



**Monster Circus**

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# LETTERS FROM THE FLAMING CRAB MONSTER CIRCUS

## Special Thanks to Our Captain Yuri Clovershid

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### Our deepest gratitude to the following honorary crew members of the UCS Flaming Crab

Aaron "Itchy" Tranes, Adam Matherly, Adventureaweek.com, AinvarG, Alex Coley, Alexander Canfield, amberkat, Andy Kwong, Anthony Guillote, C.J. Withers, Chad "Doomedpaladin" Middleton, Dagmar Wyrmkinn, Eric W Murray, FST, Harvey Howell, Hugo "Butterfrog" Solis, Imban, Iris Gehrman, Jacqueline Vanni Shanks, Jason Leisemann, Jeremy Hunt, Jerry Britt, Jim Austerman, Joshua Hennington, Joshua Root, Kenny "Cash Flock" Richardson, Lauren M, Lewis Crown, Lindsey Shanks-Abel, Lukas Buergi, Margherita "Bardess" Tramontano, Massimo Gandola, Mathew Irizarry, Matt Roth, Melodie Provencher, Michael Dorn, Michael G Townsend, Murray K Dahm, Nate Swalve, Nick Pater, Oliver von Spreckelsen, Peter Francis Osborne, Rhel ná DecVandé, Robert H. Nichols, Russell Ventimeglia, Sasha Hall, Scott Maynard, Stephen-jon Thompson, Stereofm, TaLeah Wiseman, Tanya, Tobias Schmitt, Tom Johnson, Troy Daniels, Tyler Brenman, Veronica Ellis, Wright S. Johnson, Yuri Clovershid

*Letters from the Flaming Crab is a monthly series of Pathfinder-compatible supplements. Each Letter focuses on exploring a different topic to give gamemasters and players new, exciting options that can be dropped into any campaign.*

Coming in *May*: **Puppet Show**

Coming in *June*: **Gnomes vs. Goblins**

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



Dear ~~Fath~~ Mister Smiley

We got lost again.

Jilius tells me to write more, so it's story time. After we finished the show, me and sis-Jilius went for a fly to visit the nearby town. At this town there was this strange skyship, like the ones you told us about from my ~~the big house~~ the hollow island, except bigger then you said. We found a perch on the ship and took a nap, only woke up to be surrounded by people with exploding sticks. It was very scary at first.

Oh, but the captain turned out to be nice and let us stay, and was very nice, giving us this strange cooked food. It was very good, not as good as the food we made at the circus, but better than the food we sold. Lots of the crew actually went to see our show. Can you believe that? We made some good money from the autographs. They told us they won't be back at the circus for a while though. Something about "other planes". It's like the wind is too strong around a mountain, so instead of going above the mountain, we have to go around the long way. We are doing muscle work now keeping everyone safe. Not to worry, we still keep up the performances when we can. The crew really likes it and we get a lot of interesting stuff, like a magical warm cushion.

The magic is amazing. The ship has winds that actually go into the rooms to cool them off. There are also many mages here, some even as strong as the oracle. I'm learning so much from them.

I miss the high tops though, the swinging and flying above dangerous beasts. How is Mister Nick, Howl, and Guk, by the way? And Flintbeak and Fharass and the clowns and everyone? I miss you all.

I hope you aren't mad, this is just like that time we got tied up in the inn. We'll be back before you know it.

Gale

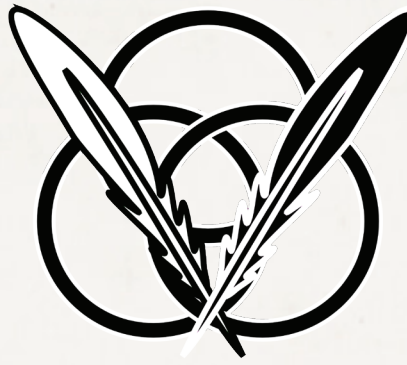
We've known for a while now that the UCS Flaming Crab has lost crew and, occasionally, picked up replacements from one of their many planar ports-of-calls during their long and somewhat random hops across the multiverse. Lady Marina, cleric of a Goddess of Travel is one such example, but she isn't the only one. Apparently, at some point Captain Shell also recruited two harpy sisters to serve as security aboard the ship.

I'm not sure why these two sisters, Gale and Jilius, decided to include their letters in among the various documents the crew of the Flaming Crab was trying to send to their home universe via crystal torpedo. After all, they weren't native to the world the UCS Flaming Crab called home. Maybe they were trusting their missives to the fate of the universe? Or maybe they just don't understand how planar communication works. In any event, their letters reached me and not their intended recipient.

I found their mention of a "monster circus" quite intriguing. What would a circus crewed entirely by monsters be like? Would it be something out of a horror movie? Or perhaps something a bit more subtle, like the sinister carnival from Ray Bradbury's *Something Wicked This Way Comes*. As always, the thoughts sparked ideas and those ideas became a basis for, this, the last *Letter from the Flaming Crab* funded by our 2016 season Kickstarter.

We hope you enjoy!

J Gray



## **Argent & Midnight's Circus Esoterica and Extravaganza of the Strange**

Officially, the name of the carnival is Argent & Midnight's Circus Esoterica and Extravaganza of the Strange. However, those who gaze at the tattered fliers which seem to appear by magic ahead of the circus, the ones who strain to hear the music as the performers arrive to parade through town before heading to set up their tents, they have another name for the spectacle. In hushed but excited whispers, they say "The Monster Circus is coming to town!" Beneath the excitement and the anticipation is a raw-nerved thrill of fear, for the circus is indeed run by monsters. They seem exotic and strange and wondrous in the day when they parade their spectacle through town. Yet the circus itself opens after dusk. It must be seen outside the safety of the town and its lights. Their ground, their tents, their rules. A fancy name, civil attitudes, and wide smiles can't quite dispel the underlying terror of willingly stepping into the domain of monsters. This is one of the reasons why the Monster Circus is so popular. Where's the fun without an underlying risk? Some say that those who turn up missing after the circus have packed up and left to join them. But few believe that. Most know the truth behind the disappearances is horrific. Yet whenever the circus returns the following year, the townsfolk once again gather to buy tickets.

The circus travels from settlement to settlement in a wagon train. They set up in any large, flat area available within walking distance of the village or town. A great gate is erected, whose arch bears the carved and painted sign that holds the name of the circus and its logo: three interlocking rings with a pair of feathers crossed over them, one white and one black. The food vendor booths and tents are set up in an aisle to either side of the gate, tempting visitors with cheap confections, watered down alcohol, and shoddy merchandise and prizes. Then comes the midway, with its assortment of carnival games, sideshows, and other distractions (such as an area where children can ride exotic animals such as a camel, a giant gecko, and an axebeak). After the midway is the Menagerie, where visitors may pay to see various strange beasts on display. Opposite the Menagerie is the House of Oddities, a museum of strange and macabre relics and specimens. At the far end is the big top. Under its colorful expanse of canvas is the circus proper, where the high-profile performers play to the cheers and screams of the audience. Behind the big top, surrounded by a fence of woven rope stretched between tall poles, is the back yard where the performers' wagons and equipment sit.



