

# Playground Adventures



## G.U.M.B.O.

**D&D** DATHFINDER®  
ROLEPLAYING GAME COMPATIBLE

by Daniel Marshall



# G.U.M.B.O.

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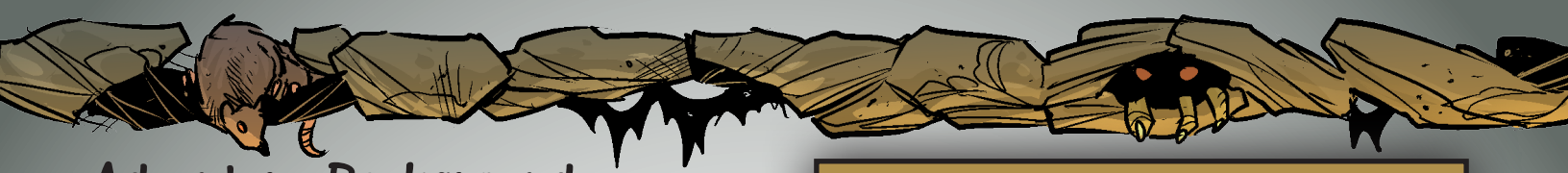
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## Adventure Background

Every city has craftsmen of varying renown. Armorers and weapon smiths equip the city's soldiers while jewelers and tailors cater to nobler clientele. Alchemists, like many other craftsmen, fill their own niche in the city, providing a wide variety of unusual services to those who seek them out. They create cures for common maladies, craft useful items for adventurers, and occasionally, blow up store fronts without warning.

Gerard Scribbleboom is the most infamous alchemist in Hearthridge. His last grand experiment set the Merchant's Quarter aflame, and people are slow to forgive. Gerard was attempting to craft an alchemical oil that would set a blade aflame without harming the weapon itself. The experiment seemed a simple enough task, as even normal lamp oil could burn, but became complicated as the gnome realized it would need to last longer than a single strike. He was nearing a breakthrough when everything went horribly wrong. As he added the last ingredient to his mixture, an explosion blew part of his workshop to timbers and sent him sailing through the air. For a moment he thought he might have mistakenly discovered a new method of flight, but the ground dashed those thoughts along with his aged body. Gerard's inferno burned nearly half the district, destroying dozens of shops and several homes.

Since that catastrophe the alchemist barely has enough customers to make ends meet, yet his thirst for knowledge and penchant for experimentation remains undiminished. Now he seeks to create something new; a concoction that can sooth any ache, revitalize travelers, and satisfy the palate. After a great deal of research, Gerard now believes he has deciphered the recipe for a true masterpiece: Gerard's Ultimate Miraculous Benevolent Odiferous brew (or G.U.M.B.O. for short). A public embrace of this product could solve financial problems and restore his reputation as well. Now all he needs are a few brave souls to help him gather the ingredients...

## Adventure Summary

This adventure takes place in the city of Hearthridge and the surrounding area, where a troubled inventor bets his waning reputation on a single experiment. In the employ of Gerald Scribbleboom, a gnomish alchemist of ill repute, the PCs seek out a wide variety of ingredients to complete his concoction. Giant rats, kobolds, and more, challenge the PCs as they collect the items he needs for his latest concoction.

## Getting Started

The friendly city of Hearthridge hosts its share of

### Hearthridge

NG Small city

**Corruption +1; Crime +1; Economy +3; Law -1; Lore +1; Society +5**

**Qualities** prosperous, racially intolerant (gnomes), rumormongering citizens, strategic location

**Danger +5**

### Demographics

Government Council

**Population** 8,139 (6,043 humans, 820 halflings, 507 gnomes, 769 other)

### Notable NPCs

**High Councilor Edward Valeer** (NG male human aristocrat 4/sorcerer 2)

**Captain of the Guard Erik Grint** (LN male human fighter 7)

**Thieves' Guildmistress Tilka Swiftblade** (CN female ratfolk rogue 6)

### Marketplace

**Base Value** 7,400 gp; **Purchase Limit** 37,500 gp; **Spellcasting** 6th

**Minor Items** 4d4; **Medium Items** 3d4;

**Major Items** 2d4

taverns, smithies, shops and novelties. Scattered throughout the town's busy streets are a number of community boards, with tacked on signs that serve to recruit hired hands or announce important events.

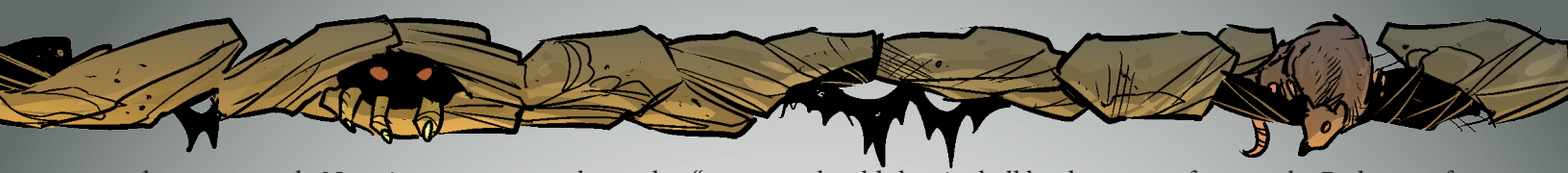
Next to the painted words "Gnomes stink", a particularly colorful notice twists in the light breeze. It reads as follows:

*"To any and all who believe themselves brave: Gerard Scribbleboom, alchemist extraordinaire, requests your assistance in gathering ingredients for his latest creation! I cannot disclose the nature of this secret recipe, but your friends and neighbors will thank you for being a part of this brilliant brew! I offer generous compensation for each rare ingredient gathered. Those interested should contact the renowned alchemist at his shop, the Fiery Furball, in the market, during daylight hours."*

Should the party take the job, it won't be long before







word gets around. Negative comments about the “crazy gnome” become common during most dealings they have with the townsfolk.

Hearthridge sprawls out along the shores of Deepwater Bay. Its location makes it an ideal stop along the trade ways for sea-faring merchants, with plenty of opportunities to resupply or market goods along their route. The natural stone walls of the bay keep its harbor sheltered from all but the most savage of storms and the city itself is hospitable to trade relations, unless you happen to be a gnome.

Though some credit the popular disdain for this creative and diminutive race to the recent explosions caused by the noted alchemist Gerard Scribbleboom, the intolerance for gnomes has existed for far longer. The small community of gnomes living in Hearthridge keeps largely to their own self maintained district, more so since the explosive happenings at the Fiery Furball. Given the fact that rumors and news spread through the city faster than the most ravenous alchemical wildfire, it's no surprise that Gerard's experiment set more than just buildings aflame.

Despite this, the city has prospered over the last few years, its markets bursting with wares from many merchants, nearby farms, and trade caravans. Its leading council has created a number of policies to encourage trade, and even the thieves' guilds of the city are doing well despite the best efforts of the city guard. Hearthridge as a whole is growing, and in the midst of an economic golden age.

## Hearthridge Gazetteer

### *Tradesman's Temple*

This enormous structure was one of the first buildings constructed during Hearthridge's founding. Most of the city's merchants and many that travel through, stop to pay homage at the temple every week. People believe doing so increases their potential for wealth and success in business endeavors. This has become almost a requirement for those in the wealthier circles of the merchant class, or those who wish to join them.

### *City Hall*

Built like a fortress, the Hearthridge city hall not only holds the council chamber of the city's ruling body and their offices, but also a number of other departments serving to maintain the public works of the city. Tax collection, city maintenance and budgetary departments all have offices in the building. In the Hall's lower levels there are store rooms filled with goods and foodstuffs that can supply a small garrison as well as the government officials for weeks

should the city hall be the target of an attack. Bedrooms for officials, staff, and guards are also maintained for just such an occurrence.

### *Market District*

A wide variety of goods move through the markets of Hearthridge, from fruits and vegetables produced in outlying farms, to strange alchemical ingredients brought in by traders and merchant families. Booths line the streets, and shops of all sorts display their wares prominently. Other vendors do business in the darkened corners and back alleys to avoid notice from the city watch. If a seeker knows where to look and who to speak with, there is little that can't be found in the markets.

### *The Valeer Manse*

House Valeer is one of the oldest and most powerful families in the city. Edward, the family patriarch, has the honor of holding the title of High Councilor, arguably one of the most powerful positions in the city. Few know where their money comes from, or how they've established themselves so prominently, but the rumors abound. Some say they are little more than successful merchants with watered down ties to nobility, while others claim a more nefarious source of power. The Valeer family does little to discourage these wild theories, as the perception of mystery gives them an edge.

## The Fiery Furball

The sign above the gnome's shop is a grand image of a large cat that seems to be breathing fire, or perhaps its fur is simply aflame... it is difficult to tell. When the PCs enter the Fiery Furball for the first time read or paraphrase the following.

*Strange sights and odors assail the senses. Rows of short shelves containing dozens of bottles, boxes, and vials, each carefully marked with their contents cover the walls. To the right hangs a large tapestry depicting a ferocious tiger, leaping through the air as if to pounce. The leftmost wall remains bare, though strangely blackened by soot in places.*

*A small fellow leaps atop a counter, speaking quickly in excited tones.*

*“My my my my my, customers! Welcome to the Fiery Furball my friends! Perhaps I could interest you in a salve for those unsightly blemishes or a tonic to shed that unwanted hair? I'm sure I have something here that would interest people like you. I am Gerard, proprietor of this fine establishment, and if there is anything you would like, by all means let me know.”*







Gerard stands on top of his counter for a few moments looking from person to person waiting anxiously for a response. If they don't say anything to him, he drops behind his counter saying "Well, let me know if you need anything." And begin inspecting the bowls of ingredients that he keeps hidden away beneath his personal stage.

Should one of the characters inform Gerard that they are in his store in response to his posting his excitement grows intensely.

*places you might find each ingredient." The little gnome pauses for a moment looking at the party. "Well, what are you waiting for?"*

*"Really? Oh how exciting! I've been waiting for someone brave enough to gather the materials I need for my formula. Those others call themselves heroic. Pft! They ran off at the first sign of rats that were only a tad bit bigger than your arm. Alright maybe not your arm... Hmm... you could stand some more exercise it seems... Cowards I say! But not you! No, I'm sure you won't, I can see it in your eyes... or maybe that's just dirt..."*

*Gerard squints for a moment, then pulls his glasses from his face to clean them on his shirt before placing them back on his face.*

*"No, no, no. That's definitely courage. Now, of course you know the way this works. You're adventurers after all. You gather components for me and I provide you with swift financial compensation." He looks closely at the party for a moment. "That's means I'll pay you, if my posting wasn't clear enough. So, of course you want to get started, after all, the sooner you retrieve what I need the sooner I'll make your pockets jingle with coins! So, off you go, off you go. And good luck to you!" The gnome moves forward, anxiously pushing you towards the door. After one particularly great shove he stops.*

*"Wait... who were you again? I should probably know who you are before I trust you to get these rare items for me. It's rude to just run off before introductions you know."*

After the PCs introduce themselves, Gerard hands them a rolled up piece of parchment with a list of ingredients on it (see **Handout #1**).

*"The parchment shows what I need. Well, the names of what I need anyway. The four marked ones are necessities that I must have to complete my recipe. The others are things that would be nice to have, and your reward grows with each collected component. I've also written down some likely*

He offers the party 50 gp each for every ingredient they bring him, so long as they bring him the four marked items at a minimum. Gerard details additional optional components on his request list and, if obtained, grant his experiment even greater capabilities.

The shop contains a wide variety of ingredients including dried herbs, powders, roots, and many more exotic items. Additionally he sells tonics, salves, and elixirs of a non-magical nature used to cure everyday issues like allergies and rashes. His prize stock he keeps behind the counter for his "good" customers. The PCs can purchase magical potions and oils of almost any type for 150% of the listed price. If asked about his prices he explains that he uses only the highest quality ingredients and the desired result is a guarantee, unlike some of those other more watered down versions produced by his competitors.

For those who utilize special ingredients that can reduce the cost of magical item creation, or strengthen spells, Gerard generally has five or six different options for those willing to pay the right price. These can be anything from powdered ghoulish claws that could amplify a *protection from undead* spell to the hides of shocker lizards for use in creation of electricity related items. His stock is always changing so if the PCs don't find anything of interest or see something in particular Gerard assures them that he can find what they need and that they should check back at a later time.

## Ingredient Gathering

The four ingredients required by Gerard to complete his creation are seven blue glowshrooms, three large handfuls of Leopard's Bane, two vials of Muroid oil, and two dozen abalone shells. The table on page 5 presents the locations of each optional ingredient. Handout 1 details recommended locations where they might be found. Descriptions of these areas and the challenges the PCs face rely on the creativity of the Game Master to provide. The PCs can retrieve these items in any order.

### Burdock Root

This root is relatively common in the forest near Heartridge. A search for it may cause the characters to stumble upon an orc raiding party that is preparing to attack one of the trade caravans that travels the roads near the city. Alternately, it may be an opportunity for the party to meet







Optional Ingredients	
Ingredient	Recommended Location
Burdock Root	In a nearby forest.
Powdered Rose Quartz	A caravan in the market district, or outside of town.
Calendula	Found in the city gardens
Vampire Dust	The crypts of Hearthridge Cathedral

special sylvan creatures such as a dryad or a unicorn.

### Powdered Rose Quartz

Brought up from the quartz mines to the south, rose quartz is considered to be a very valuable stone. Its powdered form, however, has very few uses and can be purchased relatively cheaply from many southern caravans. Negotiating with the caravan master might be an adventure in itself!

### Calendula

Also known as marigolds, these beautiful flowers are commonly found in many household gardens throughout Hearthridge, but the most likely place to get a large enough amount to suit Gerard's needs is the city garden. Depending on how the party goes about harvesting these flowers, they may find themselves confronted by the city guard! Woe to those who hint at the name of their employer, known for having destroyed a portion of the city with his unholy experiments!

### Vampire Dust

Legends learned either from local storytellers or tomes of lore speak of an ancient vampire that once threatened the city with an undead apocalypse! Heroes destroyed him centuries ago, but his lair still remains, hidden in the crypts beneath the Hearthridge Cathedral. Who knows what adventures may encounter in the dark beneath that centuries old church? Undead perhaps? Traps to protect the wealth of the buried dead? Any journey into the dark requires courage, especially when the legendary vampire might have managed to survive...

