



The Blight

Richard Pett's Crooked City

GM Guide

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The Blight

Richard Pett's Crooked City

GM Guide

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This setting is dedicated to Geoff Tew, a damn fine thief whose spirit still graces our gaming table and whose favourite character still walks these streets.

"In order to know virtue, we must first acquaint ourselves with vice."

Quotations except as noted otherwise are from the **Marquis de Sade (1740–1814)**

THE BLIGHT: RICHARD PETT'S CROOKED CITY

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Tome of Adventure Design
Monstrosities ^{S&W}
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Razor Coast: Fire as She Bears ^{PF}
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LL5: Borderland Provinces ^{5e, PF, S&W}
LL6: The Northlands Saga Complete ^{PF, S&W}
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Fields of Blood ^{PF}
Mountains of Madness ^{PF}
Marshes of Malice ^{PF}

* (forthcoming from Frog God Games)

Table of Contents

The Blight GM Guide	Pg. 8
For the Players	Pg. 9
New Racial Traits	Pg. 10
Dwarves	Pg. 10
Elves	Pg. 11
Gnomes	Pg. 11
Half-Elves	Pg. 11
Half-Orcs	Pg. 12
Halflings	Pg. 12
Humans	Pg. 12
New Racial Subtypes	Pg. 14
Derro, Lantern Folk	Pg. 14
Elf, Primitive	Pg. 15
Gnome, Tradelord	Pg. 16
Half-Orc, Shadowlamp	Pg. 18
Halfling, Gypsy-Soul	Pg. 18
Human, Blighted	Pg. 19
New Races	Pg. 21
Briny (Half-Skum)	Pg. 21
Coprophagi (Roachfolk)	Pg. 22
Night-Slug	Pg. 23
Swyne	Pg. 24
New Favoured Class Option	Pg. 25
Blight Campaign Traits	Pg. 25
New Skills	Pg. 27
Craft (tattoo)	Pg. 27
Knowledge (Between)	Pg. 28
Lore (district)	Pg. 28
Profession	Pg. 28
New Feats	Pg. 28
Optional Rule: Money Feats	Pg. 29
New Equipment	Pg. 32
Weapons of the Blight	Pg. 32
Adventuring Gear	Pg. 34
Tools and Skill Kits	Pg. 35
Animals, Mounts, and Related Gear	Pg. 35
Transport	Pg. 35
Clothing	Pg. 36
Personal Grooming and Accessories	Pg. 36
Food and Drink	Pg. 37

THE BLIGHT: RICHARD PETT'S CROOKED CITY

Drugs.....	Pg. 37
Poisons	Pg. 37
Insectum.....	Pg. 37
Other Things to Spend Your Money On	Pg. 39
Cost of Living	Pg. 39
New Prestige Classes	Pg. 41
Between Thief.....	Pg. 41
Fetchseer	Pg. 42
Highwayman.....	Pg. 44
Witchhunter.....	Pg. 45
Relationships.....	Pg. 47
100 Types of Friends	Pg. 47
Common Names of the Blight	Pg. 49
For the GM.....	Pg. 50
Bringing the Blight to Life.....	Pg. 51
Castorhage City Stat Block	Pg. 53
The Flavour of the Blight.....	Pg. 52
How It All Began	Pg. 52
Castes	Pg. 54
Caste Feats	Pg. 55
Duels	Pg. 56
The Hon. Guild of Duelling Referees	Pg. 56
Enemies.....	Pg. 56
Fads of the Blight.....	Pg. 57
Clubs, Guilds, Cults and Gangs.....	Pg. 57
Clubs	Pg. 57
Guilds	Pg. 59
New Spells of the Arcane Engineers	Pg. 62
Cults and Gangs	Pg. 63
Morale Levels	Pg. 64
The Four Great Families	Pg. 64
Magic	Pg. 64
How Magic is Viewed in the Blight	Pg. 65
Personal Goals	Pg. 66
Power	Pg. 67
Relationships as Rewards	Pg. 67
Technology & Firearms	Pg. 68
The Undead, the Broken, the Made, and the Unliving	Pg. 68
The Weight of the Law	Pg. 69
Thralls	Pg. 70
True Gods of the Blight	Pg. 71
Baphomet	Pg. 71
Brine.....	Pg. 71
Father Canker	Pg. 72
Geryon.....	Pg. 72

GM GUIDE

Serpent Domain	Pg. 72
Jubilex	Pg. 73
Slime Domain	Pg. 73
Lord Shingles	Pg. 76
Lucifer	Pg. 76
Mammon	Pg. 76
Mithras	Pg. 76
Mother Grace	Pg. 77
Three Aspects of One God	Pg. 77
Papyri	Pg. 77
Esoteric Domain	Pg. 78
Sister Shadows	Pg. 78
Shadow Domain	Pg. 78
The Ash Queen	Pg. 78
Beast Domain	Pg. 79
The Horseman	Pg. 79
The Gods of the Swyne	Pg. 80
Twisted Campaigns	Pg. 80
Vermin of the Blight	Pg. 80
Blight Adventures	Pg. 81
Between	Pg. 84
Of Curious Mirrors	Pg. 85
A Between Empire	Pg. 85
The Illuminati and Between Companies	Pg. 86
Mirror Mages	Pg. 86
Outposts and Colonies	Pg. 87
Betweenlands	Pg. 87
The Unsea	Pg. 92
Sailing the Unsea	Pg. 92
Tales of the Unsea	Pg. 92
Unsea Weather	Pg. 92
Where are the Random Weather Tables?	Pg. 92
Navigating the Unsea	Pg. 96
Unsea Equipment	Pg. 96
Unsea Shipskin	Pg. 97
Unsea Menagerie	Pg. 97
Awakened Creatures	Pg. 99
Through the Glass Darkly: GMing Between	Pg. 99
Travel By Magic	Pg. 99
The Mirror Voyager: What Between is Like	Pg. 99
The Mirror Knights	Pg. 100
Tragedies of Between	Pg. 100
Between Disease: Boiling Pox	Pg. 100
The Spiteful	Pg. 100
The Blight Bestiary	Pg. 102

