fail to convey.

An Indulgent Aside: The Inverted Castle

One of the author's favorite games of all time is the 1990's classic platformer *Castlevania: Symphony of the Night*. Astute veterans of this game might notice more than a few influences on this adventure. I'll just describe the biggest one.

In this game, you battle through Dracula's enormous castle, defeating foes, finding keys, gathering equipment, and so on, all in the very best tradition of these sorts of games. Finally, after hours and hours of play, you get to what you believe to be the end of the quest: your preparation culminates in unlocking a chamber in the dark heart of the dread castle, revealing the kingpin vampire himself. Bravely, and as the uncommonly emotional and exceptionally well-executed music swells, you pick up your whip, or sword, and defeat him.

But... if you have a certain item, you see the battle for what it truly is: an **illusion**.

And then, the *second half of the game begins*.

The huge castle you've been exploring is literally turned upside down. Its denizens and challenges and treasures are "reset". Difficulty scales up accordingly.

The second half, or more, of the game is playing through the castle you've already explored once—but it's entirely different now. Entirely more challenging, and the story, such as it is, has taken on an entirely new feel and theme. If you didn't see it coming, and weren't already aware of the twist, it felt very much like getting an entire second game for free.

There are very, very few experiences like that surprise, that shock: that everything you've been working towards, while valuable and entertaining, has been but preamble to the *real* challenge, which only just starts at that point.

The Inverted Castle of Berinncorte

This is basically what **Dark Obelisk: Berinncorte** is meant to do.

Act One is elaborately detailed, meant to be an immersive fantasy city with a large array of quests, loot, and characters. And then **Act Two** happens, and that's what reveals all of this standard-issue fantasy-city stuff to be an illusion: that the real adventure starts now, when the city is partially destroyed and dozens of people are killed.

(Fun side note: It was a full decade after the game had been released that I realized the PC's name, Alucard, was simply "Dracula" spelled backwards. At the time, I thought it was just a neat-sounding French name in the vein of *Interview with the Vampire* and similar novels by Anne Rice! But, anyway. You've indulged me long enough at this point. Back to the adventure, then.)

Plot Summary

More NPCs die.

Outflux of chaotic and undead creatures from the **Obelisk** fissure increases and it becomes clear the city must be abandoned.

The party has opportunities to help or take advantage of citizens; adventure ends when the PCs leave the city.

NPC Locations

In **Act One**, it wasn't too necessary to keep track of the location of each and every NPC. It's still not essential in **Act Three**, but it's worth noting that random encounters can occur on the streets or within buildings.

For GMs worried about consistency, or those who simply want to keep track of things, a good approach is to print a copy of the **Berinncorte City Map**, and simply mark NPC locations in pencil. Remember that this is really only useful in the context of the PCs' knowledge; there's little value in pre-determining the location of each and every NPC. Whenever the party encounters an NPC, mark that NPC's location in pencil; that way, if that same NPC is rolled for a separate location, it'll be easy to determine if that's realistic in the context of events that have unfolded for your gaming group.

Continued Importance of Catalysts

In **Act One**, it was crucial to track **Catalyst Impacts** (p 36), mainly to determine when, and how, the **Obelisk Eruption** was triggered to bring about **Act Two**.

In **Act Three**, there is no major event toward which things are karmically building... but it's still useful to track **Catalyst Impacts**.

This is primarily because the values of the three **Catalysts** will be used in future components of this **Adventure Path**.

GM Guidance

Theme

Act Three should be brutal, visceral, and primal. Desperate, one might say, particularly for the ordinary folk of the town, and for the lower-caliber NPCs, even. Regardless of what happened in **Act One**, and regardless of the level or demeanor of the PCs, **Berinncorte** should now induce an atmosphere of dread, of fear... and of chaos.

Ideally, the **players themselves** should feel fear.

Moving About

In **Act Three**, it becomes **much** more important where the party is currently. You can use a die, placed atop the Players' Map of **Berinncorte** (p 430), to mark the party's current location. Many of **Act Three's Random Encounters** (p 263) may spawn combat, in which case, tracking where the party is may be particularly useful.

Pacing

Events should happen fast and furious in **Act Three**, with little reprieve. Of the words the players think of when describing this section of the adventure, "boring" should never be one of them.

NPCs and common **townsfolk** alike may be slaughtered outright by **villains** (p 330) and **untouchable encounters** (p 326). The GM is encouraged to force one of these scenarios as a random encounter, and kill off one or more NPCs as a means of having a "set piece" or memorable event to truly

drive home how dangerous and chaotic the city has now become.

Refuge should be rare, and short-lived. Even finding one of the scant few **places of sanctuary** (p 261) should provide only a temporary reprieve from the dangers of the city; after all, the party can't expect to stay in the **Library** (p 391) for the entire second half of the adventure!

That said, it's dangerous out there. The GM is encouraged to provide healing opportunities in the form of **Beneficial Encounters** (p 264) whenever necessary to help ensure the party's survival.

Also, keep in mind the possibility of **PC Replacement Opportunities** (p 17), which offer some capability for players whose PCs perish in the chaos to keep playing without too much interruption.

Guiding the Party Toward the Exit

Most PCs will see an elephant-sized chunk of evil-looking chaos incarnate in the center of a previously-peaceful town, and see it as their mission in life to discover how to destroy it.

Bad news for such PCs: That's not going to happen. At least, not in the context of this adventure.

Throughout **Act Three**, the PCs should gradually realize that it's not possible to **defeat** the **Obelisk**, and instead the only reasonable approach is to leave the city (see Quest "**Evacuate the City**", p 395). Paladins, Barbarians, and most PCs in general may find this approach somewhat abhorrent, or defeatist.

For that matter, many **players** may see this as a frustrating, or disappointing, development!

As the GM, your job in conveying this message is made easier by the sheer ignorance of the citizenry. None of them has ever heard of the **Obelisk**, either in teachings or in lore. Nobody has ever seen an **Obelisk**, and as far as every NPC in this adventure communicates, this event is something that has never occurred in the history of the entire Realm.

Typical roleplaying advantures may set out fortifying tidbits of information when faced with something like the **Obelisk**: A sage knows of this, or someone heard of something like this happening, or everyone knows the legend but this is real life, et cetera.

Little such lore or legend related to the **Obelisk** is available here, in **Berinncorte**, in the context of this adventure. Such as there is can be found in the **Obelisk-Related Lore** table, onp 51.

If roleplayed right, and conveyed well by the GM, the mere absence of any such lore and "hints" or guides as to how to defeat this menace should feel **wrong** to the players, who should suspect this may indicate that they are not even meant to destroy the obstacle.

Tracking Reward Stars

As in **Acts One** and **Two**, keeping track of **Reward Stars** is quite important, both for keeping the players motivated, and for dishing out more detailed rewards at the conclusion of gaming sessions or the adventure entire.

In **Act Three**, there is an additional component to consider. The final Quest, "**Evacuate the City**", and other adventure components, can be made easier if the party has achieved some interstitial objectives within the city. The more citizens the party helps, the greater their sway among the populace, and the easier some skill challenges become.

As the GM, you should keep track of **Reward Stars** earned during **Act Three**.

Factions and Conflict

The nature, influence, and focus of most major factions in town have shifted as a result of the **Eruption** and the chaos and creatures that now infest the city.

Zugul Church

Their leader is slain. Their church (p 333), garden (p 358), and cleric house (p 361) are all partially demolished. The seat of their power is a mere dozen feet from the **Obelisk** itself.

It's safe to say that the church of **Zugul** (p 23) is not a significant factor in fighting the **Forces of the Obelisk**, despite the obvious law vs. chaos nature of their faith.

Sheergath Temple

This building (p 386) has been taken over by **Forces of the Obelisk**. **Unglar** is dead, and the remaining temple leadership have their hands full trying to get back inside.

Sheergath (p 23) influence is near zero, though devotees will claim enhanced powers and meaning because of the **Obelisk's** clear chaotic nature.

Berinncorte City Government

Sadly, **Mayor Symms** is slain. **Ota Kuiduru** and all mayoral house staff have evacuated the **Mayor's House** (p 348), which no longer functions as either a seat of government or as a residence.

The government of **Berinncorte City** has effectively ceased to function, at least in the context of the remainder of this adventure.

Berinncorte Militia

In the chaos of the **Obelisk**, and with the dangers of the monsters that now crawl about the town, the role of the **Militia** (p 25) is even more necessary. They maintain the **Garrison** (p 400), which is a position of relative strength, and occasionally, the PCs may encounter them.

However, they staff hardly any of the **Militia Guard Posts (p 353)** in town, and their level of vigilance is substantially lower than it was in **Act One**. As a shorthand, any offense short of outright murder of a citizen is likely to go overlooked, and the rules of being **Arrested** (p 41) are pretty much suspended unless otherwise explicitly mentioned as a consequence.

Revised City Profile

The devastation unleashed by the **Obelisk**, the terror and death caused by its **Forces**, and the general chaos of the city and its inhabitants—old *and* new!—mean that the city is no

longer the prosperous city it had been. Below is the revised city profile for **Berinncorte**, as it is now "**Obelisk-Encroached**".

Berinncorte City Profile (Obelisk-Encroached)

CN small town

Corruption +3; **Crime** +4; **Economy** -5; **Law** -4; **Lore** +6; **Society** -3

Qualities academic; good roads

Danger +3; **Disadvantages** Anarchic

Government anarchy (**Forces of the Obelisk**)

Population 82 (54 humans; 6 half-orcs; 11 dwarves; 11 elves or half-elves)

Base Value 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd

Minor Items 2d4; Medium Items 1d4; Major Items none-General Rules

Places of Sanctuary

There are only **four** regions of safety in all of **Berinncorte**, following the **Obelisk Eruption**:

The **Library** (p 391). The entire building is safe once entered.

The **Cryptkeeper's Shack** (p 337). Although the structure interior is safe, to reach it, one must cross the **graveyard** (p 339), which is riddled with **Forces of the Obelisk**.

The **Cistern** (p 406), but only once the denizens therein have been cleared out, either before or after the **Eruption**.

The **basement** (p 391) of the **Sheergath Temple**. Note, however, that although the basement is secure and completely safe, it rests under a secret trapdoor, and to reach it, one must brave the **ground floor** of the **Temple**, which is **not** safe.

The party may rest at any of these locations without fear of interruption, and without any random encounters taking place. These **safe places** are the only locations to which innocents may be "delivered" for the purposes of being escorted to safety; leading NPCs anywhere else in town, no matter how safe-seeming, may result in their being attacked and/or slain.

Everywhere else in the city, the party is subject to **Random Encounters**; see page 263.

NPC Assistance

By coin, by charm, or by necessity, it's possible that one or more NPCs join the party during their adventures in **Act Three**. Whenever the party is augmented in this manner, the GM should handle combat and other actions on behalf of any NPCs. Unless otherwise indicated by the Quest or encounter that causes the NPC(s) to join the party, they will fight alongside the party and will do their best to defeat any monsters they run across.

In addition, the PCs may ask any NPCs who have joined them to perform skill checks. Unless the GM conceives of a solid reason why the character would balk at doing so, the party can then use that NPC's **skill** values for checks they wish to undertake.

Care should be taken if the party runs into a non-monster encounter while they have an NPC in tow. The GM should exercise reasonable reactions on the part of the NPC if the party makes decisions that are in contrast to that NPC's character, personality, beliefs, etc. Note that in extreme situations, this may result in the NPC voluntarily leaving the party.

Unless explicitly described as part of the NPC's "joining description", NPCs who join the party will stay with the party until the conclusion of whatever purpose they have joined for. The party may dismiss any NPCs at any time.

If an NPC leaves the party—whether it's as a result of being separated in combat, a voluntary decision that the NPC has to separate as a result of actions the party takes that the NPC considers abhorrent, or if the party dismisses the NPC—any Quest that the party was engaged in together with that NPC is automatically cancelled, unless that Quest explicitly describes otherwise.

If an NPC is privy to valuable information, it is left to the GM's discretion as to whether they share that information with the party along the way—though it is suggested that they generally keep it to themselves. One common example is knowing about any **places of sanctuary** (above): some Quests will tell you when this information is shared, but generally, it should be considered a reward, not something that would be volunteered independent of some accomplishment or quid pro quo.

Avoiding TPKs

A TPK is a **total-party-kill**: a situation in which every single PC is slain or otherwise defeated. Although some gaming groups—and indeed, some adventures—relish such an occurrence, most GMs would abhor this happening, and would want to prevent it at almost all costs.

Villainous (p 330) and **untouchable** (p 326) encounters are, by their nature and intent, potential TPK situations.

Veteran GMs whose style is not to encourage PC death will already have their own approach to this possibility, but here are some suggestions to try and prevent (or minimize!) TPKs in running through **Dark Obelisk: Berinncorte.**

Monster Descriptions

Descriptions that imply that a foe is beyond the party's capabilities are a good way of subtly telling them they should run. As the GM, your language, your detail, in setting up a potential TPK encounter should be far more lavish and extensive than any other type of encounter.

Hopefully the players take the hint!

Human Sacrifice

If the PCs haven't encountered a particular sort of monster before, they may not innately realize the level of danger involved. The GM can introduce a **townsfolk**, or a minor **NPC**, and have the villainous or untouchable monster slay them outright as a means of pointing out the danger.

"We Are Leaving!"

A mob of **townsfolk** may not, even together, measure up to the party's capabilities from a combat perspective, but they can physically grab the PCs and move them along. In the chaos of the moment, the GM can introduce a mob, in whose current the PCs are caught up, leaving them only a glimpse of the foe who may otherwise have been their demise.

Get Over here

Any monster with a good **grapple** capability can also physically move the PCs around. If the party sees a formidable opponent, and draws weapons instead of starts to run, you can introduce **more** monsters, who immediately grapple each PC and drag them into a different area of the map. You can then play out the encounter with the lower-level grapplers.

General & New Rules

Lycanthropy and the Obelisk

Chaos and unpredictability swirl around the **Obelisk**: The **Will** saves of lycanthropes to suppress their transformation during the onset of a full moon increases by **+4** if faced within 100 ft. of an **Obelisk**.

In addition, merely being in the presence of the **Dark Obelisk** may trigger an unwanted transformation, as though there were a full moon. Once every hour a lycanthrope in human form spends within 500 ft. of an **Obelisk**, that creature must attempt a **Will** save (without the above penalty) or transform for **1 hour**.

New Auras

The **Dark Obelisk** generates a nearly-palpable aura of effects. Some are merely cosmetic, but others have a mechanical, in-game impact.

The following **auras** apply to **Act Three**.

Minor Obelisk Taint

Effect Lawful creatures within 30 ft. suffer a **-1** penalty on their attack rolls, skill checks, and damage rolls if used against a creature with this aura. In addition, a creature with this aura may Take 10 on skill checks used in opposition to groups of creatures with at least one member who has the Lawful descriptor.

The effects of this **aura** do not stack with those of **Greater Obelisk Taint**, though a single creature may be under the impact of both auras simultaneously.

Origin All creatures with the Chaotic descriptor, who are within 50 ft. of an **Obelisk**, gain the benefit of this aura, which lasts for **1 hour** after this proximity. In the context of this adventure, all Chaotic monsters have this aura.

Greater Obelisk Taint

Effect Lawful creatures within 30 ft. suffer a **-2** penalty on their attack rolls, skill checks, and damage rolls if used against a creature with this aura. In addition, a creature with this aura may Take 10 on skill checks used in opposition to groups of creatures with at least one member who has the Lawful descriptor.

The effects of this **aura** do not stack with those of **Minor Obelisk Taint**, though a single creature may be under the impact of both auras simultaneously.

Origin All creatures with the Chaotic descriptor, who are within 20 ft. of an **Obelisk**, gain the benefit of this aura, which lasts for **10 minutes** after this proximity.

New Potions

Darkserum (potion)

Value 50 gp; **Weight** ½ lb.; **Materials** darkserum; **Nature** faintly magical; **Aura** faint Chaos; **Slot** usable; **CL** n/a

This viscous liquid appears jet black when viewed directly, but out of the corner of one's eye, it appears to pulsate with a sinister dark purple glow, throbbing like an infernal heartbeat. Should one take a vial of **darkserum** within 50 ft. of an **Obelisk**, this purplish pulsing effect grows noticeably stronger; within 25 ft. of an **Obelisk**, the vial's colors rhythmically change from dark purple to black and back... though if you're that close to an **Obelisk**, chances are good that you have better things on your mind than a vial of this drug!

A vial of **darkserum** is the liquid form, and most common. To make it requires an ounce of powdered **Obelisk**; inhaling the compound in its powdered form (for example, while transporting or preparing **darkserum**) grants the same effects as ingesting the prepared solution.

Darkserum is incredibly rare in the Realm, and difficult to acquire. In **Berinncorte**, only **Aramil** the apothecary (page 515) has connections to acquire the compound.

Drug Type ingested or injury (inhaled, in powdered form); **Addiction** minor, Fort DC 13; **Effects** 6 hours, +2 **Str** and +2 **Cha, +2** competency bonus on **Diplomacy**, **Sense Motive**, and **Bluff** checks; **Damage** 1d4 **Con**

Minor Addiction: Type disease; **Save** Fort DC 13; **Onset** 1 day; **Frequency** 1/day; **Effect** –2 penalty to Con plus **shaken** condition; **Cure** 2 consecutive saves

Construction Requirements powdered chunk of **Obelisk**; **Cost** 35 gp

Note that in the context of this adventure, **darkserum** really has only one role to play: that **Ash** suffers from an addiction to it. **Darkserum** and its associated products, and the trade and manufacture of **Obelisk**-related crafts, have increased significance in the broader **Adventure Path**.

Blocked Paths & Broken Buildings

Nearly all of the buildings and structures in **Berinncorte** have suffered some damage as a result of the **Obelisk Eruption**. Some special rules apply to these areas of debris and fallen objects, as follows.

As with everything else in **Dark Obelisk: Berinncorte**, your gaming group is free to ignore or revise these rules, or apply different house rules, as suits your preferences.

Rubble

Unless otherwise indicated, all rubble counts as **difficult terrain**. This imposes a **2x** movement penalty; that is, each square counts as two squares for movement purposes.

Obstacles

Some ruins and debris counts as having **obstacles**. Obstacles generally count as **difficult terrain** for the purposes of movement, but also require at least one **skill check** to navigate without additional adverse effect.

Usually, the context will advise what sort of skill check might be required to move safely through or around the obstacle(s) present, and what effects, if any, are applied if such a check is failed. If no such check is explicitly indicated, use the following as a default:

Default Obstacle

Acrobatics DC 15; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone**

Scaling and Grappling

In some areas, either an **obstacle** is so large it completely prevents horizontal movement past it, or damage to a building actually creates an opportunity to move among floors in ways not possible before the disaster.

Grappling hooks may be used to aid with ascend or descent; throwing a **grappling hook** requires a ranged attack roll as a thrown weapon; oppose this with an AC of 5 unless otherwise specified. A "hit" resolved in this manner means the hook has snagged something and can be considered secure for climbing purposes.

Without a **grappling hook** in place, the DC of any climbing challenge among the rubble of the city is increased by **4**.

Most opportunities to climb rubble indicate the numbers involved; if such statistics are missing, use the following default challenge as a guide:

Default Grappling

Climb DC 16; **grappling hook** AC 5; failure suffers **1d4** bludgeoning damage and knocks the character **prone**

Aftermath Random Encounters

Most locations in **Berinncorte** have their own separate **Random Encounters** table.

If the PCs are in a location that does not have its own explicit **Random Encounters** table, or if they are in between locations (for example, if they're in an alley, or if they're attempting to rest and memorize spells outside for whatever bizarre reason), roll on the following table every **10 minutes** the party spends in the city, if they are not involved in other activities.

Note that this is a fairly aggressive rate of rolling, and the possibilities for rolling an extremely challenging or "high-caliber" random encounter can be punishingly difficult. This is by design: remember, the point of **Act 3** is to terrify the PCs, and, ideally, the **players themselves**. If they loiter about, only to run into some exceedingly straightforward run-of-the-mill random encounters, this is difficult to pull off.

The GM is encouraged to suppress these rolls at your own discretion. For example, if the party is actively engaged in a quest, and you feel that the momentum of the moment would be ruined by inserting a random encounter, simply don't roll!

- **Use Context A:**
  By default, or if no other **Context** applies.
- **Use Context B:**
  At nighttime.
- **Use Context C:**
  If the party is actively engaged in a quest, or if you prefer they remain focused on pressing immediate matters.
- **Use Context D:**
  If the PCs are actively flaunting the danger posed by the **Obelisk** and its forces, or to encourage storytelling momentum.

Aftermath Beneficial Encounters

Although much less frequent than other types of encounter, there are some boons to be found amidst the chaotic rubble of the city of **Berinncorte**.

- **Use Context A:**
  By default, or if no other **Context** applies.
- **Use Context B:**

FlexTable 14: Aftermath Random Encounters, Default / General

D%A	D%B	D%C	D%D	Result	Description
01-20	01-18	01-45	01-09	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
21-30	19-20	46-65	10	**Beneficial Encounter**	Roll once on the **Aftermath Beneficial Encounters** table (p 264).
31-70	21-60	66-80	11-50	**Random Encounter**	Roll once on the **Aftermath General Encounters** table (p 266).
71-90	61-85	81-95	51-65	**NPC Encounter**	Roll once on the **Aftermath NPC Encounters** table (p 286).
91-00	86-00	96-00	66-00	**Untouchable Encounter**	Roll once on the **Aftermath Untouchable Encounters** table (p 326).

FlexTable 15: Aftermath Beneficial Encounters

D%A	D%B	D%C	D%D	Result	Description
01-30	01-40	01-10	01-60	**No Encounter**	There is no friendly face, no solace to be found in this area.
31-40	41-47	11-23	61-65	**ABE-1**	**Lay Cleric**; below..
41-50	48-55	24-35	66-70	**ABE-2**	See Quest "**Wandering Bard**"; p 263.
51-60	56-62	36-47	71-75	**ABE-3**	**Temporarily Free for Hire**; p 265.
61-70	63-70	48-59	76-80	**ABE-4**	**Church Acolyte**; p 265.
71-80	71-77	60-71	81-85	**ABE-5**	**Uncannily Quiet Zone**; p 266.
81-90	78-84	72-83	86-90	**ABE-6**	**A Glint in the Darkness**; p 266.
91-94	85-94	84-95	91-95	**ABE-7**	**Solace from the Soulless**; p 266.
95-00	96-00	96-00	96-00	**ABE-8**	**Favorable NPC Encounter.** Roll once on the **Aftermath NPC Encounter** table (p 286), but the NPC rolled has a favorable attitude toward the party; give them a **+10 Attitude Modifier**.

At nighttime.

- **Use Context C:**
  If the party is actively engaged in a quest, or if you prefer they remain focused on pressing immediate matters.
- **Use Context D:**
  If the PCs are actively flaunting the danger posed by the **Obelisk** and its forces, or to encourage storytelling momentum.

ABE-1: Lay Cleric

A priest dressed in robes bearing the colors and sigil of Zugul approaches you, her hands out. "What news, good folk? Are you in need of aid?"

This is a **Clerical Lay Staff** who has taken it upon herself to brave the streets, helping wherever she might. Although no spellcaster, she does bear **1d4+1** *potions of cure light wounds*, which she will gladly share with the party if they ask.

For more advanced difficulty levels (page 19), upgrade the potions to *moderate*, *serious*, or *critical wounds* potions.

Clerical Lay Staff (Zugul Church)

CR 1/3; **XP** 135; LN Male or Female Human Expert 1

hp 5; **AC** 11; **Fort** -1, **Ref** +1, **Will** +3

Init +1; **Speed** 30 ft.; **Senses Perception** +1

Str 8, **Dex** 13, **Con** 9, **Int** 16, **Wis** 13, **Cha** 11

BAB +0; **CMB** -1; **CMD** 10

Melee dagger -1 (1d4-1/19-20) or

Ranged dagger (thrown) +1 (1d4-1/19-20)

Feats Light Armor Proficiency, Persuasive, Run, Simple Weapon Proficiency

Skills Appraise +7, Bluff +4, Diplomacy +6, Knowledge (Arcana) +7, Knowledge (Geography) +7, Knowledge (History) +7, Knowledge (Local) +7, Knowledge (Nobility) +7, Knowledge (Religion) +7, Profession (Librarian) +2, Profession (Scribe) +5

Possessions dagger; cleric's vestments

Quest: Wandering Bard

Summary: A lone and scared bard offers to help the party.

Rewards: Beneficial Bard spells cast on the party for a few encounters.

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

A charismatic woman dressed in puffy, eccentric garb stands leaning against a wall. In her hands is a lute; she is tuning it as you approach. As you get closer, you see her hands shake slightly, and she is biting her lower lip; it's clear that her laid-back demeanor is but an act.

This is a bard who traveled into **Berinncorte** on her way elsewhere in the realm; the **Obelisk Eruption** has trapped her here, without friends, family, or a patron business. She's terrified of what she's seen already on the streets, and although some part of her has resigned herself to die here in the city, a larger, more boisterous part has decided that she will at the very least not go quietly.

She immediately befriends the PCs, asking if she might accompany them. If they decline, she will nevertheless follow them at a distance for protection; the party may notice her via a **Perception** check opposed by the **bard's Stealth** check.

From a statistics standpoint, simply use the statblocks for **Lingona**, the bard, shown below.

The **wandering bard** will stay with the party for **1d4** of the next encounters, or until the PCs stop by any **place of sanctuary** (p 261). She will cast beneficial spells on the party, but will generally avoid melee herself if she can avoid it.

This Quest terminates if the **bard** is slain, or if she is separated from the party for any reason.

Wandering Bard

CR 2; **XP** 600; CN Female Human Bard 3

hp 12; **AC** 14; **Fort** +0, **Ref** +5, **Will** +4; +4 vs. bardic performance, sonic, and language-dependent effects

Init +2; **Speed** 35 ft.; **Senses Perception** +1

Str 12, **Dex** 14, **Con** 9, **Int** 10, **Wis** 13, **Cha** 18

BAB +2; **CMB** +3; **CMD** 16

Ranged *+1 longbow* +10 (1d8+1/x3), within 30 ft. +11 (1d8+2) or

Melee rapier +3 (1d6+1/18-20) or

Melee dagger +3 (1d4/19-20) or

Ranged dagger (thrown) +4 (1d4+1/19-20)

Special Attacks Distraction, Fascinate

Prepared Bard Spells (CL 3rd):
1st – *adoration, cause fear, charm person, dancing lantern*
0th – *detect magic, flare, ghost sound, mage hand, prestidigitation, summon instrument*

Feats Deceitful, Dodge, Fleet

Skills Acrobatics +8, Bluff +12, Bluff (Perform (String Instruments)) +17, Diplomacy +10, Diplomacy (Perform (String Instruments)) +17, Disguise +12, Knowledge (History) +7, Knowledge (Local) +7, Perform (String Instruments) +17

Special Qualities Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Feat, Cantrips, Countersong, Inspire Competence, Inspire Courage, Skilled, Versatile Performance (String Instruments), Well-Versed

Possessions rapier; dagger; padded armor; entertainer's outfit; masterwork mandolin

ABE-3: Temporarily Free for Hire

Crouched in the shadows, gnawing on a turkey leg, is a middle-aged man in crimson robes. He waves you over,

This is **Rhirem**, the mercenary evoker whom the party may already have encountered, most notably in the **Leaky Cask Tavern**. In the aftermath of the **Eruption**, he has suspended his normal fee and will willingly accompany the party and cast spells on their behalf for the next **1d4-1** encounters, or until the PCs stop by any **place of sanctuary** (page 316).

Although this seems like an altruistic, harmonizing approach to the chaos, **Rhirem** remains Neutral Evil—he has simply calculated that this approach is the most likely way he can stay alive until he can escape the city. If an opportunity presents itself where he might benefit from betraying the party, he will take advantage of it immediately—but seeing as how all of the foes he and the PCs might face are chaotic, soulless, undead, or a combination thereof, it's not as though the spellcaster has many options to do so!

Rhirem

CR 2; **XP** 600; NE Male Human Evoker 3

hp 14; **AC** 11; **Fort** +0, **Ref** +2, **Will** +4

Init +1; **Speed** 30 ft.; **Senses Perception** +4

Str 7, **Dex** 12, **Con** 9, **Int** 19, **Wis** 13, **Cha** 12

BAB +1; **CMB** -1; **CMD** 10

Melee quarterstaff -1 (1d6-2/-2) or

Melee dagger -1 (1d4-2/19-20) or

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

Special Attacks Force Missile (1d4+1, 7x/day), Intense Spells

Prepared Wizard Spells (CL 3rd):
2nd – *acid arrow, elemental touch, flaming sphere*
1st – *magic missile (3x), shocking grasp*
0th – *acid splash, detect magic, light, read magic*

Feats Combat Casting, Elemental Focus (Fire), Fast Learner, Scribe Scroll

Skills Knowledge (Arcana) +10, Knowledge (Dungeoneering) +9, Knowledge (Local) +9, Perception +4, Sense Motive +4, Sleight of Hand +2, Spellcraft +10, Survival +2, Use Magic Device +4

Special Qualities Arcane Bond, Arcane School, Bonded Object, Bonus Feat, Bonus Wizard Spell (3x), Cantrips, Divination Opposition School, Evocation School, Skilled, Wood Opposition School

Possessions quarterstaff; masterwork ring; scholar's outfit; dagger (2x); *wand of cure light wounds*; spellbook

ABE-4: Church Acolyte

A townsfolk approaches you. Underneath his tattered and grimy cloak, you catch a flash of clerical vestments. "Don't say nothing, please," he implores you. "Trying not to get a target on my back. There's some few of us, of Zugul, wandering about as though common citizens, helping where we can. Are you wounded, my friends?"

This is a **Zugul Church Acolyte** who tells a true story: he and a handful of his brethren are searching about, trying to help where they can. He has memorized **1d4** instances of *cure light wounds*; he will willingly cast all of these on any PC if they desire.

For more advanced difficulty levels (page 19), upgrade the spells to *moderate*, *serious*, or *critical wounds* spells.

Zugul Church Acolyte

CR 1/3; **XP** 135; LN Male Human Adept 1

hp 5; **AC** 11; **Fort** -1, **Ref** +1, **Will** +7

Init +1; **Speed** 30 ft.; **Senses Perception** +3

Str 9, **Dex** 12, **Con** 9, **Int** 11, **Wis** 16, **Cha** 11

BAB +0; **CMB** -1; **CMD** 10

Melee unarmed strike -1 (1d3-1)

Prepared Adept Spells (CL 1st):
1st – *bless, cure light wounds*
0th – *detect magic, light, read magic*

Feats Iron Will, Persuasive, Simple Weapon Proficiency

Skills Diplomacy +3, Knowledge (Arcana) +4, Knowledge (Religion) +5

Special Qualities Bonus Feat, Humanoid Traits, Skilled

Possessions cleric's vestments

ABE-5: Uncannily Quiet Zone

You round a corner, and encounter... nothing. In a good way, that is: no hubbub, no monsters, no fireballs from the sky: nothing at all. It's a zone of eerily calm, amidst the craziness of the rest of the city. You innately feel as though you are safe here, somehow; that despite the proximity to the Obelisk and the cruel misfits it has brought forth, there is naught to disturb you for the moment.

The ebb and flow and general chaos generated by the **Dark Obelisk** occasionally align, and result in a strange calm: the eye in the storm. The party may rest and recover here, in a space of 20 ft. by 20 ft., without fear of random encounters.

It's a fleeting effect, however: **4d20** minutes after the party discovers the calm zone, the effect dissipates. It's presaged by a **feeling** in the PCs' stomachs that intuitively tells the party their peace is about to expire, **1 minute** before it does.

ABE-6: A Glint in the Darkness

In the bloody grime of the streets, you see a slight glimmer next to a dead body.

The half-elven corpse is of a **townsfolk**; the wounds suggest any number of different fates, but it's fairly clear the man was slain by one of the many **Forces of the Obelisk**.

Searching the body yields an unexpected treasure that may be of great use to the party.

Looted Corpse

potions of cure moderate wounds (3x); **12 pp**; **masterwork dagger** with jeweled hilt (**615 gp**); chain shirt; explorer's outfit (**10 gp**)

ABE-7: Solace from the Soulless

A middle-aged citizen in ordinary dress rounds the corner, and bumps into you. Breathless, she apologizes, and aims to make haste away from you.

This is a more or less panicked **Townsfolk** who is trying to run back to safety as quickly as possible. Locate the nearest **place of sanctuary** (p 261); that is her destination. She desperately does not want to linger; if the party delays her, they will have to do so by physically restraining her.

If the PCs attempt to slow her down or talk to her, she will say only that she must get to safety immediately, and tells the party of her destination, and that it is safe there.

From a strictly mercenary standpoint, the party benefits from knowing the location of at least one **place of sanctuary** as a result of this encounter. They may follow the lady if they wish; on their way, there will be no random encounters to impede their progress.

Aftermath General Encounters

These encounters represent an average level of challenge for the party.

- **Use Context A:**
  By default, or if no other **Context** applies.
- **Use Context B:**
  At nighttime.
- **Use Context C:**
  If the party is actively engaged in a quest, or if you prefer they remain focused on pressing immediate matters.
- **Use Context D:**
  If the PCs are actively flaunting the danger posed by the **Obelisk** and its forces, or to encourage storytelling momentum.

ARE-1: Skeleton Attack

Roll on the following table to determine what manner of skeletons approach the party. Roll separately for each type of enemy; this means that there is a chance that **multiple** types of skeleton enemies will attack the PCs.

Table 99: Skeleton Attack Composition

Chance	Enemy	Description
60%	Human Skeletons	**2d4+2** Human Skeletons
40%	Skeleton Rogues	**2d4** Skeleton Rogues
15%	Skeleton Barbarians	**1d4** Skeleton Barbarians

Mindless and determined, skeletons of any nature will fight

FlexTable 16: Aftermath General Encounters

D%A	D%B	D%C	D%D	Result	Description
01-30	01-20	01-50	01-10	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
31-48	21-40	51-63	11-34	**ARE-1**	Skeleton Attack; above
49-66	41-60	64-76	35-58	**ARE-2**	Townsfolk Encounter; p 267
67-84	61-80	77-89	59-80	**ARE-3**	Environmental Encounter; p 274
86-00	81-00	90-00	81-00	**ARE-4**	Creature Encounter; p 276

to the death.

Skeleton, Human

CR ½; **XP** 200; NE Male or Female Human (Skeleton) Undead 6

hp 35; **AC** 16; **Fort** +2, **Ref** +4, **Will** +5; **DR** 5/bludgeoning; **Immune** Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +6; **Speed** 30 ft.; **Senses Perception** +0; **Darkvision**

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

BAB +4; **CMB** +7; **CMD** 19

Melee spear +7 (2H: 1d8+4/x3) or

Ranged spear (thrown) +6 (1d8+3/x3) or

Melee claw (w/o weapon) +7/+7 (1d4+3) or

Melee claw (w/weapon) +2 (1d4+1) or

Melee dagger +7 (1d4+3/19-20) or

Ranged dagger (thrown) +6 (1d4+3/19-20) or

Melee broken scimitar +5 (1d6+1/18-20)

Feats Improved Initiative

Special Qualities Darkvision, Undead Traits

Possessions spear; broken chain shirt; dagger; broken scimitar

If any **Skeleton Rogues** are present in the assault, before the combat, make a **Perception** check on behalf of the PCs, opposed by each **Skeleton Rogue's Disguise** check; make a separate check for each **Skeleton Rogue**, but compare it to only one PC (the one with the greatest **Perception** skill). Failure on the part of the PCs means that **Skeleton Rogue** makes its first attack as a **Sneak Attack**.

Skeleton Rogue

CR 1; **XP** 400; NE Male or Female Human (Skeleton) Undead 1 / Rogue 2

hp 20; **AC** 19; **Fort** +0, **Ref** +6, **Will** +2; **DR** 5/bludgeoning; **Immune** Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +7; **Speed** 30 ft.; **Senses Perception** +6; **Darkvision**

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

BAB +1; **CMB** +3; **CMD** 17

Melee shortsword +4 (1d6+2/19-20) or

Melee dagger +3 (1d4+1/19-20) or

Ranged dagger (thrown) +4 (1d4+2/19-20) or

Ranged javelin +4 (1d6+2)

Special Attacks Sneak Attack 1d6

Feats Dodge, Improved Initiative, Power Attack, Weapon Focus (Sword (Short))

Skills Climb +7, Disable Device +9, Disguise +6, Intimidate +6, Perception +6, Sense Motive +6, Swim +5

Special Qualities Bonus Feat, Darkvision, Skilled, Stand Up, Trapfinding, Undead Traits

Possessions shortsword; dagger (2x); studded leather armor; javelin (2x)

Skeleton Barbarian

CR 2; **XP** 600; NE Male or Female Human (Skeleton) Undead 1 / Barbarian 3

hp 34; **AC** 17; **Fort** +3, **Ref** +3, **Will** +3; +1 Reflex to avoid traps; **DR** 5/bludgeoning; **Uncanny Dodge; Immune** Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +6; **Speed** 40 ft.; **Fast Movement; Senses Perception** +5; **Darkvision**

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

BAB +3; **CMB** +5; **CMD** 118

Melee greatsword +5 (2H: 2d6+3/19-20) or

Melee claw (w/o weapon) +5/+5 (1d4+2) or

Melee claw (w/weapon) +0 (1d4+1) or

Melee broken scimitar +3 (1d6/18-20)

Special Attacks Knockback

Feats Dodge, Improved Initiative

Skills Climb +5, Intimidate +6, Perception +5, Survival +6

Special Qualities Darkvision, Fast Movement, Rage, Undead Traits

Possessions greatsword; broken chain shirt; broken scimitar

ARE-2: Townsfolk Encounter

Roll on the following table to determine the nature of the encountered townsfolk:

Table 100: Townsfolk Attack Composition

D%	Enemy	Description
01-35	Wounded Townfolk	See Quest "**Wounded Townsfolk**", below
36-45	Imperiled Townsfolk	See Quest "**Imperiled Townsfolk**", below
46-50	Maniacal Vagrant	See Quest "**Maniacal Vagrant**", p 268
51-65	Bandit!	See Event "**Bandit!**", p 53
66-75	Lend a Hand	See Quest "**Lend a Hand**", p 269
76-80	Bungled Mugging	See Quest "**Bungled Mugging**", p 54
81-85	Panicked Mob	See Quest "**Panicked Mob**", p 269

D%	Enemy	Description
86-90	Suicidal Townsfolk	See Quest "**Suicidal Townsfolk**", p 271
01-95	This is Not Happening	See Quest "**This is Not Happening**", p 272
96-00	Drunk Harbinger	See Quest "**Drunk Harbinger**", p 272

Many of these quests and events involve **Townsfolk**, who have the following general profile:

Townsfolk

CR 1/3; **XP** 135; TN Male or Female Human Commoner 1

hp 6; **AC** 11; **Fort** +0, **Ref** +1, **Will** +0

Init +1; **Speed** 35 ft.; **Senses Perception** +6

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

BAB +0; **CMB** +0; **CMD** 11

Melee dagger +0 (1d4/19-20) or

Ranged dagger (thrown) +1 (1d4/19-20)

Feats Alertness, Fleet

Skills Climb +4, Knowledge (Local) +1, Perception +6

Special Qualities Bonus Feat, Humanoid Traits, Single Simple Weapon Proficiency (Grapple), Skilled

Possessions dagger; peasant's outfit

Quest: Wounded Townsfolk

Summary: A group of wounded townsfolk sits tending their wounds. The party may aid them if they desire.

Rewards: **1** or **2 Reward Stars.**

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

A group of citizens sits huddled on the ground. Their drab clothing is stained here and there with mud and blood. As you approach, they appear to be attempting to tend their wounds... but it's clear they lack both supplies and skill.

3d6 Townsfolk are here. They have all been wounded, most in residual damage, others by **Forces of the Obelisk**. They will fight back, but only out of necessity; under no circumstances will they attack the party on their own initiative.

The party may help them, ignore them, or assault them.

If the party ignores them, then this quest ends without any real impact, though the GM is encouraged to consider penalizing any Good-aligned PCs (particularly **Paladins**) for ignoring a perfect opportunity to be of assistance to innocents.

Wounded Townsfolk (Ignore): Chaos +1

Ignoring the wounded innocents generates a **Catalyst Impact**: **Chaos +1**.

Helping the townsfolk can take two forms: healing them, and/or leading them to safety. Either act on its own merits a reward of **1 Reward Star**; combining the two is worth **2 Reward Stars**. (See "**Places of Sanctuary**", page 316.) Unless this quest occurs when the party is already within 20 ft. of one of these safe places, the GM is encouraged to roll at least once on the **Aftermath Random Encounters** table (page 319) en route.

Wounded Townsfolk (Aid): Law +1

If the party profers any degree of assistance, they produce a **Catalyst Impact** of **Law +1**.

Attacking what is obviously a group of beleaguered innocents should only be justifiable by a group of Evil-aligned PCs, and even then, the subsequent looting is paltry at best. The GM is encouraged to punish any non-Evil party in a manner deemed appropriate; one suggestion is to roll immediately on the **Aftermath Untouchable Encounters** table (page 392).

Wounded Townsfolk (Attack): Chaos +3

Picking a slam-dunk fight with wounded innocents creates a **Catalyst Impact**: **Chaos +3**.

This quest ends when the party moves on, either from slaying the townsfolk, ignoring them, healing them, or having escorted them to safety.

Quest: Imperiled Townsfolk

Summary: A group of townsfolk is set upon by monsters. The party may intervene or escape.

Rewards: **1, 2,** or **3 Reward Stars**, plus possible **XP** for defeating the monsters.

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

2d8 Townsfolk scream as they are attacked by **Forces of the Obelisk**. Roll on the **Aftermath Encounters** table (page 322); if the result is a Quest or does not involve at least one monster, ignore the result, and roll again. When you have rolled a "monster result"; ignore everything in that encounter except for the monster(s) involved: those are the foes faced in this quest. For example, if you roll **ARE-1**, make the subsequent **2d4+2** roll to determine how many **Skeletons** are faced.

Whatever monster(s) rolled, these foes begin the encounter attacking the **Townsfolk**. They do not yet notice the PCs.

The party may help the **townsfolk**, flee to save themselves from the monsters, or hide, waiting for the monsters to kill

the townsfolk so they can loot the bodies.

If the party ignores the townsfolk and **flees**, they may or may not be successful. Make a **Perception** check for the monster(s), opposed by the PC with the weakest **Stealth** skill; success for the monster means the party was noticed; it is up to the GM as to whether one or more monsters then set off to attack the PCs separately. If the party is weakened, and running low on resources, then fleeing is a viable and worthy option. If they sneak away successfully, then this quest ends, though at the GM's discretion, returning to the site of the incident will reveal a great deal of blood but no bodies... leaving the party to wonder what became of the poor townsfolk after the assault.

If the party is well-prepared, and still chooses to flee, the GM is encouraged to consider penalizing any Good-aligned PCs (particularly **Paladins**) for ignoring a perfect opportunity to be of assistance to innocents.

Imperiled Townsfolk (Ignore): Chaos +1

Ignoring the plight of imperiled innocents creates a **Catalyst Impact**: **Chaos +1**.

A party with one or more Good-aligned PCs in a condition where they are able to help should join the fray, fighting back the monsters in defense of the innocents. Should they succeed at defeating the enemy, the party should benefit from **1 Reward Star** in addition to the **XP** for the monsters themselves. Afterwards, if they heal or tend to any wounded townsfolk, they should gain the benefit of a second **Reward Star**. Finally, if the party is so inclined, they may lead the townsfolk to safety; doing so successfully should earn a third and final **Reward Star**. (See "**Places of Sanctuary**", p 261.) Unless this quest occurs when the party is already within 20 ft. of one of these safe places, the GM is encouraged to roll at least once on the **Aftermath Random Encounters** table (p 263) en route.

Imperiled Townsfolk (Defend): Law +2

Defending the **townsfolk**, whether successful or not, produces a **Catalyst Impact** (page 41) of **Law +2**.

An Evil-aligned party may try to hide and wait out the attack, seeing if the monsters leave the bodies of their victims so the party might then loot them. Doing so requires stealth—make at least one initial **Perception** check for the monster(s), opposed by the PC with the weakest **Stealth** skill. Success for the monster is as described above; one or more of the monsters peels off from the townsfolk attack and targets the PCs.

Taking this "wait and loot" approach should merit significant punishment for a Good-aligned party—for example, rolling automatically on the **Aftermath Untouchable Encounters** table (p 326) and having a much more formidable foe attack the waiting party!

Imperiled Townsfolk (Attack): Chaos +5

Murdering innocents who are already imperiled results in a **Catalyst Impact**: **Chaos +5**.

No matter what happens to the party while they hide, or the moral consequences inflicted by the GM's whim for their choice of action, the monsters do not leave much to reward the PCs: they are unquestionably more than a match for the townsfolk. Detail-oriented GMs may choose to roll out the encounter, but it's no contest: in a matter of rounds (say, **3d4**), the contest is over. Once the citizens have been slain, the monsters drag their bodies away, toward the site of the **Dark Obelisk** in **Town Square** (p 343). Scattered across the ground in the macabre wake is **2d20 cp** and a rusty **dagger**.

Revenants or other murder-motivated undead who happen upon the party later in the adventure may be sourced from this incident—in other words, the GM is encouraged to present select subsequent encounters as being re-animated townsfolk from this event.

This quest ends when the party moves on, either from waiting for the townsfolk to perish, fleeing from the scene, fighting back the monsters and/or healing them, and/or having escorted them to safety.

Quest: Maniacal Vagrant

Summary: A possibly-insane vagabond runs across the party; how they react determines how volatile the situation becomes.

Rewards: **1 Reward Star**.

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

A man dressed in shabby, filthy rags is heard and smelt before he is seen. Rambling loudly and without heed for the possible dangerous attention he might attract, he careens around a corner and stumbles brashly into the party without barely noticing. His ramblings stop for a moment as he picks himself up off the ground, but he quickly returns to what seems to be a tirade against a mingled hodgepodge of topics. These include, but are not limited to: the establishment of government of any form; the impostion of law over beings of free will; the institution of marriage; those who flaunt the institution of marriage; women of low moral fiber; men of high self esteem; transgender elves who do not return the vagrant's earnest missives... and so on.

The party has a few options, here: they may extricate themselves from the bizarre man, they can attack him, or they can attempt conversation.

Attempting to leave the situation may be interpreted as a slight: roll a **D6:** on a **1-3**, the vagrant lets the party leave, and begins spewing his thoughts in an entirely different direction; on a **4-5**, he pursues the party, asking pointedly whether they agree with his beliefs or not; on a **6**, he misinterprets the PCs' movements as a threat, and attacks the nearest PC wildly.

Maniacal Vagrant (Ignore): Chaos +1

Trying to ignore the **vagrant**, no matter what his reaction,

creates a **Catalyst Impact**: **Chaos +1**.

This stacks with other **Catalyst Impacts** for this Quest.

Attacking the man is almost certainly an easy win for the PCs, as despite his vehemence and eccentricity, he is but a simple commoner after all. Aside from the standard possessions of a **Townsfolk**, his rags bear indecipherable scribblings and a broken piece of black charcoal which appears to have been used to compose them.

Maniacal Vagrant (Fight): Chaos +3

Whether forced into it, or if it is their first choice of action, battling the **vagrant** results in a **Catalyst Impact** of **Chaos +3**.

This stacks with other **Catalyst Impacts** for this Quest.

Trying to speak with the man may bear some fruit: make a **Diplomacy** check, opposed by the vagrant's **Sense Motive** skill. Success for the party means they placate him, and may leave without further incident. Success by **5** points or more means they have gotten through to the man; not only does he let the PCs go, but he imparts a random piece of **Rumor and Lore** (p 41) that is True (roll once on the table; if the result is not True, keep rerolling until a True result is obtained). Succeeding in this fashion should also grant the succeeding PC **1 Reward Star**.

Maniacal Vagrant (Talk): Love +1

Successfully talking the **vagrant** down produces a **Catalyst Impact** of **Love +1**.

This stacks with other **Catalyst Impacts** for this Quest.

The GM is encouraged to roleplay interactions with the **Maniacal Vagrant** if the gaming group is of a mind to have fun with the conversation. The quest ends if the vagrant is slain, if the party manages to escape him, or if they succeed in the aforementioned **Diplomacy** check.

Quest: Lend a Hand

Summary: The PCs come across a group of looters in the act.

Rewards: Up to **2 Reward Stars**.

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

Pick a retail establishment (e.g., **Textiles Shop**, **Butcher's Shop**, etc.) near the party's location. A group of **2d6 Townsfolk** are loitering about the building; some appear to be standing guard while others are randsacking the interior. It's pretty clear these townsfolk are in the act of looting the business, taking the opportunity of the chaos and abandoned building to collect what valuables they can.

Good-aligned PCs will likely want to approach the looters and get them to stop. Getting the looters to stop and take the party seriously, without violence, requires an initial **Diplomacy** or **Intimidate** check, opposed by the looters' **Bluff** check; failure means the party is simply ignored, and success means they stop and listen to what the PCs have to say. Next, perform a second **skill check** using the same two skills; failure means the looters return to looting immediately, but success this second time convinces the looters to cease their crime and disperse. This state should benefit the testing PC with **1 Reward Star**. If the party wishes, they may attempt a **third skill check**, this time with a **-2** circumstance penalty for the PCs; success will convince the looters to return any valuables they stole from this business; failure means the looters run away as quickly as possible. Success with this third check should merit a second **Reward Star** for the succeeding PC.

Lend a Hand (Talk): Law +2 / +4

Successfully talking the mob down creates a **Catalyst Impact** of **Law +2**; succeeding at the optional subsequent check to get them to return the stolen goods increases this impact to **+4**.

The party can simply ignore the looters. The noise made by the criminals, however, prompts a roll on the **Aftermath Random Encounters** table (p 263).

Lend a Hand (Ignore): Chaos +1

Letting him go entirely generates a **Catalyst Impact**: **Chaos +2**.

Evil-aligned PCs, or those with a particularly vicious sense of justice and law, might attack the looters. They are only **Townsfolk**, so the battle should easily sway in favor of the party; as soon as the first of their number falls in battle, the remaining looters will attempt to run away. The resulting fracas, however, necessitates a roll on the **Aftermath Random Encounters** table, using **Context D**.

Lend a Hand (Attack): Chaos +2

Attacking the mob results in a **Catalyst Impact**: **Chaos +2**.

This quest terminates if the looters disperse, if either of the **Aftermath Random Encounter** table rolls results in "no encounter", or once an encounter spawned via either of those rolls is resolved.

Quest: Panicked Mob

Summary: A swarm of agitated townsfolk approaches the party.

Rewards: Up to **2 Reward Stars**.

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

Shrieks and shouts, incoherent but urgent, presage the arrival of a host of **Townsfolk** in a **panicked** state.

(As a reminder, **panicked** creatures must drop anything they hold, and flee at maximum speed from the source of their fear—in this case, the **Dark Obelisk** in **Town Square**—as well as any other dangers they encounter, along a random path. They may not take any other actions. In addition, these characters take a **–2** penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature will cower, and does not attack, typically using the **total defense** action in combat.)

These **4d12** citizens are dressed in all manner of outfit and uniform—the mob even contains **1d6 Berinncorte Militia**! Representing all races and walks of life, the common folk in this mob are the panicked embodiment of "safety in numbers"; their shocked and chaotic state has resulted in what amounts to a sentient school of fish. It's unclear what, if anything, they are running **from**, and even if the PCs have discovered that there are indeed some scant locations in the city that might be considered **safe** (see **Places of Sanctuary**, p 261), it's obvious that the mob itself isn't headed in the direction of any of those places.

Astute and possibly Good-aligned PCs will swiftly come to the conclusion that without outside intervention, or a sudden moment of clarity, the panicked mob is doomed, as it's only a matter of time until the **Forces of the Obelisk** discover them.

The party may simply ignore the mob, trying to stay out of their way. Even this is not without peril: make an **Acrobatics** check for each PC, at a DC equal to half the number of citizens in the mob—so for example, if the mob consists of 30 townsfolk, the DC is 15. Success means that PC manages to dance out of the way or otherwise avoid the tumult; failure means the PC is knocked **prone**. Being knocked to the ground in this manner inflicts no damage (other than to one's pride), but the GM should immediately roll on the **Aftermath Random Encounters** table (p 263) to determine whether the mob was running away from a particular threat that has now followed them—or if perhaps the noise and chaos of the throng has attracted some attention. If an encounter is rolled on that table in this manner, it appears soon after the mob has run away from the scene, leaving the PCs to deal with the encounter on their own.

Panicked Mob (Ignore): Chaos +2

Ignoring the mob, regardless of the consequences described above, also results in a **Catalyst Impact**: **Chaos +2**.

Daring PCs may try to subdue or talk sense into the mob, with an ultimate aim of guiding them to safety as opposed to letting them run rampant about the town. The old adage holds, however, that while individual people may be smart, mobs tend not to be! Before the mob rushes into the party, there's enough time for a single **Diplomacy** or **Intimidate** check, at a DC equal to half the number of townsfolk, minus 2. For example, if the mob is comprised of 24 citizens, the DC is 14. Failure means the mob tramples the party; make **Acrobatics** checks for each PC as described with the "ignore" option above, except that failure not only knocks a PC **prone** but inflicts **1d4** points of crushing damage as they are trodden upon by their fellow man.

Succeeding at this **Diplomacy**/**Intimidate** check gives the mob pause, and they slow to a stop. The party may at this point try and extricate themselves from the situation without additional risk (either of being knocked down, or attracting further encounters); doing so merits a single **Reward Star** for the PC who made the check.

Panicked Mob (Talk): Law +1

Successfully calming the mob creates a **Catalyst Impact** of **Law +1**.

This stacks with other **Catalyst Impacts** for this Quest.

Alternately, the PCs may attempt to esort the mob to safety at this point—see **Places of Sanctuary**. Along the way, the GM should roll at least once on the **Aftermath Random Encounters** table to determine if something interesting occurs en route. Note that the mob and the PCs will be traveling as a group, so any encounter that impacts the entire party will affect the mob as well—for example, a **Voidstorm** (p 275) may end up slaying many of the mob's members.

Successfully delivering at least one citizen to safety should generate an additional **Reward Star** for the party; this should apply to each individual PC if the group fought off at least one encounter along the way if no citizens were harmed.

Panicked Mob (Escort): Law +1, Love +3

Escorting members of the mob to safety generates a **Catalyst Impact** of **Law +1**, **Love +3**.

This stacks with other **Catalyst Impacts** for this Quest.

The players and GM are encouraged to roleplay the interactions rather than simply roll dice and compare numbers, but the extent to which this is done, and the level of seriousness with which it is undertaken, will be a function of your gaming group and its personality!

This quest concludes once the mob rushes past the PCs, if the PCs leave the scene after talking the mob down, if the mob is slain, or if the mob is led to safety.

Quest: Suicidal Townsfolk

Summary: Some citizens have been driven almost insane by the Eruption, and have developed suicidal tendencies.

Rewards: Up to **2 Reward Stars**.

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

For your average citizen of **Berinncorte**, not only life, but reality itself has been turned upside down in a handful of calamitous moments. It's enough to drive some to loot, others to viciousness... and some to insanity.

The PCs come across **1d4 Townsfolk** who are clearly not right in the head. They seem normal in dress and appear-

ance, but their demeanor is just fundamentally **off**.

Driven to the brink of sanity by the events of the **Eruption**, these **townfolk** are doomed to try and kill themselves. How, exactly, depends on the actions of the PCs in these crucial first moments when they meet.

If the party ignores the **townsfolk**, or tries to leave, roll immediately on the **Aftermath Random Encounters** table; ignore any result that does not involve a monster, and keep rerolling until you get a result that involves at least one monster. If the encounter rolled describes the enemy as attacking the party, instead have the monster(s) appear, but at a slight distance. Before the party or the monster(s) can act, something snaps in the minds of the **townsfolk**, and they begin walking resignedly toward the menace. Even without a skill check, their intent is clear: commit suicide by walking into the face of certain doom.

Suicidal Townsfolk (Ignore):
Chaos +1

Ignoring—or attempting to ignore—the **townsfolk** creates a **Catalyst Impact**: **Chaos +1**.

This stacks with other **Catalyst Impacts** for this Quest.

This scenario will all but force the hand of any Good-aligned PCs, who will feel compelled to intervene. If the party engages with the monster(s) in combat, it's enough to disrupt the suicidal thoughts of the **townsfolk** momentarily; they shamble off as the fight commences in earnest. The party should receive **1 Reward Star** for joining battle with the threat in defense of the innocent.

Suicidal Townsfolk (Defend):
Law +2

Defending the **townsfolk** from the monster(s) produces a **Catalyst Impact** of **Law +2**.

This stacks with other **Catalyst Impacts** for this Quest.

Assuming the party is successful in the battle, they may leave the scene with no further impact, in which case this quest ends.

Alternately, a PC may counsel the suicidal **townsfolk**; a "pep talk" conducted via a **Diplomacy** or **Intimidate** check at DC 13 will not fix them completely, but will at least help keep suicidal thoughts at bay for a while.

Truly thorough PCs may lead the **townsfolk** to **safety**; the recently-suicidal citizens will come willingly, and will not cause trouble en route. On the way, make a roll on the **Aftermath Random Encounters** table, using **Context C**, to determine if their journey is perilous. Successfully delivering at least one **townsfolk** to safety should benefit the party of **1** additional **Reward Star**.

Suicidal Townsfolk (Escort):
Law +1, Love +2

There is a **Catalyst Impact** of **Law +1**, **Love +2** if the PCs escort any **townsfolk** to safety.

This stacks with other **Catalyst Impacts** for this Quest.

The party may attack the **townsfolk**, either out of greed for what paltry looting they might anticipate, or out of a somewhat perverse sense of giving the suicidal citizens what they appear to want. No matter the motive, the battle will be swift, as the citizens do not fight back (count them as **flat-footed** for the battle, or streamline it by assuming that it's straightforward to slit the throats of willing victims). The GM is encouraged to consider possible penalties for Good-aligned PCs who perform, or witness and do not stop, this approach.

In the hubbub of the slaughter, however, **Forces of the Obelisk** may take notice: make a roll on the **Aftermath Random Encounters** table, but use **Context B**, to represent the evil and chaotic nature of the action being taken, and the likelihood that such an act has of attracting foes. Needless to say, there is no additional treasure to be had other than the standard possessions of common **townsfolk**.

Suicidal Townsfolk (Attack):
Chaos +3

Fighting the **townsfolk** results in a **Catalyst Impact**: **Chaos +3**.

This stacks with other **Catalyst Impacts** for this Quest.

This quest concludes if the **townsfolk** perish, if the remaining alive ones are delivered to safety, or if the party successfully leaves the scene.

Quest: This Is Not Happening

Summary: A citizen appears to be in complete denial about what has happened to the city, to his own possible peril.

Rewards: Up to **2 Reward Stars**.

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

The party happens upon a **townsfolk**, dressed nicely, and in what seem to be good spirits. It's a bizarre sight in a town that is partly destroyed, where fire rains from the darkened sky, and where monsters roam the streets freely.

The woman citizen spies the party, and hails them. If they approach, she greets them warmly, asking if they have any plans on this fine bright day. She herself, she tells them, plans on heading to **Town Square** (p 342) to do some shopping, and maybe even see a show.

Since **Town Square** as it was no longer exists, this should give the PC some pause.

The GM is encouraged to have fun roleplaying the interaction with unquestionable sincerity; the players should interpret the woman as genuinely believing that things are completely normal, and conclude that her mind has warped around the calamity of the **Eruption** and this is her way of dealing with it as best as her sanity is able.

The party can hold a conversation on the woman's own terms, interact as though she were completely correct, and part ways with her as quickly as possible. One might consider the moral impact of such an approach on Good-aligned

PCs: one might argue that there's no harm done, but if this delusional woman truly means to walk into **Town Square**, her doom is all but certain, and leaving her to this plan is equivalent to letting her die without trying to help. Aside from alignment penalties, which your gaming group may not even enforce or consider, there is no further impact... other than the woman's fate laying on the conscience of the party!

This Is Not Happening (Pretend): Chaos +1

Pretending as though the woman is acting in a normal fashion creates a **Catalyst Impact**: **Chaos +1**.

PCs wishing to help may try and talk sense into the woman. You can go through the motions of making a **Diplomacy** or **Intimidate** check, but such checks are at DC 28—representing the extent of damage to the mind and spirit of this citizen, and the intractability of her condition. Success should benefit all but the highest-level parties of **1 Reward Star** immediately; although this does not "fix" the citizen, it at least reminds her of enough danger to dissuade her from her suicidally-insane plan.

This is Not Happening (Talk): Love +1

Successfully talking the woman down creates a **Catalyst Impact** of **Love +1**.

This stacks with other **Catalyst Impacts** for this Quest.

Though good Samaritans may wish to escort the woman to **safety**. If the PCs have already been successful at the DC 28 skill check mentioned above, the woman will walk with the party willingly and without further complaint; otherwise, the PCs must first succeed at a DC 16 **Diplomacy** or **Intimidate** check to coerce her into following. The GM and players are encouraged to roleplay this interaction; one convincing approach is to suggest to the woman that they go and check out a good book, for example. Along the way, the party and their charge may suffer unwanted attentions: make a roll on the **Aftermath Random Encounters** table (p 263), but use **Context C**. Successfully delivering the woman to a **place of sanctuary** benefits the party of a further **1 Reward Star**.

This is Not Happening (Escort): Love +4

Going the extra mile, and escorting the poor woman to safety, results in a **Catalyst Impact** of **Love +4**.

This stacks with other **Catalyst Impacts** for this Quest.

It's theoretically possible that the party may simply attack the woman. She will fight back, though as she is a normal **townsfolk**, the combat should be brief and decisive in favor of the PCs. As soon as the party declares their intent to assault the poor innocent, however, the GM should roll on **Aftermath Random Encounters** table, but use **Context D**; any resulting encounter will intercede immediately, likely as the PCs are attacking the poor woman. Unless the party makes finishing the hapless innocent off their priority, the woman will flee safely as soon as the attentions of the PCs are diverted.

This Is Not Happening (Attack): Chaos +5

Fighting—and almost certainly slaying—a mentally unbalanced innocent produces a **Catalyst Impact**: **Chaos +5**.

This quest terminates when the woman is left to venture to **Town Square** on her own, if she dies, or if the party escorts her to safety.

Quest: Drunk Harbinger

Summary: A drunk stumbles about, spewing possibly-accurate rumors and lore.

Rewards: Rumors and Lore tidbits.

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

An inebriated **townsfolk** stumbles around in front of the party. Whether the man was already drunk when the **Obelisk Erupted**, or if he turned to drink as a means of calming his burgeoning panic, it's unclear.

If the party ignores him or leaves, this quest terminates with no further impact. The man is harmless, and arguably better off than many other citizens who are forced to face the chaos that plagues the city without benefit of the drunken haze in which he finds himself. Notably, this generates zero **Catalyst Impact**.

The party can try to help him. No amount of skill checks or threats will sober the man up, however; if by chance some magic or other method is used to remove his impairment, he becomes single-minded in pursuit of more booze, and flees immediately to the **Leaky Cask Tavern** (p 367).

Drunk Harbinger (Help): Love +1

Offering, or trying, to help the drunk may not be successful, but nevertheless results in a **Catalyst Impact** of **Love +1**.

This stacks with other **Catalyst Impacts** for this Quest.

Another option is to simply listen. This is likely the most valuable for the party, as between rumor, gossip, and pure conjecture, the drunk is a veritable font of information. Make a secret roll on the **Rumors and Lore** table (p 41), and convey the information; it's unclear whether the tidbit is true or not, and the drunk himself isn't quite certain.

If the party then hangs around to listen further, make a roll on the **Aftermath Random Encounters** table, using **Context C**; if this results in an encounter, then the drunk disperses just as the encounter begins and is not further seen.

If the roll does **not** result in an encounter, make a further roll on the **Rumors and Lore** table, as above. Although your rolls are secret, and therefore the party may be ignorant of their possible peril, the PCs may continue to press their luck forever in this manner!

Drunk Harbinger (Listen):

Love +1

Calmly listening to the madman creates a **Catalyst Impact** of **Love +1**.

This stacks with other **Catalyst Impacts** for this Quest.

It's possible an Evil party may want to slay the drunk. Although he fights back, remember that he is **drunk**; out of simplicity, simply apply a **-2** penalty to all rolls the man makes (e.g., attack rolls, skill checks, etc.). As such, he's likely no match at all for the party, and will be defeated easily. If this attack is not consistent with the party's alignment and behavior, however, the GM is encouraged to roll on the **Aftermath Random Encounters** table, using **Context B**.

Drunk Harbinger (Attack): Chaos +3

Needlessly attacking the drunk produces a **Catalyst Impact**: **Chaos +3**.

This stacks with other **Catalyst Impacts** for this Quest.

This quest ends if the drunk dies, if any encounter is rolled, or if the party leaves the area.

ARE-3: Environmental Encounter

Roll on the following table to determine the nature of the environmental occurence:

Table 101: Encironmental Encounters

D%	Enemy	Description
01-35	Falling Timbers	See p 331.
36-50	A Small Spark	See Quest "**A Small Spark**", p 332.
51-65	Afterquake	See p 332.
66-75	Fire Rain	See p 333.
76-85	Micro-Eruption	See p 332.
86-95	Fireball	See p 333.
96-00	Voidstorm	See p 333.

Falling Timbers

If this encounter is rolled while the party is not nearby a building of some sort, treat it as no result and ignore the quest.

A piece of the nearest building falls on the party. It doesn't matter if the most proximate building is one that hasn't suffered a great deal of obvious damage; remember that the **Obelisk Eruption** was a significant earthquake-level event, causing widespread structural impairment to even the most cosmetically-intact establishment.

There is a **30%** chance the falling debris is aflame; this makes it easier to spot as it falls, but causes more damage if it's not avoided.

Each and every PC is automatically engaged in the following **skill challenge:**

Falling Timbers

First Check: DC 18 Perception (16 if aflame) to notice the falling building; success cancels subsequent checks.

Second Check: DC 15 Acrobatics to avoid the debris; failure inflicts **2d6** points of crushing damage plus a possible **1d8** points of fire damage; success cancels subsequent checks.

Third Check: DC 12 Strength to dislodge one's self from the debris; failure inflicts **1d4** points of crushing damage plus a possible **1d8** points of fire damage, **and** necessitates performing this check again; success quits the challenge.

If each PC succeeds in at least one of these checks, the entire party benefits from **1 Reward Star.**

Quest: A Small Spark

Summary: The PCs notice that part of a building has caught fire. They may intervene, or ignore the incident.

Rewards: **1 Reward Star**.

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

The PCs (randomize, or simply select the one with the highest **Perception** skill) see a fireball streak through the air and strike the nearest building. The smoking cinder appears to have inflicted no serious damage... but as the party watches, the husk of the object pulses, and a small fire starts.

Options at this point include doing nothing, or trying to quench the burgeoning flames.

Busy or disinterested PCs, or those weakened and in no mood to stick around any longer than necessary, can simply ignore the situation. This generates no reward, of course, but should also not inflict any penalty, regardless of the party's alignment: there are many fires and ruined building pieces in the city right now, and even the most stalwart and well-intentioned group of adventurers simply cannot solve everything!

A Small Spark (Ignore): Chaos +1

Knowingly ignoring a burgeoning fire creates a **Catalyst Impact**: **Chaos +1**.

Alternately, PCs can try and put the fire out. It's far from a blaze, so even something as minimal as slapping a standard-issue blanket atop the spark is sufficient to remedy the situation. Assuming that such an action is in keeping with the party's alignment and character, the PC who herself sets things right should be granted **1 Reward Star**... but immediately afterwards, the GM should roll on the **Aftermath Encounters** table, using **Context C**, to determine whether the incident has attracted the attention of **Forces of the Obelisk**.

A Small Spark (Quench): Law +1

Helping to put out a fire that may have caused a great deal of

damage results in a **Catalyst Impact** of **Law +1**.

This quest ends if the party leaves the scene, or if they successfully put the fire out. No significant damage to the building in question is inflicted as a result of the fire, either way.

Afterquake

In the aftermath of the **Dark Obelisk's Eruption**, aftershocks and tremors continue to ravage the city of **Berinncorte**. This encounter reflects that such a seismic event has occurred.

Although the immediate impact is somewhat negligible—falling down is the worst that might be feared!—it may betoken a greater threat afterwards.

First, make a DC 17 **Acrobatics** check for each PC; any who fail are knocked **prone**.

Then, immediately roll on the **Aftermath Random Encounters** table (p 263), using **Context D**, to determine if the afterquake brings with it any other foes. Monsters introduced via this roll should appear immediately, while any PCs are still prone, and the first round of combat should commence with knocked-down characters still in that position of defenselessness.

Aside from the rewards associated with a possible encounter determined by the roll mentioned above, the **Afterquake** event itself brings with it no benefit.

Micro-Eruption

The ground quakes, and your world is shaken. Your vision blurs, and your nostrils burn, as the ground ruptures; fissures appear, glowing an ominous and malignant purplish-black beneath your feet.

This is a much smaller, isolated version of the **Dark Obelisk** itself **erupting** in **Town Square**. Although the fissures will not grow large enough for any PCs to fall into, the incident should still be portrayed as a terrifying event.

Each and every PC is automatically engaged in the following **skill challenge**:

Micro-Eruption

First Check: DC 15 Perception to notice the ground cracking, and to step out of the way; success cancels subsequent checks.

Second Check: DC 16 Acrobatics to dance out of the way of the fissures; failure knocks the PC **prone**, and inflicts **1d4** points of electrical damage; success cancels subsequent checks.

Third Check: Another **DC 16 Acrobatics** to pick one's self up and move out of the way amidst the tremors; failure means the PC remains **prone**, **and** inflicts another **1d4** points of electricity damage, **and** necessitates performing this check again until successful or until assisted out of the way by a friendly PC; success quits the challenge.

If each PC succeeds in at least one of the first two checks, the entire party benefits from **1 Reward Star.**

Immediately after all PCs have attempted the **First Check**, roll on the **Aftermath Random Encounters** table, using **Context D**, to determine if the fissure brings with it any other foes. Monsters introduced via this roll should appear immediately, while any PCs are still prone, and the first round of combat should commence with knocked-down characters still in that position of defenselessness.

Aside from the rewards associated with a possible encounter determined by the roll mentioned above, the **Micro-Eruption** event itself brings with it no benefit.

Fire Rain

Airbrone ciders streak the sky above you. The smoke-trailing motes appear tiny, but sizzle the air about them with a malignant heat.

Define a 40 ft. by 40 ft. "target" with the PCs at its center; this is the area affected by the **Fire Rain**. Any creatures within this area during the **rain** will suffer fire damage.

For mechanical purposes, treat this as a **Trap** which attacks each PC, every round they remain in the **rain**. Note that "Fort with shield" indicates that any PC bearing a shield, and who passes a Fortitude check, suffers no damage that round. A PC bearing a **Tower Shield** may use it to protect themselves and one other creature of up to their own Size; the protected must still make and pass their own Fortitude save in order to zero-out the damage that round.

Fire Rain (CR 1)

Type Environmental; **Trigger** none; **Reset** n/a

Effect Atk +5 melee (1d8 fire; Fort DC 16 halves; Fort with shield negates)

The **Fire Rain** lasts for **2d12** rounds, but hopefully the party moves out of the way more quickly than the rain lasts!

There is no **XP** or other reward for this encounter.

Voidstorm

The air breaks open before your eyes, splitting reality asunder. It seems that an extremely isolated ribbon of existence has simply been ripped apart by a cosmic blade; beyond is a blackened and tumultuous field that your eyes have difficulty interpreting. Surrounding the void is what appears to be a hurricane, writ small, with tiny pellets of black and silver whipping around the phenomenon like a dread hailstorm.

A **voidstorm** is a hyper-localized weatherlike phenomenon caused by a conflux of order and chaos. Visually, it takes the form of a miniature hurricane or thunderstorm; instead of rain, however, there are micro-pellets of voidstone. The entire storm is harmful to living beings.

Define a 30 ft. by 30 ft. "target" with the PCs at its center; this is the area affected by the **Voidstorm**. Any creatures within this area during the **storm** will suffer electricity damage.

For mechanical purposes, treat this as a **Trap** which attacks each PC, every round they remain in the **storm**.

Voidstorm (CR 2)

Type Environmental; **Trigger** none; **Reset** n/a

Effect Atk +8 melee (2d6 electricity; Fort DC 18 halves)

The **Voidstorm** lasts **2d6** rounds, after which it collapses in upon itself with a reverberant *slurp* sound that leaves a clap of thunder in its wake. No other evidence of the storm remains afterward; the voidstone pellets are sucked back into the tear in reality.

There is no **XP** or other reward for this encounter, other than being able to share a very impressive story with tavern patrons that is ultimately not believed for a second.

Fireball

You hear a shrill noise pierce the air above you. With no further warning, a cinder sphere, ablaze in a brilliant heat, smashes into your party.

Though the fissures beneath the **Dark Obelisk** contain much in the way of horrid monsters, as well as a pathway back to their origin, there's also the fundamental nature of the Realm and the lava core underneath its terrain. The warped and chaotic magic that has made the **Eruption** possible, and sustains its presence, causes strange things to occur from a physical perspective.

In this scenario, such phenomena result in a **fireball** hurling through the air.

Treat this as a *fireball*, as per the spell, cast by a sixth-level sorcerer (CL 6), targeting the center of the party. Although the spell hits its target automatically, there's no sentience or intent behind the blast, so each PC is allowed a preliminary **Perception** check at DC 18 allows them to dodge out of the area before the fireball comes closer.

For those PCs who fail this initial check, a **Reflex** save at DC 14 halves the normal **6d6** points of fire-based damage that ensues.

There is no **XP** or other reward for this encounter, other than possibly avoiding damage!

ARE-4: Creature Encounter

Roll on the following table to determine the nature of the monsters faced:

Table 102: Creature Encounters

D%	Event	Description
01-08	**Giant Skelepede Attack**	See below
09-15	**Dark is the Night That Covers Me**	Dark Stalkers; see below
16-20	**Two Heads Are Better Than One**	Ettin; p 277
21-25	**Implacable Slurry of Doom**	Oozes; p 277
26-30	**Night's Terrible Wings**	Giant Vulture; p 278
31-35	**The Sound, That Awful Sound**	Howler; p 278
36-40	**A Taste for Flesh**	Ghouls; p 278
41-45	**Ogre, Ogre**	Ogre; p 279
46-50	**The Sting of Darkness**	Giant Scorpion or Scorpitaur; p 279
51-55	**Opportunistic Lycanthrope**	See Quest "**Opportunistic Lycanthrope**", p 280.
56-60	**The Shadow Knows**	Shadow; p 281
61-65	**Dark Hound's Bay**	Shadow Mastiff; p 282
66-70	**Skeletaur Attack**	Skeletaur; p 282
71-75	**Skulking About**	Skulk; p 282
76-80	**Dark Fey's Rise**	Spriggan; p 283
81-85	**Ghosts of Townsfolk Past**	Townsfolk Ghosts; p 283
86-89	**Rats, But Slower**	Zombie Rats; p 283
90-96	**Zombie Townsfolk Shuffle**	Zombie Townsfolk; p 284.
97-00	**Demonic Attack**	See **Demonic Attack**; p 284

Giant Skelepede Attack

Burrowing up through the ground, or simply scuttling along the ground, are **2d4+1 Giant Skelepedes**. They attack the party immediately, and fight without retreat.

They automatically catch the party by surprise and enjoy a **surprise round** of combat, unless at least one PC can succeed in a passive **Perception** check opposed by the **Giant Skelepedes' Stealth** check.

There is no treasure to be found amongst the bones of the defeated monsters.

Giant Skelepede

CR ½; **XP** 200; NE Male or Female Vermin 1 / Undead 1

hp 11; **AC** 17; **Fort** +2, **Ref** +3, **Will** +2; **DR** 5/bludgeoning; **Immune** Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +7; **Speed** 40 ft.; **Climb** 40 ft; **Senses Perception** +4; **Darkvision**

Str 9, **Dex** 17, **Con** *, **Int** *, **Wis** 10, **Cha** 10

BAB +0; **CMB** -1; **CMD** 12 (can't be tripped)

Melee bite +3 (1d6-1)

Special Attacks Poison (Injury; Save Fort DC 13; Frequency 1/round for 6 rounds; Effect 1d3 Dex damage; Cure 1 save)

Feats Improved Initiative, Weapon Finesse

Special Qualities Can't Be Tripped, Darkvision, Undead Traits, Vermin Traits

Dark is the Night That Covers Me

Lurking in the shadows of the city near the PCs are **1d4 Dark Stalkers**.

They automatically catch the party by surprise and enjoy a

surprise round of combat, unless at least one PC can succeed in a passive **Perception** check opposed by the **Dark Stalkers' Stealth** check.

Aside from the normal possessions carried by the party's foes, there is no treasure to be found amongst the bones of the defeated monsters.

Dark Stalker

CR 4; **XP** 1,200**;** CN Male or Female Dark Stalker Humanoid 6

hp 38; **AC** 16; **Fort** +4, **Ref** +9, **Will** +2; **Weakness** Light Blindness

Init +4; **Speed** 30 ft.; **Senses Perception** +8; **See in Darkness**

Str 14, **Dex** 18, **Con** 14, **Int** 9, **Wis** 11, **Cha** 13

BAB +4; **CMB** +6; **CMD** 20

Melee sword (short) +8 (1d6+2/19-20) or

Melee dagger +8 (1d4+2/19-20) or

Ranged dagger (thrown) +8 (1d4+2/19-20)

Special Attacks Death Throes (DC 15), Sneak Attack 3d6

Innate Spell-Like Abilities:
At Will – *deeper darkness, detect magic, fog cloud*

Feats Double Slice, Two-Weapon Fighting, Weapon Finesse

Skills Climb +10, Perception +8, Sleight of Hand +5

Special Qualities Humanoid Traits, Light Blindness, Poison Use (Black Smear--injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save.), See in Darkness

Possessions leather armor; shortsword (2x); dagger; poison (black smear, 6x)

Two Heads Are Better Than One

A grumble, a snort, and a thudding sound herald the arrival of the party's latest foe: a solitary **Ettin**, who is stalking through the city streets in search of meat and entertainment. The party qualifies as both, so the **Ettin** launches into combat immediately upon seeing the PCs.

If any member of the party passes a passive **Perception** check opposed by the **Ettin's Stealth** check, the PCs hear the approach of the lumbering creature before it knows of them, and they gain the advantage for a **surprise round** of combat.

Aside from the normal items borne by the **Ettin**, there is no loot to be gained from this encounter; however, given the somewhat escalated difficulty of the **Ettin** as a random encounter, at the GM's discretion, the party may benefit of **1 Reward Star** in addition to the standard **XP** gained for defeating the monster.

Ettin

CR 6; **XP** 2,400**;** CE Male or Female Humanoid 10

hp 63; **AC** 18; **Fort** +9, **Ref** +2, **Will** +5;

Init +3; **Speed** 40 ft.; **Senses Perception** +12; **Low-Light Vision**

Str 23, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 11

BAB +7; **CMB** +14 (+16 vs. overrun); **CMD** 23 (25 vs. overrun)

Melee flail (large) +12/+7 (2d6+6) or

Ranged javelin (large) +5/+0 (1d8+6)

Special Attacks Superior Two-Weapon Fighting

Feats Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack

Skills Handle Animal +8, Perception +12,

Possessions flail (large); javelin (2x, large); leather armor (large)

Implacable Slurry of Doom

Roll on the following table to determine the nature of the ooze-based attack:

Table 103: Ooze-Based Encounters

D%	Enemy	Description
01-50	Garden Ooze	1d4 Garden Oozes
51-80	Gelatinous Cube	1d4 Gelatinous Cubes
81-00	Gray Ooze	1d2 Gray Oozes

Unless the party is blatantly flauting the danger posed by the post-**Eruption** environs of the city, they automatically see their slushy, translucent foe first, and thus gain a **surprise attack** round to initiate combat (or alternately, to get a head start on fleeing the danger!).

There is no treasure to be found following this encounter; however, given the somewhat escalated difficulty of the creatures as a random encounter, at the GM's discretion, the party may benefit of **1 Reward Star** in addition to the standard **XP** gained for defeating the monster(s).

Garden Ooze

CR 2; **XP** 600**;** TN Male or Female Ooze 3

hp 16; **AC** 14; **Fort** +3, **Ref** +4, **Will** -4; **Immune** Acid, Critical Hits, Flanking, Mind-Affecting Effects, Paralysis, Poison, Polymorph, Sleep, Sneak Attachs, Stunning

Init +3; **Speed** 20 ft.; **Climb** 20 ft.; **Senses Perception** -5; **Blind; Blindsight** 60 ft.

Str 11, **Dex** 16, **Con** 15, **Int** *, **Wis** 1, **Cha** 2

BAB +2; **CMB** +1; **CMD** 14

Melee slam +3 (1d4

Feats none

Skills none

Special Qualities Acid, Blindsight, Camouflage, Ooze Traits, Stink

Gelatinous Cube

CR 3; **XP** 800; TN Male or Female Ooze 4

hp 55; **AC** 4; **Fort** +9, **Ref** -4, **Will** +4; **Immune** Critical Hits, Electricity, Flanking, Mind-Affecting Effects, Paralysis, Poison, Polymorph, Sleep, Sneak Attacks, Stunning

Init -5; **Speed** 15 ft.; **Senses Perception** -5; **Blind; Blindsight** 60 ft.

Str 10, **Dex** 1, **Con** 26, **Int** *, **Wis** 1, **Cha** 1

BAB +3; **CMB** +4; **CMD** 19 (can't be tripped)

Melee slam +2 (1d6)

Special Attacks Acid, Engulf, Paralysis

Feats none

Skills none

Special Qualities Blindsight, Can't Be Tripped, Ooze Traits, Transparent

Gray Ooze

CR 4; **XP** 1,200; TN Male or Female Ooze 4

hp 50; **AC** 5; **Fort** +9, **Ref** -4, **Will** -4; **Immune** Cold, Critical Hits, Fire, Flanking, Mind-Affecting Effects, Paralysis, Poison, Polymorph, Sleep, Sneak Attacks, Stunning

Init -5; **Speed** 10 ft.; **Senses Perception** -5; **Blind; Blindsight** 60 ft.

Str 16, **Dex** 1, **Con** 26, **Int** *, **Wis** 1, **Cha** 1

BAB +3; **CMB** +6 (+10 grapple); **CMD** 11

Melee slam +6 (1d6+4)

Special Attacks Acid (DC 20), Constrict (1d6+1), Grab

Feats none

Skills none

Special Qualities Blindsight, Ooze Traits, Transparent

Night's Terrible Wings

So many citizens keep their eyes and heads down, or at best levelled at their fellow street travelers. Most forget that in times of true terror, foes may come from on high in the third dimension. As a result, they may miss the signs that herald an attack by **1d4 Giant Vultures**.

PCs may attempt a passive **Perception** check, opposed by the **Giant Vulture's Stealth** check; the PCs take a **-4** circumstance penalty for not being in the habit of scanning the skies. Failure on the part of all PCs means the **Vulture**(s) gain the advantage of a **surprise round** of combat.

The vulture(s) bear no treasure.

Giant Vulture

CR 4; **XP** 1,200; TN Male or Female Animal 5

hp 38; **AC** 17; **Fort** +8, **Ref** +6, **Will** +3

Init +6; **Speed** 10 ft.; **Fly** 50 ft (Average); **Senses Perception** +18; **Low-Light Vision**

Str 22, **Dex** 15, **Con** 18, **Int** 2, **Wis** 15, **Cha** 7

BAB +3; **CMB** +10; **CMD** 22

Melee bite +8 (2d6+6)

Feats Flyby Attack, Improved Initiative, Power Attack

Skills Perception +18

Special Qualities Animal Traits, Diseased, Low-Light Vision

That Sound, That Awful Sound

1d4 Howlers attack the party.

Make a passive **Perception** check on behalf of each PC, opposed by the **Howlers' Stealth** check. Failure on the part of all PCs means the **Howler**(s) spot the PCs first, and benefit from a **surprise round** of combat.

The howler(s) bear no treasure.

Howler

CR 3; **XP** 800; CE Male or Female Outsider 5

hp 43; **AC** 15; **Fort** +6, **Ref** +6, **Will** +3; **Quill Defense**

Init +6; **Speed** 60 ft.; **Senses Perception** +13; **Darkvision** 60 ft.

Str 18, **Dex** 15, **Con** 15, **Int** 6, **Wis** 14, **Cha** 11

BAB +5; **CMB** +10; **CMD** 22 (26 vs. trip)

Melee bite +8 (1d8+4) or

Melee quills +3 (1d4+2)

Special Attacks Howl, Pain (quills, quill defense)

Feats Combat Reflexes, Improved Initiative, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Perception)

Skills Acrobatics +10, Climb +12, Perception +13, Stealth +6

Special Qualities Aligned (Chaotic, Evil), Darkvision, Outsider Traits,

A Taste for Flesh

With a shamble and a leap, **2d6 Ghouls** attack the party.

Make a passive **Perception** check on behalf of each PC, opposed by the **Ghouls' Stealth** check. Success on the part of at least one PC means they spot the **Ghouls** first, and may fight a **surprise round** of combat before their foes join the fray fully.

The **Ghoul**(s) bear no treasure.

Ghoul

CR 1; **XP** 400; CE Male or Female Undead 2

hp 7; **AC** 14; **Fort** +2, **Ref** +2, **Will** +5; Channel Resistance +2; **Immune** Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +2; **Speed** 30 ft.; **Senses Perception** +7; **Darkvision** 60 ft.

Str 13, **Dex** 15, **Con** *, **Int** 13, **Wis** 14, **Cha** 14

BAB +1; **CMB** +2; **CMD** 14

Melee bite +3 (1d6+1) or

Melee claw +3/+3 (1d6+1)

Special Attacks Disease, Paralysis

Feats Weapon Finesse

Skills Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3

Special Qualities Darkvision, Undead Traits

Ogre, Ogre

1d4 Ogres assault the party.