## A. Blue Glowshrooms

According to the ingredient list blue glowshrooms are most often found in damp caverns. A suitable set of tunnels lies under the hills not far outside Hearthridge. Unfortunately for the PCs, the site serves as a warren for a

small band of kobolds.

### A1. Entry CR 1

*The walls of the dark tunnel glisten with moisture and the slickness of the floor encourages cautious movement down into the darkness.*

Several pieces of twine strung with small bells stretch across the entryway. The party can easily avoid them once detected.

#### Trap

If the bells ring the sound alerts the kobolds within to the presence of invaders in their lair.

<b>String of Bells</b>	<b>CR 1</b>
XP 400 each	
Type mechanical; Perception DC 10; Disable Device DC 10	
<b>Effects</b>	
<b>Trigger</b> location; <b>Reset</b> automatic	
<b>Effect</b> Dozens of tiny bells ring, carrying their tolls throughout the tunnels and alerting the kobolds to the party's presence.	

#### Hazard

The moisture makes the steep descent into the tunnels rather treacherous, requiring a DC 15 Acrobatics check to maintain balance. Failing this check causes the character to slide down the slope, automatically triggering one or more of the bell string traps. The rough ride, along with the sudden stop at the bottom, causes 1d4 points of nonlethal damage.

### A2. Common Room CR 4

*This large chamber is obviously the home of several little creatures. A fire burns in the middle of the chamber, illuminating four piles of soiled and damaged furs laying in various places and a table surrounded by four chairs at the far end of the room. There looks to be another smaller chamber off of this one accessible through an opening in the far wall, and a tunnel leads off to the right.*

There are four kobolds in this room. A DC 15 Stealth skill check allows a sneaky character to pass by them unnoticed. PCs succeeding on a DC 10 Perception check overhear the kobolds in this room arguing in the Draconic language. Read or paraphrase the following.

*Kobold 1: "Hey, those aren't my dice! When did you switch out the dice!?"*







Kobold 2: "Why? Are your dice loaded?"  
 Kobold 1: "Of course not! But I'm sure yours are!"  
 Kobold 3: "Both of you just be quiet and play already!"

## Creatures

Use the following statistics for the kobold guards.

### Kobold Fighter (4)

CR 1

XP 400 each

Male kobold fighter 2

LN Small humanoid (reptilian)

Init +6; Senses darkvision 60 ft.; Perception +5

#### DEFENSE

AC 18, touch 14, flat-footed 15 (+3 armor, +2 Dex, +1 dodge, +1 natural, +1 size)

hp 15 (2d10+2)

Fort +4, Ref +2, Will -1 (+0 vs. fear)

Weakness light sensitivity

#### OFFENSE

Speed 30 ft.

Melee spear +3 (1d6/x3)

#### TACTICS

**Before Combat** If the PCs triggered the bells in the entry (see area A1), the kobolds arm themselves and hide in the shadows of the room (DC 15 Perception check to spot). If they are unaware of the party, they are playing dice at a table

in the far corner of the room.

**During Combat** The kobolds use any means necessary to gain an advantage. If there are spellcasters or ranged combatants in the party they tip the table over to give them cover. In melee combat they flank their foes as much as possible in an effort to even the odds arrayed against them.

**Morale** Unless talked down or intimidated, the kobolds fight until two of their number are rendered unconscious. The rest surrender and offer up their "shinies" to the invading group. The kobolds direct any attempts at negotiations to their leader, Durgy, who they say is through the southern tunnel.

#### STATISTICS

Str 10, Dex 15, Con 12, Int 10, Wis 9, Cha 8

Base Atk +2; CMB +1; CMD 14

Feats Dodge, Improved Initiative, Skill Focus (Perception)

Skills Craft (traps) +4, Perception +5, Profession (miner) +1, Stealth +9, Survival +3; **Racial Modifiers** +2 Craft (traps), +2 Perception, +2 Profession (miner)

Languages Draconic

Gear studded leather armor, spear, belt pouch, 4 gp, 7 sp each







### Treasure

Among the piles of skins are two undamaged rabbit furs (worth 10 gp each) and a small polished onyx (worth 50 gp) in addition to the coins the kobolds carry.

## A3. Storage Room CR 4

*Several barrels sit along the walls of this room, branded with a variety of marks burned into the wooden surfaces. Upon a stack of crates rests a single sleeping kobold, his spear leaned up against another crate beside him. He curls up with a fuzzy weasel, and both are snoring softly. The creature lifts its head and stares for a moment, blinking the sleep from its eyes. Then, without warning, it shrieks loudly! The kobold starts at the sound flailing about wildly, causing both the kobold and his companion to roll off of the top of the crate and come crashing down on the floor! A groan escapes the kobold's lips before he says in muffled tones "Aln igal..." The weasel unravels itself and stands upon the downed kobold's form, hissing a warning.*

Anyone who understands Draconic can translate the kobolds words into "I give up..." If someone attempts to approach Zil (the kobold) before he has had a chance to sit up and right himself the weasel snaps at them in warning. Placing a hand on Zil earns a bite from the animal. It takes a minute for Zil to sit himself up and lean against the crates from which he fell. After calming his pet, he answers questions without the need for threats or intimidation.

### Knowledge (local)

With a successful DC 10 Knowledge check, a PC identifies the symbols burned into the containers as those of various trading companies throughout the city. It is possible that they might pay to have their goods returned to them.

### Creatures

Zil and his pet weasel are the only creatures in the room. Gavin, the weasel, is an abnormally large specimen, almost rivalling the kobold himself in size!

<b>Zil</b>	<b>CR 3</b>
<b>XP 800</b>	
Male kobold rogue 4	
LN Small humanoid (reptilian)	
<b>Init +4; Senses</b> darkvision 60 ft.; <b>Perception +11</b>	
<b>DEFENSE</b>	
AC 20, touch 16, flat-footed 15 (+3 armor, +4 Dex, +1 dodge, +1 natural, +1 size)	

<b>hp 22 (4d8)</b>
<b>Fort +1, Ref +8, Will +1</b>
<b>Defensive Abilities</b> evasion, trap sense +1, uncanny dodge
<b>Weakness</b> light sensitivity

<b>OFFENSE</b>
<b>Spd</b> 30 ft.
<b>Melee</b> spear +5 (1d6+1/x3)
<b>Ranged</b> sling +8 (1d3+1)
<b>Special Attacks</b> sneak attack +2d6

<b>STATISTICS</b>
<b>Str 12, Dex 19, Con 10, Int 15, Wis 11, Cha 12</b>
<b>Base Atk +3; CMB +3; CMD 17</b>
<b>Feats</b> Deft Hands, Dodge
<b>Skills</b> Acrobatics +10, Appraise +7, Bluff +6, Craft (traps) +9, Disable Device +14, Disguise +6, Escape Artist +10, Knowledge (dungeoneering) +7, Perception +11, Profession (miner) +6, Sense Motive +9, Sleight of Hand +12, Stealth +14, Swim +4; <b>Racial Modifiers</b> +2 Craft (traps), +2 Perception, +2 Profession (miner)
<b>Languages</b> Common, Draconic, Gnome
<b>SQ</b> rogue talents (fast stealth, quick disable) trapfinding +2
<b>Gear</b> studded leather armor, sling, sling bullets (10), spear, belt pouch, thieves' tools, 12 gp, 8 sp, 31 cp.

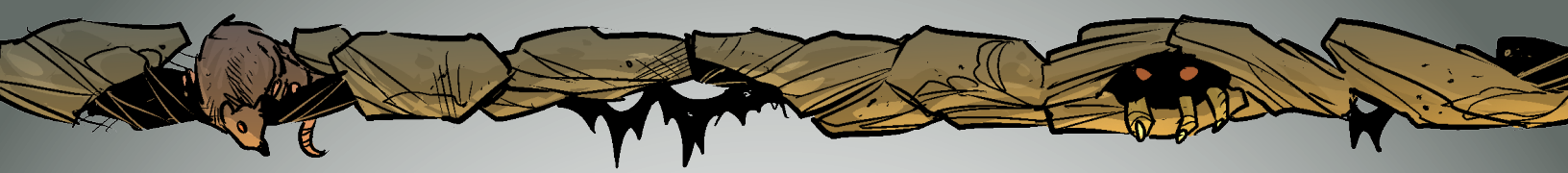
<b>Gavin</b>	<b>CR 2</b>
<b>XP 600</b>	
Male weasel	
N Small animal	
<b>Init +1; Senses</b> low-light vision, scent; <b>Perception +5</b>	
<b>DEFENSE</b>	
AC 14, touch 13, flat-footed 12 (+1 Dex, +1 dodge, +1 natural, +1 size)	
<b>hp 13 (3d8)</b>	
<b>Fort +3, Ref +4, Will +2</b>	
<b>OFFENSE</b>	
<b>Spd</b> 20 ft., climb 20 ft.	
<b>Melee</b> bite +4 (1d4 -2 plus attach)	
<b>STATISTICS</b>	
<b>Str 7, Dex 13, Con 10, Int 2, Wis 12, Cha 5</b>	
<b>Base Atk +2; CMB -1; CMD 11 (15 vs. trip)</b>	
<b>Feats</b> Dodge, Weapon Finesse	
<b>Skills</b> Acrobatics +9, Climb +9, Escape Artist +2, Perception +5, Stealth +9, Swim +5; <b>Racial Modifiers</b> +8 Acrobatics, +4 Stealth	

### Development

If asked about the glowshrooms Zil directs them to the southern tunnel, telling them the shaman Durgy cares







for them. He knows they stole the crates and barrels from several of the caravans as they entered or left the city, but not who they belong to. If at any time the PCs threaten his weasel companion Zil becomes defensive and angry, even throwing himself at the person if necessary. If treated kindly, it is possible for the party to convince the rogue to join them on their mission and in their travels.

## A4. Fungus Garden CR 1/3

*The wondrous chamber before you glows with a soft blue light. Dozens of mushrooms and other fungi grow in organized beds throughout the room. As you come around the corner you see a small kobold clad in blue robes tending to the flora.*

If each member of the party succeeds on a DC 15 Stealth check when entering this room the shaman fails to notice them. He is protective of his garden, but may be willing to barter some of the mushrooms away if the PCs propose such an arrangement (requiring a DC 10 Diplomacy skill check). He accepts coinage or trade for his fungi, but the value must meet or exceed that given in the mushroom effect table for each mushroom stalk or use of the requested fungus. These mushrooms serve both as food, as well as components for minor curatives and salves that the shaman makes to keep

his small tribe in good health.

### Hazard

Careless PCs may ignite the fire fungus as they approach, which sets the room ablaze in 1d4 rounds, and causes incredible amounts of smoke. The smoke forces anyone in the area to succeed on a Fortitude save (DC 15 + 1 per round of smoke inhalation) each round or become sickened for one round and take 1d4 points of fire damage from smoke inhalation. Any PC using a cloth (or other breathable material) to cover his mouth and nose gets a +5 circumstance bonus to this save.

If Durgy is still alive three rounds after the fire ignites, he douses the flame with a small bucket of water he keeps just for this purpose. Durgy keeps the bucket in a small nook in the stone, found only by a successful DC 20 Perception skill check. He hopes the smoke frightens off anyone wishing harm to the mushroom grove, but douses the fire before any real damage is done.

### Creature

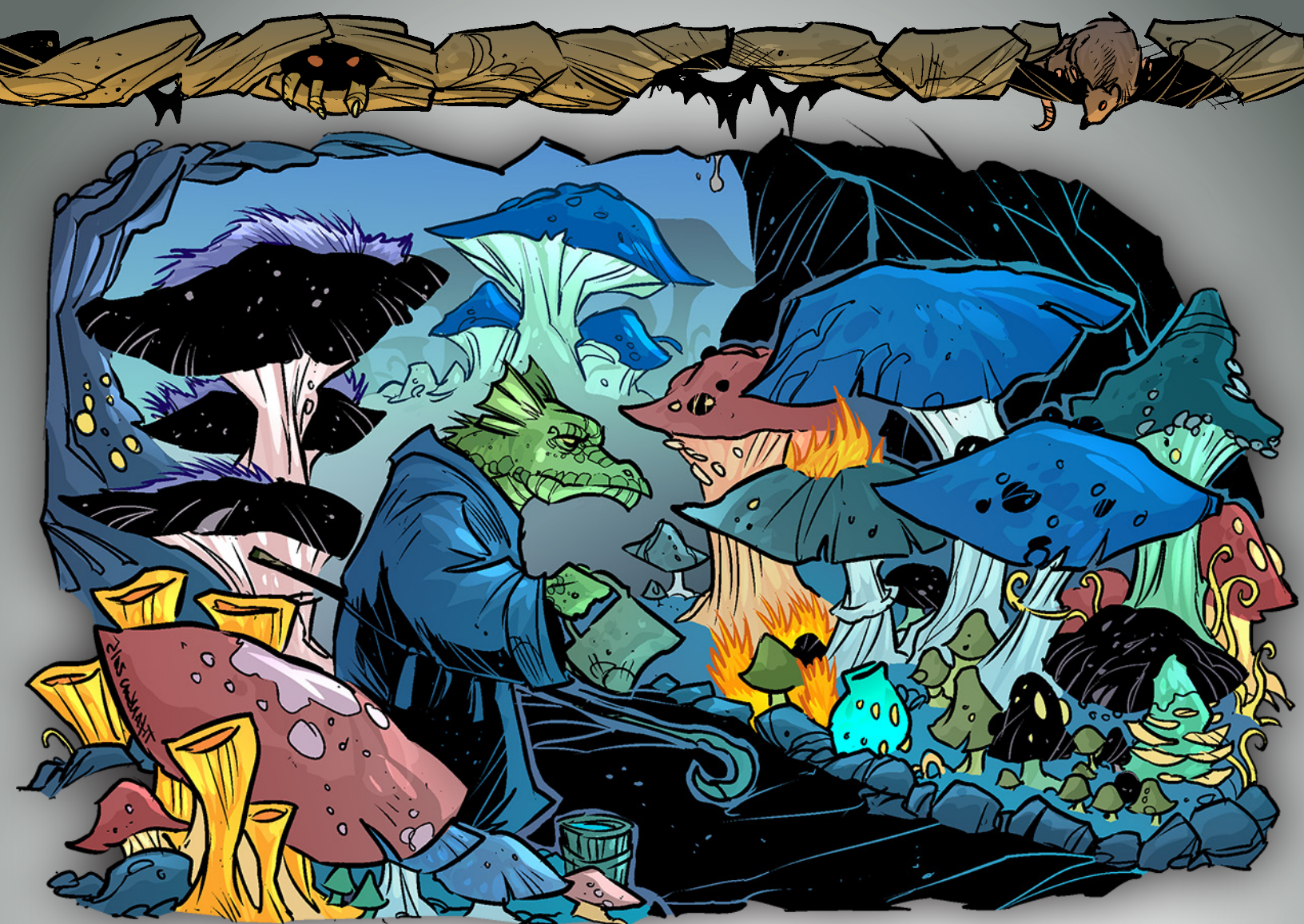
The tribal shaman of the kobolds, an aged creature by the name of Durgy, tends to the fungus in this room, regardless of whether or not the party has triggered an alarm.