THE BLIGHT: RICHARD PETT'S CROOKED CITY	
Things: The Creatures of Castorhage.....	Pg. 103
A Blight Pet Gone Bad	Pg. 103
Animals	Pg. 103
The City of Thinking Animals	Pg. 103
Dark Fey	Pg. 103
Inhabitants of the Lyme	Pg. 104
Monsters Unique to the Blight.....	Pg. 104
Pestilences and Parasites	Pg. 104
Double-Headed Dran	Pg. 104
Scrimshaw Gargoyles.....	Pg. 104
Shapechangers.....	Pg. 104
Spiders.....	Pg. 104
Stitched Things.....	Pg. 104
The Tome of Horrors Complete Creatures.....	Pg. 104
Unliving and Undying Alchymic Creatures.....	Pg. 105
Alchymic-Undying Creature (template)	Pg. 105
Alchymic-Unliving Creature (template).....	Pg. 106
Unliving as Art	Pg. 107
Between Creature (template)	Pg. 107
Bileborn	Pg. 110
Body Snatcher.....	Pg. 111
Broken Creature (template)	Pg. 112
Caul Cuckoo	Pg. 113
Caul Cuckoo Syre	Pg. 114
Crathog	Pg. 115
Dog, Fighting.....	Pg. 115
Blight-Bull (Light Fighting Dog).....	Pg. 115
Pit-Mastiff (Heavy Fighting Dog).....	Pg. 116
Dysmorphic Creature (template)	Pg. 116
Elemental, Ragefire.....	Pg. 118
Ragefire Spawn	Pg. 118
Fleshgine.....	Pg. 120
Sentient Fleshgine	Pg. 120
Dungier's Buggy	Pg. 121
Hobbreth's Mighty Pump No. 87	Pg. 122
Macabre Lift.....	Pg. 123
Gargoyle, Scrimshaw.....	Pg. 123
Hazards	Pg. 124
Blight.....	Pg. 124
Derange	Pg. 125
Dislocating Larvae	Pg. 125
Second-Head Fluke	Pg. 126
Hyme.....	Pg. 126
Lyme Angler	Pg. 127
Lyme Walrus	Pg. 128

GM GUIDE

Moon Angel	Pg. 129
Naga, Blight	Pg. 130
Night-Slug	Pg. 131
Sough-Eel	Pg. 132
Spider, Chymic	Pg. 133
Spite-Waif	Pg. 134
Wallow-Whale	Pg. 135
New Subtype and Universal Monster Rules	Pg. 136
Between Subtype	Pg. 136
Dislocated (Su)	Pg. 137
Distorted (Ex)	Pg. 137
Appendices	Pg. 138
Appendix A: Useful Lists	Pg. 139
100 Sights on the Street	Pg. 139
100 Echoes of Between	Pg. 140
100 Freakshow Exhibits	Pg. 141
100 Strange Shops and Markets	Pg. 142
100 Street Traders	Pg. 143
20 Blight Locals	Pg. 144
Appendix B: A Blight Lexicon	Pg. 147
Appendix C: Sample Encounters in the Blight	Pg. 148
Appendix D: New Magic of the Blight	Pg. 151
The Staff of Life (a.k.a. The Elixir)	Pg. 151
Legal Appendix	Pg. 153

THE BLIGHT: RICHARD PETT'S CROOKED CITY

The Blight GM Guide



“... You’ve just entered the wrong side of town ...”

For the Players

A stitched thing shambles through the night, the smog of the Canker caressing it. Hooded and covered, the thing's head is too large for its body, and it has to lean frequently against the dirt-smeared brick embankments of Sister Lyme and suck in air through broken lips. A stench like rotting vegetables and sugar surrounds it. People move by in the smog, quietly and nervously going about their business. Occasionally, a cockroach crunches under their feet. Some travellers are rich enough to have linkboys, and a ghastly yellow pallor surrounds the conspirators as they flit like will-o'-wisps through the poison air of the street.

The silence is suddenly stabbed by the sound of a carriage clattering along the cobbles — a child's nightmare pulls the carriage yet no one seems to notice; it gulps the air as it lurches by — a slick black thing that hobbles spastically yet with great purpose. Unseen within, a naga pulls at a hookah, her arcane limbs fidgeting nervous. She is reading an ancient cabalistic work that details a ragefire elemental, a hateful thing of such fury that it can consume cities. The naga smiles and blows out a crimson smoke-ring as she puzzles this new weapon that has fallen, or rather been dropped, into her presence. The naga bangs upon the roof of the carriage for the driver to speed on, and within moments, the streets are quiet again.

The hooded thing staggers on, beneath towering walls and sloping gables where great spiders crawl, the arachnids cowering from the spider-catchers who ply their trade in the dark. Both avoid the rooftops where ancient scrimshaw gargoyles call to each other in haunting song. No one climbs to meet the scrimshaw; no one dares.

The figure passes a burnt-out pawnshop and is ignored by a young couple in a doorway; seeing only each other, one of the figures has two mouths full of jutting yellow teeth. The other, possibly a man, is dead, only alchemy keeps his wan body upright. He appears to be ignoring the

prostitute's shortcomings, or perhaps is paying for them.

At last the stitched thing reaches its destination, a crooked house lit by the distant lights of the Great Fayre and the peculiar cutting beam of Hobbington's Lamp — the greatest of sea lanterns. Now hobbling down the stairs, it gives a secret knock and is allowed into the alchymic opium den. Entering, it sees something in the mirror opposite, but the thing it sees is not its own reflection, and as it watches the shadow moves out of the looking glass and into the room. The hooded figure bows, and hands over a package to the mirror dweller, who smiles crookedly and moves into the city night, drawing a shining meat-cleaver as it does so. Singing a nursery rhyme under its breath, it breaks into a skip.

Outside, countless other stories are taking place; misery and joy, and lust and sin abound here. This is their home; this is home to many, many things ..."

The Blight is vast; it is mad and random and teeming with life. Each doorway conceals a secret, every window a longing, every roof a hope and fear. A million faces stare from its broken soul. Each face hides a story.

This player's handbook offers you options to play characters not only in this setting, but that are applicable for many dark fantasy cities.

Many different races can trace their lineage back centuries in the Blight, and these Blight versions of standard races have developed their own unique abilities, contacts, and skills. In such a vast city, no guide can ever be considered entirely comprehensive, but here is a selection of new races and racial subtypes of the more established races commonly encountered. All the standard fantasy role-playing races may be met in the streets of Castorhage, but their environment may change local characters, as a dwarf living in the arctic or an elf living on a coral reef would change, but they are still unmistakably elves and dwarves.



City Races

The information given below could be useful in any urban setting. Races in the *Pathfinder Roleplaying Game Core Rulebook* are a good starting point for variations based upon background, environment and attitude, and these are as numerous as campaign worlds they live in.

Thinking about the environment that races come from can be a fun addition to any gaming session — consider a race of dwarves that has lived far below the city in an area of the Underneath that has not been discovered until now. Perhaps greedy miners have followed a vein of silver down into the vast caverns beneath Castorhage, or maybe one of the pits has opened up somewhere in the city and the dwarves see the sun for the first time. Do the blind dwarves flee from the warmth or worship it? How do they react to the noise of the city and how do the locals react to them? Are they convenient monsters in the game of some local Streetclerk, or are they taken as freaks to Festival to be displayed and mocked for the delectation of the populace? Perhaps the dwarves are amazingly skilled artisans who begin work in secret for some unprincipled cad who kidnaps some of their number to ensure compliance. Perhaps the PCs come upon an escapee one night being chased by constables who claim the blind dwarf is a killer ...

Races presented hereafter represent Castorhage variations upon the core races, as well as four new races — briny, coprophagi, night-slugs, and swyne. Racial subtypes of each of the core races are also presented. These subtypes are those that exist in addition to the standard core races; they have unique abilities due to their exposure and background in relation to the Great City.