Make a passive **Perception** check on behalf of each PC, opposed by the **Ogres' Stealth** check. If at least one PC succeeds, they spot the **Ogres** first, and may fight a **surprise round** of combat before their foes join the fray fully.

The **Ogres** bear no treasure aside from their possessions.

Ogre

CR 3; **XP** 800; CE Male or Female Humanoid 4

hp 32; **AC** 17; **Fort** +6, **Ref** +0, **Will** +3

Init -1; **Speed** 30 ft.; **Senses Perception** +5; **Low-Light Vision**; **Darkvision** 60 ft.

Str 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7

BAB +3; **CMB** +9; **CMD** 18

Melee greatclub (large) +7 (2H: 2d8+7) or

Ranged javelin (large) +1 (1d8+5)

Feats Iron Will, Toughness

Skills Climb +7, Perception +5

Special Qualities Darkvision, Humanoid Traits, Low-Light Vision

Possessions greatclub (large); hide (large); javelin (large) (x4)

The Sting of Darkness

A group of scorpion creatures attacks the party. Roll on the following table to determine the composition of the enemy forces.

Table 104: The Sting of Darkness Encounter Composition

Chance	Event	Description	Additional Reward
01-60	Giant Scorprions	1d4 Giant Scorprions	1 Reward Star
61-90	Scorpitaurs	1d4 Scorpitaurs	1 Reward Star
91-00	Combination Forces	1d2 Scorpitaurs plus 1d2 Giant Scorpions	2 Reward Stars

Both types of enemy represent a solid threat; in quantity or in combination, they represent a potentially major challenge to parties of any difficulty scale (p 17). As a result, the GM is encouraged to consider an additional reward on top of the usual **XP** award for defeating the monster(s) involved.

The scuttling and clacking of pincers tends to be somewhat noticeable; before combat begins, make a passive **Perception** check on behalf of each PC, opposed by the monsters' **Stealth** check. If at least one PC succeeds, they spot the enemy first, and may fight a **surprise round** of combat before their foes join the fray fully.

The monsters bear no treasure.

Giant Scorprion

CR 3; **XP** 800; TN Male or Female Vermin 5

hp 40; **AC** 16; **Fort** +7, **Ref** +1, **Will** +1; **Immune** Mind-Affecting Effects

Init +0; **Speed** 50 ft.; **Senses Perception** +4; **Darkvision** 60 ft.; **Tremorsense** 60 ft.

Str 19, **Dex** 10, **Con** 16, **Int** *, **Wis** 10, **Cha** 2

BAB +3; **CMB** +8 (+12 grapple); **CMD** 18 (30 vs. trip)

Melee claw +6/+6 (1d6+4) or

Melee sting +6 (1d6+4)

Special Attacks Constrict (2d6+4), Grab, Poison (DC 17)

Feats none

Skills none

Special Qualities Darkvision, Tremorsense, Vermin Traits

Scorpitaur

CR 4; **XP** 1,200; TN Male or Female Monstrous Humanoid 4

hp 42; **AC** 20; **Fort** +3, **Ref** +6, **Will** +6

Init +6; **Speed** 35 ft.; **Senses Perception** +7; **Darkvision** 60 ft.

Str 15, **Dex** 14, **Con** 15, **Int** 11, **Wis** 14, **Cha** 12

BAB +4; **CMB** +7; **CMD** 19 (23 vs. trip)

Melee longsword +5 (1d8+2/19-20) or

Melee heavy steel shield (large) +5 (1d6+2) or

Melee spear +5 (2H: 1d8+3/x3) or

Ranged spear (thrown) +5 (1d8+2/x3) or

Melee hoof +0/+0 (1d6+1) or

Melee sting +6 (1d6+4)

Feats Improved Initiative, Run

Special Attacks Poison (DC 17)

Skills Diplomacy +5, Intimidate +6, Knowledge (Nature) +4, Perception +7, Survival +9

Special Qualities Darkvision, Monstrous Humanoid Traits, Undersized Weapons, Poison

Possessions breastlate (large); longsword; heavy steel shield (large); spear

Quest: Opportunistic Lycanthrope

Note: The title of this encounter gives away a good deal of its nature, which should **not** be apparent to the PCs at first. The GM is encouraged to read through this encounter in its entirety before running it for the first time.

Summary: A werewolf, suffering from the unpredictable effects of the **Dark Obelisk**, masks his deeds by pretending to be a victim himself.

Rewards: **2 Reward Stars.**

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

Among the many side effects introduced by the presence of the **Dark Obelisk**, one impacts lycanthropes in particular (p 262), causing erratic behavior, spontaneous transformations, and general instability in their already-unstable existances.

One such werewolf, an afflicted lycanthrope, normally keeps his curse under a modicum of control, and attempts to be an otherwise normal citizen. In the presence of the **Obelisk**, however, his control has suffered, and even in the short time since the **Eruption**, he has seen terrible things, and has realized that it was he himself who did the deeds.

Uncertain as to how to regain control, and lacking options amidst the chaos in which the city finds itself, the man has chosen to blame others. Every time he transforms and enacts a heinous deed, he takes steps to frame someone else. While this is often hurried and barely effective, he's thus far been successful at eluding justice.

It is in this state of mind and action that the PCs discover the man, in human form, slumped next to the corpse of a man and a woman (count these two as **Townsfolk**).

You see three bloodied humans, in sitting positions and slumped against the wall. All three—two men and a woman—bear obvious wounds, though their nature or origins are not immediately apparent. The man on the left stirs, and looks about him in a daze. Beholding the party, he cowers defensively, holding his hands up and squinting away, as though even making eye contact would be the death of him.

The man will allow himself to be calmed, and will speak with the party. He says that he was fleeing with the other two, trying to find safety, when all three of them were set upon by a furry monster with the visage of a slavering hound. Claws met steel as the three humans tried to defend themselves, but the beast was stronger, and soon all three were defeated. The man still alive—he calls himself **Clay**, if asked—passed out, sure of his own death, but heard a commotion and an attack. Looking about him, and finding himself alive and all three of them uneaten, he concludes that the beast was chased off by the **Militia**, or some other do-gooder.

The PCs may offer to heal him: he waves off this support, saying that he will be on his way as soon as he recovers from the shock. In addition to, or instead of, this approach, the party may offer to escort him to **safety** (page 316); Clay will also decline this assistance, saying that he has to meet up with others before he can pursue a haven. If the PCs cast healing spells on him despite or before his protests, make a passive **Heal** or **Perception** check for the casting PC; success reveals to that PC that the spell appears to have had little effect, suggesting either that the spell failed, or that Clay was not damaged to begin with, despite his story.

In reality, Clay wants to be free of the party's involvement as quickly as possible, before his control suffers again, and his secret is revealed; getting out of the area **without** the PCs is his top priority. His behavior in the face of such sane and helpful offers may help give the PCs pause and increase their suspicions as to what exactly is happening here.

The party has some options at this point.

They may be skeptical about Clay's story, or simply curious as to more detail. An intentional **Heal** or **Survival** check at DC 18 will suggest that the wounds of the three "victims" are not identical. While the dead humans' wounds do indeed seem to be from claw attacks, Clay's marks are shallower, and angled oddly. Passing an additional **Heal** check at DC 22 will convince a PC that Clay's wounds might even be self-inflicted.

The party may accept Clay's story without further discussion, and be on their way. Leaving the scene in this manner ends the quest, and neither benefits the party nor merits punishment; Clay simply gets away with murder and the party is none the wiser. Notably, this doesn't produce a **Catalyst Impact**.

Although the three humans don't appear to be nobility, Clay himself bears some nice arms and armor. Evil or ruthlessly opportunistic PCs may choose to attack Clay while he is weakened, hoping to scavenge some loot; they will soon discover him to be at full health and undamaged, and ready to defend himself as needed. On top of that, between the commotion of Clay's attack and this battle the PCs now pick, attention may be attracted to the area: roll on the **Aftermath Encounter** table (p 263), using **Context B**. Defeating Clay and any encounter that is rolled will end this quest.

Opportunistic Lycanthrope (Attack): Chaos +1

Choosing to pick a fight with the admittedly not-so-innocent **Clay** will have a **Catalyst Impact**: **Chaos +1**.

This stacks with other **Catalyst Impacts** for this Quest.

Backed up by their **skill check(s)** above or simply by intuition alone, the PCs may accuse Clay of not being forth-

right with them. He gets defensive, and asks the party to leave him be, in a tone a bit too gruff and rude for someone just awakened from what they believed to be a certain death. Make a **Diplomacy** or **Intimidate** check, opposed by Clay's **Intimidate** skill (note that this might normally be a **Bluff** opposition, but Clay's personality and his intent here merit the use of his more favorable skill). Failure means Clay feels he's cornered, without options: he attacks the party immediately; defeating him yields the normal **XP** award, plus **1 Reward Star** for having partly uncovered the truth. The PCs are left to their own conclusions as to what truly happened here with the deceased couple, who bear no interesting treasure.

Success means the party has convinced Clay to admit the truth: he dejectedly shares his secret, and tells the PCs that he has been "accidentally" murdering citizens and slaying monsters ever since the **Obelisk Erupted**. He doesn't defend his actions, but does claim that he lacks the control he is normally able to exert. He asks for mercy, and aid, if the party has it, but accepts his fate if the party decides to turn him in to the **Militia**.

Opportunistic Lycanthrope (Talk): Law +1

Getting **Clay** to admit to the truth produces a **Catalyst Impact** of **Law +1.**

This stacks with other **Catalyst Impacts** for this Quest.

Turning him in to the **Militia** will be more challenging than it seems. First, the **Militia** has much more to contend with than a single errant lycanthrope. Second, while Clay in human form is apologetic and (eventually) forthright about his actions, the instability of his curse almost guarantees his transformation between here and turning him in, which will force the PCs to either let him go, or kill him.

Opportunistic Lycanthrope (Turn In): Law +2

Turning **Clay** in to the **Militia** results in a **Catalyst Impact** of **Law +2.**

This stacks with other **Catalyst Impacts** for this Quest.

Deciding to slay him on the spot for his crimes will immediately trigger Clay's transformation, and the PCs will have a fight on their hands. The commotion may summon other events; roll on the **Aftermath Encounter** table (page 319), but use **Context C**.

The party may instead decide to simply let Clay go, even if it's not their favorite choice. PCs of any alignment will find this a difficult decision: there's no easy law-abiding way of ensuring Clay answers for his crimes or even is prevented from committing more of them!

Opportunistic Lycanthrope (Let Him Go): Love +3, Chaos +1

Discovering the truth about **Clay,** and letting him go, has a compound **Catalyst Impact** of **Love +3** and **Chaos +1.**

This stacks with other **Catalyst Impacts** for this Quest.

Whatever their decision, the party should benefit from **2 Reward Stars** for uncovering the truth of the matter.

Werewolf (Human Form)

CR 2; **XP** 600**;** CN Male or Female Human (Natural Werewolf) Fighter 2

hp 19; **AC** 17; **Fort** +5, **Ref** +1, **Will** +2; +1 Will vs. fear

Init +5; **Speed** 20 ft.; **Senses Perception** +4; **Scent; Low-Light Vision**

Str 17, **Dex** 13, **Con** 14, **Int** 8, **Wis** 14, **Cha** 8

BAB +2; **CMB** +5; **CMD** 16

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

Melee longsword +5 (1d8+3/19-20)

Special Attacks Curse of Lycanthropy

Feats Cleave, Combat Reflexes, Improved Initiative, Power Attack

Skills Climb +3, Intimidate +4, Perception +4

Special Qualities Bonus Feat, Bonus Feats, Bravery, Change Shape, Humanoid Traits, Low-Light Vision, Lycanthropic Empathy, Scent, Skilled

Possessions chainmail; longsword; light crossbow; crossbow bolts (20x)

Werewolf (Hybrid Form)

CR 2; **XP** 600**;** CE Male or Female Human (Natural Werewolf) Fighter 2

hp 22; **AC** 18; **Fort** +7, **Ref** +2, **Will** +2

Init +6; **Speed** 35 ft.; **Senses Perception** +4; **Scent; Low-Light Vision**

Str 19, **Dex** 15, **Con** 19, **Int** 8, **Wis** 14, **Cha** 8

BAB +2; **CMB** +6; **CMD** 18

Ranged crossbow (light) +4 (1d8/19-20) or

Melee longsword +6 (1d8+4/19-20) or

Melee bite +1 (1d6+2)

Special Attacks Curse of Lycanthropy; Trip

Feats Cleave, Combat Reflexes, Improved Initiative, Power Attack

Skills Climb +4, Intimidate +4, Perception +4

Special Qualities Bonus Feat, Bonus Feats, Bravery, Change Shape, Humanoid Traits, Low-Light Vision, Lycanthropic Empathy, Scent, Skilled

Possessions chainmail; longsword; light crossbow; crossbow bolts (20x)

The Shadow Knows

In the dim light of the city's alleyways, a dark shape moves, shifts subtly.

Each PC may make a passive **Perception** check opposed by the **Shadow's Stealth** check; failure on the part of all PCs

indicates that the enemy gains the advantage of a **surprise round** of combat.

There is no treasure to be gained from this encounter aside from the usual **XP** award; however, given the somewhat escalated difficulty of the **Shadow** as a random encounter, particularly for low-level parties, at the GM's discretion, the party may benefit of **1 Reward Star** in addition to the standard **XP** gained for defeating the monster.

Shadow

CR 3; **XP** 800; CE Male or Female Undead 3

hp 23; **AC** 15; **Fort** +3, **Ref** +3, **Will** +4; Channel Resistance +2; **Incorporeal; Immune** Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +2; **Speed Fly** 40 ft. (Good); **Senses Perception** +8; **Darkvision** 60 ft.

Str *, **Dex** 14, **Con** *, **Int** 6, **Wis** 12, **Cha** 15

BAB +2; **CMB** +4; **CMD** 17

Melee incorporeal touch +4 (1d6)

Special Attacks Create Spawn, Strength Damage

Feats Dodge, Skill Focus (Perception)

Skills Fly +11, Perception +8, Stealth +8

Special Qualities Darkvision, Incorporeal Traits, Undead Traits

Dark hound's Bay

A hound bays, terrible and eerie in the chaotic post-Eruption landscape of the city's shade. Whether it's nearby, or far away, you cannot say, but it chills you to the bone.

A single **Shadow Mastiff** stalks the party from afar.

The party may attempt a single **Perception** check opposed by the **Shadow Mastiff's Stealth** check; success on the part of the party indicates that they benefit from a **surprise round** of combat.

No treasure remains in the aftermath of the encounter. However, the CR of this encounter is likely a bit out of scale with the party's abilities, particularly for low-level parties. As a result, the GM is encouraged to grant them an additional **1 Reward Star** (**2 Reward Stars** for first-level parties) in addition to the standard **XP** gained for defeating the monster.

Shadow Mastiff

CR 5; **XP** 1,600; NE Male or Female Outsider 6

hp 42; **AC** 19; **Fort** +8, **Ref** +7, **Will** +3

Init +2; **Speed** 50 ft.; **Senses Perception** +10; **Darkvision** 60 ft.

Str 19, **Dex** 15, **Con** 17, **Int** 4, **Wis** 12, **Cha** 13

BAB +6; **CMB** +10; **CMD** 23

Melee bite +10 (1d8+4) or

Melee tail slap +10 (1d6+4)

Special Attacks Trip

Feats Combat Reflexes, Dodge, Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency

Skills Bluff +9, Perception +10, Sense Motive +5, Stealth +11

Special Qualities Aligned (Evil), Bay, Darkvision, Outsider Traits, Shadow Blend

Skeletaur Attack

With a beastly roar and thudding hoofstomps, what appears to be a skeletonized minotaur wielding a greataxe walks toward you.

A **Skeletaur** wades directly into combat with the PCs. Between the monster's keen awareness, and the obvious noise it makes, neither party has a chance to gain the element of surprise.

Aside from the beast's equipment and usual **XP** award, there is no loot to be had from this encounter.

Skeletaur

CR 4; **XP** 1,200; NE Male or Female Minotaur (Skeleton) Humanoid 6 / Undead 1

hp 34; **AC** 21; **Fort** +4, **Ref** +6, **Will** +7; **DR** 5/bludgeoning; Natural Cunning; **Immune** Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +5; **Speed** 30 ft.; **Senses Perception** +10; **Darkvision** 60 ft.

Str 19, **Dex** 12, **Con** *, **Int** *, **Wis** 10, **Cha** 10

BAB +6; **CMB** +11 (+13 bullrush); **CMD** 22 (24 vs. bullrush)

Melee gore (primary) +9 (1d6+4) or

Melee gore (with weapon attack) +4 (1d6+2) or

Melee greataxe (large) +9/+4 (2H: 3d6+6/x3)

Special Attacks Powerful Charge (2d6+6)

Feats Armor Proficiency, Light, Great Fortitude, Improved Bull Rush, Improved Initiative, Power Attack

Skills Climb +8, Intimidate +9, Perception +10, Stealth +1, Survival +13, Swim +8

Special Qualities Darkvision, Monstrous Humanoid Traits, Undead Traits

Possessions chain shirt (large); greataxe (large)

Skulking About

With a shamble and a leap, **2d6 Skulks** attack the party.

On behalf of the party, make a single **Perception** check, opposed by the **Skulks' Stealth** check. Failure means the **Skulks** execute a round of **surprise attack**.

The **Skulks** bear no treasure aside from their weapons.

Skulk

CR 1; **XP** 400; CE Male or Female Humanoid 3

hp 14; **AC** 12; **Fort** +2, **Ref** +5, **Will** +3

Init +6; **Speed** 30 ft.; **Senses Perception** +5; **Low-Light Vision**

Str 11, **Dex** 14, **Con** 13, **Int** 10, **Wis** 14, **Cha** 7

BAB +2; **CMB** +2; **CMD** 14

Melee dagger +2 (1d4/19-20) or

Ranged dagger (thrown) +4 (1d4/19-20) or

Melee sword (short) +2 (1d6/19-20)

Special Attacks Sneak Attack 1d6

Feats Improved Initiative, Skill Focus (Stealth)

Skills Perception +5, Stealth +16

Special Qualities Camouflaged Step, Chameleon Skin, Humanoid Traits, Low-Light Vision

Possessions daggers (2x); shortsword

Dark Fey's Rise

Grimy, hunched, gnome-like figures lumber toward you, wielding crossbow and morningstars. The smell of unwashed exertion and something fouler precedes them, as they seem to grow larger before your eyes.

2d4 Spriggans attack the party.

Make a passive **Perception** check on behalf of each PC, opposed by the **Spriggans' Stealth** check. Failure on the part of at the PCs mean the dark folk may make a round of ranged **surprise attack** before combat truly begins, shooting at the party with their crossbows from the shadows.

The **Spriggans** bear no treasure aside from their equipment.

Spriggan

CR 3; **XP** 800; CE Male or Female Humanoid 4

hp 22; **AC** 17; **Fort** +5, **Ref** +5, **Will** +1

Init +4; **Speed** 20 ft.; **Senses Perception** +7

Str 9, **Dex** 19, **Con** 12, **Int** 10, **Wis** 10, **Cha** 9

BAB +3; **CMB** +1; **CMD** 15

Ranged crossbow (light/small) +8 (1d6/19-20) or

Melee masterwork morningstar (small) +5 (1d6-1)

Special Attacks Sneak Attack 2d6

Innate Spell-Like Abilities:
At Will – *flare (DC 10), scare (DC 12), shatter (DC 12)*

Feats Combat Reflexes, Weapon Focus (Morningstar)

Skills Disable Device +11, Perception +7, Sleight of Hand +11, Stealth +15

Special Qualities Humanoid Traits, Size Alteration, Spriggan Magic, Spriggan Skills

Possessions leather armor (small); masterwork morningstar (small); light crossbow (small); crossbow bolts (10x)

Ghosts of Townsfolk Past

In the distance, you see what appears to be a mob of townsfolk gathered. Wordlessly, they turn, and approach; it takes a second or two for you to realize that they are floating towards you, not walking... and that their bodies are translucent.

3d8 Townsfolk Ghosts drift toward the party.

The PCs automatically have the advantage of a **surprise round** of combat, which they may use to attack, prepare, or attempt escape.

For low-level parties without ready access to magical weaponry, the GM is encouraged to award an additional **2 Reward Stars** if they defeat these enemies.

The **Townsfolk Ghosts** yield no loot in the wake of the encounter.

Townsfolk Ghost

CR 1; **XP** 100; TN Male or Female Human (Ghost) Commoner 1

hp 10; **AC** 13; **Fort** +2, **Ref** +1, **Will** +0; Channel Resistance +4; Incorporeal; **Immune** Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +1; **Speed** 35 ft.; **Fly** 30 ft. (Perfect); **Senses Perception** +14; **Darkvision** 60 ft.

Str *, **Dex** 12, **Con** *, **Int** 11, **Wis** 10, **Cha** 14

BAB +0; **CMB** +1; **CMD** 13

Melee dagger +1 (1d4/19-20) or

Ranged dagger (thrown) +1 (1d4/19-20)

Special Attacks Corrupting Touch

Feats Aletness, Fleet

Skills Climb +4, Knowledge (Local) +1, Perception +14

Special Qualities Bonus Feat, Darkvision, Incorporeal Traits, Rejuvenation, Single Simple Weapon Proficiency (Grapple), Skilled, Undead Traits

Possessions dagger; peasant's outfit

Rats, But Slower

Slowly, a bizarre assortment of tattered, zombified rodents scuffles toward you, teeth bared and claws flashing.

1d4 Zombie Rat Swarms attack the party, and fight to the death.

They automatically catch the party by surprise and enjoy a **surprise round** of combat, unless at least one PC can succeed in a passive **Perception** check opposed by the **Dark Stalkers' Stealth** check.

There's nothing of interest or value to discover amidst the corpses.

Zombie Rat Swarm

CR 2; **XP** 600; NE Male or Female Rat Swarm (Zombie) Animal 3

hp 2; **AC** 13; **Fort** -1, **Ref** +4, **Will** +2; **DR** 5/slashing; **Immune** Ability Drain, Critical Hits, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Flanking, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning, Weapon Damage

Init +5; **Speed** 15 ft.; **Climb** 15 ft.; **Swim** 15 ft.; **Senses Perception** +8; **Low-Light Vision; Darkvision** 60 ft.; **Scent**

Str 4, **Dex** 13, **Con** *, **Int** 2, **Wis** 13, **Cha** 2

BAB +2; **CMB** +1; **CMD** 8 (can't be tripped)

Melee slam +1 (1d3-3) or

Melee swarm (1d6)

Special Attacks Disease, Distraction (DC 11)

Feats Improved Initiative, Skill Focus (Perception), Toughness

Skills Acrobatics +5, Perception +8, Stealth +13

Special Qualities Animal Traits, Can't Be Tripped, Darkvision, Low-Light Vision, Scent, Staggered, Swarm Traits, Undead Traits

Zombie Townsfolk Shuffle

A mob of townsfolk turns the corner. After a moment, you notice they have a shambling gait, and their stare is unsettlingly unearthly.

3d6 Zombie Townsfolk assault the party, and fight to the death.

Make a **Perception** check on behalf of each PC, opposed by the **Zombies' Stealth** check; success means the PCs may enjoy a **surprise round** of combat as they catch their foes off guard.

Aside from the weapons and clothes borne by the **Zombie Townsfolk**, there's nothing of value to be found in the aftermath.

Zombie Townsfolk

CR ½; **XP** 200; NE Male or Female Commoner 1 / Undead 1

hp 11; **AC** 12; **Fort** +0, **Ref** +0, **Will** +2; **DR** 5/slashing; **Immune** Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +0; **Speed** 35 ft.; **Senses Perception** +7; **Darkvision** 60 ft.

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

BAB +0; **CMB** +1; **CMD** 11

Melee dagger +1 (1d4+1/19-20) or

Ranged dagger (thrown) +0 (1d4+1/19-20) or

Melee slam +1 (1d6+1)

Feats Alertness, Fleet, Toughness

Skills Climb +5, Knowledge (Local) +1, Perception +7

Special Qualities Bonus Feat, Darkvision, Humanoid Traits, Single Simple Weapon Proficiency (Grapple), Skilled, Staggered, Undead Traits

Possessions dagger; peasant's outfit

Demonic Attack

A host of demons attacks the party. Roll on the following table to determine the composition of the enemy forces.

Table 105: Demonic Attack Encounter Composition

Chance	Event	Description	Additional Reward
01-30	Dretch Demon	1d4 Dretch Demons	1 Reward Star
31-60	Quasit Demon	1d4 Quasit Demons	1 Reward Star
61-90	Schir Demon	1d2 Schir Demon(s)	2 Reward Stars
91-00	Combination Force	1d2 Dretch Demon(s) plus 1d2 Schir Demon(s)	2 Reward Stars

All types of enemy represent a significant threat; in quantity or in combination, they represent a major challenge to parties of any difficulty scale (page 19). The GM is therefore encouraged to consider an additional reward on top of the usual **XP** award for defeating the monster(s) involved.

Make a single passive **Perception** check on behalf of the party, opposed by the highest **Stealth** value of the monster(s) involved. If the party succeeds, they spot the enemy first, and may fight a **surprise round** of combat before their foes join the fray fully.

The monsters bear no treasure aside from their equipment.

Dretch Demon

CR 2; **XP** 600; CE Male or Female Outsider 2

hp 20; **AC** 14; **Fort** +5, **Ref** +0, **Will** +3; **DR** 5/cold iron or good; **Immune** Electricity, Poison; **Resistances** Acid 10, Cold 10, Fire 10

Init +0; **Speed** 20 ft.; **Senses Perception** +5; **Darkvision** 60 ft.

Str 12, **Dex** 10, **Con** 14, **Int** 5, **Wis** 11, **Cha** 11

BAB +2; **CMB** +2; **CMD** 12

Melee bite +4 (1d4+1) or

Melee claw +4/+4 (1d4+1)

Innate Spell-Like Abilities:
1x/Day – *cause fear (DC 11), stinking cloud (DC 13), summon monster I (1 dretch 35%)*

Feats Martial Weapon Proficiency, Simple Weapon Proficiency, Toughness

Skills Escape Artist +5, Perception +5, Stealth +9

Special Qualities Aligned (Chaotic, Evil), Darkvision, Outsider Traits, Telepathy 100 ft.

Schir Demon

CR 4; **XP** 1,200; CE Male or Female Outsider 5

hp 34; **AC** 20; **Fort** +6, **Ref** +3, **Will** +1; **DR** 5/cold iron or good; **Immune** Disease, Electricity, Poison; **Resistances** Acid 10, Cold 10, Fire 10, **Spell Resistance** 15

Init +6; **Speed** 30 ft.; **Senses Perception** +13; **Darkvision** 60 ft.

Str 17, **Dex** 14, **Con** 15, **Int** 8, **Wis** 5, **Cha** 6

BAB +5; **CMB** +8; **CMD** 21

Melee masterwork halberd +9 (2H: 1d10+4/x3) or

Melee gore +8 (1d6+3)

Feats Dodge, Improved Initiative, Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency

Skills Acrobatics +10, Intimidate +6, Perception +13, Sense Motive +5, Stealth +10

Special Qualities Aligned (Chaotic, Evil), Darkvision, Disease, Outsider Traits, Spell-Like Abilities, Telepathy 100 ft.

Possessions masterwork halberd

Quasit Demon

CR 2; **XP** 600; CE Male or Female Outsider 3

hp 12; **AC** 16; **Fort** +1, **Ref** +5, **Will** +4

Init +6; **Speed** 20 ft.; **Fly** 50 ft. (Perfect); **Senses Perception** +7; **Darkvision** 60 ft.

Str 8, **Dex** 14, **Con** 11, **Int** 11, **Wis** 12, **Cha** 11

BAB +3; **CMB** +3; **CMD** 12

Melee bite +7 (1d4-1) or

Melee claw +7/+7 (1d3-1)

Special Attacks Poison (DC 13)

Innate Spell-Like Abilities:
At Will – *detect good, detect magic, invisibility* (self only)
1x/Day – *cause fear (DC 10)*
1x/Week – *commune* (six questions)

Feats Improved Initiative, Martial Weapon Proficiency, Simple Weapon Proficiency, Weapon Finesse

Skills Bluff +6, Fly +20, Intimidate +6, Knowledge (Planes) +6, Perception +7, Stealth +16

Special Qualities Aligned (Chaotic, Evil), Change Shape, Darkvision, Fast Healing 2, Outsider Traits, Telepathy 100 ft.

Aftermath NPC Encounters

When rolling on this table, you must consider the results in the context of events that have transpired, and the current location of the party. For example, if the party has slain **Larissa the Bard**, and she is rolled as an NPC encounter, then obviously it doesn't make sense.

Location does not matter as much as it did prior to the **Obelisk Eruption**. In **Act One**, NPCs typically were found in their "primary" or "home" location—**Esk** was always in the **Inn**, for example. In the chaos and disorder of the **Obelisk**, however, **Act Three** may reasonably find any or all citizens displaced, chased away, or otherwise "away" from what would otherwise be the location they would typically be found in.

As the GM, your job in using this table is to apply common sense, and struggle to maintain a somewhat cohesive, and realistic, narrative. If you roll the same NPC for multiple random encounters, you may have to create a compelling reason why that NPC has resurfaced in a different location—for example, they might have simply been chased down the street by a monster, and found themselves wherever the PCs discover her at now.

Alternately, you may simply reroll the result on the **Aftermath NPC Encounters** table until you find a result that is easier to accommodate.

Dead NPCs Return

Any non-Key NPC who died BEFORE the attack has a chance to come back. If you roll an NPC who has perished, you may treat the roll as "**No Encounter**", reroll the result to find an NPC who is still alive... or, alternately, you can still have an encounter with that dead NPC.

The power of the **Dark Obelisk** has many effects and bizarre behaviors, amongst them the ability to resurrect or animate the dead, or to bind previously-mortal bodies and souls and contort them to chaotic whim.

For statistics purposes, you can use the **Townsfolk Ghost** as representative of nearly all NPCs. The challenge here for you as a GM is to determine what, if anything, the newly-undead NPC does and says, and what their purpose in encountering the party is. Much of this should be derived from the manner of the NPC's passing—if, for example, the party murdered the NPC, then they might approach the PCs violently; if the party attempted to defend, say, **Cora Brushgather**, and she was slain as an innocent bystander, an undead **Cora** might attempt to assist the party.

There are two types of dead NPCs: those whom the adventure itself kills off, and those whom the PCs may slay or cause to die of their own actions. Of the first group of NPCs, none is killed by the party, so they should at the very worst remain neutral toward the PCs.

- **Use Context A:**
  By default, or if no other **Context** applies.
- **Use Context B:**
  At nighttime.
- **Use Context C:**

FlexTable 17: Aftermath NPC Encounters

D%A	D%B	D%C	D%D	Result	Description
01-20	01-10	01-30	01-05	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
21-24	11-14	31-32	06-09	**ANE-1**	**Cleric Maghana;** See Quest "**Cleric Maghana, Aftermath**", p 286
25-26	15-18	33-34	10-13	**ANE-2**	**Cora Brushgather;** See Quest "**Cora Brushgather, Aftermath**", p 287
27	19-22	35-36	14-17	**ANE-3**	**Amadan;** See Quest "Amadan**, Aftermath**", p 288
28-30	23-25	37-38	18-20	**ANE-4**	**Ash "Executioner";** See Quest "**Ash, Aftermath**", p 289
31	26-28	39-40	21-24	**ANE-5**	**Debran Ormrick;** See Quest "**Debran Ormrick, Aftermath",** p 290
32-34	29-33	41-42	25-28	**ANE-6**	**Tansden;** see Quest "**Tansden, Aftermath**", p 292
35-38	34-36	43-44	29-33	**ANE-7**	**Ota Kuiduru;** See Quest "**Ota Kuiduru, Aftermath**", p 293
39-40	37-39	45-46	34-37	**ANE-8**	**Esk;** See Quest "**Esk, Aftermath**", p 294
41-43	40-43	47-48	38-42	**ANE-9**	**Rhirem;** See encounter "**Temporarily Free for Hire**", p 265
44-46	44-47	49-50	43-46	**ANE-10**	**Biggen Gurble;** See Quest "**Biggen Gurble, Aftermath**", p 296
47-48	48-51	51-52	47-50	**ANE-11**	**Denzys;** See Quest "**Denzys, Aftermath**", p 297
49-50	52	53-54	51-54	**ANE-12**	**Stewy;** See Quest "**War is Good for Business**", p 298
51-52	53	55-56	55-57	**ANE-13**	**Pilga;** See Quest "**It's Not As Though They're Coming Back**", p 300
53	54	57-58	58-60	**ANE-14**	**Sorille;** See Quest "**If It's On Your Way**", p 99; adjust the dialogue to reflect the post-Eruption chaos, but the job is the job, and **Sorille** still feels it necessary to have it delivered
54-56	55-56	59-60	61-63	**ANE-15**	**Jozan;** See Quest "**The Earth Shook**", p 301
57-59	57-58	61-62	64-66	**ANE-16**	**Lingona;** See Quest "**Kisses From Afar**", p 302
60-62	59-60	63-64	67-69	**ANE-17**	**Zook Beren;** See Quest "**A Devil Made Me Do It**", p 303
63-65	61-62	65-66	70-71	**ANE-18**	**Hueykins;** See Quest "**Havens for Gold**", p 305
66-67	63-64	67-68	72-73	**ANE-19**	**Gyldor;** See Quest "**Unexpected Ally**", p 306
68-69	65-67	69-70	74	**ANE-20**	**Kayzark;** See Quest "**Protection for a Price**", p 307
70-72	68-70	71-72	75	**ANE-21**	**Tarsheva Hornwood;** See Quest "**Lend a Hand for a Landlord**", p 308
73-75	71-73	73-74	76	**ANE-22**	**Gurth;** See Quest "**Luck of a Drunken Fool**", p 311, but only if **Gurth** has been freed of his **Shack** (see Quest "**It's Safe, But You Can't Stay Here**", p 336); otherwise, treat as **No Encounter**
76-78	74-78	75-76	77	**ANE-23**	**Aramil Xiloscient;** See Quest "**A Quavering Quaffer**", p 313
79-80	79-80	77-78	78-79	**ANE-24**	**Dimblegruffe;** See Quest "**Come With Me if You Want to Live. Or Not.**", p 314
81-82	81-82	79-80	80-81	**ANE-25**	**Brock Runnaheim;** See Quest "**Horseman for Hire**", p 314
83-84	83-84	81-82	82-83	**ANE-26**	**Tudra Coppereye;** See Quest "**What of the People?**", p 315
85-86	85-86	83-84	84-85	**ANE-27**	**Otibus;** See Quest "**Fabric of a Life**", p 316
87-88	87-88	85-86	86-87	**ANE-28**	**Caerthynna Tsornyl;** See "**SQR-13: Healing and Plant Supply Kiosk**", p 78. She walks about, but has limited inventory; she will sell a maximum of **1d4** of each item, and her prices are **150%** of what is listed, rounded up (e.g., **53 gp** for a *potion of hide from animals*, instead of the **35 gp** as normal). Also available to initiate is Quest "**Sweet, Sweet Poison**", p 79
89-90	89-90	87-88	88-89	**ANE-29**	**Donur Gravelsmasher;** See Quest "**Comrade in Arms and Armor**", p 317
91-92	91-92	89-90	90	**ANE-30**	**Ines Borque;** See Quest "**Of Noble Purpose**", p 318
93-94	93-94	91-92	91-92	**ANE-31**	**Shakira Alam;** See Quest "**Sad Searching**", p 319
95	95	93-94	93	**ANE-32**	**Welby Goodbarrel;** See Quest "**Come Out, Come Out**", p 320
96-97	96-97	95-96	94-95	**ANE-33**	**Ganyc;** See Quest "**Ganyc, Aftermath**", p 321
98	98	97-98	96-97	**ANE-34**	**Elena Lomazonne;** See Quest "**Don't You Know Who I Am?**", p 322
99	99	99	98	**ANE-35**	**Waywocket Ningel;** See Quest "**Waywocket Ningel, Aftermath**", p 323
00	00	00	99-00	**ANE-36**	**Larissa;** See Quest "**What an Endtimes to Be Alive**", p 324

If the party is actively engaged in a quest, or if you prefer they remain focused on pressing immediate matters.

- **Use Context D:**
  If the PCs are actively flaunting the danger posed by the **Obelisk** and its forces, or to encourage storytelling momentum.

Quest: Cleric Maghana, Aftermath

Summary: The stricken yet resolved **Cleric Maghana** leads innocents to safety; the party may help her.

Rewards: Up to **2 Reward Stars.**

Locations: Any.

Key NPCs: Cleric Maghana.

Kickoff: Random Encounter.

Description:

You approach a woman, hunched from a wound, and dressed in the robes of the Zugul Church. Her gaze passes over you without visibly taking you in. Within her blank stare, you nevertheless sense a steely resolve. She seems to be leading a group of townsfolk.

This is **Cleric Maghana**, who is both in shock at the death of her secretly-beloved **Cannock**, and hardened in her zealous devotion to the church in these times of chaotic strife.

Though she longs to rebuild the church, she remains stable enough to realize that it's not the right time, and particularly given that building's proximity to the **Dark Obelisk**, it's indeed time to get the hell away from there as quickly as possible so she can survive to rebuild another day.

Her mission of the moment, therefore, is to escort the **3d8 Townsfolk** following her to a **place of sanctuary** (p 261), though as of now, neither she nor any of her followers knows for certain which buildings are safe.

If the party knows, has heard of, or has been to a **place of sanctuary**, they may share this information; merely by conveying the information, they benefit from **1 Reward Star** and a **+10** modifier to **Maghana's Attitude**. Going the then-further step of helping to escort the innocents to safety will yield a second **Reward Star**, and a further **+10** modifier to **Maghana's Attitude Tracker**. Along the way, they may encounter a hazard; roll once on the **Aftermath Random Encounters** table (p 263), using **Context B**.

Cleric Maghana, Aftermath (Help): Law +1, Love +3

Helping the cleric (now High Priestess) escort the helpless generates a **Catalyst Impact** of **Law +1, Love +3**. Even if they know of no **places of sanctuary** when this Quest begins, accompanying **Maghana** and her charges counts to trigger this impact.

Alternately, the party may simply ignore the cleric and be on their way; this culminates in no reward, but also no penalty, particularly if the PCs do not yet know of or suspect any **places of sanctuary**. A "middle ground" here is that if the party knows no safe places, but wishes still to do good, they may offer to accompany **Maghana** and her group. By sheer coincidence, **Maghana's** next stop will be one of the **places of sanctuary**, but on the way, the PCs, cleric, and townsfolk will almost certainly suffer at least one random encounter: roll on the **Aftermath Random Encounters** table, using **Context B**.

Cleric Maghana, Aftermath (Ignore): Chaos +1

Ignoring the situation entirely causes a **Catalyst Impact**: **Chaos +1**. This impact is only triggered if the party intentionally ignores the situation.

Villainous or darkly opportunistic PCs may attempt to attack **Maghana** and her charges; doing so immediately attracts the attention of monsters in the form of a roll on the **Aftermath Random Encounters** table, using **Context D**, and ignoring and rerolling any encounter that does not explicitly involve a monster. The monster(s) encountered should attack instantly, before **Maghana** is herself defeated by the party; the ensuing melee should be enough distraction for the cleric to escape with some of her followers. Defeating the creature(s) who interceded grants the party the usual **XP** award, but nothing further.

Cleric Maghana, Aftermath (Attack): Chaos +5

Assaulting **Maghana** and/or her charges produces a **Catalyst Impact**: **Chaos +5**.

This quest ends if the party slays **Maghana**, if she and her followers leave the party's presence, or if the party gives directions or escort to a **place of sanctuary**.

Maghana (High Priestess of Zugul)

CR 2; **XP** 600; LG Female Human Paladin 1 / Expert 2

hp 16; **AC** 11; **Fort** +1, **Ref** +1, **Will** +7

Init +1; **Speed** 30 ft.; **Senses Perception** +2

Str 10, **Dex** 12, **Con** 9, **Int** 10, **Wis** 14, **Cha** 15

BAB +2; **CMB** +2; **CMD** 13

Melee dagger +2 (1d4/19-20) or

Ranged dagger (thrown) +3 (1d4/19-20)

Special Attacks Smite Evil

Prepared Paladin Spells (CL 1st):
At Will – *detect evil*

Feats Animal Affinity, Light Armor Proficiency, Athletic, Persuasive, Simple Weapon Proficiency

Skills Climb +4, Diplomacy +9, Handle Animal +8, Heal +8, Knowledge (Arcana) +4, Knowledge (Religion) +4, Ride +7, Sense Motive +6, Spellcraft +4, Stealth +2, Survival +7, Swim +4

Special Qualities Aura of Good, Bonus Feat, Detect Evil, Skilled

Possessions dagger; cleric's vestments

Quest: Cora Brushgather, Aftermath

Summary: A halfling farmer is depressed and in shock in the wake of the Eruption. The party may take advantage of this, or come to her aid.

Rewards: Up to **2 Reward Stars**.

Locations: Any.

Key NPCs: Cora Brushgather.

Kickoff: Random Encounter.

Description:

The beautiful halfling before you seems shrunken into herself, as though the weight of the chaos around her is confining her, pressing in from all sides, diminishing her and threatening to keep her from being able to breathe.

Cora is nearly catatonic. She's unable to do or say much at all, and will passively follow practically any command given to her in an authoritative, non-threatening tone. She answers any questions as to what she's seen, where she's been, and what she's been doing since the **Eruption** with a wide-eyed, far-off stare, as though glimpsing a source of petrifying evil just barely over the horizon behind the PC posing the question.

Throughout this encounter, attempting any sort of **Intimidate** check against her—for whatever purpose, and whether successful or not—will send her over the edge, and she will become **panicked**, with the PCs themselves as the source of the panic. As a reminder, **panic** means she drops everything she holds, and flees at top speed away from the party along a random path; she can't take any other actions along the way. In addition, she takes a **–2** penalty on all saving throws, skill checks, and ability checks. If cornered, a **panicked** creature cowers and does not attack, typically using the total defense action in combat.

The party can help her, trying all manner of healing spells or effects. While none of these works—hers is a psychological, not magical or supernatural, damage, and can only be healed with time, safety, and comfort—it's a good act. This approach may be used in combination with any of those that follow, and is not on its own worth any reward or punishment.

Cora Brushgather, Aftermath (Heal): Love +1

Although unsuccessful, the act of trying to heal or comfort **Cora's** mind produces a **Catalyst Impact** of **Love +1**.

This stacks with other **Catalyst Impacts** for this Quest.

The PCs can offer to escort her to safety, regardless of whether they know of any **place of sanctuary** (p 261). At least one incident may make their journey interesting, however; roll once on the **Aftermath Random Encounters** table (p 263), using **Context C**. Depending on how far away from safety the party is when they come across **Cora**, and how long they take to get there, additional random encounters may apply, depending on time. Merely offering to escort **Cora**, and coaxing her to follow, is a helpful act, worth **1 Reward Star**; successfully following through and delivering her to safety merits an additional, second **Reward Star.**

Cora Brushgather, Aftermath (Escort): Love +2

Escorting the halfling to safety results in a **Catalyst Impact** of **Love +2**.

This stacks with other **Catalyst Impacts** for this Quest.

Evil or particularly horrible PCs may take advantage of the poor halfling's condition—either to take her valuables (of which she has practically none), to slay her (for the paltry **XP** award), or perhaps even worse, to seduce her into a lewd act. Whether or not this is in keeping with the PCs' personalities and/or alignments, it's a terrible, vile thing—enough to almost guarantee unwated attention. Just before any attack or inappropriate action can occur, roll on the **Aftermath Random Encounters** table, using **Context D**; reroll any results of "No Encounter" or those which do not explicitly involve one or more monsters. The monster(s) which result from this roll will target the party exclusively; it's not that they are not interested in the stricken halfing, but they will focus on defeating the harder targets (i.e., the party) first. In the confusion of the resulting melee, however, **Cora** slips away, never to be seen by the party again. The GM is encouraged to award **XP** for this fight only if your gaming group is intentionally playing an evilly-aligned game.

Cora Brushgather, Aftermath (Attack or Seduce): Chaos +3

Taking advantage of the poor halfling creates a **Catalyst Impact**: **Chaos +3**.

This stacks with other **Catalyst Impacts** for this Quest.

The quest terminates if **Cora** is slain, if she is escorted safely to a **place of sanctuary**, or if the PCs leave her be where she is and leave the scene.

Cora Brushgather

CR 1/3; **XP** 135; NG Female Halfling Commoner 1

hp 2; **AC** 14; **Fort** +1, **Ref** +3, **Will** -1; +2 vs. fear

Init +2; **Speed** 20 ft.; **Senses Perception** +4

Str 8, **Dex** 14, **Con** 11, **Int** 14, **Wis** 7, **Cha** 14

BAB +0; **CMB** -2; **CMD** 10

Ranged sling (small) +3 (1d3-1) or

Melee dagger (small) +0 (1d3-1/19-20) or

Ranged dagger (small/thrown) +3 (1d3-1/19-20)

Feats Light Armor Proficiency

Skills Diplomacy +3, Knowledge (Arcana) +3, Knowledge (History) +3, Knowledge (Local) +3, Perception +4

Special Qualities Fearless, Halfling Luck, Humanoid Traits, Keen Senses, Single Simple Weapon Proficiency (Dagger), Sure-Footed, Weapon Familiarity

Possessions dagger (3x, small); artisan's outfit (small); padded armor (small); sling (small); sling bullets (10x)

Quest: Amadan, Aftermath

Summary: The **Berinncorte Militia's** mute armsmaster is fleeing the city... but offers some aid before s/he departs.

Rewards: One or more common weapons.

Locations: Any.

Key NPCs: Amadan.

Kickoff: Random Encounter.

Description:

A half-elf with drawn twin shortswords rounds the corner. Upon seeing you, he squints, taking your measure. Something in your visage must convince him positively, as he nods to himself, sheathes both weapons, and walks toward you. His black cloak does not cover the uniform of the town Militia; his hood is drawn and wrapped about his face as though it might keep him concealed from the terrors that infest his once-peaceful town.

This is **Amadan**, who is above described in the masculine—but recall that she is actually a woman. The remainder of this quest text will use the feminine, but the GM is encouraged to remember to portray her as a man until her secret is discovered, or if she chooses for whatever reason you determine to reveal her true nature to the PCs.

The chaos of the **Obelisk**, and the pull of its eclectic powers, are too much for her; she is leaving the town just as quickly as she can, and she has no interest in teaming up with anyone along the way.

Though she understands speech normally, **Amadan** is indeed mute, so the GM is encouraged to roleplay any interaction with her in an entertaining and informative manner. The armsmaster has had a long chunk of her life to adapt to her disability, and is quite expressive in her demeanor; those who communicate with her are often surprised at how facile such a sharing of information can still be without speech on the part of one party.

If the party attacks **Amadan**, she will fight back if she feels she has a chance, but will attempt to flee if an opportunity presents itself. Indeed, **2** rounds after battle commences with her, make a roll on the **Aftermath Random Encounter** table (p 263), and reroll until you get a result that involves one or more monsters. The attack from the monster(s) rolled occurs to start the third round of combat; in the resulting confusion, **Amadan** flees the scene.

Amadan, Aftermath (Attack): Chaos +4

If the PCs attack **Amadan**, they cause a **Catalyst Impact**: **Chaos +4**.

This stacks with other **Catalyst Impacts** in this Quest.

The PCs may simply ignore the **armsmaster**, and leave the scene. There is no punishment for this decision, and it does not prevent **Amadan** from appearing in identical fashion in future random encounters. There is no **Catalyst Impact** for this approach.

Although she will not accompany the party, and makes her preference for solitude clear in her gestures and demeanor, **Amadan** is nevertheless willing to help however she can. Mechanically, this takes the form of offering weapons—she offers an array of common, mundane weaponry such as daggers, shortswords, a longsword, and a light mace, all for free if the PCs wish. There is no **Catalyst Impact** for this approach.

If your group is using **variable challenge** (p 17), the GM is encouraged to upgrade this mundane equipment to **masterwork** quality weapons at **moderate** difficulty, and ***+1*** weaponry at **elite** levels of difficulty.

The party may make a request for an weapon other than these. In her capacity as **armsmaster**, **Amadan** certainly has access to all manner of weaponry: for each weapon requested, there is a chance that **Amadan** may be able to locate one of these weapons.

Amadan innately knows where her weapons caches are located, and their contents; roll to determine availability of the requested item immediately, and if it's unavailable, the **armsmaster** will shake her head; the PCs may then request a different weapon if they wish.

Once an item is requested that is indeed available, **Amadan** will have to leave the party for a brief amount of time to go get it. During this time, there is a chance that a **random encounter** may transpire, that the PCs will have to face before the **armsmaster** returns bearing the requested item. All rolls are to be from the **Aftermath Random Encounters** table, using the **Context** indicated.

If the PCs are defeated by one of these random encounters, or if they are forced to flee, **Amadan** does not go out of her way to track the party down; the item is effectively lost. On the rare likelihood that the party encounters **Amadan** again subsequently in their journeys, however, the **armsmaster** will cheerily deliver the requested item as though no time had passed.

Once **Amadan** returns with a requested weapon, there is a **60%** chance she will immediately be on her way; if she stays, then the party may make a request of a further weapon if they wish. So long as their rolls are lucky and the random encounters are not too punishing, there is no limit to the number of weapons the party may acquire in this manner, though in practice the probabilities don't make it too rewarding a proposition!

Table 106: Aftermath Armsmaster Mundane Weaponry Availability

D%	Enemy	Description
Simple, Light	95%	**25%** chance; use **Context C**
Simple, One-Handed	90%	**30%** chance; use **Context C**
Simple, Two-Handed	85%	**35%** chance; use **Context A**
Simple, Ranged or Ammunition	85%	**40%** chance; use **Context C**
Martial, Light	65%	**40%** chance; use **Context A**
Martial, One-Handed	60%	**45%** chance; use **Context A**

D%	Enemy	Description
Martial, Two-Handed	60%	**50%** chance; use **Context B**
Martial, Ranged or Ammunition	60%	**55%** chance; use **Context A**
Exotic, Light	45%	**75%** chance; use **Context B**
Exotic, One-Handed	40%	**80%** chance; use **Context B**
Exotic, Two-Handed	35%	**85%** chance; use **Context D**
Exotic, Ranged or Ammunition	35%	**80%** chance; use **Context B**

This quest ends if **Amadan** leaves the party **not** on a mission to obtain an item for them, if the party attacks **Amadan**, or if a random encounter either defeats or forces the party to leave the area.

Amadan (Militia Armsmaster)

CR 2; **XP** 600; LN Female* Half-Elven Fighter 2 / Rogue 1
** Note that **Amadan** appears as male and does not dissuade any from this appearance*

hp 17; **AC** 17; **Fort** +3, **Ref** +4, **Will** -1; +1 vs. Fear; +2 vs. enchantment spells and effects

Init +2; **Speed** 30 ft.; **Senses Perception** +7; **Low-Light Vision**

Str 11, **Dex** 15, **Con** 10, **Int** 15, **Wis** 9, **Cha** 16

BAB +2; **CMB** +2; **CMD** 15

Melee shortsword (2x) +4 (1d6/19-20) or

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

Ranged dagger (thrown) +4 (1d4/19-20)

Special Attacks Sneak Attack 1d6

Feats Dodge, Skill Focus (Profession (Soldier)), Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Skills Bluff +8, Disable Device +7, Escape Artist +6, Intimidate +8, Perception +10, Profession (Soldier) +6, Sleight of Hand +6, Stealth +7, Survival +3

Special Qualities Adaptability, Bonus Feats, Bravery, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Trapfinding

Possessions shortsword (2x); studded leather armor; dagger (4x)

Quest: Ash, Aftermath

Summary: The city's militia trainer is suffering withdrawal symptoms; the party may come to his aid or take advantage of the situation.

Rewards: Up to **2 Reward Stars**, plus a magical weapon.

Locations: Any.

Key NPCs: Ash "Executioner".

Kickoff: Random Encounter.

Description:

A gray-haired dwarf sits huddled in a corner. A robust physique and confident visage seem in contrast to the dejected form you see rocking back and forth before you. He seems a beaten man, one controlled or consumed by a force or will not his own.

Sadly but avoidably, **Ash**'s addiction to **Darkserum** (p 262) has taken hold. In the **Eruption**, his stash was destroyed, and in the chaos that has followed, it's not been feasible to acquire more. As a result, the city's Militia trainer is now suffering withdrawal symptoms.

Note that the profile below reflects a pre-withdrawal **Ash**; his current profile involves a **-2** penalty to **Con**, and the **shaken** condition (**-2** on attack rolls, saving throws, skill checks, and ability checks).

It's far from his preference, but given his current state, he's forced to admit to his addiction outright if pressed. He'll admit it, then implore the party to try and find some.

He promises and swears up and down that, long-term, he will work hard and dedicate himself to ridding himself of the addiction, but in the here and now, with all that is threatening the town and its population, he's of no use to anyone in his current state, and really just needs a bit to get him through.

As part of the reward for any outcome that involves giving the dwarf at least one dose of **Darkserum**, **Ash** will give the party an additional treasure: a magical weapon.

Darkserum Thank-You

Pick a PC at random; whatever that PC's primary melee weapon is, that's the type of weapon gifted. If the PC randomly selected has absolutely no melee weapons—remember, a quarterstaff or dagger still counts!—then select a different PC at random. The nature of the weapon given depends on the level of **variable challenge** (page 19):

A **masterwork** weapon by default, or for **low** difficulty; for **moderate** difficulties, **Ash** gives a *+1* weapon; a *+2* weapon is gained in games of **advanced** challenge; and finally, in **elite** games, the trainer grants the party a *+3* weapon.

The PCs have some options, at this point.

They can simply ignore the poor dwarf. This diminishes **Ash's Attitude Tracker** by **-10** points, but otherwise has no adverse impact. This approach also terminates the quest as soon as the PCs leave the area, but does not prevent the PCs from encountering **Ash** in future encounters. No **Catalyst Impact** is rendered as a result of this option.

Dastardly PCs might wish to take advantage of the situation, and attack **Ash**. In his weakened state, he's nevertheless somewhat formidable, but won't pose a great deal of challenge. Fortunately for him, attacking an innocent draws a great deal of attention from the **Forces of the Obelisk**. As soon as the PCs make the decision to assault the **trainer**, roll on the **Aftermath Random Encounters** table (p 263), us-

ing **Context D**; reroll until you get an encounter that involves at least one monster, who will attack the party and mostly ignore **Ash**. In the resulting struggle, the addicted **trainer** will slink away.

Ash, Aftermath (Attack): Chaos +2

Attacking the stricken dwarf results in a **Catalyst Impact**: **Chaos +2**.

The party can try and aid the man. Healing or aid spells, except those explicitly addressing addiction and withdrawal symptoms, are of no help. If by some chance the party already possesses a dose or more of the drug, they may offer it immediately; doing so ends the quest and grants the PCs **1 Reward Star**.

If they lack ready doses of **Darkserum** but still wish to offer assistance, **Ash** will offer up his source: **Aramil**, the apothecary. **Ash** asks the PCs to venture to the **Apothecary Shop** (p 374), and see either if **Aramil** himself is still there, or if by any chance he left a cache of the substance somewhere in his shop that might help. **Ash** will stay where he is, or will try to do so. If the PCs follow through with this request, they stand a goodly chance of discovering or acquiring some **Darkserum** among the damaged contents of the store or from the apothecary himself. Returning to this spot where they discovered **Ash** with at least one vial of **Darkserum**, he will thank the group profusely, and will immediately ingest a dose, restoring his statistics to full and benefitting the party of **2 Reward Stars**.

Ash, Aftermath (Help): Love +2

Helping **Ash** by providing him his drug produces a **Catalyst Impact** of **Love +2**.

If the PCs have a moral or religious objection to drug addiction, or simply want to help in a different manner, they can offer to escort **Ash** to safety, where he might not receive any drugs, but will at least be out of harm's way for the time being while he works the addiction out of his system. **Ash** will resist; make a **Intimidate** or **Diplomacy** check, opposed by **Ash's Intimidate** skill—in this special scenario, do not apply **Ash's** penalty for being **shaken**, and instead apply a **-2** modifier on the PCs' roll to reflect the desperation of **Ash's** desire. Failure means they have not yet convinced the man; they may make one further attempt, but if this second check fails as well, **Ash** will attempt to leave the area immediately. Success with either check means they have at least temporarily convinced the dwarf to accompany them. By passing one of these checks and beginning their journey to safety, the party gains **1 Reward Star**.

Along the way, regardless of how close by the nearest **place of sanctuary** (p 261) is, they will be beset by trouble: roll on the **Aftermath Random Encounters** table (p 263), using **Context B**, and reroll any results of "No Encounter". So long as **Ash** remains with the party, he will attempt to sneak away during any random encounter; the only way to avoid this (short of a spell that fixes the dwarf in place, or a similarly-creative solution) is to have one PC dedicated to keeping him there. This effectively removes that PC from combat.

Successfully delivering **Ash** to a safe location grants the party a second, additional **1 Reward Star**.

Ash, Aftermath (Escort): Law +1, Love +4

Delivering the man to a place of safety, where he might get some help, results in a **Catalyst Impact** of **Law +1**, **Love +4**.

This quest terminates if **Ash** is slain, if he leaves the party, if the party leaves the area, or if he is delivered to a **place of sanctuary**.

Ash "Executioner" (Militia Trainer)

CR 2; **XP** 600; CN Male Dwarf Fighter 1 / Barbarian 1

hp 24; **AC** 15; **Fort** +5, **Ref** +1, **Will** +3; +2 vs. poison, spells, and spell-like abilities

Init +5; **Speed** 30 ft., **Fast Movement**; **Senses Perception** +7; **Darkvision** 60 ft.

Str 11, **Dex** 12, **Con** 12, **Int** 10, **Wis** 17, **Cha** 10

BAB +2; **CMB** +2; **CMD** 13 (17 vs. bullrush or trip)

Melee heavy flail +2 (2H: 1d10/19-20) or

Melee dagger +2 (1d4/19-20) or

Ranged dagger (thrown) +3 (1d4/19-20)

Feats Combat Reflexes, Improved Initiative

Skills Acrobatics +2, Climb +1, Heal +3, Intimidate +5, Perception +7, Profession (Soldier) +7, Sense Motive +3, Survival +3

Special Qualities Bonus Feats, Darkvision, Defensive Training, Fast Movement, Greed, Hardy, Hatred, Rage, Stability, Steady, Stonecunning, Weapon Familiarity

Possessions heavy flail; chain shirt; dagger (2x)

Quest: Debran Ormrick, Aftermath

Summary: The Militia Treasurer has a special favor to ask of the party.

Rewards: 1,000 gp plus **4** ***potions of remove disease***, plus up to **2 Reward Stars**.

Locations: Any.

Key NPCs: Debran Ormrick, Welby Goodbarrel.

Kickoff: Random Encounter.

Description:

Debran Ormrick greets the party—somewhat casually, it must be said, given the circumstances. As though giant goat-headed demons were not roaming the streets, as though fireballs did not streak occasionally across the sky, and as though the entirety of **Town Square** had not become a barren hellscape punctuated by a phallic eruption of pure chaos, the town's Militia Treasurer asks the party in a calm, clear voice if they wouldn't mind helping him out on a small matter that he himself is unable to address.

The quest seems straightforward: convince **Welby Goodbarrel** to open his doors. The portly halfling merchant has locked himself and a handful of **townsfolk** inside his **General Store** (p 377), and refuses to let anyone in or out. To be fair, the man is simply worried about safety: his store is quite close to the **Dark Obelisk**, and he and his fellow citizens are terrified of any monsters getting inside.

If pressed as to why he cares, **Debran** will say that he's concerned about the safety of the merchant, and the citizens trapped inside; surely they would do better if they were to be freed, and allowed to seek refuge elsewhere? Using the party's highest **Sense Motive** skill, make a passive **Sense Motive** check, opposed by **Debran's Intimidate** skill; success suggests that the tiefling may not be telling his entire side of the story. On such suspicion, or intuition, the party may attempt a **Diplomacy** or **Intimidate** check in opposition to **Debran's** own **Intimidate** skill; success will get him to admit that there's more to it than that, but he will shrug, and not admit to anything further.

In reality, **Debran** wants the **General Store** opened so he can make sure of **Welby's** whereabouts; **Debran** distrusts the conniving merchant, and views him as a rival in his own aims of financially conquering and leaching from the city of **Berinncorte**. A rival trapped in his own stronghold is acceptable; a rival cast loose on the streets of a chaotic wasteland is a step even better! **Debran** himself can handle himself in a fight, and has plans to depart the city very soon; **Welby** is not nearly so prepared, particularly after the loss of his right-hand man and bodyguard, **Oneib**.

For their efforts, **Debran** promises money and some useful potions. If pressed, he will reveal their details and quantity (see below).

Any outcome that sees the doors of the **General Store** opened gains the party **Debran's** thanks, as well as **1 Reward Star**. Outcomes that involve **Welby** leaving the store, even for a brief amount of time, will gain the party a second **1 Reward Star**, and **Debran** will deliver the promised treasure:

Debran's Gratitude

1,000 gp; **4 *potions of remove disease*.**

The party of course has some options at their hands at this point.

They may simply ignore the request, and go about their business. If they at some later point do convince **Welby** to take action in accordance with **Debran's** wishes, the tiefling will catch up with the PCs and give them their reward soon thereafter; the GM is encouraged to introduce this follow-up quickly, without waiting to see if a random encounter result forces the event. Ignoring this Quest does not produce any **Catalyst Impact**.

Evil PCs, or those who correctly interpret his true intent here, and take great issue with it, might attack **Debran**. The tiefling treasurer is capable and uninjured; he will fight back if necessary, but if reduced to half his total hit points or fewer, the battle will attract attention in the form of one or more monsters rolled on the **Aftermath Random Encounters** table (p 263), using **Context B**. Reroll any results of "No Encounter", or those which do not involve monsters. Creatures introduced in this manner will focus on the PCs; in the ensuing hubbub, **Debran** will sneak away to fight another day.

Defeating **Debran** is strongly discouraged; the GM should take all reasonable steps to avoid this scenario. The tiefling puppet-master has many roles to play in future adventures; slaying him in this early scenario unhinges much of the fun to come!

Debran Ormrick, Aftermath (Attack): Chaos +3

There's little reason to do so, but attacking **Debran** creates a **Catalyst Impact**: **Chaos +3**.

Regardless of their misgivings or suspicions, the party may take **Debran** at his word, and attempt to parlay with **Welby**. Depending on the distance between **Debran** and the **General Store**, one or more **random encounters** may intercede. Once at the store, the PCs will have to converse with the halfling through the door. The GM is encouraged to roleplay this interaction to both dramatic, and possibly comedic, effect, but mechanically, the PCs must succeed in the following **skill challenge**.

Come Out, Come Out

First Check: Diplomacy, opposed by Welby's own Diplomacy; failure requires repeat (max 3); success advances.

Second Check: Diplomacy or **Intimidate**, opposed by **Welby's Bluff** skill. Failure reverts to **First Check**; success advances.

Third Check: Diplomacy or **Intimidate**, opposed by **Welby's** own **Intimidate** skill. Failure reverts to **Second Check**; success completes the **skill challenge**.

Successfully completing the entire **skill challenge** convinces the halfling merchant to open his doors. He will admit any **townsfolk** who wish to gain entry and possible refuge, and will allow any citizens who had been inside to escape as they wish. He himself will remain in the building, and will reseal the entrance as soon as the PCs depart, unless they succeed at one final **Diplomacy** or **Intimidate** check, opposed by **Welby's Survival** skill; failure means the merchant will blithely promise to remain outside his establishment, but will close the doors and barricade them as soon as is feasible; success convinces the merchant to try his luck seeking safety elsewhere.

At this point, whether the party returns to **Debran** or not, they should gain **1 Reward Star** for having navigated the **skill challenge**.

Debran Ormrick, Aftermath (Succeed): Law +1

Getting **Welby** to leave his stronghold produces a **Catalyst Impact** of **Law +1**.

This stacks with other **Catalyst Impacts** in this Quest.

Good-aligned PCs, or those who doubt the purity of **Debran's** motives, may take things a step further, and try and escort **Welby** and any **townsfolk** who were freed to a **place of sanctuary** (p 261). Along the way, they will likely encounter something interesting to impede their smooth travels;

roll once on the **Aftermath Random Encounters** table, using **Context B**. Assuming at least **Welby** himself survives any ensuing encounter, delivering him to safety should grant the party the benefit of a second, additional **Reward Star**.

Debran Ormrick, Aftermath (Escort): Love +2

Going the extra mile and escorting **townsfolk** and/or **Welby** to safety means a **Catalyst Impact** of **Love +2**.

This stacks with other **Catalyst Impacts** in this Quest.

This quest terminates if **Debran** is slain, or if the party returns to him after speaking with **Welby**.

Debran Ormrick (Militia Treasurer)

CR 2; **XP** 600; CN Male Tiefling Enchanter 2 / Fighter 1

hp 11; **AC** 11; **Fort** +1, **Ref** +1, **Will** +3; **Resistances** Cold 5, Electricity 5, Fire 5

Init +1; **Speed** 20 ft.; **Senses Perception** +0; **Darkvision** 60 ft.

Str 7, **Dex** 13, **Con** 9, **Int** 17, **Wis** 10, **Cha** 17

BAB +2; **CMB** +0; **CMD** 11

Ranged light crossbow +3 (1d8/19-20), within 30 ft. +4 (1d8+1) or

Melee dagger +0 (1d4-2/19-20) or

Ranged dagger (thrown) +3 (1d4-1/19-20), within 30 ft. +4 (1d4-1) or

Melee greatsword +0 (2H: 2d6-2/19-20)

Prepared Enchanter Spells (CL 2nd):
1st – *charm person, hypnotism, moment of greatness, sleep*
0th – *daze, detect magic, light, read magic*

Feats Point-Blank Shot, Precise Shot, Rapid Shot, Scribe Scroll

Skills Appraise +8, Intimidate +11, Knowledge (Arcana) +9, Knowledge (Local) +8, Profession (Soldier) +6, Spellcraft +8

Special Qualities Arcane Bond, Arcane School, Bonded Object, Bonus Feats, Cantrips, Darkvision, Earth Opposition School, Enchanting Smile, Enchantment School, Fiendish Language, Fiendish Resistance, Fiendish Sorcery, Necromancy Opposition School, Skilled, Spell-Like Ability

Possessions *hat of disguise; sheath of bladestealth;* greatsword; dagger (5x); masterwork amulet; soldier's uniform; spellbook; light crossbow; repeating crossbow bolts (10x)

Welby Goodbarrel

CR ½; **XP** 200; CN Male Halfling Expert 2

hp 6; **AC** 12; **Fort** -1, **Ref** +2, **Will** +6; +2 vs. fear

Init +1; **Speed** 20 ft.; **Senses Perception** +6

Str 7, **Dex** 12, **Con** 7, **Int** 14, **Wis** 15, **Cha** 14

BAB +1; **CMB** -2; **CMD** 9

Melee silver masterwork dagger (small) +1 (1d3-3/19-20) or

Ranged silver masterwork dagger (small/thrown) +4 (1d3-3/19-20) or

Ranged dart (small) +3 (1d3-2)

Feats Light Armor Proficiency, Childlike, Simple Weapon Proficiency

Skills Appraise +7, Bluff +7, Diplomacy +7, Handle Animal +3, Heal +3, Intimidate +7, Knowledge (History) +3, Knowledge (Nobility) +3, Linguistics(Drow) +3, Perception +6, Ride +2, Survival +3, Use Magic Device +3

Special Qualities Fearless, Halfling Luck, Keen Senses, Sure-Footed, Weapon Familiarity

Possessions silver masterwork dagger; dart (x6); noble's outfit; signet ring

Quest: Tansden, Aftermath

Summary: The city's Militia Captain weeps for the loss of a rival, and asks the PCs' help in burying him.

Rewards: Up to **3 Reward Stars.**

Locations: Any.

Key NPCs: Tansden.

Kickoff: Random Encounter.

Description:

You see a bearded, kindhearted bear of a man, his body bloodied, his eyes moist, and his facial hair stained with tears. Dressed in the uniform of the Berinncorte Militia, he stands hunched over the body of a fellow dwarven Militia member, who appears to have perished as the result of a series of gruesome attacks.

This is **Tansden**, the city's Militia Captain. He's wounded greatly, but still quite alive. The dwarf corpse at his feet is **Skutt Krundar**, a sometimes-rival who perished saving **Tansden** himself from the clutches of a **Dullahan**.

The Militia Captain is stunned, both at the loss of his second-in-command, as well as at the loss of his city—or its lawful sanity and order, at least. He's not quite in shock, and has his wits about him, but he's definitely on edge and skittish. If the party has previously encountered the man, they will notice the difference from **Tansden's** normally solid composure without any skill checks necessary.

Tearful, yet resolved, he tells the party that **Skutt** deserves a soldier's burial, even amidst this chaos. He refuses to let the dwarf's body fall into the claws and tentacles of the **Forces of the Obelisk**. **Tansden** will refuse direct assistance; he will do the work of the thing himself, but asks the party to defend him while he goes about his gruesome task. Without the party's defense, he worries that in his morbid distraction, he will be set upon by monsters and will die trying to put the dead to rest.

The party has limited options, here.

They may leave **Tansden** to work his task alone. This leaves the man himself with a horrible dilemma: shirk what he feels is his duty to a fallen comrade, or almost certainly die in the attempt? Sadly, the PCs will not be around to learn

of the outcome if they leave the scene. This option does not produce a **Catalyst Impact.**

Even the most evil PCs might shrink from the option of attacking **Tansden**, but it's still technically an option. Doing so is perhaps one of the more vile options in the **Aftermath**, and as such attracts an equivalently vile attention: roll once on the **Aftermath Untouchable Encounters** table (p 263), using **Context D**, and reroll any result of "No Encounter". Any monster(s) introduced in this manner will attack the PCs exclusively, and will ironically grant **Tansden** some of the protection he was requesting; he will drag **Skutt's** body away from the scene, and will not be seen again by the party.

Tansden, Aftermath (Attack): Chaos +6

Attacking a grieving man who wants merely to bury his comrade is definitely worth of a **Catalyst Impact**: **Chaos +6**.

Helping **Tansden** out is really the only option that's feasible for Good-aligned parties; Clerics and Paladins in particular should roleplay this as a necessity or foregone conclusion. Offering to help, or healing **Tansden**, should grant the party an immediate reward of **1 Reward Star**.

Defending **Tansden** takes a while. Roll once on the **Aftermath Random Encounters** table, using **Context B,** and reroll any results of "No Encounter". Remember that although **Tansden** is on the scene, he contributes nothing to the battle, as he is working as fast as possible to complete the burial. If this encounter is **not** a **Beneficial Encounter**, the party should receive **1 Reward Star** in addition to whatever **XP** or other reward might have been involved.

Resolve that encounter, then roll a **second time** on that same table, this time using **Context D**. As above, **Tansden** is finishing his work, and cannot fight on the party's behalf.

Assuming the PCs successfully resolve both encounters, **Tansden** completes his work, and warmly embraces each and every PC. His **Attitude Tracker** with respect to the party gains **+20** points. He takes his leave of the PCs at that point; if they pursue him or offer to accompany him, he declines, saying that he needs some time on his own to process what has occurred. The party should receive **1 Reward Star** as a final boon for their good work.

Tansden, Aftermath (Defend): Law +1, Love +5

Successfully defending **Tansden** during his task produces a **Catalyst Impact** of **Law +1, Love +5**.

If during either encounter the party is defeated, or if they choose to (or are forced to) flee the scene, **Tansden** flees as well, dragging **Skutt's** body if possible. The party loses track of the Militia Captain, and does not see him again during this adventure.

This quest ends if **Tansden** is slain or leaves the scene, if the party leaves the scene, or if the party is successful in their defense and receive the Captain's reward.

Tansden (Militia Master)

CR 2; **XP** 800; LG Male Human Fighter 3

hp 27; **AC** 18; **Fort** +4, **Ref** +2, **Will** +0; +1 vs. Fear

Init +5; **Speed** 30 ft.; **Senses Perception** -1

Str 16, **Dex** 13, **Con** 13, **Int** 12, **Wis** 9, **Cha** 15

BAB +6; **CMB** +7; **CMD** 17 (20 vs. disarm or trip)

Melee longsword +6 (1d8+3/19-20) or

Melee light steel shield +6 (1d3+1) or

Melee dagger +6 (1d4+3/19-20) or

Ranged dagger (thrown) +4 (1d4+3/19-20) or

Ranged shortbow +4 (1d6/x3)

Feats Cleave, Improved Initiative, Improved Shield Bash, Persuasive, Power Attack

Skills Climb +3, Handle Animal +7, Intimidate +9, Knowledge (Dungeoneering) +6, Profession (Soldier) +4, Ride +1, Survival +3, Swim +3

Special Qualities Armor Training, Bonus CMD (3x), Bonus Feat, Bonus Feats, Bravery, Skilled

Possessions longsword; light steel shield; chainmail; shortbow; arrows (20x); dagger

Quest: Ota Kuiduru, Aftermath

Summary: The Mayor's chief administrator needs the PCs' help to raid a secret supply cache, and deliver much-needed arms and armor, and general supplies.

Rewards: Up to **2 Reward Stars**, plus the party's pick of any of the supplies returned, plus the location of all **places of sanctuary**

Locations: Any.

Key NPCs: Ota Kuiduru.

Kickoff: Random Encounter.

Description:

A serious-looking half-elf in a severe haircut and dress motions to you to approach. Conspirationally, he looks about you, as though eavesdropping was a graver threat than the winged and tentacle monstrosities that now stalk the city streets.

Ota Kuiduru was **Mayor Symms'** chief clerk and administrator before the **Eruption**. He is now attempting to coordinate survivors and efforts to bring whatever order and peace he might to the situation, though he realizes it is an uphill and perhaps hopeless struggle.

He is aware of every **place of sanctuary** (p 261), and will gladly share this information with the PCs if they will commit to helping him perform a crucial task: bringing supplies to those who have sought shelter in the **Library** (p 391). It seems that **Mayor Symms** had two secret supply caches, hidden within the walls of the **Mayor's House** (p 349): one holding arms and armor, the other bearing general supplies.

Ota wishes to return to the building and get these supplies, but there are two challenges in his doing so alone: first, a capable though he is in a fight, he alone is unlikely to survive many of the monsters that he will undoubtedly come across

in such a journey. Second, even if his safe passage were guaranteed, he alone cannot bear a great deal of supplies, so the aid he would return with would not be all that helpful.

A party of the PCs' size would be just right, he suggests. (He suggests this no matter how many PCs are in your gaming group.) He begs them to do what is right, and help those in need.

The PCs can ignore the half-elf, and be on their way. **Ota** will scowl, the party will lose **-10** points on his **Attitude Tracker,** and he will of course not share the location of any **place of sanctuary**. The PCs may attempt any number of **Intimidate** or **Diplomacy** checks they wish, but unless they help him in his mission, his lips are sealed.

Ota Kuiduru, Aftermath (Ignore): Chaos +1

Ignoring the situation entirely causes a **Catalyst Impact**: **Chaos +1**.

Either as part of the above approach, or as its own strategy, the party may attack the half-elf monk. **Ota** will fight back defensively, imploring the party that this is neither the noble nor the sane thing to be doing at a time when madness stalks the streets. While he points this out, madness itself may manfiest: roll on the **Aftermath Random Encounters** table (p 263), using **Context B**, and reroll any result that does not involve at least one monster. Any monster(s) rolled will attack the PCs; in the resulting melee, **Ota** will flee to seek out other citizens of nobler purpose to aid him in his endeavor.

Ota Kuiduru, Aftermath (Attack): Chaos +3

Picking a needless fight with the administrator produces a **Catalyst Impact**: **Chaos +3**.

The party can help him, as Good-aligned PCs will likely feel compelled to do. Accompanying **Ota** merits **1 Reward Star** right off the bat. On their way to the **Mayor's House**, the group may encounter resistance; roll at least once on the **Aftermath Random Encounters** table, using **Context A**. Depending on the distance between where the PCs encounter **Ota**, and the **Mayor's House**, they may have to roll additional times on this table.

Once at the **Mayor's House, Ota** shows the party the two secret chambers on the ground floor: the **Emergency Supply Cache**, and the **Weapons Cache**. The goal now is for each PC to load up with as much equipment as they can bear. Detail-oriented gaming groups can weigh out exactly who carries what, but as each and every piece of equipment and individual supply will be given over to others at their destination, one quick-and-dirty approach is to simply count everyone as now suffering under a **heavy load** (**Max Dex Bonus** +1, **Check Penalty** -6, **Speed** 20 ft./15 ft., **Run** x3) until they deliver everything.

On their way from the **Mayor's House** to the **Library**, they may once again encounter interference: roll once more on the **Aftermath Random Encounters** table, but this time, use **Context B**. You may assume that during any combat encounter, the PCs and **Ota** drop the extra supplies, fight, and then pick it back up, assuming they are successful and are not forced to flee.

Once at the **Library**, **Ota** will thank the party profusely, and offer each PC their pick of any supplies they have recovered. In addition, his **Attitude Tracker** benefits from **+15**, the party receives **1 Reward Star**, and **Ota** will reveal the locations of all other **places of sanctuary**.

Ota Kuiduru, Aftermath (Help): Law +4

Aiding **Ota** in his needs results in a **Catalyst Impact** of **Law +4.**

This quest terminates when the PCs successfully deliver the supplies to the **Library**, if **Ota** leaves their sight, if **Ota** is slain, or if the PCs and **Ota** are forced to abandon dropped supplies in the course of bringing them to sanctuary.

Ota Kuiduru (Chief Clerk)

CR 2; **XP** 800; LN Male Half-Elf Monk 3

hp 20; **AC** 16; **Fort** +3, **Ref** +5, **Will** +6; +2 vs. enchantment spells and effects

Init +2; **Speed** 40 ft.; **Fast Movement; Senses Perception** +12; **Low-Light Vision**

Str 12, **Dex** 15, **Con** 10, **Int** 12, **Wis** 16, **Cha** 11

BAB +2; **CMB** +4; **CMD** 19

Melee kama +3 (1d6+1) or

Melee unarmed strike +3 (1d6+1) or

Melee flurry of blows +2/+2 (1d6+1)

Special Attacks Flurry of Blows, Stunning Fist

Feats Alertness, Dodge, Improved Unarmed Strike, Persuasive, Skill Focus (Sense Motive), Stunning Fist, Throw Anything

Skills Acrobatics +7, Climb +6, Escape Artist +7, Intimidate +7, Perception +12, Sense Motive +14, Stealth +7

Special Qualities AC Bonus, Adaptability, Bonus Ki (3x), Elf Blood, Elven Immunities, Fast Movement, Humanoid Traits, Keen Senses, Low-Light Vision, Maneuver Training, Multitalented

Possessions kama; scholar's outfit

Quest: Esk, Aftermath

Summary: The innkeeper asks the PCs' help in taking the body of his maid employee and friend to **Town Square**.

Rewards: Up to **3 Reward Stars**.

Locations: Any.

Key NPCs: Esk.

Kickoff: Random Encounter.

Description:

Esk, the lizardman innkeeper, is carrying the corpse of a gnomish woman dressed in bloody commoner's clothes. Seeing you, he inclines his head, and gently puts the wom-

an down on the ground as he speaks to you. "I would ask a favor," he begins without preamble.

Esk's favor is somewhat odd, given the circumstances of the city: the dead gnome is **Mardnab Scheppen**, the inn's maid and general housekeeper, and **Esk's** now-deceased employee. She was crushed under part of a collapsing roof shortly after the **Eruption**, and her body was set upon by monsters. **Esk** chased the creatures off, and now wishes to put her body to rest in a peaceful and respectful manner.

What complicates matters is that he wants to bury her in the **Graveyard** (p 339). While this would ordinarily be quite a reasonable request, the terrible fact is there is no easy way to get to this location without braving the heart of the storm: **Town Square** (p 342), and within it, the **Dark Obelisk** itself. Certainly a dangerous journey.

Unless the PCs have cast *know alignment* or have similar intuition, they are at this point almost certainly ignorant of **Esk's** Chaotic Evil temperament. In truth, he doesn't care at all what becomes of the corpse of what to him was merely an employee... but he sees this an excuse, an opportunity, to involve others in what could be a bloodbath.

In summary, his "favor" is merely to use **Mardnab's** burial as bait to get more innocent people slaughtered by **Forces of the Obelisk**.

It's quite possible that the PCs suspect none of this at all. **Esk** is a creepy character regardless of what he says or does, and it's natural for Good-aligned PCs, particularly those of minority or put-upon races (e.g., half-orcs especially), to sympathize with what very well may be the only lizardfolk within miles of the city. At the GM's discretion, a PC may explicitly request a **Sense Motive** check, opposed by the innkeeper's **Bluff** check; success may suggest that there might be ulterior motives involved in what seems a simple, if dangerous, request... but nothing more than that.

The party can ignore or decline the request. **Esk** nods in understanding; secretly, he is disappointed, but it's reasonable to want to avoid almost certain danger simply to help someone bury another someone you don't know. Sad and somber, the innkeeper picks up his gnomish burden and walks away from the party, in the general direction of the **Graveyard.** There is no **Catalyst Impact** to this approach.

Malicious PCs may see easy pickings, and assault the innkeeper. This surprises **Esk**, who is caught off guard; the party enjoys a **surprise round** of combat automatically. Thereafter, **Esk** will grin, summon his **eidolon, Cherissur**, and join battle; the rush of adrenaline and the fact that the party has willingly devolved to a Chaotic Evil action against him pleases him to no end. At the start of the third round of combat (that is, after the surprise round, and one round of normal combat), roll on the **Aftermath Random Encounters** table (p 263), using **Context B**; any creatures rolled will wade into the fray, distracting the PCs and allowing **Esk** to escape almost certain doom.

Esk, Aftermath (Attack): Chaos +1

Attacking **Esk** creates a **Catalyst Impact** of **Chaos +1**.

Good-aligned PCs will want to help the innkeeper in his seemingly-noble task, even if they fully realize the threat.

Depending on how far away the party is when they encounter **Esk**, they may have quite a few random encounters to survive. At minimum, it's recommended that you roll once on the **Aftermath Random Encounters** table on the way to **Town Square**, using **Context A**. Once in **Town Square** itself, roll again, using **Context D**.

Once the party makes it to the **Graveyard**, grant them **1 Reward Star** for surviving the journey to this point. Then roll for yet another random encounter, using **Context D,** while **Esk** starts digging; this time, however, reroll any results that do not explicitly involve at least one monster. The innkeeper completes his morbid task at the conclusion of any encounter rolled in the **Graveyard.** During any combat in the **Graveyard**, make a passive **Sense Motive** check for the PC with the greatest skill in this area, opposed by **Esk's Bluff** skill, and with a **-4** circumstance penalty for the PCs. If the PC is successful, they pick up on the fact that the innkeeper is chuckling to himself while he works, as though he finds the whole situation of burying **Mardnab** while a group of strangers defends him from monsters hilarious.

Finally, unless the party is aware of the **secret door** that connects the **Graveyard** to the north of the **Zugul Church** (p 332), they must make their way back across the **Town Square**—roll one final time for a random encounter, this time using **Context B**.

At the conclusion of any encounter this final roll, award the party with an additional **1 Reward Star**. **Esk** thanks the party for their efforts, and claims that he has neither coin nor treasure to share with them, other than his thanks.

Esk, Aftermath (To Graveyard): Law +1, Love +2

Making it to the **Graveyard** and completing the task there produces a **Catalyst Impact** of **Law +1, Love +2**.

This stacks with other **Catalyst Impacts** in this Quest.

If the party was successful in the **Graveyard** skill check, or if they are suspicious for any number of other reasons, they may challenge **Esk** as to his true motives. The GM is encouraged to roleplay this in a manner suited to the gaming group's preferences, but mechanically, uncovering the truth takes the form of the following **skill challenge:**

Esk's True Motives

First Check: Sense Motive or Intimidate, opposed by Esk's Bluff check. Failure means Esk leaves the scene and the skill challenge fails; success gets him to admit that he and Mardnab were far from close, and advances to the next check.

Second Check: Diplomacy or **Intimidate**, opposed again by **Esk's Bluff**. Failure has no impact, as **Esk** stalls; you may repeat this attempt one more time, but failure a second time means the innkeeper leaves. Success means **Esk** admits that the gnomish maid had never even asked him to make sure she was buried respectfully if she were to perish, and advances to the next check.

Third Check: Diplomacy, Intimidate, or **Sense Motive**, opposed one final time by **Esk's Bluff**. Failure means **Esk** leaves the conversation immediately; success forces him to admit, finally, that he was having a cruel joke at the party's expense, that the burial was completely unnecessary, and that he did it both to have fun with the possible death and

suffering of the PCs, but also for the possibility that they might be defeated, and that he might escape, to later return and loot the bodies.

If the party is successful in obtaining this final revelation, they should receive a third and final **1 Reward Star**. At this point, they can attack **Esk**, who will try to escape but may easily be defeated. They could also try and "turn him in", though the authorities are quite busy with other priorites at the moment and will not really have the ability to take him into custody in any real sense.

Esk, Aftermath (Uncover Truth): Law +3

Getting **Esk** to reveal the truth of the matter results in a **Catalyst Impact** of **Law +3**.

This stacks with other **Catalyst Impacts** in this Quest.

This quest terminates if **Esk** is slain, if **Esk** or the party leave each others' presence, or if **Mardnab** is successfully buried.

Esk (Innkeeper)

CR 1; **XP** 400; CE Male Lizardfolk Summoner 2

hp 16; **AC** 17; **Fort** +1, **Ref** +3, **Will** +1

Init +1; **Speed** 30 ft. / **Swim** 15 ft.; **Senses Perception** -2

Str 17, **Dex** 13, **Con** 12, **Int** 9, **Wis** 6, **Cha** 12

BAB +1; **CMB** +4; **CMD** 15

Melee sickle +4 (1d6+3) or

Ranged dart +2 (1d4+3) or

Melee claw +4 (1d4+3) or

Melee bite +1 (1d4+3)

Known Summoner Spells (CL 2nd):
1st (3x/day) – *identify, summon monster I, unseen servant*
0th (at will) – *acid splash, arcane mark, detect magic, message, open/close*

Feats Lightning Reflexes

Skills Bluff +2, Spellcraft +4, Use Magic Device +5

Special Qualities Bond Senses, Cantrips, Eidolon, Hold Breath, Life Link, Summon Monster, Weapon and Armor Proficiency

Possessions sickle; dart (5x); padded armor

Cherissur (Esk's Eidolon)

CR -; **XP** -; CE Female Eidolon 2

hp 7; **AC** 15; **Fort** +1, **Ref** +6, **Will** +3

Init +3; **Speed** 20 ft. / **Climb** 20 ft.; **Senses Perception** +5; **Darkvision** 60 ft.