## Mushroom Effects

Mushroom Type	Effect	Cost per use
Black Plumetop (black mushroom with a mohawk)	Heals hit point damage (1d4 hp); rots in 48 hours	10 gp
Blue Fungus	DC 12 Fortitude save after ingestion or be sickened for 1d4 hours	5 gp
Laughing Mushroom (red with white spots)	DC 15 Will save after ingestion or laugh uncontrollably for 1 minute as the <i>hideous laughter</i> spell.	10 gp
Blue Glowshrooms (radiates a blue glow, as a candle)	Creatures ingesting glow (as the <i>faerie fire</i> spell) for 1d4 hours	3 gp
Fire Fungus (yellow and red fungus)	Set small fires when crushed (as a tindertwig)	1 gp
Yellow Trumpet	DC 13 Fortitude save after ingestion or distracting hallucinations inflict -5 penalty to Perception for 1 hour	15 gp
Green Button Mushrooms	Each mushroom provides sustenance for one Medium-sized creature for a day.	2 gp







## Durgy

CR 3

XP 800

Male kobold sorcerer 5

LN Small humanoid (reptilian)

**Init** +1; **Senses** darkvision 60 ft.; Perception +7

### DEFENSE

**AC** 16, touch 12, flat-footed 15 (+2 armor, +1 Dex, +2 natural, +1 size)

**hp** 27 (5d6+5)

**Fort** +1, **Ref** +2, **Will** +5

**Resist** acid 5

**Weakness** light sensitivity

### OFFENSE

**Spd** 30 ft.

**Melee** +1 *quarterstaff* +5 (1d4+2)

**Special Attacks** claws (6 rounds/day)

**Sorcerer Spells Known** (CL 5<sup>th</sup>; concentration +8)

2<sup>nd</sup> (5/day) – *mirror image*, *resist energy*, *spider climb*

1<sup>st</sup> (4/day) – *cause fear* (DC 14), *charm person* (DC 14),

*color spray* (DC 14), *enlarge person* (DC 12), *mage armor*, *magic missile*, *obscuring mist*  
0 (at will) – *acid splash*, *dancing lights*, *detect magic*, *detect poison*, *mage hand*, *mending*

**Bloodline** Draconic (green)

### STATISTICS

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

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

**Feats** Brew Potion, Eschew Materials, Expanded Arcana, Skill Focus (Knowledge (nature))

**Skills** Bluff +7, Diplomacy +5, Knowledge (arcana) +10, Knowledge (nature) +9, Perception +7, Sense Motive +4, Spellcraft +7, Stealth +9, Use Magic Device +7;

**Racial Modifiers** +2 Perception

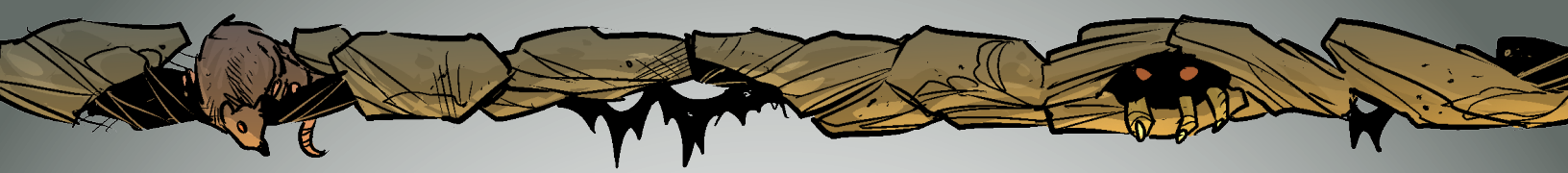
**Languages** Common, Draconic, Undercommon

**SQ** bloodline arcana (acid spells do +1 damage per die)

**Combat Gear** *potion of cure light wounds*, *wand of magic missile* (CL 5<sup>th</sup>, 18 charges); **Other Gear** +1 *quarterstaff*, *bracers of armor* +2







## Treasure

Hidden among the fire fungus is a locked steel coffer containing all of the tribe's meager wealth. A DC 20 Perception check notices it hidden among the fungus, and a DC 15 Disable Device skill check unlocks the coffer. It contains eight bloodstones (valued at 25 gp each), a masterwork dagger, 14 platinum pieces, 68 gold pieces, and 32 silver pieces.

## Development

If approached peacefully, the kobolds are happy to arrange for continued trade with the PCs or Gerard in the future.

## Story Award

If the party manages to collect the mushrooms needed by Gerard without killing a single kobold, they receive an additional 1,000 XP. Negotiating any manner of ongoing trade deal earns the party an additional 500 XP. Returning the stolen goods from area A3 earns the group an additional 500 XP and a 200 gp reward.

# B. Leopard's Bane

The second ingredient grows in a farmer's field outside of town. The owner, Derick Goldale, is proud to have the finest wheat in the Hearthridge region. Unfortunately, a swarm of fire beetles infests his field, threatening the lives of his workers and family! Even worse, the Leopard's Bane patch is somewhere amidst the tall wheat where the beetles have chosen to make their nest. The adventurers must figure out a way to navigate the wheat field, find the herb patch, and harvest enough leopard's bane to satisfy Gerard's requirements while fending off the feisty insects.

Should the PCs chose to speak with the farmer before trespassing in his field, he tells them they are more than welcome to the herbs if they can get rid of the beetles for him. After all, a large portion of his field is unusable thanks to their presence, and he'd greatly appreciate reclaiming it. He also offers three gold pieces for each undamaged luminescent gland (he can afford up to 10 glands) and an additional 10 gold pieces if they bring him the queen's. If asked why he would request such a strange thing, he answers that it is proof of their defeat of the beetles, and he has heard that the glands are a much safer source of light than torches. Removing the luminescent gland from a slain fire beetle requires a successful DC 10 Survival skill check. Lastly, he informs the party that his son Lester is out somewhere playing as he always does. If they happen to run into him out there, they should send him home immediately.

Once the PCs enter the wheat field to begin their search they must determine how exactly to find the beetle nest. Any character can attempt to find signs of the beetle infestation with a successful DC 15 Perception check. From that point they must make three successful DC 15 Survival skill checks, each an attempt to safely navigate the wheat field and make progress towards the beetle's nest. The encounters detailed below occur in order, depending on the success or failure of the PCs' Survival checks. Succeeding at their first Survival skill check allows the party to avoid area B1, safely finding their way to the skeletal remains (**area B2**). If their second check is successful upon leaving area B2, they navigate around the giant tick (**area B3**) and stumble upon the farmer's son, under attack by several fire beetles (**area B4**)! The final skill check allows the party to successfully locate the fire beetle nest, where the Leopard's Bane, and the fire beetle queen, are waiting. Each skill check represents an hour of time spent moving through the wheat fields.

If the party leaves the field for any reason, they lose any prior progress made through successful skill checks. The farm house is large enough that the PCs see it from any point in the field, allowing the party to easily find their way out of the wheat field whenever necessary. So long as the PCs are attempting to aid Derek in his effort to rid his land of fire beetles, but no longer than 3 days' time, he is willing to offer them food and a place to rest in between their perilous ventures into the wheat fields.

## B1. Snake in the Grass CR 3

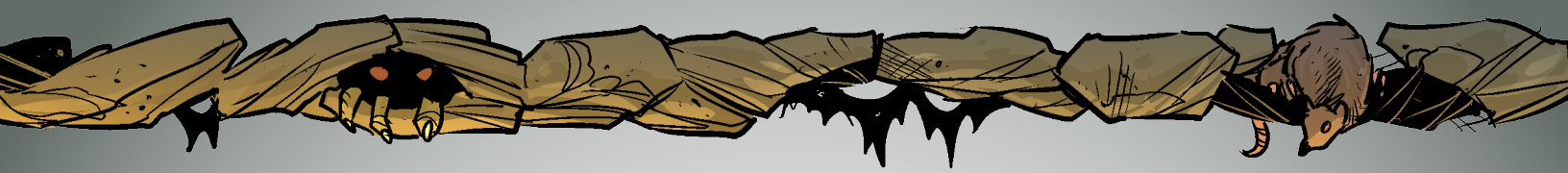
As the PCs begin their investigation into the wheat fields they stumble upon predators unhappy about their presence. At their approach, rattlesnakes begin to shake their tails in warning. A successful DC 10 Perception check allows the characters to detect the sound of the snakes' rattle. One round after the rattling begins, the snakes strike at the nearest character, and may catch the PC flat-footed.

### Creature

The source of the rattling is a pair of poisonous rattlesnakes that claim this particular patch of wheat.

<b>Rattlesnakes</b> (2)	<b>CR 1</b>
<b>XP 400 each</b>	
N Medium animal	
<b>Init</b> +5; <b>Senses</b> low-light vision, scent; <b>Perception</b> +9	
<b>DEFENSE</b>	
<b>AC</b> 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)	
<b>hp</b> 13 (2d8+4)	
<b>Fort</b> +5, <b>Ref</b> +4, <b>Will</b> +1	





#### OFFENSE

Spd 20 ft., climb 20 ft., swim 20 ft.

Melee bite +2 (1d4-1 plus poison)

#### STATISTICS

Str 8, Dex 13, Con 14, Int 1, Wis 13, Cha 2

Base Atk +2; CMB +2; CMD 13

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +9, Climb +9, Perception +9, Stealth +9, Swim +9; Racial Modifiers +4 Perception, +4 Stealth, +8 Acrobatics

#### SPECIAL ABILITIES

Poison (Ex) Bite - injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d3 Con damage; cure 1 save.

## B2. A Skeleton!

Either after the first successful Survival skill check, or several minutes after the party leaves the site of the rattlesnake attack, they come upon something unexpected.

*Before you, partially buried in the loose soil of the field is a skeleton of some unfortunate soul. Tattered remnants of clothing litter the area but something stripped the bones bare. A slightly rusted shovel lays on the ground next to it, splattered with dried goo of some sort.*

### Knowledge (nature)

With a successful DC 15 Knowledge (nature) skill check (Heal DC 20), the PCs determine from the goo on the shovel and wounds on the bones that fire beetles killed the individual.

This is one of the workers the beetles killed when they first infested the farm. Derick dared not risk his other farm hands to find him, for fear of losing them as well. With a successful DC 15 Perception check the PCs discover several coins scattered about the area totaling four silver pieces and three coppers.

## B3. Tick Tock CR 4

When the farmer abandoned this section of his fields it became host to more than just fire beetles. Three giant ticks have settled in, but must compete with the beetles for food.

### Creatures

A cluster of three exceptionally hungry giant ticks attack anything living.

## Giant Tick (3) CR 1

XP 400 each

N Small vermin

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

#### DEFENSE

AC 16, touch 11, flat-footed 16 (+5 natural, +1 size)

hp 13 (2d8+4) each

Fort +5, Ref +0, Will +0

Immune mind-affecting effects

#### OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +2 (1d4 plus grab)

Special Attacks attach, blood drain (1 Con), disease, grab (any size)

#### TACTICS

**Before Combat** The ticks lay in wait until an unlucky character steps too close.

**During Combat** They then erupt from their hiding place and grapple the closest PCs, attempting to drain them of blood. A DC 18 Perception skill check reveals their hiding place, robbing them of a surprise attack.

**Morale** The ticks fight to the death.

#### STATISTICS

Str 11, Dex 10, Con 15, Int -, Wis 11, Cha 2

Base Atk +1; CMB +0 (+8 grapple); CMD 10 (18 vs. trip)

Skills Acrobatics +0 (-4 jump), Climb +8, Stealth +8; Racial Modifiers +4 Stealth

## B4. Son of a Farmer! CR 3

*Up ahead a young boy screams, "No! Get away from me! Somebody help!"*

Three fire beetles have set upon the farmer's son, a boy by the name of Lester, who played in the field against his father's wishes. He tried to run, but stepped in a hole, twisting his ankle so badly that he can no longer walk. If the party responds to his cries, read or paraphrase the following.

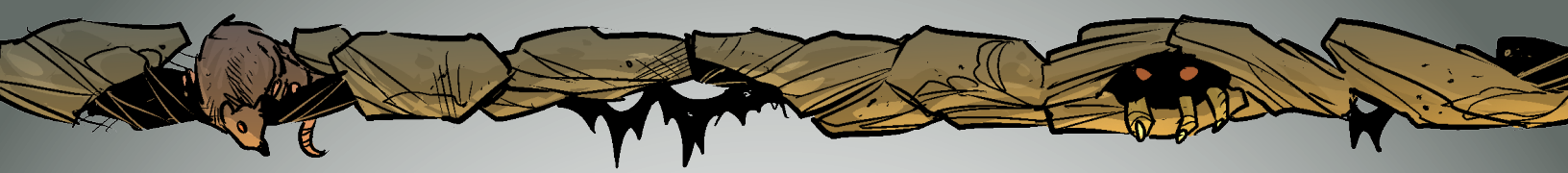
*A small boy lies prone in the dirt, flailing wildly in an effort to fight off a half-dozen beetles the size of housecats! A lucky slap knocks one away as it lunges towards his head. The boy's face is wet with panicked tears as he cries out again. "Help me!"*

### Creatures

The three fire beetles focus on the boy, but attack anyone approaching.