## The Menagerie

One silver piece will purchase a ticket to enter this long, large tent. Inside, visitors wind their way through curtains separating the cages of the various beasts on display here. Some of them also have acts in the big top but are here on display until such time as they are needed, allowing visitors a close, personal look at the monsters. Kursha the Tamer runs this exhibit when not performing in the big top. The following caged creatures can be viewed here throughout the night. Those that participate in Kursha's show in the big top will not be present during that act. Such creatures are marked with an asterisk.

- Humongous\* the owlbear. This loud, bad-tempered beast shrieks and roars at those who stand and gawk, rattling the bars of its sturdy cage.
- Deathmaw\* the manticore. The real breadwinner of the collection, Deathmaw is intelligent enough to engage in complex performances with Kursha, putting on a show that appears nearly deadly. He'd like nothing better than to maul as many spectators as possible but fears Kursha and Mister Smiley enough to play along. On longer portions of the circus' travel circuit, he's allowed to hunt, taking down beasts—and the occasional lone traveler—in the wilderness.
- Rusty and Crusty, the rust and rust removal monsters (see "Get Rusty!" encounter for more information). This wooden pen is divided into two halves with a small door connecting them. On one side is Crusty, the rust monster, which sits in its nest looking rather listless, with drooping antennae and idly twitching tail. The other contains a tub of rust-colored water, but no monster. A painted wooden sign on the side of the pen reads "Rust removal! Guaranteed! Five silvers for an hour's work." A hastily scrawled sign on parchment hung next to this reads "Exhibit and rust removal services closed until further notice." If Kursha is asked about this, she refers them to Mister Smiley who can start them on the "Get Rusty!" mission.
- Flintbeak the cockatrice. This monster struts around its roofed, wire fence pen, leaping up and rebounding off the walls if spectators get too close. When there is a decent crowd, Kursha will open a small door connecting Flintbeak's pen with a smaller cage, releasing small animals (typically rats, spiders, and other small animals or vermin) in for Flintbeak to petrify. These stone animals are used as choice prizes for those who win big at the carnival games on the midway.

The GM should feel free to add any other fearsome or unusual creatures to the Menagerie as plot or mood dictates.

## The House of Oddities

The interior of this musty, dimly lit tent is crowded with strange and macabre items on display. Preserved skins of tattooed humanoids, mummies (not of the undead variety), skeletons and preserved remains of beasts and monsters, torture implements, frightening idols, and other weird relics sit on shelves or in display cases and can be gawked at for an entry fee of 1 sp. Among this selection can be found the following.

- A tall glass tub filled with zombie tarantulas. Treat this as a spider swarm but with the undead type. They have been defanged and can deal no damage, but still retain their distraction ability. Brave souls who take the challenge can climb the short ladder on the side of the tank and climb in. If they can spend a full minute in the tub, they are refunded their price of admission. (Consider a failed save against the swarm's distraction ability as panic. Two consecutive failed saves forces the contestant to flee the tank and fail the challenge.)
- A pickled punk sits in a thick glass jar on a higher shelf, out of reach of children. It grimaces and gesticulates, attempting to convince an unwary patron to open its jar, which is too heavy and stable for it to rock off the shelf. Anyone foolish enough to do so will be attacked by the creature.



## Monster Circus Performers & Workers

The following is a list of the various personas and creatures that make up Argent & Midnight's cast and crew. In addition to these personages, the circus has a troupe of a dozen half-orc clowns (*rogue 2*), and a few dozen roustabouts (*human commoner or expert 1*) that serve as vendors, game and ride attendants, and labor crew.

### Mister Smiley

#### Ringmaster and Operator of Argent & Midnight's Circus

*A gaunt goblin stands before you in a tattered coat and tails, smelling pleasantly of musk and sandalwood. He tips the brim of his top hat and gives a bow, flashing a smile full of sharp, white teeth. "Good evenin', gentlefolk. The name's Smiley. I'm the master o' ceremonies here at Argent and Midnight's. I hope yer all havin' a fine evenin' and enjoying all our little family has ta' offer. Might it be yer lookin' fer more than just a night o' entertainment? We're a bit short-handed at the moment and I'm in a real pickle. If ye could see yer way to helpin' a poor workin' sod...well, I've got some ducats fer ye ta...wassat? Oh. Ducats. Free tickets, for our main performance in the big top. Help yerselves. Enjoy, and come 'round ta see me tomorrow. I can certainly make it worth yer while."*

#### Mister Smiley

CR 13

XP 19,200

Male goblin lich celebrity (bard) 12

LE Small undead (augmented humanoid)

**Init** +4; **Senses** darkvision 60 ft.; Perception +19

**Aura** fear (60-ft. radius, DC 19, shaken 12 rounds)

#### DEFENSE

**AC** 22, touch 17, flat-footed 16 (+1 deflection, +4 Dex, +1 dodge, +5 natural, +1 size)

**hp** 105 (12d8+48)

**Fort** +10, **Ref** +14, **Will** +12

**Defensive Abilities** channel resistance +4, rejuvenation; **DR** 15/bludgeoning and magic, **Immune** cold, electricity, undead traits

#### OFFENSE

**Speed** 30 ft.

**Melee** touch +9 (1d8+6 plus paralyzing touch) or dagger +8 (1d3-1/19-20), or walking stick +9/+4 (1d4-1)

**Ranged** sling +13 (1d3-1) or dagger +13 (1d3-1/19-20)

**Special Attacks** bardic performance 30 rounds/day (move action; countersong, gather crowd, inspire confidence +4, inspire greatness, shining star, soothing performance, suggestion), paralyzing touch (DC 19)

**Bardic Spells Known** (CL 12th; concentration +15)

**4th (3/day)**—*adjustable polymorph*<sup>ACG</sup>, *dominate person*, *greater invisibility*, *modify memory* (DC 20)

**3rd (5/day)**—*charm monster* (DC 19), *confusion* (DC 19), *dispel magic*, *triggered suggestion*<sup>ACG</sup> (DC 19)

**2nd (6/day)**—*alter self*, *babble* (DC 18), *calm emotions* (DC 18), *eagle's splendor*, *glitterdust* (DC 16)

**1st (6/day)**—*alarm*, *beguiling gift*<sup>APG</sup> (DC 17), *borrow*

*skill*<sup>APG</sup>, *charm person* (DC 17), *fumbletongue*<sup>UM</sup> (DC 17), *hideous laughter* (DC 17)

**oth (at will)**—*dancing lights*, *daze* (DC 16), *detect magic*, *light*, *message*, *prestidigitation*

#### STATISTICS

**Str** 8, **Dex** 18, **Con** —, **Int** 15, **Wis** 14, **Cha** 18

**Base Atk** +9; **CMB** +7; **CMD** 21

**Feats** Craft Wand, Dodge, Extend Spell, Greater Spell Focus (enchantment), Skill Focus (Use Magic Device), Spell Focus (enchantment)

**Skills** Acrobatics +18, Appraise +17, Escape Artist +18, Perception +18, Perform (comedy, oratory) +19, Sleight of Hand +23, Spellcraft +17, Stealth +27, Use Magic Device +23; **Racial Modifiers** +8 Perception, +4 Ride +8 Sense Motive, +8 Stealth

**Languages** Common, Goblin, Halfling

**SQ** bardic knowledge +6, famous, jack-of-all-trades (use any skill), versatile performance (comedy, oratory)

**Combat Gear** *scroll of blink*, *scroll of clairaudience/clairvoyance*, *scroll of fly*, *scroll of nondetection*, *wand of scorching ray* (50 charges), *wand of hideous laughter* (50 charges); **Other Gear** daggers (4), walking stick (functions as a masterwork club), sling and 10 *dust burst bullets*<sup>UE</sup>, *cloak of resistance* +2, *daredevil boots*<sup>UE</sup>, *gloves of larceny*<sup>UE</sup>, *hat of disguise*, *monster circus stamp*, *ring of protection* +1, *abacus*<sup>UE\*</sup>, *bandolier*, chest with a good lock containing 320 gp\*, *cologne*<sup>UE\*</sup>, *disguise kit*\*, *entertainer's kit*, *juggler's kit*<sup>UE\*</sup>, *merchant's scale*<sup>UE\*</sup>, *masterwork megaphone* (provides +2 circumstance bonus to Perform [oratory] checks), *mirror*\*, *performer's outfit*, and 14 gp.