One potential PC race not included here is left for you and your GM to decide: goblins. Goblin pets — the latest fad — presently inundate the city, and it is entirely plausible for a player to have a goblin PC — if your group wishes to allow it. Other races may also be allowed as you wish. In a city where many things can hide in the open and anything goes as far as this guide is concerned, your GM is the final judge in your campaign, and what she says goes.

Do not limit your choice to standard races; a party of ghoul PCs makes an excellent change of pace. Skum and wererats also make interesting variations upon PC races and enable you to develop a whole new skill set and viewpoint for your characters. Your GM will always point you in the direction she wishes her campaign to go, but do not be afraid to make suggestions. The Blight is, after all, a city of a million stories ...

New Racial Traits

A curious aspect of life in the Blight is that it subtly, over generations, moulds its inhabitants, exaggerating the effects on their physicalities and mentalities of the ways in which they apply themselves within its confines. For example, descendants of labourers are, on average, noticeably more hulking and brutish than their forebears, and descendants of scholars have, on average, wider eyes and larger craniums. Some of these effects are modelled by racial background traits and others by alternative racial traits.

Blight Racial Backgrounds

As you review these racial backgrounds, you are likely to be struck by the fact that their mechanics closely resemble those used for the racial subtypes presented in *Pathfinder Roleplaying Game Advanced Race Guide*. Your drawing of this conclusion would not be inaccurate. They are, in fact, generally built as the Paizo racial subtypes are built. So why the name change? Well, there's a good reason for that, too.

Frog God Games — as a champion of old-school games — has taken for its cue on the use of racial subtypes the same approach as was used in 3.0/3.5 and earlier iterations of the world's most popular fantasy roleplaying game with a more traditional method more akin to the concept

of "subraces" of old. This approach was held by Necromancer Games during its years releasing 3.0/3.5 materials and has been carried through by the Frogs as well, most recently with the release of *LL8: Bard's Gate* and its (re)introduction of the wood elf and street dwarf racial subtypes. It appears again in the shortly forthcoming *Mountains of Madness* with the mountain dwarf racial subtype. So rather than make an abrupt about face for this book and start using the terminology in the same way as the *Pathfinder Roleplaying Game Advanced Race Guide*, we continued to use racial subtype as we have in our previous and future products.

However, we also didn't want to throw out the baby with the bathwater in regards to the Paizo mechanics for racial subtypes, so we retained them but renamed them as racial backgrounds. We think that the use of racial subtype in the connotation more along the lines of the old subraces makes sense anyway, since the concept of type and subtype in the Pathfinder Roleplaying Game already exist to define the sort of creature a thing is rather than more of an emphasis on the sorts of skills it has.

And as with all things **Frog God Games** provides, these rules are here for you to pick and choose as you please and as best suits your game. If you prefer to use the Paizo nomenclature regarding racial subtypes, then by all means drop the racial backgrounds name for racial subtypes and just go with the old-school subraces if you want to reference the racial subtypes we've added by another name. As always, make of it what you will.

Dwarves

Blight Alternate Racial Traits

The following racial traits may be selected instead of the standard dwarf racial traits:

Blight Builder: Some Blight dwarves are especially talented with a skill related to construction of various sorts. They gain a +2 racial bonus on Climb, Craft (carpentry), Craft (stonemasonry), Knowledge (engineering), Profession (architect), Profession (builder), or Profession (engineer) checks, and may treat that skill as a class skill. This racial trait replaces defensive training.

Blight Enmity: Some Blight dwarves have redirected traditional dwarven enmities. Blight dwarves with this racial trait receive a +1 racial bonus on attack rolls against Between creatures, constructs, lycanthropes, or undead (choose one). Alternatively, at the GM's discretion, a Blight dwarf may choose a known organisation within the city such as the Justices, Thieves' Guild, or Anarchists, for example. This racial trait replaces hatred.

City Sharp: Some Blight dwarves have very strong ties to the city. They gain a +2 racial bonus on Blight-related Knowledge (local) checks, and on Diplomacy checks to gather information within the Blight, and may treat Knowledge (local) as a class skill. This racial trait replaces defensive training.

Trade Expert: Some Blight dwarves are descended from families with a focus on a skilled trade. They gain a +2 racial bonus on any one Craft or Profession skill, and may treat that skill as a class skill. This racial trait replaces defensive training.

Blight Racial Backgrounds

The following Blight racial backgrounds can be obtained when a character takes a specific combination of Blight alternate racial traits. These include additional bonuses that represent their total immersion in the uniquely challenging environment of the city. A character may be of only a single Blight racial background.

Salt-o'-the-Earth: Coming from a respected dwarven family in the city, salts can trace their local ancestry back over several generations to the dwarven kingdom said to have first carved the Underneath. Salts-o'-the-earth have the city sharp and Blight enmity racial traits, and may choose either a second enmity from the Blight enmity list or gain a +2 racial bonus on attacks rolls against their first choice of enemy.

SprawlMason: Some dwarves have a particularly strong background in all things connected to building. SprawlMasons have the Blight builder and Blight enmity racial traits. SprawlMasons with the stonemasonry racial trait gain a +4 bonus on Perception checks to notice unusual stonework instead of the normal +2 bonus.

Toiler: Myriad dwarf families came to Castorhage seeking work, and the reputation of their spirit of toil gained many employment. Toilers have the trade expert and Blight enmity racial traits, and gain a +1 bonus on any trained Craft or Profession skill checks.

Elves

Blight Alternate Racial Traits

The following racial traits may be selected instead of the standard elf racial traits:

Artistic Devotion: The Blight can transform elves of an artistic nature into obsessive practitioners, forever seeking the perfect expression of their form. They gain a +1 bonus on any trained Artistry^{PU} and Craft skill check, a +2 racial bonus on checks with any one Artistry^{PU} or Craft skill, and they may treat that skill as a class skill. This racial trait replaces weapon familiarity.

Fey Talent: Some Blight elves find that a talent for music, song, dance, or some other form of entertainment runs in their blood. They gain a +2 racial bonus on Acrobatics, Escape Artist, Perform (any one), or Sleight of Hand skill checks, and may treat that skill as a class skill. This racial trait replaces keen senses.

Immersive Memory: Some Blight elves are easily immersed within the memories of their ancient race and its history and experiences. They gain a +2 racial bonus on Knowledge (history) checks, and may treat it as a class skill. This racial trait replaces keen senses.

Lifelong Learning: Some long-lived elves have acquired a lifetime of knowledge and training, and life in the Blight evokes past experiences with the new. They gain the Breadth of Experience^{APG} feat, but must begin at old age or older (see Chapter 7 of the *Pathfinder Roleplaying Game Core Rulebook*). This racial trait replaces elven immunities.

Social Spirit: An inner radiance seems to shine bright in some Blight elves, positively influencing those with whom they interact. They gain a +2 racial bonus on Diplomacy checks, on Bluff checks made to convince others with a lie, and may treat one of those skills as a class skill. This racial trait replaces weapon familiarity.