## Fire Beetles (6)

CR 1/3

XP 135 each

N Small vermin

Init +0; Senses low-light vision; Perception +0

### DEFENSE

AC 12, touch 11, flat-footed 12 (+1 natural, +1 size)

hp 4 (1d8)

Fort +2, Ref +0, Will +0

### OFFENSE

Spd 30 ft., fly 30 ft. (poor)

Melee bite +1 (1d4)

### STATISTICS

Str 10, Dex 11, Con 11, Int —, Wis 10, Cha 7

Base Atk +0; CMB -1; CMD 9 (17 vs. trip)

Skills Fly -2

### SPECIAL ABILITIES

**Luminescence (Ex)** A fire beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.

## Development

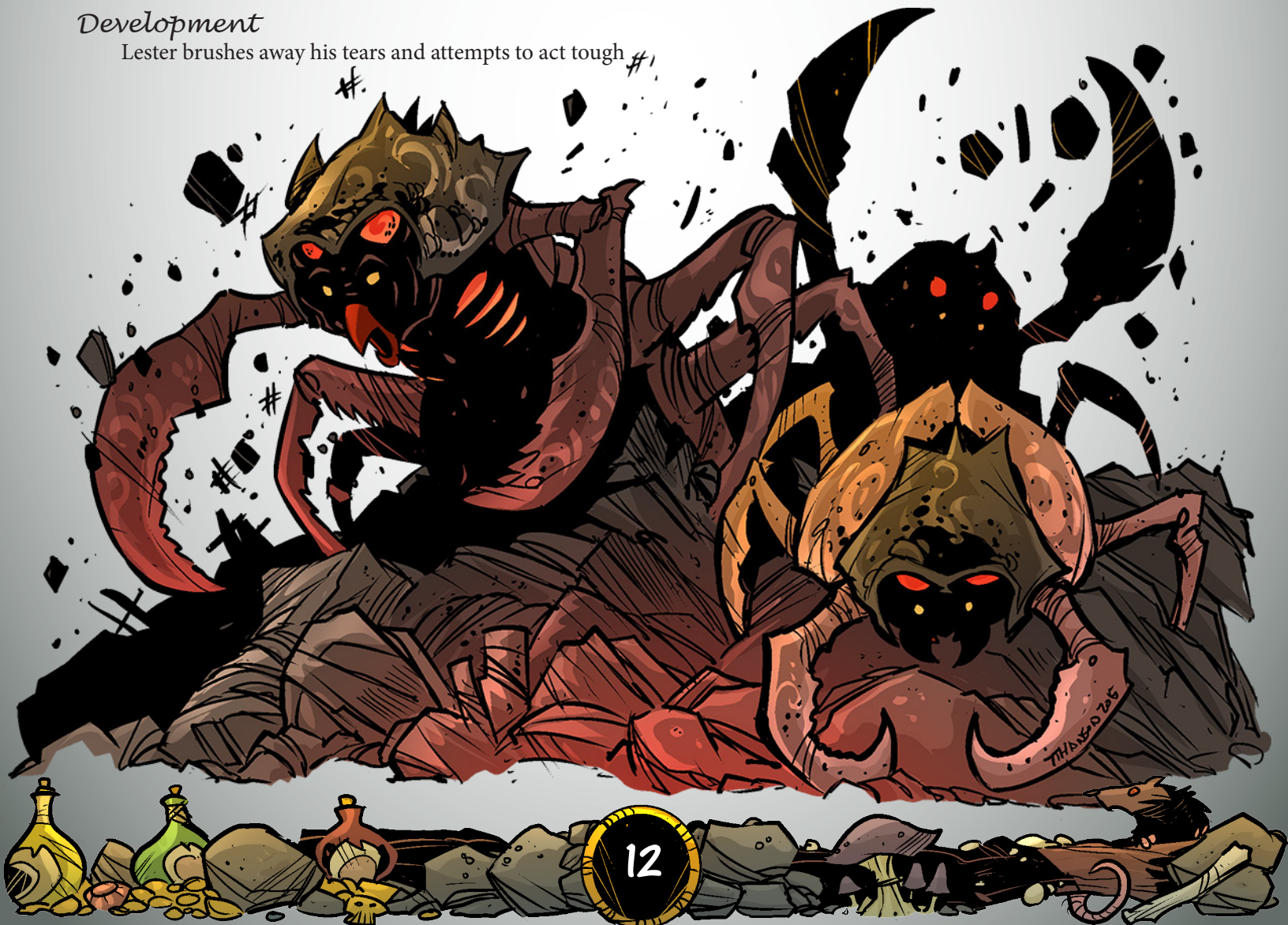
Lester brushes away his tears and attempts to act tough #1

after the battle, despite the fact he can't stand on his injured ankle. A PC succeeding on a DC 10 Diplomacy check can help carry the proud boy back to the farm house. If the group attempts to leave him he calls to them, obviously frightened, "There are ginormous beetles in these fields! You're just going to leave me here to die?" He exaggerates his plight, but only a little. He truly fears the beetles now that he has no hope of outrunning them. A cure light wounds spell is enough to heal his injuries.

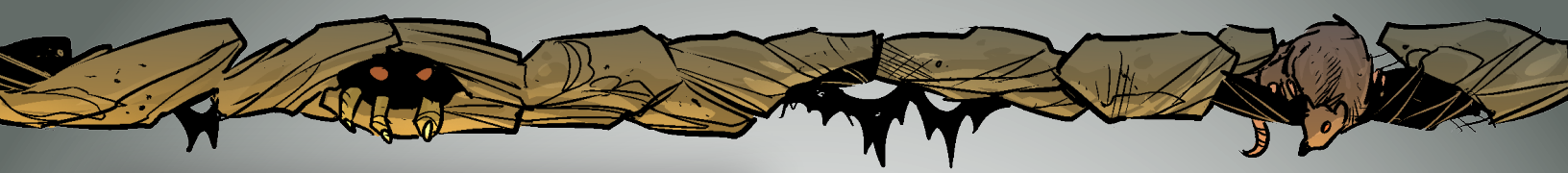
Should the PCs return Lester to his father, Derick becomes incredibly grateful. The characters witness a short scolding of the boy before his father sets him down on his bed for first aid. At this point, if the party has not yet spoken with the farmer he mentions the beetles that have infested his field and offer the reward mentioned above for eliminating them, though he is a bit curious what the PCs were doing in his field to begin with.

## Treasure

For rescuing his son Derick offers them a black iron medallion that he found several summers back. In actuality







<b>Shieldblade Medallion</b>		<b>PRICE</b> 10,000 GP
<b>SLOT</b> neck	<b>CL</b> 5th	<b>WEIGHT</b> —
<b>AURA</b> weak abjuration		
<p>This two inch diameter medallion is forged of black iron strung on a leather thong. On its face is the image of a sword overtop a kite shield when first discovered. This medallion grants its wearer a +2 morale bonus to either attack rolls or armor class, which the wearer determines at sunrise. The symbol of the chosen bonus remains on the top of the image for the day; the sword appears in front of the shield if an attack bonus is chosen, and the shield before the sword if the reverse is true.</p>		
<b>CONSTRUCTION REQUIREMENTS</b>		<b>COST</b> 5,000 GP
Craft Wondrous Item; <i>bles</i> , <i>shield of faith</i>		

this item is a magical *shieldblade medallion*, though the farmer has no way to know it.

### B5. Fire Beetle Nest CR 5

After three successful Survival skill checks, or battling through the various predators that have claimed the wheat fields as their home, the party finds its way to the fire beetle nest.

*The large mound before you can only be the nest of the beetles that have infested this field. You can see several of the cat-sized insects crawling around the mound itself, but a constant red glow seems to come from inside.*

At the end of the second round, as the queen emerges, read or paraphrase the following:

*An enormous beetle bursts from the nest, showering the area with loose soil! Her hard shell glows a fierce red as if heated by the earth's fires below. She shakes once, clearing the dirt from her body, and charges!*

#### Creatures

The seven fire beetles guarding the nest immediately assault the party when they reveal themselves. At the end of the second round the beetles flee into the grass, taking attacks of opportunity from the party as necessary to escape as their queen emerges from the nest. The round following her emergence, the beetles return in force.

<b>Fire Beetles (7)</b>	<b>CR 1/3</b>
XP 135 each	
hp 4 each (See area B4)	

<b>Fire Beetle Queen</b>	<b>CR 2</b>
XP 600	
N Medium vermin	
<b>Init</b> +1; <b>Senses</b> darkvision 60 ft.; Perception +2	
<b>DEFENSE</b>	
AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)	
<b>hp</b> 22 (3d8+9)	
<b>Fort</b> +6, <b>Ref</b> +2, <b>Will</b> +3	
<b>Immune</b> mind-affecting effects	
<b>OFFENSE</b>	
<b>Spd</b> 30 ft., fly 30 ft. (poor)	
<b>Melee</b> bite +5 (1d6+4)	
<b>Special Attacks</b> flash (DC 14)	
<b>STATISTICS</b>	
<b>Str</b> 17, <b>Dex</b> 13, <b>Con</b> 17, <b>Int</b> —, <b>Wis</b> 14, <b>Cha</b> 11	
<b>Base Atk</b> +2; <b>CMB</b> +5; <b>CMD</b> 16 (24 vs. trip)	
<b>Skills</b> Fly –3	
<b>SQ</b> luminescence (see fire beetle stat block)	

#### SPECIAL ABILITIES

**Flash (Ex)** The fire beetle queen can create a bright flash of light once an hour. When she does so, all creatures in a 10-foot burst must make a DC 14 Fortitude save or be dazzled for 1d3 rounds. The save DC is Constitution-based.

#### Development

When the queen dies the other beetles begin to wander off. The party finds them scattered throughout the field should the party still be in search of their luminescent glands for the farmer. The beetles flee by the next day.

#### Treasure

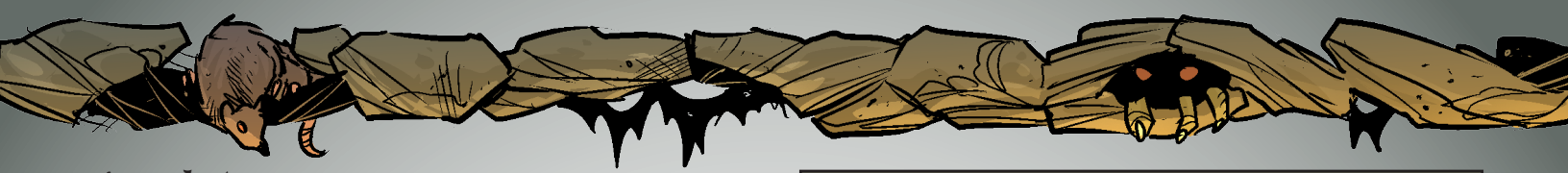
The nest contains several small items gathered by the beetles during their time in the fields: a *ring of protection +1*, 26 silver pieces, 49 coppers, and a variety of valueless stones and shards of broken metal and wood (from farming tools).

### C. Muroid Oil

According to the ingredients list, muroid oil collects in the city's sewer systems, in an area frequented by the elusive ratfolk. Everyone knows the sewers are a maze and the party could easily get lost in the tunnels beneath the city. The PCs might research the sewers in several ways, and creative solutions not covered here should be rewarded. However, any attempt to randomly wandering the sewers and locate the right entrance fails.







## Local Taverns

A character can spend some time in the taverns seeking rumors about the location of the ratfolk. This requires a DC 20 Diplomacy check. If the Diplomacy check fails by 5 or less they can make another attempt in another tavern. If the check fails by more than 5 they somehow insult the patrons who force the PCs to leave before a brawl erupts alerting the city guard.

## Library

A more academic character might seek out drawings of the sewers in the records kept within the city library. Research allows them to make a DC 20 Knowledge (engineering) or Knowledge (local) skill check with a +4 competence bonus due to the resources available within the library. Success yields a map of the sewers, including the section the ratfolk call home. Once the PCs find the correct entrance, provide the researching player with a copy of **Handout #2**.

## Black Market

The party might have connections to the black market or other less-than-legal entities. Bribing people in the know requires a DC 20 Appraise or Bluff skill check. Success grants details about where black market dealers meet up with the ratfolk in order to exchange goods.

## Sewer Entrance CR 1

*The smell of filth and decay within Hearthridge's sewer system is overpowering. Echoes of swift flowing water thunder through the tunnels beneath the city. Everyone has heard the tales of these tunnels... some speak of enormous serpents, alligators and other beasts who have found their homes in the waterways down below, others spin wild tales of a guild of ruthless assassins that can strike anywhere in the city.*

## Hazard

Anyone falling into the sewer water must succeed on a DC 15 Swim skill check to stay afloat and hold their position against the current each round. Failing by 5 or less allows the character to stay afloat, but the current carries them 20 feet downstream each round. Failing by 5 or more carries the PC downstream and deals 1d3 nonlethal damage. The main current leaving this section sewer spills out into the bay in 200 feet.

## Trap

There are two camouflaged pit traps in this section of the sewers; both trigger with weight, and possess an automatic mechanism to reset them after one minute.

### Camouflaged Pit Trap

CR 4

XP 1,200

Type mechanical; Perception DC 25;

Disable Device DC 20

#### Effects

Trigger location; Reset automatic

Effect 20-ft drop into the rushing water below; DC 20 Reflex avoids; multiple targets (all targets in a 10-ft. square)

## C1. Maintenance Storage

*Along the walls of this room are racks containing a variety of weapons and armor. Several unstrung bows, a barrel full of spears, a half-dozen longswords, and twenty suits of leather armor hang on the stands. In the center of the room is a table with a chair set at each end. The table is clear save for a thick book that lies closed in its center.*

The ratfolk keep the door to this room locked, requiring a successful DC 20 Disable Device check to gain access.

## Treasure

The room holds two shortbows, twelve shortspears, six longswords, and twenty suits of leather armor. There is a 50% chance one of the ratfolk sabotaged any piece of equipment taken from this room. Impaired weapons break after a single strike, while the armor takes two hits before straps and buckles break, rendering it useless until repaired. A DC 15 Craft (armor) or Craft (weapons) check or a mending spell returns a single piece of equipment to normal condition. A DC 15 Perception check notices the sabotage.