Str 12, **Dex** 16, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11

BAB +2; **CMB** +3; **CMD** 16

Melee bite +3 (1d6+1) or

Melee tail slap +3 (1d6+1)

Feats Intimidating Prowess

Skills Intimidate +3, Perception +5, Sense Motive +5, Stealth +8

Special Qualities Darkvision, Reach (Bite)

Quest: Biggen Gurble, Aftermath

Summary: The **Library's** humble reader is in over his head, and needs the PCs' help to get citizens to safety.

Rewards: Up to **5 Reward Stars**.

Locations: Any.

Key NPCs: Biggen Gurble.

Kickoff: Random Encounter.

Description:

The **Library's** reader finds himself in de facto charge of the building, which has also become the foremost **place of sanctuary** (p 261) in all of **Berinncorte**. The halfling is in way over his head, pun not intended, and is desperate for any manner of help.

Foremost of his concerns, though, is making sure that **townsfolk** are helped to find their way safely into the building so they can take refuge there. He asks the PCs to go forth and find innocents who might otherwise perish in the chaos of the streets, and help guide them back to the **Library**.

Biggen has no coin nor treasure to speak of with which to adequately compensate the party, but promises that the townsfolk, the city, and he himself will remember

In simple terms, this is a collect / escort mission. Each group of **townsfolk** the PCs shepard back to the **Library** will be worth an additional **1 Reward Star**, to a maximum of **5** total.

Mechanically, there are two impacts to this quest being in effect: first, there is a much greater likelihood of encountering random groups of innocents in the city; and second, the rewards for helping such citizens are increased.

Once this quest is begun, any time you roll on the **Aftermath Random Encounters** table (p 263), and receive a result of "No Encounter", treat it instead as the Quest "**Wounded Townsfolk**" (p 268). Note that the **Reward Star** benefit from that Quest **DOES stack** with the reward for the this quest. Note, also, that this "treat No Encounter as Wounded Townsfolk" effect applies **only** to the **Aftermath Random Encounters** table, and not any of the more detailed tables on which you might be called upon to roll. For example, if you are asked to roll on the **Untouchable Random Encounters** table, and get a "No Encounter" result, that result is still "No Encounter".

In addition, in any scenario in which the PCs find themselves with one or more **townsfolk**, they may escort those citizens back to the **Library** and it will count for the bonus of this quest.

Biggen Gurble, Aftermath (Escort): Law +1

Each time the PCs deliver a new batch of **townsfolk** to safety at the **Library**, there is a **Catalyst Impact** of **Law +1**.

This is irrespsective of the number of people involved: delivering a group of 20 people, then two groups of 3 people each, produces a total impact of **Law +3.**

This impact stacks with subsequent iterations of itself.

If for some reason **Biggen Gurble** himself is slain, the party may continue to escort more innocents to safety, for the same reward—unless the PCs themselves were behind **Biggen's** death!

This quest terminates if the PCs kill **Biggen**, or if they rescue **5** groups of **townsfolk**. It remains in effect until one of these conditions is met.

Biggen Gurble (Reader / Spy)

CR 3; **XP** 800; CN Male Halfling Expert 2 / Rogue 2

hp 12; **AC** 15; **Fort** +0, **Ref** +7, **Will** +6; +2 vs. fear

Init +3; **Speed** 20 ft.; **Senses Perception** +11

Str 7, **Dex** 16, **Con** 8, **Int** 16, **Wis** 14, **Cha** 13

BAB +2; **CMB** -1; **CMD** 12

Melee short sword (small) +1 (1d4-2/19-20) or

Melee dagger (small) +1 (1d3-2/19-20) or

Ranged dagger (small/thrown) +6 (1d3-2/19-20) or

Ranged sling (small) +6 (1d3-2)

Feats Alertness, Light Armor Proficiency, Eagle Eyes, Simple Weapon Proficiency

Skills Disable Device +11, Disguise +5, Knowledge (Arcana) +11, Knowledge (Dungeoneering) +10, Knowledge (Geography) +11, Knowledge (Local) +10, Knowledge (Nobility) +10, Knowledge (Planes) +10, Knowledge (Religion) +10, Perception +11, Sense Motive +8, Sleight of Hand +8, Use Magic Device +6

Special Qualities Canny Observer, Fearless, Halfling Luck, Keen Senses, Sure-Footed, Trapfinding, Weapon Familiarity

Possessions dagger; shortsword; padded armor; sling; sling bullets (20x)

Quest: Denzys, Aftermath

Summary: The Preacher of the **Sheergath Temple** is eager to find **Larissa the Elder**, and asks the party's aid in doing so.

Rewards: Up to **1 Reward Star**; **3** ***potions of cure light wounds***

Locations: Any.

Key NPCs: Denzys, **Larissa the Elder**.

Kickoff: Random Encounter.

Description:

Denzys is distraught and shaken (though not in the formal manner of having the **condition** of the same name). The church's bodyguard, **Unglar**, was slain assaulting the monsters near the **Obelisk**, monsters of unspeakable origin have taken up shop on the rooftop of the temple, and worst of all, he cannot locate **Larissa**.

Though he himself is too shaken to follow, and somewhat inept in combat to begin with, **Denzys** offers some aid up-front in the form of healing potions, whose caliber scales in accordance with the **variable challenge** (p 17) you are using:

Denzys' Gift

- ***4 potions of cure light wounds***
- ***4 potions of cure moderate wounds***
- ***4 potions of cure serious wounds***
- ***4 potions of cure critical wounds***

If the PCs wish, they can help **Denzys** wipe out the monsters that infest the **Sheergath Temple**; this takes the form of the separate Quest "**Cleanse the Temple**", on page 124. The rewards gained in that quest are in addition to those possible from this one.

The party may choose to simply ignore **Denzys** and his predicament. Paladins and other Lawful Good-aligned PCs have an excuse to look the other way in that **Denzys** and his brethren are Chaotically-aligned, but other Good alignments may be challenged to justify their ignorance here. In any event, there is no real impact to the party other than the negative impact to **Denzys' Attitude Tracker**.

It's possible the party simply attacks the man. This is something of a vile action, and as such attracts attention: roll on the **Aftermath Random Encounter** table (p 263), using **Context D**; reroll any non-monster result. Monster(s) that are introduced in this manner will target the party; **Denzys** will use the chance to escape if he can.

Denzys, Aftermath (Attack): Chaos +2

Fighting **Denzys** unnecessarily creates a **Catalyst Impact**: **Chaos +2**.

Helping out involves finding **Larissa**, and returning her to **Denzys**. The preacher will tell the party that he last saw her heading South away from the **Temple**, toward the **Lower-Class Residential District** (p 411). **Denzys** asks that the party locate the **Elder,** and escort her to him; he says that he will meet the party in the alley just to the southwest of the **Sheergath Temple**.

This is really all the party has to go on. Finding **Larissa** is a matter of luck more than anything else: as the party searches and casts about the town, roll as you normally would on the **Aftermath Random Encounter** table. Any result that triggers a roll on the **Beneficial Random Encounters** table means that **Larissa** is found. Resolve the roll on the **Beneficial** table as normal; **Larissa** is simply accompanying any NPC(s) that the party encounters as a result. Upon hearing from the PCs that **Unglar** has died, her **Temple** has been overrun by monsters, and that **Denzys** is looking for her, she will wish to make haste to meet with her preacher and make further plans at once; she joins the party.

Escorting **Larissa** back to **Denzys** will likely involve at least one interesting encounter: roll once shortly after she joins the party on the **Aftermath Random Encounters** table, using **Context B**. Depending on where **Larissa** was discovered, there may be additional opportunities for rolling on

this table.

Once **Larissa** is escorted back to **Denzys**, the two of them embrace warmly, and thank the party. **Larissa** mentions that she lacks any real monetary reward for the party, but her **Attitude Tracker** as well as **Denzys'** increases by **+15** as a result of this success. In addition, the party receives **1 Reward Star**.

Denzys, Aftermath (Find Larissa): Love +2

Locating **Larissa the Elder**, and escorting her back to **Denzys**, produces a **Catalyst Impact** of **Love +2**.

This stacks with other **Catalyst Impacts** in this Quest.

The two **Sheergath** devotees will then request, knowing and admitting that it asks too much of the PCs given their already-enormous effort helping out, if they might consider clearing out the monsters in the temple. This is an easy segue to the Quest "**Cleanse the Temple**" (p 299), since the party will already be right there.

This quest will be concluded if **Denzys** is slain, if **Larissa** is slain after having been discovered, or if **Larissa** is successfully and safely found and returned to the preacher.

Denzys (Preacher)

CR 3; **XP** 800; CG Male Human Cleric 4

hp 33; **AC** 12; **Fort** +6, **Ref** +2, **Will** +6

Init +1; **Speed** 30 ft.; **Senses Perception** +2

Str 11, **Dex** 13, **Con** 15, **Int** 15, **Wis** 15, **Cha** 12

BAB +3; **CMB** +3; **CMD** 15

Melee morningstar +3 (1d8) or

Ranged sling +4 (1d4)

Prepared Cleric Spells (CL 4th, Chaos domain):
2nd – *calm emotions, darkness, enthrall*
1st – *doom, inflict light wounds, obscuring mist, summon monster I*
0th – *detect magic, light, read magic, resistance*

Feats Deceitful, Dodge, Endurance

Skills Acrobatics +2, Bluff +7, Diplomacy +6, Disguise +5, Heal +7, Intimidate +5, Knowledge (History) +8, Knowledge (Religion) +9

Special Qualities Aura, Bonus Feat, Channel Positive Energy (-1d6, DC 9, 4/day), Orisons, Skilled, Spontaneous Casting

Possessions morningstar; sling; sling bullets (20x); cleric's vestments

Quest: Cleanse the Temple

Summary: The party is asked to purge monsters from the **Sheergath Temple**.

Rewards: Up to **1 Reward Star**, plus **2,500 gp.**

Locations: Sheergath Temple.

Key NPCs: Denzys, **Larissa the Elder**.

Kickoff: Denzys or **Larissa** ask the party to help purify the temple of encroaching monsters.

Description:

As part of side-quests for either **Denzys** or **Larissa**, the PCs may be asked to help purge monsters from the **Sheergath Temple**. Most prominently, this means slaying the beasties atop the **roof**.

To succeed in this quest, the task is fairly simple: destroy all **Forces of the Obelisk** inside the **Sheergath Temple**. Once this is done, the PCs may return to **Denzys** and/or **Larissa** for their reward: **2,500 gp**, plus **1 Reward Star.**

Cleanse the Temple (Succeed): Law +1, Chaos +1

Helping restore order to a temple of Chaos has a strange combination of **Catalyst Impacts**: **Law +1, Chaos +1.**

This quest remains in effect until **Denzys** and **Larissa** are both dead for whatever reason, or until the party successfully slays all monstrous occupants of the **Sheergath Temple** and return to one of the NPCs for a reward.

Quest: War is Good For Business

Summary: Apprentice Stewy wants help growing his underground black market operations in the wake of the Eruption.

Rewards: Up to **750 gp**, plus pick of the supplies stolen.

Locations: Any.

Key NPCs: Stewy.

Kickoff: Random Encounter.

Description:

"You! Yeah, you, there; don't act so surprised. C'mere. I got a job, needs doing, and you look like you could use a break, right?"

The shabby, penniless-looking fishery apprentice has truly flourished in the destruction of the **Obelisk**'s arrival. His fledgeling underground crime ring has prospered, and though it's not yet been but a few hours, his agents have pounced on the many opportunities for petty and more severe crime while the **Militia** is distracted and chaos runs rampant.

Stewy's proposition is straightforward: he knows of secret supply caches, hidden in the **Mayor's House** (p 349). How he came by this intelligence, he will not say; no amount of **skill checks** will force his voice in the matter.

The mission is to sneak into the building, locate at least one of the secret rooms, steal as many supplies as they can, and return to the **Cistern** (p 406), where **Stewy** will be waiting to receive the goods. As reward, the apprentice offers **10%** of the street value of the stolen supplies (maximum **750 gp**), plus the party's pick of anything stolen—one item per PC, that is.

Ignoring the proposal seems easy, but it's not, so much:

refusing to help will prompt **Stewy** to shrug, and point out his perspective that if you're not part of the solution, you're part of the problem... in this case, the problem of do-gooders having information about secret and illegal operations. The apprentice underlord himself is no combatant, but at a gesture, **1d4+2 Hired Goons** walk silently out of the shadows to flank him. The menace is clear: help, or **Stewy** will be forced to ensure the party's silence in the only manner guaranteed to be effective. If the party still refuses, they may try and talk their way out of the fight that is almost certain to ensue: make a **Diplomacy** or **Sense Motive** check, opposed by **Stewy's Intimidate** check. Failure means **Stewy** is convinced—not of the party's silence or good faith, bt that they must be killed; he gestures, and the **Goons** attack the PCs. In the bloodbath that follows, **Stewy** leaves the scene immediately, safe to scheme another day.

Success means the PCs have convinced **Stewy**, either that they won't tell a soul, or that he's better off letting them live. He dismisses the goons, who lurk back into the shadows from whence they came, but leaves the party with a final threat: tell anyone about the supply caches, or seek to raid them for themselves, and the PCs will soon learn just how wide-reaching his underworld crime ring is.

Stewy, Aftermath (Ignore): Law +2

Ignoring Quests typically produces a **Chaos**-based **Catalyst Impact**, but in this case, it instead creates **Law +2.**

Attacking **Stewy** will immediately reveal the **Hired Goons** mentioned above, who rush to defend their leader. Using the highest value amongst the PCs, make a **Perception** check, opposed by the **Goons' Stealth** check: failure means the **Goons** catch the party off-guard, and enjoy a **surprise round** of combat before the PCs can get at the apprentice fisherman himself. As above, **Stewy** escapes in the resulting melee.

Stewy, Aftermath (Attack): Chaos +2, Law +1

Confusingly, attacking **Stewy** creates both law and order: there is a **Catalyst Impact** of **Chaos +2, Law +1.**

Whether they eagerly accept the work, or feel threatened into it by the brutish hirelings, the party may simply go for it, and try to help. **Stewy** knows only that there are two caches in the building: one of weapons, the other of general supplies. He doesn't know if they're on the ground or second floor, nor if their doors are trapped. It's up to the PCs to locate these caches, if they aren't already aware of them.

Note that there are other opportunities to raid these supply caches—via Quest, encounter, or simply happening across the secrets. There's so much in the secret rooms, however, that the PCs can "go back to the well" as many times as prompted by these opportunities, without depleting the stores.

On their way from **Stewy** to the **Mayor's House**, roll at least once on the **Aftermath Random Encounters** table (page 319). Depending on the distance remaining yet to go, you may be called upon roll a second time.

Once at the **house**, the party needs to locate at least one of the two secret rooms: the **Emergency Supply Cache**, and the **Weapons Cache**. Once found, supplies should be loaded; it's up to the party as to who carries what, but recall that the reward scales with the amount of loot pilfered. Detail-oriented gaming groups can weigh out exactly who carries what, but as each and every piece of equipment and individual supply will be given over to others at their destination, one quick-and-dirty approach is to simply count everyone as now suffering under a **heavy load** (**Max Dex Bonus** +1, **Check Penalty** -6, **Speed** 20 ft./15 ft., **Run** x3) until they deliver everything.

Assuming the party is successful in raiding at least one of the rooms, they must return: roll again on the **Aftermath Random Encounters** table, this time using **Context B**.

Upon reaching the **Cistern**, the party will be met by **Stewy** and his **Hired Goons**, who gladly accept the supplies. True to his word, **Stewy** will let each PC pick one item, and will then give them the monetary reward, calculated based on what remains.

Stewy, Aftermath (Complete): Chaos +3

Successfully completing the mission for **Stewy** generates a **Catalyst Impact** of **Chaos +3.**

If asked as to his plans for the booty, he will smirk and tell the PCs that's his business; if pressed, he'll admit that he intends to sell them on the black market for as much as he can gouge for.

This quest terminates if **Stewy** is somehow slain, if the PCs end up fighting the **Hired Goons**, if the PCs refuse and succeed at their skill check to talk their way out of the fight, or if the PCs successfully raid the supply cache(s) and return with booty for the apprentice.

Stewy

CR ½; **XP** 200; LE Male Human Expert 2

hp 5; **AC** 16; **Fort** -1, **Ref** +3, **Will** +6

Init +3; **Speed** 20 ft.; **Senses Perception** +5

Str 8, **Dex** 16, **Con** 9, **Int** 15, **Wis** 17, **Cha** 9

BAB +1; **CMB** +0; **CMD** 13

Melee club +0 (1d6-1) or

Ranged club (thrown) +4 (1d6-1) or

Ranged sling +4 (1d4-1) or

Ranged tanglefoot bag +4 (/none/x0)

Feats Light Armor Proficiency, Nimble Moves, Simple Weapon Proficiency, Stealthy

Skills Acrobatics +5, Appraise +4, Bluff +4, Climb +1, Diplomacy +4, Disable Device +2, Intimidate +4, Perception +5, Profession (Fisherman) +8, Sense Motive +5

Possessions club; studded leather armor; sling; sling bullets (20x); dagger; tanglefoot bag

Hired Goon

CR 3; **XP** 200; LE Male Human Expert 2

hp 5; **AC** 16; **Fort** -1, **Ref** +3, **Will** +6

Init +3; **Speed** 20 ft.; **Senses Perception** +5

Str 8, **Dex** 16, **Con** 9, **Int** 15, **Wis** 17, **Cha** 9

BAB +1; **CMB** +0; **CMD** 13

Melee club +0 (1d6-1) or

Ranged club (thrown) +4 (1d6-1) or

Ranged sling +4 (1d4-1) or

Ranged tanglefoot bag +4 (/none/x0)

Feats Light Armor Proficiency, Nimble Moves, Simple Weapon Proficiency, Stealthy

Skills Acrobatics +5, Appraise +4, Bluff +4, Climb +1, Diplomacy +4, Disable Device +2, Intimidate +4, Perception +5, Profession (Fisherman) +8, Sense Motive +5

Possessions club; studded leather armor; sling; sling bullets (20x); dagger; tanglefoot bag

Quest: It's Not As Though They're Coming Back

Summary: The half-orc landlord takes the opportunity of the deserted building to loot through her apartments. The PCs may intervene, or let her be.

Rewards: Up to **2 Reward Stars**.

Locations: Any.

Key NPCs: Pilga.

Kickoff: Random Encounter.

Description:

"Shit for sale!" A tall, sturdy half-orc woman is hawking wares on the street, seemingly unaware of the chaos that swarms about the city. As you watch, she snorts, and spits mucus. Satisfied, she resumes her loud chanting and salesmanship.

No skill check is required to notice that **Pilga** is selling other peoples' valuables.

The party can simply let her be. Since there's not definitive proof necessarily, there's no real harm to Good or Lawfully-aligned PCs, however Paladins and others of Lawful Good orientation should at least check things out in more detail. There's no **Catalyst Impact** to this approach.

It would be a bit of a drastic action, and a huge overreaction, but the party may simply attack the landlord-turned-hawker. **Pilga** sees the PCs coming, but is taken by surprise at their attack; the PCs enjoy a round of **surprise attack** before combat is truly joined. **1d4** rounds into the battle (counting the **surprise attack** round), roll on the **Aftermath Random Encounters** table (p 263), using **Context B**; any monsters that result will wade into the fray, favoring the PCs as targets. This gives **Pilga** a chance to escape, if she's not faring too well in the melee.

It's Not As Though They're Coming Back (Attack):

Chaos +1

Attacking results in a **Catalyst Impact**: **Chaos +1**.

Most likely, the party will want to check the situation out. In conversation, the half-orc readily admits that she has been going through the left-behind belongings of her tenants, rooting through to find anything of value that she can sell. She sees to problem with this; after all, even if things return to normal right away, her tenants left, and might not come back at all. **Pilga** has to pay the bills and feed herself just like anyone else, so why shouldn't she go through what might otherwise just be trash?

If the PCs wish to press further, or to get her to stop doing this, they'll have to wade through the following **skill challenge**. If at any stage, **Pilga** and the PCs find themselves in combat, it may attract **Forces of the Obelisk**; **2** rounds into the battle, roll on the **Aftermath Random Encounters** table, using **Context A**, and reroll any results that do not introduce a monster.

Mend Your Ways

First Check: Diplomacy or Intimidate, opposed by Pilga's Intimidate check. Failure with an Intimidate check causes Pilga to become enraged, and attack the party. Failure with a Diplomacy check applies a -2 circumstance penalty to the party's subsequent checks in this skill challenge, but this stage may be attempted once again. Success gets the landlord's attention, and advances the challenge to the next stage.

Second Check: Sense Motive, opposed by **Pilga's Bluff** check. Failure reverts the challenge to the **first check**; success gives **Pilga** the impression that the PCs understand her plight, and sympathize with it.

Third Check: Diplomacy or **Intimidate**, opposed by **Pilga's Bluff** check. Failure with **Intimidate** antagonizes **Pilga** into attacking the party; failure with **Diplomacy** regresses the challenge to the **Second Check**. Success finally convinces the landlord merchant to give up her morbid scavenging altogether.

It's Not As Though They're Coming Back (Mend Your Ways): Law +3

Completing the **skill challenge** and convincing **Pilga** to mend her ways has a **Catalyst Impact** of **Law +3.**

This quest terminates if **Pilga** is slain or attacks the PCs, if she leaves the area, or if the party convinces her to mend her ways.

Pilga (Landlord)

CR 1; **XP** 400; TN Female Half-Orc Barbarian 2

hp 21; **AC** 13; **Fort** +6, **Ref** -1, **Will** -1

Init -1; **Speed** 30 ft.; **Fast Movement; Senses Perception** +4; **Darkvision** 60 ft.

Str 15, **Dex** 9, **Con** 16, **Int** 13, **Wis** 8, **Cha** 11

BAB +2; **CMB** +4; **CMD** 13

Melee mattock +4 (2H: 2d4+3/x4) or

Melee throwing axe +4 (1d6+2) or

Ranged throwing axe (thrown) +1 (1d6+2)

Feats Combat Expertise

Skills Climb +5, Intimidate +7, Knowledge (Nature) +6, Perception +4, Survival +4

Special Qualities Darkvision, Fast Movement, Humanoid Traits, Intimidating, Orc Blood, Orc Ferocity, Rage, Rage, Weapon Familiarity

Possessions mattock; throwing axe (4x); armored coat

Quest: The Earth Shook

Summary: Jozan, the barkeep / gigolo, was engaged in extracurricular activities during the **Obelisk Eruption**, and has a somewhat sensitive situation with which he could use some discreet help.

Rewards: Up to **3 Reward Stars**, plus **75 gp**, plus free drinks at the **Leaky Cask Tavern**

Locations: Any.

Key NPCs: Jozan.

Kickoff: Random Encounter.

Description:

The party is approached by **Jozan**, who looks sheepish and awkward. If the PCs have encountered him before the **Eruption**, they will immediately notice the difference, and that this demeanor is out of character for the normally-confident and effervescent bartender.

As the party might know already, **Jozan** has been known to offer his services in the way of temporary romantic encounters... he's a gigolo, and was engaged in business in one of the **Inn's** (p 370) rooms when the **Obelisk Erupted**. In the moment, it was quite an effect; the services were, as **Jozan** tactfully puts it, quite successful, and once the earthquakes had subsided, he had considered it a job well done. The trouble is, the woman who commissioned his work appears to have had a heart attack, and died during the rendering of said services.

Now, **Jozan** is slowly realizing the true threat to the city, but is still quite embarrassed about the debacle he left in the **Inn**. The woman was not from **Berinncorte**, and merely passing through on her way elsewhere, and **Jozan** suspects that nobody really knew her, so that's not what he's worried about... this sort of thing has never happened to him before, and out of respect for the poor woman, and in the chaos of the city now, he'd prefer that he not just leave her there, embarrassingly deceased and easy pickings for evil monsters to consume.

The bartender has no real wealth other than his bar, which currently has monsters in it, but he promises to give the PCs the payment from the deceased—**75 gp**—as well as all of their drinks, on the house, for the remainder of the month, assuming the **Leaky Cask Tavern** (p 367) ever opens again!

The **PCs** may choose to ignore the situation, either because they're too busy with other tasks, or if they have some sort of moral objection to the incident or **Jozan's** line of work. The barkeep is disappointed, but understands, and leaves the party to their other tasks.

It's difficult to guess why, but the party might attack the bartender. **Jozan** defends himself, of course, but the unprovoked attack on one of the city's most beloved characters surely draws attention: roll once on the **Aftermath Random Encounters** table (p 263), use **Context D**, and reroll any results that don't explicitly involve one or more monsters. Any nasties introduced in this manner target the PCs, and **Jozan** will be able to escape to seek help elsewhere.

The Earth Shook (Attack): Chaos +3

Attacking the bartender produces a **Catalyst Impact** of **Chaos +3**.

Helping the poor man out may not qualify as a noble act, but it certainly seems low-risk. Unless the party comes across **Jozan** while in the **Inn** itself, they may encounter some interesting diversion as they follow him back to that establishment: roll on the **Aftermath Random Encounters** table, using **Context C**, to determine what occurs.

Once they arrive at the **Inn**, the party gains **1 Reward Star**. **Jozan** will lead the party to the appropriate bedroom, where he will respectfully wrap the departed lady in sheets, and together with one party member, they can carry her out of the building. During any combat that results from this point onward, **Jozan** will drop their morbid burden so he can participate in the fighting.

Phase two of the mission involves carrying her to the **Graveyard** (p 339). The PCs may not have realized that this was the man's intent, but at this point, it's almost too late to avoid seeing things through! En route, the party will likely be attacked; roll on the **Aftermath Random Encounters** table, using **Context B**.

As they carry their charge through **Town Square**, roll yet again on the **Aftermath Random Encounters** table, this time using **Context D**.

Reaching the **Graveyard** at all benefits the party of an additional **1 Reward Star.** Once there, **Jozan** will begin to dig; while he is performing the burial, roll one final time on the **Aftermath Random Encounters** table, using **Context B** again, but this time, keep rerolling any results that do not involve at least one monster. **Jozan** is of course occupied digging, so will not participate in the attack that ensues.

At the conclusion of the combat, **Jozan** completes his task, and thanks the party immensely. He pays them, and is ready to send them on their way... when he realizes that he and the party are all stranded in the **Graveyard**! If the party is aware of the **secret door** connecting the south of the **Graveyard** with the north wall of the **Zugul Church** (p 332), they may suggest using that to escape to safety; doing so means they can navigate to the south of the **Town Square** without further challenge. Lacking knowledge of such a shortcut, however, the group will have to move through the area encroached directly by the **Dark Obelisk**—roll one final time on the **Aftermath Random Encounters** table, using **Context D**.

Successfully escaping the **Graveyard / Town Square** area, via either method, merits one third and final **Reward Star**.

The Earth Shook (Complete): Law +2, Love +2

Successfully burying the body in the **Graveyard** generates a **Catalyst Impact** of **Law +2, Love +2**.

This quest terminates when the PCs complete their aid of the situation, if **Jozan** and the PCs part company, or if somehow **Jozan** is slain.

Jozan (Bartender)

CR ½; **XP** 200; TN Male Half-Orc Rogue 1

hp 11; **AC** 13; **Fort** +3, **Ref** +4, **Will** +0

Init +2; **Speed** 30 ft.; **Senses Perception** +4

Str 12, **Dex** 14, **Con** 17, **Int** 8, **Wis** 11, **Cha** 14

BAB +0; **CMB** +1; **CMD** 13

Melee shortsword +1 (1d6+1/19-20) or

Melee dagger +1 (1d4/19-20) or

Ranged dagger (thrown) +2 (1d4+1/19-20) or

Ranged shortbow +2 (1d6/x3)

Special Attacks Sneak Attack 1d6

Feats Persuasive

Skills Acrobatics +2, Appraise +3, Bluff +6, Climb +1, Craft (Untrained) -1, Diplomacy +8, Disable Device +7, Disguise +2, Escape Artist +2, Fly +2, Intimidate +10, Knowledge (Local) +3, Perception +4, Perform (Untrained) +2, Ride +2, Stealth +2, Swim +1

Special Qualities Bonus Rogue Talent, Darkvision, Intimidating, Orc Blood, Orc Ferocity, Trapfinding, Weapon Familiarity

Possessions shortsword; dagger; padded armor; traveler's outfit; shortbow; arrows (20x)

Quest: Kisses from Afar

Summary: Driven slightly maniacal after the death of her lover **Phadian Gess**, **Lingona** takes bow shots at strangers until she's discovered.

Rewards: Up to **3 Reward Stars**.

Locations: Any.

Key NPCs: Lingona the bard.

Kickoff: Random Encounter.

Description:

To start things off, first make a ranged attack on the party—select a PC at random. Use **Lingona's** standard attack with a thrown dagger (i.e., dagger (thrown) +4 (1d4+1/19-20)). The attacked PC hears a *whiff* in the air, and nothing more; the main reason anyone in the party realizes they're being attacked is either the dagger clattering to the cobblestones, or the blade suddenly sticking out of the armor of one of their own!

In the spirit of equipping the GM enough to preemptively debate any strict rules adherents in the gaming group, ordinarily, the PCs would have a well-regulated chance to notice the bard's attack, and the whole matter might be handled differently according to certain rules. However, it's worth remembering that this is the chaotic aftermath of an upheaval of the natural state of things: an enormous chunk of pure chaos has just burst forth, along with dozens, perhaps hundreds, of nasty creatures. Fire rains from the sky; fireballs streak across it. No building in town is completely unscathed, and all but the most stalwart or sociopathic citizens are unhinged to varying degrees.

So, yes, it's a bit harder than usual to notice who's flinging daggers at you.

Lingona's normal profile indicates she ordinarily carries a single dagger—these are not ordinary times. She's scavenged all manner of weaponry from dead bodies, the **Leaky Cask Tavern** (p 367), and households; the bard is equipped with a sufficient stock of edged, somewhat aerodynamic tossable arms to keep this up for a long time.

This quest is all about avoiding the attacks until they cease, or finding their source and putting an end to it. Until this quest terminates, every **1d4** minutes (i.e., **10-40** rounds), **Lingona** will attack again, with the same profile.

In her newly-chaotic and reckless state, **Lingona** lacks a focused attention span, and could easily get bored with her little morbid game. After the first attack, there is a **10%** chance she will cease her attacks. Make this same check after each attack; every subsequent attack increases this likelihood of distraction by **2%**. So, for example, after the **fourth** attack, there is a **16%** chance she will stop. If she decides to stop attacking, this quest ends without any further chance of the PCs discovering who was behind the bizarre anonymous assaults; surely frustrating.

If your gaming group is the sort that simply **must** figure **everything** out, and you determine that **Lingona** stops her sniping, the GM is encouraged to forcibly select this Quest again sometime later in the adventure, to give the PCs a chance to solve the mystery. Or, alternately, you can simply ignore this "chance to stop" entirely and just have her keep attacking until the PCs pass their check (see below).

Despite the chaos of their surroundings, sharp PCs may be able to figure out where the attacks are coming from. After each attack is resolved, assuming the PCs are explicitly interested in noticing the source of the attack, you may make a **Perception** check, opposed by **Lingona's Disguise** check; the PCs take a **-2** circumstsance penalty to reflect the chaos of their surroundings.

Success means they see a flash of clothing around a particular corner, and the chase is on. **Lingona** will of course flee, but not far; she will duck into the nearest alley or building and try to hide. If the PCs follow her, make an additional **Perception** check, again opposed by **Lingona's Disguise** check, but this time with no penalty; failure means she remains hidden and will escape once the PCs leave the area to search further—her attacks will resume **10 minutes** later. Success with this second check reveals the sneaky bard, and grants the PCs **1 Reward Star** for doing so.

The PCs can simply attack or kill her; she will put up a fight, but her main aim is to try and escape if she can. This attack is fairly justified, but still, there may be more peace-

ful ways to resolve the situation, and so it may still attract chaotic attention: roll once on the **Aftermath Random Encounters** table (p 263), using **Context C**, to see if anything intervenes. If a combat encounter ensues from this roll, **Lingona** will use the distraction to sneak away, cackling to herself while doing so; she then survives and this Quest may be randomly picked again later in the adventure, but for now, this Quest ends.

If attacked, **Lingona** has lost enough of her sanity that she won't even try to talk her way out of the situation; she will grin maniacally and join combat grimly. The effect is fairly unsettling, and all at once, somewhat explains her behavior: of course she's flinging daggers; she's insane. If the PCs notice this, conclude that she is simply insane, and sheath their weapons, she will look puzzled, and put down her own as well, allowing the group to continue in the vein of a possibly-nonlethal solution (see below).

Kisses From Afar (Attack): Law +1

Attacking **Lingona** produces a **Catalyst Impact** of **Law +1.**

The possibly-nonlethal approach is to try and talk with her. As mentioned above, **Lingona** is on the brink of losing her mind fully, so the situation must be approached delicately. The gaming group is encouraged to take advantage of this opportunity to roleplay on both sides, but from a rolling-and-checking standpoint, it takes the form of the following **skill challenge.**

If by some chance the PCs are aware that **Phadian Gess** has died in the **Eruption**, and that he and **Lingona** were lovers, then they may skip the **First Check** entirely, and consider it automatically passed if reverted to.

Just Put Down the Knife

First Check: Sense Motive, opposed by Lingona's Bluff. Failure means she tries to run away again. Success gives the PCs the impression that she might have lost someone dear to her in the Eruption; the sympathy they may now feel advances the challenge.

Second Check: Diplomacy, opposed by **Lingona's Bluff**. Failure reverts to the **First Check**; success gets the bard to listen to the party seriously, and advances the challenge.

Third Check: Lingona takes out her mandolin and beings to play. It's not magical, however; any bard in the party immediately notices that it's simply nervous playing. This check therefore is **Diplomacy** or **Intimidate**, opposed by **Lingona's Bluff (Perform (String Instruments))**. Failure reverts the challenge to the **Second Check**; success completes the challenge.

Successfully completing the challenge above convinces **Lingona** to stop with the morbid theatrics, and try and get to safety where someone can look after her and help her begin to heal. Completing the **skill challenge** grants the party a second **1 Reward Star**.

If the party is aware of any **places of sanctuary** (p 261), they may go the extra mile and attempt to escort her to safety. Successfully doing so merits a third **1 Reward Star**, but may not be a walk in the park: roll on the **Aftermath Random Encounters** table, using **Context B**, to see if anything impedes their progress.

Kisses From Afar (Talk): Law +2 / +4

Talking **Lingona** down creates a **Catalyst Impact** of **Law +2.** Escorting her to safety increases this impact to **Law +4.**

This quest only ends if the party discovers and confronts **Lingona** (and either kills her, or convinces her to stop), if she is slain in some other fashion, or if the GM determines that she has become bored and takes her mayhem elsewhere.

Lingona (Bard)

CR 2; **XP** 600; CN Female Human Bard 3

hp 12; **AC** 14; **Fort** +0, **Ref** +5, **Will** +4; +4 vs. bardic performance, sonic, and language-dependent effects

Init +2; **Speed** 35 ft.; **Senses Perception** +1

Str 12, **Dex** 14, **Con** 9, **Int** 10, **Wis** 13, **Cha** 18

BAB +2; **CMB** +3; **CMD** 16

Melee rapier +3 (1d6+1/18-20) or

Melee dagger +3 (1d4/19-20) or

Ranged dagger (thrown) +4 (1d4+1/19-20

Special Attacks Distraction, Fascinate

Prepared Bard Spells (CL 3rd):
1st (4x/day) – *adoration, cause fear, charm person, dancing lantern*
0th (at will) – *detect magic, flare, ghost sound, mage hand, prestidigitation, summon instrument*

Feats Deceitful, Dodge, Fleet

Skills Acrobatics +8, Bluff +12, Bluff (Perform (String Instruments)) +17, Diplomacy +10, Diplomacy (Perform (String Instruments)) +17, Disguise +12, Knowledge (History) +7, Knowledge (Local) +7, Perform (String Instruments) +17

Special Qualities Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Feat, Cantrips, Countersong, Humanoid Traits, Inspire Competence, Inspire Courage, Skilled, Versatile Performance (String Instruments), Well-Versed

Possessions rapier; dagger; padded armor; entertainer's outfit; masterwork mandolin

Quest: A Devil Made Me Do It

Summary: Zook Beren claims to know of a safe place; instead, he leads the PCs into an ambush because he's under the influence of powerful and evil villains.

Rewards: Up to **2 Reward Stars**.

Locations: Any.

Key NPCs: Zook Beren.

Kickoff: Random Encounter.

Description:

"Ah, thank the Gods someone's there! Come, quickly, now!" A young and competent-looking gnome beckons you to him. "Ye've gotta be daft, to be out and about. Don't ye know the city's gone mad? Evil everywhere, and where there's not evil, chaos. Come with me. This way!"

The **Leaky Cask Tavern's** (p 367) master brewer, **Zook Beren**, approaches the party and claims to know of a safe place. If the party has met with **Zook** before, they may know him to be a straightforward, seemingly honest gnome, and will likely trust him, particularly if their health and resources are low already from prior battles.

Zook does not state a particular building or objective; as this encounter might occur anywhere in the city, simply have **Zook** guide the party along the nearest alley, in a direction generally away from the **City Gates** (p 393). If the party asks him where this sanctuary is, he simply says it's closeby.

If the party already knows of one or more **places of sanctuary** (p 261) in the city, they may suspect something, as it's clear that the brewer is not leading them to one of them.

After **3** minutes of leading the party along, an **ambush** is sprung: roll on the **Aftermath Random Encounters** table (p 263), using **Context D**; reroll any results that do not explicitly involve one or more monsters. The monster(s) target the PCs; **Zook** himself says "I'm dreadfully sorry! They got hold of my mind, and... well, best of luck to ye, truly!" He then escapes while the PCs' attention is presumably occupied.

Zook was cornered by a powerful mind, and coerced into leading townsfolk into this ambush. For his part, he was under the impression that it guaranteed his own safety, so long as he succeeded in his task. He truly does regret what he is doing, but in the chaos and villainy of the aftermath, he doesn't see any other option.

Either out of suspicion, or general evil hostility, the party can attack **Zook**. Whether this happens right away upon seeing him, or just before the **ambush** is sprung, it brings the same attention: roll as described above on the **Aftermath Random Encounters** table, and have the monster(s) attack the party wherever they are stopped. **Zook** escapes in the ensuing battle.

A Devil Made Me Do It (Attack): Chaos +1

Attacking **Zook** produces a **Catalyst Impact**: **Chaos +1**.

This stacks with other **Catalyst Impacts** in this Quest.

The party can simply walk into the trap, unawares. If they truly didn't suspect anything about **Zook** and his promised sanctuary, they are automatically taken by surprise; the enemy gets a **surprise round** of combat before the battle is truly joined. If they even vaguely didn't trust the gnome's purpose, make a single **Perception** check for the party, using the PC with the highest such value; oppose it with the monster(s)' **Stealth** check. The monster(s) get a **+4** circumstance bonus for lurking in hiding already. If the PCs fail, they suffer the enemy having a **surprise round** of combat; if they succeed, combat proceeds as normal.

Aside from the normal **XP** award for defeating the creature(s) involved in the ambush, there is no additional reward for either of these options (attack **Zook**, or follow him blindly).

Falling into the trap has no **Catalyst Impact**.

Suspicious PCs may question **Zook** before agreeing to follow him. Make a **Sense Motive** check, opposed by **Zook's Bluff** check; success suggests that the gnome is flustered, anxious, and generally amped up in a manner far more than seems appropriate for the context. If this isn't enough on its own to keep the PCs wary, they might sensibly question him: if it's so dangerous in the city, how come **Zook** himself seems safe? **Zook** will claim it's because he's aware of this safe place, and he only leaves it for short durations, and then only to gather innocents like the party back into safety. The PCs may attempt another check with this response, same as before, if they didn't succeed, with the same results. Successfully passing at least one of these checks, and having reasonable doubts in the first place, merits **1 Reward Star**. Once the party has gained this amount of suspicion, they may attack him (see above), follow him anyway (see above), leave him altogether (see below), or offer to escort him to a true safe place (see below).

A Devil Made Me Do It (Truth): Law +2

Discovering the truth begets a **Catalyst Impact** of **Law +2.**

This stacks with other **Catalyst Impacts** in this Quest.

At any point prior to following **Zook**, the PCs may offer to lead the anxious gnome to safety of their own selection. This is possible only if the party is already aware of at least one **place of sanctuary**. **Zook** will have misgivings, and feebly claim his own is closer by, but once he understands the party is sincere, he will seize upon the opportunity. Along the way, make at least one roll on the **Aftermath Random Encounters** table, using **Context B**. During any combat encountered in this manner, **Zook** will stand by, terrified not only of the battle but of villains behind the monsters holding him accountable for his treachery. Successfully escorting the gnome to true safety will earn the party **1 Reward Star**; this may stack with the **Star** that may already have been earned via skill checks (above).

A Devil Made Me Do It (Escort): Law +1, Love +2

Escorting the gnome to safety brings about a **Catalyst Impact** of **Law +1, +2.**

This stacks with other **Catalyst Impacts** in this Quest.

If for any reason—disinterest, preoccupation, or suspicion, for example—the PCs do **not** choose to follow **Zook**, he becomes noticeably more flustered. He repeats his dire assessment about the safety of the city, and urges the party to come with him for their own good. Wise PCs will pursue questioning (see above), but if that is unsuccessful, or if the party does not question him, they may simply decline a second time. **Zook** finally begs the PCs to follow him, and vaguely suggests his own life is in danger if they do not comply. If the party leaves him at this point, roll once on the **Aftermath Random Encounters** table, using **Context C**; any monsters that result will attack the party, during which time **Zook** will escape. Once any encounter has been resolved, or if no encounter is rolled, then the PCs may take their leave of the gnomish brewer with no further consequence... other

than the thought of the terrified gnome imporing them to comply.

This quest terminates if **Zook** leaves the PCs' presence or is slain, if the ambush is sprung, or if **Zook** is delivered to safety by the PCs.

Zook Beren

CR 1/3; **XP** 135; LN Male Gnome Commoner 1

hp 3; **AC** 12; **Fort** +0, **Ref** +1, **Will** +1; +2 vs. illusion spells or effects

Init +1; **Speed** 20 ft.; **Senses Perception** +7; **Low-Light Vision**

Str 11, **Dex** 12, **Con** 11, **Int** 6, **Wis** 12, **Cha** 12

BAB +0; **CMB** -1; **CMD** 10

Ranged *+1 longbow* +10 (1d8+1/x3), within 30 ft. +11 (1d8+2) or

Ranged sling (small) +2 (1d3) or

Melee dagger (small) +1 (1d3/19-20) or

Ranged dagger (small/thrown) +2 (1d3/19-20)

Innate Spell-Like Abilities:
dancing lights (1x/day); ghost sound (1x/day); prestidigitation (1x/day); speak with animals (1x/day)

Feats Acrobatic

Skills Acrobatics +3, Appraise -2, Bluff +1, Craft (Untrained) -2, Diplomacy +1, Disguise +1, Escape Artist +1, Fly +5, Heal +1, Intimidate +1, Perception +7, Perform (Untrained) +1, Profession (Brewer) +7, Ride +1, Sense Motive +1, Stealth +5, Survival +1

Special Qualities Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Single Simple Weapon Proficiency (Dagger), Weapon Familiarity

Possessions dagger; peasant's outfit; sling; sling bullets (20x)

Quest: Havens for Gold

Summary: Berinncorte's jester and greeter is willing to share valuable information... for a price.

Rewards: Up to **1 Reward Star**.

Locations: Any.

Key NPCs: Hueykins (page 662).

Kickoff: Random Encounter.

Description:

A brightly-dressed bard hails you, and greets you with wary warmth. He appears anxious, and constantly checking his surroundings. "How fare you, friends? Much luck finding shelter?" He shakes his head. "The things I've seen, these last few... what has it been? Minutes? Days? Years? It's hard to tell." Sighing, he brightens up all of a sudden. "Well, then. Good news, I have to share. Yes! If perhaps you've not yet heard, there are some scant few places, hidden here and there, where one might find solace, temporary reprieve, yes, from the terrors coming out of Town Square. I'm obliged to share them with you, to help ensure your safety. If I might, however, before I do... do you happen to have any coin to spare? I'm afraid I've donated my wealth, all, to those less fortunate, and as such the only currency to my name is knowledge."

Hueykins is more than willing to share his information... for a price. He claims to know of three safe places, and will share any number of them for **250 gp** apiece. He will accept coin, gems, or anything of value, so long as the street prices total his ask.

In no particular order, he claims these havens to be: the **Stables**, the **Butcher's Shop**, and the **Cryptkeeper's Shack**.

Note that two of these are most certainly **not** actual **places of sanctuary** (p 261)!

In fact, **Hueykins** has no idea as to where is safe and where is not safe, and is merely trying to make a gold piece or two along the way, taking advantage of the chaos and townsfolks' general uncertainty. His accuracy, that the **Shack** is indeed safe, is pure chance: he picked it randomly.

In addition, the bard will give the PCs a discount for information: **100 gp** for each NPC that the party knows is alive or dead, and their location. He claims to be broke, so will only offer this payment in the form of a discount on his own knowledge.

Havens for Gold (Believe): Chaos +2

Paying for, and accepting, information from the jester incurs a **Catalyst Impact** of **Chaos +2**.

This stacks with other **Catalyst Impacts** in this Quest.

If the party is suspicious, they may attempt a single **Sense Motive** check, opposed by the bard's **Bluff** check; success suggests that he may not be entirely confident in his claim. They may attempt this check anew for each claimed haven, so if the party spends the maximum bribe of **750 gp**, they may attempt this three times. In each case, use the **Sense Motive** value of the PC whose value is highest.

It could be that the PCs have actually visited one or both of the false "safe" places that **Hueykins** claims. If they point out to him one such mistake, he will apologize, shake his head, and explain that he is quite flummoxed from the chaos and running away from one monster or the other. He meant to say, instead, the **Sheergath Temple** (p 388). Note that this, too, is unsafe; even more so than the other two false havens! If the party points out a second mistake, **Hueykins** will shrug, then grin, saying "well, you can't fault a bard for trying to make a profit, can you?" He will return the party's payment and own up to the truth.

As a result of a successful **skill check**, or as a result of proving him false through personal experience, the party may accuse **Hueykins** of treachery. Discovering the truth in either of these forms grants the party **1 Reward Star**. The bard knows he is outnumbered and outclassed in terms of combat capabilities; he will first try to pay them to forget the incident, offering **300 gp**. If the party accepts, he will bid them good day. If they refuse, **Hueykins** will increase the payoff to **500 gp**. If the PCs still decline, he will get an-

gry, and try to run away. If they let him go, the PCs will not see the bard again in this adventure; if they chase him down, he will surrender if caught and plead mercy. Further action is left to the discretion of the GM; the town **Militia** has their hands full, so may not pay attention to a lying bard whose claims they already know to be of questionable accuracy.

Havens for Gold (Truth): Law +1

Discovering the truth about the claimed havens produces a **Catalyst Impact** of **Law +1.**

This stacks with other **Catalyst Impacts** in this Quest.

Attacking **Hueykins**, either as a consequence of discovering his ruse, or simply as its own evil act, will bring attention: roll immediately on the **Aftermath Random Encounters** table (p 263). Use **Context B** if the PCs have no real motive; use **Context C** if they have discovered the truth of his claims. Any monsters encountered will disrupt the conversation, and allow **Hueykins** the chance to escape.

Havens for Gold (Attack): Chaos +1

Fighting **Hueykins** results in a **Catalyst Impact**: **Chaos +1.**

This stacks with other **Catalyst Impacts** in this Quest.

This quest terminates if the PCs and **Hueykins** part ways, or if **Hueykins** is slain.

Hueykins

CR 2; **XP** 600; LE Male Human Bard 3

hp 14; **AC** 13; **Fort** +1, **Ref** +4, **Will** +3; +4 vs. Bardic Performance, sonic, and language-dependent effects

Init +1; **Speed** 20 ft.; **Senses Perception** +6

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

BAB +2; **CMB** +1; **CMD** 12

Melee longsword +1 (1d8-1/19-20) or

Melee dagger +1 (1d4-1/19-20) or

Ranged dagger (thrown) +3 (1d4-1/19-20) or

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

Special Attacks Distraction, Fascinate

Known Bard Spells (CL 3rd):
1st (4x/day) – *alarm, cause fear* (DC 14), *charm person* (DC 14), *comprehend languages*
0th (at will) – *daze* (DC 13), *detect magic, ghost sound, know direction, light, mage hand*

Feats Lingering Performance, Performance Weapon Mastery, Persuasive

Skills Acrobatics +4, Bluff +9, Diplomacy +11, Diplomacy (Perform (Oratory)) +9, Disguise +9, Escape Artist +4, Perception +6, Perform (Oratory) +9, Sense Motive (Perform (Oratory)) +9, Sleight of Hand +4

Special Qualities Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Feat, Cantrips, Countersong, Humanoid Traits, Inspire Competence, Inspire Courage, Skilled, Versatile Performance (Oratory), Well-Versed

Possessions longsword; dagger (2x); leather armor; crossbow bolts (20x); light crossbow

Quest: Unexpected Ally

Summary: A lone elven ranger and his animal companion offer to join the party.

Rewards: Gyldor and **Glyff** join the party for the duration of the adventure.

Locations: Any.

Key NPCs: Gyldor and **Glyff**.

Kickoff: Random Encounter.

Description:

You see a tall elven ranger; to his side crawls an intelligent-seeming wolverine. Gyldor greets you silently and beckons you closer.

With no preamble, he begins: "Well met, friends. I've been watching you for some time. Present circumstances prevent a more thorough discussion of the matter, but suffice it to say, you're needed... and elsewhere. Just so happens, I'm of a mind of get out of town as well. So I'd propose that we join forces, and get out of here with all alacrity."

Gyldor will, frustratingly, not elaborate on this cryptic description of the situation. The offer—and indeed, the circumstances—are precisely what they appear, and the offer is genuine.

This Quest results in no **Catalyst Impact**.

If the party attacks **Gyldor** at any time, he defends the blows and tries to escape. This is helped greatly by the attention such an act attracts—roll on the **Aftermath Random Encounters** table (p 263), using **Context D**, and keep rerolling until you get an encounter that involves at least one monster. Such monster(s) attack the party, and give **Gyldor** a chance to withdraw.

Note that **Gyldor** has a significant role to play in future components of this **Adventure Path**. The GM is encouraged, by hook or by crook, to endeavor to keep him alive if at all possible. If the PCs are dead-set against the elven ranger ally for some reason, further adventures will have a contingency available, but it's much better to simply have him alive. One option is to introduce a version of **Gyldor** who is more advanced than the **variable challenge** (p 17) you are using for the PCs.

The PCs may be wary of the stranger's offer of help—justly so, given the circumstances! Any amount of **Sense Motive** or similar checks will reveal sincerity. But if the party isn't biting, then **Gyldor** will not press them; he takes his leave of the group and wishes them well. "I'm certain we will see each other again," he leaves them with.

Most parties will be only too glad of the help in the wake

of the chaos! **Gyldor** joins the party if the PCs are willing, and will stay with them until the adventure concludes (or until he dies, of course). After each encounter, and during each decision as to what to do next, he presses the party to escape town with all urgency. As with other allies, he fights to the best of his abilities alongside the party. The GM is, however, encouraged to "fudge" the rules if necessary along the way to help ensure his safety (see GM note above).

While he is with the party, the PCs may have any number of questions for him. They may use his **skills** for challenges on behalf of the party, and he will answer any general questions about the city of **Berinncorte**, the locations of buildings, that sort of thing. He is not aware of any **places of sanctuary** (p 261), and in any event, would not seek them out, preferring instead to find a way out of the city entirely. **Gyldor** will not address any questions about his claims of having watched the party, about their larger purpose, or his own origins;

While cryptic, such discussions are beyond the scope of this adventure, and in any event do not fit the "mood" of Act Three. Though the players may be frustrated, the GM is encouraged to portray **Gyldor** in such a manner that such ambiguity is consistent with his character.

This quest ends if the party and **Gyldor** part ways, if **Gyldor** is slain, or if **Gyldor** joins the party.

Gyldor

CR 4; **XP** 1,200; LN Male Elf Ranger 5

hp 40; **AC** 16; **Fort** +5, **Ref** +8, **Will** +3; +2 vs. enchantment spells and effects

Init +4; **Speed** 20 ft.; **Senses Perception** +11; **Low-Light Vision**

Str 10, **Dex** 19, **Con** 12, **Int** 11, **Wis** 14, **Cha** 13

BAB +5; **CMB** +5; **CMD** 19

Ranged *+1 longbow* +10 (1d8+1/x3), within 30 ft. +11 (1d8+2) or

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

Ranged dagger (thrown) +9 (1d4+1/19-20), within 30 ft. +10 (1d4+1) or

Melee falchion +5 (2H: 2d4/18-20)

Special Attacks Outsider (Chaotic) +4, Undead +2

Prepared Ranger Spells (CL 5th):
1st - *abundant ammunition , bowstaff (DC 13)*

Feats Endurance, Precise Shot, Rapid Shot, Stabbing Shot

Skills Acrobatics +3, Climb +5, Handle Animal +6, Heal +10, Intimidate +5, Knowledge (Dungeoneering) +5, Knowledge (Geography) +6, Knowledge (History) +1, Knowledge (Local) +6, Knowledge (Nature) +7, Perception +11

Special Qualities Animal Companion, Combat Style Feat, Elven Immunities, Elven Magic, Favored Terrain (Forest) +2, Keen Senses, Low-Light Vision, Track +2, Weapon Familiarity, Wild Empathy +6

Possessions studded leather armor; *+1 arrows* (20x); dagger; falchion; *+1 longbow*

Glyff (Gyldor's Animal Companion)

CR -; **XP** -; TN Male Animal 3

hp 23; **AC** 16; **Fort** +5, **Ref** +6, **Will** +2

Init +3; **Speed** 30 ft., **Burrow** 10 ft., **Climb** 10 ft.; **Senses Perception** +7; **Low-Light Vision; Scent**

Str 10, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 10

BAB +2; **CMB** +1; **CMD** 14 (18 vs. trip)

Melee bite +3 (1d4) or

Melee claw +3/+3 (1d3)

Feats Stealthy, Toughness

Skills Perception +7

Special Qualities Hunting, Animal Traits, Low-Light Vision, Rage, Scent

Quest: Protection for a Price

Summary: A strange half-elven hawker offers seemingly vital items for sale.

Rewards: Up to **1 Reward Star.**

Locations: Any.

Key NPCs: Kayzark.

Kickoff: Random Encounter.

Description:

This quest is similar to the random encounter "**Take a Look**" (p 56), in that **Kayzark** appears, and has a hodgepodge of odd items for sale.

In addition to the items for sale in **Table 5: Kayzark's Wares**, which are still for sale at the same prices, he offers the following:

Table 107: Kayzark's Wares, Aftermath

Type	Item	Price
Protection	*signet ring of obscurity* (see below)	500 gp
Protection	*necklace of nondetection* (see below)	1,000 gp

Note that both items are cursed; see the descriptions below. Although both items function identically, the necklace is twice the price—**Kayzark** will claim it is due to the extra protection offered, but this, like the items' true nature, is a complete fabrication!

Signet Ring of Obscurity (cursed)

Value 50 gp; **Weight** ¼ lb.; **Materials** gold; **Nature** magical; **Aura** faint divination; **Slot** ring; **CL** n/a

This ring is black in color, with a faint purplish tinge in the signet area, which takes the shape of a cloak woven about a

humanoid figure. It is typically marketed as providing protection; the wearer is supposed to suffer less attention from evil or chaotic enemies.

In reality, this is a cursed ring. Wearers may remove it at any time, but it bestows adverse effects that may be difficult to diagnose in separation from other factors. Donning the ring, the wearer feels as though a dark shade or shadow has fallen over them; this should be interpreted optimistically as though it were a kind of cloak of protection unless the truth of the ring is known.

In the context of **Dark Obelisk: Berinncorte**, if this ring is worn by any PC, it "worsens" any rolls on any **Aftermath Random Encounter** tables. Specifically, rolls using **Context A** use **Context B** instead; **Context B** becomes **Context D**; and **Context C** is changed to **Context A**. Worst of all, rolls already using **Context D** are changed to **two** rolls: one using **Context D**, and a second roll using **Context C**.

Any conditions or restrictions that the circumstances apply to the roll still apply, and will apply to both rolls if two are called for using the above logic. For example, if an encounter asks you to roll on the **Random Encounter** table, and reroll until you get a monster encounter, you would still do that, but you would do it using the "worsened" **Context**.

Construction Requirements signet ring; ability to cast *bestow curse*; **Cost** materials and spellcasting

Necklace of Nondetection (cursed)

Value 50 gp; **Weight** ¼ lb.; **Materials** obsidian and silver; **Nature** magical; **Aura** faint divination; **Slot** neck; **CL** n/a

Blackish-purple in hue, this necklace is iridescent, and appears to be comprised of a series of ovular chunks of a polished stone, strung together on a chain of pure silver.

Hawkers will claim the item grants protective properties, shielding the wearer from enemies of all sorts, and granting additional favor if combat with such enemies is unavoidable.

In reality, this jewelry is cursed. A wearer may remove it at any time, but until they do, it will bestow adverse effects that may be difficult to diagnose in separation from other factors.

This necklace behaves exactly as a **Signet Ring of Obscurity (cursed)**; see above.

Construction Requirements necklace; ability to cast *bestow curse*; **Cost** materials and spellcasting

If the party is skeptical, they may attempt magic to discover the items' true nature. Alternately, the party may attempt a single **Sense Motive** check (use the highest value among the PCs), opposed by **Kayzark's Bluff** check; success indicates that the half-elf is hiding something about the true nature or use of the jewelry on offer. Succeeding in one of these approaches grants the party **1 Reward Star**.

Protection for a Price (Truth): Law +1

Succeeding at a **skill check** as a result of skepticism, or divining the truth nature of the cursed items, creates a **Catalyst Impact** of **Law +1.**

This stacks with other **Catalyst Impacts** in this Quest.

Skepticism, intuition, or a simple evil nature may cause the party to attack the vendor. **Kayzark** is prepared for this, and conducts his transactions tensed, with his adrenaline up; he has one foot out the door already. Make a separate **Sense Motive** check (use the highest value among the PCs), opposed by **Kayzark's Bluff** check; if the PCs fail, **Kayzark** gains a **surprise round** of combat, which he uses to flee at top speed away from the party. If the PCs pursue, he will continue to flee. If the PCs catch up with him, he will claim the jewelry is useless, and ask forgiveness; another **Sense Motive** check (use the highest value among the PCs), opposed by **Kayzark's Bluff** check will reveal that he is still lying about something. Further action is left to the GM to regulate, recalling that the **Militia** has their hands full and will likely not care too much about a fraudulent vendor!

Protection for a Price (Attack): Chaos +2

Fighting **Kayzarck**, justified or not, results in a **Catalyst Impact**: **Chaos +2**.

This stacks with other **Catalyst Impacts** in this Quest.

This quest ends when **Kayzark** is slain, or if **Kayzark** and the PCs part ways.

Kayzark

CR 1; **XP** 400**;** NG Male Half-Elf Ranger 2

hp 20; **AC** 14; **Fort** +2, **Ref** +5, **Will** +1; +2 vs. enchantment spells and effects

Init +2; **Speed** 20 ft.; **Senses Perception** +3; **Low-Light Vision**

Str 7; **Dex** 14, **Con** 9, **Int** 9, **Wis** 13, **Cha** 15

BAB +2; **CMB** +0; **CMD** 12

Ranged shortbow +4 (1d6-2/x3), within 30 ft. +5 (1d6-1)

Melee rapier +0 (1d6-2/18-20)

Melee dagger +0 (1d4-2/19-20)

Ranged dagger (thrown) +4 (1d4-1/19-20), within 30 ft. +5 (1d4-1)

Special Attacks Animal +2

Feats Fleet, Skill Focus (Appraise)

Skills Appraise +4, Bluff +4, Disguise +4, Intimidate +6, Knowledge (Local) +1, Knowledge (Nature) +3

Special Qualities Adaptability, Combat Style Feat, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Track +1, Wild Empathy +4

Possessions leather armor; arrows (20x); rapier; dagger; shortbow

Quest: Lend a Hand for a Landlord

Summary: The landlord of the **Upper-Class Residential District** has a few opportunities for a helpfully-minded group of adventurers such as the PCs.

Rewards: Up to **3,000 gp**, plus up to **2 Reward Stars.**

Locations: Any .

Key NPCs: Tarsheva Hornwood.

Kickoff: Random Encounter.

Description:

A half-elf woman in sophisticated garb heralds you and asks you to approach. "Well met, friends—or I hope that be so. I would ask your favor, in any of a few matters of some urgency."

There are three tasks that **Tarsheva Hornwood** asks of the party: **Retrieve** an item from one of her tenants' rooms, **Inform** her of the whereabouts of any or all of her tenants, and **Defend** the building against waves of attacks from **Forces of the Obelisk**.

The party may undertake any, all, or none of these activities, for varying levels of reward. The PCs may attempt these tasks in any order desired.

If at any point the PCs attack **Tarsheva**, it will attract attention: roll once on the **Aftermath Random Encounter** table (p 263), using **Context B**; keep rerolling until you resolve to an encounter that explicitly involves one or more monsters. Such enemies will target the party, allowing **Tarsheva** herself to escape if possible.

Retrieve

Tarsheva knows that one of her tenants, the butcher **Ganyc**, will be desperate to know the whereabouts of a particular item, normally kept in his room. As she has not seen the man, she assumes it is still in his quarters in the **Upper-Class Residential District** (p 406). She asks the PCs to venture into the building, gain access to his rooms, retrieve the item, and give it back to her.

The item itself is completely mundane: it's a writing quill, found on the writing desk in his bedroom. The challenge here lies in navigating the building without, or defeating any, incident.

Upon return of the item to **Tarsheva**, the party benefits of **600 gp** and **1 Reward Star**.

Lend a Hand for a Landlord (Retrieve): Law +1, Love +2

Retrieving the item for **Ganyc** introduces a **Catalyst Impact** of **Law +1, Love +2**.

This stacks with other **Catalyst Impacts** in this Quest.

Inform

Simply put, **Tarsheva** is worried about her tenants. If the PCs know of any of them, whether they're alive or dead, and where they were last seen, she will pay for the knowledge: **100 gp** for each of the following NPCs: **Ganyc**, **Welby Goodbarrel**, **Elena Lomazonne**, **Gunnloda Balderk**, **Larissa**, or **Waywocket Ningel**.

The PCs may return any number of times to the landlord, and can provide information on any number of NPCs when they do. **Tarsheva** will pay **100 gp** for the first update about any given NPC, and thereafter, if the PCs encounter a tenant again and report back with a new location, she will give a further **50 gp** for each such occurrence.

Lend a Hand for a Landlord (Inform): Law +1, Love +1

Each time the party produces information for **Tarsheva**, it creates a **Catalyst Impact** of **Law +1, Love +1**. This impact is regardless of the number of PCs described in each occurrence. For example, say the party **informs** three separate times: the first time, they describe one NPC; the second time, they describe four NPCs; and the third time, they describe two NPCs. The total impact is **Law +3**, **Love +3**.

This stacks with other **Catalyst Impacts** in this Quest.

Defend

There have been noises in the area, particularly to the west. **Tarsheva** asks the party to help defend the **Upper-Class Residential District** building against multiple waves of attackers. Of the three tasks she asks of the party, this is the only one that is time- and location-specific; whenever the party agrees, she will escort them to the western entrance of the **District**, and will help them defend. Treat her as an ally for the battles.

Joining their ranks will be **Berinncorte Militia** forces. At the start of the battle, **2d6 Berinncorte Militia** plus **1d4-1** (minimum zero) **Berinncorte Elite Guard** will be present. In between the waves, additional **Militia** will arrive to assist and help cover any losses.

Wave 1: Skeleton Attack; see page 266, and roll **three times** on that table to determine the assaulting force.

In between **Waves 1** and **2**, another **1d6 Berinncorte Militia** and **1d2 Berinncorte Elite Guard** arrive to bolster the defense.

Wave 2: Ettins and **Ogres**; one **Ettin**, two **Ogres**, and one **Skelettin** attack.

In between **Waves 2** and **3**, another **1d4 Berinncorte Militia** and **1d4 Berinncorte Elite Guard** arrive to bolster the defense.

Wave 3: 1 Skelettin plus **1d4 Chaos Beasts**.

The PCs will be rewarded handsomely upon the conclusion of combat: **1,200 gp**, plus **1 Reward Star**.

Lend a Hand for a Landlord (Defend): Law +5

Defending against all three waves of enemies results in a **Catalyst Impact** of **Law +5.** If the party leaves for any reason before the conclusion of all three waves and the defeat of all enemies involved, there is zero **Catalyst Impact** for the "Defend" component of this Quest.

This stacks with other **Catalyst Impacts** in this Quest.

This quest terminates if **Tarsheva** is slain, or if the PCs complete **all three** of the requested activities (**retrieve, inform**, and **defend**).

Tarsheva Hornwood (Landlord)

CR ½; **XP** 200**;** LN Female Half-Elf Expert 2

hp 15; **AC** 11; **Fort** +0, **Ref** +0, **Will** +4; +2 vs. enchantment spells and effects

Init +0; **Speed** 30 ft.; **Senses Perception** +8; **Low-Light Vision**

Str 8, **Dex** 10, **Con** 10, **Int** 15, **Wis** 12, **Cha** 17

BAB +1; **CMB** +0; **CMD** 10

Melee shortspear +0 (1d6-1) or

Ranged shortspear (thrown) +1 (1d6-1) or

Melee dagger +0 (1d4-1/19-20) or

Ranged dagger (thrown) +1 (1d4-1/19-20) or

Ranged sling +1 (1d4-1)

Feats Armor Proficiency, Light, Persuasive, Simple Weapon Proficiency, Skill Focus (Profession (Innkeeper))

Skills Appraise +7, Bluff +8, Diplomacy +10, Intimidate +10, Knowledge (Local) +7, Perception +8, Profession (Innkeeper) +9, Sense Motive +6

Special Qualities Adaptability, Elf Blood, Elven Immunities, Humanoid Traits, Keen Senses, Low-Light Vision, Multitalented

Possessions padded armor; shortspear; dagger (2x); sling; sling bullets (20x)

Berinncorte Militia

CR ½; XP 200; TN Male Human Fighter 1

hp 11; AC 12; Fort +3, Ref +0, Will -1

Init +0; **Speed** 30 ft.; **Senses Perception** +2

Str 14, **Dex** 11, **Con** 12, **Int** 9, **Wis** 9, **Cha** 10

BAB +1; **CMB** +3; **CMD** 13

Melee light mace +3 (1d6+2)

Feats Alertness, Light Armor Proficiency, Combat Reflexes

Skills Climb +1, Perception +2, Sense Motive +2, Swim +1

Special Qualities Bonus Feat, Bonus Feats, Skilled

Possessions light mace; leather armor

Berinncorte Militia Elite Guard

CR 3; **XP** 400**;** TN Male or Female Human Fighter 4

hp 27; **AC** 18; **Fort** +5, **Ref** +3, **Will** +1; +1 vs. Fear

Init +2; **Speed** 30 ft.; **Senses Perception** +0

Str 16, **Dex** 14, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10

BAB +4; **CMB** +7; **CMD** 20

Melee halberd +8 (2H: 1d10+4/x3) or

Melee longsword +7 (1d8+3/19-20) or

Melee dagger +7 (1d4+3/19-20) or

Ranged dagger (thrown) +6 (1d4+3/19-20)

Feats Cleave, Cleaving Finish, Combat Reflexes, Dodge, Power Attack, Weapon Focus (Halberd)

Skills Intimidate +7, Profession (Soldier) +7, Survival +7

Special Qualities Armor Training, Bonus Feat, Bonus Feats, Bravery, Humanoid Traits, Skilled

Possessions halberd; scale mail; longsword; dagger

Skeleton, Human

CR ½; **XP** 200**;** NE Male or Female Human (Skeleton) Undead 6

hp 35; **AC** 16; **Fort** +2, **Ref** +4, **Will** +5; **DR** 5/bludgeoning; **Immune** Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +6; **Speed** 30 ft.; **Senses Perception** +0; **Darkvision**

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

BAB +4; **CMB** +7; **CMD** 19

Melee spear +7 (2H: 1d8+4/x3) or

Ranged spear (thrown) +6 (1d8+3/x3) or

Melee claw (w/o weapon) +7/+7 (1d4+3) or

Melee claw (w/weapon) +2 (1d4+1) or

Melee dagger +7 (1d4+3/19-20) or

Ranged dagger (thrown) +6 (1d4+3/19-20) or

Melee broken scimitar +5 (1d6+1/18-20)

Feats Improved Initiative

Special Qualities Darkvision, Undead Traits

Possessions spear; broken chain shirt; dagger; broken scimitar

Skeleton Rogue

CR 1; **XP** 400**;** NE Male or Female Human (Skeleton) Undead 1 / Rogue 2

hp 20; **AC** 19; **Fort** +0, **Ref** +6, **Will** +2; **DR** 5/bludgeoning; **Immune** Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +7; **Speed** 30 ft.; **Senses Perception** +6; **Darkvision**

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

BAB +1; **CMB** +3; **CMD** 17

Melee shortsword +4 (1d6+2/19-20) or

Melee dagger +3 (1d4+1/19-20) or

Ranged dagger (thrown) +4 (1d4+2/19-20) or

Ranged javelin +4 (1d6+2)

Special Attacks Sneak Attack 1d6

Feats Dodge, Improved Initiative, Power Attack, Weapon Focus (Sword (Short))

Skills Climb +7, Disable Device +9, Disguise +6, Intimidate +6, Perception +6, Sense Motive +6, Swim +5

Special Qualities Bonus Feat, Darkvision, Skilled, Stand Up, Trapfinding, Undead Traits

Possessions shortsword; dagger (2x); studded leather armor; javelin (2x)

Skeleton Barbarian

CR 2; **XP** 600; NE Male or Female Human (Skeleton) Undead 1 / Barbarian 3

hp 34; **AC** 17; **Fort** +3, **Ref** +3, **Will** +3; +1 Reflex to avoid traps; **DR** 5/bludgeoning; **Uncanny Dodge; Immune** Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +6; **Speed** 40 ft.; **Fast Movement; Senses Perception** +5; **Darkvision**

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

BAB +3; **CMB** +5; **CMD** 118

Melee greatsword +5 (2H: 2d6+3/19-20) or

Melee claw (w/o weapon) +5/+5 (1d4+2) or

Melee claw (w/weapon) +0 (1d4+1) or

Melee broken scimitar +3 (1d6/18-20)

Special Attacks Knockback

Feats Dodge, Improved Initiative

Skills Climb +5, Intimidate +6, Perception +5, Survival +6

Special Qualities Darkvision, Fast Movement, Rage, Undead Traits

Possessions greatsword; broken chain shirt; broken scimitar

Ogre

CR 3; **XP** 800; CE Male or Female Humanoid 4

hp 32; **AC** 17; **Fort** +6, **Ref** +0, **Will** +3

Init -1; **Speed** 30 ft.; **Senses Perception** +5; **Low-Light Vision**; **Darkvision** 60 ft.

Str 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7

BAB +3; **CMB** +9; **CMD** 18

Melee greatclub (large) +7 (2H: 2d8+7) or

Ranged javelin (large) +1 (1d8+5)

Feats Iron Will, Toughness

Skills Climb +7, Perception +5

Special Qualities Darkvision, Humanoid Traits, Low-Light Vision

Possessions greatclub (large); hide (large); javelin (large) (x4)

Ettin

CR 6; **XP** 2,400; CE Male or Female Humanoid 10

hp 63; **AC** 18; **Fort** +9, **Ref** +2, **Will** +5;

Init +3; **Speed** 40 ft.; **Senses Perception** +12; **Low-Light Vision**

Str 23, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 11

BAB +7; **CMB** +14 (+16 vs. overrun); **CMD** 23 (25 vs. overrun)

Melee flail (large) +12/+7 (2d6+6) or

Ranged javelin (large) +5/+0 (1d8+6)

Special Attacks Superior Two-Weapon Fighting

Feats Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack

Skills Handle Animal +8, Perception +12,

Possessions flail (large); javelin (2x, large); leather armor (large)

Skelettin

CR 6; **XP** 2,400; NE Male or Female Humanoid 10 / Undead 1

hp 54; **AC** 21; **Fort** +7, **Ref** +3, **Will** +7; **DR** 5/bludgeoning; **Immune** Ability Drain, Cold, Death Effect, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +4; **Speed** 40 ft.; **Senses Perception** +17; **Darkvision** 60 ft.; **Low-Light Vision**

Str 23, **Dex** 10, **Con** *, **Int** *, **Wis** 10, **Cha** 10

BAB +7; **CMB** +14 (+16 overrun); **CMD** 24 (26 vs. overrun)

Melee flail (large) +12/+7 (2d6+6) or

Ranged javelin (large) +6/+1 (1d8+6)

Special Attacks Superior Two-Weapon Fighting

Feats Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack

Skills Handle Animal +8, Intimidate +8, Perception +17

Special Qualities Darkvision, Humanoid Traits, Low-Light Vision, Undead Traits

Possessions flail (large); javelin (2x, large); leather armor (large)

Chaos Beast

CR 7; **XP** 3,200; CN Male or Female Outsider 9

hp 86; **AC** 20; **Fort** +9, **Ref** +8, **Will** +4; Amorphouse, Resistant to Transformation; **SR** 18

Init +6; **Speed** 20 ft.; **Senses Perception** +13; **Darkvision** 60 ft.

Str 17, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 11

BAB +9; **CMB** +12; **CMD** 25 (can't be tripped)

Melee claw +13/+13/+13/+13 (1d6+3)

Special Attacks Corporeal Instability (claw)

Feats Dodge, Improved Initiative, Martial Weapon Proficiency, Mobility, Simple Weapon Proficiency, Toughness, Weapon Focus (Claw)

Skills Acrobatics +14, Climb +15, Escape Artist +14, Perception +13, Stealth +14, Swim +15

Special Qualities Aligned (Chaotic), Can't Be Tripped, Darkvision, Outsider Traits

Quest: The Luck of a Drunken Fool

Summary: Cryptkeeper **Gurth** stumbles about in a stupor... oblivious to the hazards around him.

Rewards: Up to **2 Reward Stars**.

Locations: Any.

Key NPCs: Cryptkeeper Gurth.

Kickoff: Random Encounter.

Description:

Note: This Quest is only available if the party has already completed the Quest "**It's Safe, But You Can't Stay Here**" onp 336. Otherwise, do not initiate this Quest, and instead treat if as **No Encounter** unless otherwise specified in the Random Encounter table that brought you here.

Stumbling about before you is a stinking, disheveled gnome. He reeks of drink, and his gait is erratic. This is the Gurth you know and love, but in his intoxicated ambling, he seems to have no conception of what horrors face him in the city!

This is of course our beloved Cryptkeeper, in all his glory. In the wake of his all-consumed terror in the **Shack** (p 337), he has once again taken to drink, and acts for all the world as though there is not in fact an enormous, building-sized boulder of pure chaos lodged in **Town Square** (p 342).

The party has some options, observing him.

They can ignore him, and be on their way. Good-aligned characters, and those who spoke up for sheltering the gnome back to safety in the prior quest that enables this one, will likely balk at this approach. However, the Cryptkeeper benefits from a good deal of luck, and will be just fine, despite the seemingly obvious danger inherent in his ways.

It's almost beyond possibility that the party would attack the gnome, but doing so would generate a great deal of chaotic attention: roll immediately on the **Aftermath Random Encounter** table (p 263), using **Context D**, and repeat the roll until you resolve to an encounter involving at least one monster. Said monster(s) assault the party directly, leaving **Gurth** to stumble freely away, ending this Quest.

The Luck of a Drunken Fool (Attack): Chaos +6

Slaying the hapless, drunken gnome introduces a **Catalyst Impact** of **Chaos +6**.

Kind-hearted PCs will want to help the gnome. This is easier said than done: **Gurth** is in a complete stupor, and cannot comprehend the presence of others, let alone the meaning of their words. The smell of drink coming off the man far exceeds even the stench the party has encountered before; wise PCs will correctly surmise that the terrified Cryptkeeper has resorted to his steadfast companion, the bottle, to address his fears.

This is an outstanding opportunity for a gaming group to roleplay to hilarious effect. Regardless of the manner the GM and players wish to portray things, the challenge here involves defending **Gurth** against his own folly.

Left to his own pace, **Gurth** will walk in a random direction at half-maximum speed.

There are two approaches that will work, here.

A strong PC can opt to simply hoist the gnome up and carry him against his will, returning him to one of the **places of sanctuary** (p 261). Though the Cryptkeeper will struggle and protest incoherently, this will absolutely work; however, en route, the party may be affected by a random encounter: roll on the **Aftermath Random Encounter** table, using **Context B**. Note that **Gurth** must be held during any combat encounter; if he's put down, he will immediately start shambling away. This effectively removes one PC from fighting during any combat encountered.

When placed down in safety, **Gurth** will scowl at the PC who bore him, and spit in their face, but the party will benefit from **1 Reward Star** nevertheless.

Alternately, the PCs can simply play shepard, letting **Gurth** amble along, but defending him against threats. This is possibly the more entertaining approach, but certainly the more chaotic. The PCs must survive **4** random encounters, protecting the Cryptkeeper along the way.

For each of these encounters, roll on the **Aftermath Random Encounter** table, using **Context A**. Reroll any **Beneficial**, **Untouchable**, or **Villain** encounters. During any rolled encounter, **Gurth** will be completely untouched—no fireballs strike him, he suffers no damage from acid rain, no monsters target him, and so on. He will amble about randomly, but will not stray too far from the party—when determining a random direction, don't let him move more than 30 ft. away from the nearest PC.

After the **4** random encounters are navigated, **Gurth** comes to his senses, and looks at the PCs as though seeing them for the first time. "What are ye doing here?" he snorts, and walks away, toward the closest **place of sanctuary**. The PCs can follow him for additional protection, but strangely, no further random encounters plague him along the way.

After each encounter, there is a brief peace of no more than **1 minute**—then the next event begins!

Once **Gurth** is safely in a **place of sanctuary**, the party gains another **1 Reward Star**.

The Luck of a Drunken Fool (Escort): Law +1, Love +2

No matter how they go about it, if the PCs succeed in helping **Gurth** to safety, they create a **Catalyst Impact** of **Law +1, Love +2**.

This quest terminates if **Gurth** is slain or shambles away from the party, if the PCs successfully guide the gnome to a

place of sanctuary, or after the PCs have suffered through **4** random encounters to help ensure the cryptkeeper's safety.

Gurth (Cryptkeeper)

CR ½; **XP** 200**;** LN Male Gnome Rogue 1

hp 11; **AC** 14; **Fort** +2, **Ref** +4, **Will** -1; +2 vs. illusion spells or effects

Init +2; **Speed** 20 ft.; **Senses Perception** +5; **Low-Light Vision**

Str 8, **Dex** 14, **Con** 15, **Int** 6, **Wis** 8, **Cha** 5

BAB +0; **CMB** -2; **CMD** 10

Melee dagger (small) +0 (1d3-1/19-20) or

Ranged dagger (small/thrown) +3 (1d3-1/19-20)

Special Attacks Sneak Attack 1d6

Feats Stealthy

Skills Acrobatics +6, Climb +3, Escape Artist +8, Knowledge (Local) +2, Perception +5, Stealth +12

Special Qualities Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Trapfinding, Weapon Familiarity

Possessions dagger (small); padded armor (small)

Quest: A Quavering Quaffer

Summary: Berinncorte's apothecary now wanders the streets, selling potions of a much-needed nature.

Rewards: 4 *potions of cure light wounds*; **1 Reward Star.**

Locations: Any.

Key NPCs: Aramail Xiloscient.

Kickoff: Random Encounter.

Description:

A prickly half-elf dressed in robes grins vilely upon seeing you. He approaches, tosses wide his cloak, and offers his wares to the needy.

This is **Aramil Xiloscient**, the village apothecary. If the party has encountered him before, they may enter this encounter with a healthy dose of suspicion already; if not, they may venture into dangerous territory without a care.

In the wake of the **Eruption**, and with many more **townsfolk** in desperate need of healing and cures, **Aramil** sells all manner of potions. Everything on **Table 44: Apothecary Wares** (p 137) is for sale... but at scarcity-infected rates. His price for any *cure* potion is **four times** the price listed on that table; all other potions are merely **twice** the listed value.

If challenged on this scheme, he shrugs, and willingly admits to gouging the needy. But, as he helpfully points out, he's only so much inventory to dispose of; since his **shop** (p 374) is so damaged, he can't easily make more. The high prices will help him restore his humble abode to full operation, at which time he will make it a point to offer sales and lower prices as a courtesy to those affected by the disaster.

In truth, he intends none of this, of course. Also, he has run out of stock a while ago, and is now selling possibly-harmful placebos in lieu of actual-functioning potions.

Keep track of any potions the party purchases. This may be difficult without arousing too much suspicion; one easy way of doing it is to note the type of potion purchased, and the next time a PC drinks a potion of that nature, assume it's the one they bought from **Aramil** as part of this quest, and its true effect is revealed. If the players themselves don't put two and two together, you can introduce a **Wisdom** check, at DC 16, to see if a PC connects the potion intended to the purchase.

When one of **Aramil's** potions bought as part of this quest is imbibed, roll on **Table 45: Apothecary Sample Effects**, p 137. In addition to whatever effect resolved there, the drinker suffers **1d4** points of damage, and feels as though their insides are being jabbed with sharp metal for a few seconds.

The GM is encouraged to add additional, comedic or sinister effects if you desire.

Needless to say, the effect for which the potion was purchased and intended does **not** transpire. For example, a *potion of cure light wounds* heals no damage.

The party might attack the apothecary, particularly if they have discovered his secret of experimentation on and torture of sentient transients in town (see Quest "**Morbid Curiosity**", p 224). If attacked, **Aramil** will attempt to flee, using all manner of devices to aid his escape. In addition, roll on the **Aftermath Random Encounters** table (p 263), using **Context B**; keep rerolling until you get an encounter with at least one monster, which will attack the PCs, allowing the apothecary a chance to escape.

A Quavering Quaffer (Attack): Chaos +2, Law +1

Attacking an evil man without provocation has a complex impact: specifically, a **Catalyst Impact** of both **Chaos +1**, and **Law +1**.

If, before a purchase, the party suspects something, they may attempt one **Sense Motive** check, opposed by the apothecary's **Craft (Alchemy)** skill; success indicates that he is lying about some aspect of the potions' natures. If the party wishes to confront **Aramil** with this suspicion, make a **Intimidate** or **Diplomacy** check, opposed by **Aramil's Bluff** check; success will grant the party **1 Reward Star**, gets the apothecary grifter to admit to his ruse, and as apology, he will give the party some actual potions that **do** work as normal:

Aramil's Apology

- ***4 potions of cure light wounds***
- ***4 potions of cure moderate wounds***
- ***4 potions of cure serious wounds***
- ***4 potions of cure critical wounds***

A Quavering Quaffer (Truth): Law +2

Discovering the truth, and benefitting by it, produces a **Catalyst Impact** of **Law +2.**

This quest terminates if **Aramil** is slain, if the party figures out his ruse and challenges him on it, or if the party ignores him and doesn't make a purchase. Unless the PCs figure out what he is doing, it's possible to encounter **Aramil** again later in the adventure if this Quest is rolled.

Aramil Xiloscient (Apothecary)

CR 3; **XP** 800; CE Male Half-Elf Alchemist 4

hp 25; **AC** 12; **Fort** +7, **Ref** +5, **Will** +7; +2 vs. enchantment spells and effects; +2 vs. poison

Init +1; **Speed** 20 ft.; **Senses Perception** +6; **Low-Light Vision**

Str 7, **Dex** 12, **Con** 13, **Int** 15, **Wis** 19, **Cha** 6

BAB +3; **CMB** +1; **CMD** 12

Ranged light crossbow +4 (1d8/19-20) or

Melee dagger +1 (1d4-2/19-20) or

Ranged dagger (thrown) +4 (1d4-2/19-20) or

Ranged dart +4 (1d4-2) or

Ranged bomb +5 (1d6+2)

Special Attacks Bomb, Explosive Missile, Throw Anything

Prepared Alchemist Spells (CL 4th):
2nd – *blur, invisibility*
1st – *disguise self, identify, see alignment, shield*

Feats Brew Potion, Great Fortitude, Iron Will, Skill Focus (Craft (Alchemy)), Throw Anything

Skills Appraise +6, Bluff -1, Craft (Alchemy) +16, Heal +11, Knowledge (Arcana) +7, Knowledge (Local) +3, Knowledge (Nature) +9, Profession (Herbalist) +11, Sleight of Hand +5, Stealth +2, Survival +8

Special Qualities Adaptability, Alchemy, Brew Potion, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Mutagen, Poison Resistance, Poison Use, Spontaneous Healing, Swift Alchemy

Possessions padded armor; light crossbow; dagger (x5); dart (5x); crossbow bolts (x20); bomb; formula book

Quest: Come With Me If You Want to Live. Or Not.

Summary: Blacksmith **Dimblegruffe** offers to escort the party to safety if they wish.

Rewards: Discovery of one **place of sanctuary**.

Locations: Any.

Key NPCs: Blacksmith **Dimblegruffe**.

Kickoff: Random Encounter.

Description:

A grizzled dwarven warrior approaches you. Dimblegruffe cuts right to the chase: "Looking to get to safety? Follow me, if you want; I know a place that's safe enough."