^{APG} See *Pathfinder Roleplaying Game Advanced Player's Guide*

^{PU} See *Pathfinder Roleplaying Game Pathfinder Unchained*

Blight Racial Backgrounds

The following Blight racial backgrounds can be obtained when a character takes a specific combination of Blight alternate racial traits. These include additional bonuses that represent their total immersion in the uniquely challenging environment of the city. A character may be of only a single Blight racial background.

Forsaken: Old elves come to the city to discover and learn, and these elves are called the forsaken by locals. They have a lifetime of memories and experiences, but memories are fickle and what may have been reality might seem like a dream. Some forsaken are bitter that their long lives are slowly coming to an end. They have the immersive memory and lifelong learning racial traits and, once per day, they may take 10 on any Knowledge check, even if stress and distractions would normally prevent doing so.

Travellers: These folk are the bright performers of the city who dazzle, amaze, and entertain its citizens. They have the fey talent and social spirit racial traits, and gain a +1 bonus on saving throws against fear and despair effects, and on skill checks with any skill listed in the fey talent racial trait that they are trained in.

Gnomes

Blight Alternate Racial Traits

The following racial traits may be selected instead of the standard gnome racial traits:

Alchemy Fiend: The Blight elevates some gnomes' obsession with alchemy into incredible talent. They gain a +4 racial bonus on Craft (alchemy) checks, and may treat Craft (alchemy) as a class skill. This

racial trait replaces obsessive.

Blight-Bonded: Some gnome families have formed strong ties to the Blight through the latent action of their fey origins. Other gnomes recognise this bond and cannot help but be influenced by it. Blight-bonded gnomes gain Knowledge (local) as a class skill, and +2 racial bonus on Diplomacy and Intimidate checks when dealing with other gnomes. This racial trait replaces defensive training.

Blight Enmity: Some Blight gnomes have redirected traditional gnomish enmities. Blight gnomes with this racial trait receive a +1 racial bonus on attack rolls against Between creatures, constructs, lycanthropes, or undead (choose one). Alternatively, at the GM's discretion, a Blight gnome may choose a known organisation within the city such as the Justices, Thieves' Guild, or Anarchists, for example. This racial trait replaces hatred.

Business-Brained: Some gnomes find that the Blight enhances their naturally convoluted thought patterns into a talent for the abstract intricacies of high-level business, finance, and law. They gain a +4 racial bonus on Profession (banker, barrister, gambler, or merchant) checks (choose one), and may treat that skill as a class skill. This racial trait replaces obsessive.

Truth Twister: A creative relationship with fact and fiction, especially serving within the courts of the Blight, has led to some gnomes' facilities with deceit being enhanced. They gain a +2 racial bonus on Bluff and Sense Motive checks when lying and discerning lies, respectively, and may treat one of those skills as a class skill. This racial trait replaces hatred.

Urban Magic: The Blight has altered the inherently magical nature of some gnomes. Such gnomes with Charisma scores of 11 or higher gain the following spell-like abilities: 1/day—*floating disk*, *message*, *open/close*, and *unseen servant*. The caster level for these effects is equal to the gnome's level. The DC for these spells is equal to 10 + the spell's level + the gnome's Charisma modifier. This racial trait replaces gnome magic.

Blight Racial Backgrounds

The following Blight racial backgrounds can be obtained when a character takes a specific combination of Blight alternate racial traits. These include additional bonuses that represent their total immersion in the uniquely challenging environment of the city. A character may be of only a single Blight racial background.

Alchymyst: Typically found surrounded by bubbling pipes and jars, frothing jugs of vile-smelling ichor, and tubes connecting to tubes connecting to tubes, alchymysts are admired throughout the city for their nose for the task and their cunning skills with all manner of exotic substances. They have the alchemy fiend and Blight enmity racial traits, and may treat their Intelligence score as 2 points higher for the alchemy and bomb class features.

Shortstone: From the famous (some would say infamous) Shortstone family, their reputation precedes them. This huge, extended family is synonymous with Blight gnomes, and gains benefits from the seemingly endless relations that dwell in the city. Shortstones have the Blight-bonded and urban magic racial traits, and may add two of the following spells to their urban magic spell list: *animate rope*, *disguise self*, *grease*, and *urban grace*^{ARG}.

^{ARG} See *Pathfinder Roleplaying Game Advanced Race Guide*

Half-Elves

There is magic in her eyes, and a slight fey look about her. Her features are narrow, and her eyes purple. Her red hair is drawn into a tight pigtail by a deep blue cheesecloth scarf.

Everyone loves Tamarind, her smile, her laugh, her singing — she has broken a hundred hearts they say by refusing the advances of lesser men, claiming she is looking for a wealthy fat lord to live with and spend his money.

Behind those eyes, however, works a brain of evil. A black heart beats in her and Tamarind plots and weaves like a great, sick spider. She knows she is beautiful and knows it well, using what the gods have given her to bring her a better life.

She kills those who come too close to her web.

— Tamarind (NE female charmwell half-elf rogue 6/assassin 4)

Blight Alternate Racial Traits

The following racial traits may be selected instead of the standard half-elf racial traits:

Emotionally Remote: Torn between two worlds, some Blight half-elves have grown emotionally distant to those around them. They gain a +2 bonus on saving throws versus emotion effects, and attempts to influence their attitudes using Diplomacy or Intimidate receive a –5 penalty. This racial trait replaces multitalented.

Racially Ambiguous: The Blight suppresses the elven appearance of some half-elves, allowing them to more easily pass as a different race while emphasising a talent for assuming alternative identities. They gain a +2 racial bonus on Disguise checks (+4 to appear as human), and may treat Disguise as a class skill. This racial trait replaces multitalented.

Blight Racial Backgrounds

The following Blight racial backgrounds can be obtained when a character takes a specific combination of Blight alternate racial traits. These include additional bonuses that represent their total immersion in the uniquely challenging environment of the city. A character may be of only a single Blight racial background.

Charmwells: Charmwells are more elven, and therefore more fey, than other half-elves; some have the stuff of the Old Ones and the dark fey about them. In the crowded city, these half-elves play up to their elven predominance and often become performers. They have the fey talent (from their elven heritage) and sociable^{ARG} racial traits. In addition, when they use Diplomacy to shift a creature's attitude, they can shift up to three steps up rather than just two.

Hidelings: Some say the elves were the first creatures to walk through the mirror but came through from Between. Given this fear, some half-elves prefer to emphasise their human ancestry, and mask their elven heritage. Hidelings have the racially ambiguous and integrated^{ARG} racial traits. In addition, hidelings do not receive the –2 penalty when using the Disguise skill to appear to be a different race.

Sorrowful: Neither one nor the other, a sorrowful was brought up by one parent and is missing something crucial in their makeup. After the initial love and lust died, their parents' extreme differences made it impossible for them to live happily ever after. Sorrowful favour the parent they lived with but are cursed either with unnatural long life or fleetingly short life in comparison to their parent. Sorrowful have the dual minded^{ARG} and emotionally remote racial traits. In addition, once per day, a sorrowful may reroll a Will save. The reroll must be declared before the results of the roll are revealed, and the results of the second roll must be taken, even if they are worse.