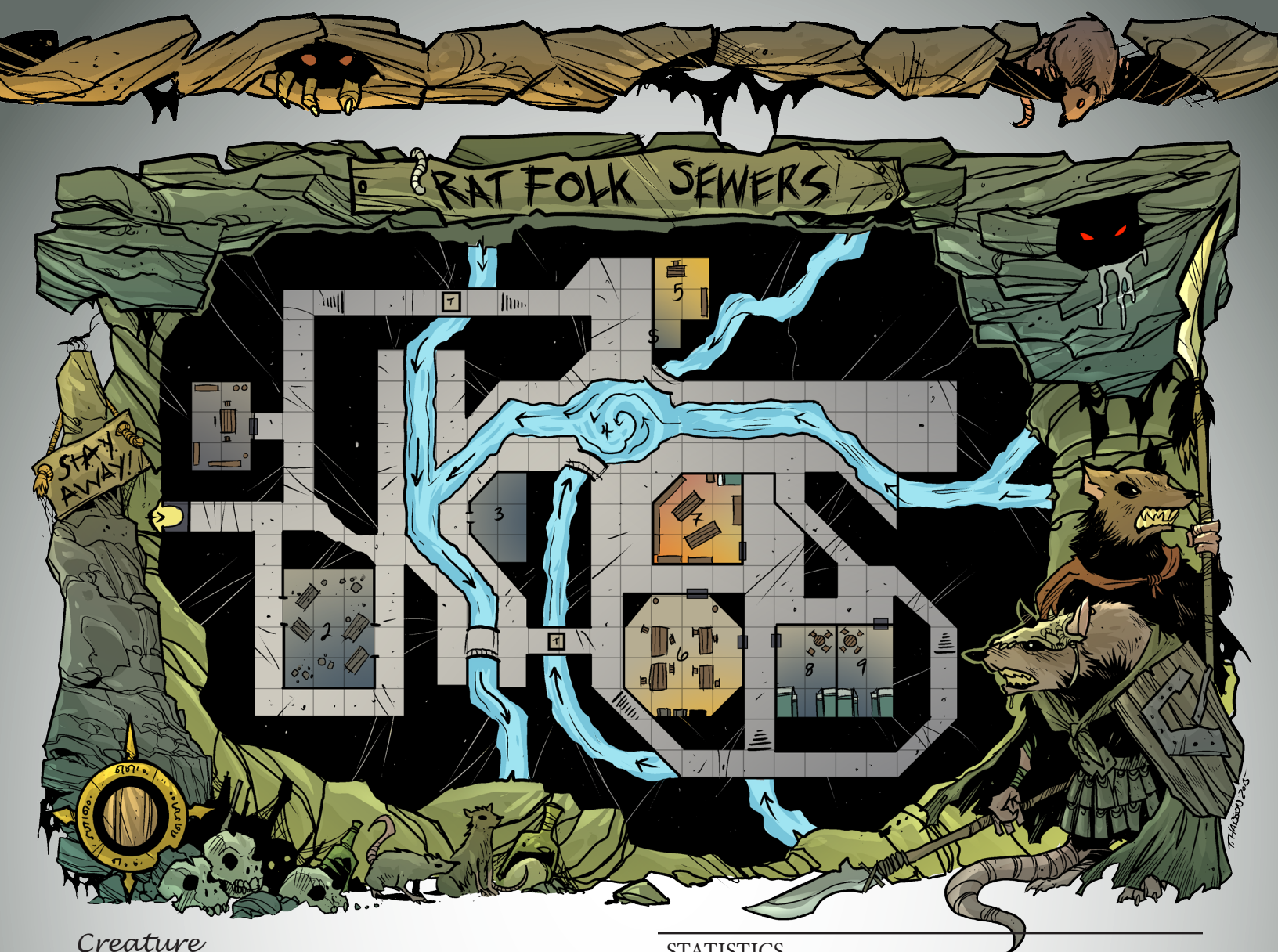
## C2. Destroyed Room CR 3

*The smell of decay gets stronger coming from this room's doorway. It looks to have once been a storage room of some sort, now reduced to a destroyed husk. Something tore the doors from their hinges, and all that remains of any furnishings are several piles of rubble and garbage. Deep gouges like claw marks cover the floor and walls of the chamber, and red stains splatter across the stone floor.*

The ratfolk have staged this room in an effort to dissuade people from further exploring their section of the sewers. A PC succeeding on a DC 15 Survival check realizes the "claw" marks on the wall are not naturally made by any creature and the ratfolk must have etched them into the surface with knives.







## Creature

Searching through the piles of garbage in the room yields nothing but rat filth and trash, but doing so disturbs the nest of four giant centipedes that have burrowed into them!

### Giant Centipede (4)

CR 1/2

XP 200 each

N Medium vermin

**Init** +2; **Senses** darkvision 60 ft.; **Perception** +4

#### DEFENSE

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

**hp** 5 (1d8+1)

**Fort** +3, **Ref** +2, **Will** +0

**Immune** mind-affecting effects

#### OFFENSE

**Spd** 40 ft., **climb** 40 ft.

**Melee** bite +2 (1d6-1 plus poison)

**Special Attacks** poison

#### STATISTICS

**Str** 9, **Dex** 15, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +0; **CMB** -1; **CMD** 11 (can't be tripped)

**Feats** Weapon Finesse

**Skills** **Climb** +10, **Perception** +4, **Stealth** +10; **Racial Modifiers** +4 **Perception**, +8 **Stealth**

#### SPECIAL ABILITIES

**Poison (Ex)** Bite - injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 1 save. The save DC is Constitution based and includes a +2 racial bonus.

## C3. Rat's Nest CR 4

*Rats... countless rats cover the floor of this room and lay piled upon each other sleeping in every crack and crevice. There must be hundreds! After a moment the shifting mass of the floor moves to reveal something that reflects the light ever so slightly, sending a golden hue flashing against the wall for*







*an instant before disappearing back into the throng of rats.*

A DC 15 Perception check reveals several piles of coins scattered across the floor beneath the rats. Any creature that enters the room without a DC 25 Stealth check makes enough noise to wake the nest. A DC 25 Stealth check allows a character to sneak into the room and begin gathering coins without disturbing them. Leaving the room requires a second Stealth check.

### Creatures

There are enough of the vermin in this room to effectively create two swarms, though the swarms do not attack unless roused.

<b>Rat Swarms</b> (2)	<b>CR 2</b>
<b>XP 600 each</b>	
N Tiny animal (swarm)	
<b>Init</b> +6; <b>Senses</b> low-light vision, scent; Perception +8	
<b>DEFENSE</b>	
AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)	
<b>hp</b> 6 (3d8+3)	
<b>Fort</b> +4, <b>Ref</b> +5, <b>Will</b> +2	
<b>Defensive Abilities</b> swarm traits	
<b>OFFENSE</b>	
<b>Spd</b> 15 ft., climb 15 ft., Swim 15 ft.	
<b>Melee</b> swarm (1d6 plus disease)	
<b>Special Attacks</b> disease, distraction (DC 12)	
<b>STATISTICS</b>	
<b>Str</b> 2, <b>Dex</b> 15, <b>Con</b> 13, <b>Int</b> 2, <b>Wis</b> 13, <b>Cha</b> 2	
<b>Base Atk</b> +2; <b>CMB</b> —; <b>CMD</b> —	
<b>Feats</b> Improved Initiative, Skill Focus (Perception)	
<b>Skills</b> Acrobatics +6, Climb +10, Perception +8, Stealth +14, Swim +10; <b>Racial Modifiers</b> uses Dex to modify Climb and Swim	
<b>SPECIAL ABILITIES</b>	
<b>Disease (Ex)</b> Filth fever: Swarm - injury; <i>save</i> Fort DC 12; <i>frequency</i> 1/day; <i>effect</i> 1d3 Dex damage and 1d3 Con damage; <i>cure</i> 2 consecutive saves. The save DC is Constitution based.	
<b>Distraction (Ex)</b> the rat swarm can nauseate the creature that it damages. Any living creature that takes damage from the swarm is nauseated for 1 round; a Fortitude save (DC 12) negates the effect.	

### Treasure

If the PCs clear the rats from the room the party can collect the coinage, totaling 324 cp and a filthy platinum

diamond brooch (worth 1,000 gp when cleaned).

## C4. Cistern

**CR 5**

*Water roars into this room from three different directions, creating a swirling torrent in the center before flowing to the east. There are numerous exits leaving this room from the walkway that surrounds the cistern, but judging by the mist in the air and the slick moss growing on the stone it is dangerously slippery.*

A pair of water elementals, summoned years ago by a local wizard, has come to call the turbulent waters of the cistern home.

### Hazard

Three flows of murky water contribute to the swirling pool that gathers in this room. The mist created by the joining of these contributories makes surfaces slick, causing a -5 circumstance penalty for any Acrobatics or Climb skill checks attempted in this room.

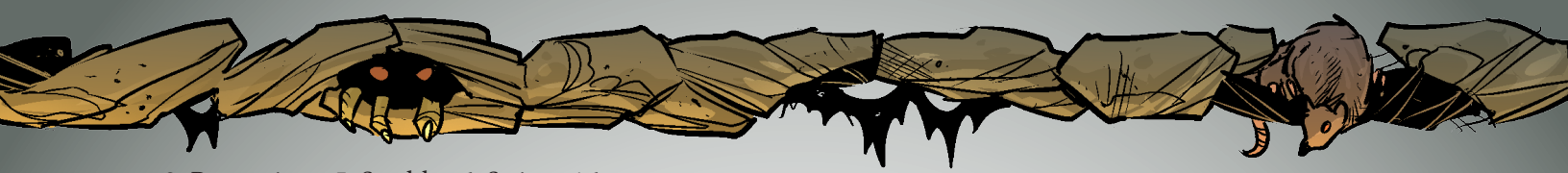
### Creatures

The elementals normally keep to themselves, feeding on whatever edible material comes along, should any of the characters stray to near the edge of the walkway, the elementals rise up from the water to attack, attempting to pull their prey into their watery home.

<b>Medium Water Elemental</b> (2)	<b>CR 3</b>
<b>XP 800 each</b>	
N Medium outsider (elemental, extraplanar, water)	
<b>Init</b> +1; <b>Senses</b> darkvision 60 ft.; Perception +5	
<b>DEFENSE</b>	
AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)	
<b>hp</b> 30 (4d10+8)	
<b>Fort</b> +6, <b>Ref</b> +5, <b>Will</b> +1	
<b>Immune</b> elemental traits	
<b>OFFENSE</b>	
<b>Spd</b> 20 ft., Swim 90 ft.	
<b>Melee</b> slam +7 (1d8+4)	
<b>Special Attacks</b> drench, vortex (DC 15, 10-30 ft.), water mastery	
<b>STATISTICS</b>	
<b>Str</b> 16, <b>Dex</b> 12, <b>Con</b> 15, <b>Int</b> 4, <b>Wis</b> 11, <b>Cha</b> 11	
<b>Base Atk</b> +4; <b>CMB</b> +7; <b>CMD</b> 18	
<b>Feats</b> Cleave, Power Attack	
<b>Skills</b> Acrobatics +6, Escape Artist +6, Knowledge (planes)	







+2, Perception +5, Stealth +6, Swim +16

Languages Aquan

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#### SPECIAL ABILITIES

**Drench (Ex)** The elemental's touch puts out non-magical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (CL 4th).

**Vortex (Su)** A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the [whirlwind special attack](#), but can only form underwater and cannot leave the water

**Water Mastery (Ex)** A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

#### Development

The ratfolk watch this room from the east at all times. Should they spot a member of the party they slip through the nearby secret door to warn the rest of the warren.

## C5. Lookout Post

CR 4

*This room is empty save for a small table with a single chair and a bookshelf, half-filled with books.*

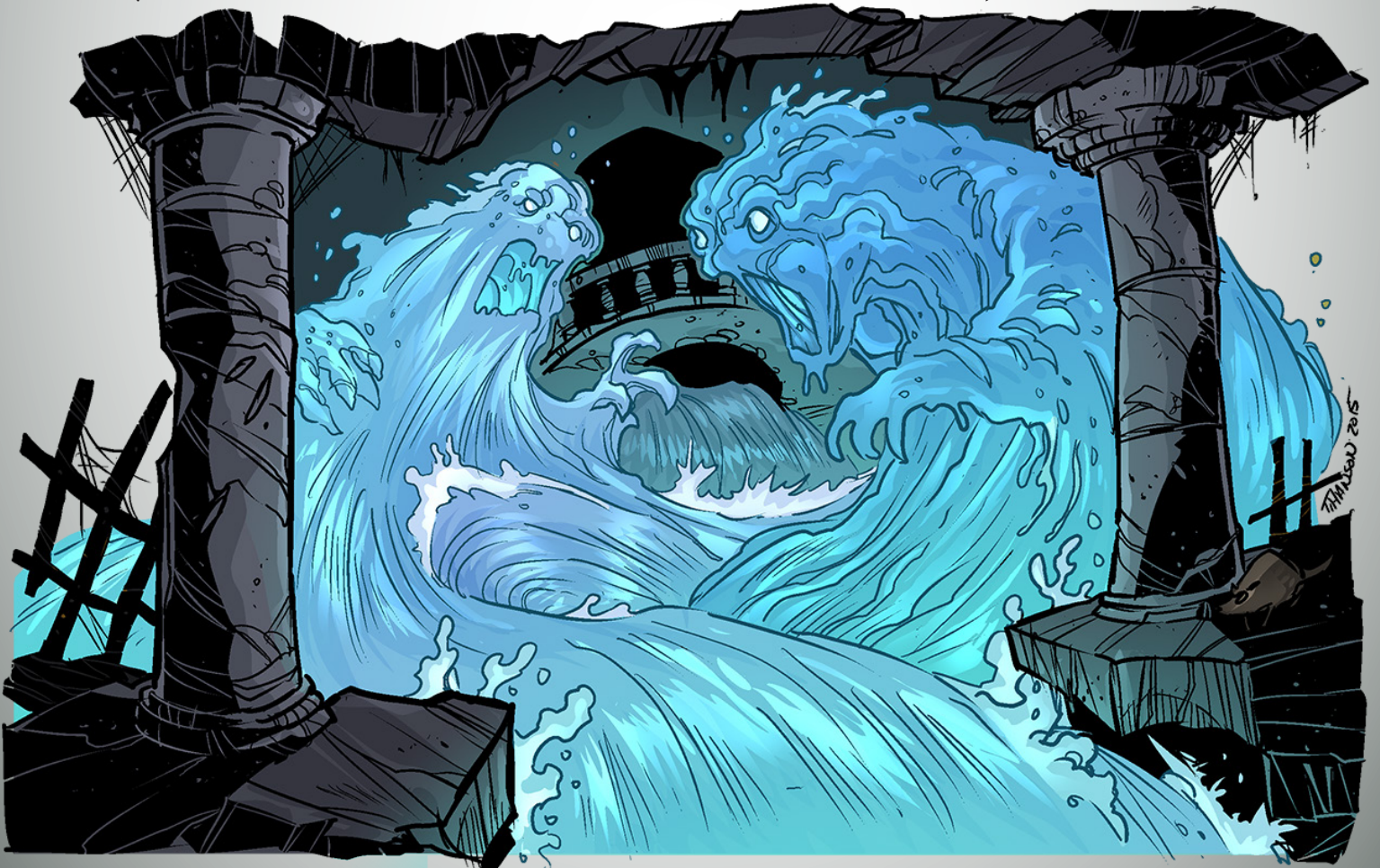
Finding the secret door that accesses this room requires a successful DC 25 Perception skill check.