The offer is just what it seems: **Dimblegruffe** offers to guide the party to safety. Pick the nearest **place of sanctuary** (p 261); that's the safe haven toward which the blacksmith will lead the party. If the PCs are aware of a different haven they would prefer instead, **Dimblegruffe** won't argue, and will instead escort the party there.

Treat this as the blacksmith joining the party as an ally; she will fight alongside them en route. If the haven needs to be "cleared out" of monsters before it is considered safe (e.g., the **Cistern**), the blacksmith will fight alongside the party to help cleanse the enemy before partying ways.

Along the way, introduce at least one encounter: roll on the **Aftermath Random Encounter** table (p 263), using **Context B**. Resolve any encounter rolled in this manner. Then, unless that encounter specifically introduced at least one monster, roll a second time on the same table, using the same context; then resolve that second encounter. Repeat this cycle until the PCs and the blacksmith have fought at least one battle.

The PCs may be embroiled or interested in other activities, and not have time for this right now. They can simply ignore the blacksmith and be on their way. **Dimblegruffe** will still tell the party the location of the haven she has in mind, however. No **Catalyst Impact** is produced by this approach.

It would be a bit bizarre and evil, but the party might turn on the blacksmith, and attack her. She will fight back as best she's able, but she'll know she's almost certainly outmatched. Fortunately, she will have a distraction to help her retreat and escape: as soon as battle is joined with **Dimblegruffe**, roll on the **Aftermath Random Encounter** table, and reroll until you get a monster encounter. The monster(s) indicated will attack the PCs.

Come With Me If You Want To Live... (Attack): Chaos +4

Refusing the offer of assistance, **and** attacking the innocent blacksmith, brings about a **Catalyst Impact** of **Chaos +4**.

Aside from revealing and obtaining assisted passage to a **place of sanctuary**, and any **XP** awards earned along the way via random encounters, there is no other reward to be gained from this Quest.

This quest terminates if **Dimblegruffe** parts ways with the party for any reason, if the blacksmith is slain, or when the PCs arrive at a **place of sanctuary** with her.

Dimblegruffe (Blacksmith)

CR 1; **XP** 400; CG Female Dwarf Fighter 2

hp 20; **AC** 14; **Fort** +5, **Ref** +0, **Will** +0; +1 vs. Fear; +2 vs. poison, spells, and spell-like abilities

Init +0; **Speed** 20 ft.; **Senses Perception** +0; **Darkvision** 60 ft.

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

BAB +2; **CMB** +4; **CMD** 14 (18 vs. bullrush or trip)

Melee shortsword +4 (1d6+1/19-20) or

Melee dwarven waraxe +4 (1d10+2/x3)

Feats Heavy Armor Proficiency, Intimidating Prowess, Quick Draw

Skills Craft (Armor) +4, Craft (Blacksmithing) +7, Craft (Weapons) +4

Special Qualities Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Humanoid Traits, Stability, Steady, Stonecunning, Weapon Familiarity

Possessions chain shirt; shortsword; dwarven waraxe

Quest: Horseman for Hire

Summary: The city's stablemaster offers to join the party to help fight, for a price... but is of questionable resoluteness.

Rewards: Up to **1 Reward Star**, plus an ally joins the party (but see below).

Locations: Any.

Key NPCs: Brock Runnaheim.

Kickoff: Random Encounter.

Description:

An older dwarf smelling of horse approaches you. "Been out and about, much, have you? Seen any... well, I've seen some rather nasty beasts out there, and far worse. Could be that we could help each other out, is what I'm sayin'. Fancy an addition to your gathering, here?"

Brock Runnaheim is a bit shaken, and visibly anxious, at the state of the city in the wake of the **Eruption**. He's eager to join the party for protection, but will start off by negotiating for a commission.

His asking price to help with the party's defense is **100 gp**.

The party can accept this rate, or haggle, which takes the form of the following **skill challenge**. At any stage, the party can accept the current terms and exit the challenge.

Horseman for Hire Negotiations

First Check: Rate is 100 gp. Any pushback or negotiations by the PCs advances to the next check; the GM is encouraged to make a show of rolling a skill check, but it is not necessary.

Second Check: Rate is **50 gp. Diplomacy** or **Intimidate** check by the PCs, opposed by **Brock's Bluff** check: Success means the PCs advance to the next check. Failure means **Brock** holds firm to the current rate, though the PCs may attempt this check once more before he considers the offer final and the party must either accept or reject his help.

Third Check: Rate is **25 gp**. **Diplomacy** or **Intimidate** check by the PCs, opposed by **Brock's Bluff** check: Success reduces his rate to **0** and concludes the **challenge;** the PCs get his help for free. Failure means **Brock** holds firm to the current rate, though the PCs may attempt this check once more before he considers the offer final and the party must either accept or reject his help. Successfully negotiating to a zero-cost ally grants the party **1 Reward Star** as an additional benefit.

Horseman for Hire (Negotiations): Law +1

Zeroing out **Brock's** rate is worth a **Catalyst Impact** of **Law +1.**

Note that **Brock** is not quite the steadfast warrior he may once have been! He will fight as normal during combat encounters, but if any **Villain Encounters** or **Untouchable Encounters** turn up while he is with the party, he will immediately become **panicked**, and run away from the scene as quickly as he can. If the stablemaster escapes in this manner, it does not preclude him turning up later in the adventure, but he will immediately reduce his rate to zero and offer to help as best he can. Note that this "automatic freebie" does **not** grant the party the **Reward Star** it would if they came by this rate via navigating the **skill challenge** above.

The party may opt to assault **Brock** for the loot. This evil act attracts attention: as soon as the PCs declare their intent, roll on the **Aftermath Random Encounters** table, using **Context B**; reroll until a monster encounter is determined. Monster(s) that result attack the party; **Brock** can use the distraction to escape.

Horseman for Hire (Attack): Chaos +4

Attacking **Brock** amidst his offer of help incurs a **Catalyst Impact** of **Chaos +4**.

If the PCs decline his offer at any point of negotiations, **Brock** will look stricken and terrified, but will let the party leave.

This quest terminates if **Brock** is separated from the PCs for any reason, or if **Brock** is slain.

Brock Runnaheim (Stablemaster)

CR 4; **XP** 1,200**;** CG Male Dwarf Rogue 2 / Expert 3

hp 26; **AC** 12; **Fort** +2, **Ref** +3, **Will** +8; +2 vs. poison, spells, and spell-like abilities

Init -1; **Speed** 20 ft.; **Senses Perception** +11; **Darkvision** 60 ft.

Str 11, **Dex** 9, **Con** 13, **Int** 15, **Wis** 17, **Cha** 13

BAB +3; **CMB** +3; **CMD** 12 (16 vs. bullrush or trip)

Melee masterwork shortspear +4 (1d6) or

Ranged masterwork shortspear (thrown) +3 (1d6) or

Melee dagger +3 (1d4/19-20) or

Ranged dagger (thrown) +2 (1d4/19-20) or

Ranged shortbow +2 (1d6/x3)

Feats Alertness, Armor Proficiency, Light, Athletic, Blind-Fight, Iron Will, Simple Weapon Proficiency

Skills Appraise +10, Bluff +9, Climb +10, Craft (Carpentry) +10, Disable Device +10, Handle Animal +15, Heal +5, Knowledge (Local) +8, Perception +16, Profession (Stable Master) +11, Ride +5, Sense Motive +16, Survival +6

Special Qualities Darkvision, Defensive Training, Follow Clues, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Trapfinding, Weapon Familiarity

Possessions masterwork shortspear; dagger (x3); studded leather armor; shortbow; arrows (60x); bullseye lantern; rope (hemp, 50 ft.)

Quest: What of the People?

Summary: Berinncorte's sage will pay good coin for information about its notable citizens.

Rewards: 100 gp for each initial report on an NPC; **25 gp** extra for each subsequent update (theoretically, no upper limit).

Locations: Library.

Key NPCs: Tudra Coppereye.

Kickoff: Random Encounter / visiting **Tudra** in the **Library.**

Description:

Note that this encounter is a bit different than most others, in that it is indeed somewhat location-dependent: **Tudra** is in the **Library**, from which she has no intention of straying. However, this Quest that involves her may be initiated anywhere in the city, in that word of mouth will bring the opportunity to the PCs' attention.

If the PCs are being introduced to this quest by visiting **Tudra** in the **Library**, she will describe the situation herself:

"I see them," the wizened, bizarre little dwarf croaks. "I see them, about the city. Some here, some there. Points of light, and sparks of darkness. I cannot tell one from the other; my vision is clouded as through the dewy spiderweb of a grim morn." In the ensuing five minutes of cryptic mysticism, you deduce that the mystic is willing to pay for updates on key townsfolk.

Tudra Coppereye will pay **100 gp** for an update on any named NPC (see **Key Dramatis Personae** in the companion book ***Dramatis Personze & Bestiary***): specifically, whether they are alive or dead, and the location of where they were last seen. Subsequent to this first report on a given NPC, if the party encounters that NPC at a different location, they can return to **Tudra** to report that updated information; doing so is worth a payout of **25 gp**.

There is theoretically no upper limit to the amount of gold the PCs might earn in this manner, though in practice, traveling the city to search out NPCs is a treacherous endeavor, so it's unlikely that the party will see this as a bottomless pit of profitability. (In addition to which, it's something of a boring activity to do repeatedly, and only for this Quest!)

If instead the PCs are out and about in the city when this Quest is triggered, they come across a group of **1d6 townsfolk**. They seem to be searching about, walking swiftly and looking about them with a purpose. If the party approaches them, they will convey their task: **Tudra Coppereye** is willing to pay coin for information on certain key people; this group of citizens has banded together for some degree of safety in numbers in hopes of catching glimpses of, or hearing information about, anyone on her list. The conditions, payout, and all other aspects of the Quest are as described above.

What of the People? (Inform): Law +1, Love +1

Each time the PCs provide information on citizens to **Tudra**, it produces a **Catalyst Impact** of **Law +1, Love +1**. This is irrespective of the number of NPCs involved. So for example, if the party visits the **Library** twice, once to report on the whereabouts of 8 NPCs, and a second time to inform on 2 other NPCs, the total impact is **Law +2**, **Love +2**.

This Quest only terminates if **Tudra** is slain. Barring that unlikely event, she will always continue to pay for updated information so long as the PCs remain in **Berinncorte** and the adventure has not concluded.

Tudra Coppereye (Sage)

CR 5; **XP** 1,600**;** NG Female Dwarf Expert 4 / Oracle 2

hp 32; **AC** 10; **Fort** +2, **Ref** +1, **Will** +11

Init +0; **Speed** 20 ft.; **Senses Perception** +4; **Darkvision** 60 ft.

Str 5, **Dex** 10, **Con** 12, **Int** 16, **Wis** 19, **Cha** 12

BAB +4; **CMB** +1; **CMD** 11 (15 vs. bullrush or trip)

Melee dagger +1 (1d4-3/19-20) or

Ranged dagger (thrown) +4 (1d4-3/19-20)

Known Oracle Spells (CL 2nd):
1st (5x/day) – *command, detect chaos, unseen servant, cure light wounds*
0th (at will) – *detect magic, guidance, light, purify food and drink, read magic*

Feats Armor Proficiency, Light, Simple Weapon Proficiency, Skill Focus (Knowledge (History), Knowledge (Local), Knowledge (Planes))

Skills Bluff +2, Heal +8, Knowledge (Arcana) +12, Knowledge (Geography) +10, Knowledge (History) +15, Knowledge (Local) +15, Knowledge (Nature) +12, Knowledge (Nobility) +12, Knowledge (Planes) +15, Knowledge (Religion) +12, Sense Motive +11, Stealth +1, Use Magic Device +2

Special Qualities Ancestor Mysteries, Darkvision, Defensive Training, Greed, Hardy, Hatred, Orisons, Stability, Steady, Stonecunning, Tongues, Tongues ~ Abyssal, Weapon Familiarity, Wisdom of the Ancestors

Possessions dagger; scholar's outfit

Quest: Fabric of a Life

Summary: Otibus is willing to join the party and help them, if they will help him search the ruins of his family business.

Rewards: An ally joins the party, plus up to **2 Reward Stars.**

Locations: Any initially, plus **Textiles Shop**.

Key NPCs: Otibus.

Kickoff: Random Encounter.

Description:

A handsome, but sad-looking, dwarf inclines his head upon seeing the party. He approaches, shakes your hands warmly, and greets you. "Well met, friends," he says, his voice thick with weary. "I've a proposition for you, if you've a mind to help a grieving husband."

The offer is simple: help **Otibus** search the **Textiles Shop**, and afterwards, he'll join the party and help where he can.

If the party attacks him—a widower in mourning, asking for a simple task of help—it will attract vile attention and retribution. Roll on the **Aftermath Random Encounters** table (p 263), using **Context D**; keep rerolling until you get a monster encounter, which will target the party exclusively. This gives the confused and saddened **Otibus** a chance to escape the party's wrath.

Fabric of a Life (Attack): Chaos +6

Attacking **Otibus** for any reason incurs a **Catalyst Impact** of **Chaos +6**.

The PCs may have their hands full with other quests, or their resources may be low—they can simply decline, and walk away. Though this saddens the seamstress' husband, he doesn't stop them.

Taking **Otibus** up on the offer momentarily brightens his spirits. The party must then escort him to the **Textiles Shop**; on the way, make at least one roll on the **Aftermath Random Encounters** table, using **Context C**. Once in the shop, roll additional random encounters there as you normally would; reroll any results of **No Encounter** while the party is there, investigating. **Otibus** requires **ten minutes** to search the house, during which he will not participate in fighting if a combat encounter occurs. Once the party has defended him and helped him search for ten minutes, he shakes his head sadly, then tells the party "we can leave, now. I'm in your debt, and service, for as long as you wish." Helping in this manner grants the party **1 Reward Star**.

Fabric of a Life (Help Search): Love +2

Aiding **Otibus** in his search grants a **Catalyst Impact** of **Love +2**.

This stacks with other **Catalyst Impacts** in this Quest.

Good-aligned PCs, or those sympathetic with the poor man's plight, may realize that fighting monsters amidst the rubble of his home city might not be the best therapy for the stricken **Otibus**. If, in their journeys, the party escorts him to a **place of sanctuary** (p 261), and drops him there, he will thank them earnestly. Though he has no wealth to bestow upon them in thanks, **Otibus' Attitude Tracker** grows **+15**, and the party gains a second, additional **1 Reward Star.**

Fabric of a Life (Escort): Love +4

Escorting the stricken widower to a place of safety bestows a **Catalyst Impact** of **Love +4**.

This stacks with other **Catalyst Impacts** in this Quest.

This quest terminates if **Otibus** leaves the party's presence, or if he is slain.

Otibus (Seamstress' Husband)

CR ½; **XP** 200; LN Male Dwarf Commoner 2

hp 11; **AC** 11; **Fort** +4, **Ref** +1, **Will** -1; +2 vs. poison, spells, and spell-like abilities

Init +1; **Speed** 20 ft.; **Senses Perception** -1; **Darkvision** 60 ft.

Str 14, **Dex** 12, **Con** 15, **Int** 11, **Wis** 9, **Cha** 11

BAB +1; **CMB** +3; **CMD** 14 (18 vs. bullrush or trip)

Melee heavy mace +3 (1d8+2) or

Melee quarterstaff +3 (2H: 1d6+3)

Feats Great Fortitude

Skills Appraise +2, Heal +0, Intimidate +1

Special Qualities Darkvision, Defensive Training, Greed, Hardy, Hatred, Single Simple Weapon Proficiency (Mace (Heavy)), Stability, Steady, Stonecunning, Weapon Familiarity

Possessions heavy mace; artisan's outfit; quarterstaff

Quest: Comrade in Arms and Armor

Summary: A merchant, formerly of **Town Square**, now travels the city, looking to buy or sell. He will join the party for the right price.

Rewards: Gold for arms and armor; an ally joins the party (but see below).

Locations: Any.

Key NPCs: Donur Gravelsmasher.

Kickoff: Random Encounter.

Description:

A gritty dwarf in armor, shield, and morningstar sees you, and hollers, oblivious of the danger present in the city. Cheerily, he stomps up to you and greets you. He puts down the large sack of supplies he had been dragging behind him, and shakes your hands.

Donur Gravelsmasher has with him everything he used to sell in the **Town Square**; see **SQR-12: Camping Gear Kiosk**, p 246, for details. He has but **1d4** of each item, and sells them at scarcity pricing: **175%** of prices listed in **Table 16: Camping Gear Kiosk Wares**, rounded up.

He buys, as well as sells: any arms or armor the party wishes to part with, he'll pay dearly for: twice the retail value.

Finally, he offers to join the party, selling his mercenary services as well. His rate is **75 gp** per day, counting today as a full day. He won't negotiate this rate down any, but the party can trade for the value using arms or armor.

If the party runs into a combat encounter involving any one hostile creature or character with a **Challenge Rating** more than **2** greater than **Donur** himself's, he will flee in **panic** and will not rejoin the party until this Quest turns up again.

Comrade in Arms and Armor (Flee): Chaos +1

When **Donur** runs away, it also applies a **Catalyst Impact** of **Chaos +1**.

The party could attack him, perhaps for the loot he bears. He'll defend himself, but there will also be a distraction: roll on the **Aftermath Random Encounters** table (p 263), using **Context B**; keep rerolling until you get a monster encounter. The monster(s) involved will target the PCs, leaving **Donur** free to drag his booty away to buy and sell another day.

Comrade in Arms and Armor (Attack): Chaos +3

Assaulting the dwarf begets a **Catalyst Impact** of **Chaos +3**.

Ignoring the chance to hire an ally, the party can do whatever trading they wish with the dwarf, and be on their way. There is neither benefit nor penalty to this approach.

This quest ends if **Donur** parts company with the party, or if he is slain.

Donur Gravelsmasher (Merchant)

CR 1; **XP** 400**;** LN Male Dwarf Ranger 2

hp 22; **AC** 19; **Fort** +3, **Ref** +5, **Will** +2; +2 vs. poison, spells, and spell-like abilities

Init +2; **Speed** 20 ft.; **Senses Perception** +7; **Darkvision** 60 ft.

Str 10, **Dex** 15, **Con** 11, **Int** 10, **Wis** 15, **Cha** 8

BAB +2; **CMB** +2; **CMD** 15 (19 vs. bullrush or trip)

Melee morningstar +2 (1d8) or

Melee heavy wooden shield +2 (1d4) or

Melee dagger +2 (1d4/19-20) or

Ranged dagger (thrown) +4 (1d4/19-20)

Special Attacks Animal +2

Feats Dodge, Shield Focus

Skills Climb +2, Heal +7, Knowledge (Geography) +5, Knowledge (Local) +2, Perception +7, Survival +7

Special Qualities Darkvision, Defensive Training, Greed, Hardy, Hatred, Humanoid Traits, Stability, Steady, Stonecunning, Track +1, Weapon Familiarity, Wild Empathy +1

Possessions morningstar; heavy wooden shield; studded leather armor; dagger

Quest: Of Noble Purpose

Summary: Town Square's beastmaster demands the party's help escorting innocents to safety, and will then join the party... but only if the PCs act in a Lawful Good manner.

Rewards: Up to **1 Reward Star**, plus an ally joins the party (but see below), plus identifying the foremost **place of sanctuary** in the city.

Locations: Any.

Key NPCs: Ines Borque.

Kickoff: Random Encounter.

Description:

You turn a corner, and see a half-orc woman leading a group of commoners all dressed in stained, shabby, torn garb. Seeing you, she shouts at the group to halt, then approaches you with grim but polite determination. Calmly, she greets you: "Well met, if friends you be. I'm leading these good people to safety; I might use any help I can obtain."

The party first sees **Ines** with a group of **3d6 townsfolk**; she is leading them to safety in the form of the **Library** (p 391). The half-orc paladin will sense any paladins in the party; if she detects one, she will demand outright that the party join her in defense of the innocents. Absent a paladin PC, **Ines** will nevertheless be quite strong in her purpose, and in her request that the party join her.

Attacking **Ines** at any point in this quest is a terrible act, with consequences: in addition to a possible **Reward Star** penalty if any PC is Lawful and/or Good, roll on the **Aftermath Random Encounter** table (p 263), using **Context B**. Keep rerolling anything other than a monster result, and have the monster(s) target the PCs exclusively; this gives **Ines** and her charges an opportunity to escape the melee.

Of Noble Purpose (Attack): Chaos +5

Attacking this Paladin in the midst of a Good act applies a **Catalyst Impact** of **Chaos +5**.

Ignoring the paladin's request might also incur a penalty, at the GM's discretion, but **Ines** will not fight the party if they choose to decline her demand. It will, however, degrade her **Attitude Tracker** by **-15**; **-20** if the party contains one or more Paladins.

Of Noble Purpose (Ignore): Chaos +1 / +3

Refusing the call of **Ines** to help results in a **Catalyst Impact** of **Chaos +1**. If the party includes one or more Paladins, this increases to **+3.**

Following her is the likely choice, here, though the way is perilous: along the way, roll once on the **Aftermath Random**

Encounters table, using **Context A**. Two minutes after any encounter rolled is resolved, roll **a second time** on that same table, using **Context B**.

Upon successfully escorting the innocents to safety, if at least one **townsfolk** has survived, the party benefits of **1 Reward Star**. In addition, **Ines** offers to join the party for free. Assuming the PCs accept, she remains with the party for the remainder of the adventure.

Of Noble Purpose (Escort): Law +2, Love +3

Helping **Ines** finish the job produces a **Catalyst Impact** of **Law +2, Love +3**.

However, if at any time, the party makes a decision that is not Lawful Good, **Ines** will suffer a **-5** hit to her **Attitude Tracker,** and will leave the party. It is left to the GM's discretion as to whether **Ines** gives a "warning" of her intent before leaving, how many violations it takes for her to depart, what exactly constitutes a violation in the first place, and so on.

This quest terminates if **Ines** leaves the party, or if she is slain.

Ines Borque (Merchant)

CR 1; **XP** 400; LG Female Half-Orc Paladin 2

hp 11; **AC** 16; **Fort** +5, **Ref** +1, **Will** +5

Init -1; **Speed** 20 ft.; **Senses Perception** +0; **Darkvision** 60 ft.

Str 16, **Dex** 8, **Con** 10, **Int** 11, **Wis** 10, **Cha** 14

BAB +2; **CMB** +5; **CMD** 14

Melee spear +5 (2H: 1d8+4/x3) or

Ranged spear (thrown) +1 (1d8+3/x3) or

Melee shortsword +5 (1d6+3/19-20) or

Melee heavy wooden shield +5 (1d4+1)

Special Attacks Smite Evil

Feats Animal Affinity

Skills Handle Animal +9, Heal +5, Ride +0

Special Qualities Aura of Good, Darkvision, Detect Evil, Humanoid Traits, Intimidating, Lay on Hands, Orc Blood, Orc Ferocity, Weapon Familiarity

Possessions spear (2x); shortsword; heavy wooden shield; scale mail

Quest: Sad Searching

Summary: Shakira Alam was out of town when the **Obelisk** erupted; she now wishes to search for her lover, who she suspects perished in the attack.

Rewards: Up to **3 Reward Stars**.

Locations: Any.

Key NPCs: Shakira Alam.

Kickoff: Random Encounter.

Description:

A solemn halfling approaches you. Her anxiety is palpable, and she asks your help: "I was hunting when the... thing came, to our city. I fear my... that a friend has... that she was in Town Square, when it... oh Gods..." Her words may drown out at this point, but her intent is clear.

Once she recovers, **Shakira Alam** will sell the party anything she would have done at the **Town Square**; refer to **Table 18: Locks and Rope Kiosk Wares**, on page 100. She has only **1d4-2** of any given item (minimum zero; roll separately for each item), and will sell at scarcity pricing: **double** the listed price, rounded up.

Although it might seem a huge distraction, and not that important given the events of the **Eruption**, the rope and lock merchant will still engage the party's services per the Quest "**A Particular Sort of Skeleton**", on page 101.

Her main focus, however, is on **Elizavetta Burak**, the town's only real prostitute and **Shakira's** lover. Sadly, **Elizavetta** perished in the **Eruption**. **Shakira** suspects this, as the woman did work right in **Town Square**, but she doesn't know for certain, and nevertheless, she just wants to see the body, if body there be.

The task asked of the PCs is simple: help **Shakira** search **Town Square** for the body of her lover, and defend her as she says goodbye.

The party can of course decline, and be on their way. No penalty or benefit is gained, and they may still buy items from **Shakira**, and/or pursue her other Quest. Walking way from her also does **not** preclude her turning up again, and offering the same opportunity to help her, if this Quest is randomly selected again later in the adventure. There is no **Catalyst Impact** to this decision.

It would be a truly horrific thing to attack **Shakira**. If the party states their intent to do so, roll **twice** on the **Aftermath Random Encounter** table (p 263). For each roll, keep rerolling until you get an encounter involving a monster. All the monsters from both of these randomized encounters descend upon the party at once; **Shakira** herself flees in **panic** immediately.

Sad Searching (Attack): Chaos +5

No matter what their bizarre motives, if the PCs attack this frantic lovelorn woman, there is a **Catalyst Impact**: **Chaos +5**.

Helping her do what she asks is the clear choice for Good-aligned parties; treat this as **Shakira** joining the party for the time being. On their way to **Town Square**, roll once on the **Aftermath Random Encounter** table, using **Context B**. Once at **Town Square**, the party gains **1 Reward Star** for their efforts. It's unfortunately not difficult to locate **Elizavetta's** body; stricken, **Shakira** kneels at her lover's side, and begins to say goodbye in her own private way. While the party is giving her the space she needs to start to deal with her grief, roll again on the **Aftermath Random Encounter**

table, using **Context D**; during any combat encounter that results, **Shakira** will be unable to participate.

Assuming the party successfully defends the halfling against any intrusion, they gain a second **1 Reward Star**. At this point, **Shakira** thanks them dearly for their assistance, and tells them they may go; from this point onward, any purchases from her at at a **50% discount** from the prices listed in **Table 18: Locks and Rope Kiosk Wares**.

If the party knows of one or more **places of sanctuary** (p 261), they may go the extra mile at this point, and offer to escort **Shakira** to safety. Along the way, roll on **Aftermath Random Encounter** table, using **Context B**. Once the party safety drops the halfling off in a safe place, they may gain a third and final **1 Reward Star**.

Sad Searching (Help):
Law +1, Love +3 / +6

Helping produces a **Catalyst Impact** of **Law +1, Love +3**. If the party goes the extra mile, and escorts **Shakira** to a safe place afterwards, the impact increases to **Law +1, Love +6.**

This quest ends if **Shakira** is slain, or if she and the party part ways for any reason.

Shakira Alam (Merchant)

CR 2; **XP** 600; CN Female Halfling Rogue 2 / Ranger 1

hp 23; **AC** 19; **Fort** +4, **Ref** +9, **Will** +2; +2 vs. fear

Init +3; **Speed** 20 ft.; **Evasion; Senses Perception** +3

Str 9, **Dex** 16, **Con** 12, **Int** 9, **Wis** 13, **Cha** 12

BAB +2; **CMB** +0; **CMD** 14

Melee gladius (small) +2 (1d4-1/19-20) or

Melee light wooden shield +2 (1d2-1) or

Melee dagger (small) +2 (1d3-1/19-20) or

Ranged dagger (small/thrown) +6 (1d3-1/19-20)

Special Attacks Humanoid (Dwarf) +2, Sneak Attack 1d6

Feats Dodge, Quick draw

Skills Bluff +7, Diplomacy +6, Disable Device +8, Disguise +5, Intimidate +6, Sense Motive +7, Sleight of Hand +7, Use Magic Device +6

Special Qualities Charmer, Fearless, Halfling Luck, Humanoid Traits, Keen Senses, Sure-Footed, Track +1, Trapfinding, Weapon Familiarity, Wild Empathy +2

Possessions gladius (small); light wooden shield; studded leather armor (small); dagger (4x, small)

Quest: Come Out, Come Out

Summary: The city's foremost merchant has barricaded himself and several townsfolk in his store, and refuses to open the doors or come out.

Rewards: Up to **1 Reward Star.**

Locations: Any, plus **General Store**.

Key NPCs: Welby Goodbarrel.

Kickoff: Random Encounter / visiting the **General Store.**

Description:

Note that this encounter is a bit different than most others, in that it is indeed somewhat location-dependent: **Welby Goodbarrel** is in his **General Store**, from which she has no intention of straying. However, this Quest that involves him may be initiated anywhere in the city, in that word of mouth will bring the opportunity to the PCs' attention.

If the PCs are being introduced to this quest by visiting the **General Store**, they will hear **Welby** inside:

"I hear you," a muffled voice erupts from inside. "We don't trust you. We don't want you. Go away!" You hear a commotion, some scuffles, and then a different, more urgent, pleading voice: "He won't open the door! He's got us trapped inside! Please help!" Another scuffle, and the original voice returns: "Pay them no mind, interlopers! They're quite in shock, at what's become of our fair city, and can't be trusted with their own freedom! The risk is too great! Yes, too great!"

If instead the PCs are out and about in the city when this Quest is triggered, they come across a group of **1d6 townsfolk**. They seize the arms of the PCs, pleading with them to help: they describe the situation, and claim that **Welby Goodbarrel** has barricaded himself, and several poor **townsfolk**, inside the **General Store**.

The quest is straightforward: convince **Welby Goodbarrel** to open his doors. The portly halfling merchant has locked himself and a handful of **townsfolk** inside his **General Store** (p 377), and refuses to let anyone in or out. To be fair, the man is simply worried about safety: his store is quite close to the **Dark Obelisk**, and he and his fellow citizens are terrified of any monsters getting inside.

Note that fulfilling this quest may be done in conjunction with the quest "**Debran Ormrick, Aftermath**" (p 291) as the objectives are identical: get **Welby** to open his doors.

To attempt the quest, the PCs need merely approach the door and try to speak with **Welby**. The GM is encouraged to role-play this interaction to both dramatic, and possibly comedic, effect, but mechanically, the PCs must succeed in the following **skill challenge**.

Come Out, Come Out

First Check: Diplomacy, opposed by Welby's own Diplomacy; failure requires repeat (max 3); success advances.

Second Check: Diplomacy or **Intimidate**, opposed by **Welby's Bluff** skill. Failure reverts to **First Check**; success advances.

Third Check: Diplomacy or **Intimidate**, opposed by **Welby's** own **Intimidate** skill. Failure reverts to **Second Check**; success completes the **skill challenge**.

Successfully completing the entire **skill challenge** convinces the halfling merchant to open his doors. He will admit any

townsfolk who wish to gain entry and possible refuge, and will allow any citizens who had been inside to escape as they wish. He himself will remain in the building, and will reseal the entrance as soon as the PCs depart, unless they succeed at one final **Diplomacy** or **Intimidate** check, opposed by **Welby's Survival** skill; failure means the merchant will blithely promise to remain outside his establishment, but will close the doors and barricade them as soon as is feasible; success convinces the merchant to try his luck seeking safety elsewhere.

At this point, the PCs benefit from **1 Reward Star** for having navigated the **skill challenge**.

Come Out, Come Out (Succeed): Law +1

Getting **Welby** to leave his stronghold produces a **Catalyst Impact** of **Law +1**.

This stacks with other **Catalyst Impacts** in this Quest.

Lawful Evil (or militantly Lawful Good, presumably) PCs may wish to hold **Welby** to account for his forcible detention of unwilling innocents. The **Militia** probably will not care about such a trivial matter amidst everything else going on. Attacking **Welby** once he's already opened his doors seems a bit excessive; roll on the **Aftermath Random Encounters** table (p 263), using **Context A,** and reroll until you get a monster encounter. Said monster(s) target the PCs, allowing the portly little merchant to slink away safely.

Come Out, Come Out (Attack): Law +1, Chaos +3

Assaulting **Welby**, no matter their reasons, means the PCs create a **Catalyst Impact** of **Law +1** and **Chaos +3**.

This stacks with other **Catalyst Impacts** in this Quest.

This quest only terminates if **Welby** indeed does open his doors.

Welby Goodbarrel

CR ½; **XP** 200**;** CN Male Halfling Expert 2

hp 6; **AC** 12; **Fort** -1, **Ref** +2, **Will** +6; +2 vs. fear

Init +1; **Speed** 20 ft.; **Senses Perception** +6

Str 7, **Dex** 12, **Con** 7, **Int** 14, **Wis** 15, **Cha** 14

BAB +1; **CMB** -2; **CMD** 9

Melee silver masterwork dagger (small) +1 (1d3-3/19-20) or

Ranged silver masterwork dagger (small/thrown) +4 (1d3-3/19-20) or

Ranged dart (small) +3 (1d3-2)

Feats Light Armor Proficiency, Childlike, Simple Weapon Proficiency

Skills Appraise +7, Bluff +7, Diplomacy +7, Handle Animal +3, Heal +3, Intimidate +7, Knowledge (History) +3, Knowledge (Nobility) +3, Linguistics(Drow) +3, Perception +6, Ride +2, Survival +3, Use Magic Device +3

Special Qualities Fearless, Halfling Luck, Keen Senses, Sure-Footed, Weapon Familiarity

Possessions silver masterwork dagger; dart (x6); noble's outfit; signet ring

Quest: Ganyc, Aftermath

Summary: The town butcher seeks a place of safety... and the return of a precious item from his rooms.

Rewards: Up to **2 Reward Stars**, plus **750 gp.**

Locations: Any, plus **Upper-Class Residential District**.

Key NPCs: Ganyc.

Kickoff: Random Encounter.

Description:

Ganyc the town butcher approaches you, desperate and flummoxed. In a gibbering, distracted tone, he asks two things of you: "Please get me to safety, if you've a heart and a care for an innocent man's life! Also, it pains me, but there's an item I'd most want... it's in my rooms, in the south of town. Vanity it may be, but there's a quill that's important to me. To speak plain, good sirs and madams, I'd be grateful of your help in either or both of these, if you've the time to be of aid."

There are two tasks here, either or both of which the PCs may undertake: **Retrieve** an item from the man's rooms, and **Escort** him to safety.

The party might choose to ignore both options, and leave the man to his own devices. This incurs no penalty, and of course no reward, but ends the quest as soon as the butcher is out of sight. Such a path does not preclude this Quest being initiated again via another random encounter later in the adventure.

A bit bizarrely, the PCs might attack **Ganyc**, either right away, or at any later point in the Quest. This draws attention, as the man has done nothing wrong: make a roll on the **Aftermath Random Encounter** table (p 263), using **Context D**, and keep rerolling until you get a monster encounter. Monster(s) involved will seek out the PCs, and **Ganyc** can escape.

Ganyc, Aftermath (Attack): Chaos +2

Attacking **Ganyc** when he's simply asking for help means a **Catalyst Impact**: **Chaos +2**.

Retrieve

Ganyc asks the PCs to venture into the **Upper-Class Residential District**, gain access to his rooms, retrieve an item, and give it back to him.

The item itself is completely mundane: it's a writing quill, found on the writing desk in his bedroom. The challenge here lies in navigating the building without, or defeating any, incident. Its value is entirely sentimental, but the butcher will not go into any amount of further detail in the matter.

He seems flustered, but not embarrassed, by the seemingly disproportionate attachment to such a relatively common item.

Upon return of the item to **Ganyc**, the party benefits of **750 gp** and **1 Reward Star**. Returning the item, however, can be problematic, as the butcher will not necessarily be in the **Butcher's Shop** where he might reliably have been found before the **Eruption**. Smart PCs will decide to first **Escort** him to safety, where he will be secure and predictable in his location.

Note that this Quest overlaps with the **Retrieve** component of the Quest "**Lend a Hand for a Landlord**", on p 309. If the PCs are aware of both Quests, they may return the quill to either **Tarsheva Hornwood** or to **Ganyc** directly.

Ganyc, Aftermath (Retrieve): Law +1, Love +3

Obtaining the quill and returning it to the butcher creates a **Catalyst Impact** of **Law +1** and **Love +3**.

This stacks with other **Catalyst Impacts** for this Quest.

Escort

The task here is straightforward: lead **Ganyc** to the nearest **place of sanctuary** (p 261). Treat this as the man joining the party temporarily as an ally. If the PCs know of no such havens at the moment, they may simply keep the butcher in their party until one is discovered.

Assuming the PCs know a haven with certainty, their way may be perilous: roll at least once on the **Aftermath Random Encounters** table, using **Context B**. As a party ally, **Ganyc** will of course help fight in any combat encounter.

When they drop him off at a **place of sanctuary**, the party is thanked profusely and benefits from **1 Reward Star**.

This quest terminates only if **Ganyc** is slain, if the party declines his request, or if the party both leads him to safety, **and** retrieves the item he seeks from his quarters. Leading him to safety will leave him there, but will keep this Quest active; the party may return to him at any time to get the reward for obtaining the quill.

Ganyc, Aftermath (Escort): Law +1, Love +1

Making sure **Ganyc** is safe generates a **Catalyst Impact** of **Law +1** and **Love +1**.

This stacks with other **Catalyst Impacts** for this Quest.

Ganyc (Butcher)

CR ½; **XP** 200; CN Male Human Warrior 2

hp 11; **AC** 14; **Fort** +3, **Ref** +1, **Will** +1

Init +1; **Speed** 30 ft.; **Senses Perception** +1

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

BAB +2; **CMB** +3; **CMD** 14

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

Melee quarterstaff +3 (2H: 1d6+1) or

Melee dagger +3 (1d4+1/19-20) or

Ranged dagger (thrown) +3 (1d4+1/19-20)

Feats Agile Maneuvers, Antagonize, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency

Skills Climb +5, Disable Device +2, Profession (Butcher) +8, Sense Motive +3, Survival +3

Special Qualities Bonus Feat, Skilled

Possessions studded leather armor; quarterstaff; light crossbow; crossbow bolts (10x); dagger

Quest: Don't You Know Who I Am?

Summary: A powerful merchant princess demands safe passage out of the city. She will also pay good coin for information on surviving NPCs.

Rewards: Up to **2 Reward Stars**, plus gold (**100 gp** per known NPC), plus an ally joins the party.

Locations: Any.

Key NPCs: Elena Lomazonne.

Kickoff: Random Encounter.

Description:

A beautiful, finely-garbed lady wielding an impressive array of weaponry and flanked by a pair of Militia Elite Guard approaches you. With the collected bearing of royalty, she greets you. "Good day, sirs and madams. I am in need of escort and information, and will pay well for either. Might you be agreeable?"

The ruthless merchant princess asks two things of the party: **Information**, and **Escort**. The PCs are free to do either, both, or neither of these things. She has already requisitioned the two **Bernncorte Militia Elite Guards** to escort her, but given the level of danger present in the city, she is uncomfortable with just them as her escort to freedom.

The PCs may simply decline her offer entirely. **Elena** shrugs, says "your loss, then. Off with you," and motions for her existing escort to follow her. This does not preclude her turning up again later in the adventure, if this Quest is randomly selected; she will have the same offer for the party, but will begin the conversation with "Reconsidered, then?"

If the PCs try to attack her, they will have their hands full: In addition to her formidable guards, **Elena** herself is no slouch in combat. On top of this, roll on the **Aftermath Random Encounters** table (p 263), using **Context B**; keep rerolling until you get a monster encounter. In the resulting confusion, **Elena** and her guards will attempt to leave the area safely.

Don't You Know Who I Am? (Attack): Chaos +3

Attacking the merchant princess produces a **Catalyst Impact** of **Chaos +3**.

Information

Elena will pay for information on NPCs who have survived the **Eruption:** specifically, **100 gp** per NPC if the party has seen them with their own eyes, and can report on their most recent location.

As a merchant princess, **Elena** is foremost interested in the whereabouts and status of her competition. If the party has resolved any quests involving **Welby Goodbarrel**, she will pay **250 gp** for the full story and his current whereabouts (note that this does **not** stack with the **100 gp** reward mentioned above simply for knowing he's alive).

Don't You Know Who I Am? (Information): Law +1

Producing information on **Welby** creates a **Catalyst Impact** of **Law +1**.

This stacks with other **Catalyst Impacts** for this Quest.

Escort

Elena will join the party as an ally. Any **Berinncorte Militia Elite Guard** she has accompanying her will also join the party.

Escorting her to a **place of sanctuary** (p 261) is not ideal in her view, but she acknowledges that it's better and safer than simply finding her own way, even with her guards. If the PCs insist, she will begrudgingly stay there, leaving the party and remaining safe for the time being. For escorting her to safety, the party gains **1 Reward Star** and a **+5** modifier (**+10** if she is left in the nicer option of the **Library**) on **Elena's Attitude Tracker**. Eventually, she will start to feel imprisoned, and venture once again out on her own, but such behavior is beyond the scope of this adventure. At any subsequent part of this adventure, the party can return to the place where they left **Elena**, and ask her to again join their ranks, to be escorted out of the city; she will gladly take them up on the offer.

Elena's primary goal is to escape the city. If the party successfully leaves the city, with **Elena** as part of their number, they gain **2 Reward Stars** (only **1**, if they have previously benefitted from leaving her in safety).

The GM is encouraged to try and keep **Elena** alive as much as is feasible. Introduce random monster encounters, allow **Elena** some fudged rolls, whatever it takes. She and her backstory have a larger role to play in subsequent adventures, and although there will be contingencies in the event that she has been unavoidably killed, the narrative will flow much better if it is she who drives these events.

Don't You Know Who I Am? (Escort): Law +1, Love +2

Sucessfully escorting **Elena** to safety results in a **Catalyst Impact** of **Law +1** and **Love +2**.

This stacks with other **Catalyst Impacts** for this Quest.

This quest terminates if **Elena** is slain, if the PCs and **Elena** part ways for any reason, or if the party escorts her to safety and leaves her there.

Elena Lomazonne (Merchant Princess)

CR 3; **XP** 800; CN Female Human Aristocrat 3 / Fighter 1

hp 21; **AC** 17; **Fort** +3, **Ref** +0, **Will** +5

Init -1; **Speed** 20 ft.; **Senses Perception** +11

Str 10, **Dex** 8, **Con** 10, **Int** 16, **Wis** 14, **Cha** 17

BAB +3; **CMB** +3; **CMD** 12

Melee masterwork gladius +4 (1d6/19-20) or

Melee shield, heavy steel +3 (1d4) or

Melee masterwork dagger +4 (1d4/19-20) or

Ranged masterwork dagger (thrown) +3 (1d4/19-20) or

Ranged light crossbow +2 (1d8/19-20) or

Melee dagger +3 (1d4/19-20) or

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

Feats Alertness, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Martial Weapon Proficiency, Persuasive, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Uncanny Alertness

Skills Appraise +10, Bluff +10, Diplomacy +12, Handle Animal +8, Intimidate +12, Perception +11, Profession (Merchant) +11, Ride -3, Sense Motive +12

Special Qualities Bonus Feat, Bonus Feats, Humanoid Traits, Skilled

Possessions masterwork gladius; heavy steel shield; chainmail; masterwork dagger; dagger (4x); light crossbow; crossbow bolts (10x)

Berinncorte Militia Elite Guard

CR 3; **XP** 400; TN Male or Female Human Fighter 4

hp 27; **AC** 18; **Fort** +5, **Ref** +3, **Will** +1; +1 vs. Fear

Init +2; **Speed** 30 ft.; **Senses Perception** +0

Str 16, **Dex** 14, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10

BAB +4; **CMB** +7; **CMD** 20

Melee halberd +8 (2H: 1d10+4/x3) or

Melee longsword +7 (1d8+3/19-20) or

Melee dagger +7 (1d4+3/19-20) or

Ranged dagger (thrown) +6 (1d4+3/19-20)

Feats Cleave, Cleaving Finish, Combat Reflexes, Dodge, Power Attack, Weapon Focus (Halberd)

Skills Intimidate +7, Profession (Soldier) +7, Survival +7

Special Qualities Armor Training, Bonus Feat, Bonus Feats, Bravery, Humanoid Traits, Skilled

Possessions halberd; scale mail; longsword; dagger

Quest: Waywocket Ningel, Aftermath

Summary: The town's foremost jeweler will pay well to be escorted to safety, or merely even to learn where safety might be found.

Rewards: Up to **1 Reward Star**, plus gems worth **800 gp.**

Locations: Any.

Key NPCs: Waywocket Ningel.

Kickoff: Random Encounter.

Description:

A stubby gnome approaches you meekly. She greets you, then asks in a hoarse voice if you might be able to help her to safety. As payment, she points out that she is a jeweler of some renown.

Waywocket Ningel will settle merely for the name of any **places of sanctuary** (p 261), if the party is aware of any. She will pay **100 gp** for the first such location's name, and thereafter **50 gp** for additional locations.

Her preference, of course, is to be escorted to one of these places. She will pay in the form of a pouch of gemstones worth a combined **800 gp** (rubies and onyx, small ones, in various shapes), and will part with this treasure upon successful delivery to a place of safety. Until that time, you may treat her as having joined the party as an ally, and although her combat effectiveness is somewhat questionable, her skills and talents may be of assistance to the PCs.

Successfully escorting **Waywocket** to a **place of sanctuary** results in a reward of **1 Reward Star**.

Waywocket Ningel, Aftermath (Escort): Law +2, Love +1

Escorting **Waywocket** as promised creates a **Catalyst Impact** of **Law +2** and **Love +1**.

The party may decline her offer. There's no penalty for this, other than to bear the memory of how sad the poor craftswoman looks in her disappointment (and her **Attitude Tracker** suffering a penalty of **-5**). This approach does not preclude helping her at some later point in the adventure, if this Quest is randomly selected again.

Waywocket Ningel, Aftermath (Ignore): Chaos +1

Ignoring the request has a slight **Catalyst Impact**: **Chaos +1**.

This stacks with other **Catalyst Impacts** for this Quest.

If the party attacks the poor gnome, chaotic forces will take note: roll on the **Aftermath Random Encounters** table (p 263), using **Context B**. Reroll any non-monster encounters, and focus the attention of any creatures introduced in this manner on the PCs. In the resulting chaos of battle, a terrified **Waywocket** will try to escape the situation.

Waywocket Ningel, Aftermath (Attack): Chaos +4

Needlessly assaulting the gnomish jeweler results in a **Catalyst Impact**: **Chaos +4**.

This quest terminates if **Waywocket** is slain, if she and the PCs part company for any reason, or when the party successfully escorts her to a **place of sanctuary**.

Waywocket Ningel (Jeweler)

CR 2; **XP** 600; TN Female Gnome Expert 4

hp 27; **AC** 13; **Fort** +3, **Ref** +4, **Will** +4; +2 vs. illusion spells and effects

Init +3; **Speed** 15 ft.; **Senses Perception** +2; **Low-Light Vision**

Str 6, **Dex** 17, **Con** 15, **Int** 15, **Wis** 10, **Cha** 7

BAB +3; **CMB** +0; **CMD** 13

Ranged light crossbow (small) +7 (1d6/19-20) or

Melee dagger (small) +2 (1d3-2/19-20) or

Ranged dagger (small/thrown) +7 (1d3-2/19-20)

Feats Light Armor Proficiency, Simple Weapon Proficiency, Skill Focus (Craft (Gemcutting), Craft (Jewelry))

Skills Appraise +9, Craft (Gemcutting) +12, Craft (Jewelry) +13, Craft (Locks) +10, Craft (Sculptures) +6, Craft (Stonemasonry) +10, Knowledge (History) +9, Knowledge (Local) +9

Special Qualities Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity

Possessions artisan's outfit; padded armor; light crossbow; crossbow bolts (10x); artisan's tools (gemcutting, jewelry, locks, stonemasonry); merchant's scale; dagger

Quest: What an Endtimes to Be Alive

Summary: Larissa the Elder preaches the end-times to any who will listen.

Rewards: Up to **1 Reward Star**.

Locations: Any.

Key NPCs: Larissa the Elder.

Kickoff: Random Encounter.

Description:

A comely half-elf in full combat gear sees you, and strides toward you with zeal and purpose. "Well met, fellow doomed! How are you enjoying your last days upon this Realm?" You cannot tell if she is playing an elaborate joke that is falling flat, or whether she truly believes the words she is saying.

Larissa is not quite insane... not quite. She's driven, filled with a renewed mission, as a result of the **Eruption**. As an ardent follower of **Sheergath** (p 23), the Lord of Resigned Fate, she views the emergence of a giant chunk of chaotic

FlexTable 18: Aftermath Untouchable Encounters

D%A	D%B	D%C	D%D	Result	Description
01-30	01-10	01-70	01-05	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
31-37	11-20	71-73	06-13	**ART-1**	Creatures of Chaos (**Chaos Beasts**, p 327)
38-44	21-30	74-78	14-20	**ART-2**	Mohrg-id Curiosity (**Mohrg**, p 327)
45-50	31-37	79-81	21-28	**ART-3**	Something Headless This Way Comes (**Dullahan**, p 328)
51-56	38-46	82-84	29-37	**ART-4**	Hollow Heads, Hollow Heart (**Skelettin**, p 328)
57-62	47-55	85-88	38-45	**ART-5**	Spectre of Death (**Spectre**, p 328)
63-68	56-64	89-90	46-53	**ART-6**	From Beyond the Grave (**Revenant**, p 329)
69-75	65-72	91-92	54-62	**ART-7**	Gaunt and Mighty (**Bodak**, p 329)
76-82	73-80	93-94	63-70	**ART-8**	Shadow Demon; p 329
83-88	81-87	95-96	71-80	**ART-9**	Babau Demon; p 329
89-94	88-94	97-98	81-90	**ART-10**	Nabasu Demon; p 330
95-00	95-00	99-00	91-00	**ART-11**	Villain Encounter; p 330

rock as a sign from her god. The fact that chaos reigns in what was once an orderly city has also not escaped her attention, though it's not quite as grand as she has imagined it.

She never imagined so much blood, for one thing.

Larissa's main goal now is to preach the end-times, telling all who will hear her that the world's end is nigh, that the **Obelisk** is a signal, and that the Realm shall be cleansed in a chaos of dark and fire.

Cheery things, basically.

While she is with the party, **Larissa**'s chants, shouts, and general musings attract a great deal of attention: whenever you roll on the **Aftermath Random Encounter** table, roll a second time, and use the higher value of the two rolls to resolve the encounter. For example, if you roll a **34**, and a **68**, you would treat it as having only rolled the **68**.

The PCs have a few options:

They can ignore her. Ridding themselves of her, however, is somewhat more difficult: latching on, she will follow the party and continue her preaching and malcontent. The GM is encouraged to portray her to darkly comedic effect in her sayings and observations. She will leave the party if attacked by the PCs (see below). **Larissa** will also leave the party if she and the PCs run into another group of **townsfolk** of any nature via Random Encounters; seeing fresh minds, she will latch onto that group instead, and follow them elsewhere. During any combat encounter, she will hold her own; treat her as having joined the party as an ally, whether they wanted it that way or not!

What An Endtimes to Be Alive (Ignore): Law +1

Although typically, ignoring a Quest produces **Chaos**, trying to ignore the chanting of the **Elder** of a Chaotic temple instead produces a **Catalyst Impact** of **Law +1**.

This stacks with other **Catalyst Impacts** for this Quest.

If they are familiar with the **Sheergath Temple** (p 388), they may offer to escort **Larissa** there. She will gladly join them, and will return to her temple; upon arriving, she will note that it is overrun, introducing the Quest "**Cleanse the Temple**" (p 299). Escorting her back to the **Temple** grants a reward of **1 Reward Star** to the party.

What An Endtimes to be Alive (Escort): Chaos +1, Law +1, Love +1

If the PCs successfully drop **Larissa** off at her own temple, it means a compound **Catalyst Impact**: **Chaos +1**, **Law +1**, and **Love +1**.

This stacks with other **Catalyst Impacts** for this Quest.

Chaotic and annoying she may be, but **Larissa** is an innocent—attacking her without cause is sure to draw attention. Roll on the **Aftermath Random Encounters** table (p 263), using **Context B**, and keep rerolling until you get a monster encounter, which will focus on the PCs. This allows **Larissa** the chance to escape.

What An Endtimes to be Alive (Attack): Chaos +3

Attacking the irksome—yet innocent—**Elder** provokes a **Catalyst Impact** of **Chaos +3**.

This stacks with other **Catalyst Impacts** for this Quest.

This quest terminates if **Larissa** is slain, or if she and the party part company for any reason.

Larissa (Elder of Sheergath)

CR 3; **XP** 800; CN Female Half-Elf Ranger 1 / Cleric 3

hp 21; **AC** 8; **Fort** +5, **Ref** +1, **Will** +5; +2 vs. enchantment spells and effects

Init -2; **Speed** 30 ft.; **Senses Perception** +9; **Low-Light Vision**

Str 9, **Dex** 7, **Con** 11, **Int** 12, **Wis** 15, **Cha** 19

BAB +3; **CMB** +2; **CMD** 10

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

Melee rapier +2 (1d6-1/18-20) or

Melee masterwork silver dagger +3 (1d4-2/19-20) or

Ranged masterwork silver dagger (thrown) +2 (1d4-2/19-20) or

Melee shortsword +2 (1d6-1/19-20)

Special Attacks Fey +2, Touch of Chaos (5/day)

Prepared Cleric Spells (CL 3rd):
2nd – *darkness, instant armor*
1st – *cause fear, detect law, detect undead*
0th – *detect magic, light, read magic, resistance*

Feats Skill Focus (Bluff), Sociable, Stealthy

Skills Acrobatics -1, Climb +3, Disable Device +2, Disguise +6, Handle Animal +8, Heal +7, Intimidate +9, Perception +9, Ride +2, Sense Motive +8

Special Qualities Adaptability, Aura, Aura of Chaos, Channel Positive Energy (-1d6, DC 12, 7/day), Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Orisons, Spontaneous Casting, Track +1, Wild Empathy +5

Possessions rapier; masterwork silver dagger; shortsword; light crossbow; crossbow bolts (10x); cleric's vestments

Aftermath Untouchable Encounters

Untouchable Encounters are those that are presented to the party with little chance of winning. They are meant to terrify and reroute, not to overcome. Depending on how many, and which, allies may have joined the party, the PCs may fare better at these challenges, but in any circumstance, they will still be formidable indeed. The GM is encouraged to offer any reasonable opportunity for the party to flee.

Generally speaking, if the party is somehow able to overcome any **Untouchable Encounter**, they should be awarded between **1-3 Reward Stars** in addition to the **XP** they normally receive, to represent the significant discrepancy in scale of challenge.

See "**Untouchable Encounters**", p 327, for more description on this concept.

- **Use Context A:**
  By default, or if no other **Context** applies.
- **Use Context B:**
  At nighttime.
- **Use Context C:**
  If the party is actively engaged in a quest, or if you prefer they remain focused on pressing immediate matters.
- **Use Context D:**
  If the PCs are actively flaunting the danger posed by the **Obelisk** and its forces, or to encourage storytelling momentum.

ART-1: Creatures of Chaos

A single **Chaos Beast** attacks the party, fighting to the death.

If any member of the party passes a passive **Perception** check opposed by the **Chaos Beast's Stealth** check, the PCs hear the approach of the creature; if the PCs fail this check, the enemy gains the advantage of a **surprise round** of combat.

Chaos Beasts bear no treasure.

Chaos Beast

CR 7; **XP** 3,200; CN Male or Female Outsider 9

hp 86; **AC** 20; **Fort** +9, **Ref** +8, **Will** +4; Amorphouse; Resistant to Transformation

Init +6; **Speed** 20 ft.; **Senses Perception** +13; **Darkvision** 60 ft.

Str 17, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 11

BAB +9; **CMB** +12; **CMD** 25 (can't be tripped)

Melee claw +13/+13/+13/+13 (1d6+3)

Special Attacks Corporeal Instability (claw)

Feats Dodge, Improved Initiative, Martial Weapon Proficiency, Mobility, Simple Weapon Proficiency, Toughness, Weapon Focus (Claw)

Skills Acrobatics +14, Climb +15, Escape Artist +14, Perception +13, Stealth +14, Swim +15

Special Qualities Aligned (Chaotic), Can't Be Tripped, Darkvision, Outsider Traits

ART-2: Mohrg-id Curiosity

One **Mohrg** attacks the party, and will fight to the death.

Make a single **Perception** check for the party (use the PC with the highest such value); oppose it with the **Mohrg's Stealth** check. If the PCs succeed, they are not taken unawares; if they fail, the monster gets a **surprise round** of combat.

The **Mohrg** bears no treasure.

Mohrg

CR 8; **XP** 4,800; CE Male or Female Undead 14

hp 88; **AC** 23; **Fort** +6, **Ref** +10, **Will** +9; **Immune** Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +8; **Speed** 30 ft.; **Senses Perception** +23; **Darkvision** 60 ft.

Str 21, **Dex** 19, **Con** *, **Int** 11, **Wis** 10, **Cha** 14

BAB +10; **CMB** +15 (+19 grapple); **CMD** 30

Melee slam +15/+15 (2d8+5) or

Melee tongue +10 (1d1)

Special Attacks Create Spawn, Grab, Paralysis (1d4 minutes, DC 21)

Feats Ability Focus (Paralysis), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack

Skills Climb +22, Perception +23, Stealth +21, Swim +19

Special Qualities Darkvision, Undead Traits

ART-3: Something Headless This Way Comes

Grim and terrifying, a **Dullahan** rides into battle with the party. It will fight until defeated.

Any PC may attempt a **Perception** check, opposed with the **Dullahan's Stealth** check. If any of the PCs succeed, they gain the benefit of a **surprise round** of combat.

Aside from the normal arms and armor carried by the creature, **Dullahans** yield no treasure.

Dullahan

CR 7; **XP** 3,200; LE Male or Female Undead 10

hp 84; **AC** 21; **Fort** +7, **Ref** +5, **Will** +12; Channel Resistance +4; **Immune** Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning; **Spell Resistance** 18

Init +2; **Speed** 20 ft.; **Senses Perception** +16; **Darkvision** 60 ft.; **Blindsight** 60 ft.

Str 20, **Dex** 14, **Con** *, **Int** 14, **Wis** 16, **Cha** 18

BAB +7; **CMB** +12; **CMD** 24

Melee longsword +1 (keen) +14/+9 (1d8+6/17-20)

Special Attacks Chilling Blade (+1d6 cold), Death's Calling, Summon Mount

Feats Iron Will, Mounted Combat, Ride-By Attack, Trample, Weapon Focus (Longsword)

Skills Handle Animal +14, Intimidate +17, Perception +16, Ride +7, Spellcraft +15, Stealth +10

Special Qualities Blindsight, Darkvision, Fast Healing 5, Frightful Presence (30 ft., DC 19), Undead Traits

Possessions *+1 keen longsword; +1 full plate armor*

ART-4: Hollow Heads, Hollow Heart

The party hears this threat before they see it: a **Skelettin**, lumbering about the town, sends tiny earthquakes in all directions when it stomps.

Any PC may attempt a **Perception** check, opposed by the **Skelettin's Stealth** check. If any of the PCs succeed, they gain the benefit of a **surprise round** of combat.

Aside from the normal arms and armor carried by the creature, **Skelettins** carry no treasure to speak of.

Skelettin

CR 6; **XP** 2,400; NE Male or Female Humanoid 10 / Undead 1

hp 54; **AC** 21; **Fort** +7, **Ref** +3, **Will** +7; **DR** 5/bludgeoning; **Immune** Ability Drain, Cold, Death Effect, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +4; **Speed** 40 ft.; **Senses Perception** +17; **Darkvision** 60 ft.; **Low-Light Vision**

Str 23, **Dex** 10, **Con** *, **Int** *, **Wis** 10, **Cha** 10

BAB +7; **CMB** +14 (+16 overrun); **CMD** 24 (26 vs. overrun)

Melee flail (large) +12/+7 (2d6+6) or

Ranged javelin (large) +6/+1 (1d8+6)

Special Attacks Superior Two-Weapon Fighting

Feats Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack

Skills Handle Animal +8, Intimidate +8, Perception +17

Special Qualities Darkvision, Humanoid Traits, Low-Light Vision, Undead Traits

Possessions flail (large); javelin (2x, large); leather armor (large)

ART-5: Spectre of Death

Ghostly and surreal, a **Spectre** glides toward the party.

Before combat begins, make a single **Perception** check, opposed by the **Specture's Stealth** check. If the PCs fail, the **Spectre** gains a **surprise round** of combat.

The **Spectre** bears no treasure.

Spectre

CR 7; **XP** 3,200; LE Male or Female Undead 8

hp 46; **AC** 15; **Fort** +4, **Ref** +5, **Will** +9; Channel Resistance +2; Incorporeal; **Immune** Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning; **Weaknesses** Resurrection Vulnerability, Sunlight Powerlessness

Init +7; **Speed Fly** 80 ft. (Perfect); **Senses Perception** +17; **Aura** Unnatural Aura (30 ft.)

Str *, **Dex** 16, **Con** *, **Int** 14, **Wis** 16, **Cha** 15

BAB +6; **CMB** +9; **CMD** 21

Melee incorporeal touch +10 (1d8)

Special Attacks Energy Drain (2 level, DC 16)

Feats Blind-Fight, Improved Initiative, Skill Focus (Perception), Weapon Focus (Incorporeal Touch)

Skills Intimidate +13, Knowledge (History) +10, Knowledge (Religion) +13, Perception +17, Stealth +14, Survival +11

Special Qualities Darkvision, Incorporeal Traits, Resurrection Vulnerability, Sunlight Powerlessness, Undead Traits, Unnatural Aura (30 ft.)

ART-6: From Beyond the Grave

A single **Revenant** assaults the party.

If the PCs have slain any NPCs, seen any perish, or come across any dead NPCs in their journeys through the city, the GM is encouraged to portray details about the monster in a manner that gives the PCs the impression that it's one of those NPCs.

Before combat begins, make a single **Perception** check on behalf of the party, opposed by the **Revenant's Stealth** check. If the PCs fail, the **Revenant** gains a **surprise round** of combat.

The **Revenant** carries no treasure.

Revenant

CR 6; **XP** 2,400; LE Male or Female Undead 9

hp 79; **AC** 19; **Fort** +7, **Ref** +6, **Will** +7; **DR** 5/slashing; **Immune** Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning; **Spell Resistance** 17; **Weakness** Self-Loathing

Init +7; **Speed** 30 ft.; **Senses Perception** +13; Sense Murderer

Str 24, **Dex** 17, **Con** *, **Int** 7, **Wis** 12, **Cha** 19

BAB +6; **CMB** +13 (+17 grapple); **CMD** 26

Melee claw +14/+14 (1d8+7)

Special Attacks Baleful Shriek, Constrict (1d6+7), Grab (claw)

Feats Cleave, Improved Initiative, Power Attack, Step Up, Weapon Focus (Claw)

Skills Intimidate +16, Perception +13

Special Qualities Darkvision, Reason to Hate, Undead Traits

ART-7: Gaunt and Mighty

A **Bodak** attacks the PCs.

The party may make a **Perception** check, opposed by the **Bodak's Stealth** check. If the PCs fail, the **Bodak** gains a **surprise round** of combat.

The **Bodak** bears no treasure.

Bodak

CR 8; **XP** 4,800; CE Male or Female Undead 10

hp 85; **AC** 21; **Fort** +6, **Ref** +5, **Will** +8; **DR** 10/cold iron; **Immune** Ability Drain, Death Effects, Death from Massive Damage, Disease, Electricity, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning; **Resistances** Acid 10, Fire 10; **Weaknesses** Vulnerability to Sunlight

Init +6; **Speed** 20 ft.; **Senses Perception** +14; **Darkvision** 60 ft.

Str 13, **Dex** 15, **Con** *, **Int** 6, **Wis** 13, **Cha** 16

BAB +7; **CMB** +8; **CMD** 21

Melee slam +9/+9 (1d8+1)

Special Attacks Death Gaze

Feats Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (Slam)

Skills Intimidate +11, Perception +14, Stealth +10

Special Qualities Darkvision, Undead Traits

ART-8: Shadow Demon

One **Shadow Demon** attacks the PCs.

As soon as this encounter is determined, make a single **Perception** check on behalf of the party, opposed by the **Shadow Demon's Stealth** check. If the PCs fail, the **Shadow Demon** gains a **surprise round** of combat.

There is no treasure to be had in the wake of defeating the **Shadow Demon**.

Shadow Demon

CR 7; **XP** 3,200; CE Male or Female Outsider 7

hp 63; **AC** 18; **Fort** +5, **Ref** +11, **Will** +7; Incorporeal; **DR** 10/cold iron or good; **Immune** Cold, Electricity, Poison, **Resistances** Acid 10, Fire 10; **Spell Resistance** 17; **Weakness** Sunlight Powerlessness

Init +8; **Speed Fly** 40 ft. (Perfect); Sprint; **Senses Perception** +20; **Darkvision** 60 ft.

Str *, **Dex** 18, **Con** 17, **Int** 14, **Wis** 14, **Cha** 19

BAB +7; **CMB** +11; **CMD** 25

Melee bite +11 (1d8) or

Melee claw +11/+11 (1d6)

Special Attacks Cold (1d6 cold damage/bite or claw), Pounce, Shadow Blend

Innate Spell-Like Abilities:
1x/Day – *magic jar* (DC 19), *summon monster III* (1 shadow demon 50%)
3x/Day – *shadow conjuration* (DC 18), *shadow evocation* (DC 19)
At Will – *telekinesis, deeper darkness, greater teleport* (self plus 50 lbs. of objects only)

Feats Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency, Simple Weapon Proficiency

Skills Acrobatics +14, Bluff +14, Fly +22, Intimidate +6, Knowledge (Local) +11, Knowledge (Planes) +11, Perception +20, Sense Motive +12, Stealth +14

Special Qualities Aligned (Chaotic, Evil), Darkvision, Incorporeal Traits, Outsider Traits, Sprint, Sunlight Powerlessness, Telepathy 100 ft.

ART-10: Babau Demon

A single **Babau Demon** assaults the PCs.

Immediately make one **Perception** check on behalf of the party, opposed by the **Babau Demon's Stealth** check. If the PCs fail, the **Babau Demon** gains a **surprise round** of combat.

There is no treasure to be had in the wake of defeating the **Babau Demon**.

Babau Demon

CR 6; **XP** 2,400; CE Male or Female Outsider 7

hp 64; **AC** 19; **Fort** +10, **Ref** +6, **Will** +5; Protective Slime; **DR** 10/cold iron or good; **Immune** Electricity, Poison; **Resistances** Acid 10, Cold 10, Fire 10; **Spell Resistance** 17

Init +5; **Speed** 30 ft.; **Senses Perception** +19; See Invisibility; **Darkvision** 60 ft.

Str 21, **Dex** 13, **Con** 20, **Int** 14, **Wis** 13, **Cha** 16

BAB +7; **CMB** +12; **CMD** 23

Melee longspear +12/+7 (2H: 1d8+7/x3) or

Melee bite (primary) +12 (1d6+5) or

Melee claw +12/+12 (1d6+5) or

Melee bite (with weapon attack) +7 (1d6+2)

Special Attacks Sneak Attack 2d6

Innate Spell-Like Abilities:
1x/Day – *summon monster III* (1 babau at 40%)
At Will – *darkness, dispel magic, see invisibility, greater teleport*

Feats Combat Reflexes, Improved Initiative, Iron Will, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Stealth)

Skills Acrobatics +11, Bluff +12, Climb +6, Disable Device +11, Escape Artist +11, Perception +19, Sense Motive +11, Sleight of Hand +11, Stealth +22

Special Qualities Aligned (Chaotic, Evil), Darkvision, Outsider Traits, See Invisibility, Telepathy 100 ft.

Possessions longspear

ART-11: Nabasu Demon

One **Nabasu Demon** assaults the PCs.

Make a single **Perception** check on behalf of the PCs, opposed by the **Nabasu Demon's Stealth** check. If the PCs fail, the **Nabasu Demon** gains a **surprise round** of combat.

The **Nabasu Demon** bears no treasure.

Nabasu Demon

CR 8; **XP** 4,800; CE Male or Female Outsider 9

hp 105; **AC** 22; **Fort** +9, **Ref** +9, **Will** +9; **DR** 10/cold iron or good; **Immune** Death Effects, Electricity, Paralysis, Poison; **Resistances** Acid 10, Cold 10, Fire 10; **Spell Resistance** 19

Init +7; **Speed Fly** 30 ft. (Average); **Senses Perception** +23; **Darkvision** 60 ft.

Str 22, **Dex** 17, **Con** 22, **Int** 15, **Wis** 16, **Cha** 19

BAB +9; **CMB** +15; **CMD** 29

Melee bite +15 (1d8+6) or

Melee claw +15/+15 (1d6+6)

Special Attacks Consume Life (0 Growth Points), Death-Stealing Gaze (DC 18), Sneak Attack 2d6

Innate Spell-Like Abilities:
3x/Day – *enervation, silence, vampiric touch*
1x/Day – *summon monster IV* (1 Nabasu 30% or 1d4 Babaus 30%), *mass hold person* (DC 21), *regenerate*
At Will – *deeper darkness, telekinesis, greater teleport*

Feats Cleave, Combat Expertise, Dodge, Improved Initiative, Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency

Skills Acrobatics +15, Fly +15, Knowledge (Arcana) +14, Knowledge (Planes) +14, Perception +23, Sense Motive +15, Stealth +15, Survival +15

Special Qualities Aligned (Chaotic, Evil), Darkvision, Outsider Traits, Telepathy 100 ft.

ART-12: Villain Encounter

Villains are even more powerful than **Untouchables** (p 327). The purpose of introducing **Villains** is twofold: first, to terrify the PCs and underscore the vileness and threat of the **Forces of the Obelisk**; second, to introduce characters who will have a greater role to play in future adventures in this **Adventure Path**.

To be clear: *under no circumstances* is the party expected to actually face, or defeat, any **Villain** in combat! Your job as a GM is to present any of these encounters in a manner to suggest that it would be suicide to face such a foe head-on.

A host of demons attacks the party. Roll on the following table to determine the composition of the enemy forces.

Table 108: Villain Encounter Composition

D%	Event
01-25	Crixen (Babau Demon)
26-50	Idelifix (Schir Demon)
51-75	Lythinmortus (Dark Stalker)
76-00	Vildanna (Dullahan)

Make a single passive **Perception** check on behalf of the party, opposed by the highest **Stealth** value of the monster(s) involved. If the party succeeds, they spot the enemy first, and may fight a **surprise round** of combat before their foes join the fray fully. This surprise round may—and likely **should!**—be used to escape as quickly as possible. If they fail by more than **5** points, the enemy gains a **surprise round** of combat instead.

If, by some bizarre combination of luck and—well, a great deal more luck—the party fights a **Villain** and prevails, the rewards should be immense. Every single PC, whether they survive or not, should automatically gain enough **XP** to gain their next level. In addition, the GM is encouraged to invent a treasure reward appropriate for each character.

Crixen (Babau Demon)

CR 7; **XP** 3,200; CE Male Outsider 7 / Rogue 1

hp 86; **AC** 21; **Fort** +11, **Ref** +10, **Will** +4; **DR** 10/cold iron or good; Protective Slime; **Immune** Electricity, Poison; **Resistances** Acid 10, Cold 10, Fire 10; **Spell Resistance** 17

Init +7; **Speed** 30 ft.; **Senses Perception** +19; **See Invisibility**; **Darkvision** 60 ft.

Str 26, **Dex** 17, **Con** 22, **Int** 14, **Wis** 11, **Cha** 18

BAB +7; **CMB** +15; **CMD** 28

Melee *+1 anarchic longspear* +16/+11 (2H: 1d8+13/x3) or

Melee bite (primary) +15 (1d6+8) or

Melee bite (with weapon attack) +10 (1d6+4) or

Melee claw +15/+15 (1d6+8)

Special Attacks Sneak Attack 3d6

Innate Spell-Like Abilities:
At Will – *darkness, dispel magic, see invisibility, greater teleport*
1x/Day – *summon monster III* (1 Babau at 40%)

Feats Combat Reflexes, Improved Initiative, Iron Will, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Stealth)

Skills Acrobatics +13, Bluff +14, Disable Device +14, Escape Artist +13, Knowledge (Planes) +12, Perception +19, Sense Motive +11, Sleight of Hand +14, Stealth +24

Special Qualities Aligned (Chaotic, Evil), Darkvision, Outsider Traits, See Invisibility, Telepathy 100 ft., Trapfinding

Possessions *+1 anarchic longspear*

Idelifix (Schir Demon)

CR 5; **XP** 1,600; CE Male Outsider 5 / Fighter 1

hp 70; **AC** 20; **Fort** +9, **Ref** +4, **Will** +0; **Combat Expertise; DR** 5/cold iron or good; **Immune** Disease, Electricity, Poison; **Resistances** Acid 10, Cold 10, Fire 10; **Spell Resistance** 15

Init +3; **Speed** 30 ft.; **Senses Perception** +13; **Darkvision** 60 ft.

Str 21, **Dex** 16, **Con** 17, **Int** 13, **Wis** 3, **Cha** 6

BAB +6; **CMB** +11 (+15 trip); **CMD** 24 (26 vs. trip)

Melee *+1 corrosive halberd* +12/+7 (2H: 1d10+8/x3) or

Melee gore +11 (1d6+5)

Feats Combat Expertise, Greater Trip, Improved Dirty Trick, Improved Trip, Martial Weapon Proficiency, Simple Weapon Proficiency

Skills Acrobatics +11, Bluff +6, Intimidate +6, Perception +13, Sense Motive +4, Stealth +12

Special Qualities Aligned (Chaotic, Evil), Bonus Feats, Darkvision, Disease, Outsider Traits, Spell-Like Abilities, Telepathy 100 ft.

Possessions *+1 corrosive halberd*

Lythinmortus (Dark Stalker)

CR 4; **XP** 1,200; CN Female Humanoid 6

hp 39; **AC** 18; **Fort** +4, **Ref** +9, **Will** +2; **Weakness** Light Blindness

Init +4; **Speed** 30 ft.; **Senses Perception** +8; **See in Darkness**

Str 14, **Dex** 18, **Con** 14, **Int** 9, **Wis** 11, **Cha** 13

BAB +4; **CMB** +6; **CMD** 20

Melee shortsword +8 (1d6+2/19-20) or

Ranged blowgun +8 (1d2)

Special Attacks Sneak Attack 3d6; Death Throes (DC 15)

Innate Spell-Like Abilities:
At Will – *deeper darkness, detect magic, fog cloud*

Feats Double Slice, Two-Weapon Fighting, Weapon Finesse

Skills Climb +10, Perception +8, Sleight of Hand +5

Special Qualities Humanoid Traits, Light Blindness, Poison Use (Black Smear--injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save.), See in Darkness

Possessions shortswords (2x); leather armor; blowgun; blowgun darts (10x); black smear poison (6x)

Vildanna (Dullahan)

CR 8; **XP** 4,800; CE Female Undead 10 / Antipaladin 2

hp 139; **AC** 24; **Fort** +18, **Ref** +12, **Will** +20; Channel Resistance +4; **Immune** Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning; **Spell Resistance** 18

Init +7; **Speed** 20 ft.; **Senses Perception** +15; **Darkvision** 60 ft.; **Blindsight**; **Aura** Aura of Evil; Frightful Presence (30 ft.; DC 21)

Str 25, **Dex** 16, **Con** *, **Int** 16, **Wis** 14, **Cha** 22

BAB +9; **CMB** +16; **CMD** 29

Melee *+1 keen longsword* +18/+13 (1d8+8/17-20) or

Melee *+1 heavy steel shield* +16 (1d4+3) or

Melee *+1 shocking shortsword* +17/+12 (1d6+8/19-20) or

Melee dagger +16/+11 (1d4+7/19-20) or

Ranged dagger (thrown) +12/+7 (1d4+7/19-20) or

Melee gauntlet +16/+11 (1d3+7)

Special Attacks Chilling Blade (+1d6 cold), Death's Calling, Summon Mount

Innate Spell-Like Abilities:
At Will – *detect good*

Feats Improved Initiative, Iron Will, Mounted Combat, Ride-By Attack, Trample, Weapon Focus (Longsword)

Skills Handle Animal +21, Intimidate +21, Perception +15, Ride +12, Sense Motive +15, Spellcraft +18, Stealth +12

Special Qualities Aura of Evil, Blindsight, Darkvision, Detect Good, Fast Healing 5, Frightful Presence (30 ft., DC 21), Smite Good, Touch of Corruption, Undead Traits, Unholy Resilience

Possessions *+1 keen longsword; +1 heavy steel shield; +1 full plate armor; +1 shocking shortsword;* dagger (2x)

Areas of Interest: Act Three Aftermath

Nearly all buildings and areas in **Berinncorte** have suffered damage. Many have monsters roaming about.

Those **areas of interest** that were structurally unaffected by the **Eruption** should use the same map as in **Act One**. All other **areas** will have updated maps listed in their section below.

Localized Random Encounters

Nearly all locations have **localized random encounter** tables; in most cases as well, this table will have specific instructions as to how and when to roll upon it.

By default, though, unless there is a compelling reason to do otherwise, roll on the appropriate **localized random encounter** table once when the party first enters an **area of interest**.

Once any encounter rolled has been resolved, roll again on that table for every **10 minutes** the party remains in that **area of interest**.

As with every other rule, roll, and random encounter, the GM is encouraged to "overrule" this guidance. This applies in both directions: if the pace is slow, or the PCs are listless, then the GM may force a roll on the table immediately. Similarly, if the party is focused, actively pursuing a Quest, or crippled nearly to the point of a TPK (page 317), the GM is encouraged to suppress the roll entirely.

BCA-1: Zugul Church, Aftermath

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 109: Map Reference Summary, Zugul Church

Location Name	Context	Audience	Page
Ground Floor	Before Eruption	GM Only	62
Ground Floor	Before Eruption	Players	431
Ground Floor	After Eruption	GM Only	333
Ground Floor	After Eruption	Players	467
Undercroft	Before Eruption	GM Only	65
Undercroft	Before Eruption	Players	432
Undercroft	After Eruption	GM Only	335
Undercroft	After Eruption	Players	468

Summary

The **Zugul Church**, located immediately to the east of the **Town Square** and now of the **Obelisk**, has been damaged greatly in the **Eruption**.

In the aftermath of the **Eruption**, the ground floor has been largely taken over by the **Forces of the Obelisk** (page 879). Some citizens cower in the **Undercroft**, as yet undiscovered by the creatures above that now seek their demise.

Damage Summary

The **ground floor** is a mess: the northwestern part of the wall is destroyed, leaving the altar area exposed to the **Town Square**. Three groups of broken pillars make navigating the church difficult. The secret door in the north and the entrance from the **Gardens** are both intact, but the main entrance to the west is destroyed rubble.

Corruption Status

Moderate.

Localized Random Encounters

Unless there is a compelling reason to do otherwise, roll on the following table when the party enters this area. Roll again on this table for every **10 minutes** the party remains in this building.

Table 110: Zugul Church Random Encounters, Aftermath

D%	Event	Description
01-25	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
26-40	**Beneficial Encounter**	Roll once on the **Aftermath Beneficial Encounters** table (p 264).
41-50	**Random Encounter**	Roll once on the **Aftermath Encounters** table (p 263).
51-75	**ANE-1**	**Cleric Maghana;** See Quest "**Cleric Maghana, Aftermath**", p 287.
76-77	**ANE-2**	**Cora Brushgather;** See Quest "**Cora Brushgather, Aftermath**", p 288.
78-79	**ANE-6**	**Tansden;** see Quest "**Tansden, Aftermath**", p 293.
80-81	**ANE-7**	**Ota Kuiduru;** See Quest "**Ota Kuiduru, Aftermath**", p 294.
81	**ANE-10**	**Biggen Gurble;** See Quest "**Biggen Gurble, Aftermath**", p 297.

Map 36: Zugul Church Ground Floor, Aftermath (CAG)

One square equals 5 ft.

D%	Event	Description
82	ANE-16	**Lingona;** See Quest "**Kisses From Afar**", p 303.
83	ANE-17	**Zook Beren;** See Quest "**A Devil Made Me Do It**", p 304.
84	ANE-19	**Gyldor;** See Quest "**Unexpected Ally**", p 307.
85	ANE-21	**Tarsheva Hornwood;** See Quest "**Lend a Hand for a Landlord**", p 309.
86	ANE-22	**Gurth;** See Quest "**Luck of a Drunken Fool**", p 313, but only if **Gurth** has been freed of his **Shack** (see Quest "**It's Safe, But You Can't Stay Here**", p 336); otherwise, treat as **No Encounter.**
87	ANE-24	**Dimblegruffe;** See Quest "**Come With Me if You Want to Live. Or Not.**", p 315.
88	ANE-25	**Brock Runnaheim;** See Quest "**Horseman for Hire**", p 316.
89	ANE-26	**Tudra Coppereye;** See Quest "**What of the People?**", p 317.
90	ANE-27	**Otibus;** See Quest "**Fabric of a Life**", p 317.
91	ANE-28	**Caerthynna Tsornyl;** See "**SQR-13: Healing and Plant Supply Kiosk**", p 78. She walks about, but has limited inventory; she will sell a maximum of **1d4** of each item, and her prices are **150%** of what is listed, rounded up (e.g., **53 gp** for a *potion of hide from animals*, instead of the **35 gp** as normal). Also available to initiate is Quest "**Sweet, Sweet Poison**", p 79.
92	ANE-29	**Donur Gravelsmasher;** See Quest "**Comrade in Arms and Armor**", p 318.
93	ANE-30	**Ines Borque;** See Quest "**Of Noble Purpose**", p 319.
94	ANE-31	**Shakira Alam;** See Quest "**Sad Searching**", p 320.
95	ANE-32	**Welby Goodbarrel;** See Quest "**Come Out, Come Out**", p 321.
96	ANE-33	**Ganyc;** See Quest "**Ganyc, Aftermath**", p 322.
97	ANE-34	**Elena Lomazonne;** See Quest "**Don't You Know Who I Am?**", p 323.
97	ANE-35	**Waywocket Ningel;** See Quest "**Waywocket Ningel, Aftermath**", p 325.
98-00	**Untouchable Encounter**	Roll once on the **Aftermath Untouchable Encounters** table (p 326).

BCA-1: Zugul Church Ground Floor Map, Aftermath

A Players' version of this map can be found on page p 467.

CAG-1: Ruined Wall

The wall here has been smashed in; rubble forms a pattern that was once a barrier to entry.

The debris here counts as **difficult terrain**, with an obstacle.

Ruined Western Church Wall

Acrobatics DC 16; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone**

CAG-2: South Entrance

The single iron-banded door here appears to be untouched by the disaster, and operates normally.

This is exactly as described in **CHG-2: Garden Entrance**, on page 63.

CAG-3: Fallen Pillars

To the west of this bank of pews, support pillars have collapsed and are strewn about with debris from the ceiling. The roof above appears to be in no immediate danger of falling. What was once the main entrance is now a pile of debris; you can't even see anything that might once have been a set of double doors.

There is a great deal of **difficult terrain** here. The wall section where the door used to be counts as an **obstacle** as well, as follows:

Ruined Main Church Entrance

Acrobatics DC 17; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone**

CAG-4: Damaged Pews

A pillar in the middle of the church has partially fallen atop some pews; wood splinters from the benches are scattered across the marble floor.

What scant pieces of debris are here count as **difficult terrain**.

Note that it's still possible here to find the note among the rubble that sets in motion the Quest "**Under, Under, Under**" (p 63).

CAG-5: Pulpit Rubble

Behind the pulpit, the western stage of the church is a disaster area. Blood is spattered in a trail from the western pile of rubble to where the church's high priest lies dead of combat wounds. Rubble is strewn everywhere.

Map 37: Zugul Church Undercroft, Aftermath (CAU)

One square equals 5 ft.

High Priest Cannock's Body

See companion book ***Dramatis Personae & Bestiary*** for possessions and treasure

The body of **High Priest Cannock** can be found here. The entire area counts as **difficult terrain**.

Note that **Maghana** has retrieved the note she had put here that would normally set off the Quest "**Dear One, If Thee Read**" (p 64), so it is no longer possible to initiate or resolve that Quest. Besides, the emotional weight and secrecy of **Maghana's** love is now somewhat moot, as the object of her affection has been slain.

CAG-6: Desecrated Altar

Guano from what appears to be a dozen enormous—and vile—birds is spattered over what was once the church's most holy icon and structure.

The feces here are from the **Giant Vultures** who have taken roost in the ceiling above. Make a **Perception** check for each PC, opposed by the **Vultures' Stealth** check; failure means the **Vultures** get a **surprise round** of combat.

1d4-1 (minimum 1) **Giant Vultures** swoop down from the ceiling to attack the party. They carry no treasure.

Giant Vulture

CR 4; **XP** 1,200; TN Male or Female Animal 5

hp 38; **AC** 17; **Fort** +8, **Ref** +6, **Will** +3

Init +6; **Speed** 10 ft.; **Fly** 50 ft (Average); **Senses Perception** +18; **Low-Light Vision**

Str 22, **Dex** 15, **Con** 18, **Int** 2, **Wis** 15, **Cha** 7

BAB +3; **CMB** +10; **CMD** 22

Melee bite +8 (2d6+6)

Feats Flyby Attack, Improved Initiative, Power Attack

Skills Perception +18

Special Qualities Animal Traits, Diseased, Low-Light Vision

CAG-7: Secret Exit

This functions and appears just as described in **CHG-3: Secret Entrance**, on page 63.

CAG-8: Shrine

Strangely, this candlelit nook appears untouched. Standing behind the wooden partition, you can almost forget what has happened to the city, and what the church has become in its aftermath.

This has not changed from its description in **CHG-6: Shrine** on p 64.

The shrine may be used to hide from any combat encounters initiated while the PCs are in the church; **Stealth** checks from such foes are performed with a **+4** circumstance bonus while the party is here.

CAG-9: Stairs to Undercroft

This leads to **CAU-1: Stairs to Ground** Floor, page 404.

BCA-1: Zugul Church Undercroft Map, Aftermath

A Players' version of this map can be found on page 468.

CAU-1: Stairs to Ground Floor

These lead to **CAG-9: Stairs to Undercroft**.

CAU-2: Damaged Sitting Area

Tables and chairs destroyed by unknown forces lie in a heap amidst their better-surviving brethren. Some candles yet flicker amidst the gloom that now pervades this common area.

The wooden rubble itself counts as **difficult terrain**, with an **obstacle**, as follows:

Destroyed Wood Pile

Acrobatics DC 14; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone**

Note that amidst the wreckage can still be found the item that is part of the Quest "**Under, Under, Under**", which may still be resolved in **Act Three**.