Items marked with a \* are normally stored in Mister Smiley's wagon.



Ringleader and master of ceremonies at A&M, Mister Smiley is well-known throughout the region in which the circus travels. He is recognized on sight by most everyone in a dozen villages and small towns. He portrays himself with a rough, folksy charm that easily wins over rural folk and makes more urbane types underestimate his cunning and intelligence. However, this seemingly innocuous goblin completed his transformation into undeath a little under 15 years ago, and he uses the circus to continuously prolong his unnatural existence.

Mister Smiley keeps his undead nature hidden, using his *hat of disguise* (and spells, if necessary) to keep his true identity unrecognized. He has forgone the traditional lich's phylactery for an alternate method of undeath. He uses a specially crafted fetish that is affixed to the main pole of the big top to draw life force from the audience through. With a large enough crowd, the amount of energy drawn from each individual is minimal, leaving the victims no more tired than one would expect after a long day at the circus. Mister Smiley pays special attention to the sick and elderly that attend. He will take the time to meet and speak with such individuals personally. At some point in the conversation, he will offer the person a lifetime pass, expressing his dearest wish that they "be a part of our lil' circus family from 'ere on out, one of us forever." If the person accepts, he stamps their hand with his *monster circus stamp*, leaving the circus logo printed on the back of their left hand in dark green ink. The ink wears off after 2d4 days, but the magical mark (treat as an invisible *wizard mark*) remains. When that person dies, their soul is drawn to the circus fetish (a large clown-faced mask with glowing eyes and the circus logo painted on its forehead) affixed to the big top's central pole and absorbed to sustain Mister Smiley's undead state. Creatures who have their souls taken in this manner can only be returned to life via *true resurrection*, *miracle*, or a *wish*. The stamp can be removed with a *remove curse*, *break enchantment*, or similar magics of a higher caster level. The stamp's caster level is 12.

### Mister Nick Smiley's Right Hand Man

This doppelganger is Mister Smiley's personal assistant. The moniker was chosen by Smiley as a joke, as one of the ways Mister Nick serves the lich is by providing pieces of flesh as material components for Smiley's *adjustable polymorph*. He serves primarily as an accountant, inventory clerk, and mediator in disputes. He occasionally mimics Smiley when the lich is not available or in situations where treachery is suspected. He also impersonates other members of the circus when required by circumstance. When not impersonating others, Mister Nick appears as a tall, gaunt man with a beaky nose, bulging eyes, and long claw-like nails.

#### Mister Nick XP 3,200

Doppelganger expert 7  
N Medium monstrous humanoid (shapechanger)  
**Init** +1; **Senses** darkvision 60 ft.; Perception +9

CR 7

### DEFENSE

**AC** 17, touch 13, flat-footed 15 (+1 deflection, +1 Dex, +1 dodge, +4 natural)  
**hp** 64 (7d8+4d10+11)  
**Fort** +4, **Ref** +5, **Will** +6  
**Immune** charm, sleep

### OFFENSE

**Speed** 30 ft.  
**Melee** +1 club +14/+9 (1d6+5) or 2 claws +8 (1d8+4)  
**Ranged** sling +10 (1d4+4)  
**Spell-Like Abilities** (CL 18th)  
**At will**—*detect thoughts*

### STATISTICS

**Str** 18, **Dex** 13, **Con** 12, **Int** 13, **Wis** 14, **Cha** 13  
**Base Atk** +9; **CMB** +13; **CMD** 25  
**Feats** Dodge, Great Fortitude  
**Skills** Appraise +11, Bluff +11 (+15 while using change shape ability), Diplomacy +11, Disguise +11 (+31 while using change shape ability), Knowledge (local) +11, Perception +9, Profession (clerk) +12, Sense Motive +10, Stealth +11, Use Magic Device +11; **Racial Modifiers** +4 Bluff, +4 Disguise  
**Languages** Common  
**SQ** change shape (*alter self*), mimicry, perfect copy  
**Combat Gear** *potion of cure moderate wounds*, *potion of glibness*; **Other Gear** +1 club, sling and 10 bullets, *ring of protection* +1, *ring of regeneration*, abacus, alchemical glue<sup>UE</sup> (2), alchemical solvent<sup>UE</sup> (2), alchemist's kindness<sup>UE</sup> (10), merchant's scale, tindertwigs (50), vermin repellent<sup>UE</sup> (5), wismuth salix<sup>UE</sup> (4), 262 gp

### Howl's Hellish Choir

Hugo Howl was a werewolf, an afflicted lycanthrope with a passion for vocal music. He wandered the world studying the singing techniques of dozens of cultures. In his wanderings he discovered an amazing creature, a singing hydra. He brought it back to civilization, but was unable to find a place to host his amazing find. It was at Argent & Midnight's where he finally found a place to showcase his amazing discovery, dubbed the Hellchoir. Howl's act was conducting, coaxing the hydra through several tunes done in its eerie style of throat singing. A recent accident has resulted in Howl's death, and the act has been postponed until further notice. (See "Howl's Last Howl" under Encounters).



This serpentine body is draped in a black cassock. Rising from within the collar are a dozen slender necks and snake-like heads, which gaze down with unusual intelligence showing in their eyes.

### The Hellchoir

CR 11

12-headed hydra

XP 12,800

N Huge magical beast

**Init** +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +17

#### DEFENSE

**AC** 22, touch 9, flat-footed 21 (+1 Dex, +13 natural, -2 size)

**hp** 102 (12d10+36); fast healing 12

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

#### OFFENSE

**Speed** 20 ft., swim 20 ft.

**Melee** 12 bites +15 (1d8+4)

**Space** 15 ft.; Reach 10 ft.

**Special Attacks** pounce

#### STATISTICS

**Str** 19, **Dex** 12, **Con** 16, **Int** 4, **Wis** 11, **Cha** 15

**Base Atk** +12; **CMB** +18; **CMD** 29 (can't be tripped)

**Feats** Combat Reflexes, Iron Will, Lightning Reflexes, Lunge, Skill Focus (Perform [sing]), Weapon Focus (bite)

**Skills** Perception +17, Perform (sing) +21, Swim +12;

**Racial Modifiers** +2 Perception

**Languages** Common (cannot speak)

**SQ** hydra traits, regenerate head

### The Flying Lashleys

These twin chokers are the adopted wards of the Walking Tapestry. She found them as orphaned infants (or more accurately, she orphaned them as infants) and took them with her on a whim. They adapted fairly well to their new life, and their new "mother" did her best to civilize them. They settled in a large city until the the larcenous habits of the twins drew the attention of the law. The Walking Tapestry took the twins and fled rather than have them captured or worse, destroyed, and they came across the circus a few weeks later. The natural climbing and acrobatic skills of the chokers caught Mister Smiley's attention, as he was desperate for a new act to replace the loss of Jilius and Gale's harpy air show. The Walking Tapestry's magical tattoos bring in a fair amount of business as well. They're doing well enough thus far to satisfy Smiley, but the choker's kleptomaniac tendencies could be trouble enough to make him change his mind. When not engaged in their high-flying acrobatics, the Lashleys enjoy creeping around the circus and stealing things. Their "mother" has managed to impress upon them the importance of not stealing from the other performers and the circus workers, but they still work the crowds regularly, stealing anything that catches their fancy and taking it back to their nest, a crawlspace under the floor of the Walking Tapestry's wagon.