The books are a collection of information gathered about various important places in the city. It includes maps of the sewers beneath several government buildings and reports on the movements of many members of the city's nobility. The shelf also contains several pamphlets from merchants and temples advertising both wares and faiths.

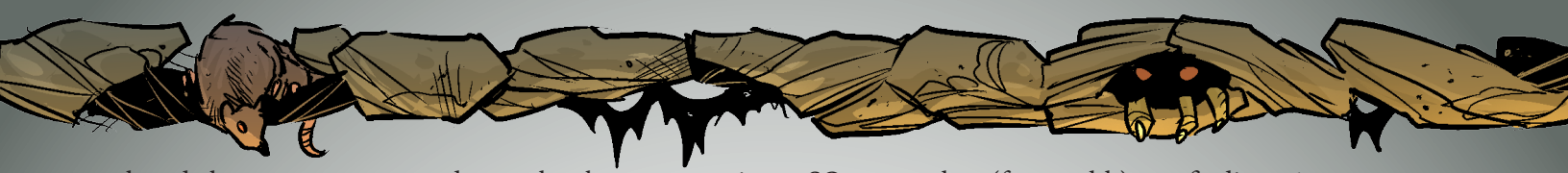
An organization known as the Chosen of Kelythia has contracted the ratfolk to gather information on the city, as well as certain particular people and places of interest. The contents of the bookshelf are the sum total of what they have been able to collect thus far, annotated with guard locations, watch rotations, and other such information that any good thief would pay attention to.

#### Knowledge (local)

With a DC 15 check, the PCs learn the information







gathered here seems centered on the key targets in Hearthridge's aristocracy. With a DC 20 check, there are several temples that would likely serve as safe houses, and with particular attention paid to the Tradesman's Temple. With a DC 25 check, the PCs discover the "Chosen of Kelythia" contracted the ratfolk for the information.

### Creatures

Two of the ratfolk rogues remain here at all times to keep an eye on the northern corridor. Should they see anyone approaching they observe them long enough to see whether or not they fall victim to the pit trap that dumps them into the water below before running back to the warren to report the intrusion.

#### **Ratfolk Rogue (2)** CR 2

XP 600 each

Male ratfolk rogue 3

CN Small humanoid (ratfolk)

**Init** +3; **Senses** darkvision 60 ft.; **Perception** +9

#### DEFENSE

**AC** 19, touch 16, flat-footed 14 (+3 armor, +4 Dex, +1 dodge, +1 size)

**hp** 22 (3d8+5) each

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

**Defensive Abilities** evasion, trap sense +1

#### OFFENSE

**Speed** 20 ft.

**Melee** shortsword +7 (1d4/19-20)

**Ranged** throwing dagger +7 (1d3/19-20)

**Special Attacks** sneak attack +2d6, swarming

#### TACTICS

**During Combat** The ratfolk attempt to take advantage of their sneak attack ability in any way they can. This means utilizing surprise attacks, flanking tactics, or their swarming ability, which allows two ratfolk to share the same square, to maximize their effectiveness.

#### STATISTICS

**Str** 10, **Dex** 18, **Con** 13, **Int** 14, **Wis** 13, **Cha** 11

**Base Atk** +2; **CMB** +1; **CMD** 16

**Feats** Dodge, Weapon Finesse

**Skills** Acrobatics +9 (+5 to jump), Appraise +6, Bluff +4, Climb +4, Craft (alchemy) +8, Disable Device +10, Disguise +4, Escape Artist +9, Intimidate +4, Knowledge (local) +6, Perception +9, Sense Motive +7, Sleight of Hand +9, Stealth +13, Swim +4; **Racial Modifiers** +2 Craft (alchemy), +2 Perception

**Languages** Common, Draconic, Gnome

**SQ** rogue talent (fast stealth), trapfinding +1

**Gear** shortsword, studded leather armor, 2 throwing daggers, belt pouch, thieves' tools, vial of alchemist's fire, 7 gp, 6 sp, 5 cp each

## C6. Common Room CR 5

*The warm feel of this room is a stark contrast to the wet misery that dominates the rest of the sewers. It seems similar to a tavern common room, complete with several tables surrounded by chairs and a small fire burning in a sturdy fireplace. Two large chests sit against the wall near the fireplace beside a pile of firewood, sealed with strong locks of cast iron.*

On an average day there are two ratfolk in this room, alongside three of the warren's dire rat pets. The others are assigned to lookout duty, working with the alchemist, or out plying their trade on the streets of the city above.

### Creatures

While the ratfolk immediately draw weapons and assume a defensive posture, they do not attack unless attacked first or the PCs threaten their warren or treasures.

#### **Ratfolk Rogue (2)** CR 2

XP 600 each

hp 22 each (see area C6)

#### **Dire Rats (3)** CR 1/3

XP 135 each

N Small animal

**Init** +3; **Senses** low-light vision, scent; **Perception** +4

#### DEFENSE

**AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

**hp** 5 (1d8+1)

**Fort** +3, **Ref** +5, **Will** +1

#### OFFENSE

**Spd** 40 ft., climb 20 ft., Swim 20 ft.

**Melee** bite +1 (1d4 plus disease)

**Special Attacks** disease

#### STATISTICS

**Str** 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4

**Base Atk** +0; **CMB** -1; **CMD** 12 (16 vs. trip)

**Feats** Skill Focus (Perception)

**Skills** Climb +11, Perception +4, Stealth +11, Swim +11;

**Racial Modifiers** uses Dex to modify Climb and Swim

#### SPECIAL ABILITIES





**Disease (Ex)** Filth fever: Swarm - injury; *save* Fort DC 11; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution based.

## Development

A successful DC 15 Diplomacy check can convince the ratfolk that the party are not members of the city guard. If treated respectfully, one of them may run off to get Tilka, the alchemist, who speaks for the warren.

## Treasure

The lock on each chest requires a DC 25 Disable Device check to open. Chest one contains two bolts of red silk (worth 50 gp each), nine platinum pieces, and a dozen shiny gems totaling 210 gp in value. Chest two contains two coin pouches containing a total of 72 gp, 123 sp, and 97 cp; a necklace of small pearls (worth 90 gp), and an ingot of mithral large enough to craft into a light or one-handed weapon (worth 500 gp).

## C7. Workshop CR 5

*This is obviously a laboratory of some sort. Tables filled with strange devices and equipment cover the majority of this room. Several substances bubble softly within glassware, giving off strange odors that either entice or disgust. Bookshelves, each standing just over four feet in height conceal the walls, shelves filled to bursting with tomes and scrolls. In the far corner of the room rests a small bed and chest of drawers.*

This is the alchemy lab and home of Tilka, the alchemist leader of the ratfolk, and a pair of dire rats that serve as her pets. Though protective of her kin and their lair, she is incredibly intelligent, and can easily recognize the

potential for mutual gain should the PCs suggest a bartering agreement. Of all the ratfolk, only Tilka knows how to create the muriod oil the party requires. She has little on hand, due to its frequent use by the ratfolk to nullify the hounds tracking abilities. She gives the oil to the PCs in exchange for not telling the city watch of the ratfolk or their location, as well as a nominal fee of 20 gold pieces in coin or trade.

## Creatures

Use the following statistics for Tilka Swiftblade.

### Tilka Swiftblade

CR 5

XP 1,600

Female ratfolk rogue 6

CN Small humanoid (ratfolk)

**Init** +4; **Senses** darkvision 60 ft.; **Perception** +12

#### DEFENSE

**AC** 19, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 size)  
**hp** 43 (6d8+8)

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

**Defensive Abilities** evasion, trap sense +2, uncanny dodge

#### OFFENSE

**Speed** 20 ft.

**Melee** masterwork dagger +9 (1d3+1/19-20) and +1 returning dagger +9 (1d3+2/19-20)

**Ranged** +1 returning dagger +9 (1d3+2/19-20)

**Special Attacks** sneak attack +3d6, swarming

**Spell-Like Abilities** (CL 6<sup>th</sup>, concentration +6)  
3/day – detect magic

#### TACTICS

**During Combat** Like the rest of the warren, Tilka attempts to take full advantage of her sneak attack abilities, flanking with her dire rat pets whenever she can. If the battle turns against her she attempts to escape from the room and into the sewers, using her wand to fire *freezing rays* at anyone pursuing her. Her shouts of warning echo through the tunnels and alerting any remaining ratfolk of the danger.

#### STATISTICS

**Str** 12, **Dex** 18, **Con** 10, **Int** 18, **Wis** 15, **Cha** 14

**Base Atk** +4; **CMB** +4; **CMD** 18

**Feats** Quick Draw, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Dagger)

**Skills** Acrobatics +12 (+8 to jump), Appraise +12, Bluff +10, Climb +10, Craft (alchemy) +15, Diplomacy +11, Disable Device +14, Disguise +6, Escape Artist +13, Intimidate +7, Perception +12, Sense Motive +10, Sleight of Hand +12, Stealth +16, Swim +7, Use Magic Device +8; **Racial Modifiers** +2 Craft (alchemy), +2 Perception, +2 Use Magic Device, rodent empathy









## D. Ground Abalone Shells CR 6

Abalone shells wash up along the shoreline. Given that the coast for many miles outside of the city has steep, rocky banks, this leads the party to the docks district, where the removal of rocks allowed for ships to come in to port.

The PCs can acquire the shells easiest of all of Gerard's ingredients, but finding them is difficult. The PCs must go down to the waterfront in early morning (any later and others harvest any of the shells they may have found) and search the shoreline for these relatively rare shells. Each character can locate a single, undamaged shell each hour.

While collecting shells, the party finds five children playing on the beach. The PCs might solicit their help in exchange for helping them finish a particularly complex sandcastle. This requires a Craft (any), Knowledge (engineering), or Sleight of Hand skill check. With a successful DC 15 check the sandcastle is impressive enough to get the kids helping for one hour (collecting five shells). The children help for an additional hour (collecting five more shells) for every 5 the skill check result exceeds the base difficulty. See the table on the following page for construction results.

### Creatures

After the PCs collect at least 10 of the shells a group of

thugs takes notice of them and begins to lurk nearby. The thugs shout their way, saying things like "I bet those are the fools working for that arsonist gnome!" and "What do you think they're doing? Trying to blow up the REST of the city?" After several of these comments, the Captain attempts to demoralize the weakest looking PC with Intimidate. Cap then demands the PCs give the bandits all their valuables. Refusal causes the thugs to attack.

### Captain "Cap" Bellon

CR 4

XP 1,200

Male human fighter 5

CN Medium humanoid (human)

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

#### DEFENSE

**AC** 15, touch 12, flat-footed 13 (+2 armor, +1 Dex, +1 dodge, +1 shield)

**hp** 43 (5d10+5)

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

**Defensive Abilities** evasion, trap sense +2, uncanny dodge

#### OFFENSE

**Speed** 30 ft.

**Melee** unarmed strike +6/+4 (1d3+6/1d3+4)

**Special Attacks** weapon training (natural +1)







## Castle Construction

Skill Check	Part of the Sandcastle Constructed	Number of Shells
10	Outer Wall	5
15	Keep with a single large tower	10
20	Barracks and an armory, complete with weapons made from debris	15
25	The corner towers in the outer wall are now two feet tall, complete with battlements.	20
30	You construct the ultimate sandcastle, with three foot high walls, towers as tall as a man, and a gatehouse, complete with a door made from driftwood. Passersby toss 2d6 gold pieces to the party in appreciation for your artwork.	25

### TACTICS

**During Combat** Cap attacks anyone he has successfully intimidated first in an effort to eliminate the greatest threat. While he isn't looking to kill the PCs, he wants to rough them up enough to get their money and valuables. As such, he constantly tries to intimidate them into surrender and yelling comments like "Had enough yet!?"

### STATISTICS

**Str 16, Dex 13, Con 13, Int 10, Wis 11, Cha 12**  
**Base Atk +8; CMB +8 (+10 grapple); CMD 20 (22 vs. grapple)**  
**Feats** Dodge, Improved Grapple, Improved Unarmed Strike, Intimidating Prowess, Power Attack, Weapon Focus (Unarmed), Weapon Specialization (Unarmed)  
**Skills** Appraise +1, Climb +9, Intimidate +12, Survival +4, Swim +10  
**Languages** Common  
**SQ** armor training 1  
**Gear** *bracers of armor* +2, buckler, 2d6 abalone shells, gold chain (50 gp), 2d10 gp and 3d6 sp.

### Thug

CR 1

XP 400 each

Male human warrior 3

CN Medium humanoid (human)

**Init +1; Perception +0**

### DEFENSE

AC 12, touch 12, flat-footed 10 (+1 Dex, +1 dodge)

hp 19 (3d10+3)

**Fort +4, Ref +2, Will +1**

### OFFENSE

Speed 30 ft.

Melee dagger +5 (1d4+2/19-20)

Range dagger +4 (1d4+2/19-20)

### TACTICS

**During Combat** Two of the thugs attack a single opponent, whomever happens to be closest to them at the start of the confrontation. The third flings two daggers at the party and then joins the fray.