CAU-3: Destroyed Table

What appears to have been a large, solid common table for eating is now a smashed mess.

This counts as an **obstacle** if any character needs to move in this area:

Damaged Table

Acrobatics DC 13; success means movement at **normal** speed; failure means movement at **difficult** speed (one square counts as two)

CAU-4: Damaged High Priest's Quarters

The entrance to this room is smashed to bits, with debris strewn everywhere; to the southwest, a pillar has been knocked over, but the ceiling holds well. To the northeast is more debris that seems to have fallen from the ground floor above.

The debris in all cases counts as **difficult terrain**; the squares touched by the pillar itself count as the following **obstacle:**

Fallen Pillar

Acrobatics DC 16; success means movement at **difficult terrain** speed (1 square counts as 2); failure causes **1d2** bludgeoning damage, and knocks a character **prone**

This room is otherwise just as described in **CHU-6: High**

Priest's Quarters and **CHU-8: High Priest's Closet** (p 68).

CAU-5: Damaged Pantry Closet

The entrance to this room has fallen apart and disintegrated; rubble is strewn about the entrance and to its north.

The entrance and rubbled squares count as **difficult terrain**; the room itself is otherwise as described in **CHU-7: Kitchen / Pantry Closet**.

CAU-6: Damaged Guest Room 1

The entrance to this room is intact. Within, a great deal of debris has fallen from the ceiling.

The rubbled squares count as **difficult terrain**; the room itself is otherwise as described in **CHU-4: Guest Room 1**.

Note that to the north, **Cleric Maghana's Quarters** are miraculously untouched by damage, and are precisely as described in **CHU-3: Cleric Maghana's Quarters**.

CAU-7: Damaged Guest Room 2

The entrance to this room is intact. Within, a great deal of debris has fallen from the ceiling.

The rubbled squares count as **difficult terrain**; the room itself is otherwise as described in **CHU-5: Guest Room**.

CAU-8: Crypt

Untouched in every way, and still exhibiting an aura of serene calm, this area is exactly as depicted in **CHU-10: Crypt**.

CAU-9: Storage

What might once have been a stack of stools and chairs is now mostly broken wood splinters, with a handful of somewhat-operational seating devices still in place.

This room is just as described in **CHU-9: Church Storage**, except that **80%** of the chairs in here have been destroyed, and as such the room counts as **difficult terrain**.

BCA-2: Cryptkeeper's Shack, Aftermath

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Note that the **Cryptkeeper's Shack** is completely untouched in the aftermath of the **Obelisk Eruption**, so there is not a separate set of **Aftermath** maps for this location.

Table 111: Map Reference Summary, Cryptkeeper's Shack

Location Name	Context	Audience	Page
Cryptkeeper's Shack	Before and After Eruption	GM Only	p 68

Location Name	Context	Audience	Page
Cryptkeeper's Shack	Before and After Eruption	Players	p 441

Summary

Surprisingly, the **Shack** is unscathed by the **Eruption**, and is intact. However, it's surrounded by the **Graveyard** itself (page 130), which is infested with all manner of monsters. **Cryptkeeper Gurth** begins **Act Three** trapped here.

Damage Summary

The **Shack** suffered no damage at all.

Corruption Status

No **Forces of the Obelisk** inhabit the **Shack**. In fact, the structure is an anomaly in the post-**Eruption** city: it's a safe sanctuary in which the party may rest unmolested... though of course they will have to explain their presence to the terrified **Gurth.**

Localized Random Encounters

There are none, here. This house is one of the scant few **places of sanctuary** (p 261) in **Berinncorte**.

The PCs may rest here for any length of time without fear of interruption or attack... but that also means that it's a fairly boring place to be, particularly once and if the party helps free **Gurth** and spirit him off to a haven of more hospitable surroundings.

That said, there is one Quest that triggers automatically upon the PCs entering the **Shack:**

Quest: It's Safe... But You Can't Stay Here

Summary: Cryptkeeper **Gurth** is terrified and immobile in his **Shack**, and refuses to leave.

Rewards: **2 Reward Stars**.

Locations: Cryptkeeper's Shack.

Key NPCs: Cryptkeeper Gurth.

Kickoff: Either the PCs are in the **Shack** during the **Eruption**, or they enter it afterwards, and discover the gnome.

Description:

Gurth himself gives no indication that he wishes to leave; although terrified, he is vaguely aware that no monsters are actively attacking him in his current location, and he hears far, far worse things happening beyond the humble walls of his shack. Good-aligned PCs will likely take it upon themselves to come to the aid of the poor gnome; neutral or otherwise preoccupied parties may simply ignore the quest altogether, leaving **Gurth** to his fate—after all, he is in his own home, and seems to be better off than many other townsfolk!

In fact, the GM is encouraged to consider an XP or **Reward Star** *penalty* for Good-aligned PCs to whom it does not occur to offer assistance at all.

Map 38: Graveyard, Aftermath (GRA) *One square equals 5 ft.*

Convincing **Gurth** to flee with the party takes some doing, as he is something of a coward by nature, and is quite paralyzed by the calamity surrounding him. It's not sufficient to simply tell him the party is here to help him; he's in shock. Any conversation-based **skill checks** with the Cryptkeeper in his current state suffer from a **-3** circumstance penalty. The party's healer(s) may attempt to subdue this effect; *cure* spells or healing effects of any nature will reduce this penalty to only **-1**, but will not remove it entirely.

To get **Gurth** to escape willingly with the party, three successive **Diplomacy** or **Intimidate** checks are needed, opposed by the gnome's own **Perception** check. The GM and players are encouraged to roleplay this conversation.

Each check requires **2-5** minutes, during which you should secretly roll on **Table 114: Graveyard Random Encounters, Aftermath** (p 340). Ignore all non-monster encounters identified in this manner. Combat encounters mean the party hears the monster(s) involved, stalking outside the door, but the enemy disperses without coming inside.

Assuming the party does convince the gnome to accompany them, they receive **1 Reward Star** as a prize. Escorting the gnome to an alternate **place of sanctuary** may be treacherous: along the way, roll at least once on **Aftermath Random Encounters** table (p 263), using **Context B**. You may also have to roll again on this table, depending on how long the party takes, and their distance to the chosen haven they are taking **Gurth** to.

While **Gurth** is being escorted in this manner, count him as having joined the party as an ally... but an inebriated one. All his **skill checks**, **attack rolls**, and **saves** are at **-2**, but if faced with obvious danger, he will fight back.

If the party successfully delivers **Gurth** to a different place of solace, they receive a filthy sneer from the unappreciative and unaware gnome... and, perhaps more importantly, **1 Reward Star**.

It's Safe... But You Can't Stay Here (Escort): Law +1, Love +1

Successfully escorting Gurth to safety produces a **Catalyst Impact** of **Law +1** and **Love +1**.

This stacks with other **Catalyst Impacts** for this Quest.

The party may attack **Gurth**, perhaps deeming it easier to slay the gnome and toss his body out into the graveyard than to muck about with any complicated skill check. Doing so does not draw immediate attention, and poor **Gurth** will almost certainly go down without much of a fight. Once the party leaves the **Shack**, however, roll on the **Aftermath Random Encounters** table, using **Context D**; keep rerolling until you get a monster result. The monster(s) involved target the PCs, and will follow them into the **Shack** if necessary. Good-aligned PCs may also suffer a penalty for slaughtering a drunken and terrified innocent!

It's Safe... But You Can't Stay Here (Attack): Chaos +4

Assaulting the terrified, drunken gnome, who bears no treasure to speak of, results in a **Catalyst Impact**: **Chaos +4**.

If the party simply ignores the gnome, **Gurth** leaves them alone for the most part, though periodically he will look at them as though noticing them for the first time, and shout at them to leave, lest they lead creatures into his shack.

It's Safe... But You Can't Stay Here (Ignore): Chaos +1

Good-aligned PCs might worry that they are leaving a drunken innocent to what seems like certain (though eventual) doom creates a **Catalyst Impact**: **Chaos +1**.

This quest ends if **Gurth** is slain, or if he and the PCs part company along the way for any reason.

BCA-3: Graveyard, Aftermath

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 112: Map Reference Summary, Graveyard

Location Name	Context	Audience	Page
Graveyard	Before Eruption	GM Only	p 70
Graveyard	Before Eruption	Players	p 439
Graveyard	After Eruption	GM Only	p 338
Graveyard	After Eruption	Players	p 469

Summary

Aside from **Town Square** and the site of the **Dark Obelisk** itself, the **Graveyard** is the most dangerous place in **Berinncorte** once the **Obelisk Erupts**.

Damage Summary

Graves are broken and overturned, the dead rise, and a dense and macabre fog lays heavily over the once-serene region.

Corruption Status

The graveyard is very near the **Obelisk**, and as a place of death by nature, it is uniquely affected by the **Eruption**. The foes faced here tend to be of far greater difficulty than elsewhere in the city; as a result, it's unlikely the party will spend too much time here willingly.

Every 5 minutes the party spends in the **Graveyard**, roll on the following table to determine if a random encounter must be inserted into the action. Note that many of these are **Untouchable Encounters**.

Localized Random Encounters

Unless there is a compelling reason to do otherwise, roll on the following table when the party enters this area. Roll again on this table for every **10 minutes** the party remains in this building.

Table 113: Graveyard Random Encounters, Aftermath

D%	Event	Description
01-05	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
06-09	**Beneficial Encounter**	Roll once on the **Aftermath Beneficial Encounters** table (p 264).
10-50	**Random Encounter**	Roll once on the **Aftermath Encounters** table (p 263).
51	**ANE-1**	**Cleric Maghana;** See Quest "**Cleric Maghana, Aftermath**", p 287.
52	**ANE-12**	**Stewy;** See Quest "**War is Good for Business**", p 299
53	**ANE-13**	**Pilga;** See Quest "**It's Not As Though They're Coming Back**", p 301
54-56	**ANE-16**	**Lingona;** See Quest "**Kisses From Afar**", p 303.
57	**ANE-17**	**Zook Beren;** See Quest "**A Devil Made Me Do It**", p 304.
58	**ANE-19**	**Gyldor;** See Quest "**Unexpected Ally**", p 307.
59	**ANE-20**	**Kayzark;** See Quest "**Protection for a Price**", p 308
60-66	**ANE-22**	**Gurth;** See Quest "**Luck of a Drunken Fool**", p 313, but only if **Gurth** has been freed of his **Shack** (see Quest "**It's Safe, But You Can't Stay Here**", p 336); otherwise, treat as **No Encounter.**
67-68	**ANE-23**	**Tarsheva Hornwood;** See Quest "**Lend a Hand for a Landlord**", p 309.
69-70	**ANE-29**	**Donur Gravelsmasher;** See Quest "**Comrade in Arms and Armor**", p 318.
71-72	**ANE-30**	**Ines Borque;** See Quest "**Of Noble Purpose**", p 319.
73-74	**ANE-31**	**Shakira Alam;** See Quest "**Sad Searching**", p 320.
75	**ANE-36**	**Larissa;** See Quest "**What an End-times to Be Alive**", p 325
76-00	**Untouchable Encounter**	Roll once on the **Aftermath Untouchable Encounters** table (p 326).

BCA-3: Graveyard Map, Aftermath

A Players' version of this map can be found page 439.

GRA-1: Mayor's Guardpost

Strangely, despite being the portion of the **Graveyard** closest to the **Obelisk**, this structure has not been altered, and is a standard guard post.

The only odd thing is of course the **Skelebat Swarm** that roosts atop it. It will attack once the PCs approach within 20 ft. of the guard post. It bears no treasure to speak of if defeated.

Skelebat Swarm

CR 2; **XP** 600; NE Male or Female Animal 3 / Undead 1

hp 16; **AC** 18; **Fort** +3, **Ref** +9, **Will** +5; **DR** 5/bludgeoning; **Immune** Ability Drain, Cold, Critical Hits, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Flanking, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning, Weapon Damage

Init +8; **Speed Fly** 40 ft. (Good); **Senses Perception** +11; **Darkvision** 60 ft.; **Low-Light Vision; Blindsense** 20 ft.

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

BAB +2; **CMB** +2; **CMD** 8 (can't be tripped)

Melee swarm (1d6)

Special Attacks Distraction (DC 12), Wounding

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Perception)

Skills Perception +11, Stealth +22

Special Qualities Animal Traits, Blindsense, Can't Be Tripped, Darkvision, Low-Light Vision, Swarm Traits, Undead Traits

GRA-2: Militia Guardpost

Though dark and forboding, this guardpost is oddly unoccupied.

GRA-3: Alley

A thin line of brown cobblestones separates the Graveyard from the Mayor's House—one might say the darkest, and the brightest, areas in town.

Other than its location, there's not much interesting here.

GRA-4: Secret Entrance

This is unchanged from its depiction in **CHG-3: Secret Entrance**.

GRA-6: Zugul Church

Please see page 332 for more details on this building.

GRA-7: Town Square

Page 342 begins more information about this area.

GRA-8: Western Broken Grave

A rectangular gravestone appears to have been smashed open here. But from outside—or inside!—you cannot be certain.

Approaching this grave and examining it causes its contents to rise: a single **Skeleton Barbarian.** Apart from his arms and armor, he yields no treasure, and his grave is otherwise empty.

Skeleton Barbarian

CR 2; **XP** 600; NE Male or Female Human (Skeleton) Undead 1 / Barbarian 3

hp 34; **AC** 17; **Fort** +3, **Ref** +3, **Will** +3; +1 Reflex to avoid traps; **DR** 5/bludgeoning; **Uncanny Dodge; Immune** Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +6; **Speed** 40 ft.; **Fast Movement; Senses Perception** +5; **Darkvision**

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

BAB +3; **CMB** +5; **CMD** 118

Melee greatsword +5 (2H: 2d6+3/19-20) or

Melee claw (w/o weapon) +5/+5 (1d4+2) or

Melee claw (w/weapon) +0 (1d4+1) or

Melee broken scimitar +3 (1d6/18-20)

Special Attacks Knockback

Feats Dodge, Improved Initiative

Skills Climb +5, Intimidate +6, Perception +5, Survival +6

Special Qualities Darkvision, Fast Movement, Rage, Undead Traits

Possessions greatsword; broken chain shirt; broken scimitar

GRA-9: Southern Broken Grave

A gravestone has been disturbed, but you can't tell if it was from external forces, of from the might of something within yearning to break out.

As the party approaches this grave and examines it, a **Human Skeleton** emerges and attacks. As he does so, another **1d4 Human Skeletons** attack from the south where **Town Square** and the **Obelisk** are located.

Apart from their equipment, the skeletons have no treasure.

Skeleton, Human

CR ½; **XP** 200; NE Male or Female Human (Skeleton) Undead 6

hp 35; **AC** 16; **Fort** +2, **Ref** +4, **Will** +5; **DR** 5/bludgeoning; **Immune** Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +6; **Speed** 30 ft.; **Senses Perception** +0; **Darkvision**

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

BAB +4; **CMB** +7; **CMD** 19

Melee spear +7 (2H: 1d8+4/x3) or

Ranged spear (thrown) +6 (1d8+3/x3) or

Melee claw (w/o weapon) +7/+7 (1d4+3) or

Melee claw (w/weapon) +2 (1d4+1) or

Melee dagger +7 (1d4+3/19-20) or

Ranged dagger (thrown) +6 (1d4+3/19-20) or

Melee broken scimitar +5 (1d6+1/18-20)

Feats Improved Initiative

Special Qualities Darkvision, Undead Traits

Possessions spear; broken chain shirt; dagger; broken scimitar

GRA-10: Northern Broken Grave

A third grave lies wrecked from unexplained circumstances. As you approach, the earth underfoot starts to swell a bit, as though giving rise to some vile earthquake of the dead.

As the party approaches to take a closer look, the earth all around them buckles, as the hands and claws and more of **1d4 Skeleton Rogues** emerge to assault the PCs.

These monsters carry weapons and armor, but little more in the way of loot once defeated.

Skeleton Rogue

CR 1; **XP** 400; NE Male or Female Human (Skeleton) Undead 1 / Rogue 2

hp 20; **AC** 19; **Fort** +0, **Ref** +6, **Will** +2; **DR** 5/bludgeoning; **Immune** Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +7; **Speed** 30 ft.; **Senses Perception** +6; **Darkvision**

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

BAB +1; **CMB** +3; **CMD** 17

Melee shortsword +4 (1d6+2/19-20) or

Melee dagger +3 (1d4+1/19-20) or

Ranged dagger (thrown) +4 (1d4+2/19-20) or

Ranged javelin +4 (1d6+2)

Special Attacks Sneak Attack 1d6

Feats Dodge, Improved Initiative, Power Attack, Weapon Focus (Sword (Short))

Skills Climb +7, Disable Device +9, Disguise +6, Intimidate +6, Perception +6, Sense Motive +6, Swim +5

Special Qualities Bonus Feat, Darkvision, Skilled, Stand Up, Trapfinding, Undead Traits

Possessions shortsword; dagger (2x); studded leather armor; javelin (2x)

GRA-11: Far Northern Broken Grave

At the far center-north of the graveyard is a square stone marker that appears to have been shattered.

Alone among the four broken gravesites, this one is harm-

less. Searching it yields the following treasure, which the PCs are free to take unmolested.

Far Northern Broken Grave

sapphire pendant (185 gp), masterwork silver dagger

BCA-4: Town Square, Aftermath

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 114: Map Reference Summary, Town Square

Location Name	Context	Audience	Page
Town Square	Before Eruption	GM Only	p 75
Town Square	Before Eruption	Players	p 440
Town Square	After Eruption	GM Only	p 343
Town Square	After Eruption	Players	p 470

Summary

Town Square as it was has been destroyed. The **Dark Obelisk**, its chasm, and the fissures extending from it are all-consuming. No structure exists as it was before the **Eruption**.

Chaotic Miasma

The **Dark Obelisk** exudes a **chaotic miasma**. This is an oppressive, soul-burdening pulse of psychic energy that seems to be sourced from within a creature's own soul. It brings to mind thoughts of despair, of enervation, and opposite ends of the spectrum of energy and feeling.

All characters entering this region must make a **Will** save at DC 16 or be **shaken** (**-2** on attack rolls, saving throws, skill checks, and ability checks). This effect lasts as long as a character is in **Town Square**, plus **1d4** minutes afterwards.

Each time a character re-enters the **Town Square** area, they must re-attempt the save, even if they have passed it before.

Creatures with the Chaotic subtype (not merely the Chaotic alignment component) are not subject to this effect. Creatures without a **Constitution** score are also immune.

Damage Summary

The damage to the ground is near total. A seemingly bottomless chasm yawns beneath the **Obelisk** itself; fissures crack off in all directions from its base.

Corruption Status

Total. The entire area is, perhaps obviously, entirely under control of **Forces of the Obelisk**.

Localized Random Encounters

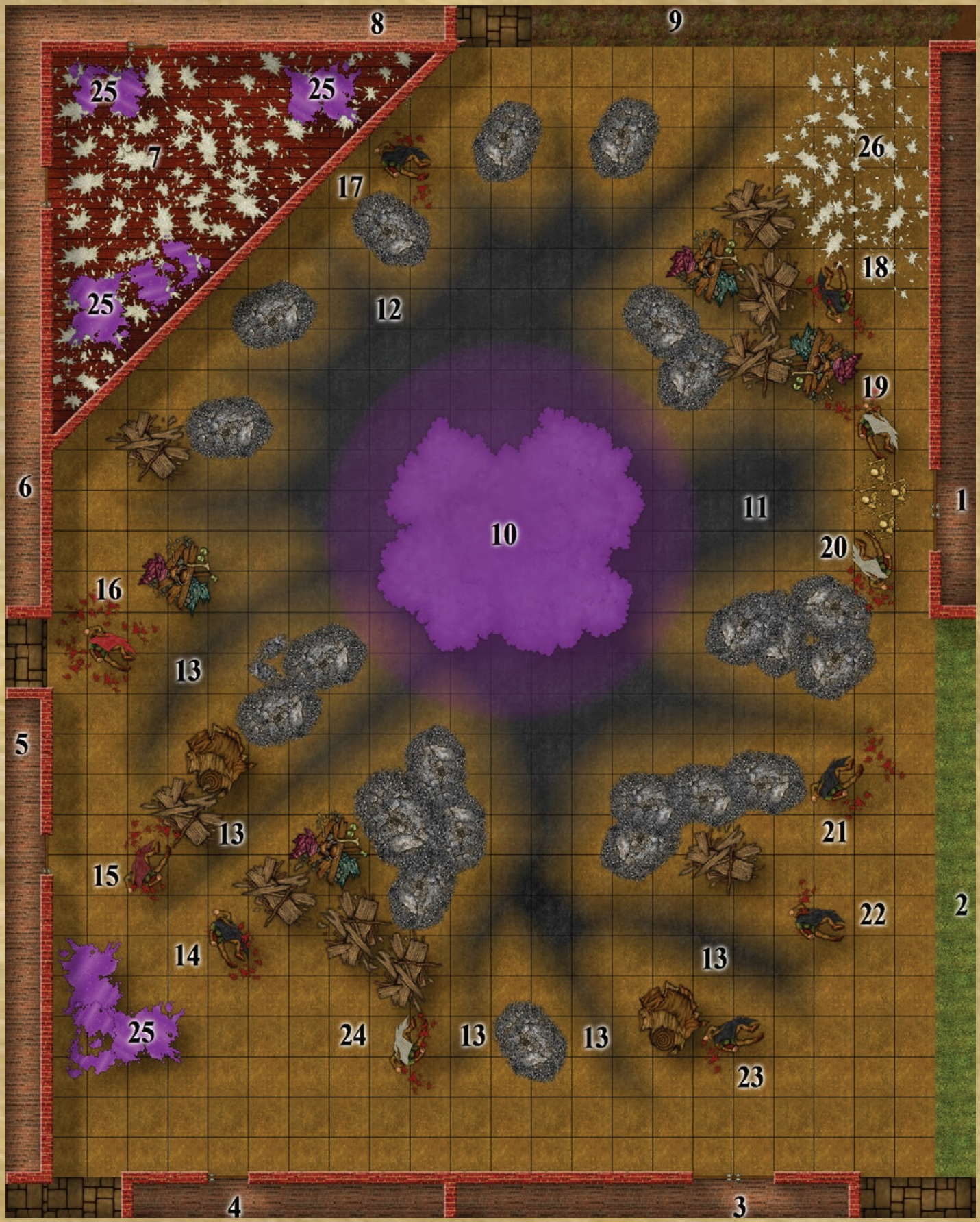
Unless there is a compelling reason to do otherwise, roll on the following table when the party enters this area. Roll again on this table for every **10 minutes** the party remains in this building.

Table 115: Town Square Random Encounters, Aftermath

D%	Event	Description
01-03	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
04-10	**Beneficial Encounter**	Roll once on the **Aftermath Beneficial Encounters** table (p 264).
11-58	**Random Encounter**	Roll once on the **Aftermath Encounters** table (p 263).
59	**ANE-1**	**Cleric Maghana;** See Quest "**Cleric Maghana, Aftermath**", p 287.
60	**ANE-2**	**Cora Brushgather;** See Quest "**Cora Brushgather, Aftermath**", p 288.
61	**ANE-3**	**Amadan;** See Quest "Amadan**, Aftermath**", p 289
62	**ANE-4**	**Ash "Executioner";** See Quest "**Ash, Aftermath**", p 290
63	**ANE-5**	**Debran Ormrick;** See Quest "**Debran Ormrick, Aftermath",** p 291
64	**ANE-7**	**Ota Kuiduru;** See Quest "**Ota Kuiduru, Aftermath**", p 294.
65	**ANE-8**	**Esk;** See Quest "**Esk, Aftermath**", p 295
66	**ANE-9**	**Rhirem;** See encounter "**Temporarily Free for Hire**", p 265
67-68	**ANE-10**	**Biggen Gurble;** See Quest "**Biggen Gurble, Aftermath**", p 297.
69	**ANE-11**	**Denzys;** See Quest "**Denzys, Aftermath**", p 298
70	**ANE-12**	**Stewy;** See Quest "**War is Good for Business**", p 299
71	**ANE-13**	**Pilga;** See Quest "**It's Not As Though They're Coming Back**", p 301
72	**ANE-14**	**Sorille;** See Quest "**If It's On Your Way**", p 99; adjust the dialogue to reflect the post-Eruption chaos, but the job is the job, and **Sorille** still feels it necessary to have it delivered
73	**ANE-15**	**Jozan;** See Quest "**The Earth Shook**", p 302
74	**ANE-16**	**Lingona;** See Quest "**Kisses From Afar**", p 303.
75	**ANE-17**	**Zook Beren;** See Quest "**A Devil Made Me Do It**", p 304.
76	**ANE-18**	**Hueykins;** See Quest "**Havens for Gold**", p 306.

Map 39: Town Square, Aftermath (TSA)

One square equals 5 ft.



D%	Event	Description
77	ANE-19	**Gyldor;** See Quest "**Unexpected Ally**", p 307.
78	ANE-20	**Kayzark;** See Quest "**Protection for a Price**", p 308
79	ANE-21	**Tarsheva Hornwood;** See Quest "**Lend a Hand for a Landlord**", p 309.
80	ANE-22	**Gurth;** See Quest "**Luck of a Drunken Fool**", p 313, but only if **Gurth** has been freed of his **Shack** (see Quest "**It's Safe, But You Can't Stay Here**", p 336); otherwise, treat as **No Encounter.**
81	ANE-23	**Aramil Xiloscient;** See Quest "**A Quavering Quaffer**", p 314
82	ANE-24	**Dimblegruffe;** See Quest "**Come With Me if You Want to Live. Or Not.**", p 315.
83	ANE-25	**Brock Runnaheim;** See Quest "**Horseman for Hire**", p 316.
84	ANE-26	**Tudra Coppereye;** See Quest "**What of the People?**", p 317.
85	ANE-27	**Otibus;** See Quest "**Fabric of a Life**", p 317.
86	ANE-28	**Caerthynna Tsornyl;** See "**SQR-13: Healing and Plant Supply Kiosk**", p 78. She walks about, but has limited inventory; she will sell a maximum of **1d4** of each item, and her prices are **150%** of what is listed, rounded up (e.g., **53 gp** for a *potion of hide from animals*, instead of the **35 gp** as normal). Also available to initiate is Quest "**Sweet, Sweet Poison**", p 79.
87	ANE-29	**Donur Gravelsmasher;** See Quest "**Comrade in Arms and Armor**", p 318.
88	ANE-30	**Ines Borque;** See Quest "**Of Noble Purpose**", p 319.
89	ANE-31	**Shakira Alam;** See Quest "**Sad Searching**", p 320.
90	ANE-32	**Welby Goodbarrel;** See Quest "**Come Out, Come Out**", p 321.
91	ANE-33	**Ganyc;** See Quest "**Ganyc, Aftermath**", p 322.
92	ANE-34	**Elena Lomazonne;** See Quest "**Don't You Know Who I Am?**", p 323.
93	ANE-35	**Waywocket Ningel;** See Quest "**Waywocket Ningel, Aftermath**", p 325.
94	ANE-36	**Larissa;** See Quest "**What an End-times to Be Alive**", p 325
95-00	Untouchable Encounter	Roll once on the **Aftermath Untouchable Encounters** table (p 326).

BCA-4: Town Square Map, Aftermath

A Players' version of this map can be found on p 470.

TSA-1: Zugul Church

Please refer to p 333 for more details about this structure.

TSA-2: Zugul Church Gardens

Page 358 contains more detail around this area.

TSA-3: Inn

Please see "**BCA-16: Inn, Aftermath**", p 370 for more information on this building.

TSA-4: The Leaky Cask Tavern

Details on the **Tavern** can be found starting on page 367.

TSA-5: Blacksmith's Hut

Dimblegruffe's hut is described on page 354.

TSA-6: General Store

The massive store of **Welby Goodbarrel** is detailed starting on page 377.

TSA-7: Stage

The fine and solid cherry of the stage's wood has been stained heavily by massive quantities of feces.

Walking on this area counts as **difficult terrain**, with an obstacle, in the sense that the guano is slippery and foul.

Stage Guano

Acrobatics DC 14; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone** (and covers them with giant vulture feces; **-2** circumstance penalty to all **Diplomacy** checks for **1d4** hours)

Groups of **Giant Vultures** have spattered the oft-pristine stage with guano. Several of them roost nearby, atop the **General Store** and the **Mayor's House**, and will attack if anyone attempts to climb up on the stage.

At any given time, **1d4 Giant Vultures** will descend and attack whomever is climbing up. They view the **Stage** as their own territory, and tend not to pursue enemies beyond it; if the PCs jump off the stage or climb back down to the dirt of **Town Square**, any **Vultures** who have attacked them will return to their roosts.

Whether the **Vultures** have yet attacked them or not, the PCs may use ranged weapons or spells to attack the creatures. Doing so will cause the mammoth birds to attack, and to persist so long as the PCs are in the **Town Square** area, regardless of whether anyone is on the **Stage.**

Giant Vulture

CR 4; **XP** 1,200; TN Male or Female Animal 5

hp 38; **AC** 17; **Fort** +8, **Ref** +6, **Will** +3

Init +6; **Speed** 10 ft.; **Fly** 50 ft (Average); **Senses Perception** +18; **Low-Light Vision**

Str 22, **Dex** 15, **Con** 18, **Int** 2, **Wis** 15, **Cha** 7

BAB +3; **CMB** +10; **CMD** 22

Melee bite +8 (2d6+6)

Feats Flyby Attack, Improved Initiative, Power Attack

Skills Perception +18

Special Qualities Animal Traits, Diseased, Low-Light Vision

TSA-8: Mayor's House

Please refer to page 349 for more details on this area.

TSA-9: Graveyard

Page 339 holds more information on this region.

TSA-10: The Dark Obelisk

A thick, foreboding purplish haze surrounds what appears to be a chunk of rock the size of an elephant. Though it's only about twenty feet high, it has a pure sense of presence, and seems to loom large over the entire town. Sunlight seems to dim in a thirty-foot radius around it. None of the Town Square you knew is present, any longer: it looks for all the world as though the Obelisk has remade the space to serve as an arena with it at the center.

The stone itself seems not of this world: it's black, but purple; it is iridescent, but containing a spectrum comprised only of those colors used in the macabre, those glimpsed out of the corner of one's eye, those never seen directly or viewed head-on. You find it difficult, painful even to gaze at it directly; instinct pulls at your eye and neck muscles, and you find yourself instead looking elsewhere.

Yawning beneath the purplish-black of the Obelisk itself is a chasm, seemingly bottomless. Light seems to permeate with difficulty, so you cannot be sure: the pit could be twenty feet deep or twenty thousand; neither would surprise you overmuch.

Stretching out from this center are fissures. Like malignant tendrils of cancer, like cronish fingernails infected with some dread malaise, these cracks in the earth spread out with seemingly no purpose. Were this a typical earthquake, they might merely be physical artifacts of the pressures involved of stone on stone, and earth on earth... but as you suspect the Obelisk is not of this earth, you conceive instead that these are living things, almost; perhaps not sentient, but you feel as though the fissures are purposeful, spread with intent, to subdue and subvert.

You shake your head, not normally given to poetic interpretations of what is, what must still be, an explainable phenomenon.

The titular encourachment of pure chaos into the Realm of **Berinncorte** sits in the middle of **Town Square**. The pit beneath is indeed bottomless, or effectively so for the purposes of this narrative; it stretches indeed to the nether side of the Realm.

The fissures are mainly physical, caused by the earthquake-like forces of the **Eruption** itself and the aftermaths. Pits and chasms exist at varying depths; these are described individually.

Rubble is strewn everywhere. Some is from the utterly destroyed structures that used to be here; others are chunks of earth and dug-up earth that were thrown into the air during the **Eruption**, displaced violently by the **Obelisk** in its quest to break free of the confinement of the earth.

From the standpoint of pure game mechanics, it's not possible to touch the **Obelisk**: the pit that surrounds it will effectively kill off any PC who attempts to jump it.

TSA-11: Eastern Chasm Pit

The eastern tendril of the fissure extending out from the Obelisk ends in a semi-circular pit, about ten feet deep. Its bottom appears to be scorched earth; the smell of some ill fire, long smouldering, assaults your nostrils.

This pit is caustic: being in it causes **1d4** points of Acid damage per round. Jumping in with no additional preparation causes **1d6** points of bludgeoning and piercing damage from the fall and the jagged surface on the bottom.

Climbing out requires a **Climb** skill check at DC 18. Failure inflicts **1d4** points of bludgeoning and piercing damage, plus of course the Acid damage mentioned above for remaining in the pit another round.

Moving about within the pit counts as **difficult terrain**.

There is nothing of value to be found in the bottom of the pit, though it's possible one or more PCs may end up here as a result of combat that takes place in **Town Square**. Or, completist-style parties may send a hapless member down here merely to ensure they are not letting any stone go unturned in search of possible treasure.

TSA-12: Northwest Chasm Pit

This wide pit forms a ledge; to the south, it drops off suddenly into the pit that lies under the Obelisk. A stench of sulfur and long-gone fire rolls off of the surface of the pit; a faint haze of purplish smoke hangs in the air above it like a fog.

Ten feet deep, there's little to merit a journey down here... but inquisitive PCs or those embroiled in combat may end up here.

As with other pits in the area, this one is unhealthy: any character within suffers **1d4** points of Acid damage per round. Jumping in with no additional preparation causes **1d6** points of bludgeoning and piercing damage from the fall and the jagged surface on the bottom.

Climbing out requires a **Climb** skill check at DC 18. Failure inflicts **1d4** points of bludgeoning and piercing damage, plus of course the Acid damage mentioned above for remaining in the pit another round.

Moving about within the pit counts as **difficult terrain**.

There is nothing of value to be found in the bottom of the pit, though it's possible one or more PCs may end up here as a result of combat that takes place in **Town Square**. Or, completist-style parties may send a hapless member down here merely to ensure they are not letting any stone go unturned in search of possible treasure.

TSA-13: Chasm Tendrils

Throughout the square, thin fissures glowing of ebony stretch across the terrain.

Looking at these cracks directly is challenging; they appear a bit fuzzy, as though the viewer has water in their eyes. Though not wide, these fissures do represent a change in terrain level by at least a few inches, and in some cases close to a foot.

The net impact of all of these characteristics is that any square touched by these tendrils counts as **difficult terrain**.

Any object dropped into the fissure is lost forever, so the PCs would do well not to attempt such a foolish action!

TSA-14: Arbelladon Moonside's Corpse

Here rests an elf in fortunetelling garb. She appears at peace, though her body is ravaged by gory rakelike wounds.

This is the final resting place of **Arbelladon Moonside**. She died almost immediately during the **Eruption**.

Arbelladon Moonside's Body

Please refer to the companion book ***Dramatis Personae & Bestiary*** for possessions and treasure

TSA-15: Elizavetta Burak's Corpse

A gorgeous and exotically-dressed human woman lies here; nearby is a second corpse of a partially-dressed man with a warped and chipped shortsword at his side.

Elizavetta Burak was with the man as her client during the **Eruption**; though the man was terrified, she used her powers of persuasion to get him to escort her to safety. Tragically, both were slain by **Forces of the Obelisk** before they could make it very far outside her stall.

Elizavetta Burak's Body

Please refer to the companion book ***Dramatis Personae & Bestiary*** for possessions and treasure

TSA-16: Kerem Dogan's Body

A charming-looking human male lies here, blood from enormous gashes pooled underneath.

In the wake of the immediate damage, which he survived, **Kerem Dogan** tried still to hawk his wares, hoping that chaos would lead to desperation. Chaos instead led to his slaughter.

Kerem Dogan's Body

Please refer to the companion book ***Dramatis Personae & Bestiary*** for possessions and treasure

TSA-17: Rona Stonehammer's Corpse

A solid female dwarf lies here, apparently killed by the wounds of many blades.

The charismatic dwarven trainer immediately started to group **townsfolk** together and get them to safety. In this she was partially successful; several commoners were indeed able to escape, but at the expense of their savior, who become embroiled with a **Dullahan** she could not hope to overcome.

Rona Stonehammer's Body

Please refer to the companion book ***Dramatis Personae & Bestiary*** for possessions and treasure

TSA-18: Vanya Berezin's Corpse

A human vendor lies here, burnt almost beyond recognition. What remains of his face has a sad composure.

The tragic end of **Vanya Berezin** is hinted at by his corpse. He was slain instantly by the explosive forces of the **Eruption**.

Vanya Berezin's Body

Please refer to the companion book ***Dramatis Personae & Bestiary*** for possessions and treasure

TSA-19: Daratis' Corpse

Berinncorte's seamstress lies here. Her body is torn, but nearby dropped bolts of silk and cloth are intact. The contrast, and peaceful repose, tear your eyes.

Daratis was shopping in **Town Square** during the **Eruption**, and was slain instantly.

Daratis' Body

Please refer to the companion book ***Dramatis Personae & Bestiary*** for possessions and treasure

TSA-20: Fishmaster Gumbrew's Corpse

The wound-riddled and burnt corpse of a half-orc in fishing regalia lies here.

Fishmaster Gumbrew was standing nearly atop the spot of the **Eruption**, and was slain immediately.

Gumbrew's Body

Please refer to the companion book ***Dramatis Personae & Bestiary*** for possessions and treasure

TSA-21: Ownka's Corpse

The corpse of a half-orc commoner sits here, her face

frozen in a combined state of terror and shock.

Ownka and **Thrunne** were shopping together for supplies when the **Obelisk Erupted**; both were slain instantly, and tossed about in the resulting disruption.

Ownka's Body

Please refer to the companion book ***Dramatis Personae & Bestiary*** for possessions and treasure

TSA-22: Thrunne's Corpse

A half-orc serving wench appears to have died here; half her body seems to have been melted away by some horrible energy.

Thrunne was shopping about **Town Square** with her co-worker **Ownka** during the **Eruption**; both were destroyed immediately.

Thrunne's Body

Please refer to the companion book ***Dramatis Personae & Bestiary*** for possessions and treasure

TSA-23: Mayor Dominika Symms' Corpse

Note that of all the NPC bodies littered about **Town Square**, that of **Mayor Symms** is arguably the most important. Her death here must be handled carefully.

If the party was in **Town Square** during **Act Two**, then **Symms** has alrady spoken to them before she died as part of the **Act Two** vignette Quest "**Take This Sword, and My Word, And Go Forth**", on page 242.

If the PCs are only encountering her here during **Act Three**, then you must revert to the vignette Quest and activate it. Succinctly: **Symms** should only die here as a means to give the PCs her sword and mission; she should not simply be a pre-existing corpse that the party stumbles upon like all the others!

Only read the *italicized* portion if the PCs are encountering the Mayor's body for the first time, and did not witness her death themselves.

Here rests the Mayor. Her body is bloodied, but unbroken; she appears at peace, restful, as though she had intended to lie down here, at this time, in this place, amidst the chaos.

As you contemplate the visage of the noble yet defeated warrior, she coughs, blood spurting. She yet lives!

*Please refer to Quest "**Take My Sword, and My Word...**", to read through the last words, and wishes, of **Mayor Symms.***

Dominika Symms' Body

Please refer to the companion book ***Dramatis Personae & Bestiary*** for possessions and treasure

TSA-24: Einkill Holderhek's Corpse

A dwarven warrior lies here, the stink of liquor lying about him nearly as thickly as the blood he has spilled. Nearby, the bodies of several hacked-apart skeleton warriors are arrayed; reconstructing what occurred here is not the work of a Ranger.

Drunken **Einkill** sauntered out of the **Leaky Cask Tavern** to the south (p 367) to fight him some monsters, and fight he did, until they overcame him.

Einkill Holderhek's Body

Please refer to the companion book ***Dramatis Personae & Bestiary*** for possessions and treasure

TSA-25: Dreadslime Patches

A bubbling, gurgling patch of acidic-looking goo sits here. As you watch, it seems to move, undulating within itself as though a self-contained ocean; the peaks of the finger-nail-sized wavelets seem to reach, to bubble up at their apex, in an attempt to yearnfully gain purchase on the nearest organic matter. It looks like nothing so much as a glob of purplish, gooey slime, stuck amidst the process of coming to life.

Thankfully, **dreadslime** is not an actual **ooze**-based monster; it has no intelligence, and more importantly, no mobility. That said, however, it can still pose a significant obstacle, particularly if its danger is overlooked.

Treat **dreadslime patches** as a **trap**, with the following profile. Stepping into, or across, any square containing a **dreadslime patch** will automatically cause damage unless an **Acrobatics** check is passed. A PC may attempt the **Acrobatics** check first, and thereafter the **Reflex** check if that is failed.

Dreadslime Patch (CR 3)

Type Organic; **Trigger** Touch; **Reset** Automatic

Perception DC 12 / automatic; **Disable Device** n/a

Effect 2d8 acid (**Reflex** DC 20 halves; **Acrobatics** DC 22 negates)

Detecting a **dreadslime patch** is automatic under full light. Under darkened conditions, dreadslime grows darker, and is more challenging to detect. If encountered outside during full daylight hours, assume the PCs see the dreadslime; indoors, or at dusk or night, the **Perception** check above applies.

Within the context of this adventure, there is no solvent or other useful means of getting rid of a patch of **dreadslime**; it is merely an obstacle that must either be suffered, or preferably, avoided.

TSA-26: Guano Patch

The entire northeast corner of Town Square appears to

Map 40: Mayor's House Ground Floor, Aftermath (MGA) *One square equals 5 ft.*

have been shat upon from on high by dozens of foul beasts. Feces litter the area, in some patches laid several inches thick.

Any character walking through this area—which is nearly unavoidable, to reach the **Graveyard**—must pass a DC 16 **Fortitude** save, or suffer from being **sickened** (**-2** penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks) for **2d10** minutes.

Although the guano here is indeed from the **Giant Vultures** that currently roost atop the various buildings surrounding the Square, walking through this zone does not catch their attention unduly, and they do not attack the party if they pass here.

Walking on this area counts as **difficult terrain**, with an obstacle, in the sense that the guano is slippery and foul.

Spattered Guano

Acrobatics DC 16; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone** (and covers them with giant vulture feces; **-2** circumstance penalty to all **Diplomacy** checks for **1d4** hours)

BCA-6: Mayor's House, Aftermath

Formerly a focus of politics and law, the **Mayor's House** is now a damaged, abandoned mess.

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 116: Map Reference Summary, Mayor's House

Location Name	Context	Audience	Page
Ground Floor	Before Eruption	GM Only	p 89
Ground Floor	Before Eruption	Players	p 433
Ground Floor	After Eruption	GM Only	p 348
Ground Floor	After Eruption	Players	p 471
Second Floor	Before Eruption	GM Only	p 96
Second Floor	Before Eruption	Players	p 434
Second Floor	After Eruption	GM Only	p 351
Second Floor	After Eruption	Players	p 472

Summary

Mayor Symms ventured into **Town Square** to fight the emerging monsters, but was slain. All mayoral staff have abandoned the building.

Damage Summary

Damage is contained to the entryway, and the portion of the Mayor's chambers directly above it.

Corruption Status

Although no **Forces of the Obelisk** have truly claimed the building as their own, many monsters roam the halls where government once held sway.

Localized Random Encounters

Unless there is a compelling reason to do otherwise, roll on the following table when the party enters this area. Roll again on this table for every **10 minutes** the party remains in this building.

Table 117: Mayor's House Random Encounters, Aftermath

D%	Event	Description
01-30	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
31-39	**Beneficial Encounter**	Roll once on the **Aftermath Beneficial Encounters** table (p 264).
40-42	**Random Encounter**	Roll once on the **Aftermath Encounters** table (p 263).
43	**ANE-1**	**Cleric Maghana;** See Quest "**Cleric Maghana, Aftermath**", p 287.
44	**ANE-2**	**Cora Brushgather;** See Quest "**Cora Brushgather, Aftermath**", p 288.
45	**ANE-3**	**Amadan;** See Quest "Amadan**, Aftermath**", p 289
46	**ANE-4**	**Ash "Executioner";** See Quest "**Ash, Aftermath**", p 290
47	**ANE-5**	**Debran Ormrick;** See Quest "**Debran Ormrick, Aftermath",** p 291
48	**ANE-6**	**Ota Kuiduru;** See Quest "**Ota Kuiduru, Aftermath**", p 294.
49-70	**ANE-7**	**Esk;** See Quest "**Esk, Aftermath**", p 295
71	**ANE-8**	**Rhirem;** See encounter "**Temporarily Free for Hire**", p 265
72	**ANE-9**	**Biggen Gurble;** See Quest "**Biggen Gurble, Aftermath**", p 297.
73	**ANE-10**	**Biggen Gurble;** See Quest "**Biggen Gurble, Aftermath**", p 297.
74	**ANE-11**	**Denzys;** See Quest "**Denzys, Aftermath**", p 298
75	**ANE-12**	**Stewy;** See Quest "**War is Good for Business**", p 299
76	**ANE-13**	**Pilga;** See Quest "**It's Not As Though They're Coming Back**", p 301
77	**ANE-14**	**Sorille;** See Quest "**If It's On Your Way**", p 99; adjust the dialogue to reflect the post-Eruption chaos, but the job is the job, and **Sorille** still feels it necessary to have it delivered
78	**ANE-15**	**Jozan;** See Quest "**The Earth Shook**", p 302

D%	Event	Description
79	ANE-16	**Lingona;** See Quest "**Kisses From Afar**", p 303.
80	ANE-17	**Zook Beren;** See Quest "**A Devil Made Me Do It**", p 304.
81	ANE-18	**Hueykins;** See Quest "**Havens for Gold**", p 306
82	ANE-19	**Gyldor;** See Quest "**Unexpected Ally**", p 307.
83	ANE-20	**Kayzark;** See Quest "**Protection for a Price**", p 308
84	ANE-21	**Tarsheva Hornwood;** See Quest "**Lend a Hand for a Landlord**", p 309.
85	ANE-22	**Gurth;** See Quest "**Luck of a Drunken Fool**", p 313, but only if **Gurth** has been freed of his **Shack** (see Quest "**It's Safe, But You Can't Stay Here**", p 336); otherwise, treat as **No Encounter.**
86	ANE-23	**Aramil Xiloscient;** See Quest "**A Quavering Quaffer**", p 314
87	ANE-24	**Dimblegruffe;** See Quest "**Come With Me if You Want to Live. Or Not.**", p 315.
88	ANE-25	**Brock Runnaheim;** See Quest "**Horseman for Hire**", p 316.
89	ANE-26	**Tudra Coppereye;** See Quest "**What of the People?**", p 317.
90	ANE-27	**Otibus;** See Quest "**Fabric of a Life**", p 317.
91	ANE-28	**Caerthynna Tsornyl;** See "**SQR-13: Healing and Plant Supply Kiosk**", p 78. She walks about, but has limited inventory; she will sell a maximum of **1d4** of each item, and her prices are **150%** of what is listed, rounded up (e.g., **53 gp** for a *potion of hide from animals*, instead of the **35 gp** as normal). Also available to initiate is Quest "**Sweet, Sweet Poison**", p 79.
92	ANE-29	**Donur Gravelsmasher;** See Quest "**Comrade in Arms and Armor**", p 318.
93	ANE-30	**Ines Borque;** See Quest "**Of Noble Purpose**", p 319.
94	ANE-31	**Shakira Alam;** See Quest "**Sad Searching**", p 320.
95	ANE-32	**Welby Goodbarrel;** See Quest "**Come Out, Come Out**", p 321.
96	ANE-33	**Ganyc;** See Quest "**Ganyc, Aftermath**", p 322.
97	ANE-34	**Elena Lomazonne;** See Quest "**Don't You Know Who I Am?**", p 323.
98	ANE-35	**Waywocket Ningel;** See Quest "**Waywocket Ningel, Aftermath**", p 325.
99	ANE-36	**Larissa;** See Quest "**What an End-times to Be Alive**", p 325
00	**Untouchable Encounter**	Roll once on the **Aftermath Untouchable Encounters** table (p 326).

BCA-6: Mayor's House Ground Floor Map, Aftermath

A Players' version of this map can be found on page 471.

MGA-1: Town Square

Please refer to page 342 for more details on this area.

MGA-2: Stage

No longer a separate location, this region's information is rolled into that of the **Town Square**.

MGA-3: Ruined Entrance

The former entrance to the Mayor's House is completely destroyed. There's nothing among the wood, stone, and various debris that even looks like it was once a door. Whatever smased through here was enormous, strong, vile, or some combination of all three.

Any area touched by debris counts as **difficult terrain**; in addition, the entrance itself requires passing an **obstacle**, as follows:

Ruined Entrance

Acrobatics DC 16; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone,** and requires a roll on the **Aftermath Random Encounters** table (page 319), using **Context C**, to see if the noise and commotion has attracted attention from **Town Square** to the south (maximum one such check for each combined party attempt to move through this area)

If the party fails any **Acrobatics** checks, and if they appear unwilling to venture forth into the building, the GM is encouraged to introduce the specific **Untouchable Encounter** "**Hollow Heads, Hollow Heart**" (p 416), which is comprised of a **Skelettin,** attacking from the south. This may help to serve two functions: one, it will almost certainly drive the party within the building; and two, it may help explain how the entrance was destroyed in this manner.

Skelettin

CR 6; **XP** 2,400; NE Male or Female Humanoid 10 / Undead 1

hp 54; **AC** 21; **Fort** +7, **Ref** +3, **Will** +7; **DR** 5/bludgeoning; **Immune** Ability Drain, Cold, Death Effect, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Map 41: Mayor's House Second Floor, Aftermath (MUA)

One square equals 5 ft.

Init +4; **Speed** 40 ft.; **Senses Perception** +17; **Darkvision** 60 ft.; **Low-Light Vision**

Str 23, **Dex** 10, **Con** *, **Int** *, **Wis** 10, **Cha** 10

BAB +7; **CMB** +14 (+16 overrun); **CMD** 24 (26 vs. overrun)

Melee flail (large) +12/+7 (2d6+6) or

Ranged javelin (large) +6/+1 (1d8+6)

Special Attacks Superior Two-Weapon Fighting

Feats Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack

Skills Handle Animal +8, Intimidate +8, Perception +17

Special Qualities Darkvision, Humanoid Traits, Low-Light Vision, Undead Traits

Possessions flail (large); javelin (2x, large); leather armor (large)

MGA-4: Ruined Waiting Room

Fallen wood, timbers, destroyed furniture, and more lie scattered about in waist-high piles in what was formerly the reception room of the Mayor's House. Some heaps of debris are head-high; above you, there is a huge hole in the ceiling, and you can see into the second floor easily.

This entire area counts as **difficult terrain**; in addition, for each two squares passed, a character must pass an **obstacle**, as follows:

Ruined Waiting Room Obstacle

Acrobatics DC 18; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone** and inflicts **2** points of bludgeoning damage

Note that it's possible to **grapple and scale** (p 262) from anywhere in this region to the second floor; doing so successfully places you in **MUA-13: Destroyed Building Corner**,.

MGA-5: Reception Desk

Other than the complete absence of **Ota Kuiduru**, this room is as it was described in **Act One**, on page **MHG-3: Reception Desk**, on page 91.

If you happen to need to roll for a random encounter while here, it is automatically the Quest "**Ota Kuiduru, Aftermath**" (p 294).

MGA-6: Processing Office

Please see this area's original description in **MHG-4: Processing Office**.

MGA-7: Interview Office

This office is unchanged from **MHG-5: Interview Office**.

MGA-8: Conference Room

The original description of this room, **MHG-7: Conference Room** still applies.

MGA-9: Main Activity Room

This room is unchanged from its original depiction, **MHG-8: Main Activity Room**.

MGA-10: Weapons Locker

MGA-10: Weapons Locker, still applies here. Note that this area is the target of several Quests, as it is a fabulous array of supplies, either for the party's use, or to assist other NPCs.

MGA-11: Open Office

This area is largely the same as described in **MHG-12: Open Office**.

MGA-12: Common Area / Stage Prep

Please refer to the description of **MHG-11: Common Area / Stage Prep**, for more information on this area.

MGA-13: Banquet Hall

This area is unchanged from its depiction in **MHG-20: Banquet Hall**.

MGA-14: Main Dining Hall

"**MHG-19: Main Dining Hall**", contains more details on this area.

MGA-15: Kitchen

This **Kitchen** is as described in **MHG-18: Kitchen**.

MGA-16: Supply Room

"**MHG-15: Supply Room**" describes this area.

MGA-17: Emergency Supply Cache

This area is unchanged from its **Act One** description, "**MHG-14: Emergency Supply Cache**".

MGA-18: Northwest Militia Guard Post

This otherwise ordinary **Militia Guard Post** (p 353) contains a **secret door** to the east.

MGA-19: Western Alley

This alley separates the **Mayor's House** from the **Sheergath Temple** (p 388).

MGA-20: Staircase Up

This staircase leads to the second floor, specifically to location **MUA-1: Staircase** Down.

MGA-21: Northeast Militia Guard Post

This is a typical **Militia Guard Post**.

MGA-22: Eastern Alley

This cobblestone separates the **Mayor's House** from the **Graveyard** (p 339) to the east.

MGA-23: General Store

Please see page 377 for more details on this building.

BCA-6: Mayor's House Second Floor Map, Aftermath

A Players' version of this map can be found on page 472.

MUA-1: Staircase Down

This leads to **MGA-20: Staircase Up**.

MUA-2: North Guest Room

Please refer to page **MHU-2: North Guest Room** for more details.

MUA-3: West Guest Room

"**MHU-3: West Guest Room**", contains more information about this room.

MUA-4: Southwest Guest Room

There is more information about this room in "**MHU-8: South Guest Room**".

MU-5: Mayor's Closet

Please see **MHU-5: Mayor's Closet** for more details.

MUA-6: Mayor's Bedchamber

Please see "**MHU-6: Mayor's Bedchamber**", for more information on this room.

MUA-7: Office Entrance

These steel-reinforced doors have been stuck open and damaged. Blood spatters the floor in the entryway and leads out into the hall. To the west, two Berinncorte Militia guards have been slaughtered and lay on the floor in pools of their own blood.

These doors are damaged, and no longer close properly. They are otherwise unremarkable.

The **Forces of the Obelisk** who slew the two guards have long since escaped, but disturbing the bodies might draw attention. If the party stops to loot or otherwise examine the corpses, roll on the generic **Aftermath Random Encounters** table (p 263), using **Context C**, to determine if anything interesting intercedes.

MUA-8: South Guest Room

This room is unchanged from its depiction in **MHU-8: South Guest Room**.

MUA-9: Hallway

The hallway is dark and dreary. Wall sconces to the southeast flicker as though clinging to life. You get a general sense of unease in this area.

If the PCs have been here before, in **Act One**, they will notice a definite change in the lighting and general atmosphere. Although it seems sinister, it's merely a result of the sputtering sconces, and the dead guards to the east.

See **MUA-7: Office Entrance**, above, for more details on the bodies and the attention that disturbing them may bring.

MUA-10: Stage

Please see the **Town Square** description on page 342 for more information.

MUA-11: General Store

This building is described in more detail on page 377.

MUA-12: Town Square

Please refer to **Town Square** for more information.

MUA-13: Destroyed Building Corner

The entire southeast corner of the second floor has fallen to the ground below. You can see the graveyard to the east, the Town Square to the south... and looming like a swollen, festering cyst in the earth, the Dark Obelisk in its midst.

Any PC walking on any of the squares touched by the damage must pass an **obstacle** challenge, or fall to the ground floor below:

Destroyed Mayoral Office

Acrobatics DC 12; success means movement at **difficult terrain** speed (1 square counts as 2); failure means a character falls to the ground floor, suffering **1d6** bludgeoning damage

Descending—either in a controlled or uncontrolled manner—takes you to **MGA-4: Ruined Waiting Room**. Safe descent is possible via rope; use the rules for **scaling and grappling**.

BCA-8: Militia Guard Posts, Aftermath

These guard posts are sprinkled throughout the city. Although they are largely unchanged, and oddly none of them has suffered any damage

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison. Note that as the structures haven't changed since the **Eruption**, there is no separate set of maps for them.

Table 118: Map Reference Summary, Militia Guard Post

Location Name	Context	Audience	Page
Militia Guard Post	Before and After Eruption	GM Only	p 100
Militia Guard Post	Before and After Eruption	Players	p 441

Summary

These guard posts are unchanged. However, none of them is ever manned by **Berinncorte Militia**.

Damage Summary

No damage.

Corruption Status

No inherent corruption, though random encounters may occur at any guard post.

Localized Random Encounters

Use the default/general random encounters found on the **Aftermath Random Encounters**, page 263.

BCA-9: Blacksmith's Hut, Aftermath

Dimblegruffe no longer runs the shop; it's too damaged, and too close to the **Obelisk**.

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 119: Map Reference Summary, Blacksmith's Hut

Location Name	Context	Audience	Page
Blacksmith's Hut	Before Eruption	GM Only	p 103
Blacksmith's Hut	Before Eruption	Players	p 442
Blacksmith's Hut	After Eruption	GM Only	p 355
Blacksmith's Hut	After Eruption	Players	p 473

Summary

Once a mercantile nexus for arms and armor, this ruined building is now a slightly-risky and dangerous opportunity to score some loot.

Damage Summary

Damage is extensive and pervasive; no part of the structure remains fully intact.

Corruption Status

High; in addition to a high risk of dangerous random encounters, the two **dreadslime pools** that have spawned up around the entryway clearly mark this territory as being of the **Obelisk** now.

Localized Random Encounters

Unless there is a compelling reason to do otherwise, roll on the following table when the party enters this area. Roll again on this table for every **10 minutes** the party remains in this building.

Table 120: Blacksmith's Hut Random Encounters, Aftermath

D%	Event	Description
01-20	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
21-25	**Beneficial Encounter**	Roll once on the **Aftermath Beneficial Encounters** table (p 264).
26-46	**Random Encounter**	Roll once on the **Aftermath Encounters** table (p 263).
47	**ANE-1**	**Cleric Maghana;** See Quest "**Cleric Maghana, Aftermath**", p 287.
48	**ANE-2**	**Cora Brushgather;** See Quest "**Cora Brushgather, Aftermath**", p 288.
49	**ANE-3**	**Amadan;** See Quest "Amadan**, Aftermath**", p 289
50	**ANE-4**	**Ash "Executioner";** See Quest "**Ash, Aftermath**", p 290
51	**ANE-5**	**Debran Ormrick;** See Quest "**Debran Ormrick, Aftermath",** p 291
52	**ANE-6**	**Ota Kuiduru;** See Quest "**Ota Kuiduru, Aftermath**", p 294.
53	**ANE-7**	**Esk;** See Quest "**Esk, Aftermath**", p 295
54	**ANE-8**	**Rhirem;** See encounter "**Temporarily Free for Hire**", p 265
55	**ANE-9**	**Biggen Gurble;** See Quest "**Biggen Gurble, Aftermath**", p 297.
56	**ANE-10**	**Biggen Gurble;** See Quest "**Biggen Gurble, Aftermath**", p 297.
57	**ANE-11**	**Denzys;** See Quest "**Denzys, Aftermath**", p 298
58	**ANE-12**	**Stewy;** See Quest "**War is Good for Business**", p 299
59	**ANE-13**	**Pilga;** See Quest "**It's Not As Though They're Coming Back**", p 301
60	**ANE-14**	**Sorille;** See Quest "**If It's On Your Way**", p 99; adjust the dialogue to reflect the post-Eruption chaos, but the job is the job, and **Sorille** still feels it necessary to have it delivered
61	**ANE-15**	**Jozan;** See Quest "**The Earth Shook**", p 302
62	**ANE-16**	**Lingona;** See Quest "**Kisses From Afar**", p 303.
63	**ANE-17**	**Zook Beren;** See Quest "**A Devil Made Me Do It**", p 304.
64	**ANE-18**	**Hueykins;** See Quest "**Havens for Gold**", p 306
65	**ANE-19**	**Gyldor;** See Quest "**Unexpected Ally**", p 307.
66	**ANE-20**	**Kayzark;** See Quest "**Protection for a Price**", p 308
67	**ANE-21**	**Tarsheva Hornwood;** See Quest "**Lend a Hand for a Landlord**", p 309.

Map 42: Blacksmith's Hut, Aftermath (BHA)

One square equals 5 ft.

D%	Event	Description
68	ANE-22	**Gurth;** See Quest "**Luck of a Drunken Fool**", p 313, but only if **Gurth** has been freed of his **Shack** (see Quest "**It's Safe, But You Can't Stay Here**", p 336); otherwise, treat as **No Encounter.**
69	ANE-23	**Aramil Xiloscient;** See Quest "**A Quavering Quaffer**", p 314
70-82	ANE-24	**Dimblegruffe;** See Quest "**Come With Me if You Want to Live. Or Not.**", p 315.
83	ANE-25	**Brock Runnaheim;** See Quest "**Horseman for Hire**", p 316.
84	ANE-26	**Tudra Coppereye;** See Quest "**What of the People?**", p 317.
85	ANE-27	**Otibus;** See Quest "**Fabric of a Life**", p 317.
86	ANE-28	**Caerthynna Tsornyl;** See "**SQR-13: Healing and Plant Supply Kiosk**", p 78. She walks about, but has limited inventory; she will sell a maximum of **1d4** of each item, and her prices are **150%** of what is listed, rounded up (e.g., **53 gp** for a *potion of hide from animals*, instead of the **35 gp** as normal). Also available to initiate is Quest "**Sweet, Sweet Poison**", p 79.
87	ANE-29	**Donur Gravelsmasher;** See Quest "**Comrade in Arms and Armor**", p 318.
88	ANE-30	**Ines Borque;** See Quest "**Of Noble Purpose**", p 319.
89	ANE-31	**Shakira Alam;** See Quest "**Sad Searching**", p 320.
90	ANE-32	**Welby Goodbarrel;** See Quest "**Come Out, Come Out**", p 321.
91	ANE-33	**Ganyc;** See Quest "**Ganyc, Aftermath**", p 322.
92	ANE-34	**Elena Lomazonne;** See Quest "**Don't You Know Who I Am?**", p 323.
93	ANE-35	**Waywocket Ningel;** See Quest "**Waywocket Ningel, Aftermath**", p 325.
94	ANE-36	**Larissa;** See Quest "**What an End-times to Be Alive**", p 325
95-00	Untouchable Encounter	Roll once on the **Aftermath Untouchable Encounters** table (p 326).

BCA-9: Blacksmith's Hut Map, Aftermath

A Players' version of this map can be found on page 473.

BHA-1: Chasm Tendrils

Thin fissures, glowing of ebony, stretch from Town Square to the east.

Looking at these cracks directly is challenging; they appear a bit fuzzy, as though the viewer has water in their eyes. Though not wide, these fissures do represent a change in terrain level by at least a few inches, and in some cases close to a foot.

Mechanically, treat any square touched by these tendrils as **difficult terrain**.

BHA-2: Entryway

Once, this area served as a place of light, the clash of iron and steel ringing brightly and in a welcoming manner across the square. Now, it's dark, dismal, with pools of purplish goo providing the only light.

As with other areas in the Hut, any square touched by debris counts as **difficult terrain**.

BHA-3: Dreadslime Pools

A bubbling, gurgling patch of acidic-looking goo sits here. As you watch, it seems to move, undulating within itself as though a self-contained ocean; the peaks of the fingernail-sized wavelets seem to reach, to bubble up at their apex, in an attempt to yearnfully gain purchase on the nearest organic matter. It looks like nothing so much as a glob of purplish, gooey slime, stuck amidst the process of coming to life. It's self-contained, in a pool; it looks a few feet deep, and ringed with stone and rubble that has burst forth from the ground underneath.

Thankfully, **dreadslime** is not an actual **ooze**-based monster; it has no intelligence, and more importantly, no mobility. That said, however, it can still pose a significant obstacle, particularly if its danger is overlooked.

As a result, the only way that the party might encounter the **trap** that represents the pool is to step into, or poke a limb around in, the pools. Monsters or NPCs might also try and fling them or dip them into the pools, although that seems far less likely.

Any time organic or other matter touches a **dreadslime pool**, treat it as the following:

Dreadslime Pool (CR 3)

Type Organic; **Trigger** Touch; **Reset** Automatic

Perception Automatic; **Disable Device** n/a

Effect 2d8 acid (**Reflex** DC 20 halves; **Acrobatics** DC 22 negates)

Within the context of this adventure, there is no solvent or other useful means of getting rid of **dreadslime**; it is merely an obstacle that must either be suffered, or preferably, avoided.

BHA-4: Ruined Doorway

Twisted metal and stone now marks the entrance of the blacksmith's hut.

All squares touched by debris count as **difficult terrain**. The doorway itself requires an **obstacle** check, as follows:

Ruined Doorway

Acrobatics DC 18; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone**

BHA-5: Showcase Hall

Please refer to page 104, "**BSH-3: Showcase Hall**", for more information about this area. It's unchanged from **Act One**.

BHA-6: Personal Quarters

What was once the private quarters of the proprietress is now a half-ruined mess.

Please see **BSH-5: Personal Quarters**, for more information about most of the contents.

All squares touched by debris count as **difficult terrain**. The area that used to be a wall to the east also requires an **obstacle** check, as follows:

Blacksmith's Personal Quarters Rubble

Acrobatics DC 17; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone**

BHA-7: Ruined Walls

A great deal of damage has occurred here; the walls of the hut have been caved in by enormous force. Charred, splintered wood, stone, and metal form a hideous amalgam of debris that looks treacherous to overcome.

All squares touched by debris count as **difficult terrain**. Any squares that contain what used to be a wall will also require an **obstacle** check to navigate, as follows:

Ruined Walls

Acrobatics DC 17; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone** and deals **1d2** points of bludgeoning and piercing damage

BHA-8: Storage Vault

The western half of this room appears mostly untouched, with a table smashed and a few piles of debris.

All squares touched by debris count as **difficult terrain**.

This room is otherwise as described in **BSH-4: Storage and Supplies**.

BHA-9: Ruined Storage Walls

The walls here have been utterly ravaged by force. Tables and chairs and containers within have been smashed, and arms and armor that had been stored inside are strewn about in a gigantic pile of trash and debris. Here and there, you see sharp points of edged weapons sticking out.

All squares touched by debris count as **difficult terrain**.

Any squares that contain what used to be a wall will also require an **obstacle** check to navigate, as follows:

Storage Vault Rubble

Acrobatics DC 13; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone** and deals **1d2** points of bludgeoning and piercing damage

Note that the items described in **BSH-6: Secret Stash** still remain, but require a DC 16 **Perception** check to locate.

The Quest, "**Stilted Hiltwork**" (p 105), associated with these items is no longer initiated or resolvable at this point if the PCs did not encounter it in **Act One**.

BHA-10: Lower-Class Residential District

Please refer to p 411 for more details on this building.

BCA-10: Zugul Church Garden, Aftermath

This once-serene garden has been corrupted by the encroaching **Obelisk**, and now neither safe nor serene.

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 121: Map Reference Summary, Zugul Church Garden

Location Name	Context	Audience	Page
Zugul Church Garden	Before Eruption	GM Only	p 107
Zugul Church Garden	Before Eruption	Players	p 443
Zugul Church Garden	After Eruption	GM Only	p 358
Zugul Church Garden	After Eruption	Players	p 474

Summary

A dark haze has settled over the area, and it scorches the nostrils. It's nothing more than an irritant, but while in this area, it's a constant reminder to the PCs that this is no longer the garden it once was.

Map 43: Zugul Church Garden, Aftermath (ZGA)

One square equals 5 ft.

Damage Summary

That pathway, and all flowers, are gone, replaced instead by a chasm fissure and debris.

Corruption Status

High. Random encounters here, this close to the **Obelisk** itself, are dangerous, though this is likely still the safest way to approach and enter the **Zugul Church** to the north (p 332).

Localized Random Encounters

Unless there is a compelling reason to do otherwise, roll on the following table when the party enters this area. Roll again on this table for every **10 minutes** the party remains in this building.

Table 122: Zugul Church Garden Random Encounters, Aftermath

D%	Event	Description
01-10	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
11-15	**Beneficial Encounter**	Roll once on the **Aftermath Beneficial Encounters** table (p 264).
16-51	**Random Encounter**	Roll once on the **Aftermath Encounters** table (p 263).
52	**ANE-1**	**Cleric Maghana;** See Quest "**Cleric Maghana, Aftermath**", p 287.
53	**ANE-2**	**Cora Brushgather;** See Quest "**Cora Brushgather, Aftermath**", p 288.
54	**ANE-3**	**Amadan;** See Quest "Amadan**, Aftermath**", p 289
55	**ANE-4**	**Ash "Executioner";** See Quest "**Ash, Aftermath**", p 290
56	**ANE-5**	**Debran Ormrick;** See Quest "**Debran Ormrick, Aftermath",** p 291
57	**ANE-6**	**Ota Kuiduru;** See Quest "**Ota Kuiduru, Aftermath**", p 294.
58	**ANE-7**	**Esk;** See Quest "**Esk, Aftermath**", p 295
59	**ANE-8**	**Rhirem;** See encounter "**Temporarily Free for Hire**", p 265
60	**ANE-9**	**Biggen Gurble;** See Quest "**Biggen Gurble, Aftermath**", p 297.
61	**ANE-10**	**Biggen Gurble;** See Quest "**Biggen Gurble, Aftermath**", p 297.
62	**ANE-11**	**Denzys;** See Quest "**Denzys, Aftermath**", p 298
63	**ANE-12**	**Stewy;** See Quest "**War is Good for Business**", p 299
64	**ANE-13**	**Pilga;** See Quest "**It's Not As Though They're Coming Back**", p 301
65	**ANE-14**	**Sorille;** See Quest "**If It's On Your Way**", p 99; adjust the dialogue to reflect the post-Eruption chaos, but the job is the job, and **Sorille** still feels it necessary to have it delivered
66	**ANE-15**	**Jozan;** See Quest "**The Earth Shook**", p 302
67	**ANE-16**	**Lingona;** See Quest "**Kisses From Afar**", p 303.
68	**ANE-17**	**Zook Beren;** See Quest "**A Devil Made Me Do It**", p 304.
69	**ANE-18**	**Hueykins;** See Quest "**Havens for Gold**", p 306
70-77	**ANE-19**	**Gyldor;** See Quest "**Unexpected Ally**", p 307.
78	**ANE-20**	**Kayzark;** See Quest "**Protection for a Price**", p 308
79	**ANE-21**	**Tarsheva Hornwood;** See Quest "**Lend a Hand for a Landlord**", p 309.
80	**ANE-22**	**Gurth;** See Quest "**Luck of a Drunken Fool**", p 313, but only if **Gurth** has been freed of his **Shack** (see Quest "**It's Safe, But You Can't Stay Here**", p 336); otherwise, treat as **No Encounter.**
81	**ANE-23**	**Aramil Xiloscient;** See Quest "**A Quavering Quaffer**", p 314
82	**ANE-24**	**Dimblegruffe;** See Quest "**Come With Me if You Want to Live. Or Not.**", p 315.
83	**ANE-25**	**Brock Runnaheim;** See Quest "**Horseman for Hire**", p 316.
84	**ANE-26**	**Tudra Coppereye;** See Quest "**What of the People?**", p 317.
85	**ANE-27**	**Otibus;** See Quest "**Fabric of a Life**", p 317.
86	**ANE-28**	**Caerthynna Tsornyl;** See "**SQR-13: Healing and Plant Supply Kiosk**", p 78. She walks about, but has limited inventory; she will sell a maximum of **1d4** of each item, and her prices are **150%** of what is listed, rounded up (e.g., **53 gp** for a *potion of hide from animals*, instead of the **35 gp** as normal). Also available to initiate is Quest "**Sweet, Sweet Poison**", p 79.
87	**ANE-29**	**Donur Gravelsmasher;** See Quest "**Comrade in Arms and Armor**", p 318.
88	**ANE-30**	**Ines Borque;** See Quest "**Of Noble Purpose**", p 319.
89	**ANE-31**	**Shakira Alam;** See Quest "**Sad Searching**", p 320.
90	**ANE-32**	**Welby Goodbarrel;** See Quest "**Come Out, Come Out**", p 321.

D%	Event	Description
91	ANE-33	**Ganyc;** See Quest "**Ganyc, Aftermath**", p 322.
92	ANE-34	**Elena Lomazonne;** See Quest "**Don't You Know Who I Am?**", p 323.
93	ANE-35	**Waywocket Ningel;** See Quest "**Waywocket Ningel, Aftermath**", p 325.
94	ANE-36	**Larissa;** See Quest "**What an End-times to Be Alive**", p 325
95-00	**Untouchable Encounter**	Roll once on the **Aftermath Untouchable Encounters** table (p 326).

BCA-10: Zugul Church Garden Map, Aftermath

A Players' version of this map can be found on page 474.

ZGA-1: Zugul Church

Please refer to page 332 for more information on this building.

ZGA-2: Southern Entrance

"CAG-2: South Entrance", contains information about this entrance.

ZGA-3: Town Square

Please refer to page 342 for more information on this region.

ZGA-4: Chasm Tendrils

Most of the garden has been infested by a creeping, smoldering fissure of pure black, that seems to pulse before your eyes. Although the black areas are but a few inches deep, along the bottom surface of the pit are deeper cracks that yawn in a dizzying manner.

Looking at these cracks directly is challenging; they appear a bit fuzzy, as though the viewer has water in their eyes. Though not wide, these fissures do represent a change in terrain level by at least a few inches, and in some cases close to a foot.

The net impact of all of these characteristics is that any square touched by these tendrils counts as **difficult terrain**.

Any object dropped into the smaller fissures is lost forever, so the PCs would do well not to attempt such a foolish action!

ZGA-5: Living Thicket

The mass of vegetation here occupies much of the northern portion of the garden. As you watch, you could swear you see part of the foliage move... then move back to where it was. It may simply have been an odd effect of the light, or the oppressive feeling of the Obelisk getting to you.

Chaos is not the only force unleashed and empowered by the **Obelisk**—Fey and fey-like forces are also enhanced by its presence. Elsewhere in the city, the most noticeable effect of this is the introduction of random **Spriggan** encounters (p 283), but here, the powers have manifested in a much more tangible manner.

The foliage here is in the process of becoming alive. For the time being, however, it is merely testing the waters of its newfound intelligence, its new abilities in various degrees of efficacy. Even for adventurers who have fought plant-based monsters hand-to-hand, the notion of a burgeoning, but not quite alive, force of nature can be unsettling.

Mechanically, this patch of hedges and bushes counts as **difficult terrain**. However, the grabbing and grasping nature of the foliage means that any character attempting to traverse a square of this patch must also make an **obstacle** check, as follows:

Living Thicket

Acrobatics DC 16; success means movement at **difficult terrain** speed (1 square counts as 2); failure means even more or a movement penalty: 1 square counts as 3

While moving through these squares, do not roll for **random encounters**. If the PCs can get over the creepiness of intentionally wading through moving bushes, and the unsettling thought that the situation might turn truly gruesome at any moment, this is actually the safest way to approach the **Zugul Church** entrance to the northeast.

ZGA-6: Militia Guard Post

This is a typical **Militia Guard Post** (p 100) in every way. Remember that in **Act Three**, no **Guard Post** is ever manned with **Militia**.

ZGA-7: Chasm Tendril Pit

The fissure deepens, here, plummeting down 40 feet without warning or ledge. Between the ebon dank of the pit, and the smoky haze settled over the garden entire, it's difficult to even see the bottom of this area.

This pit is caustic: being in it causes **1d4** points of Acid damage per round. Jumping in with no additional preparation causes **4d6** points of bludgeoning and piercing damage from the fall and the jagged surface on the bottom.

Climbing out requires a **Climb** skill check at DC 18. Failure inflicts **2d6** points of bludgeoning and piercing damage, plus of course the Acid damage mentioned above for remaining in the pit another round.

Moving about within the pit counts as **difficult terrain**. The tendrils that surround it on the surface also count as **difficult terrain**, but of course do not inflict the Acid damage.

There is nothing of value to be found in the bottom of the pit, though it's possible one or more PCs may end up here as a result of combat that takes place in **Town Square**. Or, completist-style parties may send a hapless member down here merely to ensure they are not letting any stone go unturned in search of possible treasure.

Map 44: Zugul Cleric House, Aftermath (CHA) *One square equals 5 ft.*

ZGA-8: Southern Tendril

Across the southeastern stretch of the now-barren garden, a thin and shallow ribbon of chasm extends from the north.

This region isn't even sufficiently dangerous to count it as difficult. However, it's a large, open space in full view of the **Obelisk**; roll twice as often for random encounters while the PCs are in this southern portion of the Garden.

BCA-11: Zugul Cleric House, Aftermath

Although damaged and abandoned, the **Cleric House** is only partly consumed by monsters.

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 123: Map Reference Summary, Zugul Cleric House

Location Name	Context	Audience	Page
Zugul Cleric House	Before Eruption	GM Only	p 109
Zugul Cleric House	Before Eruption	Players	p 463
Zugul Cleric House	After Eruption	GM Only	p 361
Zugul Cleric House	After Eruption	Players	p 475

Summary

There are no longer any **Acolytes** or other staff around. Between the smell of rubble, fire, ash, and holy water, it's a somewhat terrifying mélange of scents to dwell amidst.

Damage Summary

The north and eastern portions of the building have collapsed.

Corruption Status

Partial. Random encounters are dangerous, but no particular **Forces of the Obelisk** have yet claimed this area.

Localized Random Encounters

Unless there is a compelling reason to do otherwise, roll on the following table when the party enters this area. Roll again on this table for every **10 minutes** the party remains in this building.

Table 124: Zugul Cleric House Random Encounters, Aftermath

D%	Event	Description
01-29	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
30-39	**Beneficial Encounter**	Roll once on the **Aftermath Beneficial Encounters** table (p 264).
40-49	**Random Encounter**	Roll once on the **Aftermath Encounters** table (p 263).
50-73	**ANE-1**	**Cleric Maghana;** See Quest "**Cleric Maghana, Aftermath**", p 287.
74	**ANE-2**	**Cora Brushgather;** See Quest "**Cora Brushgather, Aftermath**", p 288.
75	**ANE-3**	**Amadan;** See Quest "Amadan**, Aftermath**", p 289
76	**ANE-4**	**Ash "Executioner";** See Quest "**Ash, Aftermath**", p 290
77	**ANE-6**	**Tansden;** see Quest "**Tansden, Aftermath**", p 293.
70-78	**ANE-7**	**Ota Kuiduru;** See Quest "**Ota Kuiduru, Aftermath**", p 294.
79	**ANE-8**	**Esk;** See Quest "**Esk, Aftermath**", p 295
80	**ANE-9**	**Rhirem;** See encounter "**Temporarily Free for Hire**", p 265
81	**ANE-10**	**Biggen Gurble;** See Quest "**Biggen Gurble, Aftermath**", p 297.
82	**ANE-14**	**Biggen Gurble;** See Quest "**Biggen Gurble, Aftermath**", p 297.
83	**ANE-15**	**Jozan;** See Quest "**The Earth Shook**", p 302
84	**ANE-16**	**Lingona;** See Quest "**Kisses From Afar**", p 303.
85	**ANE-17**	**Zook Beren;** See Quest "**A Devil Made Me Do It**", p 304.
86	**ANE-19**	**Gyldor;** See Quest "**Unexpected Ally**", p 307.
87	**ANE-20**	**Kayzark;** See Quest "**Protection for a Price**", p 308
88	**ANE-21**	**Tarsheva Hornwood;** See Quest "**Lend a Hand for a Landlord**", p 309.
89	**ANE-22**	**Gurth;** See Quest "**Luck of a Drunken Fool**", p 313, but only if **Gurth** has been freed of his **Shack** (see Quest "**It's Safe, But You Can't Stay Here**", p 336); otherwise, treat as **No Encounter.**
90	**ANE-24**	**Dimblegruffe;** See Quest "**Come With Me if You Want to Live. Or Not.**", p 315.
91	**ANE-25**	**Brock Runnaheim;** See Quest "**Horseman for Hire**", p 316.
92	**ANE-26**	**Tudra Coppereye;** See Quest "**What of the People?**", p 317.
93	**ANE-27**	**Otibus;** See Quest "**Fabric of a Life**", p 317.
94	**ANE-28**	**Caerthynna Tsornyl;** See "**SQR-13: Healing and Plant Supply Kiosk**", p 78. She walks about, but has limited inventory; she will sell a maximum of **1d4** of each item, and her prices are **150%** of what is listed, rounded up (e.g., **53 gp** for a *potion of hide from animals*, instead of the **35 gp** as normal). Also available to initiate is Quest "**Sweet, Sweet Poison**", p 79.
95	**ANE-29**	**Donur Gravelsmasher;** See Quest "**Comrade in Arms and Armor**", p 318.
96	**ANE-30**	**Ines Borque;** See Quest "**Of Noble Purpose**", p 319.
97	**ANE-31**	**Shakira Alam;** See Quest "**Sad Searching**", p 320.
98	**ANE-35**	**Waywocket Ningel;** See Quest "**Waywocket Ningel, Aftermath**", p 325.
99-00	**Untouchable Encounter**	Roll once on the **Aftermath Untouchable Encounters** table (p 326).

BCA-11: Zugul Cleric House Map, Aftermath

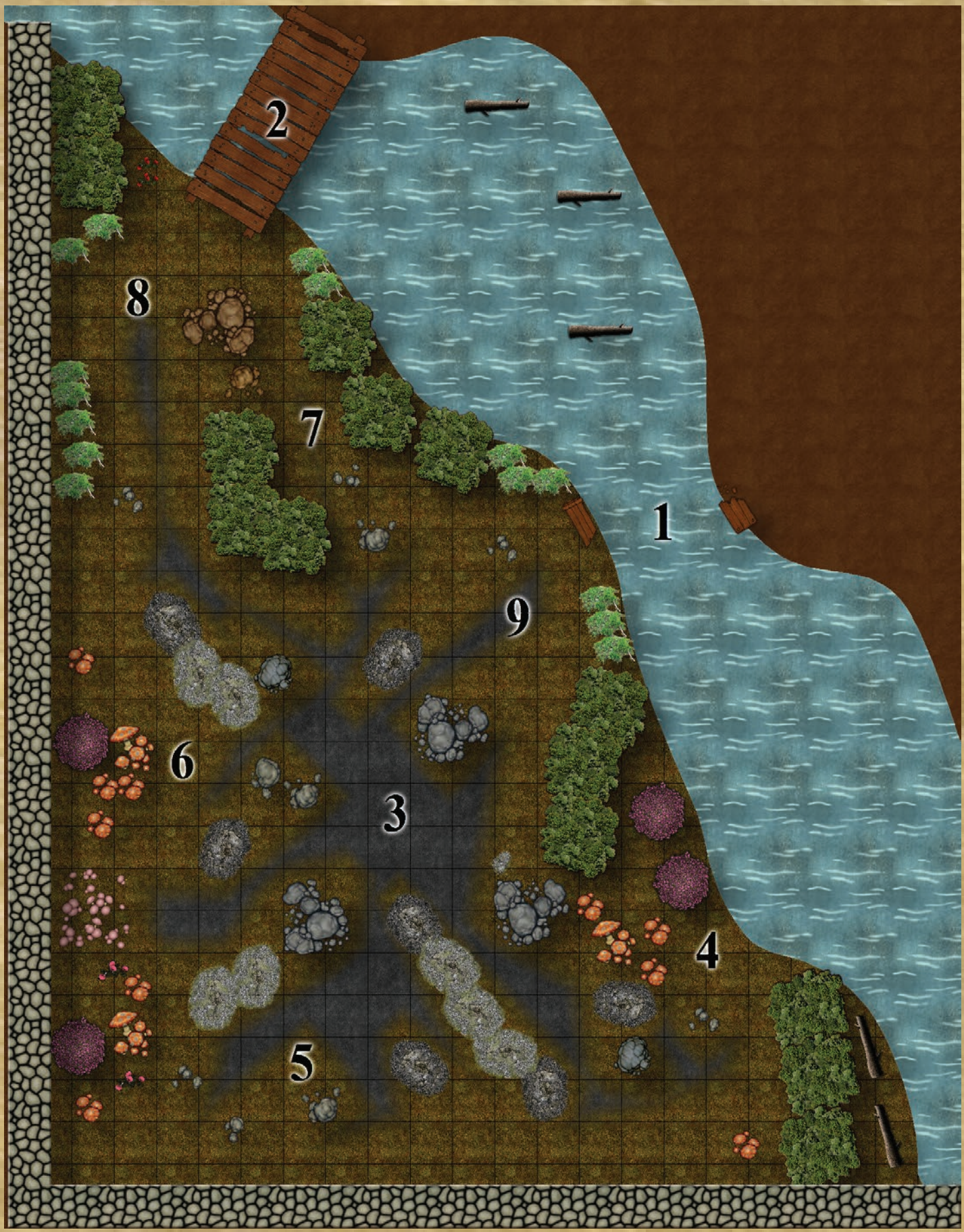
A Players' version of this map can be found on page 475.

CHA-1: Ruined Entryway

The entire façade of the cleric house has been ruined. Rubble is strewn everywhere, and with it in many places

Map 45: City Gardens, Aftermath (CGA)

One square equals 5 ft.



the ceiling and roof of the building. Of the doors there is no longer any visible remnant.

All squares touched by debris count as **difficult terrain**.

Any squares that contain what used to be a wall or door will also require an **obstacle** check to navigate, as follows:

Cleric House Ruined Entryway

Acrobatics DC 15; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone** and deals **1d2** points of bludgeoning damage

CHA-2: Militia Guard Post

This is a typical **Guard Post** (p 353); recall that none is now manned by **Militia** in **Act Three**.

CHA-3: Ruined Building Corner

The shrine that once stood in the northwest corner of the cleric house has been mostly damaged. Among the substantial rubble, you think you see a glint, here and there; it could just be a trick of the light, or a reflection off of twisted metal supports.

The "glints" referred to are coins folk had placed or thrown at the statue here in a misguided attempt to have wishes fulfilled. In all, there is a fair amount of treasure to be had here... however, the substantial amount of rubble means that it takes a full minute of searching to yield **2d10** coins (randomize which type).

Statue Coins

56 sp; 118 cp

As it is in sight of the **Obelisk**, searching or scavenging here may draw attention; while the PCs search or otherwise linger here, roll twice as often as normal on **random encounter** tables.

All squares touched by debris count as **difficult terrain**.