^{ARG} See *Pathfinder Roleplaying Game Advanced Race Guide*

Half-Orcs

Blight Alternate Racial Traits

The following racial traits may be selected instead of the standard half-orc racial traits:

Slum Survivor: Some Blight half-orcs are skilled at surviving in slums, sewers, and underbellies. They gain a +4 racial bonus on Stealth and Survival checks in urban environments, and may treat one of those skills as a class skill. In addition, slum survivors may use the Survival skill to find food and water in an urban environment. A successful DC 15 check locates enough sustenance for one person for 1 day. For every 2 points by which the result exceeds 15, the slum survivor can locate enough sustenance for one additional person. Using Survival in this way takes 1d4 hours per check. This racial trait replaces intimidating.

Nightbreed: The Blight moulds some half-orcs toward the darkness, emphasising their subterranean heritage. They gain a +4 racial bonus on sight-based Perception checks made in dim light or darker conditions, but also gain the light sensitivity weakness. This racial trait replaces intimidating.

Blight Racial Backgrounds

The following Blight racial background can be obtained when a character takes a specific combination of Blight alternate racial traits. These include additional bonuses that represent their total immersion in the uniquely challenging environment of the city. A character may be of only a single Blight racial background.

Savages: Their parents came to the city to seek their fortune; half-orcs themselves, they found life hard, and have joined the growing number of half-orcs who live in dark, rusty ghettos and hovels — grouped together for fear of attack. Savages — as other city folk call them — are tough, independent, and smart; they have learnt to survive alone in the city. Savages have the scavenger^{ARG} and slum survivor racial traits, and gain Endurance as a bonus feat.

^{ARG} See *Pathfinder Roleplaying Game Advanced Race Guide*

Halflings

Blight Alternate Racial Traits

The following racial traits may be selected instead of the standard halfling racial traits:

Deft Dancer: Some Blight halflings are infused with the rhythm and beat of the city's dark heart. They gain a +2 racial bonus on Perform (dance) checks, on Perform (percussion, string, or wind) checks (choose one) and may treat Perform as a class skill. In addition, deft dancers with 3 or more ranks in Perform (dance) gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2, and a +6 dodge bonus to AC when taking the total defense action instead of the usual +4. This does not stack with similar dodge bonuses gained from the Acrobatics skill. This racial trait replaces fearless.

Rigging Rat: Some halflings have Blight-charged agility. They gain a +4 racial bonus on Acrobatics and Climb checks, and may treat one of these skills as a class skill. This racial trait replaces sure-footed and weapon familiarity.

River Runner: Many Blight halflings are drawn to its waterways, plying the Lyme with inborn expertise. They gain a +4 racial bonus on Profession (sailor or boatman) and Swim checks and may treat both as class skills. This racial trait replaces keen senses.

Blight Racial Backgrounds

The following Blight racial backgrounds can be obtained when a character takes a specific combination of Blight alternate racial traits. These include additional bonuses that represent their total immersion in the uniquely challenging environment of the city. A character may be of only a single Blight racial background.

Boatfolk: The river barges are full of halfling boatfolk who are fiercely insular and come from tightknit families. They have their own festivals, manners, and cant. Boatfolk have the rigging rat and river runner racial traits, and gain River Cant as a bonus language. In addition, when speaking in River Cant, boatfolk gain a +5 bonus on Bluff checks to pass secret messages to one another. Non-boatfolk who understand River Cant receive a –5 penalty on Sense Motive checks to detect these secret messages.

Humans

Blight Alternate Racial Traits

The following racial traits may be selected instead of the standard human racial traits:

Citysoul: Some humans instinctually are connected to the city, and they subconsciously move to its irregular beat. Within the Blight, they gain a +2 racial bonus on initiative checks, as well as on Perception, Sense Motive, and Stealth checks. In addition, once per day, they can become lost in thought in a trance-like state for 1 minute to subconsciously plumb their knowledge of the city. At the end of the trance, they may make Diplomacy check as though they had spent 1d4 hours gathering information. This trait replaces the bonus feat trait.

Distorted: Some humans have been warped by their birth and upbringing exposed to the toxins and pollutants of the Blight. They have strange internal anatomies and have a 25% chance to treat any critical hit or sneak attack as a normal hit. This trait replaces the bonus feat trait.

Mapmind: The minds of some humans intuitively understand the ever-changing layout of the city, as though they have a mental model that is somehow always kept up to date. They gain a +4 racial bonus on Knowledge (local), Knowledge (geography), and Lore* checks in relation to knowing the urban geography of the Blight, the fastest method to get from one location to another, and for finding specific locations within the city. In addition, they can spend a full-round action to know which district they are in, even if they cannot see their surroundings. This trait replaces skilled.

Polluted: The city itself seems infected with choking gases and corrosive chemicals, yet some humans seem to thrive in even the most pollutant-rich environments. They gain acid resistance 2 and a +4 racial bonus on Fortitude saves versus poison. This trait replaces the bonus feat trait.

Twilight Sighted: Touched by exotic blood or Between, some humans can see better than their kin in dim light conditions. They gain low-light vision. This trait replaces skilled.

Water-Blooded: They say that blood is thicker than water, but for some Blight humans, the waters of the Lyme seem to run through their veins. They can hold their breath for twice as long as a normal human, gain a +4 racial bonus on swim checks, and treat Swim as a class skill. This trait replaces skilled.

* See New Skills

Blight Racial Backgrounds

The following Blight racial backgrounds can be obtained when a character takes a specific combination of Blight alternate racial traits. These include additional bonuses that represent their total immersion in the uniquely challenging environment of the city. A character may be of only a single Blight racial background. In addition, three common Blight backgrounds for humans are included: Capitoler, commoner, and criminal. These represent, by far, the most common racial backgrounds of the humans of the city and, therefore, are listed first in their separate section. Unlike the other racial backgrounds, the Capitoler, commoner, and criminal do not require a specific selection of alternate racial traits, but rather allow the individual to choose one background trait from a provided list that replaces the skilled racial trait.

Common Blight Racial Backgrounds

As mentioned, these three backgrounds — Capitoler, commoner, and criminal — are separate from the other human racial backgrounds provided below. However, just like those, a human can have only one of these Blight racial backgrounds regardless of whether it is one of the common ones or not.

Capitoler: A Capitoler hails from the Capitol, his or her parents mingled with minor gentry or scholars, serving clerks, guards, or any number of other professions and backgrounds. Capitolars can be of the Upper Class or Middle Class. Capitolars may dress more fashionably, have a richer accent, write in a very educated way, and generally have an air of confidence; in other words, they are better educated and slightly more aloof than other locals. Born in the Capitol, Capitolars make excellent clerics, paladins, wizards, alchemists^{APG}, cavaliers^{APG} and arcanists^{ACG}, although all the other classes — and in particular rogues — are also commonly found.