### STATISTICS

**Str 14, Dex 13, Con 13, Int 9, Wis 10, Cha 9**

**Base Atk +3; CMB +5; CMD 17**

**Feats** Dodge, Point-Blank Shot, Precise Shot

**Skills** Climb +8, Intimidate +5, Swim +8

**Languages** Common

**Gear** 3 daggers, 1d4 abalone shells, 2d6 sp each

### Development

Once the tide of combat turns against them, the gang backs off. The PCs can then turn the tables on the thugs, scaring them into surrendering their valuables with a DC 15 Intimidate check. Any attempt to Intimidate them without some show of strength increases the DC by 5.

### Treasure

Gerard purchases any excess shells from the party for 2 gp apiece.

## E. An Angry Mob!

When the party returns to the Fiery Furball they find its proprietor behind the counter as always. He works late into the evening these days, attempting to make up for the money he lost from his most recent disaster. As they enter his shop, read or paraphrase the following.

*A bell on the door rings when opened, and an enormous grin spreads slowly across Gerard's face until it stretches from ear to ear. He leaps up onto the counter in a burst of excitement that makes him forget for a moment that he is quite an old*





gnome, and there is an unpleasant cracking sound when he lands.

"You're back! I'm sure you were successful in gathering the items I required, correct? I mean, with your great physical stature, intense cunning and unimpeachable sense of fashion how could you fail? So do you have the ingredients I requested? I have your money right here if you do..."

The gnome pats a pouch at his waist... finding it empty, he proceeds to thoroughly search himself, patting every inch of his body down. Finding nothing he silently holds up a finger, before diving behind the counter, knocking over several metal containers, and landing on the other side with a resounding crash! A moment passes, then a small hand shoots up holding a large leather pouch that jingles with the sound of coins.

"I've got it!" He says as he resurfaces on the other side of the counter. "Now, my ingredients?"

Gerard waits anxiously for the PCs to hand over the items on his list, laying each ingredient out on the counter and taking inventory of what the party has brought him. Several "ooo's" and "ahh's" escape his lips as he marvels at their success.

The PCs notice five curious shopkeepers gathering outside of Gerard's shop with a DC 20 Perception check. When the PCs have shown Gerard all the ingredients, read or paraphrase the following.

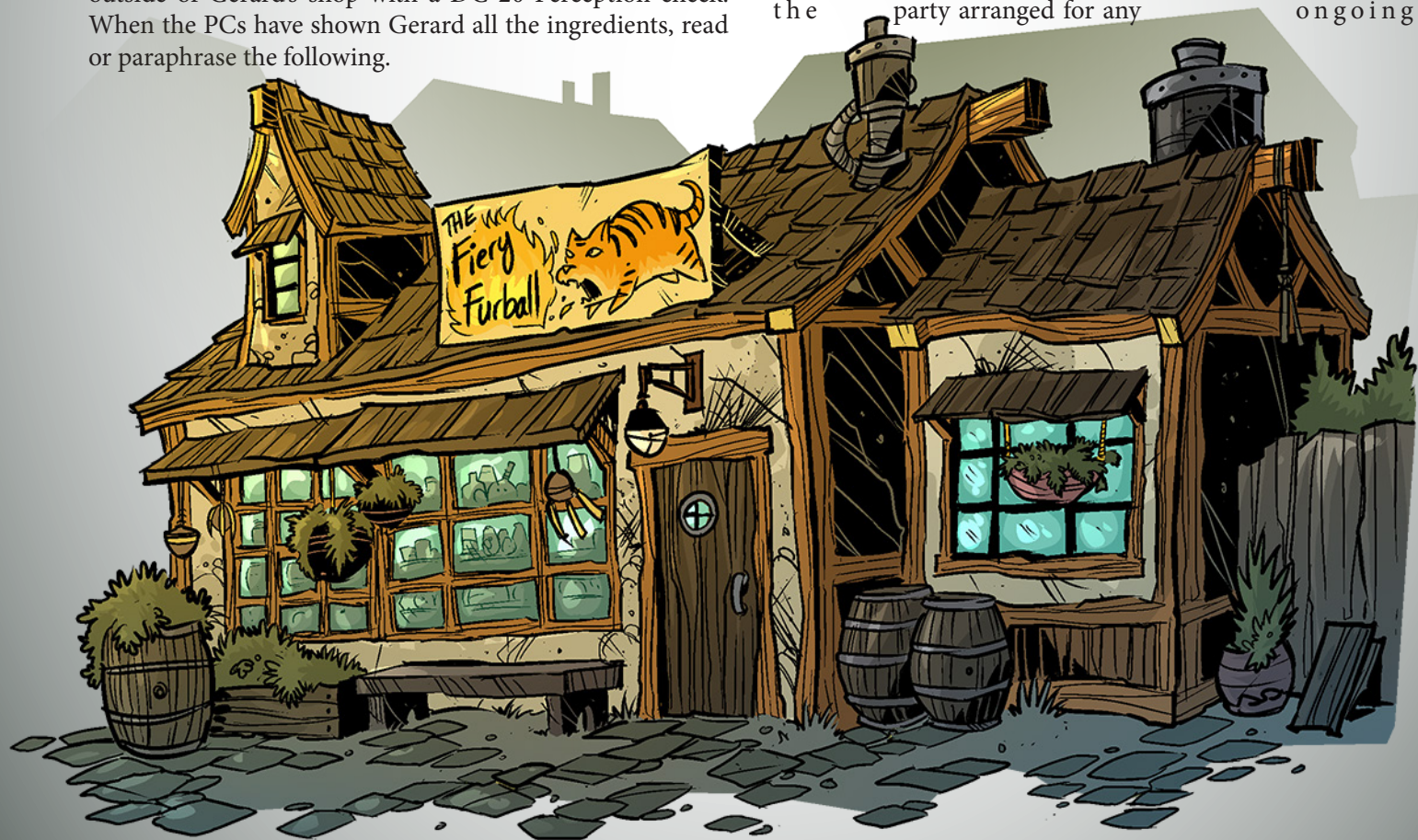
"Such great success! Then again, I never doubted people of your girth and stature. Obviously you make enough as adventurers to feed yourselves overly well. I'm sure the nobles are jealous of the size of your belts; they are good for so many things after all. But I'm getting distracted."

Gerard puts the large pouch of coins on the counter and quickly counts out scores of gold coins, then promptly shoves the pile of coins over.

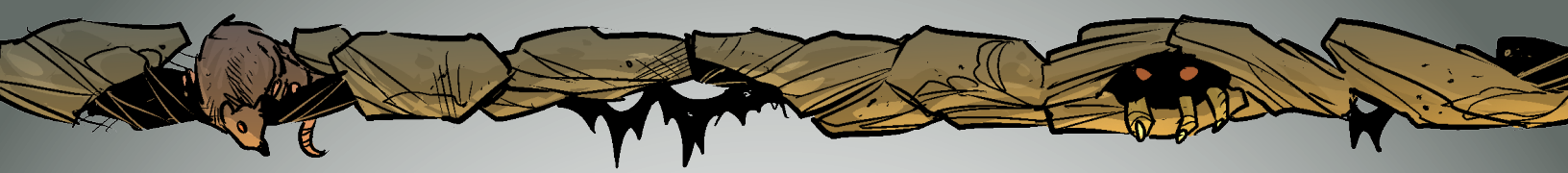
"I believe that settles us up. What do you intend to do with your newfound wealth eh? I'm sure we could come to some manner of arrangement if you wanted to purchase some of my wares... Oh! If you are willing to stick around for an hour or so I'll give you some of my new creation as a bonus! I'm sure you'll want that."

He scurries back to the curtain at the rear of the shop, throwing it open violently and revealing a pristine laboratory beyond. A fire already burns in the hearth and he obviously has a number of other mixtures already begun.

Gerard is perfectly willing to converse with the party as he prepares his masterpiece, asking all manner of questions about their adventures, where they found his ingredients and any little details he finds interesting along the way. If the party arranged for any ongoing







trade deals (either with the ratfolk or the kobolds) he is likely to hear about it at this point. He is happy to offer the group and additional 100 gp for each ongoing agreement they initiated.

The gnome is notably silent on the nature and purpose of his masterpiece as he grinds the shells into powder, chops up the mushrooms and otherwise prepares the remaining ingredients. Once everything is ready he throws all of the ingredients into a pot that has been heating over the fire and cooks it for a quarter hour.

Anyone in the party can attempt a DC 15 Perception check to notice the rising size and volume of the mob forming in the street. Ten people have gathered, with a man at the forefront shouting to the others something about the Devil Gerard and explosions. If the PCs do nothing, read or paraphrase the following.

*“I can’t thank you enough for getting everything I needed. My newest creation is finally complete! BEHOLD! You are the first to witness my triumph! There were no adverse reactions in my formula, nothing foul, except perhaps the smell, which I have to admit is rather potent... It is a masterpiece!”*

*He hurriedly removes the pot from the fireplace and places it on a stone plate on the counter.*

*“Thanks to you my overly large friends, I have created Gerard’s Ultimate Miraculous Benevolent Odiferous brew! Suppose I could just call it gumbo for short, but that would just be decidedly un gnome-like. Come! Come, you must try it with me, since you were instrumental in its creation!”*

At this point the mob has grown to 20 people, and there is a substantial amount of anger over the last experiment the gnome conducted. Fear that he might once again set fire to the district runs rampant through the gathering crowd. A Perception check is no longer necessary to notice the ruckus outside, and calls for the gnome to come out grow louder. With an expression that somehow perfectly blends genuine concern and exasperation, Gerard turns towards the door.

*“I don’t know what’s going on! They think I’m going to blow up the neighborhood or something! Like I would do that more than once... sheesh! The assumptions of the ignorant masses never cease to astound. But that’s not the point! They’re throwing things now. It won’t be long before they start to destroy my place of business, my home! What to do, what to do!?”*

### Hazard

The mob begins throwing things through the windows upsetting a shelf filled with vials of freshly brewed alchemist’s fire. In an instant the building is aflame, with

small explosions occurring every 1d4 rounds as various combustible materials are caught in the blaze. Every round after the first any character still in the house must make a Fortitude save (DC 15 +1 per previous check) or spend the round choking and coughing. Anyone who chokes for two consecutive rounds takes 1d6 points of nonlethal damage. In any round that an explosion occurs, each character must make a DC 15 Reflex save or take 1d6 points of fire damage from the blaze (no damage on a successful save). Gerard breathes in too much of the smoke, he must rely on the PCs to save him.

The PCs can attempt to put out the flames as a full-round action. A DC 20 Spellcraft check identifies a *decanter of endless water* on the shelf they can shoot at the flames. Otherwise the PCs must succeed on a DC 15 Craft (alchemy) check to throw freezing reagents onto the flames or a DC 20 Disable Device check to collapse a shelf and smother the flames.

### Creatures

The gathering mob is mostly local shopkeepers armed with daggers.

#### Shopkeep (5, 10, or 15) CR 1

XP 400 each

Human expert 3

N Medium humanoid

Init +0; Perception +8

#### DEFENSE

AC 10, touch 10, flat-footed 10

hp 13 (3d8)

Fort +1, Ref +1, Will +4

#### OFFENSE

Speed 30 ft.

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

Range dagger +2 (1d4-1/19-20)

#### STATISTICS

Str 9, Dex 10, Con 10, Int 11, Wis 13, Cha 12

Base Atk +2; CMB +1; CMD 11

Feats Alertness, Deceitful, Skill Focus (Profession [merchant])

Skills Appraise +6, Bluff +9, Diplomacy +7, Disguise +6, Knowledge (local) +6, Linguistics +6, Perception +8, Profession (merchant) +10, Sense Motive +9

Languages Common, Dwarven, Gnome, Halfling

Combat Gear smokestick, tanglefoot bag; Other Gear dagger, disguise kit, heavy horse and wagon, 433 gp worth of trade goods







## G.U.M.B.O. Effects

# of Ingredients	Part of the Sandcastle Constructed
4	Fulfills all food requirements for two days and functions as a <i>potion of cure moderate wounds</i> .
5	As above, plus grants a +2 enhancement bonus to Strength for 2d6 hours.
6	As above, except it functions as a <i>potion of cure serious wounds</i> .
7	As above, plus grants a +2 enhancement bonus to Constitution for 2d6 hours as well.
8	As above, except one of the bonuses to Strength or Constitution is permanent and becomes an inherent bonus! (d4 to determine which: Odd = Str, Even = Con)

### Development

If the PCs do nothing the crowd waits for Gerard to flee his burning shop before throwing him into jail for once more endangering the city. The fire spreads, again consuming many of their homes and businesses.

The PCs can attempt to calm the crowd down, but it requires a DC 26 Diplomacy check. The PCs receive a +10 bonus for putting out the fire. Other actions (such as turning the *decanter of endless water* on the crowd) or skill checks (such as Bluff or Intimidate) can add an additional +5 bonus to the check.

Consuming a dose of the G.U.M.B.O. in front of the crowd grants a +10 bonus to the Diplomacy check as it proves that there is little danger in Gerard's latest experiment. The crowd gasps at the act, and mills about for a few minutes before dispersing. The true effects of his G.U.M.B.O. are dependent on the number of ingredients brought to him by the PCs, and can be found on the table above.

### Story Award

For every ingredient the party gathers above four, they receive an additional 200 XP.

### Conclusion

Gerard offers each PC a vial of the soup to take with them if the Fiery Furball is in one piece. If applicable, each PC can only apply the permanent ability score bonus once to a single ability score.

The gnome is open to future possibilities of working with the group, especially if they managed to save his shop, and gives them a 20% discount on his wares due to their success. This may lead to any number of future adventures as Gerard is always coming up with new experiments and seeking strange ingredients.

Many of the citizens that live and work in the market district have had their eye on Gerard since his last major

catastrophe. Successfully dispersing the mob without resorting to violence goes a long way towards restoring the industrious gnome's reputation, particularly if his shop (and the surrounding buildings) weren't burned down in the process.