Any squares that contain what used to be a wall or door will also require an **obstacle** check to navigate, as follows:

Cleric House Ruined Corner

Acrobatics DC 15; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone** and deals **1d2** points of bludgeoning damage

CHA-4: Damaged Altar

Rubble has besmirched the beautiful stonework that was once here. All candles are squashed and unlit, and debris is strewn everywhere.

Although it might bring a tear to the eye of any PC with points in **Craft (Stonemasonry)** or the **Stonecutting** racial trait, there is no impact here other than, as with nearly everywhere else in town, squares with debris mean **difficult terrain**.

CHA-5: Ruined Wall

The southwestern wall of the cleric house is now a shambles. Shards of glass lie scattered about, presumably from the window that was once here.

All squares touched by debris count as **difficult terrain**.

Any squares that contain what used to be a wall will also require an **obstacle** check to navigate, as follows:

Cleric House Ruined Wall

Acrobatics DC 16; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone** and deals **1d4** points of bludgeoning and piercing damage

CHA-6: Sleeping Chambers

Aside from the missing western wall, and the fact that the house has been abandoned, there is no difference from the description offered in **CLH-5: Sleeping Chambers**, page 111.

CHA-7: Common Area

The **Cleric House** is abandoned, but otherwise, the content of this room is identical to the **Act One** version, "**CLH-4: Common Area**".

CHA-8: Pews

There is a great deal of rubble to the northwest of this area, but otherwise, it's the same as it was back in "**CLH-3: Pews**".

CHA-9: Apothecary

Please see page 374 for more details on this building.

BCA-12: City Gardens, Aftermath

Once beautiful, these gardens are now scorched and dangerous.

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 125: Map Reference Summary, City Gardens

Location Name	Context	Audience	Page
City Gardens	Before Eruption	GM Only	p 113
City Gardens	Before Eruption	Players	p 444
City Gardens	After Eruption	GM Only	p 363
City Gardens	After Eruption	Players	p 476

Summary

These gardens are no longer worthy of the title, and contain quite dangerous foes.

Damage Summary

All pathways are now scorched tendrils of chasm. One of the bridges has been destroyed. The previous faint Fey-like energy has given rise to horrible swathes of **Spriggan** invaders who tear through the foliage without mercy.

Corruption Status

High. Though no **villain** has yet claimed the area, monsters run rampant in what was once the prettiest and often quietest place in the city.

Localized Random Encounters

Unless there is a compelling reason to do otherwise, roll on the following table when the party enters this area. Roll again on this table for every **10 minutes** the party remains in this building.

Table 126: City Gardens Random Encounters, Aftermath

D%	Event	Description
01-10	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
11-15	**Beneficial Encounter**	Roll once on the **Aftermath Beneficial Encounters** table (p 264).
16-71	**Random Encounter**	Roll once on the **Aftermath Encounters** table (p 263).
72	**ANE-1**	**Cleric Maghana;** See Quest "**Cleric Maghana, Aftermath**", p 287.
73	**ANE-3**	**Amadan;** See Quest "Amadan**, Aftermath**", p 289
74	**ANE-4**	**Ash "Executioner";** See Quest "**Ash, Aftermath**", p 290
75	**ANE-5**	**Debran Ormrick;** See Quest "**Debran Ormrick, Aftermath",** p 291
76	**ANE-16**	**Lingona;** See Quest "**Kisses From Afar**", p 303.
77	**ANE-18**	**Hueykins;** See Quest "**Havens for Gold**", p 306
78	**ANE-19**	**Gyldor;** See Quest "**Unexpected Ally**", p 307.
79	**ANE-20**	**Kayzark;** See Quest "**Protection for a Price**", p 308
80	**ANE-22**	**Gurth;** See Quest "**Luck of a Drunken Fool**", p 313, but only if **Gurth** has been freed of his **Shack** (see Quest "**It's Safe, But You Can't Stay Here**", p 336); otherwise, treat as **No Encounter.**
81	**ANE-23**	**Aramil Xiloscient;** See Quest "**A Quavering Quaffer**", p 314
82	**ANE-25**	**Brock Runnaheim;** See Quest "**Horseman for Hire**", p 316.
83	**ANE-26**	**Tudra Coppereye;** See Quest "**What of the People?**", p 317.
84	**ANE-27**	**Otibus;** See Quest "**Fabric of a Life**", p 317.
85	**ANE-28**	**Caerthynna Tsornyl;** See "**SQR-13: Healing and Plant Supply Kiosk**", p 78. She walks about, but has limited inventory; she will sell a maximum of **1d4** of each item, and her prices are **150%** of what is listed, rounded up (e.g., **53 gp** for a *potion of hide from animals*, instead of the **35 gp** as normal). Also available to initiate is Quest "**Sweet, Sweet Poison**", p 79.
86	**ANE-29**	**Donur Gravelsmasher;** See Quest "**Comrade in Arms and Armor**", p 318.
87	**ANE-30**	**Ines Borque;** See Quest "**Of Noble Purpose**", p 319.
88	**ANE-31**	**Shakira Alam;** See Quest "**Sad Searching**", p 320.
89	**ANE-33**	**Ganyc;** See Quest "**Ganyc, Aftermath**", p 322.
90	**ANE-35**	**Waywocket Ningel;** See Quest "**Waywocket Ningel, Aftermath**", p 325.
91	**ANE-36**	**Larissa;** See Quest "**What an End-times to Be Alive**", p 325
92-00	**Untouchable Encounter**	Roll once on the **Aftermath Untouchable Encounters** table (p 326).

BCA-12: City Gardens Map, Aftermath

A Players' version of this map can be found on page 476..

CGA-1: Destroyed Bridge

Posts and chunks of wood lie on either side of the river, here, at once was once a bridge.

No passage here! PCs wishing to cross must head to the north, where the only bridge remains.

CGA-2: Intact Bridge

Rickety, and pockmarked with debris though it may be, this bridge seems intact, and stable.

It is indeed: no **skill check** is required to navigate this bridge, though the GM is encouraged to give the PCs a scare in transit by indicating that it creaks under their weight.

CGA-3: Dread Chasm

In the center of the gardens is a deep chasm. A sharp dropoff from the fissures that extend in all directions from it, you can see down 50 feet; you don't see any ledges to speak of. A fiery scent lingers in the air above; your nostrils burn a bit from the weird, grimy sensation.

This pit is caustic: being in it causes **1d4** points of Acid damage per round. Jumping in with no additional preparation causes **5d6** points of bludgeoning and piercing damage

from the fall and the jagged surface on the bottom.

Climbing out requires a **Climb** skill check at DC 20. Failure inflicts **3d6** points of bludgeoning and piercing damage, plus of course the Acid damage mentioned above for remaining in the pit another round.

Moving about within the pit counts as **difficult terrain**. The tendrils that surround it on the surface also count as **difficult terrain**, but of course do not inflict the Acid damage.

There is, frustratingly, absolutely nothing of value to be found in the bottom of the pit, though it's possible one or more PCs may end up here as a result of combat that takes place elsewhere in the gardens. Or, completist-style parties may send a hapless member down here merely to ensure they are not letting any stone go unturned in search of possible treasure.

Fissures of the crevasse extend all around the **Garden**. Any square touched by this blackish crack counts as **difficult terrain**; this means that the vast majority of the **Garden** is now treated in this manner. This central area is the only pit to speak of; nearly all other fissures are mere inches deep.

The exception is the chasm to the south, leading to **CGA-5: Ebon Fey** (see below); this area is around ten feet deep, with a climbable slope. Attempting an ascent to this southern portion grants a **+5** circumstance bonus to any **Climb** checks involved, but may trigger the attention of **Spriggans;** roll once a minute on the **Localized Random Encounter** table above when attempting escape in this manner.

CGA-4: Bank of Solace

Strange in the destroyed and abandoned garden, green, living foliage dwells still on the embankment, and to either side. It feels peaceful, serene... though even sitting in the relative quiet of this bank, you can easily see debris and fissures to the south and west.

While the party rests here, roll ¼ as often as normal on **Random Encounters** tables, and use **Context C** (if applicable) when doing so.

CGA-5: Ebon Fey

Scuttling and crawling from the dark fissure, grimy and grim gnomish beasts emerge.

Entering this area—for the first time, or subsequently, if the party has been away from the area for more than **5** minutes—automatically triggers the encounter **Dark Fey's Rise**, found on page 283.

Spriggan

CR 3; **XP** 800; CE Male or Female Humanoid 4

hp 22; **AC** 17; **Fort** +5, **Ref** +5, **Will** +1

Init +4; **Speed** 20 ft.; **Senses Perception** +7

Str 9, **Dex** 19, **Con** 12, **Int** 10, **Wis** 10, **Cha** 9

BAB +3; **CMB** +1; **CMD** 15

Ranged crossbow (light/small) +8 (1d6/19-20) or

Melee masterwork morningstar (small) +5 (1d6-1)

Special Attacks Sneak Attack 2d6

Innate Spell-Like Abilities:
At Will – *flare (DC 10), scare (DC 12), shatter (DC 12)*

Feats Combat Reflexes, Weapon Focus (Morningstar)

Skills Disable Device +11, Perception +7, Sleight of Hand +11, Stealth +15

Special Qualities Humanoid Traits, Size Alteration, Spriggan Magic, Spriggan Skills

Possessions leather armor (small); masterwork morningstar (small); light crossbow (small); crossbow bolts (10x)

CGA-6: Mushroom Patch

Head-sized mushroom caps of a rich orange-red hue float here in the breeze. And then the breeze stops... and the caps still float to and fro. It looks for all the world as though they are tendrils of some larger creature, reaching out and exploring as much as their limited reach and mobility can allow.

Much like the **ZGA-5: Living Thicket** in the **City Gardens**, these flora are in the process of becoming truly alive and mobile, plant-typed monsters. For now, however, these mushroom patches are simply that: patches of non-sentient mushrooms.

Treat this as **difficult terrain** to move through. However, the grabbing and grasping nature of the caps means that any character attempting to traverse a square of this patch must also make an **obstacle** check, as follows:

Living Mushroom Caps

Acrobatics DC 13; success means movement at **difficult terrain** speed (1 square counts as 2); failure means even more or a movement penalty: 1 square counts as 3

CGA-7: Safe Approach

Green bushes on either side border a seemingly peaceful path from north to south.

This path is as it appears: safe. While moving through this area, do not roll on the **Localized Random Encounter** table. The party cannot simply stay here, however; if the PCs stop, random encounters are "back on".

CGA-8: Corrupted Approach

A thin fissure runs, pathlike, from north to south and then southeast, to the larger chasm.

This foreboding path is much more dangerous than the seemingly—and actually—safer path to the east.

Upon following down this path from the north, roll immediately on **Table 127: City Gardens Random Encounters, Aftermath** (p 263). On any subsequent encounter FlexTables, use **Context B**. Keep rerolling until you resolve to a monster encounter.

Thereafter, using this pathway does not automatically trigger this sort of encounter.

CGA-9: Northeast Tendril

Snaking out from the chasm in the center of the garden is a tendril of fissure that reaches nearly to the shore where the now-destroyed bridge used to stand.

Any square touched by this blackish crack counts as additionally-**difficult terrain**, nearly a foot deep as opposed to the inches-deep fissures elsewhere. One square of movement along these squares counts instead as **3** squares.

BCA-15: The Leaky Cask Tavern, Aftermath

Mostly intact, the **Tavern** is now the domain of a powerful enemy.

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 127: Map Reference Summary, Leaky Cask Tavern

Location Name	Context	Audience	Page
Tavern	Before Eruption	GM Only	p 122
Tavern	Before Eruption	Players	p 435
Tavern	After Eruption	GM Only	p 368
Tavern	After Eruption	Players	p 477

Summary

Monsters have claimed this damaged property. All citizens have escaped. The only safe entry is via the trapdoor behind the bar, which can be reached via the secret passage in the connected basement via the **Inn** to the east (p 370).

Damage Summary

The entire northern wall has been destroyed, leaving the bar open to the **Town Square** to the north, and providing a clear view of the **Obelisk**.

Corruption Status

Total. This building has been claimed by a **Babau Demon** and his minions.

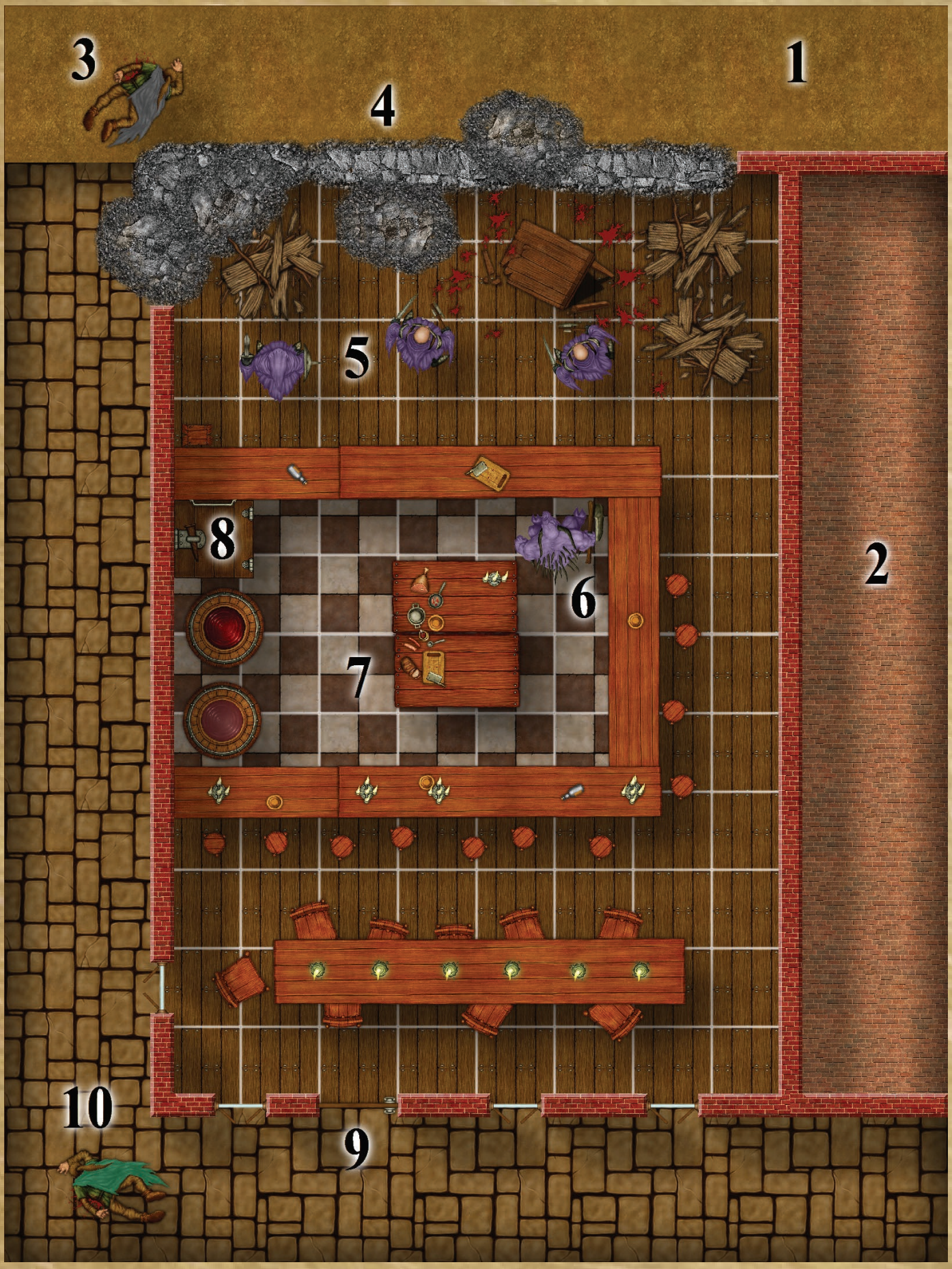
Localized Random Encounters

Unless there is a compelling reason to do otherwise, roll on the following table when the party enters this area. Roll again on this table for every **10 minutes** the party remains in this building.

Table 128: Leaky Cask Tavern Random Encounters, Aftermath

D%	Event	Description
01-08	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
09-12	**Beneficial Encounter**	Roll once on the **Aftermath Beneficial Encounters** table (p 264).
13-29	**Random Encounter**	Roll once on the **Aftermath Encounters** table (p 263).
30-33	**ANE-2**	**Cora Brushgather;** See Quest "**Cora Brushgather, Aftermath**", p 288.
34	**ANE-3**	**Amadan;** See Quest "Amadan**, Aftermath**", p 289
35	**ANE-4**	**Ash "Executioner";** See Quest "**Ash, Aftermath**", p 290
36	**ANE-5**	**Debran Ormrick;** See Quest "**Debran Ormrick, Aftermath",** p 291
37	**ANE-6**	**Tansden;** see Quest "**Tansden, Aftermath**", p 293.
38	**ANE-7**	**Ota Kuiduru;** See Quest "**Ota Kuiduru, Aftermath**", p 294.
39	**ANE-8**	**Esk;** See Quest "**Esk, Aftermath**", p 295
40	**ANE-9**	**Rhirem;** See encounter "**Temporarily Free for Hire**", p 265
41	**ANE-10**	**Biggen Gurble;** See Quest "**Biggen Gurble, Aftermath**", p 297.
42	**ANE-11**	**Denzys;** See Quest "**Denzys, Aftermath**", p 298
43	**ANE-12**	**Stewy;** See Quest "**War is Good for Business**", p 299
44	**ANE-13**	**Pilga;** See Quest "**It's Not As Though They're Coming Back**", p 301
45-59	**ANE-15**	**Jozan;** See Quest "**The Earth Shook**", p 302
60-64	**ANE-16**	**Lingona;** See Quest "**Kisses From Afar**", p 303.
65-70	**ANE-17**	**Zook Beren;** See Quest "**A Devil Made Me Do It**", p 304.
71	**ANE-18**	**Hueykins;** See Quest "**Havens for Gold**", p 306
72	**ANE-19**	**Gyldor;** See Quest "**Unexpected Ally**", p 307.
73	**ANE-20**	**Kayzark;** See Quest "**Protection for a Price**", p 308
74	**ANE-21**	**Tarsheva Hornwood;** See Quest "**Lend a Hand for a Landlord**", p 309.

Map 46: The Leaky Cask Tavern, Aftermath (TVA) *One square equals 5 ft.*



D%	Event	Description
75-86	ANE-22	**Gurth;** See Quest "**Luck of a Drunken Fool**", p 313, but only if **Gurth** has been freed of his **Shack** (see Quest "**It's Safe, But You Can't Stay Here**", p 336); otherwise, treat as **No Encounter.**
87	ANE-23	**Aramil Xiloscient;** See Quest "**A Quavering Quaffer**", p 314
88	ANE-24	**Dimblegruffe;** See Quest "**Come With Me if You Want to Live. Or Not.**", p 315.
89	ANE-29	**Donur Gravelsmasher;** See Quest "**Comrade in Arms and Armor**", p 318.
90	ANE-30	**Ines Borque;** See Quest "**Of Noble Purpose**", p 319.
91	ANE-31	**Shakira Alam;** See Quest "**Sad Searching**", p 320.
92	ANE-33	**Ganyc;** See Quest "**Ganyc, Aftermath**", p 322.
93	ANE-35	**Waywocket Ningel;** See Quest "**Waywocket Ningel, Aftermath**", p 325.
94	ANE-36	**Larissa;** See Quest "**What an End-times to Be Alive**", p 325
95-00	Untouchable Encounter	**Donur Gravelsmasher;** See Quest "**Comrade in Arms and Armor**", p 318.

BCA-15: The Leaky Cask Tavern Map, Aftermath

A Players' version of this map can be found on page 477.

TVA-1: Town Square

Please refer to page 342 for more details on this area.

TVA-2: Inn

Page 370 has more details on this structure.

TVA-3: Corpse of Phadian Gess

A flamboyantly-dressed rogue lies here, slain from bloody slashing wounds.

Phadian Gess perished trying to escort his lover **Lingona** to safety.

Phadian Gess' Body

Please refer to the companion book ***Dramatis Personae & Bestiary*** for possessions and treasure.

TVA-4: Ruined Entrance

The entirety of the northern façade of the Leaky Cask Tavern has been destroyed. Rubble is strewn everywhere; of the door and windows that once were here, you see only the occasional shard of glass. There's a clear view from the Town Square and the Obelisk right into the bar; you can see monsters lurking in the bar and an enormous demon standing proud and fearless behind the bar itself where a charismatic half-orc once held keep.

Navigating any square touched by rubble counts as **difficult terrain**. In addition, any square with rubble that used to be a door or wall counts as having an **obstacle**, as follows.

Obstacle

Acrobatics DC 14; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone** and causes **1d4** points of bludgeoning and piercing damage

Note that although these characteristics are hardly rare in the post-**Eruption** city, their presence here is particularly noteworthy, as combat is unavoidable if the PCs are walking around here.

Forces of the Obelisk gain a **+3** competency bonus on all **Acrobatics** checks made in this rubble to keep their balance.

TVA-5: Sentries

Lurking and crawling about the shattered remnants of tables and chairs and walls is a trio of Quasit Demons.

These three demons are somewhat smart, and know that their greatest combat advantages are the rubble the PCs have to cross to face them, and the **Babau Demon** at their backs. They will wait, scuttling back and forth and taunting the party, but will not attack the party unless attacked at range.

Note that there is a great amount of debris from smashed tables here; any square touched by debris counts as **difficult terrain**.

Also remember that any combat that takes place here will likely subject either the PCs and/or the demons to the **obstacle** of the ruined wall to the north (see INU-3: Southeast Bedroom).

Quasit Demon

CR 2; **XP** 600; CE Male or Female Outsider 3

hp 12; **AC** 16; **Fort** +1, **Ref** +5, **Will** +4

Init +6; **Speed** 20 ft.; **Fly** 50 ft. (Perfect); **Senses Perception** +7; **Darkvision** 60 ft.

Str 8, **Dex** 14, **Con** 11, **Int** 11, **Wis** 12, **Cha** 11

BAB +3; **CMB** +3; **CMD** 12

Melee bite +7 (1d4-1) or

Melee claw +7/+7 (1d3-1)

Special Attacks Poison (DC 13)

Innate Spell-Like Abilities:
At Will – *detect good, detect magic, invisibility* (self only)
1x/Day – *cause fear (DC 10)*
1x/Week – *commune* (six questions)

Feats Improved Initiative, Martial Weapon Proficiency, Simple Weapon Proficiency, Weapon Finesse

Skills Bluff +6, Fly +20, Intimidate +6, Knowledge (Planes) +6, Perception +7, Stealth +16

Special Qualities Aligned (Chaotic, Evil), Change Shape, Darkvision, Fast Healing 2, Outsider Traits, Telepathy 100 ft.

TVA-6: Babau Demon Bartender

A demon stands here behind the bar. His stance suggests an equal chance that he will ask you what you want to drink, or reach over and crush your face in his claws. He is a stick-thin humanoid skeleton, covered in tight flesh of grimy and slippery leather. A horn erupts from the back of his head, like that of some sort of perversely evil unicorn.

The self-appointed master of the tavern, this **Babau Demon** is quite a challenge for the party, particularly given his tactical position and the likely help of his trio of **Quasit Demon** minions to the north.

If the party wishes to defeat this normally **Untouchable** monster (p 326), it is suggested that they approach via the trapdoor (see **TVN-5: Food Prep Station**) to gain some advantage on the situation.

This **Babau Demon** bartender will attack the party wisely, using his minions and bar as cover as needed.

Babau Demon

CR 6; **XP** 2,400; CE Male or Female Outsider 7

hp 64; **AC** 19; **Fort** +10, **Ref** +6, **Will** +5; Protective Slime; **DR** 10/cold iron or good; **Immune** Electricity, Poison; **Resistances** Acid 10, Cold 10, Fire 10; **Spell Resistance** 17

Init +5; **Speed** 30 ft.; **Senses Perception** +19; See Invisibility; **Darkvision** 60 ft.

Str 21, **Dex** 13, **Con** 20, **Int** 14, **Wis** 13, **Cha** 16

BAB +7; **CMB** +12; **CMD** 23

Melee longspear +12/+7 (2H: 1d8+7/x3) or

Melee bite (primary) +12 (1d6+5) or

Melee claw +12/+12 (1d6+5) or

Melee bite (with weapon attack) +7 (1d6+2)

Special Attacks Sneak Attack 2d6

Innate Spell-Like Abilities:
1x/Day – *summon monster III* (1 babau at 40%)
At Will – *darkness, dispel magic, see invisibility, greater teleport*

Feats Combat Reflexes, Improved Initiative, Iron Will, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Stealth)

Skills Acrobatics +11, Bluff +12, Climb +6, Disable Device +11, Escape Artist +11, Perception +19, Sense Motive +11, Sleight of Hand +11, Stealth +22

Special Qualities Aligned (Chaotic, Evil), Darkvision, Outsider Traits, See Invisibility, Telepathy 100 ft.

Possessions longspear

TVA-7: Bar Area

Surprisingly, this area is unchanged from its description in **TVN-6: Inner Bar**, p 124.

TVA-8: Trapdoor to Basement

This is identical to how it was portrayed in **Act One**, "**TVN-8: Basement Trapdoor**", and leads to the **basement**, specifically **INB-7: Inn Trapdoor**.

Sneaking up through here is the only good way to attack the **Babau Demon** bartender. Coming up through the trapdoor delivers two advantages: first, it gives the PCs a **surprise round** of attack; and second, it delays the **Quasit Demon** allies from joining the fray, as it will take those monsters two full rounds to scrabble over the bar—and even then, not all of them might fit behind the bar, depending on the size of the party.

TVA-9: Southern Entrance

This is intact, and remains as depicted in **TVN-2: Southern Tavern Entrance**.

TVA-10: Corpse of Farzith

Here lies the butcher's apprentice. Farzith is still dressed in a butcher's smock, making it difficult to tell which smears of blood are his own, versus that of his trade.

The hapless butcher's apprentice was wounded by flying chunks of fiery rock immediately during the **Eruption**, stumbled about for a bit, and then bled out.

Farzith's Body

Please refer to the companion book ***Dramatis Personae & Bestiary*** for possessions and treasure.

BCA-16: Inn, Aftermath

Only the northeast corner is damaged; otherwise, this building is almost entirely as it was before the **Eruption.**

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 129: Map Reference Summary, Inn

Location Name	Context	Audience	Page
Ground Floor	Before Eruption	GM Only	p 126
Ground Floor	Before Eruption	Players	p 436
Ground Floor	After Eruption	GM Only	p 371
Ground Floor	After Eruption	Players	p 479
Basement	Before Eruption	GM Only	p 132
Basement	Before Eruption	Players	p 438
Second Floor	Before Eruption	GM Only	p 130
Second Floor	Before Eruption	Players	p 437
Second Floor	After Eruption	GM Only	p 372

Map 47: Inn Ground Floor, Aftermath (IGA) *One square equals 5 ft.*

Location Name	Context	Audience	Page
Second Floor	After Eruption	Players	p 480

Summary

All occupants have abandoned the **Inn**. **Esk** is nowhere to be found, and **Mardnab Scheppen**, the maid, is similiarly absent, though she has gone on to meet a far worse end.

Map 48: Inn Second Floor, Aftermath (IUA) *One square equals 5 ft.*

Damage Summary

The entire northeast corner has been destroyed; rubble from falling ceiling parts litters the entryway and prevents movement along the southeast hall.

Corruption Status

None. There is the occasional wandering **Force of the Obelisk**, given that it is so close to **Town Square** (p 342), but the interior is eerily calm.

Localized Random Encounters

Unless there is a compelling reason to do otherwise, roll on the following table when the party enters this area. Roll again on this table for every **10 minutes** the party remains in this building.

Table 130: Inn Random Encounters, Aftermath

D%	Event	Description
01-15	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
16-25	**Beneficial Encounter**	Roll once on the **Aftermath Beneficial Encounters** table (p 264).
26-28	**Random Encounter**	Roll once on the **Aftermath Encounters** table (p 263).
29	**ANE-2**	**Cora Brushgather;** See "Quest: Cora Brushgather, Aftermath", p 287
30-47	**ANE-8**	**Esk;** See Quest "**Esk, Aftermath**", p 295
48	**ANE-9**	**Rhirem;** See encounter "**Temporarily Free for Hire**", p 265
49	**ANE-12**	**Stewy;** See Quest "**War is Good for Business**", p 299
50-59	**ANE-15**	**Jozan;** See Quest "**The Earth Shook**", p 302
60-69	**ANE-16**	**Lingona;** See Quest "**Kisses From Afar**", p 303.
70-75	**ANE-17**	**Zook Beren;** See Quest "**A Devil Made Me Do It**", p 304.
76	**ANE-18**	**Hueykins;** See Quest "**Havens for Gold**", p 306
77	**ANE-19**	**Gyldor;** See Quest "**Unexpected Ally**", p 307.
78	**ANE-20**	**Kayzark;** See Quest "**Protection for a Price**", p 308
79	**ANE-21**	**Tarsheva Hornwood;** See Quest "**Lend a Hand for a Landlord**", p 309.
80-89	**ANE-22**	**Gurth;** See Quest "**Luck of a Drunken Fool**", p 313, but only if **Gurth** has been freed of his **Shack** (see Quest "**It's Safe, But You Can't Stay Here**", p 336); otherwise, treat as **No Encounter.**
90-96	**ANE-23**	**Aramil Xiloscient;** See Quest "**A Quavering Quaffer**", p 314
97	**ANE-24**	**Dimblegruffe;** See Quest "**Come With Me if You Want to Live. Or Not.**", p 315.
98	**ANE-27**	**Otibus;** See Quest "**Fabric of a Life**", p 317.
99	**ANE-36**	**Larissa;** See Quest "**What an End-times to Be Alive**", p 325
00	**Untouchable Encounter**	Roll once on the **Aftermath Untouchable Encounters** table (p 326).

BCA-16: Inn Ground Floor Map, Aftermath

A Players' version of this map can be found on page 479.

IGA-1: Town Square

Please refer to page 342 for more details on this area.

IGA-2: The Leaky Cask Tavern

Page 367 contains more details about this building.

IGA-3: Ruined Entrance

The northeast corner of the Inn has been wrecked. Walls, doors, and windows are destroyed; bits of ceiling and roof have fallen and litter the entrance.

All squares touched by rubble count as **difficult terrain**. In addition, squares that are touched by what used to be a wall or door count as having an **obstacle**, as follows:

Obstacle

Acrobatics DC 16; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone**

IGA-4: Destroyed Entrance Area

Debris is heavy here. You see destroyed tables, powdered stone and brick from the walls, and shards of glass occasionally. In some places—particularly to the southeast—the rubble is chest-high or taller.

All rubble here counts as **difficult terrain**. The rubble is stacked so high to the southeast that passage to the hallway beyond is impossible.

IGA-5: Front Desk

This area is unchanged from its description in **Act One**, "**INN-5: Office**", page 128.

IGA-6: Meeting Room

Please refer to **INN-4: Meeting Room** for more details about this room.

IGA-7: Office

INN-**5: Office** contains more details about this room.

IGA-8: Owner's Quarters

This chamber is unchanged from its depiction in "**INN-6: Owner's Quarters**".

IGA-9: Storeroom and Trapdoor to

Basement

The trapdoor is as described in **INN-8: Basement Trapdoor**, and leads to the basement trapdoor.

IGA-10: Staircase Up

This leads upstairs to the upper floor of the **Inn**.

IGA-11: Rear Entrance

This is unaltered from its description in **INN-10: Rear Inn Entrance**.

IGA-12: Eastern Hallway

This hallway is as given in **INN-11: Hallway**. Note that passage from here to the north into the entrance area is impossible, due to piled-up rubble.

IGA-13: Guest Room 1

Please refer to **INN-12: Guest Room 1** for more details about this room.

IGA-14: Guest Room 2

"**INN-13: Guest Room 2**" contains the unaltered description of this room.

BCA-16: Inn Second Floor Map, Aftermath

A Players' version of this map can be found on page 480.

IUA-1: Staircase Down

This leads to the ground floor of the building.

IUA-2: Hallway

This area is exactly as described in **INU-2: Hallway**, on page 162... except of course that the light streaming in through the northern window is now dark and purplish-tinted.

IUA-3: Southwest Bedroom

This guest room is as described in **INU-4: Southwest Bedroom**, except that there is no chance of it being occupied.

IUA-4: Southeast Bedroom

Please refer to **INU-3: Southeast Bedroom** for more information, excepting that there are never any renters here in **Act Three**.

IUA-5: Western Bedroom

In **Act Three**, no rooms are typically rented out in the **Inn**. Other than that, there is no change from this area's description in **INU-5: Western Bedroom**.

IUA-6: Eastern Bedroom

This chamber is exactly as described in **Act One**, except that, as with the other rooms in the building, this one is never occupied by tenants now.

IUA-7: Northwest Bedroom

"**INU-8: Northwestern Bedroom**", describes this room, except that it never has tenants now.

IUA-8: Northeast Bedroom

This room has been partially destroyed. The roof in the northeast corner has collapsed, wrecking the windows, walls, and much of the furniture.

Although no one rents this room any longer, it's more or less as described in **INU-7: Northeastern Bedroom**.

The rubble counts as **difficult terrain**. It's possible to scale down to the ground floor using this corner, but doing so requires an **obstacle check**, as follows:

Climbing to Inn Ground Floor

Acrobatics DC 18; success means movement at **difficult terrain** speed (1 square counts as 2) and moves to the **ground floor** safely; failure knocks a character **prone** on the **ground floor** and inflicts **1d6** bludgeoning damage, plus **1d4** piercing damage

BCA-17: Apothecary, Aftermath

Abandoned and creepy, this former business is now a quest target and opportunity to loot, and little more.

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 131: Map Reference Summary, Apothecary

Location Name	Context	Audience	Page
Apothecary	Before Eruption	GM Only	p 138
Apothecary	Before Eruption	Players	p 448
Apothecary	After Eruption	GM Only	p 375
Apothecary	After Eruption	Players	p 478

Summary

Aramil Xiloscient, the proprietor, has fled; the building is currently unoccupied. However, it has been such a staple of life for many citizens—and a reliable source of healing potions, which are now in desperate need—that many townsfolk and noteworthy NPCs happen by here in the aftermath of the **Eruption**.

Damage Summary

The southwestern corner of the establishment has been crumbled into rubble. All glassware in the main room has been shattered.

Corruption Status

Minor. Monsters roam about here on occasion, but no villain has yet made it her home.

Map 49: Apothecary, Aftermath (APA)

One square equals 5 ft.

Localized Random Encounters

Unless there is a compelling reason to do otherwise, roll on the following table when the party enters this area. Roll again on this table for every **10 minutes** the party remains in this building.

Table 132: Apothecary Random Encounters, Aftermath

D%	Event	Description
01-20	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
21-25	**Beneficial Encounter**	Roll once on the **Aftermath Beneficial Encounters** table (p 264).
26-43	**Random Encounter**	Roll once on the **Aftermath Encounters** table (p 263).
44	**ANE-3**	**Amadan;** See Quest "Amadan**, Aftermath**", p 289
45-52	**ANE-4**	**Ash "Executioner";** See Quest "**Ash, Aftermath**", p 290
53	**ANE-5**	**Debran Ormrick;** See Quest "**Debran Ormrick, Aftermath",** p 291
54	**ANE-9**	**Rhirem;** See encounter "**Temporarily Free for Hire**", p 265
55	**ANE-11**	**Denzys;** See Quest "**Denzys, Aftermath**", p 298
56	**ANE-12**	**Stewy;** See Quest "**War is Good for Business**", p 299
57	**ANE-13**	**Pilga;** See Quest "**It's Not As Though They're Coming Back**", p 301
58	**ANE-15**	**Jozan;** See Quest "**The Earth Shook**", p 302
59	**ANE-16**	**Lingona;** See Quest "**Kisses From Afar**", p 303.
60	**ANE-17**	**Zook Beren;** See Quest "**A Devil Made Me Do It**", p 304.
61	**ANE-18**	**Hueykins;** See Quest "**Havens for Gold**", p 306
62	**ANE-19**	**Gyldor;** See Quest "**Unexpected Ally**", p 307.
63	**ANE-20**	**Kayzark;** See Quest "**Protection for a Price**", p 308
64	**ANE-21**	**Tarsheva Hornwood;** See Quest "**Lend a Hand for a Landlord**", p 309.
65-69	**ANE-22**	**Gurth;** See Quest "**Luck of a Drunken Fool**", p 313, but only if **Gurth** has been freed of his **Shack** (see Quest "**It's Safe, But You Can't Stay Here**", p 336); otherwise, treat as **No Encounter.**
70-87	**ANE-23**	**Aramil Xiloscient;** See Quest "**A Quavering Quaffer**", p 314
88	**ANE-24**	**Dimblegruffe;** See Quest "**Come With Me if You Want to Live. Or Not.**", p 315.
89	**ANE-25**	**Brock Runnaheim;** See Quest "**Horseman for Hire**", p 316.
90	**ANE-27**	**Otibus;** See Quest "**Fabric of a Life**", p 317.
91	**ANE-28**	**Caerthynna Tsornyl;** See "**SQR-13: Healing and Plant Supply Kiosk**", p 78. She walks about, but has limited inventory; she will sell a maximum of **1d4** of each item, and her prices are **150%** of what is listed, rounded up (e.g., **53 gp** for a *potion of hide from animals*, instead of the **35 gp** as normal). Also available to initiate is Quest "**Sweet, Sweet Poison**", p 79.
92	**ANE-29**	**Donur Gravelsmasher;** See Quest "**Comrade in Arms and Armor**", p 318.
93	**ANE-30**	**Ines Borque;** See Quest "**Of Noble Purpose**", p 319.
94	**ANE-31**	**Shakira Alam;** See Quest "**Sad Searching**", p 320.
95	**ANE-33**	**Ganyc;** See Quest "**Ganyc, Aftermath**", p 322.
96	**ANE-34**	**Elena Lomazonne;** See Quest "**Don't You Know Who I Am?**", p 323.
97	**ANE-36**	**Larissa;** See Quest "**What an End-times to Be Alive**", p 325
98-00	**Untouchable Encounter**	Roll once on the **Aftermath Untouchable Encounters** table (p 326).

BCA-17: Apothecary Map, Aftermath

A Players' version of this map can be found on page 478.

APA-1: Southern Entrance

Miraculously, this entry door appears to be intact, despite the massive damage to the walls to the west.

Pleasae refer to **APO-1: Southern Entrance**, page 137, for more details. The door is locked when the PCs encounter it.

APA-2: Ruined Walls

The southwest and entire western wall here have been reduced to rubble. Shards of jagged glass litter the debris; you see pieces of what must once have been stemware and vessels used to concoct potions here and there.

All squares touched by debris count as **rubble**, but in addition, count as requiring an **obstacle check**, as follows:

Ruined Apothecary Walls

Acrobatics DC 12; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone** and inflicts **1d4** points of bludgeoning and piercing

damage

APA-3: Main Shop Room

The eastern portion of the main apothecary shop seems to have been spared the worst of the disaster.

Please refer to **APO-3: Long Lab Table**, and **APO-2: Sample Table** for more information on these unchanged locations.

APA-4: Lab

This room is unchanged from its depiction in **APO-7: Lab**.

APA-5: Secret Stash

This secret chamber is as described in **APO-8: Secret Stash**. Note that the **darkserum** (p 262) that can be found in the stash is the target of some Quests in **Act Three**.

APA-6: Private Quarters

Like much of the rest of the building, this room is unchanged from **Act One**: please see **APO-9: Private Quarters**.

APA-7: Militia Guard Post

This is a standard **Militia Guard Post** (p 353); remember that none of them is ever staffed with **Militia** in **Act Three.**

BCA-18: General Store, Aftermath

This building is almost entirely untouched by the disaster, and currently serves as a paranoid stronghold for its proprietor and any **townsfolk** trapped inside.

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 133: Map Reference Summary, General Store

Location Name	Context	Audience	Page
General Store	Before Eruption	GM Only	p 142
General Store	Before Eruption	Players	p 445
General Store	After Eruption	GM Only	p 378
General Store	After Eruption	Players	p 483

Summary

Welby Goodbarrel has barricaded himself within, along with handfuls of townsfolk.

Damage Summary

The entrance has some rubble, mostly from falling pieces of ceiling, but the doors are still fully operational, and have been closed to the outside. Within, the wood and makeshift barricade has been self-inflicted damage, formed from chopping up and shoving piles of supplies against the door.

Corruption Status

Zero. There are no random encounters within. NPCs rolled on the **Localized Random Encounters** table below indicate that that NPC was among those trapped within when **Welby** closed the doors.

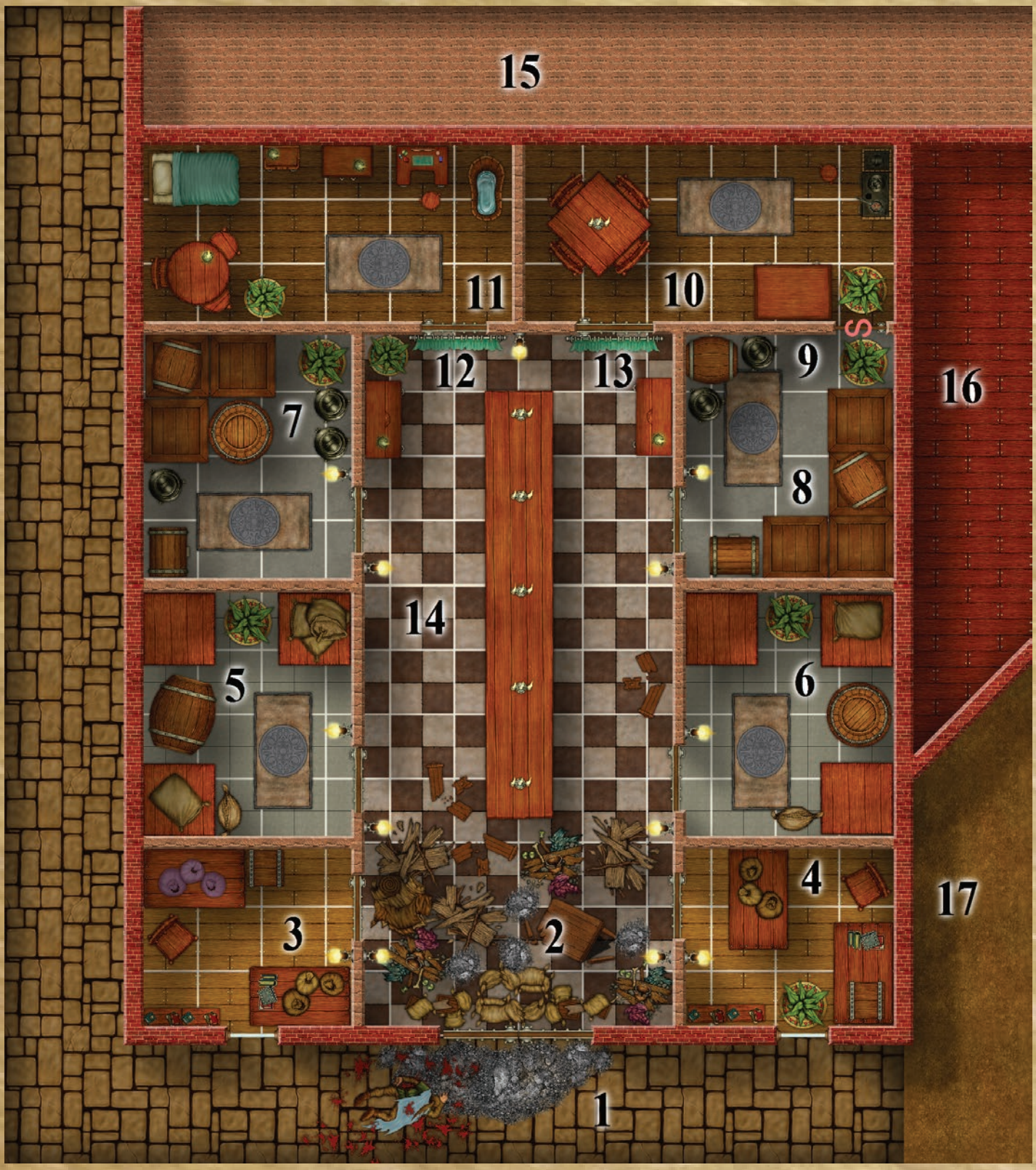
Localized Random Encounters

Unless there is a compelling reason to do otherwise, roll on the following table when the party enters this area. Roll again on this table for every **10 minutes** the party remains in this building.

Table 134: General Store Random Encounters, Aftermath

D%	Event	Description
01-15	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
16-25	**Beneficial Encounter**	Roll once on the **Aftermath Beneficial Encounters** table (p 264).
26-29	**Random Encounter**	Roll once on the **Aftermath Encounters** table (p 263).
30	**ANE-2**	**Cora Brushgather;** See Quest "**Cora Brushgather, Aftermath**", p 288.
31	**ANE-3**	**Amadan;** See Quest "Amadan**, Aftermath**", p 289
32	**ANE-4**	**Ash "Executioner";** See Quest "**Ash, Aftermath**", p 290
33	**ANE-5**	**Debran Ormrick;** See Quest "**Debran Ormrick, Aftermath",** p 291
34	**ANE-6**	**Tansden;** see Quest "**Tansden, Aftermath**", p 293.
35	**ANE-7**	**Ota Kuiduru;** See Quest "**Ota Kuiduru, Aftermath**", p 294.
36	**ANE-8**	**Esk;** See Quest "**Esk, Aftermath**", p 295
37	**ANE-9**	**Rhirem;** See encounter "**Temporarily Free for Hire**", p 265
38	**ANE-10**	**Biggen Gurble;** See Quest "**Biggen Gurble, Aftermath**", p 297.
39	**ANE-11**	**Denzys;** See Quest "**Denzys, Aftermath**", p 298
40	**ANE-12**	**Stewy;** See Quest "**War is Good for Business**", p 299
41	**ANE-13**	**Pilga;** See Quest "**It's Not As Though They're Coming Back**", p 301
42	**ANE-14**	**Sorille;** See Quest "**If It's On Your Way**", p 99; adjust the dialogue to reflect the post-Eruption chaos, but the job is the job, and **Sorille** still feels it necessary to have it delivered
43	**ANE-15**	**Jozan;** See Quest "**The Earth Shook**", p 302

Map 50: General Store, Aftermath (GSA) *One square equals 5 ft.*



D%	Event	Description
44	ANE-16	**Lingona;** See Quest "**Kisses From Afar**", p 303.
45	ANE-17	**Zook Beren;** See Quest "**A Devil Made Me Do It**", p 304.
46	ANE-18	**Hueykins;** See Quest "**Havens for Gold**", p 306
47	ANE-19	**Gyldor;** See Quest "**Unexpected Ally**", p 307.
48	ANE-20	**Kayzark;** See Quest "**Protection for a Price**", p 308
49	ANE-21	**Tarsheva Hornwood;** See Quest "**Lend a Hand for a Landlord**", p 309.
50	ANE-22	**Gurth;** See Quest "**Luck of a Drunken Fool**", p 313, but only if **Gurth** has been freed of his **Shack** (see Quest "**It's Safe, But You Can't Stay Here**", p 336); otherwise, treat as **No Encounter.**
51	ANE-23	**Aramil Xiloscient;** See Quest "**A Quavering Quaffer**", p 314
52	ANE-24	**Dimblegruffe;** See Quest "**Come With Me if You Want to Live. Or Not.**", p 315.
53	ANE-25	**Brock Runnaheim;** See Quest "**Horseman for Hire**", p 316.
54	ANE-26	**Tudra Coppereye;** See Quest "**What of the People?**", p 317.
55	ANE-27	**Otibus;** See Quest "**Fabric of a Life**", p 317.
56	ANE-28	**Caerthynna Tsornyl;** See "**SQR-13: Healing and Plant Supply Kiosk**", p 78. She walks about, but has limited inventory; she will sell a maximum of **1d4** of each item, and her prices are **150%** of what is listed, rounded up (e.g., **53 gp** for a *potion of hide from animals*, instead of the **35 gp** as normal). Also available to initiate is Quest "**Sweet, Sweet Poison**", p 79.
57	ANE-29	**Donur Gravelsmasher;** See Quest "**Comrade in Arms and Armor**", p 318.
58	ANE-30	**Ines Borque;** See Quest "**Of Noble Purpose**", p 319.
59	ANE-31	**Shakira Alam;** See Quest "**Sad Searching**", p 320.
60-90	ANE-32	**Welby Goodbarrel;** See Quest "**Come Out, Come Out**", p 321.
91	ANE-33	**Ganyc;** See Quest "**Ganyc, Aftermath**", p 322.
92	ANE-34	**Elena Lomazonne;** See Quest "**Don't You Know Who I Am?**", p 323.
93	ANE-35	**Waywocket Ningel;** See Quest "**Waywocket Ningel, Aftermath**", p 325.
94	ANE-36	**Larissa;** See Quest "**What an End-times to Be Alive**", p 325
95-00	Untouchable Encounter	Roll once on the **Aftermath Untouchable Encounters** table (p 326).

BCA-18: General Store Map, Aftermath

A Players' version of this map can be found on page 483.

GSA-1: Alley Rubble & Oneib's Corpse

The double doors here are closed and locked. Light rubble is piled about the front; it appears to be merely an accumulation of debris dislodged from the roof.

Debris squares count as **difficult terrain**.

Please refer to the description from **Act One** for more details about this door.

Lying bloody and betrayed on the rubble to the southwest of the door is a shattered testament to the stubborn fear of **Welby Goodbarrel**, in that he barricaded the doors to his shop and let his closest friend perish while the proprietor himself rested in safety.

Oneib's Body

Please refer to the companion book ***Dramatis Personae & Bestiary*** for possessions and treasure.

GSA-2: Barricaded Entrance

All manner of supplies have been stacked and pushed against the door here, in an effort to keep the entrance barricaded.

This entire area counts as **difficult terrain**, with an **obstacle challenge** required to navigate:

Barricaded Entrance

Acrobatics DC 14; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone**

GSA-3: Southwest Storage Room

Please refer to **MRC-3: Southwest Supply Room**, page 143, for more details.

GSA-4: Southeast Storage Room

This room is identical to its description in **Act One**, **MRC-4: Southeast Supply Room**.

GSA-5: Western Storage Room

This room, too, is unchanged from the first act: see **MRC-5: West Supply Room**.

GSA-6: Eastern Storage Room

MRC-6: East Supply Room, for more details.

GSA-7: Northwest Storage Room

Unchanged from **MRC-7: Northwest Supply Room**.

GSA-8: Northeast Storage Room

This room remains as depicted in **MRC-8: Northeast Supply Room**.

GSA-9: Secret Door

Please refer to **MRC-13: Secret Door** for more details.

GSA-10: Office & Kitchen

This room has not altered from its original description in **MRC-12: Office & Kitchen**.

GSA-11: Personal Quarters

Although unoccupied now, these quarters are identical to the description given in **MRC-11: Personal Quarters**.

GSA-12: Entrance to Personal Quarters

Please refer to the description given in **MRC-9: Entrance to Personal Quarters**.

GSA-13: Entrance to Office / Kitchen

This entrance is unchanged from its depiction in **MRC-10: Entrance to Office**.

GSA-14: Town Square

Please refer to page 342 for more details.

GSA-15: Mayor's House

Page 349 begins more details on this building.

GSA-16: Stage

This region's description has been incorporated into that of **Town Square**.

BCA-19: Fishery and Stables, Aftermath

This compound structure has suffered damage, and a fair amount of infestation of **Forces of the Obelisk.**

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 135: Map Reference Summary, Fishery and Stables

Location Name	Context	Audience	Page
Ground Floor	Before Eruption	GM Only	p 149
Ground Floor	Before Eruption	Players	p 446
Ground Floor	After Eruption	GM Only	p 381
Ground Floor	After Eruption	Players	p 481
Basement	Before Eruption	GM Only	p 154
Basement	Before Eruption	Players	p 447
Basement	After Eruption	GM Only	p 383
Basement	After Eruption	Players	p 482

Summary

This structure's basement is wholly infested, but otherwise, it's home to a murder scene and random packs of monsters and little else.

Damage Summary

Both northern corners of the structure have been destroyed, but otherwise, the building is fairly intact.

Corruption Status

Medium. The **basement** is fully infested, but the surface building, while not as safe as many other structures in town, is not claimed by a particular **villain** as of yet.

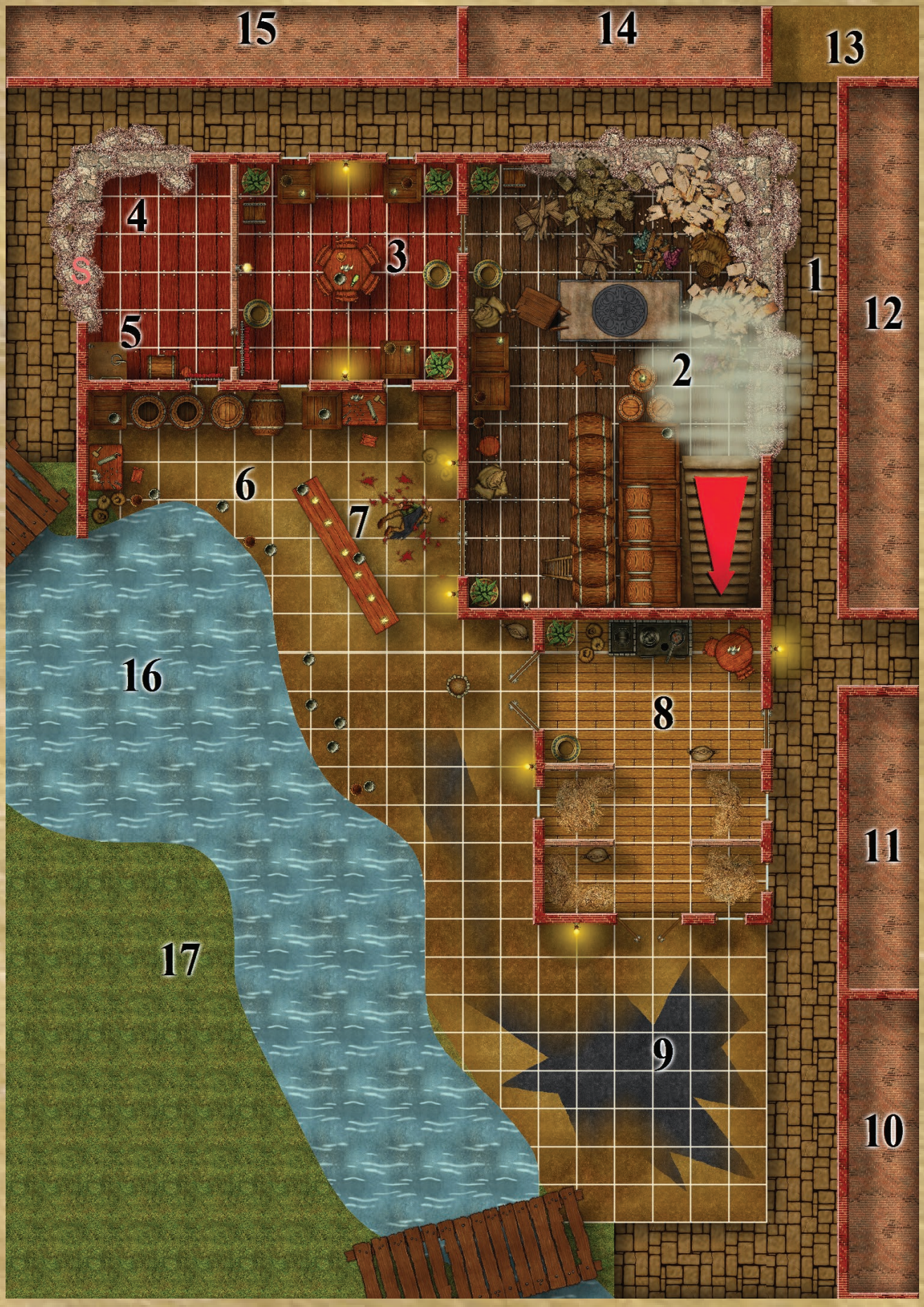
Localized Random Encounters

Unless there is a compelling reason to do otherwise, roll on the following table when the party enters this area. Roll again on this table for every **10 minutes** the party remains in this building.

Table 136: Fishery and Stables Random Encounters, Aftermath

D%	Event	Description
01-10	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
11-15	**Beneficial Encounter**	Roll once on the **Aftermath Beneficial Encounters** table (p 264).
16-39	**Random Encounter**	Roll once on the **Aftermath Encounters** table (p 263).
40	**ANE-6**	**Tansden;** see Quest "**Tansden, Aftermath**", p 293.
41	**ANE-8**	**Esk;** See Quest "**Esk, Aftermath**", p 295
42	**ANE-9**	**Rhirem;** See encounter "**Temporarily Free for Hire**", p 265
43	**ANE-10**	**Biggen Gurble;** See Quest "**Biggen Gurble, Aftermath**", p 297.
44	**ANE-11**	**Denzys;** See Quest "**Denzys, Aftermath**", p 298

Map 51: Fishery and Stables Ground Floor, Aftermath (FSA) *One square equals 5 ft.*



D%	Event	Description
45-53	ANE-12	**Stewy;** See Quest "**War is Good for Business**", p 299
54	ANE-16	**Lingona;** See Quest "**Kisses From Afar**", p 303.
55	ANE-17	**Zook Beren;** See Quest "**A Devil Made Me Do It**", p 304.
56	ANE-18	**Hueykins;** See Quest "**Havens for Gold**", p 306
57	ANE-19	**Gyldor;** See Quest "**Unexpected Ally**", p 307.
58	ANE-20	**Kayzark;** See Quest "**Protection for a Price**", p 308
59	ANE-21	**Tarsheva Hornwood;** See Quest "**Lend a Hand for a Landlord**", p 309.
60-67	ANE-22	**Gurth;** See Quest "**Luck of a Drunken Fool**", p 313, but only if **Gurth** has been freed of his **Shack** (see Quest "**It's Safe, But You Can't Stay Here**", p 336); otherwise, treat as **No Encounter.**
68	ANE-23	**Aramil Xiloscient;** See Quest "**A Quavering Quaffer**", p 314
69	ANE-24	**Dimblegruffe;** See Quest "**Come With Me if You Want to Live. Or Not.**", p 315.
70-81	ANE-25	**Brock Runnaheim;** See Quest "**Horseman for Hire**", p 316.
82	ANE-26	**Tudra Coppereye;** See Quest "**What of the People?**", p 317.
83	ANE-27	**Otibus;** See Quest "**Fabric of a Life**", p 317.
84	ANE-28	**Caerthynna Tsornyl;** See "**SQR-13: Healing and Plant Supply Kiosk**", p 78. She walks about, but has limited inventory; she will sell a maximum of **1d4** of each item, and her prices are **150%** of what is listed, rounded up (e.g., **53 gp** for a *potion of hide from animals*, instead of the **35 gp** as normal). Also available to initiate is Quest "**Sweet, Sweet Poison**", p 79.
85	ANE-29	**Donur Gravelsmasher;** See Quest "**Comrade in Arms and Armor**", p 318.
86	ANE-30	**Ines Borque;** See Quest "**Of Noble Purpose**", p 319.
87	ANE-31	**Shakira Alam;** See Quest "**Sad Searching**", p 320.
88	ANE-33	**Ganyc;** See Quest "**Ganyc, Aftermath**", p 322.
89	ANE-34	**Elena Lomazonne;** See Quest "**Don't You Know Who I Am?**", p 323.
90	ANE-35	**Waywocket Ningel;** See Quest "**Waywocket Ningel, Aftermath**", p 325.
91	ANE-36	**Larissa;** See Quest "**What an End-times to Be Alive**", p 325
92-00	Untouchable Encounter	Roll once on the **Aftermath Untouchable Encounters** table (p 326).

BCA-19: Fishery and Stables Ground Floor Map, Aftermath

A Players' version of this map can be found on page 481.

FSA-1: Ruined Entrance

Of the fishery's main entrance, there is little sign; the entire northeast corner of the building appears to have been reduced to rubble by an enormous fireball, the remnants of which you still see smoking in various pieces amongst the debris.

All squares touched by debris count as **difficult terrain**; those that used to contain walls also require an **obstacle check** to scale, as described below:

Fishery Ruined Entrance

Acrobatics DC 16; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone** and inflicts **1d2** points of bludgeoning and fire damage

FSA-2: Fishery Main Room

The fishery's main room is in shambles, except for the southwest corner. A thick, dense, fishy fog pervades the room; it feels like a formidable cloud of fish dew, mixed with a bit of fiery brimstone. It collects and clumps most notably above the stairs in the southeast corner.

Though the fog is densest close to the staircase to the southeast, it nevertheless affects the entire room. The haze cuts visibility in ¾ (e.g., 40 ft. becomes 10 ft.), and imposes a **-6** circumstance penalty on all **Perception** checks made in this room.

All squares touched by debris count as **difficult terrain**.

Much of the contents are otherwise still intact; refer to **FSG-2: Fishery Main Room**, p 151, for details. In particular, note the continued presence of **Fish Stink** (p 150), which affects all PCs who enter here.

FSA-3: Fishery Office

This room is untouched from its former incarnation as described in **FSG-5: Fishery Office**.

FSA-4: Ruined Private Quarters

Nearly all furniture in this room has been destroyed. The

Map 52: Fishery and Stables Basement, Aftermath (FBA) *One square equals 5 ft.*

walls comprising the northwest corner are now ten-foot-high rubble, barring passage to the alley outside.

This room is barren but for the debris; it looks as though everything that had been inside the room has been pulverized and mixed in with the debris from the walls, window, and bits of ceiling to form a new haphazard wall of rubble that more or less replaces the original one—and performs the same purpose of barring passage.

PCs may not enter or exit this room to the alleyway to the north or west via the rubble—except for finding and using the **secret passage.** Note that among the rubble, in what was once the west wall of the building, there is a kind of coincidental tunnel that can be viewed by pushing some debris out of the way and used by any Medium or smaller-sized character.

Treat this as a **secret door**, with the following profile:

Fishery Private Quarters Rubble Passage

Perception DC 20; **Break** DC 20

Note that in this context, the **Break** check required to "open" the passage refers to the difficulty in moving some large chunks of debris out of the way to clear the passage.

All rubble counts as **difficult terrain**; in addition, because it is all wall, even attempting to scale it requires an **obstacle** check:

Fishery Private Quarters Rubble Wall

Acrobatics DC 18; success means falling down without damage; failure knocks a character **prone** and inflicts **1d6** points of bludgeoning damage

Alone among the furniture, only the **storage chest** next to the trapdoor in the southern part of the room has survived intact; its profile from **FSG-6: Fishery Private Quarters** is copied below:

Locked Southern Storage Chest

2" thick; **Hardness** 5; **hp** 20; **Break** DC 16; **Disable Device** DC 18

Southern Storage Chest

fishhooks (20x, **1 sp** apiece); **212 gp**; **39 pearls** (**12 gp** apiece); **masterwork dagger**; ***necklace of deflection (+1 AC)***

FSA-5: Trapdoor to Basement

This is untouched from its description in **FSG-7: Fishery Trapdoor to Basement**, and leads to **FBA-6: Trapdoor to Personal Quarters**.

FSA-6: Fishery Production Beach

This is unchanged from its description in **FSG-8: Fishery Production Beach**.

FSA-7: Gorin Bakelight's Corpse

A man dressed in richly-appointed noble's clothes lays here, torn apart by a dozen wounds.

The city's **Tribute Magister** was escaping with money—to "safeguard" it, he would have claimed—when he was set upon by **Forces of the Obelisk**. They chased him through the **Fishery**, until the confrontation came to a head here.

Gorin Bakelight's Body

Please refer to the companion book ***Dramatis Personae & Bestiary*** for possessions and treasure.

FSA-8: Stables

Other than being completely deserted, this area is unchanged from the descriptions in **FSG-10: Stablemaster's Quarters**, and **FSG-11: Stables**.

FSA-9: Ebon Fissure

To the south of the Stables, what was once a nice patch of grazing grass and dirt is now a dirty, black pit, smelling of scorched earth and broken land. It appears about ten feet deep; its bottom surface jagged with pointed rocks that look as though they have been rent apart and send forth from underneath the ground.

This pit is caustic: being in it causes **1d4** points of Acid damage per round. Jumping in with no additional preparation causes **1d6** points of bludgeoning and piercing damage from the fall and the jagged surface on the bottom.

Climbing out requires a **Climb** skill check at DC 18. Failure inflicts **1d4** points of bludgeoning and piercing damage, plus of course the Acid damage mentioned above for remaining in the pit another round.

Moving about within the pit counts as **difficult terrain**.

At the bottom of the pit, vaguely visible from above, is the skeleton of a horse, picked clean by **Giant Vultures**, and burnt black by the smoldering forces and heat of the **Eruption** and its aftermath quakes. The horse contains no treasure, and is merely a morbid testament to how rapidly the destructive forces of the **Obelisk** have rent their will upon the land.

FSA-10: Upper-Class Residential District

Please refer to page 406 for more description about this building.

FSA-11: Textiles Shop

Page 401 begins more details about this establishment.

FSA-12: The Leaky Cask Tavern

The city's tavern is described on page 367 .

FSA-13: Town Square

Starting on page 342, you will find more description of this region.

FSA-14: Blacksmith's Hut

What was once **Dimblegruffe's** business is described starting on page 354.

FSA-15: Lower-Class Residential District

Please refer to page 411 for more information about this building.

FSA-16: River

Note that only one **bridge** remains: the one to the northwest. Please see **CGA-2: Intact Bridge** for more information.

FSA-17: City Gardens

Page 364 begins details of this region.

BCA-19: Fishery and Stables Basement Map, Aftermath

A Players' version of this map can be found on page 482.

FBA-1: Staircase Up

This leads to **FSA-2: Fishery Main Room**.

FBA-2: Forces of the Obelisk

A small horde of nasty monsters appears to have taken up residence here.

All in all, this mob consists of: **1 Ogre, 2d4 Ghouls**, and **1d4 Skulks**. They attack the party on sight, and will fight until defeated.

If the party is entering this main chamber of the basement via the **staircase** (see above), then roll for initiative as normal to begin combat. PCs who are sneaking up on the monsters after having discovered and struggled through the **secret crawlspace** to the northwest may attempt a **Stealth check**, opposed by the highest **Perception** value of the monsters (likely the **Ghouls**'). Success means the PCs gain the benefit of a **surprise round** of combat.

In addition to the gear normally carried by the monsters, there is a bit of additional treasure, representing the ill-gotten gains the creatures have obtained by looting **townsfolk** corpses.

Basement Monster Horde Treasure

68 gp; **32 pp**; ***+1 dagger***; **silver goblet (38 gp)**

Ogre

CR 3; **XP** 800; CE Male or Female Humanoid 4

hp 32; **AC** 17; **Fort** +6, **Ref** +0, **Will** +3

Init -1; **Speed** 30 ft.; **Senses Perception** +5; **Low-Light Vision**; **Darkvision** 60 ft.

Str 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7

BAB +3; **CMB** +9; **CMD** 18

Melee greatclub (large) +7 (2H: 2d8+7) or

Ranged javelin (large) +1 (1d8+5)

Feats Iron Will, Toughness

Skills Climb +7, Perception +5

Special Qualities Darkvision, Humanoid Traits, Low-Light Vision

Possessions greatclub (large); hide (large); javelin (large) (x4)

Ghoul

CR 1; **XP** 400; CE Male or Female Undead 2

hp 7; **AC** 14; **Fort** +2, **Ref** +2, **Will** +5; Channel Resistance +2; **Immune** Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +2; **Speed** 30 ft.; **Senses Perception** +7; **Darkvision** 60 ft.

Str 13, **Dex** 15, **Con** *, **Int** 13, **Wis** 14, **Cha** 14

BAB +1; **CMB** +2; **CMD** 14

Melee bite +3 (1d6+1) or

Melee claw +3/+3 (1d6+1)

Special Attacks Disease, Paralysis

Feats Weapon Finesse

Skills Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3

Special Qualities Darkvision, Undead Traits

Skulk

CR 1; **XP** 400; CE Male or Female Humanoid 3

hp 14; **AC** 12; **Fort** +2, **Ref** +5, **Will** +3

Init +6; **Speed** 30 ft.; **Senses Perception** +5; **Low-Light Vision**

Str 11, **Dex** 14, **Con** 13, **Int** 10, **Wis** 14, **Cha** 7

BAB +2; **CMB** +2; **CMD** 14

Melee dagger +2 (1d4/19-20) or

Ranged dagger (thrown) +4 (1d4/19-20) or

Melee sword (short) +2 (1d6/19-20)

Special Attacks Sneak Attack 1d6

Feats Improved Initiative, Skill Focus (Stealth)

Skills Perception +5, Stealth +16

Special Qualities Camouflaged Step, Chameleon Skin, Humanoid Traits, Low-Light Vision

Possessions daggers (2x); shortsword

FBA-3: Cask Stack

This is unchanged from **FSB-5: Cask Stack**.
In particular, please note the possible encounter with a **Giant Leech**.

FBA-4: Secret Crawlspace

Please refer to **FSB-8: Secret Crawlspace** for more information.

FBA-5: Personal Quarters Basement

This chamber is the same as described in **FSB-9: Personal Quarters Basement**.

FBA-6: Trapdoor to Personal Quarters

This leads to **FSA-5: Trapdoor to Basement**, and is as described in **FSB-10: Trapdoor to Personal Quarters**.

FBA-7: Underground River and Dock

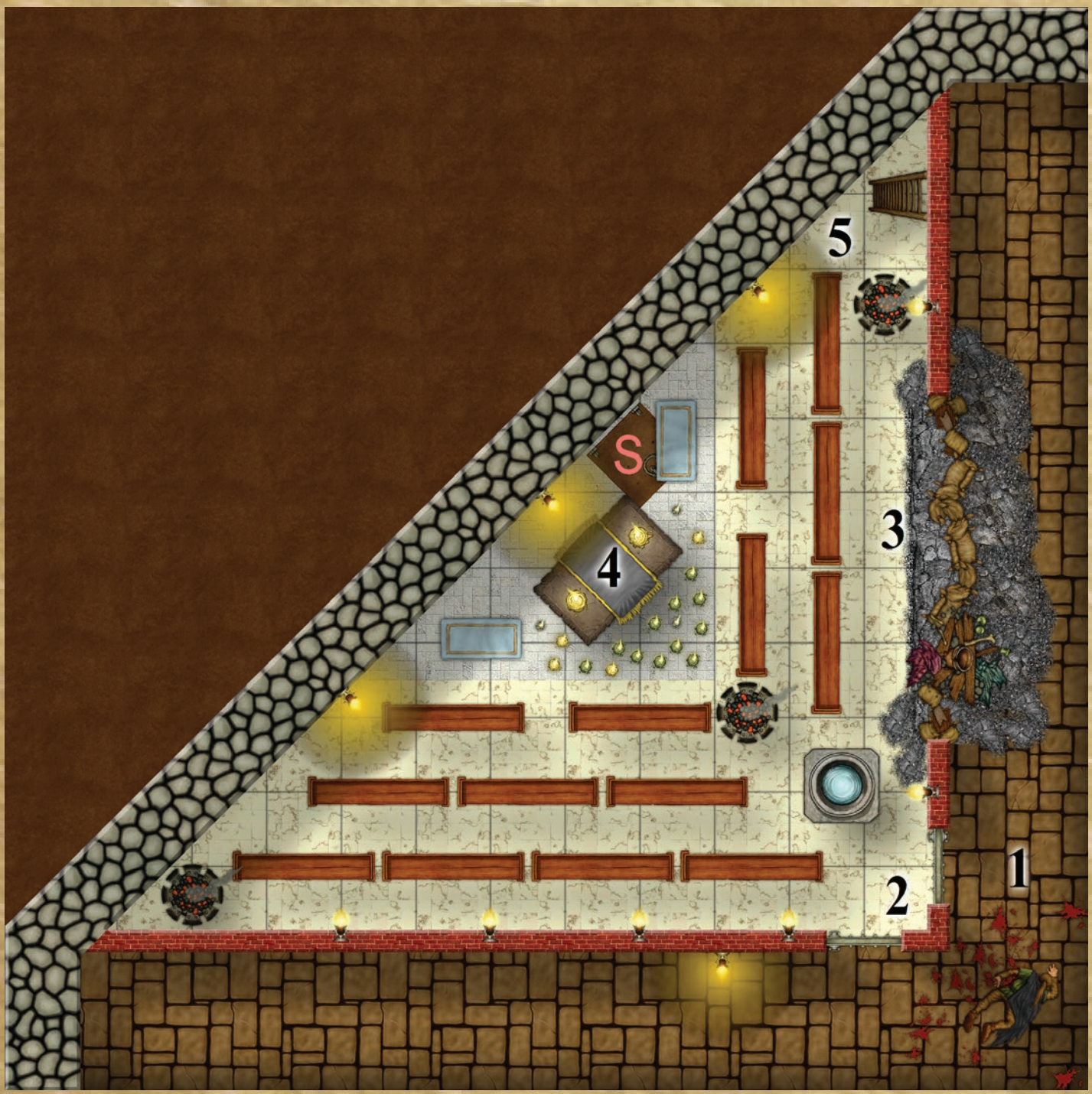
This is unchanged from its depiction in **FSB-3: Underground River and Dock**.

FBA-8: Opportunistic Ooze

This **gelatinous cube** lurks behind the staircase; not even the **forces of the obelisk** which hang out in the main chamber of the basement have noticed it. If the PCs become embattled with the monsters to its southwest, the **Cube** will sploosh forward, attacking the party from behind.

Generous GMs may give each PC a passive **Perception** check, opposed by the **Gelatinous Cube's Stealth** check; give

Map 53: Sheergath Temple Ground Floor, Aftermath (SGA) *One square equals 5 ft.*



the monster a **+5** circumstance bonus for attacking silently while the party is preoccupied. If the PCs fail, or if the GM does not wish to give them this benefit, the **Cube** automatically gets a **surprise round** of combat against the party.

Gelatinous Cube

CR 3; **XP** 800; TN Male or Female Ooze 4

hp 55; **AC** 4; **Fort** +9, **Ref** -4, **Will** +4; **Immune** Critical Hits, Electricity, Flanking, Mind-Affecting Effects, Paralysis, Poison, Polymorph, Sleep, Sneak Attacks, Stunning

Init -5; **Speed** 15 ft.; **Senses Perception** -5; **Blind; Blindsight** 60 ft.

Str 10, **Dex** 1, **Con** 26, **Int** *, **Wis** 1, **Cha** 1

BAB +3; **CMB** +4; **CMD** 19 (can't be tripped)

Melee slam +2 (1d6)

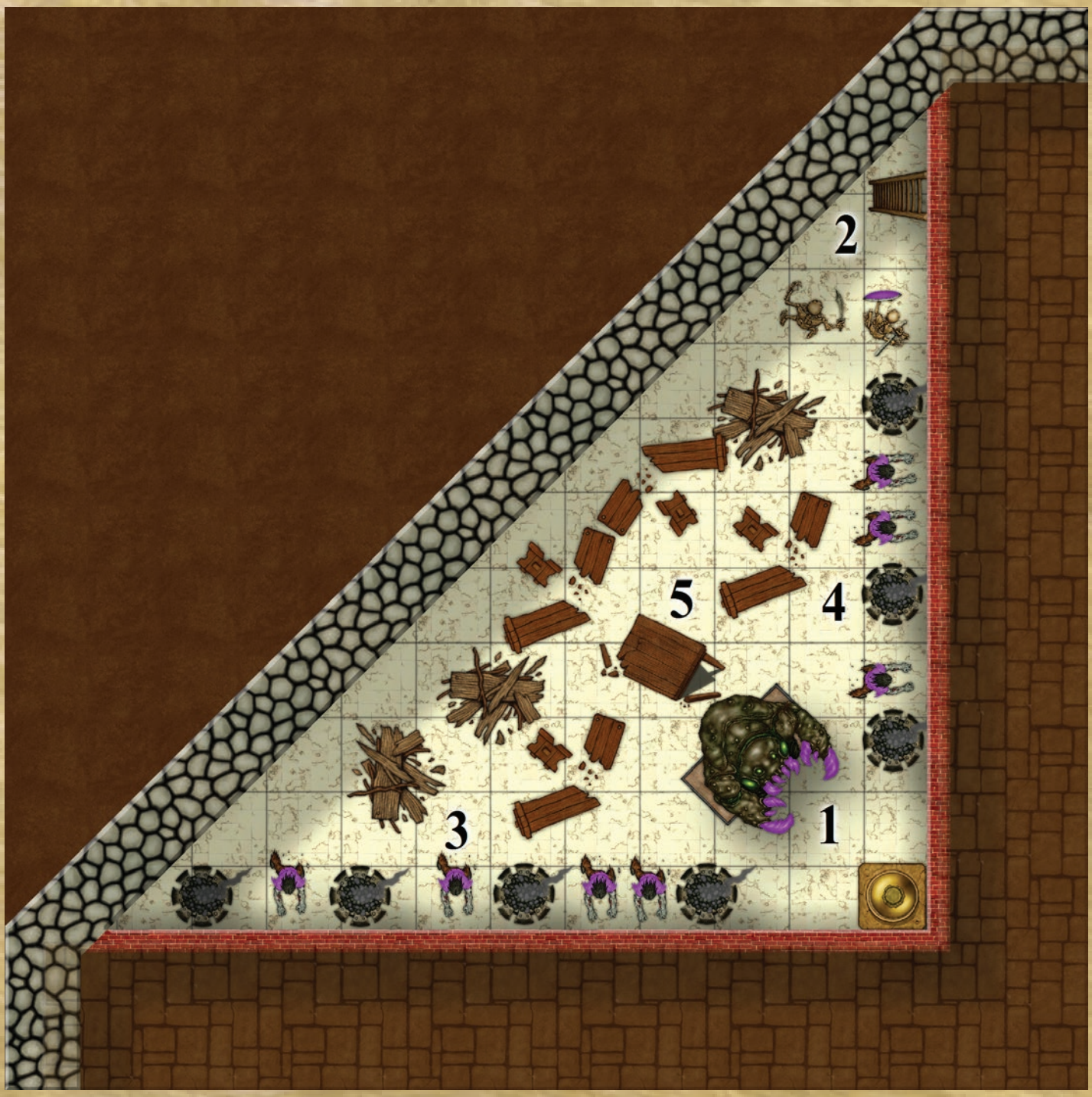
Special Attacks Acid, Engulf, Paralysis

Feats none

Skills none

Map 54: Sheergath Temple Rooftop, Aftermath (SRA)

One square equals 5 ft.



Special Qualities Blindsight, Can't Be Tripped, Ooze Traits, Transparent

BCA-20: Sheergath Temple, Aftermath

This temple has been claimed by chaotic evil forces.

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 137: Map Reference Summary, Sheergath Temple

Location Name	Context	Audience	Page
Ground Floor	Before Eruption	GM Only	p 160
Ground Floor	Before Eruption	Players	p 449
Ground Floor	After Eruption	GM Only	p 386
Ground Floor	After Eruption	Players	p 484
Basement	Before Eruption	GM Only	p 161
Basement	Before Eruption	Players	p 450
Basement	After Eruption	GM Only	p 387
Basement	After Eruption	Players	p 485
Rooftop	Before Eruption	GM Only	p 163
Rooftop	Before Eruption	Players	p 451
Rooftop	After Eruption	GM Only	p 389
Rooftop	After Eruption	Players	p 486

Summary

Damaged and infested, this temple represents a significant challenge to any who would see it restored to its pre-**Eruption** state.

Damage Summary

The eastern wall which opens to the alley separating the **Temple** from the **Mayor's House** (p 349) has been destroyed.

Corruption Status

High. Monsters have infested the rooftop in particular. They have not yet discovered the basement.

Localized Random Encounters

Unless there is a compelling reason to do otherwise, roll on the following table when the party enters this area. Roll again on this table for every **10 minutes** the party remains in this building.

Table 138: Sheergath Temple Random Encounters, Aftermath

D%	Event	Description
01-05	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
06-08	**Beneficial Encounter**	Roll once on the **Aftermath Beneficial Encounters** table (p 264).
09-39	**Random Encounter**	Roll once on the **Aftermath Encounters** table (p 263).
40-49	**ANE-11**	**Denzys;** See Quest "**Denzys, Aftermath**", p 298
50-53	**ANE-12**	**Stewy;** See Quest "**War is Good for Business**", p 299
54	**ANE-13**	**Pilga;** See Quest "**It's Not As Though They're Coming Back**", p 301
55-59	**ANE-16**	**Lingona;** See Quest "**Kisses From Afar**", p 303.
60-2	**ANE-17**	**Zook Beren;** See Quest "**A Devil Made Me Do It**", p 304.
63	**ANE-18**	**Hueykins;** See Quest "**Havens for Gold**", p 306
64	**ANE-19**	**Gyldor;** See Quest "**Unexpected Ally**", p 307.
65	**ANE-20**	**Kayzark;** See Quest "**Protection for a Price**", p 308
66	**ANE-22**	**Gurth;** See Quest "**Luck of a Drunken Fool**", p 313, but only if **Gurth** has been freed of his **Shack** (see Quest "**It's Safe, But You Can't Stay Here**", p 336); otherwise, treat as **No Encounter.**
67	**ANE-23**	**Aramil Xiloscient;** See Quest "**A Quavering Quaffer**", p 314
68	**ANE-24**	**Dimblegruffe;** See Quest "**Come With Me if You Want to Live. Or Not.**", p 315.
69	**ANE-29**	**Donur Gravelsmasher;** See Quest "**Comrade in Arms and Armor**", p 318.
70-89	**ANE-36**	**Larissa;** See Quest "**What an End-times to Be Alive**", p 325
90-00	**Untouchable Encounter**	Roll once on the **Aftermath Untouchable Encounters** table (p 326).

BCA-20: Sheergath Temple Ground Floor Map, Aftermath

A Players' version of this map can be found on page 484.

SGA-1: Unglar's Corpse

Here lies the body of a man dressed in the robes of Sheergath.

Unglar left the **Temple** immediately, and started making his way **toward Town Square**, firm in the belief that either these were the End Times, or that chaos had brought its reign to the Realm, and that he, a devoted servant of **Sheergath** (p 23), would be favored for his urgency.

Sadly, the **Forces of the Obelisk** seemed to be largely unaware of these thoughts, and slew him quickly on the cobblestones outside his temple.

Unglar's Body

Please see the companion book ***Dramatis Personae & Bestiary*** for possessions and treasure.

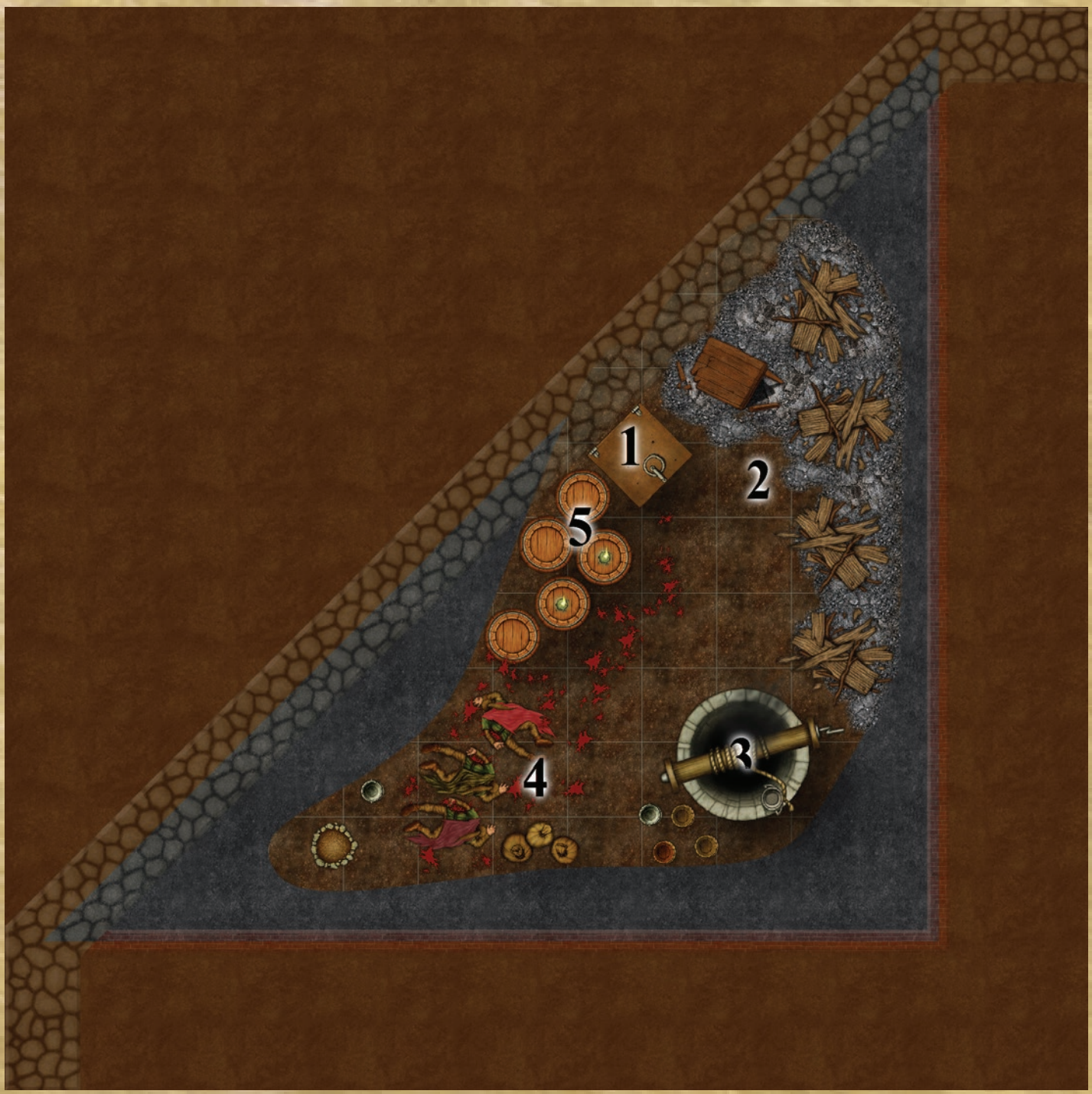
SGA-2: Entrance

Though it hardly matters, what with the wall to the north having been knocked down, the double entrances are completely intact, and have been locked. Please refer to page 162 for more details on these doors and the entryway itself.