Capitolars choose one of the following six background traits in place of the skilled trait:

Book Learnt: Pick any one Knowledge skill as a bonus skill and start with a +2 racial bonus to reflect the bookish studies of the character as a child.

Higher Education: Increase skills at 1st level as though the character had 2 more Intelligence than he has (subsequent skills are learnt with this modifier as well).

Military Stock: The PC may choose any one skill from Acrobatics, Heal, Intimidate or Ride as a bonus skill and take a +2 racial bonus to the use of this skill.

Religious Background: The character may be the son of a vicar, priest or other religious worthy. Add a +2 racial bonus to Knowledge (religion) checks, and the character learns this skill as a class skill.



Troublesome Child: The character spent his whole younger life playing in the rooftops and gables of the city. Choose a +2 racial bonus to either Climb, Knowledge (local) or Survival, and the skill is considered a class skill.

Wealthy Parentage: The character is born into wealth and privilege. Start with 2 times standard money and receive half that amount as an annual allowance.

Commoner: The backbone of the city, the common man or woman is a drinker, a laughter, a dancer and a fighter. She is at home in the gin-halls of the city, toasting the Queen, and then readying herself for work the next day. Commoners can be of the Middle Class or the Lowfolk. Her background is born in the streets where the workers toil and earn their bread and butter. Fighters, bards, rangers, brawlers^{ACG}, hunters^{ACG}, investigators^{ACG} and swashbucklers^{ACG} all rise from the commoner, although all the other classes are heard of in the narrow streets and squares of the city.

Commoners are tougher than the Capitolars; they have had an upbringing in the school of hard knocks and their skills reflect that. Commoners choose one of the following six background traits in place of the skilled trait:

Child of a Trader: Pick any one Craft or Profession skill as that of your parent and receive a +2 racial bonus to the skill, which is also considered a class skill.

Mean Streets: The character had a particularly tough upbringing. Take Improved Unarmed Strike as a bonus feat.

Seaward: A life on the docks and decks has made a mark on the character. Choose a +2 racial bonus in either Acrobatics, Climb, Craft (ships), Profession (sailor or boatman) or Swim.

Thief: The character has lived by his wits and by his speed. Choose a +2 racial bonus in either Acrobatics or Perception and receive Thieves'

THE BLIGHT: RICHARD PETT'S CROOKED CITY

Cant as a bonus language.

Vagabond: Life in the slums made the character adept at survival in the city. Choose a +2 racial bonus in either Appraise, Bluff, or Sleight of Hand.

Wanderer: The character moved about a lot as a child and was exposed to the ways of the Viroeni. Receive a +2 racial bonus in Knowledge (local), and choose either Rama or River Cant as a bonus language.

Criminal: Tramps and beggars, waifs, strays, and crooks, you come from the underclass of the city and make no bones about it; you've had it tough. The streets are unfriendly to those without a home, and you've been bred hard. Criminals of the sort described here can be of the Lowfolk, Invisibles, or Lowest of the Low. Rogues, barbarians, bards, sorcerers, vigilantes^{UI}, brawlers^{ACG}, hunters^{ACG}, swashbucklers^{ACG}, and slayers^{ACG} are to be found amongst the Criminals, but all other classes, even paladins, have been found in the dark places of the city.

To reflect their tough upbringing, criminals choose one of the following six background traits in place of the skilled trait:

Friends in Low Places: The character has contacts in the city's underworld. Choose a +2 racial bonus to either Appraise, Diplomacy or Intimidate and consider it as a class skill.

Mendicant: A master at begging and fraud, the characters receives a +2 racial bonus in Bluff and considers this as a class skill.

Sterner Stuff: The characters hardened life has made her particularly resistant to either disease or poison, receive a +2 racial bonus to all saving throws of this type.

Street Corner Entertainer: The character has made a few tanners playing on the street corners in the past. Add a +2 racial bonus to any one Perform skill and consider it as a class skill.

Street Fighter: The character earned at least part of her living as a boxer or street tough. Take Improved Unarmed Strike as a bonus feat.

Tramp: From gypsy blood, the character wandered the streets since birth. Receive a +2 racial bonus to Knowledge (local) and consider this as a class skill. The character also chooses either Rama or River Cant as a bonus language.

^{ACG} See *Pathfinder Roleplaying Game Advanced Class Guide*

^{APG} See *Pathfinder Roleplaying Game Advanced Player's Guide*

^{UI} See *Pathfinder Roleplaying Game Ultimate Intrigue*

Other Blight Racial Backgrounds

Crooked: Pity those who have been infested with thoughts of Between — for some it is a daily terror, a fear that, at any moment, she is going to reach out and devour them forever. Others fear that their very thoughts of Between are bound to manifest, and come and get them. The wolf staring into the crib. Some think a war is about to begin, a war that will end everything very, very quickly as Between rises up and devours the grotesque, bloated city of Castorhage.

These are edgy people, yet strangely enlightened. They tend to be more artistic, creative, awakened, or elemental, but not always. They may have a peculiar effect upon animals, or upon people, or upon the things they create: cats may yowl and flee when they enter a room; people give them surprised second glances when they first encounter them, having imagined something different, something changed; or they may create things that are not quite right — works of staggering genius that anger people and can never be sold, or objects that defy explanation yet send a subtle twist up the spines of those who view them, and who can't bear to be near them for any great length of time.

Crooked humans have the distorted and twilight-sighted racial traits. In addition, once per day, they may make a Diplomacy or Intimidate check to change a creature's attitude as a swift action, rather than after a minute of conversation.

Lyme-Blessed: Ah Sister Lyme, she slithers — or perhaps more rightly oozes — through the city, her veins reaching upstream to taint and choke. None can escape her. She peculiarly affects these humans; they've spent many generations on her back or in her womb, and it has seeped into their pores. Other humanoid races do not seem to take this patina, this infestation — some have pointed out that it shows her disapproval of those who are not human and base a whole range of bigoted beliefs on this thin veneer of reason.

Whatever the true cause, Sister Lyme has a peculiar hold on these folk, be they from fishing, harbouring, shipwright, or any of a host of other maritime and related backgrounds. Somewhere deep in their family tree,

the river changed them. Maybe it was an accident? Perhaps the Canker nearly choked them, or they fell in and saw something? Maybe it was just the more common, visceral nightmares that plague those who live by her flanks? Whatever it was, she has a hold of them.

Lyme-blessed humans have the polluted and water-blooded racial traits. In addition, their eyes are subtly adapted to see better through water distortions and obstructions. They can see twice as far through fog, mist, and murky water than a normal human, and halve the miss chance for these concealments.

New Racial Subtypes

As mentioned above under Blight Racial Backgrounds, the use of racial subtypes here is in the traditional "subrace" sense rather than the *Pathfinder Roleplaying Game Advanced Race Guide* sense whose racial subtypes are more akin to the aforementioned Blight racial backgrounds.

The racial subtypes included here are all more or less unique to the Blight (with the exception of gypsy-souls). Not that they can't be found anywhere else — though that is likely to be rare enough — but rather that wherever they're found, their existence can be traced back to their Blight roots, proving that the Blight is so pervasive — so corrupting — that it changes everything it touches and usually not for the better.