## Continuing the Adventure

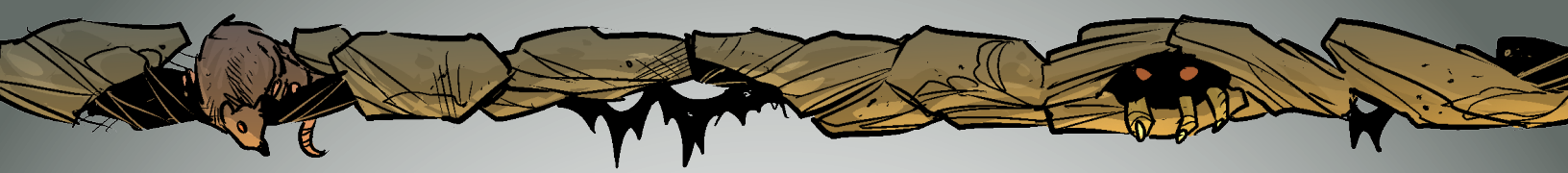
There is no end to the supplies Gerard requires for his alchemical products and experiments, and since the party has proven their abilities, he no doubt calls upon them for similar errands in the future. He may even pay the PCs a higher wage. Good help is hard to find after all.

Questions still remain surrounding the information found in the warren of the ratfolk as well. The Chosen of Kelythia is an organization that serves as a puppet master to any guild, house of nobility, or even city that falls under its sway. They use bribery, blackmail, assassination, and a variety of other methods to place individuals under their influence in positions of power. In some cases, they even manipulate situations so that these individuals seem like saviors or heroes of the people. There is no limit to the complexity or ruthlessness of their plans, and only the highest echelons of the Chosen know their true designs. Are they only investigating the city of Hearthridge, or have they already chosen it as their next victim?

# The End







**Algar Smithson**

**Male Dwarf**

CLASS/LEVEL Fighter 3  
INITIATIVE +1  
SPEED 20 ft.

**Abilities**

STRENGTH 15  
DEXTERITY 13  
CONSTITUTION 17  
INTELLIGENCE 10  
WISDOM 14  
CHARISMA 10

**Defense**

HP 38  
AC 18, touch 11, Flat-footed 17  
(+7 armor, +1 Dex)  
Fort +6; Ref +2 Will +3  
Senses darkvision 60 ft.

**Skills**

Climb +3, Craft (weapons)  
+4, Intimidate +5, Knowledge  
(dungeoneering) +5

**Feats**

Cleave, Power Attack,  
Toughness, Weapon Focus  
(warhammer)

**Offense**

Melee masterwork warhammer  
+7 (1d8+2/x3)  
Base Atk +3; CMB +5;  
CMD 16

**Equipment**

+1 chainmail, masterwork  
warhammer, backpack, father's  
necklace (150 gp), rations (2),  
potion of bull's strength, 27 gp

Born the son of a prestigious dwarven smith, Algar was raised to follow in his father's footsteps. However, the Fates had something else in mind, and the taste for adventure drew him from the fires of the forge.



**Vale Swiftarrow**

**Male Elf**

CLASS/LEVEL Ranger 3  
INITIATIVE +4  
SPEED 30 ft.

**Abilities**

STRENGTH 13  
DEXTERITY 18  
CONSTITUTION 10  
INTELLIGENCE 17  
WISDOM 10  
CHARISMA 12

**Defense**

HP 26  
AC 17, touch 14, Flat-footed 13  
(+3 armor, +4 Dex)  
Fort +3; Ref +7 Will +3  
Senses low-light vision

**Skills**

Acrobatics +7, Climb +8, Handle  
Animal +8, Heal +7, Knowledge  
(geography) +8, Knowledge  
(nature) +9, Perception +9, Ride  
+8, Stealth +10, Survival +7,  
Swim +8

**Feats**

Endurance, Iron Will, Point-  
Bank Shot, Precise Shot

**Offense**

Melee short sword +4  
(1d6+1/19-20)  
Ranged longbow +8 (1d8+1/x3)  
Base Atk +3; CMB +5;  
CMD 19  
Favored Enemy Vermin  
Favored Terrain Forest

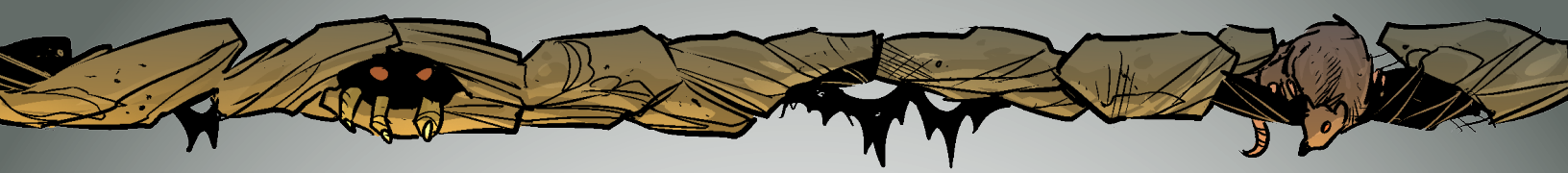
**Equipment**

masterwork studded leather,  
+1 longbow, arrows (x20), short  
sword, backpack, belt pouch,  
rations (4), silk rope, 59 gp

Vale comes from a long line of skilled huntsmen. From a very early age he demonstrated a level of skill almost unheard of, even among the elves. Though he has been content to live the humble life his father chose for many years, something greater now calls to him.







### Female Gnome

CLASS/LEVEL Monk 3  
 INITIATIVE +7  
 SPEED 20 ft.

### Abilities

STRENGTH 12  
 DEXTERITY 16  
 CONSTITUTION 15  
 INTELLIGENCE 10  
 WISDOM 14  
 CHARISMA 12

### Defense

HP 29  
 AC 17, touch 17, Flat-footed 13 (+3 Dex, +2 Wis, +1 Dodge, +1 Size)  
 Fort +5; Ref +6 Will +5  
 Senses low-light vision

### Skills

Acrobatics +9, Escape Artist +9, Perception +10, Sense Motive +7, Stealth +11

### Feats

Deflect Arrows, Dodge, Improved Initiative, Improved Unarmed Strike, Mobility, Stunning Fist

### Offense

Melee unarmed strike +4 (1d4+1)  
 Ranged sling +4 (1d3+1)  
 Base Atk +3; CMB +3; CMD 18  
 Special Attacks Flurry of blows (+3/+3)

### Equipment

sling, bullets (x10), backpack, belt pouch, grappling hook, rations (2), *potion of cat's grace*, *potion of cure moderate wounds*, silk rope

## Freida Littlefist

Freida has trained hard to find her inner strength. Her years of practice have yielded the confidence and skills to fight for those she cares about, and protect herself from a city that sees gnomes as second class citizens.



### Male Human

CLASS/LEVEL Rogue 3  
 INITIATIVE +3  
 SPEED 30 ft.

### Abilities

STRENGTH 10  
 DEXTERITY 17  
 CONSTITUTION 13  
 INTELLIGENCE 15  
 WISDOM 10  
 CHARISMA 14

### Defense

HP 25  
 AC 17, touch 14, Flat-footed 13 (+3 armor, +3 Dex, +1 Dodge)  
 Fort +2; Ref +6 Will +1

### Skills

Acrobatics +9, Appraise +7, Bluff +8, Climb +6, Diplomacy +8, Disable Device +10, Disguise +8, Escape Artist +8, Knowledge (local) +8, Perception +8, Sense Motive +7, Sleight of Hand +8, Stealth +9

### Feats

Alertness, Dodge, Fleet

### Offense

Melee +1 short sword +1 (1d6+1/19-20)  
 Ranged dagger +3 (1d4)  
 Base Atk +2; CMB +2; CMD 16  
 Special Abilities fast stealth

### Equipment

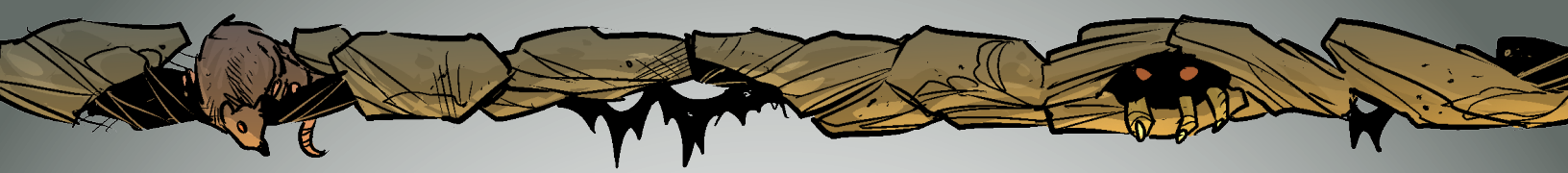
masterwork studded leather, daggers (x2), +1 short sword, backpack, belt pouch, rations (2), thieves' tools

## Eryk Umbris

Eryk grew up on the streets of Hearthridge, and knows the back alleys like few others. He learned how to survive by helping the guards, investigating strange occurrences, and helping those who might pay him for the assistance.







### Female Half-Elf

CLASS/LEVEL	Sorcerer 3
INITIATIVE	+1
SPEED	20 ft.

### Abilities

STRENGTH	10
DEXTERITY	13
CONSTITUTION	10
INTELLIGENCE	15
WISDOM	12
CHARISMA	19

### Defense

HP 14  
 AC 12, touch 11, Flat-footed 17 (+7 armor, +1 Dex)  
 Fort +1; Ref +4 Will +4  
 Senses low-light vision  
 Resist Acid 5, Cold 5

### Skills

Bluff +10 Knowledge (arcana) +8,  
 Spellcraft +13, Stealth +4, Swim +2,  
 Use Magic Device +10

### Feats

Eschew Materials, Lightning Reflexes, Magical Aptitude, Skill Focus (Spellcraft)

### Offense

**Melee** masterwork dagger +2 (1d4/19-20)  
**Ranged** masterwork dagger +3 (1d4/19-20)  
**Base Atk** +3; **CMB** +5;  
**CMD** 16  
**Special Abilities** heavenly fire (1d4+1, 7/day)  
**Spells Known** (CL 3rd; concentration +7)  
 1st — *bless*, *charm person* (DC 15), *mage armor*, *ray of enfeeblement* (DC 15)  
 0 (at will) — *detect magic*, *light*, *mage hand*, *message*, *prestidigitation*

### Equipment

backpack, *bracers of armor* +1, spell component pouch, *wand of magic missile* (CL 3rd, 13 charges)

## Shii Lanai

Shii is descended from a noble line blessed with celestial blood. She has never been officially trained in the ways of magic, but prides herself in the knowledge she has gained without such tutelage.



### Female Human

CLASS/LEVEL	Cleric 3
INITIATIVE	+0
SPEED	30 ft.

### Abilities

STRENGTH	14
DEXTERITY	10
CONSTITUTION	12
INTELLIGENCE	13
WISDOM	16
CHARISMA	16

### Defense

HP 23  
 AC 13, touch 10, Flat-footed 13 (+3 armor)  
 Fort +4; Ref +1 Will +6

### Skills

Appraise +6, Diplomacy +9, Heal +9, Knowledge (religion) +7, Sense Motive +3, Spellcraft +5

### Feats

Brew Potion, Combat Casting, Selective Channeling

### Offense

**Melee** +1 *heavy mace* +5 (1d8+3)  
**Base Atk** +2; **CMB** +4;  
**CMD** 14  
**Special Abilities** channel positive energy 6/day (DC 14, 2d6)  
**Spell-Like Abilities** (CL 3rd, Concentration +6)  
 6/day—*calming touch* 1d6+3, *rebuke death* (1d4)  
**Domains** Community, Healing

### Equipment

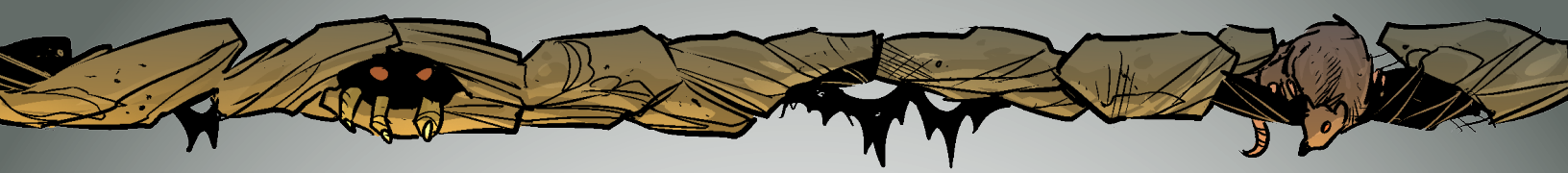
+1 *heavy mace*, masterwork studded leather, silver holy symbol, *scroll of cure serious wounds*, rations (2), 4 gp

## Roseline Fairchild

Raised from birth in Heartridge Cathedral, Rosline knows little of the outside world. She was taught the ways of faith by the clergy, though her ties to the divine run much deeper than any lesson learned in the cathedral.







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### Necessary Ingredients:

- 7 blue glowshrooms: Try a damp, dark place. Perhaps the caverns outside of the city.
- 3 large handfuls of Leopard's Bane: commonly found on farm land. I hear a farmer by the name of Derick Goldale might have a particularly abundant supply of it!
- 2 vials of Muriod Oil: produced by some of the less savory miscreants that frequent the city sewers.
- 24 flawless abalone shells: found along the shoreline... which I hope you could already surmise on your own, else I may be hiring new assistants in short order.

### Optional Ingredients:

- 2 bunches of Burdock Root. It is a forest root, so try looking for it where trees and roots are plentiful.
- 1 handful of powdered rose quartz: There are no quartz mines in the area, so try one of the trade caravans that frequents the market district, or those that linger outside of town.
- 3 bunches of Calendula: This herb can be found easily enough in the city gardens.
- 1 pouch of vampire dust: The cathedral crypts might be a promising place to start, though I haven't heard tell of any vampires there for at least a few years or so.









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# A bit of this and a little of that.

Gerald Scribbleboom lost his reputation, and most of his clientele, in an experiment that failed with exceptionally explosive results. Now he seeks to make amends, but the people of Hearthridge view the reckless gnome alchemist as a terrible threat. Brave souls are in need to gather the items required for his latest concoction, Gerard's Ultimate Miraculous Benevolent Odiferous brew (or G.U.M.B.O. for short). Can the PCs face down angry mobs, mischievous kobolds, and scheming ratfolk to collect Gerald's ingredients before it's too late?

*G.U.M.B.O.* is a stand-alone adventure for the *Pathfinder Roleplaying Game* designed for four to six characters of 3rd to 5th level. This scenario includes pre-generated characters, allowing players to begin their journey without delay.