SGA-3: Collapsed Wall Barricade

A large chunk of wall here has been destroyed. Atop the rubble is what appears to be a makeshift barricade, seeming-

Map 55: Sheergath Temple Basement, Aftermath (SBA) *One square equals 5 ft.*



ly constructed to defend the the Temple from within.

Initially, occupants had constructed a sort of makeshift defense; they were quickly overwhelmed and their bodies carried away.

Now, any square touched by rubble counts as **difficult terrain**, and in addition, any square touched by something that used to be a wall, or is now a barricade, requires an **obstacle check** to pass, as follows:

Obstacle

Acrobatics DC 17; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone**

SGA-4: Altar and Trapdoor to Basement

These are unchanged from their description in **CTG-3: Altar**. Surprisingly, no **Forces of the Obelisk** have noticed the secret door.

SGA-5: Ladder to Rooftop

This has not changed from its depiction in **CTG-4: Ladder to Rooftop**.

BCA-20: Sheergath Temple Map (Rooftop), Aftermath

A Players' version of this map can be found on page 485.

SRA-1: Chaos Beast

In the southeast corner of the rooftop, where religious services were once focused and performed, is a **Chaos Beast**. It oversees much of the city with a perfect view.

It will bide its time if the PCs emerge from the **trapdoor**, waiting for the other **Forces of the Obelisk** here to attack. If all else fails, it will amble into battle with the party.

Note that the **Chaos Beast** is normally an **Untouchable Encounter** (p 326). It will, and should be, a very challenging task to defeat both this formidable monster, and its several minions, in an area with not much room to maneuver! Also recall that several Quests in **Act Three** refer to the task of "clearing" the **Temple**; destroying all monsters on the rooftop fulfills this task.

Note that once the **Chaos Beast** has been defeated, it's possible to examine the **urn** in the southeast corner, triggering the Quest "**Ginswyn, But Not Forgotten**", on page 200, if the party has not already resolved it in **Act One**.

Chaos Beast

CR 7; **XP** 3,200; CN Male or Female Outsider 9

hp 86; **AC** 20; **Fort** +9, **Ref** +8, **Will** +4; Amorphouse, Resistant to Transformation; **SR** 18

Init +6; **Speed** 20 ft.; **Senses Perception** +13; **Darkvision** 60 ft.

Str 17, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 11

BAB +9; **CMB** +12; **CMD** 25 (can't be tripped)

Melee claw +13/+13/+13/+13 (1d6+3)

Special Attacks Corporeal Instability (claw)

Feats Dodge, Improved Initiative, Martial Weapon Proficiency, Mobility, Simple Weapon Proficiency, Toughness, Weapon Focus (Claw)

Skills Acrobatics +14, Climb +15, Escape Artist +14, Perception +13, Stealth +14, Swim +15

Special Qualities Aligned (Chaotic), Can't Be Tripped, Darkvision, Outsider Traits

SRA-2: Skeleton Guards

As you emerge from the trapdoor, two animated undead skeletons strike at you!

The first line of defense of the rooftop is **2 Skeletons**, as described below. They attack the party immediately upon their emergence from the **trapdoor**; unless the GM is feeling generous, the **skeletons** should likely gain a **surprise round** of combat for their positioning as guards against a force emerging one at a time from a trapdoor accessed via a ladder.

Skeleton, Human

CR 1/3; **XP** 135; NE Male Undead (mindless) 1

hp 5; **AC** 16; **Fort** +0, **Ref** +2, **Will** +2; **Damage Resistance** 5/bludgeoning; **Immune** Ability Draw, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +6; **Speed** 30 ft.; **Senses Perception** +0; **Darkvision** 60 ft.

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

BAB +0; **CMB** +2; **CMD** 14

Melee shortspear +2 (1d6+2) or

Ranged shortspear (thrown) +2 (1d6+2) or

Melee dagger +2 (1d4+1/19-20) or

Ranged dagger (thrown) +2 (1d4+2/19-20) or

Melee claw (w/o weapon) +2/+2 (1d4+2) or

Melee claw (w/weapon) -3 (1d4+1) or

Melee broken scimitar +0 (1d6/18-20)

Feats Improved Initiative

Possessions shortspear; dagger; broken chain shirt; broken scimitar

SRA-3: Southern Zombie Monitors

4 Zombie Townsfolk stand here, shuffling to and from amidst the braziers. They will move toward the party and attack them as soon as they arrive on the rooftop.

Zombie Townsfolk

CR ½; **XP** 200; NE Male or Female Commoner 1 / Undead 1

hp 11; **AC** 12; **Fort** +0, **Ref** +0, **Will** +2; **DR** 5/slashing; **Immune** Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning

Init +0; **Speed** 35 ft.; **Senses Perception** +7; **Darkvision** 60 ft.

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

BAB +0; **CMB** +1; **CMD** 11

Melee dagger +1 (1d4+1/19-20) or

Ranged dagger (thrown) +0 (1d4+1/19-20) or

Melee slam +1 (1d6+1)

Feats Alertness, Fleet, Toughness

Skills Climb +5, Knowledge (Local) +1, Perception +7

Special Qualities Bonus Feat, Darkvision, Humanoid Traits, Single Simple Weapon Proficiency (Grapple), Skilled, Staggered, Undead Traits

Possessions dagger; peasant's outfit

SRA-4: Eastern Zombie Monitors

3 Zombie Townsfolk stand here, mindlessly scanning the streets below for enemies.

As the PCs emerge onto the rooftop, these forces will wade into combat as an opportunity presents itself.

Aside from their arms and armor, these zombies carry no loot.

SRA-5: Pew Wreckage

Shattered and smashed wooden pews and tables lie strewn about here. It looks as though something large and terrible has been batting the furniture about... which, you realize, might be exactly what has happened here.

All squares touched by debris—which is to say, nearly the entire rooftop—counts as **difficult terrain**.

BCA-20: Sheergath Temple Map (Basement), Aftermath

A Players' version of this map can be found on page 486.

SBA-1: Trapdoor to Ground Floor

This is the same as it was in **Act One**.

SBA-2: Rubble

The debris here seems to have been caused by large, heavy wreckage falling from the ceiling above, which in turn smashed what must have been finely-appointed and very nice chairs and at least one table.

All squares touched by rubble count as **difficult terrain**. The scene is precisely as depicted, but there is no structural damage that would cause further falling debris or danger.

SBA-3: Well

This is as described in **CTB-3: Well**.

SBA-4: Dead Citizens

A pile of corpses lies here. Individual people may have been slain by stabbing, fire, or unknown magical scarring... but collectively, it's clear they were all killed by the forces of the Obelisk.

One of the dead townsfolk here, knowing that the basement was one of the few safe places in the city, performed the gruesome deed of carrying the dead down the trapdoor, in the hopes that it would keep the bodies from being corrupted or maltreated by monsters. Several times, he emerged from relative safety in the basement, solely to venture out in search of bodies to save, at great personal risk.

Although successful in his task, during one such expedition, he was wounded by a monster; although he made it back to safety here, he died of his wounds shortly thereafter. It now is difficult to tell this hero from the people he tried to preserve.

The four bodies here all count as **townsfolk**; none bear any treasure aside from what such folk normally carry.

SBA-5: Casks

These remain as depicted in **CTB-4: Casks**.

BCA-21: Library, Aftermath

One of the few **places of sanctuary** in the wake of the **Eruption**—and perhaps the best—the **Library** now acts as a sort of safehouse for collecting townsfolk.

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Note that the **Library** building is not damaged or otherwise harmed in the **Eruption**.

Table 139: Map Reference Summary, Library

Location Name	Context	Audience	Page
Library	Before and After Eruption	GM Only	p 168
Library	Before and After Eruption	Players	p 452

Summary

Although **Gunnloda Balderk** has been slain, **Biggen Gurble** and others have ably stepped in to take her place, both in terms of running the **Library**, and in terms of coordinating

the defense and safety of those **townsfolk** who have entered here.

Note that due to the necessity of housing dozens of townsfolk, all secret passages are now revealed to anyone who enters and speaks with **Biggen Gurble**.

In addition to **Biggen Gurble** and **Tudra Coppereye** (page 804), who are nearly always inside, **3d12 townsfolk** have sought and gained shelter here, and are now ambling about the halls. As the establishment is most certainly not equipped with that many beds, most people simply sleep on the floor when they need to, preferring rugs if possible.

Note that the **Library**, and other **places of sanctuary** (p 261), is a target of many Quests that require the PCs to escort folk to safety; the GM is encouraged to track which NPCs may have been deposited here, so that they might be available for the party to consult or shop with as needed when they return.

All services, secrets, items, and other descriptions remain as they were in **Act One,** starting on page 165.

Damage Summary

None. It's pristine and unravaged, as of yet, from the **Forces of the Obelisk**.

Corruption Status

Zero. There are no monster-based random encounters while the party is within the walls of the **Library**.

Localized Random Encounters

Unless there is a compelling reason to do otherwise, roll on the following table when the party enters this area. Roll again on this table for every **10 minutes** the party remains in this building.

Table 140: Library Random Encounters, Aftermath

D%	Event	Description
01-10	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
11-24	**Beneficial Encounter**	Roll once on the **Aftermath Beneficial Encounters** table (p 264).
25	**Random Encounter**	Roll once on the **Aftermath Encounters** table (p 263).
26	**ANE-1**	**Cleric Maghana;** See Quest "**Cleric Maghana, Aftermath**", p 287.
27	**ANE-2**	**Cora Brushgather;** See Quest "**Cora Brushgather, Aftermath**", p 288.
28	**ANE-3**	**Amadan;** See Quest "Amadan**, Aftermath**", p 289
29	**ANE-4**	**Ash "Executioner";** See Quest "**Ash, Aftermath**", p 290
30	**ANE-5**	**Debran Ormrick;** See Quest "**Debran Ormrick, Aftermath",** p 291
31	**ANE-6**	**Tansden;** see Quest "**Tansden, Aftermath**", p 293.
32	**ANE-7**	**Ota Kuiduru;** See Quest "**Ota Kuiduru, Aftermath**", p 294.
33	**ANE-8**	**Esk;** See Quest "**Esk, Aftermath**", p 295
34	**ANE-9**	**Rhirem;** See encounter "**Temporarily Free for Hire**", p 265
35-44	**ANE-10**	**Biggen Gurble;** See Quest "**Biggen Gurble, Aftermath**", p 297.
45	**ANE-11**	**Denzys;** See Quest "**Denzys, Aftermath**", p 298
46	**ANE-12**	**Stewy;** See Quest "**War is Good for Business**", p 299
47	**ANE-13**	**Pilga;** See Quest "**It's Not As Though They're Coming Back**", p 301
48	**ANE-14**	**Sorille;** See Quest "**If It's On Your Way**", p 99; adjust the dialogue to reflect the post-Eruption chaos, but the job is the job, and **Sorille** still feels it necessary to have it delivered
49	**ANE-15**	**Jozan;** See Quest "**The Earth Shook**", p 302
50	**ANE-16**	**Lingona;** See Quest "**Kisses From Afar**", p 303.
51	**ANE-17**	**Zook Beren;** See Quest "**A Devil Made Me Do It**", p 304.
52	**ANE-18**	**Hueykins;** See Quest "**Havens for Gold**", p 306
53	**ANE-19**	**Gyldor;** See Quest "**Unexpected Ally**", p 307.
54	**ANE-20**	**Kayzark;** See Quest "**Protection for a Price**", p 308
55	**ANE-21**	**Tarsheva Hornwood;** See Quest "**Lend a Hand for a Landlord**", p 309.
56	**ANE-22**	**Gurth;** See Quest "**Luck of a Drunken Fool**", p 313, but only if **Gurth** has been freed of his **Shack** (see Quest "**It's Safe, But You Can't Stay Here**", p 336); otherwise, treat as **No Encounter.**
57	**ANE-23**	**Aramil Xiloscient;** See Quest "**A Quavering Quaffer**", p 314
58	**ANE-24**	**Dimblegruffe;** See Quest "**Come With Me if You Want to Live. Or Not.**", p 315.
59	**ANE-25**	**Brock Runnaheim;** See Quest "**Horseman for Hire**", p 316.
60-89	**ANE-26**	**Tudra Coppereye;** See Quest "**What of the People?**", p 317.
90	**ANE-27**	**Otibus;** See Quest "**Fabric of a Life**", p 317.

D%	Event	Description
91	ANE-28	**Caerthynna Tsornyl;** See "**SQR-13: Healing and Plant Supply Kiosk**", p 78. She walks about, but has limited inventory; she will sell a maximum of **1d4** of each item, and her prices are **150%** of what is listed, rounded up (e.g., **53 gp** for a *potion of hide from animals*, instead of the **35 gp** as normal). Also available to initiate is Quest "**Sweet, Sweet Poison**", p 79.
92	ANE-29	**Donur Gravelsmasher;** See Quest "**Comrade in Arms and Armor**", p 318.
93	ANE-30	**Ines Borque;** See Quest "**Of Noble Purpose**", p 319.
94	ANE-31	**Shakira Alam;** See Quest "**Sad Searching**", p 320.
95	ANE-32	**Welby Goodbarrel;** See Quest "**Come Out, Come Out**", p 321.
96	ANE-33	**Ganyc;** See Quest "**Ganyc, Aftermath**", p 322.
97	ANE-34	**Elena Lomazonne;** See Quest "**Don't You Know Who I Am?**", p 323.
98	ANE-35	**Waywocket Ningel;** See Quest "**Waywocket Ningel, Aftermath**", p 325.
99	ANE-36	**Larissa;** See Quest "**What an End-times to Be Alive**", p 325
00	**Untouchable Encounter**	Roll once on the **Aftermath Untouchable Encounters** table (p 326).

BCA-22: City Gates, Aftermath

If the party wasn't clear before the **Eruption,** it should become obvious quite quickly in its aftermath that this area is of critical importance, as it guards the only real entry to—and, probably more importantly, with the monsters roaming the city—exit from the city.

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 141: Map Reference Summary, City Gates

Location Name	Context	Audience	Page
City Gates	Before Eruption	GM Only	p 176
City Gates	Before Eruption	Players	p 453
City Gates	After Eruption	GM Only	p 394
City Gates	After Eruption	Players	p 494

Summary

The **City Gates** area is the one which many citizens naturally ran toward, when the **Eruption** began. Although the gate is intact, many citizens were slain shortly after arriving, when an enormous fireball slammed into the southern portion of the open area.

Damage Summary

The still-smoldering husk of a gigtantic fireball fragment remains in the charred debris to the south. Aside from that, all nearby walls are thankfully untouched.

Corruption Status

Moderate. No **Forces of the Obelisk** have yet claimed this area, but the influx of citizens and the concentration of people and chaos here is a strong draw for monsters.

Localized Random Encounters

Unless there is a compelling reason to do otherwise, roll on the following table when the party enters this area. Roll again on this table for every **10 minutes** the party remains in this building.

Table 142: City Gates Random Encounters, Aftermath

D%	Event	Description
01-03	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
04-08	**Beneficial Encounter**	Roll once on the **Aftermath Beneficial Encounters** table (p 264).
09-12	**Random Encounter**	Roll once on the **Aftermath Encounters** table (p 263).
13	ANE-1	**Cleric Maghana;** See Quest "**Cleric Maghana, Aftermath**", p 287.
14	ANE-2	**Cora Brushgather;** See Quest "**Cora Brushgather, Aftermath**", p 288.
15-19	ANE-3	**Amadan;** See Quest "Amadan, **Aftermath**", p 289
20-24	ANE-4	**Ash "Executioner";** See Quest "**Ash, Aftermath**", p 290
25-29	ANE-5	**Debran Ormrick;** See Quest "**Debran Ormrick, Aftermath",** p 291
30-37	ANE-6	**Tansden;** see Quest "**Tansden, Aftermath**", p 293.
38-41	ANE-7	**Ota Kuiduru;** See Quest "**Ota Kuiduru, Aftermath**", p 294.
42	ANE-8	**Esk;** See Quest "**Esk, Aftermath**", p 295
43	ANE-9	**Rhirem;** See encounter "**Temporarily Free for Hire**", p 265
44	ANE-10	**Biggen Gurble;** See Quest "**Biggen Gurble, Aftermath**", p 297.
45	ANE-11	**Denzys;** See Quest "**Denzys, Aftermath**", p 298

Map 56: City Gates, Aftermath (CTA) *One square equals 5 ft.*

D%	Event	Description
46	ANE-12	**Stewy;** See Quest "**War is Good for Business**", p 299
47	ANE-13	**Pilga;** See Quest "**It's Not As Though They're Coming Back**", p 301
48	ANE-14	**Sorille;** See Quest "**If It's On Your Way**", p 99; adjust the dialogue to reflect the post-Eruption chaos, but the job is the job, and **Sorille** still feels it necessary to have it delivered
49	ANE-15	**Jozan;** See Quest "**The Earth Shook**", p 302
50-53	ANE-16	**Lingona;** See Quest "**Kisses From Afar**", p 303.
54	ANE-17	**Zook Beren;** See Quest "**A Devil Made Me Do It**", p 304.
55-62	ANE-18	**Hueykins;** See Quest "**Havens for Gold**", p 306
63	ANE-19	**Gyldor;** See Quest "**Unexpected Ally**", p 307.
64	ANE-20	**Kayzark;** See Quest "**Protection for a Price**", p 308
65-69	ANE-21	**Tarsheva Hornwood;** See Quest "**Lend a Hand for a Landlord**", p 309.
70-75	ANE-22	**Gurth;** See Quest "**Luck of a Drunken Fool**", p 313, but only if **Gurth** has been freed of his **Shack** (see Quest "**It's Safe, But You Can't Stay Here**", p 336); otherwise, treat as **No Encounter.**
76	ANE-23	**Aramil Xiloscient;** See Quest "**A Quavering Quaffer**", p 314
77	ANE-24	**Dimblegruffe;** See Quest "**Come With Me if You Want to Live. Or Not.**", p 315.
78	ANE-25	**Brock Runnaheim;** See Quest "**Horseman for Hire**", p 316.
79	ANE-26	**Tudra Coppereye;** See Quest "**What of the People?**", p 317.
80	ANE-27	**Otibus;** See Quest "**Fabric of a Life**", p 317.
81	ANE-28	**Caerthynna Tsornyl;** See "**SQR-13: Healing and Plant Supply Kiosk**", p 78. She walks about, but has limited inventory; she will sell a maximum of **1d4** of each item, and her prices are **150%** of what is listed, rounded up (e.g., **53 gp** for a *potion of hide from animals*, instead of the **35 gp** as normal). Also available to initiate is Quest "**Sweet, Sweet Poison**", p 79.
82	ANE-29	**Donur Gravelsmasher;** See Quest "**Comrade in Arms and Armor**", p 318.
83	ANE-30	**Ines Borque;** See Quest "**Of Noble Purpose**", p 319.
84	ANE-31	**Shakira Alam;** See Quest "**Sad Searching**", p 320.
85	ANE-32	**Welby Goodbarrel;** See Quest "**Come Out, Come Out**", p 321.
86	ANE-33	**Ganyc;** See Quest "**Ganyc, Aftermath**", p 322.
87	ANE-34	**Elena Lomazonne;** See Quest "**Don't You Know Who I Am?**", p 323.
88	ANE-35	**Waywocket Ningel;** See Quest "**Waywocket Ningel, Aftermath**", p 325.
89	ANE-36	**Larissa;** See Quest "**What an End-times to Be Alive**", p 325
90-00	Untouchable Encounter	Roll once on the **Aftermath Untouchable Encounters** table (p 326).

Random Dramatis Personae

Unique among Areas of Interest in the wake of the **Obelisk Eruption**, the **City Gates** area is a focal point of citizen escape. As a result, there are always interesting NPCs here, trying to organize an escape.

Each time the party arrives at this area after having left it (including the first time they arrive here), roll on the **Localized Random Encounter** table above to "populate" **2d4** NPCs of interest. Each time you roll to select an NPC, keep rerolling any non-NPC result, and of course reroll any NPCs who have died already.

The GM is encouraged to keep track of which NPCs are, and are not, here in the **City Gates** area, so the PCs have a reasonable chance of finding interesting NPCs again if they leave with an intent of coming back.

In addition to the notable, named NPCs present here, there are typically about **4d8 townsfolk** here as well, in various stages of grief, anxiety, panic, or terror.

BCA-22: City Gates Map, Aftermath

Please refer to page 494 for a **Players' Version** of this map.

CTA-1: Outside Berinncorte

The massive iron gates are closed. Whether it is to keep monsters inside the city, or to prevent other enemies from entering, you cannot be sure.

In front of the gate is a line of disciplined, heavily-armed soldiers, keeping guard and alertly scanning the square for threats. They stand about five feet west of the door, nearly literally with their backs to the door.

Agruably, the entire goal of **Act Three** is for the PCs to escape **Berinncorte** via this gate.

However, whenever, and under whatever circumstances the PCs open, and leave via, the Gate here, you may skip to the **Adventure Epilogue** (p 416) and conclude the adventure.

Leaving the Gate ends the adventure. As the GM, perhaps your most challenging job is to help the PCs strike a balance between leaving as soon as possible, once the **Eruption** occurs, and staying forever and picking up side-quests and random monster encounters endlessly.

The **City Gates** are as presented in **CGS-2: The City Gates**, page 178. The **Berinncorte Militia Elite Guard** posted here has been tripled to **12** fine soldiers; these will defend the gate against all manner of monster, but will not leave their post to assist the PCs in any combat encounter initiated in the **City Gate** area.

Berinncorte Militia Elite Guard

CR 3; **XP** 400; TN Male or Female Human Fighter 4

hp 27; **AC** 18; **Fort** +5, **Ref** +3, **Will** +1; +1 vs. Fear

Init +2; **Speed** 30 ft.; **Senses Perception** +0

Str 16, **Dex** 14, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10

BAB +4; **CMB** +7; **CMD** 20

Melee halberd +8 (2H: 1d10+4/x3) or

Melee longsword +7 (1d8+3/19-20) or

Melee dagger +7 (1d4+3/19-20) or

Ranged dagger (thrown) +6 (1d4+3/19-20)

Feats Cleave, Cleaving Finish, Combat Reflexes, Dodge, Power Attack, Weapon Focus (Halberd)

Skills Intimidate +7, Profession (Soldier) +7, Survival +7

Special Qualities Armor Training, Bonus Feat, Bonus Feats, Bravery, Humanoid Traits, Skilled

Possessions halberd; scale mail; longsword; dagger

CTA-2: Garrison Militia Guard Post

This is as described in **CGS-3: Garrison Militia Guard Post**. Unlike nearly all other guard posts in the city in the wake of the **Eruption**, this one is indeed manned as described.

CTA-3: Garrison / Barracks

Please refer to page 398 for more details about this building.

CTA-4: Upper-Class Residential District

Page 406 begins details about this structure.

CTA-5: Militia Guard Post

Please see **CGS-4: Militia Guard Post** for more details about this structure, which is unchanged from that description. Like the similar post to the northeast, this one remains staffed by **Berinncorte Militia** despite the chaos caused by the **Eruption.**

CTA-6: Northwest Alley

Only read the *italicized* text below when the PCs are entering the **City Gates** area for the first time in the wake of the **Eruption**.

A huge hubbub of people exists here. Citizens in varying states of dress, in various states of grief, and to varying degrees wounded or on the brink of death—they're all here, seeking safety. Some hope to escape, others to simply stay here until the crisis is averted or moves on. The entire spectrum of the city's populace is represented here.

Beneath it all, you detect a horrid, weakening despair, that things will not get better, the chaos will not improve... and that everyone in the city will perish amidst the forces of the Obelisk.

If any non-flying enemies are summoned via a **Random Encounter** while the PCs are in the **City Gates** area, the enemy arrives from this alley.

Entering the **City Gates** area for the first time triggers the following Quest.

Quest: Evacuate the City

Summary: With few other options, the PCs must get out of **Berinncorte**.

Rewards: Up to **3 Reward Stars.**

Locations: City Gates.

Key NPCs: None.

Kickoff: Entering **City Gates** area for the first time after the **Eruption.**

Description:

To the extent to which **Dark Obelisk: Berinncorte** can be said to have a "main quest", or story, this quest is it.

If the PCs have spent much time elsewhere in the city prior to kicking off this Quest, they may already appreciate that there is no immediate means of defeating the **Obelisk**. If they're instead coming to the **City Gates** shortly after the **Eruption,** and have not yet dealt with the city enough to understand, you may have to introduce additional obstacles to prevent them from leaving as of yet. Please refer to the more detailed discussion in "**Guiding the Party Toward the Exit**".

Once the PCs understand that the only true option is to leave, they may attempt to do so at any time.

Resolving the Quest involves a relatively straightforward goal: convince the guards to open the city gates, open the city gates, and leave.

This takes the form of the following **skill challenge**, representing the interaction between the PCs and the **Elite Guards** who currently refuse to open the gate for any reason.

The GM is encouraged to roleplay the interaction, particularly as it may not be clear why on earth the guards would be so dead-set on keeping the gates **closed**.

From the guards' perspective, their city has been partly destroyed, and although they want to help keep citizens safe

if possible, they're not clear who's in charge, what their orders are, or if for that matter the city is under attack from outside forces—that is, enemies **outside** the city.

The PCs' job is to understand the guards' view on things, convince them that the attack is solely from within the city, and get them to agree that the only option is to open the gate and evacuate the townsfolk so that all might regroup elsewhere once they're outside.

Note that if you have kept track of the **Reward Stars** the party has earned during **Act Three**, their task here may be made easier.

Opening the City Gates

First Check: Diplomacy or Intimidate check, opposed by the Berinncorte Militia Elite Guard's Profession (Soldier) check, to convince the guards to listen to you. Each failure (including the first) has a **25%** chance of triggering a Localized Random Encounter roll. Success at this check advances to the next step.

Second Check: Sense Motive check, opposed by the **Elite Guard's Intimidate** check, to understand why the guards are so resistant to opening the gates. Success advances to the **Third Check.** Failure by more than **5** points will revert progress back to the **First Check**. Failure by **5** or fewer points has a **15%** (plus **5%** per point by which the check was failed) chance of triggering a **Localized Random Encounter** roll. For example, if the PCs check value is **18**, there is a **25%** chance of a random encounter.

Third Check: Diplomacy or **Intimidate** check, opposed by the **Elite Guard's Intimidate** check, to coerce the guards. Success advances the challenge. Failure by more than **5** points reverts progress to the **Second Check**. Failure by more than **5** points will revert progress back to the **First Check**. Failure by **5** or fewer points has a **25%** (plus **5%** per point by which the check was failed) chance of triggering a **Localized Random Encounter** roll.

Fourth Check: Strength check, opposed by the **Open DC** of the **City Gates**. Failure by any amount has a **35%** (plus **5%** per point by which the check was failed) chance of triggering a **Localized Random Encounter** roll. Success opens the gates... **and** automatically triggers an encounter: roll once on the **Aftermath Random Encounters** table (page 319), using **Context D**, and keep rerolling until you identify a monster encounter, which serves to chase the PCs out of the city.

Once the **skill challenge** is completed, the gates are open. The final monster encounter that chases the party out also chases every single citizen in the **City Gates** area out.

The PCs receive **1 Reward Star** for completing the **skill challenge**. In addition, if at any point during the challenge they defeat one or more monsters and defend at least one **townsfolk**, they should receive one additional **Reward Star** for each such occurrence, to a maximum of **2** for such nobility.

This Quest—and likely the adventure itself!—ends if the PCs successfully open the gates and depart, if the PCs are defeated by **Forces of the Obelisk**, or if they abandon the attempt and leave the area. If they abandon the Quest, it is re-initiated automatically the next time they approach the **City Gates**.

There is no further **Catalyst Impact** to resolving this Quest; whatever state the **Catalyst Trackers** are in when the PCs leave the city, that is where they remain at the conclusion of this adventure.

CTA-7: Fireball Crater

In nearly the center of the square, the smoking remains of a giant fireball sit amidst melted cobblestones, tar, ash, and burned bodies. Nearly a dozen bodies lie strewn about and on the debris. The giant cinder at the center is still warm; you can feel it from here.

As in other areas of the city, all squares touched by rubble count as **difficult terrain**.

The cinder itself is quite hot—standing within 5 ft. of it inflicts **1d2** points of fire damage per round.

CTA-8: Gunnloda Balderk's Corpse

A dwarven scholar lies here, amidst a handful of spilled books.

Here lies the city's librarian, run down by **Forces of the Obelisk** amidst her attempt to return some books to the **Library**.

Gunnloda Balderk's Body

Please see the companion book ***Dramatis Personae & Bestiary*** for possessions and treasure.

Quest: Papercuts

Summary: Retrieve the dropped books the city's librarian was carrying at the time of her death, and return them to the **Library**.

Rewards: Up to **2 Reward Stars.**

Locations: City Gates, then **Library/Sage.**

Key NPCs: Biggen Gurble.

Kickoff: The PCs come across the body of **Gunnloda Balderk**.

Description:

Whether or not the party has encountered **Gunnloda Balderk** in **Act One** in her official capacity as the city's librarian, the scene made by her corpse should make her profession and position plain. She died, trying to ensure the safety of books: there could be no finer dedication to one's trade than such devotion.

No greater folly, too, one might say, but that's no longer here or there.

If the PCs pick up the books with the stated intent of returning them to the **Library**, as a means of honoring the clear final wish of the librarian, they should receive an immediate reward of **1 Reward Star**.

Taking the books back to the **Library**, they may hand them over to **Biggen Gurble**, whose **Attitude Tracker** will grow by **+15**, and who will thank the party immensely for their thoughtfulness. The PCs will also gain a second

Reward Star.

Papercuts (Return Book):
Law +4, Love +2

Returning this seemingly insignificant text to the **Library** produces a **Catalyst Impact** (page 41) of **Law +4** and **Love +2**.

This quest terminates if the books are destroyed somehow, if the PCs return the books to **Biggen Gurble**, or sell the books elsewhere. If the PCs pick the books up with the intent to sell them, this quest remains active until the books actually part company with the party. Similarly, if the party ignores the books for now, they will remain here, and the Quest will remain active, should the party change their mind at some later point.

CTA-9: Mardnab Scheppen's Corpse

A scroungy-looking gnome body lies here, a sad look on her half-burnt face.

The **Inn's** maid fled immediately upon hearing the **Eruption**, and made it as far as here before the **Forces of the Obelisk** found her. On her way, she was wounded by falling debris; the fireball here in **City Gate Square** finished her off.

Mardnab Scheppen's Body

Please see the companion book ***Dramatis Personae & Bestiary*** for possessions and treasure.

CTA-10: Skutt Krundar's Corpse

A noble-looking Militia leader lies here, skewered in many places and lying in a thick pool of blood.

The Militia's second-in-command was mortally wounded while saving his captain, **Tansden**.

Skutt Krundar's Body

Please see the companion book ***Dramatis Personae & Bestiary*** for possessions and treasure.

BCA-23: Garrison / Barracks, Aftermath

Slightly damaged, this building serves as a stronghold of sorts in the haphazard attempt to regroup and defend the citizenry of **Berinncorte**.

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 143: Map Reference Summary, Garrison / Barracks

Location Name	Context	Audience	Page
Garrison / Barracks	Before Eruption	GM Only	p 182
Garrison / Barracks	Before Eruption	Players	p 454
Garrison / Barracks	After Eruption	GM Only	p 400
Garrison / Barracks	After Eruption	Players	p 487

Summary

Militia presence here is strong: at any given moment, each room contains **1d4-1** (minimum zero) **Berinncorte Militia**. They are **friendly** toward any citizen—or indeed, at this point, anyone who is not a chaotic, demonic, undead, or other such monster!

During any combat encounter the PCs face here, any **Militia** present will fight on their behalf. Note this only applies if the PCs haven't done something stupid to alienate the **Militia** presence.

Damage Summary

The northwest corner of the building has been smashed to bits, but otherwise, things are intact.

Corruption Status

Moderate. The building itself is quite secure and stable; however, the gap in the northeast corner leaves things quite open to monster attack.

Any monster-based random combat encounter rolled while the PCs are here initiates from the northwest corner; if the PCs are more deeply inside the building's rooms when the encounter is rolled, the monster(s) will come at them from the approach easier from that area.

Localized Random Encounters

Unless there is a compelling reason to do otherwise, roll on the following table when the party enters this area. Roll again on this table for every **5 minutes** the party remains in this building.

Table 144: Garrison / Barracks Random Encounters, Aftermath

D%	Event	Description
01-15	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
16-29	**Beneficial Encounter**	Roll once on the **Aftermath Beneficial Encounters** table (p 264).
30-39	**Random Encounter**	Roll once on the **Aftermath Encounters** table (p 263).
40-49	**ANE-3**	**Amadan;** See Quest "Amadan, **Aftermath**", p 289

D%	Event	Description
50-59	ANE-4	**Ash "Executioner";** See Quest "**Ash, Aftermath**", p 290
60-69	ANE-5	**Debran Ormrick;** See Quest "**Debran Ormrick, Aftermath",** p 291
70-80	ANE-6	**Tansden;** see Quest "**Tansden, Aftermath**", p 293.
81	ANE-7	**Ota Kuiduru;** See Quest "**Ota Kuiduru, Aftermath**", p 294.
82	ANE-10	**Biggen Gurble;** See Quest "**Biggen Gurble, Aftermath**", p 297.
83	ANE-14	**Sorille;** See Quest "**If It's On Your Way**", p 99; adjust the dialogue to reflect the post-Eruption chaos, but the job is the job, and **Sorille** still feels it necessary to have it delivered
84	ANE-15	**Jozan;** See Quest "**The Earth Shook**", p 302
85	ANE-18	**Hueykins;** See Quest "**Havens for Gold**", p 306
86	ANE-19	**Gyldor;** See Quest "**Unexpected Ally**", p 307.
87	ANE-20	**Kayzark;** See Quest "**Protection for a Price**", p 308
88	ANE-21	**Tarsheva Hornwood;** See Quest "**Lend a Hand for a Landlord**", p 309.
89	ANE-22	**Gurth;** See Quest "**Luck of a Drunken Fool**", p 313, but only if **Gurth** has been freed of his **Shack** (see Quest "**It's Safe, But You Can't Stay Here**", p 336); otherwise, treat as **No Encounter.**
90	ANE-24	**Dimblegruffe;** See Quest "**Come With Me if You Want to Live. Or Not.**", p 315.
91	ANE-25	**Brock Runnaheim;** See Quest "**Horseman for Hire**", p 316.
92	ANE-26	**Tudra Coppereye;** See Quest "**What of the People?**", p 317.
93	ANE-27	**Otibus;** See Quest "**Fabric of a Life**", p 317.
94	ANE-28	**Caerthynna Tsornyl;** See "**SQR-13: Healing and Plant Supply Kiosk**", p 78. She walks about, but has limited inventory; she will sell a maximum of **1d4** of each item, and her prices are **150%** of what is listed, rounded up (e.g., **53 gp** for a *potion of hide from animals*, instead of the **35 gp** as normal). Also available to initiate is Quest "**Sweet, Sweet Poison**", p 79.
95	ANE-29	**Donur Gravelsmasher;** See Quest "**Comrade in Arms and Armor**", p 318.
96	ANE-30	**Ines Borque;** See Quest "**Of Noble Purpose**", p 319.
97	ANE-31	**Shakira Alam;** See Quest "**Sad Searching**", p 320.
98	ANE-33	**Ganyc;** See Quest "**Ganyc, Aftermath**", p 322.
99-00	Untouchable Encounter	Roll once on the **Aftermath Untouchable Encounters** table (p 326).

BCA-23: Garrison / Barracks Map, Aftermath

A Players' version of this map can be found on page 487

GBA-1: Ruined Corner

The entire northwest corner of the building appears to have suffered a great deal of damage. Fireball cinders, enormous claw marks, and magical scorchings are all indicated; it's not clear which if any of them may have caused, or contributed to, the damage.

Any square touched by debris counts as **difficult terrain**. In addition, any square that used to touch a wall or window requires an **obstacle check** to traverse:

Ruined Garrison Corner

Acrobatics DC 16; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone**

GBA-2: Training Hall

The table and chairs have been smashed to bits, and there is a dead man a few feet to the west... but other than that, this room is as described in **GAR-4: Training Hall**, on page 184.

GBA-3: Barracks A

Other than the ruin of the western portion, this room remains the same as in **GAR-5: Barracks A**.

GBA-4: Northern Militia Guard Post

This is a standard **Militia Guard Post**; note that it is unmanned in **Act Three**.

GBA-5: North Equipment Room

This room is unchanged from its description in **GAR-6: North Equipment Room**.

GBA-6: Kitchen

"**GAR-7: Kitchen**", has more details on this room, which remains unchanged.

GBA-7: Mess Hall

This room is as described in **GAR-3: Mess Hall**.

GBA-8: Foyer

Please refer to **GAR-2: Foyer** for more details.

Map 57: Garrison / Barracks, Aftermath (GBA)

One square equals 5 ft.

GBA-9: Entrance

Although the more obvious entrance is to the north, via the smashed walls, this entrance is fully functional, and is locked.

GBA-10: Barracks B

Please refer to **GAR-10: Barracks B** for more details about this room.

GBA-11: Barracks C

"**GAR-11: Barracks C**" describes this chamber.

GBA-12: Southern Militia Guard Post

This is a standard **Militia Guard Post**... except that it is actually manned in **Act Three**, one of the very few that are.

GBA-13: South Equipment Room

Please refer to "**GAR-8: South Equipment Room**", for more details about this room.

GBA-14: Dead NPC

This is merely the corpse of an ordinary **townsfolk**, but before dying, she managed to steal the uniform of a **Berinncorte Militia**. Searching her body yields nothing out of the ordinary save the uniform, and causes an automatic roll on the **Localized Random Encounter** table due to its position.

BCA-24: Textiles Shop, Aftermath

This establishment is largely intact, though defunct now that its owner has died.

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 145: Map Reference Summary, Textiles Shop

Location Name	Context	Audience	Page
Textiles Shop	Before Eruption	GM Only	p 188
Textiles Shop	Before Eruption	Players	p 455
Textiles Shop	After Eruption	GM Only	p 402
Textiles Shop	After Eruption	Players	p 488

Summary

This building is entirely vacant.

Damage Summary

The northeast corner has been pulverized, and the front room is a mess, but otherwise, remarkably little damage has been done.

Corruption Status

Minimal. Very few monsters have a taste for high fashion.

Localized Random Encounters

Unless there is a compelling reason to do otherwise, roll on the following table when the party enters this area. Roll again on this table for every **10 minutes** the party remains in this building.

Table 146: Textiles Shop Random Encounters, Aftermath

D%	Event	Description
01-45	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
46-55	**Beneficial Encounter**	Roll once on the **Aftermath Beneficial Encounters** table (p 264).
56-58	**Random Encounter**	Roll once on the **Aftermath Encounters** table (p 263).
59	**ANE-2**	**Cora Brushgather;** See Quest "**Cora Brushgather, Aftermath**", p 288.
60	**ANE-9**	**Rhirem;** See encounter "**Temporarily Free for Hire**", p 265
61	**ANE-10**	**Biggen Gurble;** See Quest "**Biggen Gurble, Aftermath**", p 297.
62	**ANE-15**	**Jozan;** See Quest "**The Earth Shook**", p 302
63	**ANE-19**	**Gyldor;** See Quest "**Unexpected Ally**", p 307.
64	**ANE-20**	**Kayzark;** See Quest "**Protection for a Price**", p 308
65	**ANE-21**	**Tarsheva Hornwood;** See Quest "**Lend a Hand for a Landlord**", p 309.
66	**ANE-22**	**Gurth;** See Quest "**Luck of a Drunken Fool**", p 313, but only if **Gurth** has been freed of his **Shack** (see Quest "**It's Safe, But You Can't Stay Here**", p 336); otherwise, treat as **No Encounter.**
67	**ANE-24**	**Dimblegruffe;** See Quest "**Come With Me if You Want to Live. Or Not.**", p 315.
68	**ANE-25**	**Brock Runnaheim;** See Quest "**Horseman for Hire**", p 316.
69	**ANE-26**	**Tudra Coppereye;** See Quest "**What of the People?**", p 317.
70-90	**ANE-27**	**Otibus;** See Quest "**Fabric of a Life**", p 317.
91	**ANE-28**	**Caerthynna Tsornyl;** See "**SQR-13: Healing and Plant Supply Kiosk**", p 78. She walks about, but has limited inventory; she will sell a maximum of **1d4** of each item, and her prices are **150%** of what is listed, rounded up (e.g., **53 gp** for a *potion of hide from animals*, instead of the **35 gp** as normal). Also available to initiate is Quest "**Sweet, Sweet Poison**", p 79.

Map 58: Textiles Shop, Aftermath (TXA) *One square equals 5 ft.*

D%	Event	Description
92	ANE-29	**Donur Gravelsmasher;** See Quest "**Comrade in Arms and Armor**", p 318.
93	ANE-30	**Ines Borque;** See Quest "**Of Noble Purpose**", p 319.
94	ANE-31	**Shakira Alam;** See Quest "**Sad Searching**", p 320.
95-97	ANE-33	**Ganyc;** See Quest "**Ganyc, Aftermath**", p 322.

D%	Event	Description
98	ANE-34	**Elena Lomazonne;** See Quest "**Don't You Know Who I Am?**", p 323.
99	ANE-35	**Waywocket Ningel;** See Quest "**Waywocket Ningel, Aftermath**", p 325.
00	Untouchable Encounter	Roll once on the **Aftermath Untouchable Encounters** table (p 326).

BCA-24: Textiles Shop Map, Aftermath

A Players' version of this map can be found on page 488.

TXA-1: Ruined Corner

This area appears to have been smashed to bits, though by earthquake, giant fist, or other device, you can't quite be certain.

All debris squares count as **difficult terrain**. In addition, any square touching what was once a wall or door requires an **obstacle check** to navigate:

Ruined Textiles Shop Corner

Acrobatics DC 13; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone**

TXA-2: Shop Interior

It's a mess—but largely intact, your surprise. Perhaps zombies don't have a good deal of taste for high-end fashion and sensible eveningwear.

Other than the debris and general destruction, this room is as described in **TXL-2: Main Shop**, on page 189.

TXA-3: Sample Table

All is in place, completely untouched from its depiction in **TXL-3: Sample Table**.

TXA-4: Storage

Everything is exactly as it was in **Act One**: **TXL-4: Storage**.

TXA-5: Private Quarters

Sadly, nobody lives here any longer—**Otibus** wanders the streets in a pointless quest for his wife, and will thereafter retire to the farmland outside.

It's otherwise as described in **TXL-5: Personal Quarters**.

TXA-6: Upper-Class Residential District

Please see page 406 for more description about this building.

TXA-7: Butcher's Shop

Please refer to **TVN-1: Northern Tavern Entrance** for more details about this establishment.

BCA-25: Butcher's Shop, Aftermath

A great deal of damage has been done, but it's cosmetic—the valuables are still here.

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 147: Map Reference Summary, Butcher's Shop

Location Name	Context	Audience	Page
Butcher's Shop	Before Eruption	GM Only	p 192
Butcher's Shop	Before Eruption	Players	p 456
Butcher's Shop	After Eruption	GM Only	p 405
Butcher's Shop	After Eruption	Players	p 493

Summary

Abandoned and starting to smell, this building is a favorite of monsters seeking meat.

Damage Summary

The entire northeast and eastern section of the building has been destroyed, bt the inner rooms are untouched.

Corruption Status

High. Monsters seek this location out due to its connection with slain meat.

Localized Random Encounters

Unless there is a compelling reason to do otherwise, roll on the following table when the party enters this area. Roll again on this table for every **10 minutes** the party remains in this building.

Table 148: Butcher's Shop Random Encounters, Aftermath

D%	Event	Description
01-10	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
11-15	**Beneficial Encounter**	Roll once on the **Aftermath Beneficial Encounters** table (p 264).
16-57	**Random Encounter**	Roll once on the **Aftermath Encounters** table (p 263).
58	**ANE-8**	**Esk;** See Quest "**Esk, Aftermath**", p 295
59	**ANE-9**	**Rhirem;** See encounter "**Temporarily Free for Hire**", p 265
60-68	**ANE-12**	**Stewy;** See Quest "**War is Good for Business**", p 299
69	**ANE-13**	**Pilga;** See Quest "**It's Not As Though They're Coming Back**", p 301
70	**ANE-15**	**Jozan;** See Quest "**The Earth Shook**", p 302
71	**ANE-16**	**Lingona;** See Quest "**Kisses From Afar**", p 303.
72	**ANE-18**	**Hueykins;** See Quest "**Havens for Gold**", p 306
73	**ANE-19**	**Gyldor;** See Quest "**Unexpected Ally**", p 307.

D%	Event	Description
74	**ANE-20**	**Kayzark;** See Quest "**Protection for a Price**", p 308
75	**ANE-21**	**Tarsheva Hornwood;** See Quest "**Lend a Hand for a Landlord**", p 309.
76	**ANE-22**	**Gurth;** See Quest "**Luck of a Drunken Fool**", p 313, but only if **Gurth** has been freed of his **Shack** (see Quest "**It's Safe, But You Can't Stay Here**", p 336); otherwise, treat as **No Encounter.**
77	**ANE-23**	**Aramil Xiloscient;** See Quest "**A Quavering Quaffer**", p 314
78	**ANE-24**	**Dimblegruffe;** See Quest "**Come With Me if You Want to Live. Or Not.**", p 315.
79	**ANE-25**	**Brock Runnaheim;** See Quest "**Horseman for Hire**", p 316.
80	**ANE-27**	**Otibus;** See Quest "**Fabric of a Life**", p 317.
81	**ANE-28**	**Caerthynna Tsornyl;** See "**SQR-13: Healing and Plant Supply Kiosk**", p 78. She walks about, but has limited inventory; she will sell a maximum of **1d4** of each item, and her prices are **150%** of what is listed, rounded up (e.g., **53 gp** for a *potion of hide from animals*, instead of the **35 gp** as normal). Also available to initiate is Quest "**Sweet, Sweet Poison**", p 79.
82	**ANE-29**	**Donur Gravelsmasher;** See Quest "**Comrade in Arms and Armor**", p 318.
83	**ANE-30**	**Ines Borque;** See Quest "**Of Noble Purpose**", p 319.
84	**ANE-31**	**Shakira Alam;** See Quest "**Sad Searching**", p 320.
85-95	**ANE-33**	**Ganyc;** See Quest "**Ganyc, Aftermath**", p 322.
96	**ANE-34**	**Elena Lomazonne;** See Quest "**Don't You Know Who I Am?**", p 323.
97	**ANE-35**	**Waywocket Ningel;** See Quest "**Waywocket Ningel, Aftermath**", p 325.
98	**ANE-36**	**Larissa;** See Quest "**What an End-times to Be Alive**", p 325
99-00	**Untouchable Encounter**	Roll once on the **Aftermath Untouchable Encounters** table (p 326).

BCA-25: Butcher's Shop Map, Aftermath

A Players' version of this map can be found on page 493.

BSA-1: Rubble

What was once the entrance and foyer of the butcher's shop is now a complete disarray. Rubble is strewn everywhere, not just from the walls and roof of the building, but apparently from elsewhere. Several piles of trash are lumped here, their origins unknown.

All squares touched by rubble—which is to say, the entire northeastern quarter of the shop!—counts as **difficult terrain**. In addition, squares that used to have walls require an **obstacle check** to walk over:

Butcher Shop Rubble

Acrobatics DC 16; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone** and requires passing a second **Acrobatics** check at DC 14 to avoid **1d2** points of bludgeoning damage

BSA-2: Ruined Waiting Area

Tables and chairs are smashed to bits here. It all reeks of meat and blood.

Debris counts as **difficult terrain**.

It's possible to search this area for the loot described in **BUT-2: Waiting Area**, page 193.

BSA-3: Prep Tables

This area is unchanged from **BUT-4: Prep Tables**.

BSA-4: Office and Warm Storage

Please refer to **BUT-5: Office and Warm Storage** for more information.

BSA-5: Cold Storage

This room is unchanged from its description in **BUT-6: Cold Storage**.

BSA-6: Stash

This is as described in **TXL-4: Storage**.

BSA-7: Dead Placeholder NPC

This is an ordinary NPC. However, at the GM's discretion, this corpse may be "switched" with any other named NPC. This might be useful in circumstances where the GM wishes to introduce a dead NPC with whom the party may have interacted, but the PCs are not traveling to the place where the "actual" corpse is, as-written.

If the GM sees no need to swap this NPC "placeholder corpse" for another named NPC, then you may treat it as simply a dead **townsfolk**.

BSA-8: Upper-Class Residential District

Please refer to page 406 for more details about this building.

Map 59: Butcher's Shop, Aftermath (BSA)

One square equals 5 ft.

BSA-9: Textiles Shop

Page 401 begins details about this establishment.

BCA-26: Cistern, Aftermath

This area is strangely unaffected by the **Eruption**, and is exactly as presented in **Act One** starting on page 194.

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Note that the **Cistern** building is not damaged or otherwise transformed in the **Eruption.**

Table 149: Map Reference Summary, Cistern

Location Name	Context	Audience	Page
Ground Floor	Before and After Eruption	GM Only	p 195
Ground Floor	Before and After Eruption	Players	p 457
Basement	Before and After Eruption	GM Only	p 197
Basement	Before and After Eruption	Players	p 458

Summary

Undead presence already pervades this structure. Between this, and its distance from the **Town Square** and the **Obelisk** at its center, there is little change to the environs.

At the GM's discretion, you may reflect the increased chaotic, evil, and undead energies in the post-**Eruption** city by elevating the **variable challenge** used for the creatures herein.

Damage Summary

Zero. There is no damage to the structure.

Corruption Status

Minimal, but as it's already been "corrupted", the point is somewhat moot. See note above as to the GM's option to elevate difficulty.

Localized Random Encounters

Unless there is a compelling reason to do otherwise, roll on the following table when the party enters this area. Roll again on this table for every **10 minutes** the party remains in this building.

Table 150: Cistern Random Encounters, Aftermath

D%	Event	Description
01-25	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
26-30	**Beneficial Encounter**	Roll once on the **Aftermath Beneficial Encounters** table (p 264).
31-89	**Random Encounter**	Roll once on the **Aftermath Encounters** table (p 263).
90-00	**Untouchable Encounter**	Roll once on the **Aftermath Untouchable Encounters** table (p 326).

BCA-27: Upper-Class Residential District, Aftermath

Although the actual damage is minimal, wealth residents have largely abandoned this structure in search of safer environs.

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 151: Map Reference Summary, Upper-Class Residential District

Location Name	Context	Audience	Page
Ground Floor	Before Eruption	GM Only	p 202
Ground Floor	Before Eruption	Players	p 459
Ground Floor	After Eruption	GM Only	p 408
Ground Floor	After Eruption	Players	p 489
Second Floor	Before Eruption	GM Only	p 208
Second Floor	Before Eruption	Players	p 460
Second Floor	After Eruption	GM Only	p 410
Second Floor	After Eruption	Players	p 490

Summary

Unless otherwise indicated via a roll on the **Localized Random Encounters** table (see below), this building is vacant. Note that various components of the interior are targets of Quests that might be initiated during **Act Three**, and its proximity to the **City Gates** area (p 393), it may nevertheless be a focal point for the party in their journeys after the **Eruption**.

Damage Summary

The western portion of the building has been demolished, which has the primary effect of allowing monsters into the building.

Corruption Status

Low. **Forces of the Obelisk** roam about, but not unduly, and there is no **villainous** presence here to speak of.

Localized Random Encounters

Unless there is a compelling reason to do otherwise, roll on the following table when the party enters this area. Roll again on this table for every **10 minutes** the party remains in this building.

Table 152: Upper-Class Residential District Random Encounters, Aftermath

D%	Event	Description
01-15	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
16-22	**Beneficial Encounter**	Roll once on the **Aftermath Beneficial Encounters** table (p 264).
23-36	**Random Encounter**	Roll once on the **Aftermath Encounters** table (p 263).
37	**ANE-3**	**Amadan;** See Quest "Amadan**, Aftermath**", p 289
38	**ANE-4**	**Ash "Executioner";** See Quest "**Ash, Aftermath**", p 290
39	**ANE-5**	**Debran Ormrick;** See Quest "**Debran Ormrick, Aftermath",** p 291
40-41	**ANE-6**	**Tansden;** see Quest "**Tansden, Aftermath**", p 293.
42	**ANE-7**	**Ota Kuiduru;** See Quest "**Ota Kuiduru, Aftermath**", p 294.
43	**ANE-12**	**Stewy;** See Quest "**War is Good for Business**", p 299
44	**ANE-16**	**Lingona;** See Quest "**Kisses From Afar**", p 303.
45-49	**ANE-18**	**Hueykins;** See Quest "**Havens for Gold**", p 306
50-67	**ANE-21**	**Tarsheva Hornwood;** See Quest "**Lend a Hand for a Landlord**", p 309.
68	**ANE-22**	**Gurth;** See Quest "**Luck of a Drunken Fool**", p 313, but only if **Gurth** has been freed of his **Shack** (see Quest "**It's Safe, But You Can't Stay Here**", p 336); otherwise, treat as **No Encounter.**
69	**ANE-23**	**Aramil Xiloscient;** See Quest "**A Quavering Quaffer**", p 314
70	**ANE-24**	**Dimblegruffe;** See Quest "**Come With Me if You Want to Live. Or Not.**", p 315.
71	**ANE-25**	**Brock Runnaheim;** See Quest "**Horseman for Hire**", p 316.
72	**ANE-26**	**Tudra Coppereye;** See Quest "**What of the People?**", p 317.
73	**ANE-27**	**Otibus;** See Quest "**Fabric of a Life**", p 317.
74	**ANE-31**	**Shakira Alam;** See Quest "**Sad Searching**", p 320.
75-79	**ANE-32**	**Welby Goodbarrel;** See Quest "**Come Out, Come Out**", p 321.
80-89	**ANE-33**	**Ganyc;** See Quest "**Ganyc, Aftermath**", p 322.
90-98	**ANE-34**	**Elena Lomazonne;** See Quest "**Don't You Know Who I Am?**", p 323.
99-00	**Untouchable Encounter**	Roll once on the **Aftermath Untouchable Encounters** table (p 326).

BCA-27: Upper-Class Residential District Ground Floor Map, Aftermath

A Players' version of this map can be found on page 489.

UGA-1: Ruined Western Entrance

The once-beautiful façade of this elite building is a shambles. Both stories have substantial damage; rubble from walls, windows, furniture, and roof form chest-high piles in places.

Rubble and debris squares count as **difficult terrain**. In addition, squares touching what was once a wall or window require an **obstacle check** to navigate safely:

UCRD Ruined West Entrance

Acrobatics DC 13; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone**

UGA-2: Northwestern Suite (Waywocket Ningel's Quarters)

Apart from the damage in the western entry parlor, this area is as described in **UCG-7: Northwest Suite**, on p 205.

UGA-3: Southwest Suite (Gunnloda's Quarters)

Although there is significant damage to the west, these rooms are otherwise as depicted in **UCG-6: Southwest Suite**.

UGA-4: Western Hallway

It appears as though residents other citizens have attempted to erect a makeshift barricade here, which has been abandoned. What appears to be a dead body lies in the hallway behind the barricade, seemingly a testament to the inadequacy of the obstacle.

Note that the hallways in this building are generally as described in **UCG-3: Hallway**. This includes the opportunity to initiate and resolve the Quest "**The Wealth of Knowledge**" (p 203), although its objectives are somewhat tame

Map 60: Upper-Class Residential District Ground Floor, Aftermath (UGA) *One square equals 5 ft.*

in comparison to the current chaos of the city.

The "corpse" is actually a **Dark Stalker** playing dead. She will wait until the party passes or tries to search her body, and will jump up and attack, gaining the advantage of a **surprise round** of combat.

Dark Stalker

CR 4; **XP** 1,200; CN Male or Female Dark Stalker Humanoid 6

hp 38; **AC** 16; **Fort** +4, **Ref** +9, **Will** +2; **Weakness** Light Blindness

Init +4; **Speed** 30 ft.; **Senses Perception** +8; **See in Darkness**

Str 14, **Dex** 18, **Con** 14, **Int** 9, **Wis** 11, **Cha** 13

BAB +4; **CMB** +6; **CMD** 20

Melee sword (short) +8 (1d6+2/19-20) or

Melee dagger +8 (1d4+2/19-20) or

Ranged dagger (thrown) +8 (1d4+2/19-20)

Special Attacks Death Throes (DC 15), Sneak Attack 3d6

Innate Spell-Like Abilities:
At Will – *deeper darkness, detect magic, fog cloud*

Feats Double Slice, Two-Weapon Fighting, Weapon Finesse

Skills Climb +10, Perception +8, Sleight of Hand +5

Special Qualities Humanoid Traits, Light Blindness, Poison Use (Black Smear--injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save.), See in Darkness

Possessions leather armor; shortsword (2x); dagger; poison (black smear, 6x)

UGA-5: Southwest Bedroom (Gunnloda's)

This room is identical to its description in **UCG-8: Southwest Bedroom**.

UGA-6: Fountain

This is as described in **UCG-4: Fountain**, except that due to the superstition of citizens passing through here amidst the chaos, the change in the fountain is a bit larger than it was in **Act One:**

Fountain Change

124 gp; **64 sp**; **91 cp**

UGA-7: Eastern Hallway

Please refer to **UCG-2: Foyer** for more details.

UGA-8: Eastern Entrance

This one remaining entrance is locked by default in the context of **Act Three**.

UGA-9: Northeast Suite (Ganyc's Quarters)

Please refer to **UCG-5: Northeast Suite** for more information.

Note that this room is the target of several Quests in **Act Three**.

UGA-10: Northeastern Bedroom (Ganyc's)

This room is unchanged from its description.

UGA-11: Dining Hall

Please refer to **UCG-12: Dining Hall** for more information about this unchanged location.

UGA-12: Kitchen

This room is unaltered from its depiction in **UCG-13: Kitchen**.

UGA-13: Pantry

Please refer to **UCG-14: Pantry** for more details about this room.

UGA-14: Sitting Area

This area is unchanged from its description in **UCG-15: Sitting Area**.

UGA-15: Eastern Militia Guard Post

This is a standard **Militia Guard Post** (p 353), except that it is unmaned by **Militia** in **Act Three**.

UGA-16: Western Militia Guard Post

Please see page 353 for more information on **Militia Guard Posts**; notably, this one is unmanned.

UGA-17: Cistern

Please refer to page 406 for more details on this building.

UGA-18: Textiles Shop

Page 401 begins details on this establishment.

UGA-19: Butcher's Shop

Please refer to page 403 for more details about this building.

UGA-20: Northwest Bedroom (Waywocket's)

This room is unchanged from **UCG-9: Northwest Bedroom**.

BCA-27: Upper-Class Residential District Map (Second Floor), Aftermath

A Players' version of this map can be found on page 490.

Map 61: Upper-Class Residential District Second Floor, Aftermath (UUA) *One square equals 5 ft.*

UUA-1: Ruined Window Corner

Shards of broken glass—still beautiful, though destroyed—litter the rubble here. It appears that citizens tried to build a sort of barricade to keep out flying enemies; the giant vulture corpse on the floor suggests that this strategy was less than completely successful.

Traversing any of the squares touched by rubble here requires an **obstacle check:**

UCRD Ruined Window Corner

Acrobatics DC 16; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone**, and inflicts **1d4** points of piercing damage from the broken glass

UUA-2: Western Suite (Gorin Bakelight's)

Aside from the damage in the northwest corner, this room is identical to the description in **UCU-13: Western Suite**.

UUA-3: Western Bedroom and Closet (Gorin's)

Please see **UCU-14: Western Closet** for more information on this area.

UUA-4: Hallway

Other than the destruction of the window to the west, this is a normal hallway. Note that the **sitting area** in the corner of the "L" is as described in **UCU-9: Sitting Area**.

UUA-5: Center Suite (Welby Goodbarrel's)

This room is unchanged from its description in **UCU-10: Center Suite**.

UUA-6: Center Bedroom (Welby's)

Please see **UCU-11: Center Closet** for more information on these rooms.

UUA-7: Hallway

This area is unchanged from its depiction in **UCU-2: Hallway**.

UUA-8: Stairway Down

This leads to the ground floor.

UUA-9: Southern Suite (Larissa's Quarters)

Please refer to the unchanged description in **UCU-3: Southern Suite**, and **UCU-5: Southern Closet**.

UUA-10: Southern Bedroom (Larissa's)

This is unchanged from its description in **UCU-4: Southern Bedroom**.

UUA-11: Eastern Suite (Elena's)

Please refer to the **Act One** description in **UCU-7: Eastern Bedroom**.

UUA-12: Eastern Bedroom and Closet (Larissa's)

These rooms are unchanged from their description in **UCU-7: Eastern Bedroom**, and **UCU-8: Eastern Closet**.

BCA-28: Lower-Class Residential District, Aftermath

This building is completely abandoned, and quite damaged.

Map References

For ease of reference, below please find a summary of other maps that may be useful for comparison.

Table 153: Map Reference Summary, Lower-Class Residential District

Location Name	Context	Audience	Page
Ground Floor	Before Eruption	GM Only	p 216
Ground Floor	Before Eruption	Players	p 461
Ground Floor	After Eruption	GM Only	p 412
Ground Floor	After Eruption	Players	p 491
Second Floor	Before Eruption	GM Only	p 221
Second Floor	Before Eruption	Players	p 461
Second Floor	After Eruption	GM Only	p 414
Second Floor	After Eruption	Players	p 492

Summary

Damage and rot has taken over this building, but most rooms are undisturbed from their description in **Act One**.

Damage Summary

The southern area is quite demolished, and the upstairs is also damaged.

Corruption Status

Moderate. **Forces of the Obelisk** occasionally run around in this building.

Localized Random Encounters

Unless there is a compelling reason to do otherwise, roll on the following table when the party enters this area. Roll again on this table for every **10 minutes** the party remains in this building.

Map 62: Lower-Class Residential District Ground Floor, Aftermath (LGA) *One square equals 5 ft.*

Table 154: Lower-Class Residential District Random Encounters, Aftermath

D%	Event	Description
01-05	**No Encounter**	The party has not been noticed by the Forces of the Obelisk at this location.
06-10	**Beneficial Encounter**	Roll once on the **Aftermath Beneficial Encounters** table (p 264).
11-17	**Random Encounter**	Roll once on the **Aftermath Encounters** table (p 263).
18	**ANE-9**	**Rhirem;** See encounter "**Temporarily Free for Hire**", p 265
19	**ANE-10**	**Biggen Gurble;** See Quest "**Biggen Gurble, Aftermath**", p 297.
20-24	**ANE-11**	**Denzys;** See Quest "**Denzys, Aftermath**", p 298
25-29	**ANE-12**	**Stewy;** See Quest "**War is Good for Business**", p 299
30-38	**ANE-13**	**Pilga;** See Quest "**It's Not As Though They're Coming Back**", p 301
39	**ANE-15**	**Jozan;** See Quest "**The Earth Shook**", p 302
40-44	**ANE-16**	**Lingona;** See Quest "**Kisses From Afar**", p 303.
45-49	**ANE-17**	**Zook Beren;** See Quest "**A Devil Made Me Do It**", p 304.
50-53	**ANE-18**	**Hueykins;** See Quest "**Havens for Gold**", p 306
54	**ANE-19**	**Gyldor;** See Quest "**Unexpected Ally**", p 307.
55-59	**ANE-20**	**Kayzark;** See Quest "**Protection for a Price**", p 308
60-75	**ANE-22**	**Gurth;** See Quest "**Luck of a Drunken Fool**", p 313, but only if **Gurth** has been freed of his **Shack** (see Quest "**It's Safe, But You Can't Stay Here**", p 336); otherwise, treat as **No Encounter.**
76	**ANE-23**	**Aramil Xiloscient;** See Quest "**A Quavering Quaffer**", p 314
77	**ANE-24**	**Dimblegruffe;** See Quest "**Come With Me if You Want to Live. Or Not.**", p 315.
78	**ANE-25**	**Brock Runnaheim;** See Quest "**Horseman for Hire**", p 316.
79	**ANE-26**	**Tudra Coppereye;** See Quest "**What of the People?**", p 317.
80	**ANE-27**	**Otibus;** See Quest "**Fabric of a Life**", p 317.
81	**ANE-28**	**Caerthynna Tsornyl;** See "**SQR-13: Healing and Plant Supply Kiosk**", p 78. She walks about, but has limited inventory; she will sell a maximum of **1d4** of each item, and her prices are **150%** of what is listed, rounded up (e.g., **53 gp** for a *potion of hide from animals*, instead of the **35 gp** as normal). Also available to initiate is Quest "**Sweet, Sweet Poison**", p 79.
82	**ANE-29**	**Donur Gravelsmasher;** See Quest "**Comrade in Arms and Armor**", p 318.
83	**ANE-30**	**Ines Borque;** See Quest "**Of Noble Purpose**", p 319.
84	**ANE-31**	**Shakira Alam;** See Quest "**Sad Searching**", p 320.
80-85	**ANE-32**	**Welby Goodbarrel;** See Quest "**Come Out, Come Out**", p 321.
86	**ANE-33**	**Ganyc;** See Quest "**Ganyc, Aftermath**", p 322.
87	**ANE-35**	**Waywocket Ningel;** See Quest "**Waywocket Ningel, Aftermath**", p 325.
88-94	**ANE-36**	**Larissa;** See Quest "**What an End-times to Be Alive**", p 325
95-00	**Untouchable Encounter**	Roll once on the **Aftermath Untouchable Encounters** table (p 326).

BCA-28: Lower-Class Residential District Ground Floor Map, Aftermath

A Players' version of this map can be found on page 491.

LGA-1: Ruined Southern Entrance

The ruin of multiple rooms, plus debris from the damaged second floor, and the roof, lie here. A dead body lies on the cobblestones.

Debris squares count as **difficult terrain**. In addition, squares touching what used to be walls or doors require an **obstacle check** to move about:

LCRD Ruined South Entrance

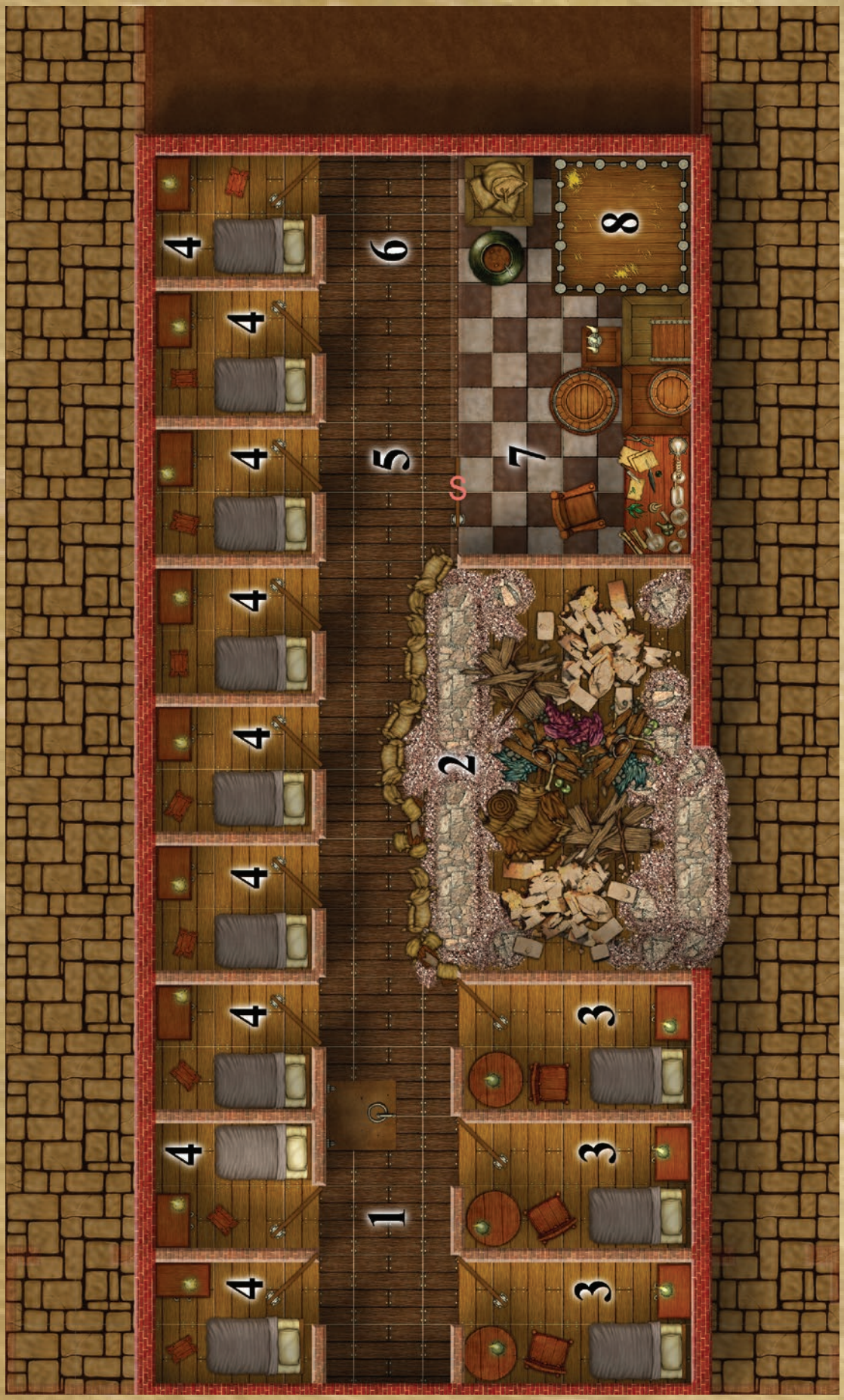
Acrobatics DC 16; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone** and causes **1d2** points of bludgeoning damage

The dead body is just a **townsfolk**, but at the GM's discretion, it may be "replaced" with a named NPC if it facilitates introduction to the demise of a previously-encountered character.

LGA-2: Dining Hall

This room contains nothing but large swathes of smashed-up

Map 63: Lower-Class Residential District Second Floor, Aftermath (LUA) *One square equals 5 ft.*



wood, which count as **difficult terrain**.

LGA-3: Northern Barricade

The doors here have been smashed and destroyed, replaced by a number of bags, sacks, and other debris in a stack.

To pass through here requires an **obstacle check**, as follows:

LCRD Northern Barricade

Acrobatics DC 19; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone** and must re-attempt the check to navigate through

LGA-4: Kitchen & Pantry

These rooms are unchanged from their description in **LCG-3: Kitchen**, on page 217, and **LCG-4: Pantry**.

LGA-5: Hallway

This hallway is unoccupied, and holds a dead body, which is just a **townsfolk**.

LGA-6: Destroyed Guest Room

Personal effects, rooftop supports, and other debris are littered waist-high here.

Debris squares count as **difficult terrain**.

LGA-7: Resident Rooms

These are unchanged from their description in **LCG-8: Resident Rooms**.

LGA-8: North Common Room

Please refer to LCG-9: North Common Room for more description. Note that it's possible to find the note that is part of the Quest "**I Believe This is Yours**" (p 219), but as **Farzith** is now deceased, and the **Butcher Shop** (p 403) is unoccupied, it's no longer possible to resolve it.

LGA-9: South Common Room

Please see **LCG-10: South Common Room** for more information.

LGA-10: WC

Please refer to **LCG-7: WC** for more information on this location.

LGA-11: Ladder Up

Please refer to **LCG-6: Ladder Up**.

LGA-12: Hallway

This is unchanged from its description in **LCG-5: Hallway**.

LGA-13: Northern Militia Guard Post

This is a typical **Militia Guard Post**, except that nearly all of them are unmanned in **Act Three**.

LGA-14: Southern Militia Guard Post

Please see page 353 for more information on this standard **Militia Guard Post**, which is always unmanned now.

LGA-15: Blacksmith's Hut

Please refer to page 354 for more details on this information.

BCA-28: Lower-Class Residential District Second Floor Map, Aftermath

A Players' version of this map can be found on page 492.

LUA-1: Trapdoor Down

Please refer to page 221 for more details on this.

LUA-2: Ruined Guestrooms

Whatever destroyed the downstairs entrance also ravaged these rooms. Debris and personal effects litter the entire area.

Count this entire area as **difficult terrain**, which also requires an **obstacle check** every 10 ft. of movement:

Ruined Guestrooms

Acrobatics DC 14; success means movement at **difficult terrain** speed (1 square counts as 2); failure knocks a character **prone** and causes **1d2** points of bludgeoning damage

LUA-3: Southern Resident Rooms

Please refer to **LCS-3: Southern Resident Rooms**.

LUA-4: Northern Resident Rooms

These are unchanged from **LCS-4: Northern Resident Rooms**.

LUA-5: Secret Room

Despite the damage to the west, this is identical to its description in **LCS-5: Secret Door**.

LUA-6: Hallway

Please refer to **LCS-2: Hallway**.

LUA-7: Experimentation Chamber

The contents here are unchanged from its depiction in **LCS-6: Experimentation Chamber**.

Note that it's still possible to initiate Quest "**Morbid Curiosity**", on page 224.

LUA-8: Cage

Please refer to **LCS-7: Cage** for the unchanged description of this area.

Adventure Epilogue

RPG Epilogues

Epilogues are rare in roleplaying adventures.

In short adventures, an epilogue isn't necessary. In well-described, well-paced adventures, with a single, easy-to-follow storyline, it's difficult for the PCs to venture too far off the path; towards the end, the story wraps itself up nicely. In longer, more complex, or open-ended adventres, the final "set piece" or climactic scenario brings things to a conclusion, or ties up loose ends in a neat manner.

Even in well-composed **Adventure Paths**, the ending of each individual component marks a clear terminus, a clear accomplishment.

None of these is truly the case with **Dark Obelisk: Berinncorte**.

Recap

No matter what the PCs did *before* the **Eruption**, and no matter how extensively they fought and/or explored the grim sandbox of **Act Three**, they either perished, or were able to escape the city successfully.

Bloodied, perhaps, and worn thin from many encounters, their limits and resources tested and nearly depleted. But successful nevertheless.

Overview

The PCs aren't alone. Many are those who fled the city, both initially before the **City Gates** could be closed, and afterwards. Some sweet-talked the **Elite Gate Guards**; others simply bribed them.

Depending on your gaming group's tone and preferences, the GM is encouraged to introduce the notion that the **Elite Gate Guards** the PCs encountered were hardly the first such group stationed there—that several groups of panicked **townsfolk** were able to overwhelm the guards and escape.

The aftermath of the events of the **Obelisk Eruption** are bleak: nearly all the citizens have either perished in the city, or have made their way beyond, and are homeless, wounded in many cases. Despair claws at even the staunchest heart, and many are those who have lost loved ones in the disaster.

The situation is growing desperate.

Segue

The following are recommended bits of information, glimpses to the future of this **Adventure Path**, that the GM is encouraged to flesh out, if needed, to bridge the gap between **Dark Obelisk: Berinncorte**, and the next adventure.

A hurried and harried shanty town is constructed outside the city gates.

There is no true leadership among those who have escaped.

Handfuls of citizens remain trapped on the other side of the **City Gates**.

What few **Militia** survived are put in charge of guarding the **City Gates** from the outside, to ensure the evil and chaos swarming within the city walls stays there.

Factions within the surviving population spring up. Some wish to stay close to the city, so they can monitor if the menace dissipates. Others wish to leave, to put as much distance between themselves and the horrors of **Town Square** as possible, lest the chaos spread.

On one thing, both factions agree: Any notion of overcoming the **Forces of the Obelisk**, and retaking the city, is unthinkable at this point.

Of those assembled outside the city, none know of the **Obelisk**, or how to destroy it.

Until one day, a stranger rides into their midst...