These two figures are the size of halflings, but their arms are long enough for their palms to rest against the floor, with five, wedge-like fingers splayed around each like petals on a flower. Each is dressed in an identical costume of blue pantaloons and a loose-fitting scarlet tunic. They wear masks, painted to resemble the faces of cherubic children, topped with golden curls of real hair.

### Lashley Twin

CR 4

Choker acrobat (rogue) 2

XP 1,200

NE Small aberration

**Init** +6; **Senses** darkvision 60 ft.; **Perception** +1

#### DEFENSE

**AC** 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)

**hp** 31 (5d8+5)

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

**Defensive Abilities** evasion

#### OFFENSE

**Speed** 20 ft., climb 10 ft.

**Melee** 2 tentacles +6 (1d4+3 plus grab)

**Space** 5 ft.; **Reach** 10 ft.

**Special Attacks** constrict (1d4+3), grab (Large), sneak attack +1d6, strangle

#### STATISTICS

**Str** 16, **Dex** 14, **Con** 13, **Int** 4, **Wis** 13, **Cha** 7

**Base Atk** +3; **CMB** +5 (+9 grapple); **CMD** 17

**Feats** Improved Initiative, Skill Focus (Acrobatics), Skill Focus (Stealth)

**Skills** Acrobatics +10, Climb +18, Escape Artist +7, Sleight of Hand +7, Stealth +15

**Languages** Common

**SQ** expert acrobat, quickness, rogue talent (expert leaper)

**Combat Gear** *potion of cure moderate wounds*, thunder stone; **Other Gear** masterwork leather armor, entertainer's outfit, lacquered rosewood mask (10 gp), 280 gp worth of jewelry and art objects (stored in the nest).

### The Living Tapestry

The woman known as the Living Tapestry is simultaneously beautiful and disturbing. She appears human, and may once have been quite obese. Now thin, but her skin is still stretched and hangs in great, loose sheets from her frame. The entirety of her body, except her head, the palms of her hands, and the soles of her feet, are covered in colorful tattoos. She has multiple silver piercings in her ears, as well as her eyebrows, lips, nose, cheeks, and other areas. While she is quite the spectacle just from her physical appearance, the true attraction of her presence at the circus is her fortune telling. It is said that when privately sequestered with clients, her tattoos will writhe and move, creating scenes that reveal the viewer's future. Even the most optimistic prognostications from her tattoos are inevitably tinged with strife and turmoil, and often deep emotional and physical pain. She also does tattooing for affluent cli-



entele. Her art does not come cheaply. A hand-sized tattoo in black costs 100 gp. Color work from her can cost hundreds to thousands of gold pieces, depending on size.

If a PC receives a reading from the Living Tapestry, they see a tattoo on her skin shift and become a battle scene, one in which the PC is a part. The PC appears to be winning, but is also bloody and injured. The GM should choose a combat encounter in the future. During that encounter, the PC in question receives a +2 insight bonus on attack rolls, damage rolls, skill checks, and saving throws for the duration of the encounter. However, any rolls to confirm critical hits against the PC gain a +2 bonus, any variable bleed effects always inflict maximum bleed damage. Also, against spells and effects with the pain descriptor, the PC does not receive the +2 insight bonus, but instead suffers a -2 penalty on such saving throws.

Unknown to even Mister Smiley, the woman known as the Living Tapestry is the kyton demagogue, Fharass, the Seer in Skin. She is in temporary exile from the Plane of Shadow, though whether that exile is self-imposed or due to the influence of other demagogues is unknown. For the moment, she seems content to continue her masquerade as a circus performer and adoptive mother of the choker twins. Other kyttons will recognize her on sight, but none would be so foolish as to say anything. A *true seeing* or similar magic will reveal her true form: a humanoid much like the form she currently wears, but with the loose, tattooed skin stretched out and held on display with skewers, hooks and chains. Anyone that manages to discern her true identity and dares to make it known will be dealt a swift and agonizing death by the powerful outsider. However, Fharass does not wish exposure. She will feign ignorance in the face of such accusations in public, waiting for a moment to catch the offender without witnesses. If someone is foolish enough to confront her alone, she will slay them quickly and have the twins dispose of the bodies under cover of darkness.

**Note:** The Living Tapestry is not meant to be an outright encounter. She can easily destroy any group of adventurers. Even 20th level groups would be hard pressed to challenge her. If PCs press a hostile encounter with her, have the Living Tapestry do something powerful and terrifying that drives the point home that she is not a being to be trifled with. If they persist even then, they have no one but themselves to blame for their inevitable demise.



## Kursha the Tamer

This savage-looking bugbear is the keeper of the Menagerie and performs in the circus as a beast tamer, making the fearsome creatures in her charge perform amazing feats to thrill the audience. Kursha enjoys the challenge of keeping such creatures under control, and also relishes the current of fear from the audience. This emotion so compels her that the act always contains a bit where a member of her Menagerie (typically the mantichore, as it is intelligent enough to play along) attempts to run wild. Kursha manages to just barely keep the beast in check (occasionally allowing Deathmaw to fire a burst of spines into the wooden barrier that shields the front row seats), thus simultaneously terrifying the crowd while winning its adulation.

### Kursha the Tamer CR 7

XP 3,200

Female bugbear ranger 4

NE Medium humanoid (goblinoid)

**Init** +1; **Senses** darkvision 60 ft., scent; Perception +8

#### DEFENSE

**AC** 20, touch 13, flat-footed 17 (+4 armor, +3 Dex, +3 natural)

**hp** 53 (3d8+4d10+18)

**Fort** +8, **Ref** +11, **Will** +3

#### OFFENSE

**Speed** 30 ft.

**Melee** +1 *morning star* +9/+4 (1d8+5) and mwk whip +9 (1d3+2 nonlethal)

**Special Attacks** favored enemy (humans) +2

#### STATISTICS

**Str** 18, **Dex** 17, **Con** 15, **Int** 8, **Wis** 10, **Cha** 13

**Base Atk** +6; **CMB** +9; **CMD** 20

**Feats** Intimidating Prowess, Skill Focus (Perception), Two-Weapon Fighting

**Skills** Handle Animal +7, Intimidate +12, Perception +11, Stealth +15, Survival +7; **Racial Modifiers** +4 Intimidate, +4 Stealth

**Languages** Common, Goblin

**SQ** favored terrain (plains), stalker

**Combat Gear** antitoxin (2), *potion of bull's strength*, *potion of cure moderate wounds*; **Other Gear** +1 *morning star*, masterwork whip, +1 *studded leather*, *cloak of resistance* +1, campfire bead<sup>UE</sup>, 100 gp.