Derro, Lantern Folk

Only in a place as dissolute and depraved as the Blight would a race as sinister as the derro be able to find a home among the surface races. Though even here they are given the name lantern folk rather than go by their more commonly known epithet of derro. At home in the Underneath, these derro have lived long enough in the shadow of the great city-state above to have taken on some of its characteristics, much like the blighted



humans (see below). While they remain as sensitive as ever to the light of the sun, their race's own inherent propensity for madness has reacted with the strange energies of proximity to Between and the vaguely life-like quality of the city itself in an unusual way — lantern folk are, for the most part, sane. A stable population such as this is unheard of, and has allowed for a peaceful co-existence within the city's bowels.

Physical Description: The lantern folk are physically typical of derro. They have skin ranging from pale blue to stark white, and wild, bushy hair ranging from stark white to pale blue (hair and skin tone are rarely the same). They wear moustaches and sideburns with regularity, though beards are fairly uncommon. They have the same bulging, pupil-less eyes of the derro and only four fingers on each hand, though their feet retain five toes. They are small and slight of build, but extremely light on their feet and quick.

Society: Lantern folk lack the savants and other bizarre demagogues that permeate derro society. They instead dwell among the dwarves of the Underneath and elect delve-chiefs to govern their neighbourhoods in an orderly and peaceful fashion. They typically work as miners, craftsmen, traders, tunnel maintenance workers, or gatherers of resources available only in the Underneath or lower subterranean areas. When encountered on the surface in the night markets or well-shaded establishments during the day they sell their rare Under Realms or negotiate contracts with surface firms for the kinds of specialised work that they can provide. The racial propensity for sadistic experiments and poisoning only rarely emerges among lantern folk individuals.

Relations: When the dwarves of the Underneath discovered the lantern folk derro centuries ago, many voices called for their immediate extermination. The depredations of the derro were well known among the dwarves. However, these derro demonstrated peaceful contact and did not show the signs of madness so prevalent among that race. In the end, cooler heads prevailed, and the lantern folk were allowed to peacefully assimilate into the society of the Underneath. A compromise made with the hardliner dwarves, who still distrusted the derro-kin and their inclination for skulduggery in the dark, required them to maintain a light source about themselves at all times when outside their own homes. The derro, wishing to avoid extermination at the hands of the more war-like and numerically superior dwarves, agreed to this request, and it is from this practice that they came to have the name by which they are now known — though most make use of *light* spells rather than lanterns these days.

The lantern folk have now lived in the Underneath for centuries without causing any problems and continue to follow the decree of keeping a *light* spell at all times. However, this decree only applied to when they were in the Underneath, so when they are abroad above ground or in tunnels that are not a part of the Underneath, they are not in the habit of keeping a *light* spell active. Most folk who interact with the lantern folk are the dwarves of the Underneath, but they get along in general with all of the different population segments. The exception to this are any derro who are not lantern folk and any duergar. For some reason, these two races despise the lantern folk and seek to slay them whenever possible.

Alignment and Religion: The lantern folk no longer embrace the evil ways of their derro forebears. They have also shed much of the chaos inherent to the madness of others of their kind. As such, the most common alignment among the lantern folk is neutral with a number of lawful neutral and neutral good as well. The chaos of their old ways slips through in some individuals so that chaotic good and chaotic neutral lantern folk are not unheard of. For the most part, the lantern folk have embraced the religion of the dwarves of the Underneath who sponsored them and hold Vergrimm Earthsblood^{MM} or Crugas^{MM} in high regard. Some revere Dwerfater^{MM} or even Grox^{MM}, but these are much fewer and farther between.

Adventurers: For folk interested in plumbing the maze of tunnels that exists beneath the Underneath, few are more suited to this lifestyle than the lantern folk. Their natural ability to navigate these low passages and survive in the great darkness makes them most suitable. They also do well aboveground in the many cellars of the city or even out on its winding streets at night. Most lantern folk are rogues or sorcerers with a number of rangers and druids oriented toward subterranean habitats.

Male Names: Bariom, Caedimus, Cassius, Filo, Lucilun, Tiberonus

Female Names: Andromeda, Caliope, Gratica, Koryola, Veran, Vesta

Lantern Folk Racial Traits

+2 Constitution, +2 Charisma, -2 Wisdom: Lantern folk are hardy and strangely compelling, but they harbour an ancestral seed of madness in their souls.

Small: Lantern folk are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 bonus on Stealth checks.

Slow Speed: Lantern folk have a base speed of 20 feet.

Darkvision: Lantern folk can see well in the dark up to 60 feet.

Racial Hit Dice: Unlike typical derro, lantern folk do not possess any racial Hit Dice. Instead, their Hit Dice is defined solely by the class levels they take.

City Knowledge: Lantern folk gain a +4 bonus on Lore* (Underneath) checks and a +2 bonus on Lore checks related to one other city district. Lore checks related to either of these two city districts can be made untrained.

Derro Magic: Lantern folk with a Charisma of 11 or higher gain the following spell-like abilities: at will—*darkness*, *light*; 1/day—*daze*, *ghost sound*. The caster level for these effects is equal to the lantern folk's level. The DC for these spells is equal to 10 + the spell's level + the lantern folk's Charisma modifier.

Know Your Own: Lantern folk gain a +2 bonus on Diplomacy and Sense Motive checks versus others of the same racial subtype.

Sneaky: Lantern folk gain a +2 racial bonus of Stealth checks in lighting conditions that are dim or less.

Vulnerability to Sunlight: A lantern folk takes 1 point of Con damage after every hour it is exposed to sunlight.

Languages: Lantern folk begin play speaking Common, Dwarven, and Undercommon. Lantern folk with high Intelligence scores can choose from the following: Aklo, Darkling, Draconic, Gnome, Goblin, and Orc. Having grown up in (or under) the Blight, they have had a much greater opportunity to meet and mix with a variety of other races and ethnicities than a member of their race not resident in a large, cosmopolitan city may have done. Lantern folk therefore add all available human languages to the list of racial bonus languages they may choose from (except secret languages, such as Druidic).

*See New Skills

Elf, Primitive

Primitives are elves who have found themselves drawn to the strange, almost otherworldly allure that seems to shine just beneath the surface of the Blight for those with the sensitivity to see it. The result of their long exposure to this strange, intangible presence ever tickling at their minds has led them to devote their lives to its expression in art. They are fey — almost elemental — creatures inspired and tortured by wildly vivid dreams to the point of obsession over an act of creation to bring their dream visions to life. They may stand for hours immersed in the light play of sun on the gables, entranced by the reactions of an admixture of venoms, or crafting the perfect expression in musical movements about the unique potpourri of odours produced by a particular alleyway.