Appendices

Faction Index

Adamantium Trail 32
Antimagic Shell 27
Berinncorte City 23
Berinncorte City Profile 38
Berinncorte City Profile (Obelisk-Encroached) 260
Berinncorte Militia 24
Emerald Garden 30
Katkalls 29
Liquid Guardians 26
Lowman's Group 25
Mace and Blade 30
Meatsmiths 26
Order Mechanique 25
Platinum Flag 28
Squirrelheel Couriers 32
The Ever-Present Occulus 33
The Scarlet Path 24
Wild Kingdom 31

Quest Index

Quest: A Devil Made Me Do It 303
Quest: Amadan, Aftermath 288
Quest: A Particular Sort of Skeleton 81
Quest: A Quavering Quaffer 313
Quest: A Shady Deal 116
Quest: Ash, Aftermath 289
Quest: A Small Spark 273
Quest: Bandit! 52
Quest: Biggen Gurble, Aftermath 296
Quest: Bungled Mugging 53
Quest: Cinnamon's Son / New Jerseys 143
Quest: Cleanse the Temple 298
Quest: Cleric Maghana, Aftermath 286
Quest: Come Out, Come Out 320
Quest: Come With Me If You Want to Live. Or Not. 314
Quest: Comrade in Arms and Armor 317
Quest: Cora Brushgather, Aftermath 287
Quest: Dearly Departed 199
Quest: Dear One, If Thee Read 63
Quest: Debran Ormrick, Aftermath 290
Quest: Denzys, Aftermath 297
Quest: Don't You Know Who I Am? 322
Quest: Drunk Harbinger 272
Quest: Esk, Aftermath 294
Quest: Evacuate the City 395
Quest: Fabric of a Life 316
Quest: Falsely Accused 176
Quest: Ganyc, Aftermath 321
Quest: Ginswyn, But Not Forgotten 161
Quest: Havens for Gold 305
Quest: Horseman for Hire 315
Quest: Hurried Cutpurse 53
Quest: I Believe This Is Yours 218
Quest: If It's On Your Way 98
Quest: Imperiled Townsfolk 267
Quest: Is There a Healer in the Area? 174
Quest: Is This Love... Or Was I Dreaming? 79
Quest: It's Not As Though They're Coming Back 300
Quest: It's Safe... But You Can't Stay Here 336
Quest: It Was Like This When We Got Here 54
Quest: Kisses from Afar 302
Quest: Lend a Hand 269
Quest: Lend a Hand for a Landlord 308
Quest: Maniacal Vagrant 268
Quest: Militia Inspection 173
Quest: Missing Figure 66
Quest: Morbid Curiosity 223
Quest: Of Noble Purpose 318
Quest: Opportunistic Lycanthrope 279
Quest: Ota Kuiduru, Aftermath 293
Quest: Panicked Mob 269
Quest: Papercuts 396
Quest: Protection for a Price 307
Quest: Rats in the Cellar (example) 15
Quest: Sad Searching 319
Quest: Something Shiny 52
Quest: Startled Savior 54
Quest: Stilted Hiltwork 104
Quest: Suicidal Townsfolk 270
Quest: Sweet Sweet Poison 78
Quest: Take This Sword, and My Word, And Go Forth 241
Quest: Tansden, Aftermath 292
Quest: The Earth Shook 301
Quest: The Luck of a Drunken Fool 312
Quest: The Wealth of Knowledge 202
Quest: This Is Not Happening 271
Quest: Under, Under, Under 62
Quest: Unexpected Ally 306
Quest: Urchin Plea 173
Quest: Wandering Bard 263
Quest: War is Good For Business 298
Quest: Waywocket Ningel, Aftermath 324

Quest: What an Endtimes to Be Alive 324
Quest: What of the People? 316
Quest: Wounded Townsfolk 267

Catalyst Impact Index

A Devil Made Me Do It (Attack):
Chaos +1 304
A Devil Made Me Do It (Escort):
Law +1, Love +2 304
A Devil Made Me Do It (Truth):
Law +2 304
Amadan, Aftermath (Attack):
Chaos +4 288
A Particular Sort... (Complete):
Law +3 82
A Particular Sort... (Ignore):
Chaos +1 82
A Particular Sort... (Keep):
Chaos +5 82
A Quavering Quaffer (Attack):
Chaos +2, Law +1 313
A Quavering Quaffer (Truth):
Law +2 314
A Shady Deal (Fight): Chaos +2 117
A Shady Deal (Ignore): Chaos +1 117
A Shady Deal (Talk): Law +2 117
Ash, Aftermath (Attack):
Chaos +2 290
Ash, Aftermath (Escort):
Law +1, Love +4 290
Ash, Aftermath (Help):
Love +2 290
A Small Spark (Ignore):
Chaos +1 273
A Small Spark (Quench):
Law +1 273
Bandit! (Apprehend): Law +1 52
Bandit! (Fight): Chaos +1 52
Biggen Gurble, Aftermath (Escort):
Law +1 296
Brother, Have You Heard? (Escort):
Law +1 56
Bungled Mugging (Attack):
Chaos +1 54
Bungled Mugging (Diplomacy):
Law +1 53
Bungled Mugging (Ignore):
Chaos +1 54
Cinnamon's Son... (Failed Skill Check):
Chaos +1 144
Cinnamon's Son... (Talk):
Law +1 144
Cleanse the Temple (Succeed):
Law +1, Chaos +1 298
Cleric Maghana, Aftermath (Attack):
Chaos +5 286
Cleric Maghana, Aftermath (Help):
Law +1, Love +3 286
Cleric Maghana, Aftermath (Ignore):
Chaos +1 286
Come Out, Come Out (Attack):
Law +1, Chaos +3 321
Come Out, Come Out (Succeed):
Law +1 321
Come With Me If You Want To Live... (Attack):
Chaos +4 314
Comrade in Arms and Armor (Attack):
Chaos +3 318
Comrade in Arms and Armor (Flee):
Chaos +1 318
Cora Brushgather, Aftermath (Attack or Seduce):
Chaos +3 287
Cora Brushgather, Aftermath (Escort):
Love +2 287
Cora Brushgather, Aftermath (Heal):
Love +1 287
Dearly Departed (Bury):
Law +3 / Law +5 200
Dear One, If Thee Read (Initiate):
Love +5, Chaos +2 65
Dear One, If Thee Read
(Keep the Secret):
Love +3, Chaos +2 65
Debran Ormrick, Aftermath (Attack):
Chaos +3 291
Debran Ormrick, Aftermath (Escort):
Love +2 292
Debran Ormrick, Aftermath (Succeed):
Law +1 291
Denzys, Aftermath (Attack):
Chaos +2 297
Denzys, Aftermath (Find Larissa):
Love +2 298
Don't You Know Who I Am? (Attack):
Chaos +3 322
Don't You Know Who I Am? (Escort):
Law +1, Love +2 323
Don't You Know Who I Am? (Information):
Law +1 323
Drunk Harbinger (Attack):
Chaos +3 273
Drunk Harbinger (Help):
Love +1 272

Drunk Harbinger (Listen):
Love +1 272
Esk, Aftermath (Attack):
Chaos +1 295
Esk, Aftermath (To Graveyard):
Law +1, Love +2 295
Esk, Aftermath (Uncover Truth):
Law +3 296
Fabric of a Life (Attack):
Chaos +6 317
Fabric of a Life (Escort):
Love +4 317
Fabric of a Life (Help Search):
Love +2 317
Falsely Accused (Attack):
Chaos +2 176
Falsely Accused (Hand Over PC):
Law +4 176
Ganyc, Aftermath (Attack):
Chaos +2 321
Ganyc, Aftermath (Escort):
Law +1, Love +1 322
Ganyc, Aftermath (Retrieve):
Law +1, Love +3 322
Ginswyn, But Not Forgotten (Discover):
Law +1, Love +3 163
Ginswyn, But Not Forgotten (Ignore):
Law +1 163
Ginswyn, But Not Forgotten (Loot Urn):
Chaos +1 163
Havens for Gold (Attack):
Chaos +1 306
Havens for Gold (Believe):
Chaos +2 305
Havens for Gold (Truth):
Law +1 306
Horseman for Hire (Attack):
Chaos +4 315
Horseman for Hire (Negotiations):
Law +1 315
Hurried Cutpurse (Fight):
Chaos +1 53
Hurried Cutpurse (Return Dagger):
Law +1 53
Hurried Cutpurse (Talk):
Law +1 53
I Believe This Is Yours (Fight):
Chaos +1 219
I Believe This Is Yours (Help Loot):
Chaos +5 221
I Believe This Is Yours (Ignore):
Chaos +1 219
I Believe This Is Yours (Investigate):
Law +1 219
I Believe This Is Yours (Let Go):
Chaos +2 219
I Believe This Is Yours (Talk):
Law +2 219
I Believe This Is Yours (Turn In):
Law +3 219
If It's On Your Way (Delivery):
Law +2 99
If It's On Your Way (Keep the Case):
Chaos +3 98
If It's On Your Way (Open the Case):
Chaos +2 99
Imperiled Townsfolk (Attack):
Chaos +5 268
Imperiled Townsfolk (Defend):
Law +2 268
Imperiled Townsfolk (Ignore):
Chaos +1 268
Is There a Healer in the Area? (Help):
Law +2 176
Is There a Healer in the Area? (Ignore):
Chaos +1 174
Is This Love?... (Discover):
Law +2, Love +3 80
Is This Love?... (Drop):
Chaos +1 80
Is This Love?... (Help):
Love +1 80
It's Not As Though They're Coming Back (Attack):
Chaos +1 300
It's Not As Though They're Coming Back (Mend Your Ways):
Law +3 300
It's Safe... But You Can't Stay Here (Attack):
Chaos +4 338
It's Safe... But You Can't Stay Here (Escort):
Law +1, Love +1 338
It's Safe... But You Can't Stay Here (Ignore):
Chaos +1 338
It Was Like This... (Fight):
Chaos +3 55
It Was Like This... (Ignore):
Chaos +1 55
It Was Like This.. (Talk): Law +1 55
Kisses From Afar (Attack):
Law +1 303
Kisses From Afar (Talk):
Law +2 / +4 303
Lend a Hand (Attack):
Chaos +2 269
Lend a Hand for a Landlord (Defend):
Law +5 309

Lend a Hand for a Landlord (Inform):
Law +1, Love +1 309

Lend a Hand for a Landlord (Retrieve):
Law +1, Love +2 309

Lend a Hand (Ignore):
Chaos +1 269

Lend a Hand (Talk):
Law +2 / +4 269

Maniacal Vagrant (Fight):
Chaos +3 269

Maniacal Vagrant (Ignore):
Chaos +1 268

Maniacal Vagrant (Talk):
Love +1 269

Militia Inspection (Comply):
Law +3 174

Militia Inspection (Fight):
Chaos +3 174

Militia Inspection (Talk):
Chaos +1 174

Missing Figure (Keep):
Chaos +1 67

Missing Figure (Return): Law +1 67

Morbid Curiosity (Closure):
Law +1, Love +5 224

Morbid Curiosity (Confront):
Law +4 224

Morbid Curiosity (Discover):
Chaos +5 223

Morbid Curiosity (Ignore):
Chaos +3 223

Morbid Curiosity (Inform):
Law +2 224

Of Noble Purpose (Attack):
Chaos +5 318

Of Noble Purpose (Escort):
Law +2, Love +3 319

Of Noble Purpose (Ignore):
Chaos +1 / +3 318

Opportunistic Lycanthrope (Attack):
Chaos +1 279

Opportunistic Lycanthrope (Let Him Go):
Love +3, Chaos +1 280

Opportunistic Lycanthrope (Talk):
Law +1 280

Opportunistic Lycanthrope (Turn In):
Law +2 280

Ota Kuiduru, Aftermath (Attack):
Chaos +3 294

Ota Kuiduru, Aftermath (Help):
Law +4 294

Ota Kuiduru, Aftermath (Ignore):
Chaos +1 294

Panicked Mob (Escort):
Law +1, Love +3 270

Panicked Mob (Ignore):
Chaos +2 270

Panicked Mob (Talk):
Law +1 270

Papercuts (Return Book):
Law +4, Love +2 397

Protection for a Price (Attack):
Chaos +2 308

Protection for a Price (Truth):
Law +1 308

Sad Searching (Attack):
Chaos +5 319

Sad Searching (Help):
Law +1, Love +3 / +6 320

Startled Savior (Attack):
Chaos +3 54

Startled Savior (Talk):
Law +1 / +2 54

Stewy, Aftermath (Attack):
Chaos +2, Law +1 299

Stewy, Aftermath (Complete):
Chaos +3 299

Stewy, Aftermath (Ignore):
Law +2 299

Stilted Hiltwork (Fight): Chaos +3 105

Stilted Hiltwork (Hide): Chaos +1 105

Stilted Hiltwork (Return Gem):
Law +1 105

Stilted Hiltwork (Talk):
Chaos +1 105

Suicidal Townsfolk (Attack):
Chaos +3 271

Suicidal Townsfolk (Defend):
Law +2 271

Suicidal Townsfolk (Escort):
Law +1, Love +2 271

Suicidal Townsfolk (Ignore):
Chaos +1 271

Sweet Sweet Poison (Buy Serum):
Chaos +1 78

Sweet, Sweet Poison (Discover):
Law +2 79

Sweet, Sweet Poison (Keep Serum):
Chaos +1 79

Take This Sword, And My Word...:
Chaos +3 242

Tansden, Aftermath (Attack):
Chaos +6 293

Tansden, Aftermath (Defend):
Law +1, Love +5 293

The Earth Shook (Attack):

Chaos +3 301
The Earth Shook (Complete):
Law +2, Love +2 302
The Luck of a Drunken Fool (Attack):
Chaos +6 312
The Luck of a Drunken Fool (Escort):
Law +1, Love +2 312
This Is Not Happening (Attack):
Chaos +5 272
This is Not Happening (Escort):
Love +4 272
This Is Not Happening (Pretend):
Chaos +1 272
This is Not Happening (Talk):
Love +1 272
Under, Under, Under (Discover):
Love +1 63
Under, Under, Under (Return):
Love +1, Law +2 63
Urchin Plea (Ambush Battle):
Chaos +2 173
Urchin Plea (Ignore):
Chaos +1 173
Waywocket Ningel, Aftermath (Attack):
Chaos +4 324
Waywocket Ningel, Aftermath (Escort):
Law +2, Love +1 324
Waywocket Ningel, Aftermath (Ignore):
Chaos +1 324
Wealth of Knowledge (Ignore):
Chaos +1 202
Wealth of Knowledge (Return):
Law +4 203
What An Endtimes to be Alive (Attack):
Chaos +3 325
What An Endtimes to be Alive (Escort):
Chaos +1, Law +1, Love +1 325
What An Endtimes to Be Alive (Ignore):
Law +1 325
What of the People? (Inform):
Law +1, Love +1 316
Wounded Townsfolk (Aid):
Law +1 267
Wounded Townsfolk (Attack):
Chaos +3 267
Wounded Townsfolk (Ignore):
Chaos +1 267

Item Index

Adventurer's Chronicle (book) 168
Adventurer's Chronicle (example) 15
Amulet of Skill Bonus 199
At One With the Beast (book) 209
Curated Carpentry (book) 169
Darkserum (potion) 261
Fishing in Solitude: A Dedicated Seafood Artisan's Memoir (book) 169
Metatome (book) 204
Necklace of Nondetection (cursed) 308
Oracle's Outfit 171
Preserved Banquet Meal 208
Preserved Good Meal 208
Requiem for an Ailment (book) 170
Signet Ring of Obscurity (cursed) 307
Skeleton Bunk Key 182
The Art of Grouse (book) 206
The Art of the Hunt (book) 210
Tome of Epics (book) 168
Turtlecoaxer (book) 169
Westrealm Icewine (bottle) 213
Win and Win Again (book) 211
Yelling to Yes (book) 170

Dead NPC Index

Arbelladon Moonside's Body 345
Daratis' Body 345
Dominika Symms' Body 346
Einkill Holderhek's Body 346
Elizavetta Burak's Body 345
Farzith's Body 369
Gorin Bakelight's Body 383
Gumbrew's Body 345
Gunnloda Balderk's Body 396
High Priest Cannock's Body 335
Kerem Dogan's Body 345
Mardnab Scheppen's Body 397
Oneib's Body 378
Ownka's Body 346
Phadian Gess' Body 368
Rona Stonehammer's Body 345
Skutt Krundar's Body 397
Thrunne's Body 346
Unglar's Body 388
Vanya Berezin's Body 345

Map Index

Map 49: Apothecary, Aftermath (APA) 374
Map 18: Apothecary (APO) 137
Map 27: Barracks (GAR) 181
Map 1: Berinncorte City Map 57
Map 42: Blacksmith's Hut, Aftermath (BHA) 354
Map 10: Blacksmith's Hut (BSH) 102
Map 29: Butcher Shop (BUT) 191
Map 59: Butcher's Shop, Aftermath (BSA) 404
Map 31: Cistern Basement (CSB) 196
Map 30: Cistern Ground Floor (CSG) 194
Map 45: City Gardens, Aftermath (CGA) 362
Map 13: City Gardens (GRN) 112
Map 56: City Gates, Aftermath (CTA) 393
Map 26: City Gates (CGS) 175
Map 4: Cryptkeeper's Shack (CKS) 67
Map 52: Fishery and Stables Basement, Aftermath (FBA) 382
Map 21: Fishery and Stables Basement (FSB) 153
Map 20: Fishery and Stables (FSG) 148
Map 51: Fishery and Stables Ground Floor, Aftermath (FSA) 380
Map 57: Garrison / Barracks, Aftermath (GBA) 399
Map 50: General Store, Aftermath (GSA) 377
Map 19: General Store (MRC) 141
Map 38: Graveyard, Aftermath (GRA) 337
Map 5: Graveyard (GRV) 69
Map 17: Inn and Tavern Basement (INB) 131
Map 47: Inn Ground Floor, Aftermath (IGA) 370
Map 15: Inn Ground Floor (INN) 125
Map 48: Inn Second Floor, Aftermath (IUA) 371
Map 16: Inn Second Floor (INU) 129
Map 25: Library (LIB) 167
Map 62: Lower-Class Residential District Ground Floor, Aftermath (LGA) 411
Map 34: Lower-Class Residential District Ground Floor (LCG) 215
Map 63: Lower-Class Residential District Second Floor, Aftermath (LUA) 413
Map 35: Lower-Class Residential District Second Floor (LCS) 220
Map 40: Mayor's House Ground Floor, Aftermath (MGA) 347
Map 7: Mayor's House Ground Floor (MHG) 88
Map 41: Mayor's House Second Floor, Aftermath (MUA) 350
Map 8: Mayor's House Second Floor (MHU) 95
Map 9: Militia Guard Post (MGP) 99
Map 84: Players' Map: Apothecary 447
Map 111: Players' Map: Apothecary (Aftermath) 477
Map 64: Players' Map: Berinncorte City 428
Map 65: Players' Map: Berinncorte City (Symbols) 429
Map 78: Players' Map: Blacksmith's Hut 441
Map 106: Players' Map: Blacksmith's Hut (Aftermath) 472
Map 92: Players' Map: Butcher's Shop 455
Map 126: Players' Map: Butcher's Shop (Aftermath) 492
Map 94: Players' Map: Cistern, Basement 457
Map 93: Players' Map: Cistern, Ground Floor 456
Map 80: Players' Map: City Gardens 443
Map 109: Players' Map: City Gardens (Aftermath) 475
Map 89: Players' Map: City Gates 452
Map 127: Players' Map: City Gates (Aftermath) 493
Map 76: Players' Map: Cryptkeeper's Shack 440
Map 83: Players' Map: Fishery and Stables, Basement 446
Map 115: Players' Map: Fishery and Stables, Basement (Aftermath) 481
Map 82: Players' Map: Fishery and Stables, Ground Floor 445
Map 114: Players' Map: Fishery and Stables, Ground Floor (Aftermath) 480
Map 90: Players' Map: Garrison / Barracks 453
Map 120: Players' Map: Garrison / Barracks (Aftermath) 486
Map 81: Players' Map: General Store 444
Map 116: Players' Map: General Store (Aftermath) 482
Map 74: Players' Map: Graveyard 438
Map 102: Players' Map: Graveyard (Aftermath) 468
Map 73: Players' Map: Inn and Tavern Basements 437
Map 71: Players' Map: Inn, Ground Floor 435
Map 112: Players' Map: Inn, Ground Floor (Aftermath) 478
Map 72: Players' Map: Inn, Second Floor 436
Map 113: Players' Map: Inn, Second Floor (Aftermath) 479
Map 88: Players' Map: Library 451
Map 97: Players' Map: Lower-Class Residential District, Ground Floor 460
Map 124: Players' Map: Lower-Class Residential District, Ground Floor (Aftermath) 490
Map 98: Players' Map: Lower-Class Residential District, Second Floor 461
Map 125: Players' Map: Lower-Class Residential District, Second Floor (Aftermath) 491
Map 68: Players' Map: Mayor's House, Ground Floor 432
Map 104: Players' Map: Mayor's House, Ground Floor (Aftermath) 470
Map 69: Players' Map: Mayor's House, Second Floor 433
Map 105: Players' Map: Mayor's House, Second Floor (Aftermath) 471
Map 77: Players' Map: Militia Guard Post 440
Map 119: Players' Map: Sheergath Temple, Basement (Aftermath) 485
Map 85: Players' Map: Sheergath Temple, Ground Floor 448
Map 117: Players' Map: Sheergath Temple, Ground Floor (Aftermath) 483
Map 86: Players' Map: Sheergath Temple, Rooftop 449
Map 87: Players' Map: Sheergath Temple, Rooftop 450
Map 118: Players' Map: Sheergath Temple, Rooftop (Aftermath) 484
Map 91: Players' Map: Textiles Shop 454
Map 121: Players' Map: Textiles Shop (Aftermath) 487
Map 70: Players' Map: The Leaky Cask Tavern, Ground Floor 434
Map 110: Players' Map: The Leaky Cask Tavern, Ground Floor (Aftermath) 476
Map 75: Players' Map: Town Square 439
Map 103: Players' Map: Town Square (Aftermath) 469
Map 95: Players' Map: Upper-Class Residential District, Ground Floor 458
Map 122: Players' Map: Upper-Class Residential District, Ground Floor (Aftermath) 488
Map 96: Players' Map: Upper-Class Residential District, Sec-

ond Floor 459
Map 123: Players' Map: Upper-Class Residential District, Second Floor (Aftermath) 489
Map 79: Players' Map: Zugul Church Gardens 442
Map 107: Players' Map: Zugul Church Gardens (Aftermath) 473
Map 66: Players' Map: Zugul Church, Ground Floor 430
Map 100: Players' Map: Zugul Church, Ground Floor (Aftermath) 466
Map 67: Players' Map: Zugul Church, Undercroft 431
Map 101: Players' Map: Zugul Church, Undercroft (Aftermath) 467
Map 99: Players' Map: Zugul Cleric House 462
Map 108: Players' Map: Zugul Cleric House (Aftermath) 474
Map 55: Sheergath Temple Basement, Aftermath (SBA) 388
Map 24: Sheergath Temple Basement (CTB) 162
Map 53: Sheergath Temple Ground Floor, Aftermath (SGA) 385
Map 22: Sheergath Temple Ground Floor (CTG) 159
Map 54: Sheergath Temple Rooftop, Aftermath (SRA) 386
Map 23: Sheergath Temple Rooftop (CTR) 160
Map 58: Textiles Shop, Aftermath (TXA) 401
Map 28: Textiles Shop (TXL) 187
Map 46: The Leaky Cask Tavern, Aftermath (TVA) 367
Map 14: The Leaky Cask Tavern Ground Floor (TVN) 121
Map 39: Town Square, Aftermath (TSA) 342
Map 6: Town Square (SQR) 74
Map 60: Upper-Class Residential District Ground Floor, Aftermath (UGA) 407
Map 32: Upper-Class Residential District Ground Floor (UCG) 201
Map 61: Upper-Class Residential District Second Floor, Aftermath (UUA) 409
Map 33: Upper-Class Residential District Second Floor (UCG) 207
Map 43: Zugul Church Garden, Aftermath (ZGA) 357
Map 11: Zugul Church Garden (CGR) 106
Map 36: Zugul Church Ground Floor, Aftermath (CAG) 332
Map 2: Zugul Church Ground Floor (CHG) 61
Map 37: Zugul Church Undercroft, Aftermath (CAU) 334
Map 3: Zugul Church Undercroft (CHU) 64
Map 44: Zugul Cleric House, Aftermath (CHA) 360
Map 12: Zugul Cleric House (CLH) 108

Table Index

Table 106: Aftermath Armsmaster Mundane Weaponry Availability 288
Table 132: Apothecary Random Encounters, Aftermath 375
Table 45: Apothecary Sample Effects 136
Table 44: Apothecary Wares 136
Table 98: Areas of Interest Act 2 Summary 238
Table 6: Areas of Interest Summary 58
Table 19: Beast Kiosk Wares 83
Table 120: Blacksmith's Hut Random Encounters, Aftermath 353
Table 28: Blacksmith's Hut Wares 101
Table 64: Butcher Shop Wares 190
Table 148: Butcher's Shop Random Encounters, Aftermath 402
Table 16: Camping Gear Kiosk Wares 77
Table 150: Cistern Random Encounters, Aftermath 405
Table 126: City Gardens Random Encounters, Aftermath 364
Table 142: City Gates Random Encounters, Aftermath 392
Table 20: Combat Training Kiosk Wares 84
Table 2: Converting Reward Stars to XP 18
Table 102: Creature Encounters 275
Table 3: Default Random Dramatis Personae 39
Table 25: Default Random Dramatis Personae 87
Table 105: Demonic Attack Encounter Composition 283
Table 101: Encironmental Encounters 273
Table 136: Fishery and Stables Random Encounters, Aftermath 379
Table 49: Fishery Wares 147
Table 22: Food Kiosk Wares 85
Table 21: Fortune-Teller's Tent Services 85
Table 144: Garrison / Barracks Random Encounters, Aftermath 397
Table 46: General Store Price Adjustments 140
Table 134: General Store Random Encounters, Aftermath 376
Table 113: Graveyard Random Encounters, Aftermath 339
Table 130: Inn Random Encounters, Aftermath 372
Table 4: Jail Fines 40
Table 5: Kayzark's Wares 55
Table 107: Kayzark's Wares, Aftermath 307
Table 97: Key NPC Obelisk Eruption Summary 232
Table 128: Leaky Cask Tavern Random Encounters, Aftermath 366
Table 37: Leaky Cask Tavern Wares 114
Table 140: Library Random Encounters, Aftermath 391
Table 18: Locks and Rope Kiosk Wares 81
Table 69: Lower-Class Residential District Accommodations 214
Table 154: Lower-Class Residential District Random Encounters, Aftermath 412
Table 42: Map Reference Summary, Apothecary 135
Table 84: Map Reference Summary, Apothecary 247
Table 131: Map Reference Summary, Apothecary 373
Table 59: Map Reference Summary, Barracks 182
Table 29: Map Reference Summary, Blacksmith's Hut 101
Table 78: Map Reference Summary, Blacksmith's Hut 243
Table 119: Map Reference Summary, Blacksmith's Hut 353

Table 92: Map Reference Summary, Butcher Shop 252
Table 65: Map Reference Summary, Butcher's Shop 190
Table 147: Map Reference Summary, Butcher's Shop 402
Table 93: Map Reference Summary, Cistern 253
Table 149: Map Reference Summary, Cistern 405
Table 35: Map Reference Summary, City Gardens 111
Table 81: Map Reference Summary, City Gardens 245
Table 125: Map Reference Summary, City Gardens 363
Table 56: Map Reference Summary, City Gates 172
Table 89: Map Reference Summary, City Gates 251
Table 141: Map Reference Summary, City Gates 392
Table 73: Map Reference Summary, Cryptkeeper's Shack 239
Table 111: Map Reference Summary, Cryptkeeper's Shack 336
Table 135: Map Reference Summary, Fishery and Stables 379
Table 51: Map Reference Summary, Fishery & Stables 149
Table 86: Map Reference Summary, Fishery & Stables 248
Table 90: Map Reference Summary, Garrison / Barracks 252
Table 143: Map Reference Summary, Garrison / Barracks 397
Table 47: Map Reference Summary, General Store 140
Table 85: Map Reference Summary, General Store 247
Table 133: Map Reference Summary, General Store 376
Table 9: Map Reference Summary, Graveyard 71
Table 74: Map Reference Summary, Graveyard 240
Table 112: Map Reference Summary, Graveyard 338
Table 40: Map Reference Summary, Inn 126
Table 83: Map Reference Summary, Inn 246
Table 129: Map Reference Summary, Inn 369
Table 38: Map Reference Summary, Leaky Cask Tavern 115
Table 82: Map Reference Summary, Leaky Cask Tavern 245
Table 127: Map Reference Summary, Leaky Cask Tavern 366
Table 88: Map Reference Summary, Library 250
Table 139: Map Reference Summary, Library 390
Table 70: Map Reference Summary, Lower-Class Residential District 214
Table 95: Map Reference Summary, Lower-Class Residential District 254
Table 153: Map Reference Summary, Lower-Class Residential District 410
Table 24: Map Reference Summary, Mayor's House 87
Table 76: Map Reference Summary, Mayor's House 242
Table 116: Map Reference Summary, Mayor's House 348
Table 77: Map Reference Summary, Militia Guard Post 243
Table 118: Map Reference Summary, Militia Guard Post 352
Table 53: Map Reference Summary, Sheergath Temple 158
Table 87: Map Reference Summary, Sheergath Temple 249
Table 137: Map Reference Summary, Sheergath Temple 387
Table 62: Map Reference Summary, Textiles Shop 186
Table 91: Map Reference Summary, Textiles Shop 252
Table 145: Map Reference Summary, Textiles Shop 400
Table 11: Map Reference Summary, Town Square 72
Table 75: Map Reference Summary, Town Square 240
Table 114: Map Reference Summary, Town Square 341
Table 67: Map Reference Summary, Upper-Class Residential District 200
Table 94: Map Reference Summary, Upper-Class Residential District 253
Table 151: Map Reference Summary, Upper-Class Residential District 405
Table 7: Map Reference Summary, Zugul Church 59
Table 72: Map Reference Summary, Zugul Church 237
Table 109: Map Reference Summary, Zugul Church 331
Table 31: Map Reference Summary, Zugul Church Garden 105
Table 79: Map Reference Summary, Zugul Church Garden 244
Table 121: Map Reference Summary, Zugul Church Garden 356
Table 33: Map Reference Summary, Zugul Cleric House 109
Table 80: Map Reference Summary, Zugul Cleric House 244
Table 123: Map Reference Summary, Zugul Cleric House 360
Table 26: Mayor's House Random Encounters 89
Table 117: Mayor's House Random Encounters, Aftermath 348
Table 17: Nature Supplies Kiosk Wares 78
Table 103: Ooze-Based Encounters 276
Table 58: "Please, Don't Go" Triggered Encounters 173
Table 43: Random Dramatis Personae, Apothecary 135
Table 60: Random Dramatis Personae, Barracks 182
Table 30: Random Dramatis Personae, Blacksmith's Hut 101
Table 66: Random Dramatis Personae, Butcher's Shop 190
Table 36: Random Dramatis Personae, City Gardens 111
Table 57: Random Dramatis Personae, City Gates 172
Table 52: Random Dramatis Personae, Fishery & Stables 149
Table 48: Random Dramatis Personae, General Store 142
Table 41: Random Dramatis Personae, Inn 126
Table 39: Random Dramatis Personae, Leaky Cask Tavern 115
Table 55: Random Dramatis Personae, Library 166
Table 71: Random Dramatis Personae, Lower-Class Residential District 216
Table 27: Random Dramatis Personae, Militia Guard Post 100
Table 54: Random Dramatis Personae, Sheergath Temple 159
Table 63: Random Dramatis Personae, Textiles Shop 186
Table 13: Random Dramatis Personae, Town Square 73
Table 14: Random Dramatis Personae, Town Square Shanty Town 76
Table 68: Random Dramatis Personae, Upper-Class Residential District 202
Table 8: Random Dramatis Personae, Zugul Church 59
Table 32: Random Dramatis Personae, Zugul Church Garden 105
Table 34: Random Dramatis Personae, Zugul Cleric House 109
Table 96: Roleplaying Rewards for Acts 2 and 3 229
Table 138: Sheergath Temple Random Encounters, Aftermath 387
Table 99: Skeleton Attack Composition 265
Table 50: Stables Services 147
Table 23: Stage Events 86
Table 146: Textiles Shop Random Encounters, Aftermath 400
Table 61: Textiles Shop Wares 185
Table 104: The Sting of Darkness Encounter Composition 278
Table 100: Townsfolk Attack Composition 266
Table 12: Town Square Kiosk Price Adjustments 72
Table 10: Town Square Marketfolk 71
Table 115: Town Square Random Encounters, Aftermath 341
Table 1: Traditional Lookup Table 11
Table 152: Upper-Class Residential District Random Encounters, Aftermath 406
Table 155: Version History 494

Table 108: Villain Encounter Composition 329
Table 15: Wares of the Religious Kiosks 76
Table 122: Zugul Church Garden Random Encounters, Aftermath 358
Table 110: Zugul Church Random Encounters, Aftermath 331
Table 124: Zugul Cleric House Random Encounters, Aftermath 361

FlexTable Index

FlexTable 15: Aftermath Beneficial Encounters 263
FlexTable 16: Aftermath General Encounters 265
FlexTable 17: Aftermath NPC Encounters 285
FlexTable 14: Aftermath Random Encounters, Default / General 262
FlexTable 18: Aftermath Untouchable Encounters 325
FlexTable 11: Berinncorte Random Encounters 51
FlexTable 12: City Garden Random Encounters 110
FlexTable 5: Default Rumors, Tales, and Lore 41
FlexTable 6: Faction-Based Rumors 41
FlexTable 7: NPC-Based Rumors 43
FlexTable 9: Obelisk-Based Rumors 50
FlexTable 4: Primary Catalyst 34
FlexTable 10: Realm-Based Rumors 51
FlexTable 2: Sample Bartender Backstory 12
FlexTable 3: Sample Plot Option 13
FlexTable 1: Sample Treasure Chest Contents 12
FlexTable 8: Setting-Based Rumors 48
FlexTable 13: Tavern Random Encounters 115

Player Handouts: Act One

Map 64: Players' Map: Berinncorte City *One square equals 10 ft.*

Map 65: Players' Map: Berinncorte City (Symbols) *One square equals 10 ft.*

Map 66: Players' Map: Zugul Church, Ground Floor *One square equals 5 ft.*

Map 67: Players' Map: Zugul Church, Undercroft

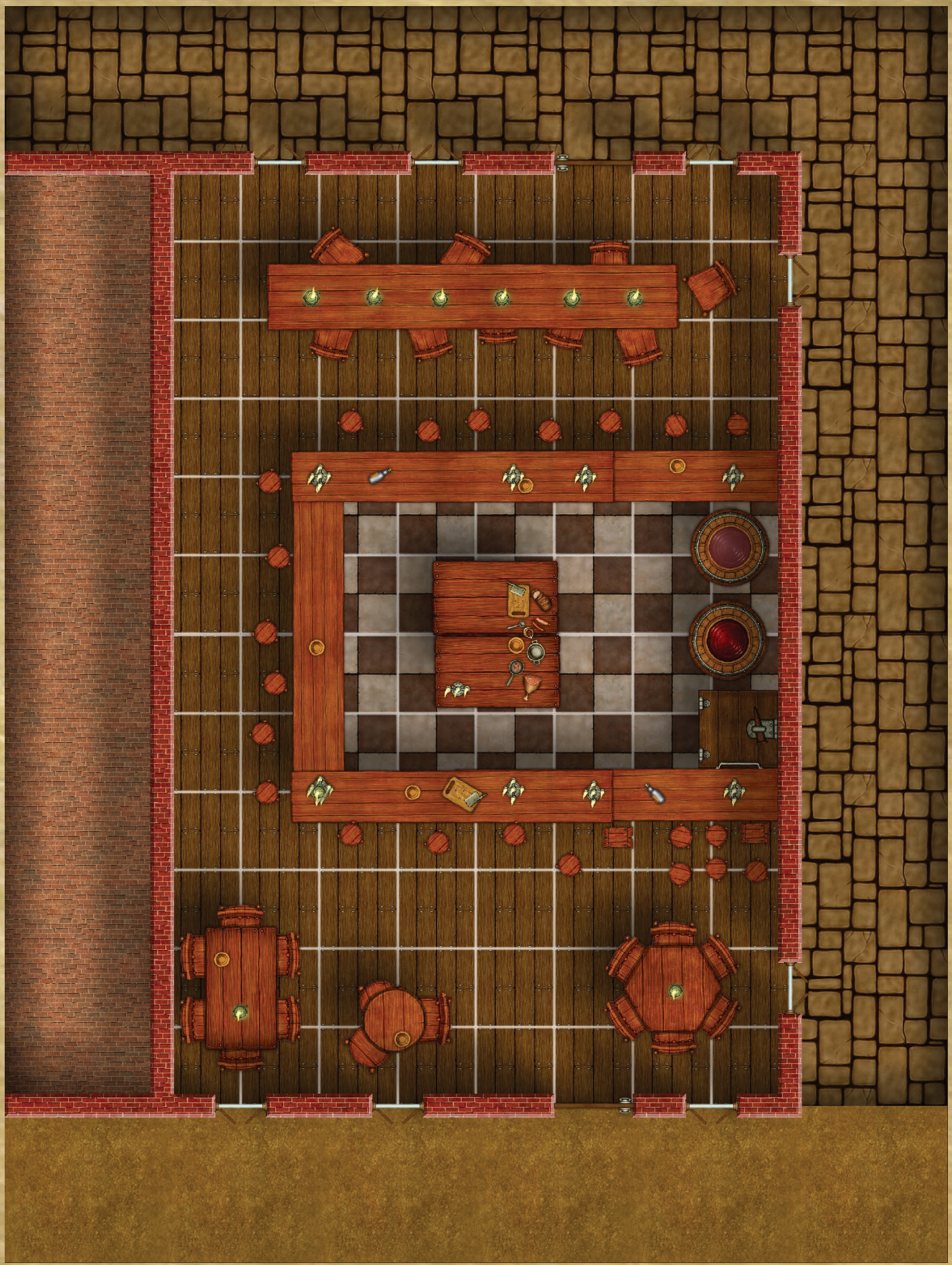
One square equals 5 ft.

Map 68: Players' Map: Mayor's House, Ground Floor *One square equals 5 ft.*

Map 69: Players' Map: Mayor's House, Second Floor

One square equals 5 ft.

Map 70: Players' Map: The Leaky Cask Tavern, Ground Floor *One square equals 5 ft.*



Map 71: Players' Map: Inn, Ground Floor *One square equals 5 ft.*

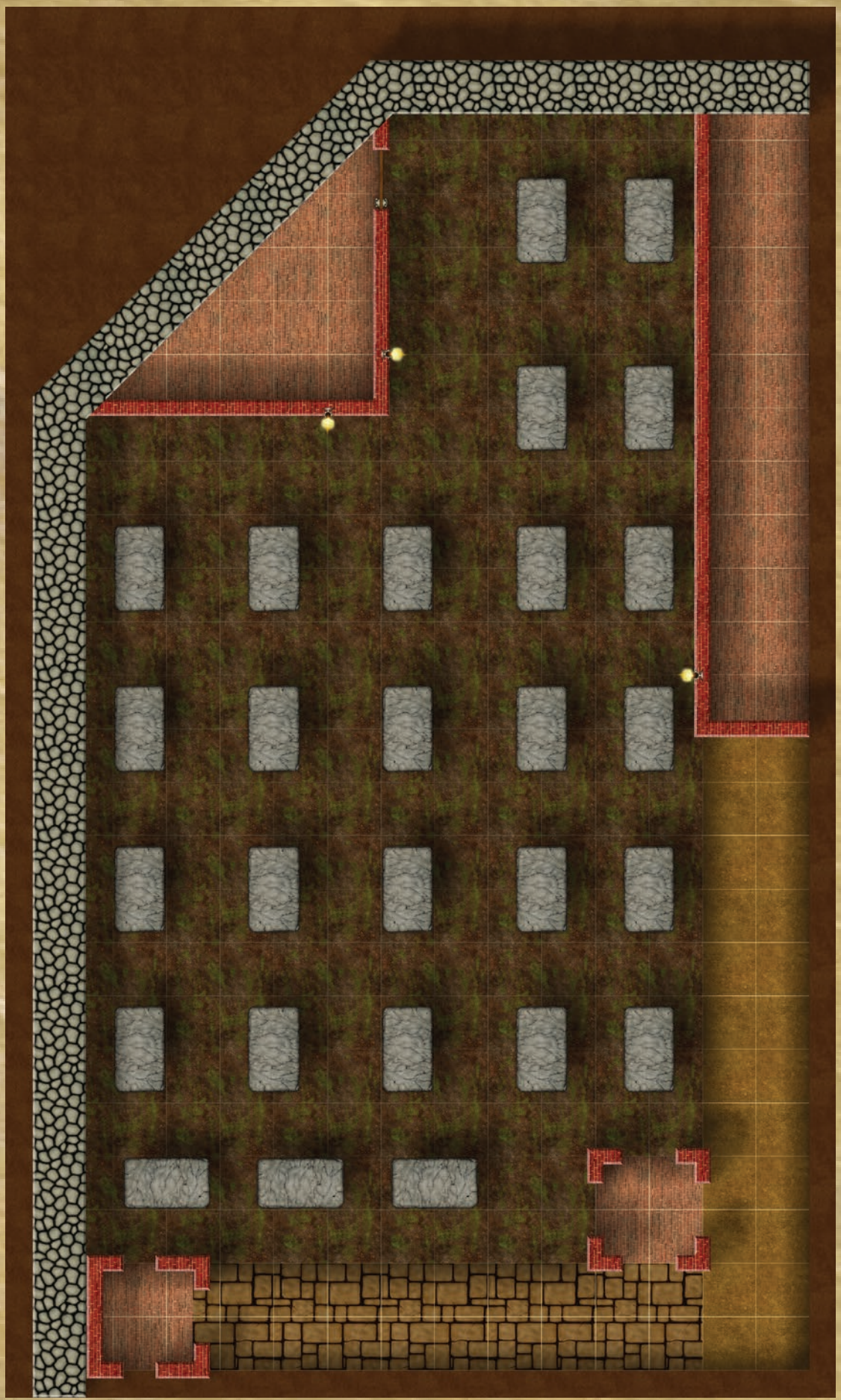
Map 72: Players' Map: Inn, Second Floor

One square equals 5 ft.

Map 73: Players' Map: Inn and Tavern Basements *One square equals 5 ft.*

Map 74: Players' Map: Graveyard

One square equals 5 ft.



Map 75: Players' Map: Town Square

One square equals 5 ft.

Map 76: Players' Map: Cryptkeeper's Shack *One square equals 5 ft.*

Map 77: Players' Map: Militia Guard Post *One square equals 5 ft.*

Map 78: Players' Map: Blacksmith's Hut

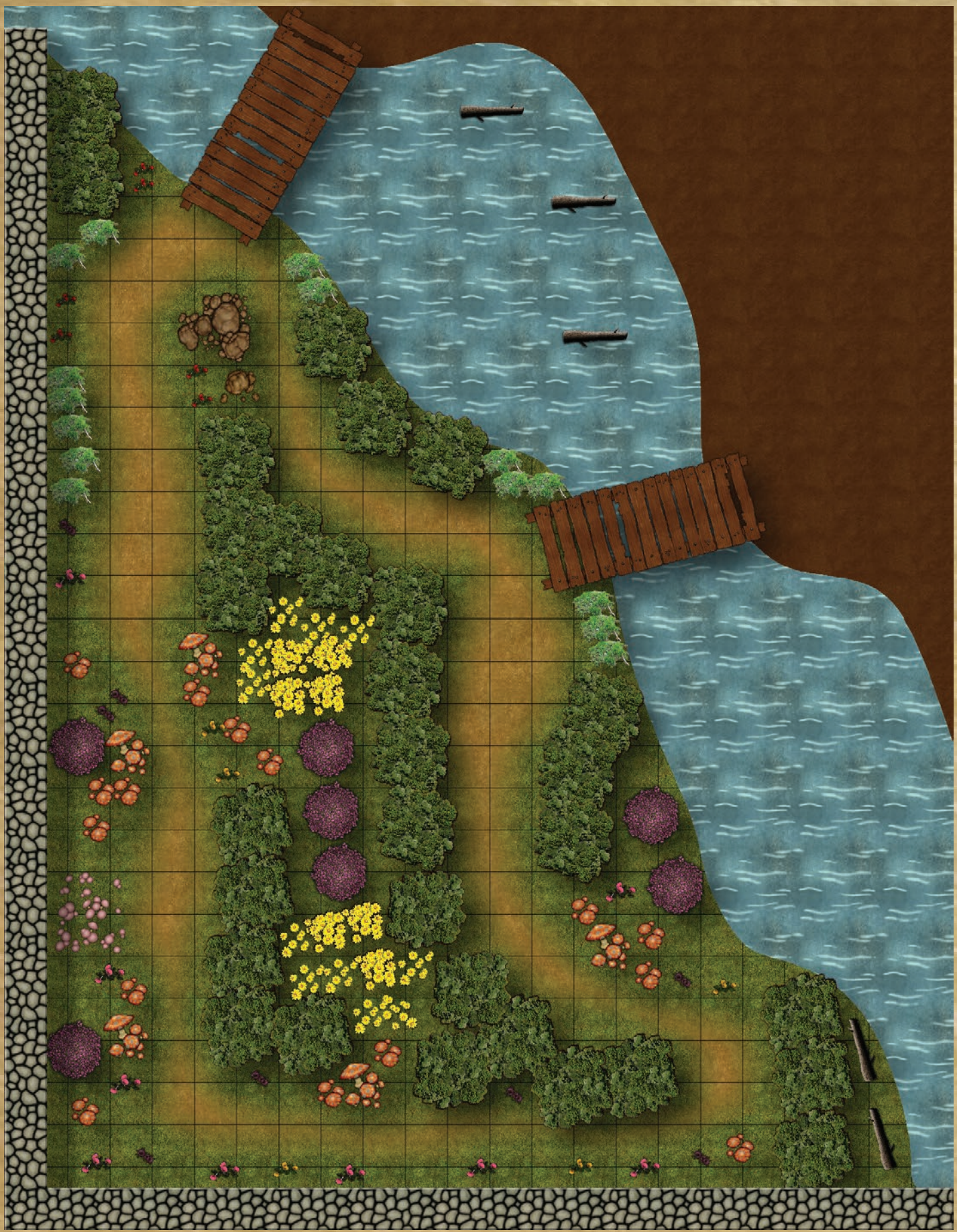
One square equals 5 ft.

Map 79: Players' Map: Zugul Church Gardens

One square equals 5 ft.

Map 80: Players' Map: City Gardens

One square equals 5 ft.



Map 81: Players' Map: General Store

One square equals 5 ft.

Map 82: Players' Map: Fishery and Stables, Ground Floor *One square equals 5 ft.*

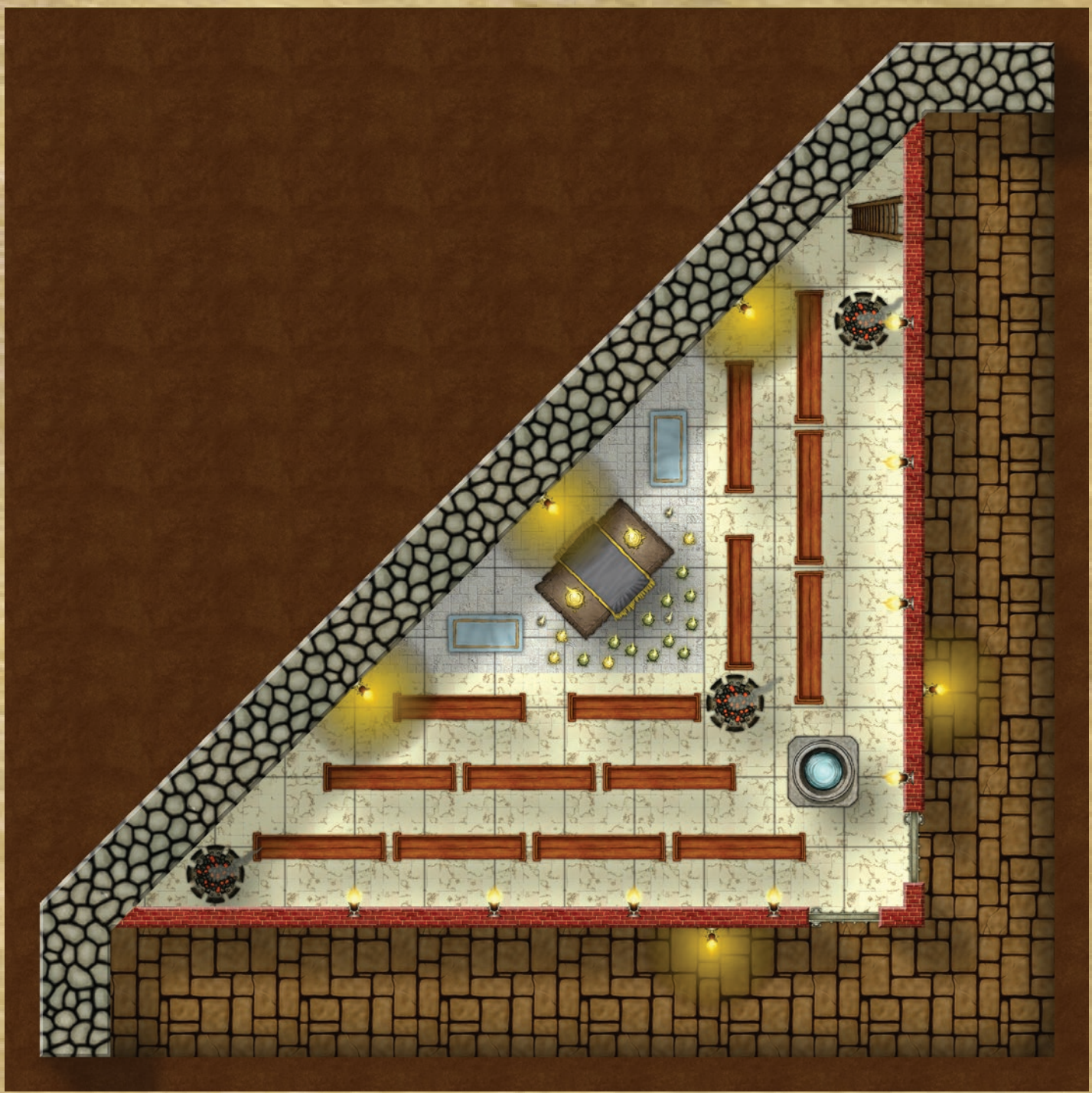
Map 83: Players' Map: Fishery and Stables, Basement

One square equals 5 ft.

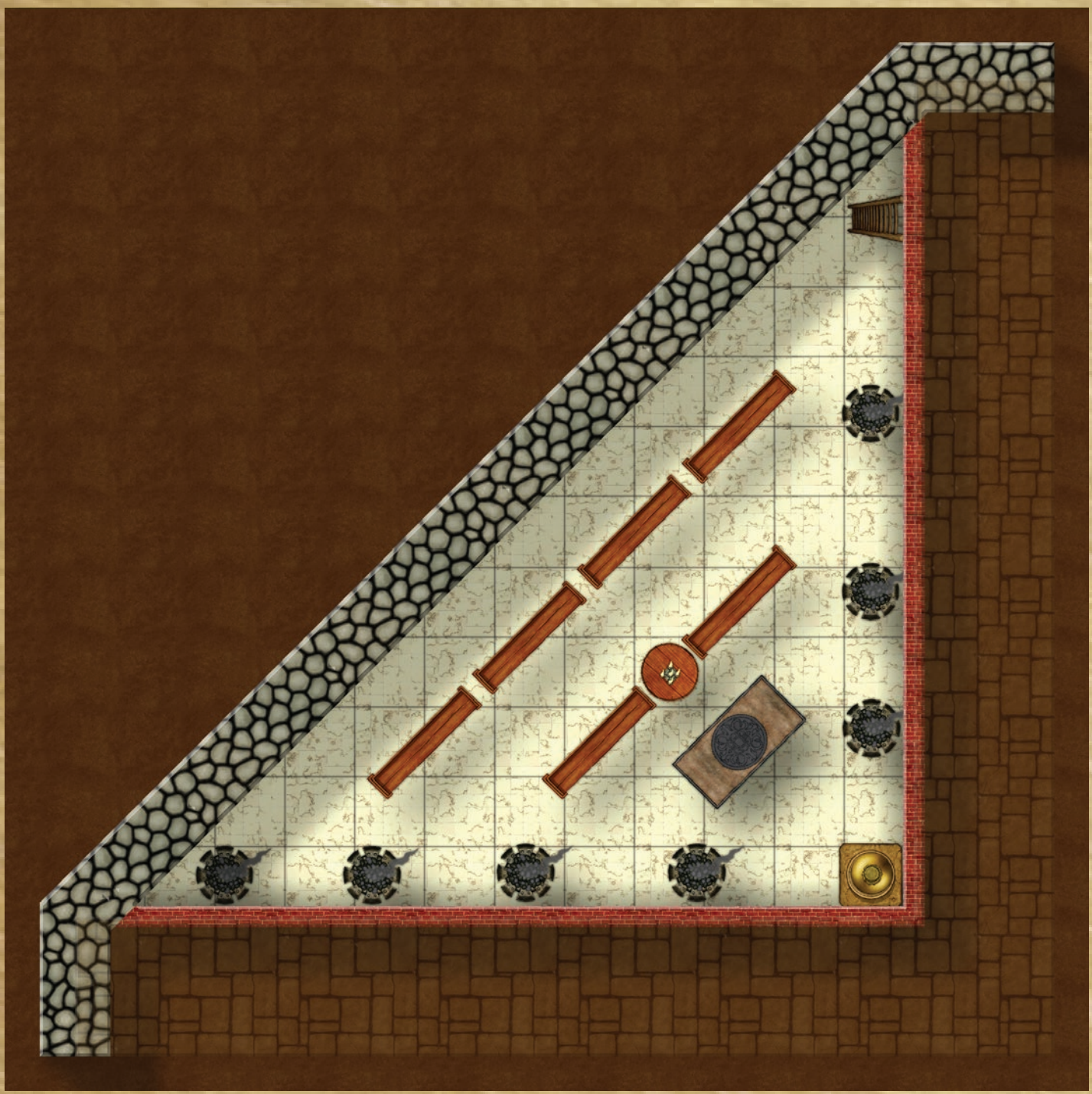
Map 84: Players' Map: Apothecary *One square equals 5 ft.*

Map 85: Players' Map: Sheergath Temple, Ground Floor

One square equals 5 ft.



Map 86: Players' Map: Sheergath Temple, Rooftop *One square equals 5 ft.*



Map 87: Players' Map: Sheergath Temple, Rooftop

One square equals 5 ft.

Map 88: Players' Map: Library

One square equals 5 ft.

Map 89: Players' Map: City Gates

One square equals 5 ft.

Map 90: Players' Map: Garrison / Barracks

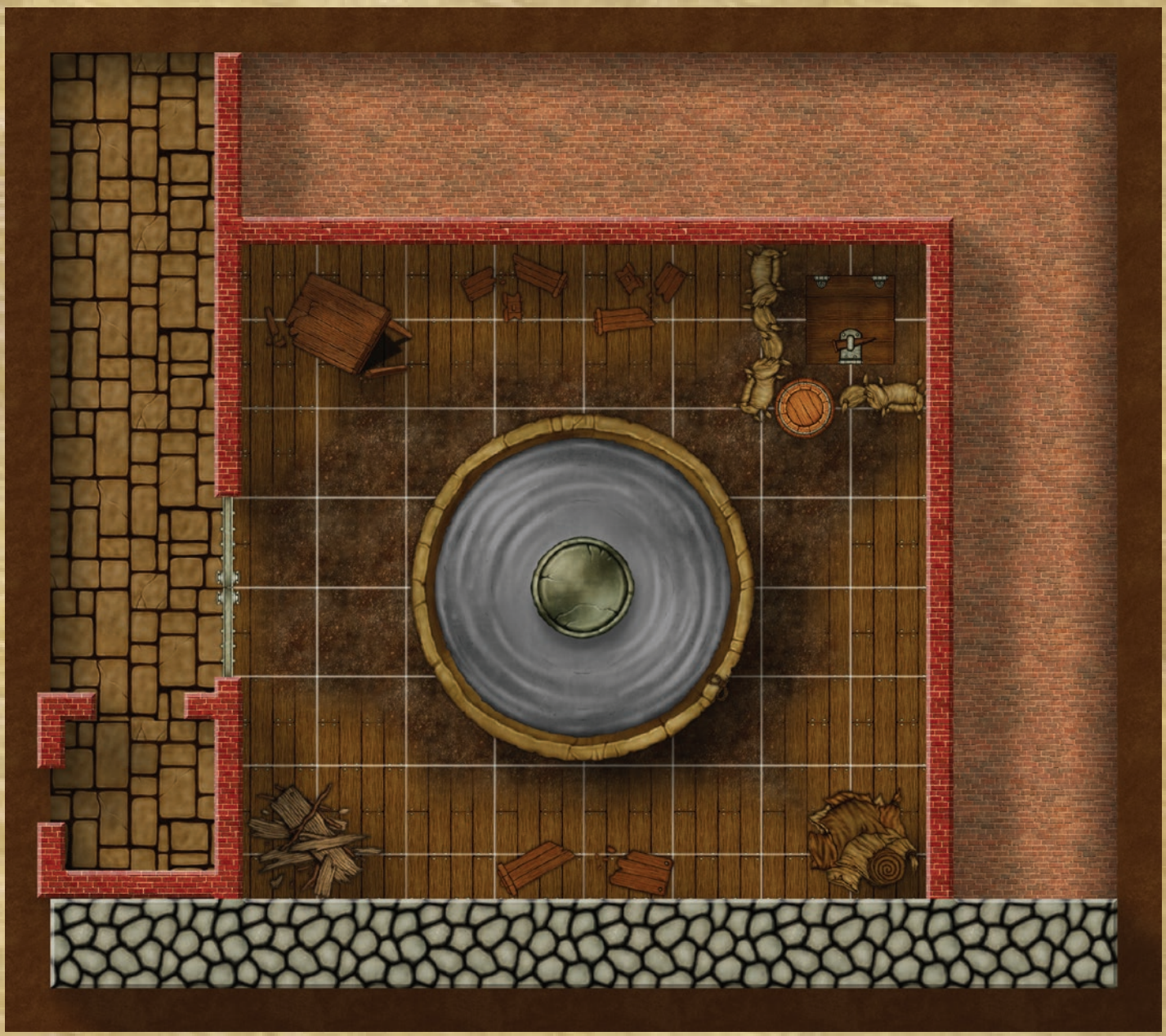
One square equals 5 ft.

Map 91: Players' Map: Textiles Shop *One square equals 5 ft.*

Map 92: Players' Map: Butcher's Shop

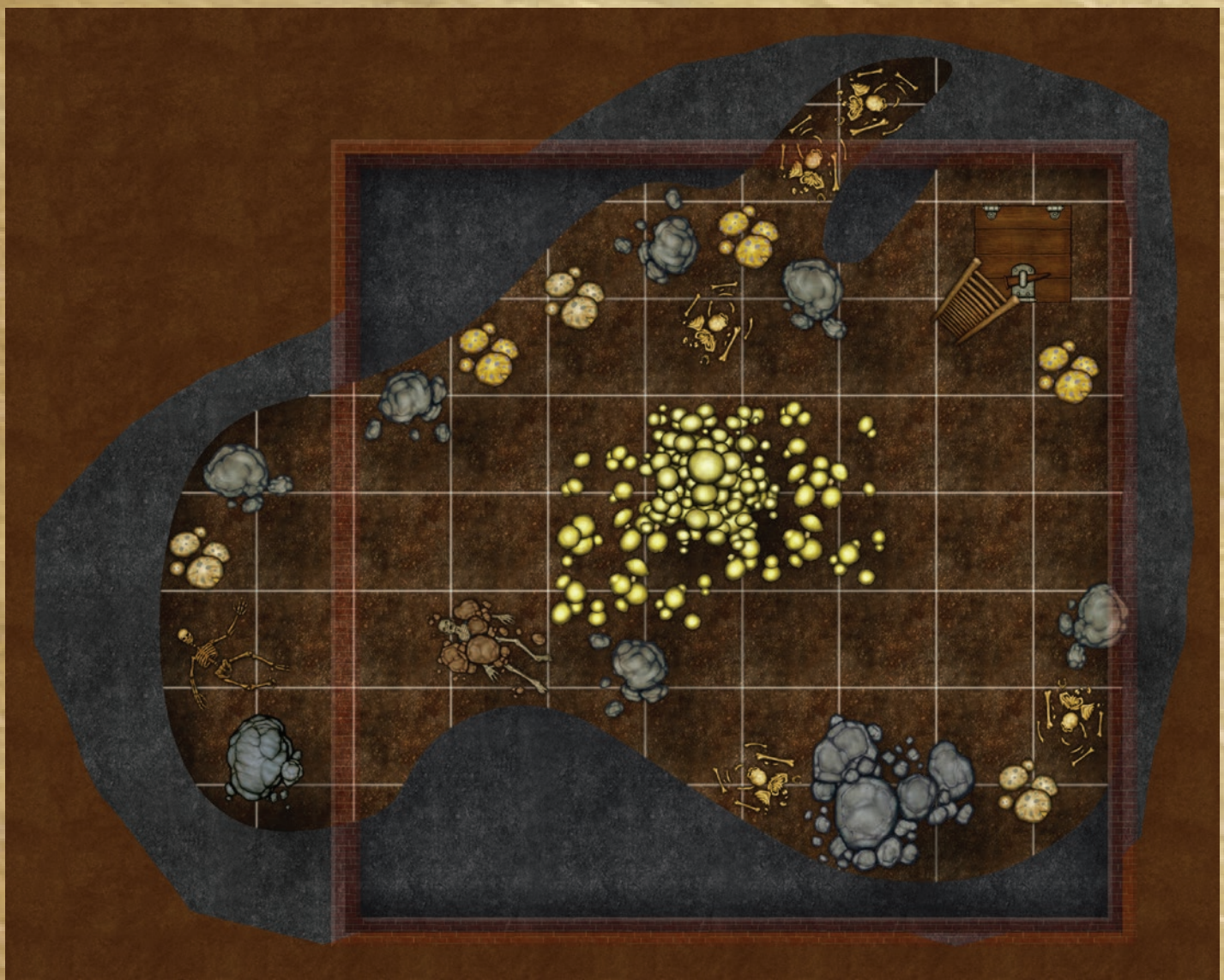
One square equals 5 ft.

Map 93: Players' Map: Cistern, Ground Floor *One square equals 5 ft.*



Map 94: Players' Map: Cistern, Basement

One square equals 5 ft.



Map 95: Players' Map: Upper-Class Residential District, Ground Floor *One square equals 5 ft.*

Map 96: Players' Map: Upper-Class Residential District, Second Floor

One square equals 5 ft.

Map 97: Players' Map: Lower-Class Residential District, Ground Floor *One square equals 5 ft.*

Map 98: Players' Map: Lower-Class Residential District, Second Floor *One square equals 5 ft.*

Map 99: Players' Map: Zugul Cleric House

One square equals 5 ft.

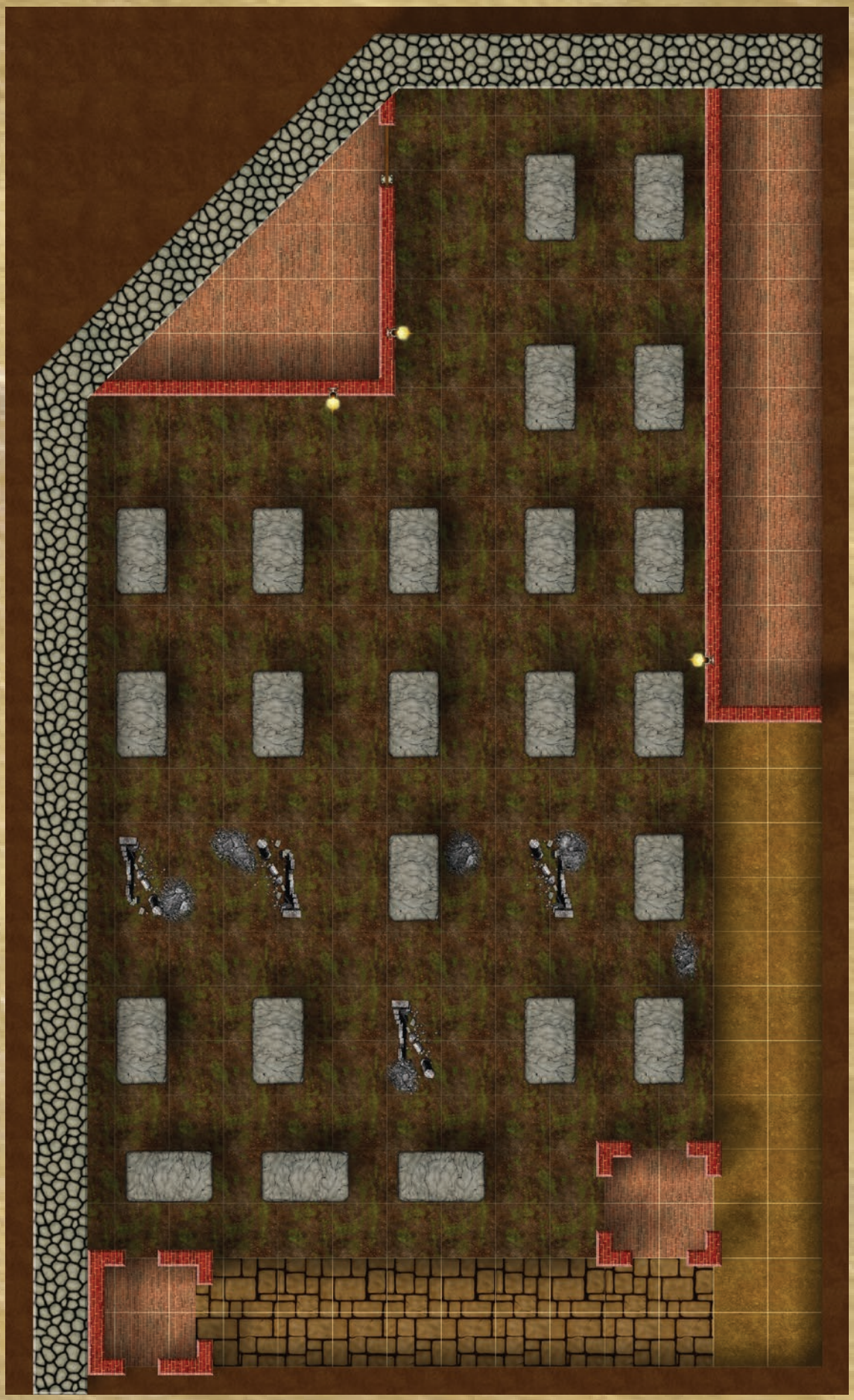
Player Handouts: Act Three

Map 100: Players' Map: Zugul Church, Ground Floor (Aftermath) *One square equals 5 ft.*

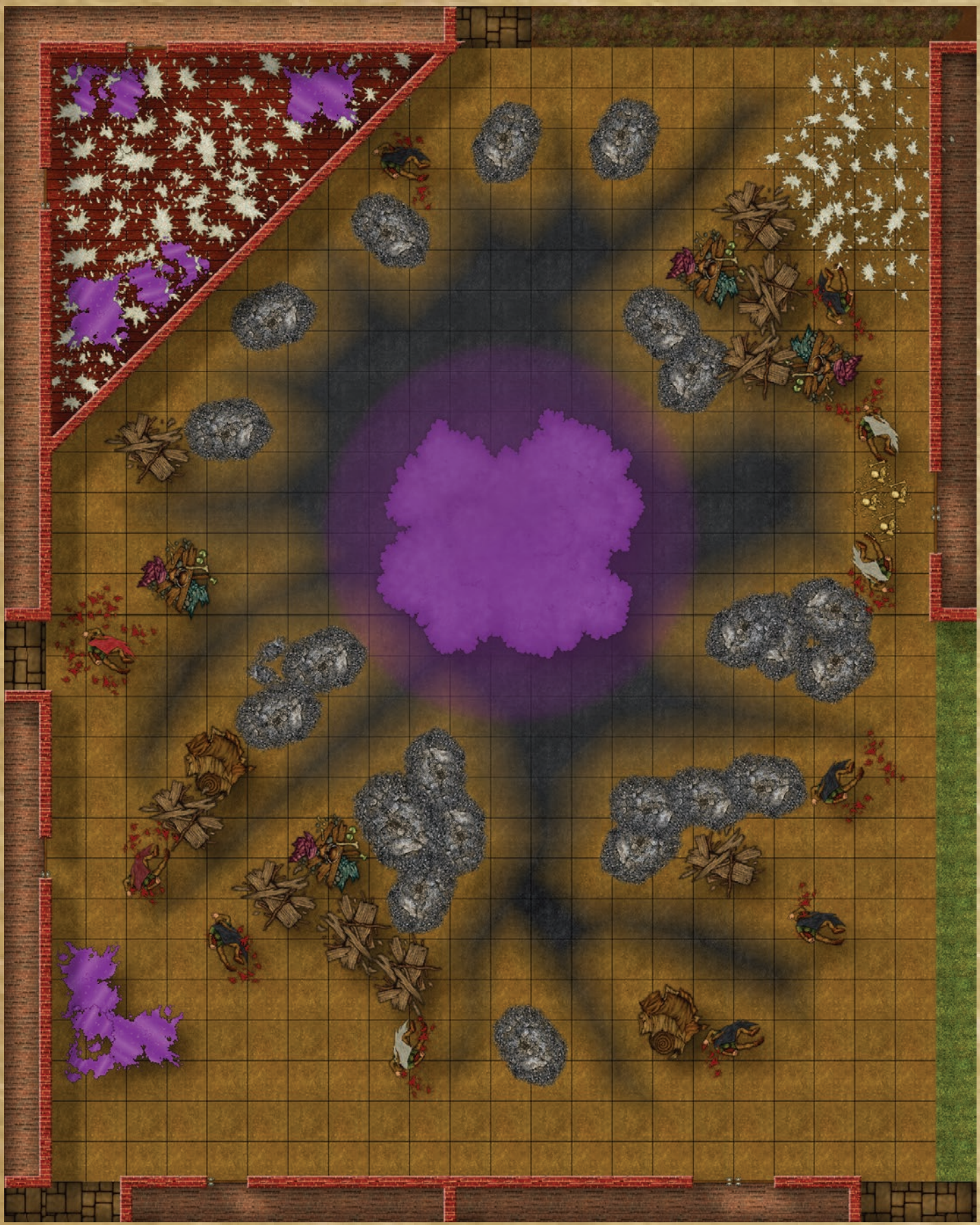
Map 101: Players' Map: Zugul Church, Undercroft (Aftermath)

One square equals 5 ft.

Map 102: Players' Map: Graveyard (Aftermath) *One square equals 5 ft.*



Map 103: Players' Map: Town Square (Aftermath) *One square equals 5 ft.*



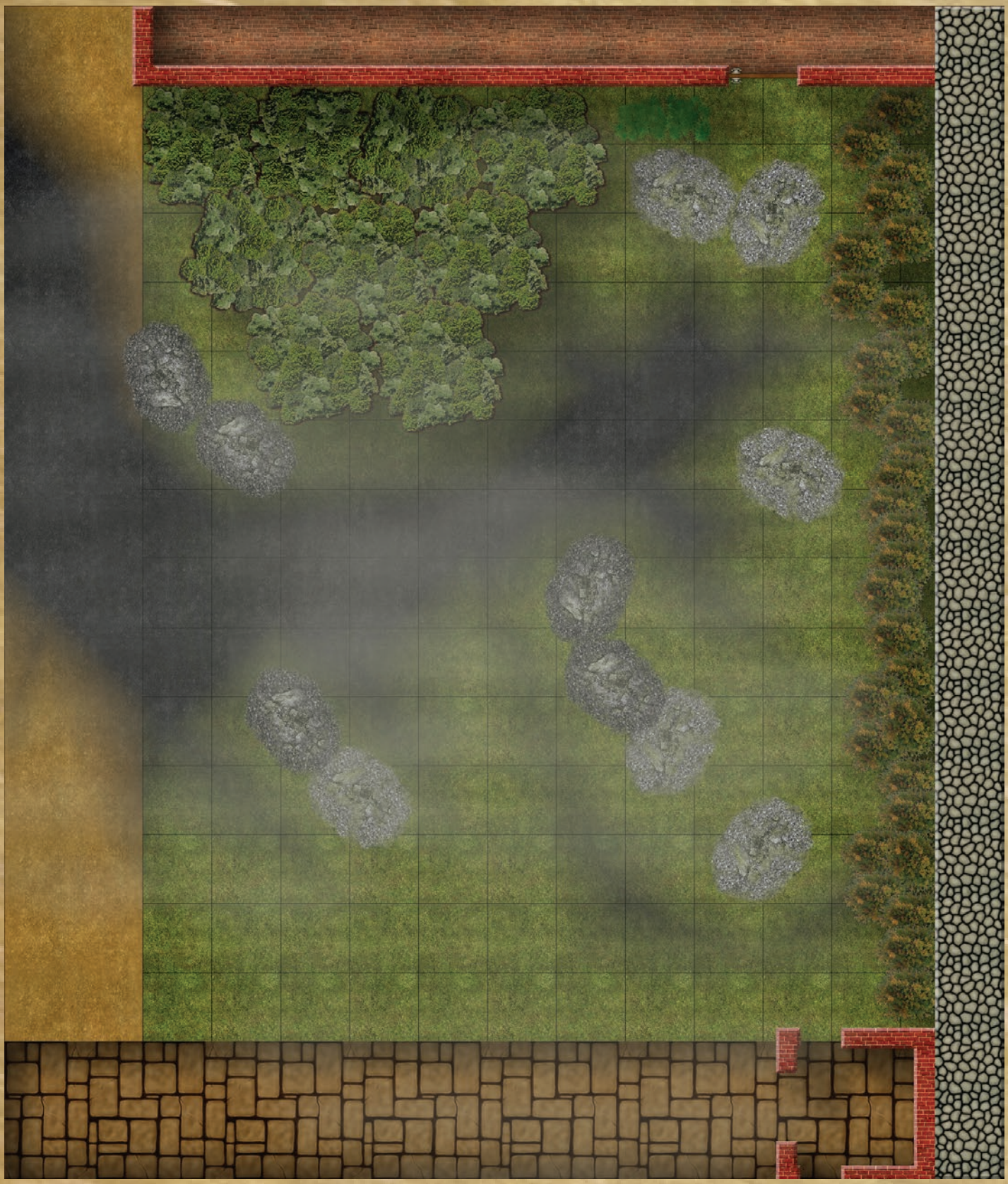
Map 104: Players' Map: Mayor's House, Ground Floor (Aftermath) *One square equals 5 ft.*

Map 105: Players' Map: Mayor's House, Second Floor (Aftermath) *One square equals 5 ft.*

Map 106: Players' Map: Blacksmith's Hut (Aftermath) *One square equals 5 ft.*

Map 107: Players' Map: Zugul Church Gardens (Aftermath)

One square equals 5 ft.

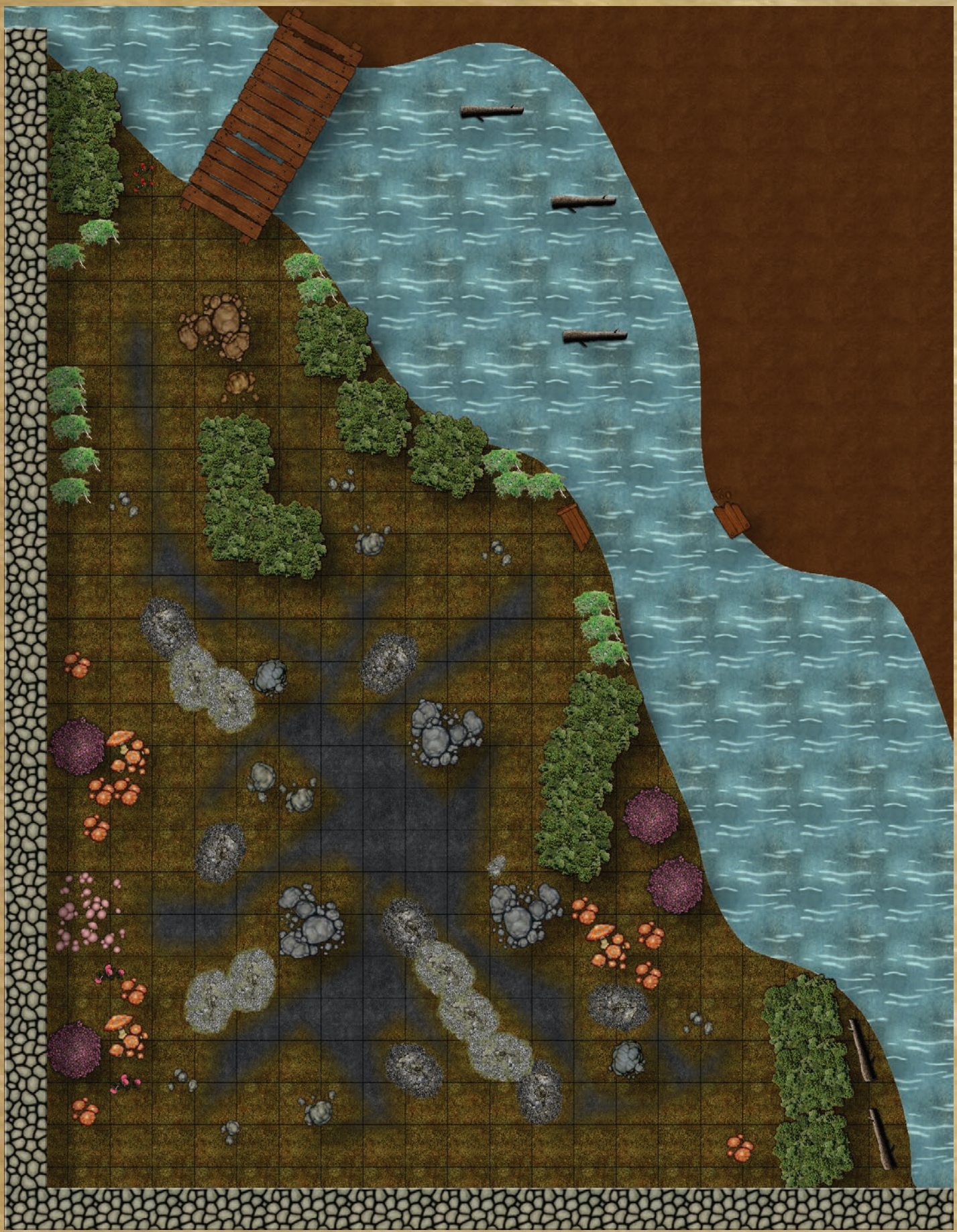


Map 108: Players' Map: Zugul Cleric House (Aftermath)

One square equals 5 ft.

Map 109: Players' Map: City Gardens (Aftermath)

One square equals 5 ft.



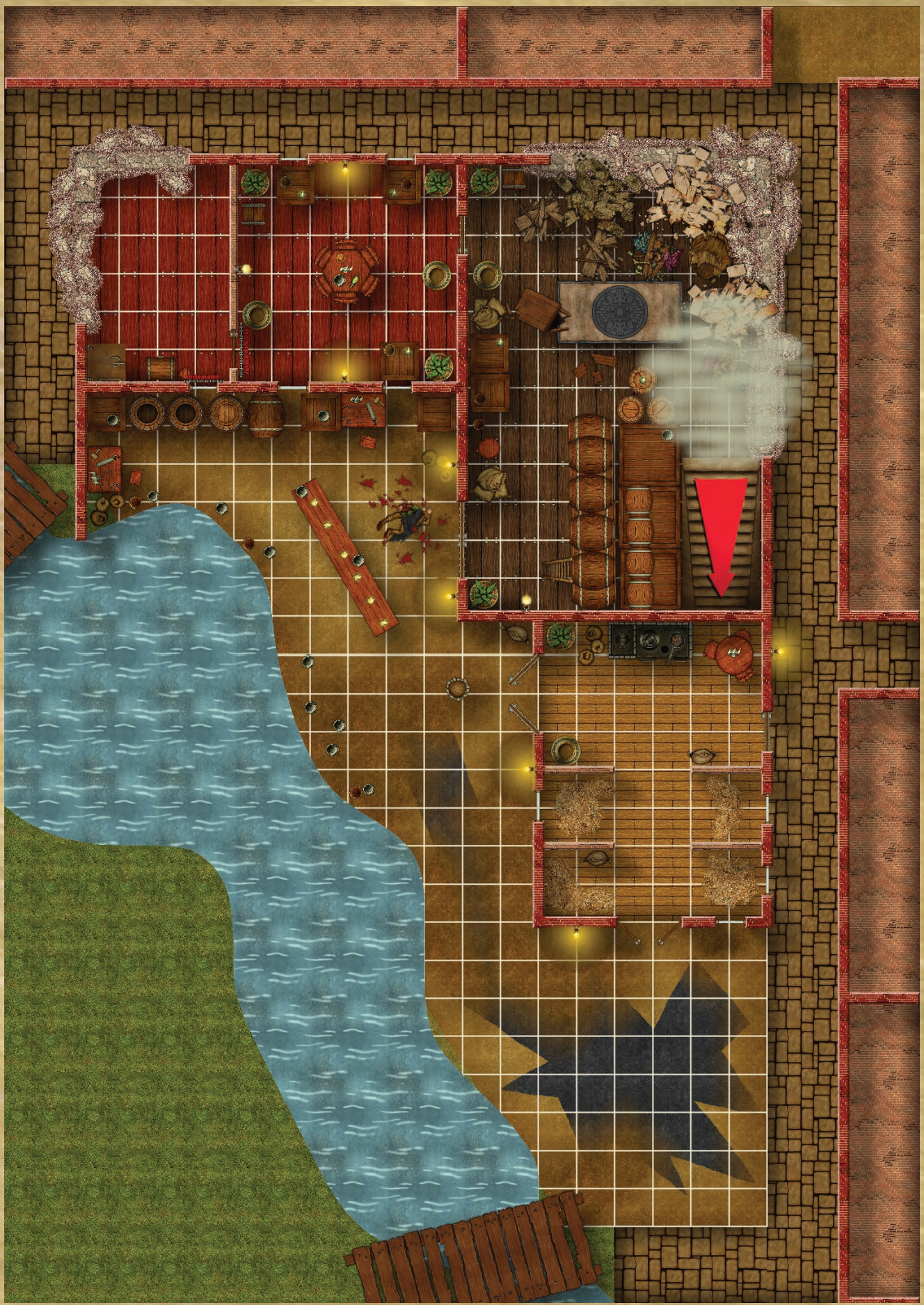
Map 110: Players' Map: The Leaky Cask Tavern, Ground Floor (Aftermath) *One square equals 5 ft.*

Map 111: Players' Map: Apothecary (Aftermath) *One square equals 5 ft.*

Map 112: Players' Map: Inn, Ground Floor (Aftermath) *One square equals 5 ft.*

Map 113: Players' Map: Inn, Second Floor (Aftermath) *One square equals 5 ft.*

Map 114: Players' Map: Fishery and Stables, Ground Floor (Aftermath) *One square equals 5 ft.*

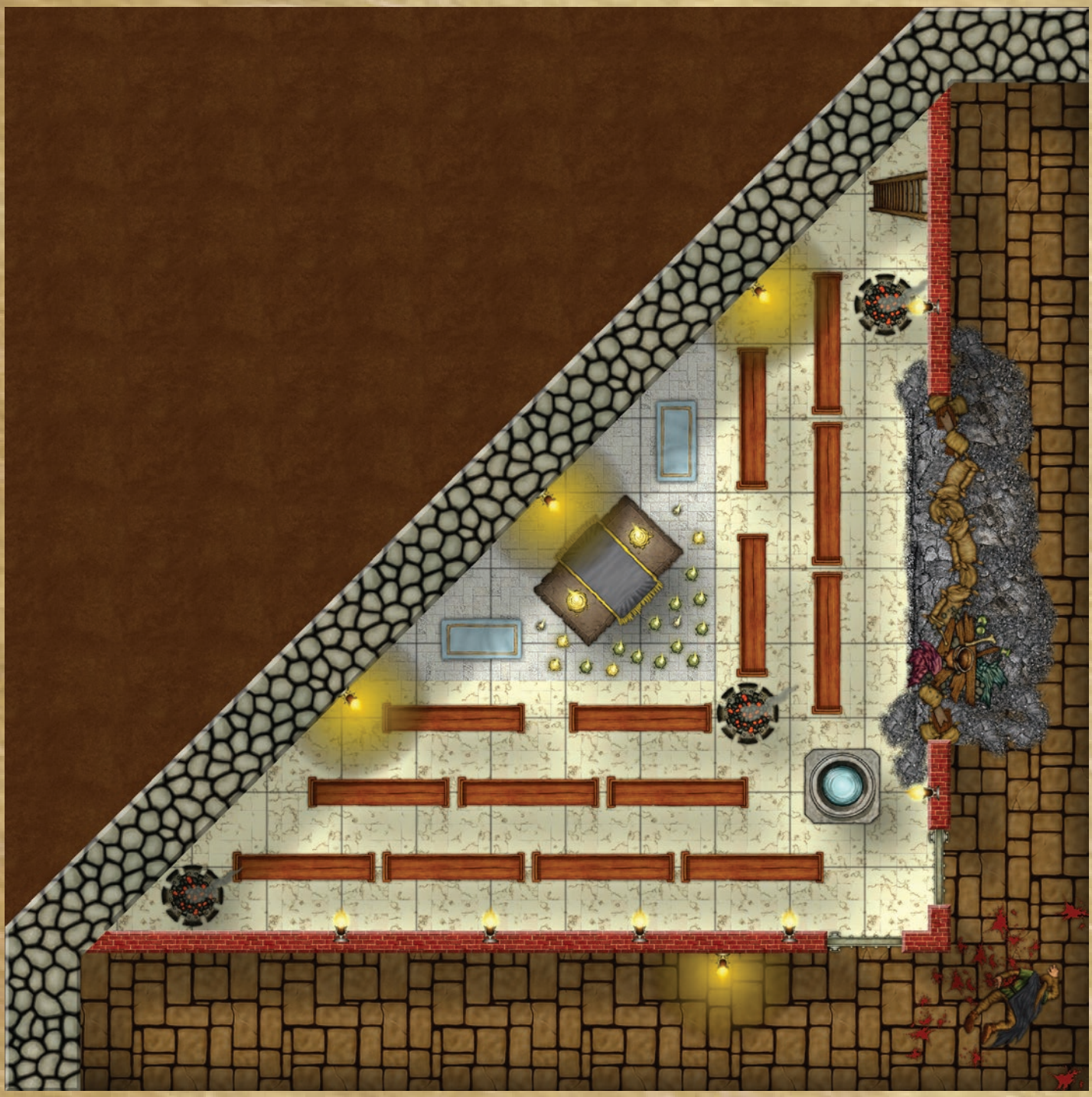


Map 115: Players' Map: Fishery and Stables, Basement (Aftermath) *One square equals 5 ft.*

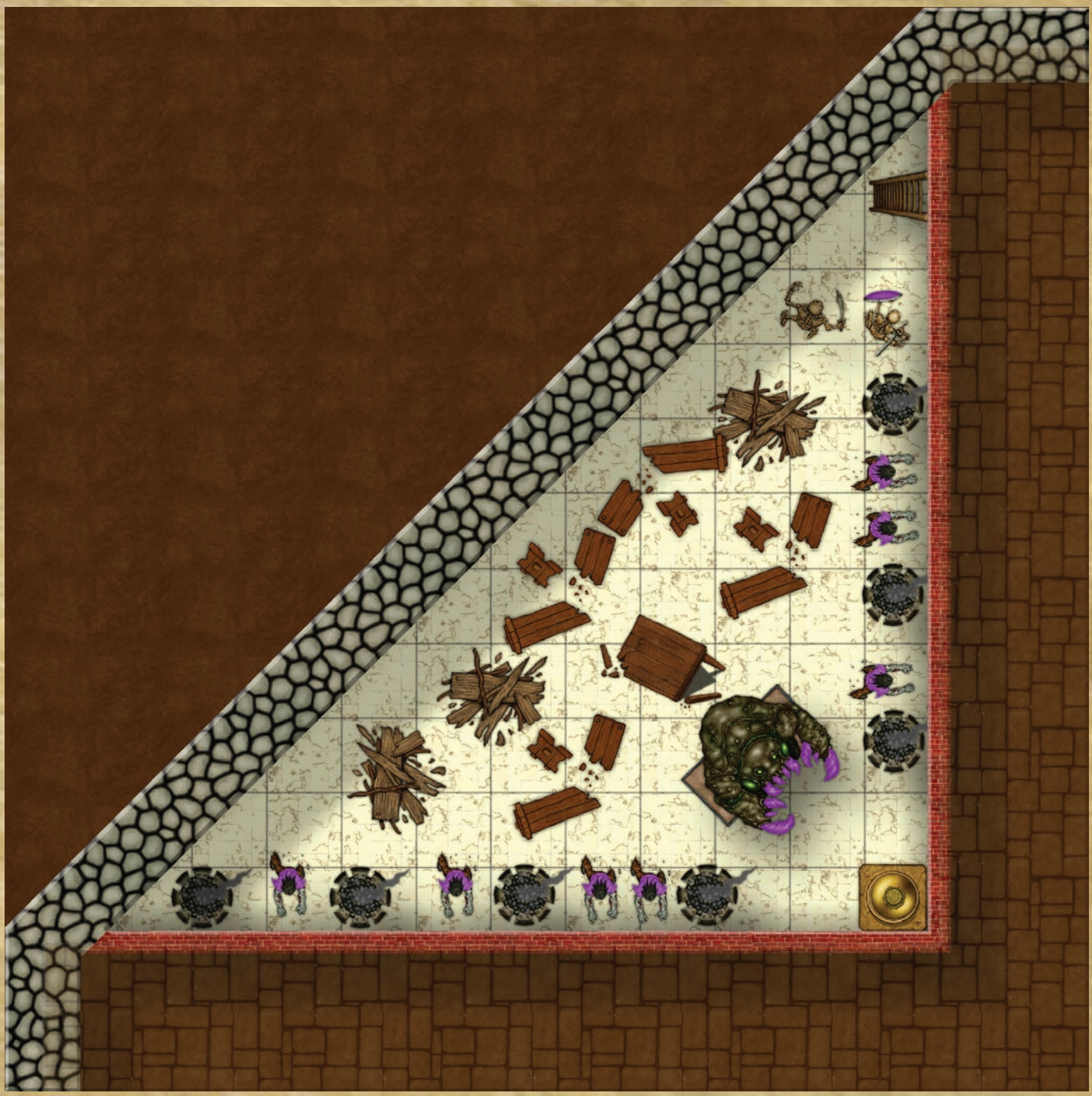
Map 116: Players' Map: General Store (Aftermath)

One square equals 5 ft.

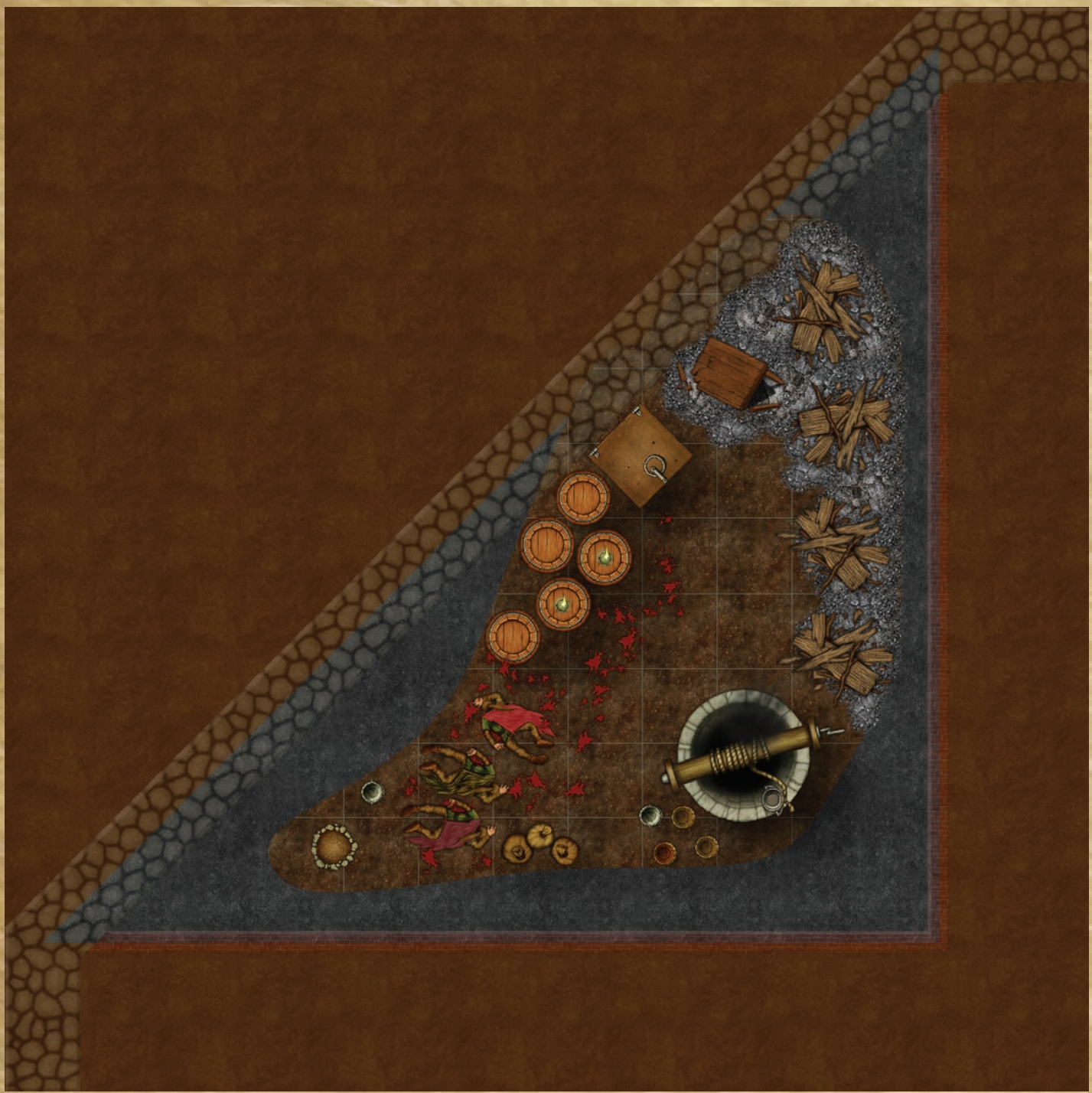
Map 117: Players' Map: Sheergath Temple, Ground Floor (Aftermath) *One square equals 5 ft.*



Map 118: Players' Map: Sheergath Temple, Rooftop (Aftermath) *One square equals 5 ft.*



Map 119: Players' Map: Sheergath Temple, Basement (Aftermath) *One square equals 5 ft.*



Map 120: Players' Map: Garrison / Barracks (Aftermath) *One square equals 5 ft.*

Map 121: Players' Map: Textiles Shop (Aftermath) *One square equals 5 ft.*

Map 122: Players' Map: Upper-Class Residential District, Ground Floor (Aftermath) *One square equals 5 ft.*

Map 123: Players' Map: Upper-Class Residential District, Second Floor (Aftermath) *One square equals 5 ft.*

Map 124: Players' Map: Lower-Class Residential District, Ground Floor (Aftermath) *One square equals 5 ft.*

Map 125: Players' Map: Lower-Class Residential District, Second Floor (Aftermath) *One square equals 5 ft.*

Map 126: Players' Map: Butcher's Shop (Aftermath)

One square equals 5 ft.

Map 127: Players' Map: City Gates (Aftermath) *One square equals 5 ft.*

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Version History

Table 155: Version History

Date	Version	Notes
20-Jul-2016	0.5	Initial draft, pending fill-ins
29-Jul-2016	1.0	Official, complete, first draft.
05-Aug-2016	1.01	PDF Pathfinder publishing version.
14-Sep-2016	1.1	Print proof Alpha 1.
15-Oct-216	2.0	Final print version

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