## Guk the Troll

Guk (a standard troll, as per the *Pathfinder Roleplaying Game Bestiary*) is a mainstay of the circus. Her size and strength make her a boon to the roustabouts who help set up the tents, booths, and equipment when the circus arrives at a new lot, as well as tearing everything down after a show and reloading the wagons. Guk has no real talents except being frightening, so that's what she does. During the big top performances, she lurks under the risers, making low growls and grunts and occasionally grabbing an ankle to elicit a shriek. At other times she prowls the midway,

jumping out from behind tents to scare passers-by.

Recently Guk has been feeling unappreciated and desiring of a wage increase. Smiley has no reason to give the troll a raise unless she finds another way to contribute to the circus. Disgruntled, Guk has accepted an offer to steal Rusty, the rust removal monster, and sell him to a dwarf from a nearby city that wants to use the creature for profit. (See “Get Rusty!” in Encounters at the Monster Circus.)

## Encounters at the Monster Circus

The following are scenarios that a GM can use to allow PCs to interact with the Monster Circus. Some are tasks that Mister Smiley needs done, and he will recompense the PCs for their efforts. Others are encounter that the PCs can stumble upon, or even stumble into. Violent responses are not often called for, nor are they a good idea. The circus is home to several powerful creatures, after all, and crossing them is a bad idea. Also, the circus is much beloved by visitors, and they will not react well to seeing their entertainment ruined.

### Howl’s Last Howl

One of the strangest and most popular acts at Argent & Midnight’s is Howl’s Hellchoir. Hugo Hobart was a bard of some renown and a researcher into the cultural singing styles of the world, until a chance encounter with a werewolf left him cursed with lycanthropy. Unable to find a cure, and not wanting to be killed, Hugo went into exile. Hoping to find a quick end in the wilds, he instead stumbled upon his greatest find. He was singing to himself while wandering a dismal swamp, hoping to attract some beast to fight that would end his misery. Instead, he drew to him an unusually intelligent hydra. It was fascinated by his singing, and attempted to imitate it. The sound was horrendous, but Hugo realized its potential. He brought the creature with him back to civilization, happening upon the Monster Circus purely by chance. Mister Smiley also saw the potential in such an act, so he allowed the bard and the hydra to travel with the circus while Hugo trained the beast. He convinced Hugo to embrace his lycanthropy, and the bard adopted his stage name, Hugo Howl. Soon, Howl’s Hellchoir became a mainstay act for the circus.

During its last circuit, the circus picked up a vampire. She had a taste for lycanthropes, and despite Howl’s protests, she fed on him regularly. Unable to resist her charms, Howl decided to bathe in a garlic puree to repel her. Unfortunately, while this would have fended off the vampire, it made him irresistible to the hydra, who devoured the werewolf. Perturbed by this turn of events, Mister Smiley had Guk the troll drag the vampire’s coffin out of its wagon at midday and open it, consigning the vampire to the dust of the road.

Howl was the only one who was able to coax the hydra to sing. Mister Smiley hopes that Howl wrote down his techniques, but the werewolf highly prized his privacy, and his personal effects are kept in locked and trapped chests.

If the PCs can find the means to make the hydra sing on command, Mister Smiley will see they are well rewarded for their trouble. He initially offers free day passes to the circus and all its attractions (but not food or games) and 100 gp per party member. If pressed for more, he can be talked into allowing the PCs their pick of Howl’s possessions, once he’s received anything necessary to make the hydra sing, plus anything that could benefit the circus himself. He’ll also offer lifetime passes to the circus for them all (which means being marked with the *monster circus stamp* and all the effects that come with it.)

### Howl’s Wagon

This large, wooden conveyance has a high, peaked roof, like a cathedral, standing 15 feet high. The 15-foot wide, 40-foot long wagon has eight double wheels and two entrances, the main door on the front left side, and a large rear hatch leading into the hydra’s cage. The inside is nearly immaculate, aside from the heavy odor of garlic, some scattered items and furniture disturbed by the hydra’s impromptu meal, and the remnants of a large blood stain that has been nearly scrubbed away.

The back half of the room is taken up by iron bars that reach from floor to ceiling, blocking off the back 20 feet of the wagon. Within the barred area the hydra sits, its black-clad body coiled in a large heap, two dozen eyes fixed curiously on any new folk in the wagon. Barrels of water and salted pork and beef are stacked against one wall. A small table lies on its side, with a music stand next to it. Scattered on the floor are a few pages of sheet music, a conductor’s baton, and a half-full decanter of wine, its stopper lying next to it, and the spilled wine mingling with the bloodstain on the floor. If the sheet music is examined, a DC 20 Perception check reveals one sheet that has impressions left in it, as if it had been lying under another piece of parchment while someone was writing. If these impressions are made more visible (rubbing the charcoal from the desk over them, for example) the following words are made visible: *tall when young, yet short when old*. The answer to this riddle is the key to opening Howl’s second chest (see below). A second DC 20 Perception check notes that one of the bars of music on another sheet is written in a different color of ink than the rest of the music. This is the key to unlocking Howl’s third chest.

The front half of wagon contains a bed bolted to the floor. Its unmade state is not in keeping with the neatness of the rest of the area. A wardrobe is affixed to the wall at the foot of the bed. Against the wall past the wardrobe is a bathing tub, still partially full of water with a thick garlic puree floating in it. Opposite the bed, a roll-top desk and chair sit against the other wall. Inside the desk are various writing implements—charcoal sticks, blotters, ink pots, and quills—as well as a stack of parchment. To the left of the desk, three large, sturdy chests sit on the floor.

The first chest is crafted of iron and held shut with three good locks (DC 30). This holds the late choirmaster’s wealth, including 1,080 cp, 2,017 sp, 1,277 gp, and assorted jewelry worth 350 gp.

The second chest is crafted of intricately carved, bronze-bound oak. Set into it are 13 square, wooden studs, ar-

ranged in a circle, each one carved with a letter in the Common alphabet: A, B, C, D, E, H, I, L, M, N, O, T, and W. If the correct studs are pushed in the proper order, spelling out the word “candle,” then the chest unlocks. Correctly guessing the answer to the riddle found on the sheet music is one way. A Perception skill check (DC 25) will reveal that the letters A, C, D, E, L, and N appear duller and more worn than the other studs. If the studs are pressed incorrectly, poisonous vapors are released from holes in the

#### PUZZLE LOCK CHEST (CR 9)

**Type** mechanical ; **Perception** DC 25

**Disable Device** DC 28

**Trigger** touch; **Reset** none

**Effect** poison (burnt othur fumes); DC 18 Fort (2 consecutive saves); 1 Con drain/1d3 Con damage; multiple targets (all targets in a 10-foot radius)

chest, affecting all creatures within 10 feet of the chest.

The second chest contains Howl’s journals from his travels, with notes and observations on numerous styles of singing, as well as books by prominent bards on the subject. These books are worth 2,000 gp to an interested bard or sage.

The third chest is fashioned of bronze. Projecting from the top of the chest are eight hollow, bronze cylinders of varying lengths. When struck, the tubes give off bell-like tones, each in a different note. If the highlighted notes on the sheet music found in the room are played on the tubes, then the chest unlocks. The Hellchoir likes to sing along with this particular tune. If the hydra notices the PCs near the chest, it will sing the notes necessary to unlock the chest, repeating them from time to time so long as the PCs remain at the chest. A successful music-related Perform skill check (DC 25, or DC 20 if Perform [percussion] is used) can determine which cylinders to strike without needing Howl’s sheet music. Magic (such as a *knock*) or forcing the chest open (DC 28) will also allow access, but causes the bronze cylinders to give off a painful ringing noise, doing 4d8 points of sonic damage (DC 20 Fort save for half) to all creatures within 15 feet. The sound also shatters any glass or crystal object of Tiny size or smaller within the area. Magic items and items held or carried by creatures can make a DC 20 Fort save to negate this effect. This chest contains Howl’s most recent journal, along with copious notes and musical notations. A successful Perform (singing) check at DC 20 or Linguistics check at DC 25 will allow a PC to decode Howl’s instructions, providing the



means to command the hydra to sing.

#### Get Rusty!

Guk the troll, angry over Mister Smiley’s refusal to raise her pay, has stolen one of the Menagerie’s creatures. Rusty the rust removal monster earns money not only as an attraction but also for the service of removing rust from tools, weapons, and implements brought by circus-goers in exchange for coin. A dwarf from one of the larger towns on the circus’ tour route is greatly impressed by the creature, but Smiley has rebuffed all offers from the sell Rusty.

The dwarf happened to overhear Guk’s complaints about money while the troll was sulking in the back of the lot. Seizing an opportunity, he asked Guk to steal Rusty and deliver him in exchange for a sack of gold. The troll agreed. She is to meet the dwarf in the woods outside the circus to make the exchange. In the morning hours prior to the circus opening, Guk lured Rusty out of his cage with a handful of rusty nails. She grabbed the rust removal monster, tossed him in a sack (ignoring the nasty jolt of electricity from the startled monster), and ran off to the appointed spot to await her money.

Rusty’s disappearance was noted almost immediately after the gates opened. Guk’s absence has also been noticed. Mister Smiley is clever enough to guess that this may not be coincidence. He asks the PCs to investigate the disappearance, find Rusty, and return him to the Menagerie. He mentions his suspicions about Guk, and suggests that if the troll is involved, that the PCs may need to get rough. However, he asks that they do nothing to permanently injure the troll. While angry, Smiley does not want to lose another asset so soon after Howl, and hopes this will be a learning experience that will keep the troll in line.

An investigation of Rusty and Crusty’s cage (DC 15 Perception or Survival skill check) reveals rust monster tracks that lead out of the cage through the main door, and a couple of rusty nails nearby, as well as a pair of troll tracks leading out of the back of the tent. Tracking the troll tracks (DC 15 Survival skill check) leads the PCs out of the circus lot and uphill to a forested area about a half mile away, where Guk awaits the dwarf. Rusty wriggles helplessly in a large canvas sack hanging from a tree nearby. Guk’s initial reaction to anyone but the dwarf is hostile, and if anyone tries to free Rusty or remove the sack from the tree, she attacks.

Once Guk has been defeated, reclaiming Rusty could be difficult. The rust removal monster is scared and unfamiliar with the PCs, and will apply liberal use of his electricity attack to escape. PCs will have to find some way to placate Rusty. Since he is hungry, a display of rusty metal could be used to lure him back to the circus (DC 20 Diplomacy or Knowledge [dungeoneering] skill check). Alternately, if PCs ask Kursha, they can bring Crusty with them. The bugbear has a special harness she uses to walk Rusty and Crusty from their wagon to the Menagerie cage. Rusty is devoted to his mate and will follow her back to the circus without complaint. Once he is returned to his pen, the monster seems quite happy. He and Crusty touch antennae and wave their tails excitedly. Crusty will rust a couple of ingots of pig iron that Kursha provides and share the meal with Rusty.

## Rusty, the Rust Removal Monster

This insectoid monster has four legs, a strange propeller-shaped protrusion at the end of its tail, and two long, feathery antennae that spark when they touch.

**Rust Removal Monster**  
**XP 800**

**CR 3**

N Medium aberration

**Init** +3; **Senses** darkvision 60 ft., scent metals 90 ft.;  
**Perception** +12

### DEFENSE

**AC** 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

**hp** 27 (5d8+5)

**Fort** +2, **Ref** +4, **Will** +5

### OFFENSE

**Speed** 40 ft., climb 10 ft.

**Melee** bite +6 (1d3), antennae +6 touch (2d6 electricity)

### STATISTICS

**Str** 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 12

**Base Atk** +3; **CMB** +3; **CMD** 16 (20 vs. trip)

**Feats** Skill Focus (Climb), Skill Focus (Perception),  
Weapon Finesse

**Skills** Climb +11, Perception +12

### SPECIAL ABILITIES

**Electricity (Ex)** Rusty's antennae are a primary touch attack that shocks anything they touch. Rusty gains a +3 on attack rolls if his opponent is wearing metal armor, is wielding a metal weapon, or is made of metal.

**Rust Removal (Ex)** Rusty can use his electrical antennae to remove rust from metal objects. An object must be submerged in water, and Rusty must be standing in the same body of water. Weapons take 1 hour to clean. Light and medium armor take 2 hours. And heavy armor takes 3 hours. Other metal objects take 1 hour/ 20 lbs. to clean. Double the duration for objects that have the broken condition from rust.

**Scent Metals (Ex)** This ability functions much the same as the scent ability, except that the range is 90 feet and the rust monster can only use it to sense metal objects (including creatures wearing or carrying metal objects).

Rusty comes from a rare subspecies of the infamous rust monster, aptly named the rust removal monster. Rust removal monsters subsist off of the rust left behind by their cousins.

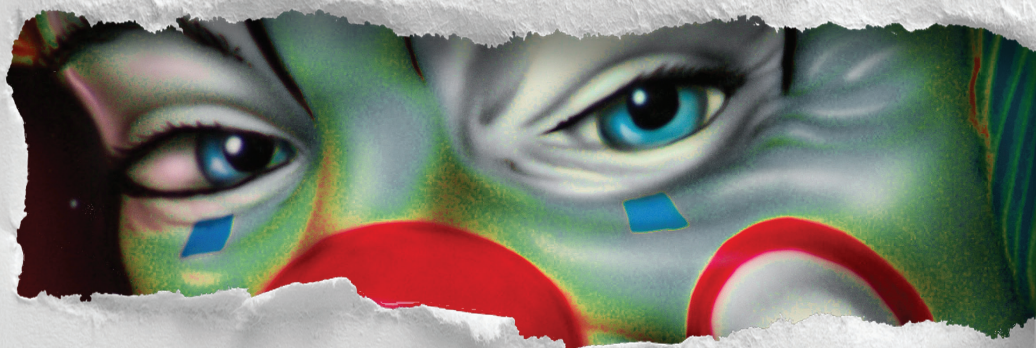
## Reining in the Lashleys

The Flying Lashleys have been quite lucrative for the circus since their arrival. However, their larcenous activities when not performing have occasionally caused problems. The chokers tend to sneak about the circus at night, filching items from the crowd. Sometimes these thefts cause complaints, which are typically smoothed over by Mister Smiley, as the losses are not often large. This time, however, the Lashleys have chosen the wrong mark. A local noble's son has chosen to come from his family's manor house to see the show. While wandering the midway, one of the Lashley twins filched the boy's signet ring. After be-

ing threatened with everything from banishment to execution, Mister Smiley managed to modify the lad's memory, making him think his first reaction was not theft, but that he'd simply not taken the ring with him. The young nobleman's entourage, however, still thinks it was theft. One of them has ridden back to the manor house to search for the ring. In the meantime, Mister Nick approaches the PCs with an urgent request: find the Lashleys and recover the signet ring before the courtier returns empty-handed. He stresses that they are part of the circus family and Mister Smiley does not want them harmed, especially with a performance this evening.

The first task will be to find the Lashleys. They have their trapeze act to perform at the big top, but the ring needs to be recovered before then. The PCs could search for them on the circus grounds, where they'll still be prowling and picking pockets. However, they are good at hiding and will not willingly give up the goods. If threatened, they will flee. This could lead to a chase through the midway (see the chase rules in *Pathfinder Roleplaying Game: GameMastery Guide*.) However, clever characters may find out where the chokers stay in the backyard and await them there instead, or they might see their guardian the Living Tapestry and request her aid in recovering the ring. Should they succeed at a DC 20 Diplomacy check, she will recover the ring for them if one of the PCs agrees to come into her wagon and receive a fortune telling (with the PC suffering all effects of such a reading, as described in the Living Tapestry's description).





## Glossary of Circus Terms

Collected here are a number of words and phrases commonly used in the Monster Circus. Use these to spice up dialogue with the NPCs and enhance the atmosphere when PCs interact with the circus folk.

**Backyard:** The area behind the big top where props, beasts, and performers remain before their shows. The traveling wagons and tents the performers live in are kept here. The circus is typically very vigilant in ensuring no trespassers get into this area. Much of what is contained in this area is dangerous. Likewise, the performers enjoy their privacy and are not often pleased to spectators when they're not performing. This is yet another reason the back yard can be dangerous, especially at the Monster Circus.

**Beast Wagon:** A conveyance fitted with cages to carry the circus animals (or in this case, monsters.)

**Candy:** Money, specifically referring to payment.

**Candy Wagon:** The show office wagon (in this case belonging to Mister Smiley). This is where the circus employees go to collect their "candy" (pay).

**Cherry Pie:** Extra jobs done by circus personnel for extra pay.

**Day Runners:** Circus employees that head to the next site of a show the day prior to the circus arriving, to post announcement flyers and talk up the arrival.

**Ducat:** A free ticket to the show.

**Gaff:** The fairground.

**Gaffer:** A gentlerperson, or the boss (*The Gaffer*, which in this case would be Mister Smiley.)

**Garbage Stand:** A stand, tent, or wagon that sells cheap confections.

**Grease Wagon:** A food concession wagon. Foods sold at the circus are typically fried.

**Jib:** Lingo, language. "I don't rokker yer jib." (See "rokker" below)

**King Pole:** The main support pole or mast for a tent. The king pole sticks out through a hole in the canvas and the tent is pulled up around it with ropes.

**Lot:** The show grounds.

**Lot Lice:** Local townsfolk who arrive early to watch the setup of the circus and stay late.

**Lumber Wagon:** A wagon used to haul tent poles.

**Midway:** The area where all the concessions, rides, and shows are located in a circus, situated midway between the entrance gate and the big top where the performers do their acts.

**Paid Off in the Dark:** Payment made off the books.

**Rag Wagon:** A wagon used to haul the tent canvas.

**Rokker:** To understand. "I rokker the problem."

**Roustabout:** A circus worker, laborer.

**Style and Smile:** To strike a pose that invites applause. Many circus acts (like trapeze work) do not lend themselves to bowing at the end of a performance, so alternative methods of indicating the end of an act are used.

Dear Father,

First off we are safe, and I hope you can forgive me for calling you Father, but I don't believe that if anyone else read this letter, they would know who I'm talking about it. So I'm not saying your name. I'm sure you read Gale's letter by now and that it didn't make sense. She was very excited when she learned that we could send you a letter.

To start with, we are currently aboard a magical sky ship called the UCS Flaming Crab, it seems to travel through the planes. I can't give you more details. Gale understands magic better than I can, but she can't really explain it. From what I heard, it will be about three years for us before this ship is able to make it back home. So we took up jobs as bodyguards, or security as they call it. We're naturally tougher than most of the crew, so it's not a hard job. We use your lessons on how to deal with customers to make sure everything go smoothly. Luckily we haven't had to use your lessons on cleaning up yet. The food here is strange though, they use tiny furnaces and metal bars on fire to cook food with. They cook everything way too much, especially the meat.

The pay here isn't in coins, but we make sure to collect it anyways. It's hidden away, along with all the gifts we receive from customers of our performances. We'll be able to buy a second tent at this rate by time we get home. I'm making sure to keep up my skills, I've learned a lot from gambling nights every Oathday.

The combat that work provides is great for our bodyguarding skills. I'm surprised how soft some the other workers can be. We could probably beat most of them. Not the captain or security chief, though. Both are amazingly strong. Most importantly, this ship is perfect for my acrobatics. There are rafters everywhere and so many things to grab and swing off of. It took some getting used to being such a tight area. We could use this in the show though, put a lot of metal bars and ropes hanging around the tent and just let me and Gale jump around them. This would draw in huge crowds, I just know it.

Speaking of the circus. Apparently, Argent & Midnight's Circus Esoterica and Extravaganza of the Strange was the first monster circus they ever came across. They were impressed, and asked how we got a hydra and an owlbear to listen to us that well. I laughed and told them, "rowdy customers." They seemed to think this was funny for some reason.

We are doing great, and we miss you and everyone dearly. If you pass by the manor, please tell them we are alright and we will be back in a year or two.

Your Eldest Daughter,

Jilius Smiledaught

## The Flying Acrobats

Presented below are the Amazing Flying Acrobat Half-Sisters. Although their letters home to Mister Smiley indicated they accidentally stowed away aboard the UCS Flaming Crab, GMs can always include the harpies as yet another amazing act in the Monster Circus.

### Gale

*This harpy uncannily bears a wide goblin-like mouth. Despite her lively colorful wings, her eyes possess a slight unnatural glow.*

**Gale** CR 7

**XP 3,200**

Female harpy sorcerer 4

CN Medium monstrous humanoid

**Init** +6; **Senses** darkvision 60 ft.; Perception +7

#### DEFENSE

**AC** 16, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 dodge, +1 natural)

**hp** 38 (7d10)

**Fort** +5, **Ref** +8, **Will** +10

OFFENSE

**Speed** 20 ft., fly 80 ft. (average)

**Melee** morningstar +10/+5 (1d8+1), 2 talons +3 (1d6)

**Special Attacks** captivating song

**Sorcerer Spells Known** (CL 4th, concentration +8

[plus +12 when casting on the defensive or while being grappled])

**2nd (4/day)**—*hidden presence*

**1st (7/day)**—*charm person, chill touch, silent image, vanish*

**0th (at will)**—*dancing lights, detect magic, ghost sound, mage hand, open/close, prestidigitation*

#### TACTICS

Gale tries to avoid combat whenever possible. If forced into a fight, she attempts to use captivating song before flying away. If she may not retreat, she attempts to use her spells to end the conflict.

#### STATISTICS

**Str** 12, **Dex** 15, **Con** 10, **Int** 7, **Wis** 12, **Cha** 18

**Base Atk** +9; **CMB** +10; **CMD** 23

**Feats** Combat Casting, Dodge, Flyby Attack, Great Fortitude, Improved Initiative, Skill Focus (Bluff)

**Skills** Bluff +11, Fly +12, Intimidate +8, Perception +7, Perform (song) +6, Use Magic Device +11

**Languages** Common

**SQ** undead arcana

**Treasure** *bag of holding type I* [contains random assortment of jewelry worth 500 gp], *morningstar*, *potion of cure moderate wounds*, *potion of invisibility*, *silk rope* [100 ft.], *scroll of disguise self*

#### SPECIAL ABILITIES

**Captivating Song (Su)** A harpy's song has the power to infect the minds of those that hear it, calling them to Gale's side. When Gale sings, all creatures aside from

other harpies within a 300-foot spread must succeed on a DC 19 Will saving throw or become captivated. A creature that successfully saves is not subject to the same captivating song for 24 hours. A victim under the effects of the captivating song moves toward Gale using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of Gale simply stands and offers no resistance to Gale's attacks. This effect continues for as long as Gale sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

**Undead Bloodline Arcana** Some undead are susceptible to Gale's mind-affecting spells. Corporeal undead that were once humanoids are treated as humanoids for the purposes of determining which spells affect them.

**Grave Touch (Sp)** Gale can make a melee touch attack as a standard action that causes a living creature to become shaken for 2 rounds. If she touches a shaken creature with this ability, it becomes frightened for 1 round if it has fewer Hit Dice than her sorcerer level (4). She can use this ability 7 times per day.

**Death's Gift (Su)** Gale gains resist cold 5 and DR 5/- against nonlethal damage.

### Jilius

*This harpy uncannily bears a wide goblin-like mouth. Her eyes stare hungrily at your purse.*

**Jilius** CR 7

**XP 3,200**

Female harpy pack rat\* (unchained rogue) 4

CN Medium monstrous humanoid

**Init** +2; **Senses** darkvision 60 ft.; Perception +7

#### DEFENSE

**AC** 18, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 dodge, +1 natural)

**hp** 38 (7d10+4d8)

**Fort** +5, **Ref** +11, **Will** +7

#### OFFENSE

**Speed** 20 ft., fly 80 ft. (average)

**Melee** morningstar +12/+8 (1d8+1), 2 talons +8 (1d6+1)

**Special Attacks** captivating song, sneak attack +2d6

#### TACTICS

Jilius tries to avoid combat whenever possible. If forced into a fight, she attempts to use captivating song before flying away unless she spots something easily stealable worth at least 100 gp. If she does, she attempts to steal it (and wear it if possible) before retreating.

#### STATISTICS

**Str** 12, **Dex** 15, **Con** 10, **Int** 7, **Wis** 12, **Cha** 18

**Base Atk** +10; **CMB** +11 (+13 steal); **CMD** 24 (26 vs. steal)

**Feats** Dodge, Flyby Attack, Great Fortitude, Improved Great Fortitude, Improved Steal, Mobility, Skill Focus (Bluff)

**Skills** Acrobatics +13, Bluff +15, Fly +12, Intimidate +8, Perception +7, Perform (song) +9, Sleight of Hand +13, Stealth +13

**Languages** Common

**SQ** Captivating song, debilitating injury, finders keepers\*, finesse training (talons), hoarder\*, rogue talents (stealing expertise\*, stealing trick\*), strength of personality\*, theft thrills\*

**Treasure** +1 studded leather, bag of holding type I [contains random assortment of jewelry worth 500 gp], masterwork morningstar, *potion of cure moderate wounds*, silk rope [100 ft.]

## SPECIAL ABILITIES

**Captivating Song (Su)** A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When Jilius sings, all creatures aside from other harpies within a 300-foot spread must succeed on a DC 19 Will saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward Jilius using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of Jilius simply stands and offers no resistance to Jilius' attacks. This effect continues for as long as Jilius sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

**Finders Keepers (Ex)** Jilius adds +2 to Perception checks made to locate or notice hidden items and to Sleight of Hand skill checks. In addition, for every 4 ranks she has in Sleight of Hand, she gets a +1 bonus on disarm and steal combat maneuver checks and to her CMD against those combat maneuvers.

**Strength of Personality (Ex)** Jilius can determine her light, medium, and heavy load carrying capacity as if her Strength score were equal to her Charisma score. Her lifting and dragging capacities are still calculated using her normal Strength score.

**Hoarder (Ex)** Jilius adds 2 to her Strength and Charisma scores for the purpose of calculating her carrying capacity (but not her lifting and dragging limits).

**Theft Thrills (Ex)** Beginning at 4th level, whenever Jilius successfully deals sneak attack damage to a foe with a melee attack, she may attempt a disarm or steal maneuver as a immediate action against the victim of the sneak attack. Jilius gains a bonus on the combat maneuver equal to the number of sneak attack dice she rolled on the attack, and the combat maneuver does not provoke an attack of opportunity from its target. Jilius succeeds at her chosen combat maneuver, she chooses one of the following benefits:

Jilius' base movement speeds are increased by 10 feet

for two rounds.

If Jilius disarmed a weapon with a free hand with this ability, she gains a +2 bonus on attack and damage rolls with that weapon for a number of rounds equal to half her level.

If Jilius successfully used the steal maneuver with this ability, she may stow the object she stole on her person as a free action.

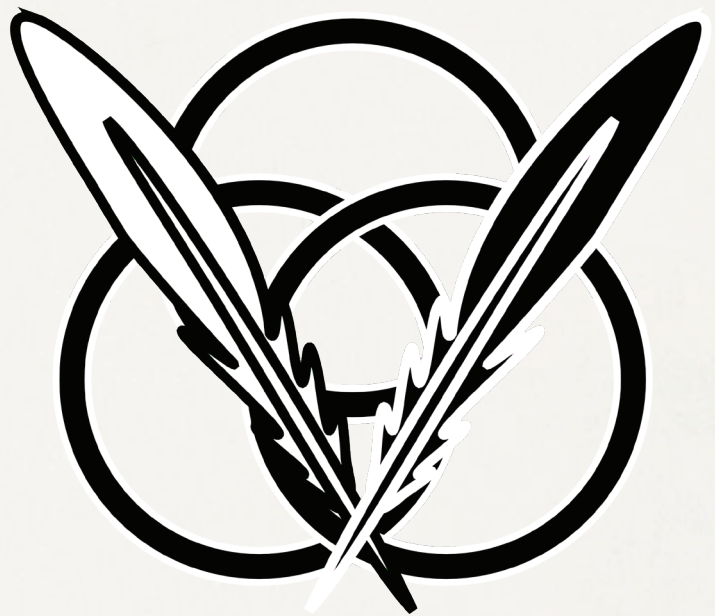
The target suffers a penalty on Perception checks equal to the number of sneak attack dice rolled on the attack for two rounds.

## Rogue Talents

**Stealing Expertise (Ex)** Jilius gains Improved Steal as a bonus feat, even if she does not meet the prerequisites.

**Stealing Trick (Ex)** Whenever Jilius successfully uses the steal combat maneuver to take an item that can be equipped (such as a magical amulet or cloak), she can immediately equip that item as a free action unless she already has an item equipped in that slot.

**Note:** The pack rat is a rogue archetype from Flaming Crab Game's upcoming release **Archetype Compendium**.







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