Physical Description: Primitives tend to stand taller and are more willowy than the typical elf, rarely with an ounce of fat on their bodies as they devote every waking moment and all their energy to the perfection of their art. Some with an epicurean bent lie at the opposite end of the spectrum, representing the shockingly phenomenon of a morbidly obese elf. They share the same almond-shaped eyes of other elves, but their wide irises are always completely black, blending seamlessly with their pupils, and creating the impression of looking into a vast, bottomless well. Their clothing tends toward minimalist ideals and ranges in quality from a few diaphanous veils or scarves to little more than a rough loincloth. They see their bodies as another form of expression of their art and wish to reveal their canvas to as many as can see, regardless of physique, injury, or deformity. Exotic and extravagant tattoos, often covering much of their bodies, are not uncommon. In the cold winters of the Blight, they bundle up in rough, primitive garments of hide and thick fur, channelling the inner nature they sense within the walls of the city. The hygiene of these elves varies wildly, with some taking great pride in their physical aesthetic

THE BLIGHT: RICHARD PETT'S CROOKED CITY

and others seeing such concerns as mundanely gauche, preferring to revel in a natural state of filth.

Society: Primitives take their name from the fact that they see themselves entirely outside society. In fact, to them society is an unnatural aberration that separates them from the enlightened beauty that they forever seek to capture and emulate in their art. As such, primitives with any political leaning at all tend toward the Anarchist camp. Some may even believe the true expression of their inner eye's beauty lies in watching the entire city burn.

Relations: Primitives have poor relations with virtually every other race, including other elves. Only other primitives and the most avant-garde of art patrons within the city who share their bohemian outlook find themselves in the social circles of the primitives, and even then these relationships tend to be short, self-absorbed, and one-sided, the primitive moving on to some new companion in their eternal quest to capture their inner eye in art.

Alignment and Religion: Primitives have all of the emotional capriciousness of other elves but tend to lack much value for kindness or any concept of beauty that lies outside their own personal obsessions. Most primitives are chaotic, but very few of them are good. Primitives are never lawful. Many primitives gravitate toward agnostic or atheistic beliefs as all other matters are subordinated to their personal obsessions. Some do, however, venerate deities that represent certain types of art, freedoms, or simply hedonism in general. Among the primitives who venerate a deity, some of the more common divine patrons are Dame Torren^{BG}, Moccavallo^{BG}, Bacchus-Dionysus^{BG}, the Queen of Spiders^{BG}, Pan^{BG}, Lurz-Urcia^{LCB}, Pelora^{DMC}, Eliphaz^{DMC}, Arialet^{GD}, Sriasha^{K2}, Gilyo^{K9}, Demogorgon^{MM}, Bast^{DD}, Tiamat^{DD}, Shupnikkurat^{DD}, the Church of Marwan^{DD}, The Poppy's Chorus^{DD}, and one of the largest chapters of the Cult of the Unspeakable^{TD} in the Lost Lands. A few even call upon the blessings of The Ash Queen** or The Horseman**. Above all, they fear the demon lord Mathrigaunt the Mad^{BP}, knowing full well even in their indolence that to fully succumb to madness is to lose their vision entirely. There are rumours, however, of some primitives who have done that very thing and now secretly seek to propagate the spread of the insidious cult among their peers.

In addition, it is not unusual to see a new cult spring up among a group of primitives dedicated to some wholly or partially fabricated deity drawn from an exotic land or a prehistoric past viewed as somehow purer or more visceral. Without the backing of a true deity to provide any sort of evidence of divine inspiration whatsoever, these small cults usually dissolve in a matter of days or months at the most. While they exist, though, some of them can become quite dangerous or vicious in their ideals of physical excess at any cost.

Adventurers: While the harrowing and strenuous life of an adventurer holds little appeal for most languid primitives, for those whose imagination it does capture, little can hold them back. For them, something of the vision they seek to actualize lies in the chaotic freedom and risk of adventuring, and they jump into the life with both feet. There are few rigors they won't endure, dangers they won't face, and risks they won't take for the sake of their passion. The most frequent classes they take are barbarian, bard, oracle^{APG}, sorcerer, swashbuckler^{ACG}, or witch^{APG}.

Male Names: Primitives eschew the names of their elven heritage and those of the surrounding human culture alike. They prefer to take on monosyllabic mononyms that they feel portray the underlying truth of their being or poetic descriptions that seek to do the same. To most others, their names seem pretentious, nonsensical, or both. Male names include Chak, Durst, Flower-Fire, Pum, Quell-The-Stone, Ran-The-Side-Fall, Son-Of-Nos, Slay-Made-Blue, Tak-tak, Thorn, Tutho, Uch, Willow, and Whole-Wind.

Female Names: Females use a similar naming convention as the males, but their names tend more toward the more poetic phrasing or individual words that they feel represent their moment. Such names include Abundance, Encounter-Upon-Green-Radiance-Of-Night, Light-In-Ever-Noise, Perfect, Pain-For-Promise, Rain, Sash, Two-Sides-Through, Under-Lives-Peace, and Willow.

Primitive Racial Traits

+2 Intelligence, -2 Wisdom, +4 Charisma: Primitives are geniuses in their field, but prone to foolishness. They possess an almost unnatural animal magnetism.

Medium: Primitives are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Primitives have a base speed of 30 feet.

Low-Light Vision: Primitives can see twice as far as humans in conditions of dim light.

Artistic Devotion: Primitives are forever seeking the perfect expression of their form. They gain a +1 bonus on any trained Artistry^{PU} and Craft skill check, a +2 racial bonus on checks with any one Artistry^{PU} or Craft skill, and they may treat that skill as a class skill.

City Knowledge: Primitives gain a +4 bonus on Lore* checks related to one city district and a +2 bonus on Lore checks related to one other city district. Lore checks related to either of these two city districts can be made untrained.

Dreamspeaker^{ARG}: Primitives have the ability to tap into the power of sleep, dreams, and prescient reverie. They add +1 to saving throw DCs for spells of the divination school and sleep effects they cast. In addition, primitives with a Charisma of 15 or higher may use *dream* once per day as a spell-like ability (caster level is equal to the primitive's character level).

Focused Devotion: A primitive may reject a class skill in order to increase his maximum permissible ranks in an artistic devotion skill by 1. This increase can be gained only once per class skill, regardless of the number of sources that enable it as a class skill. Further, if the primitive ever chooses to regain a previously rejected class skill from a new source, the primitive's permissible maximum rank is reduced by 1 and a skill rank spent to achieve that maximum, if any, is lost.

Heightened Sensitivity: Primitives receive a +2 racial bonus on Perception and Sense Motive checks. They receive a -2 saving throw penalty against enchantment spells and effects.

Know Your Own: Primitives gain a +2 bonus on Diplomacy and Sense Motive checks versus other primitives. This stacks with the bonus from heightened sensitivity.

Languages: Primitives begin play speaking Common and Elven. Primitives with high Intelligence scores can choose from the following: Celestial, Draconic, Gnome, Halfling, Infernal, and Orc. Having grown up in the Blight, they have had a much greater opportunity to meet and mix with a variety of other races and ethnicities than a member of their race not resident in a large, cosmopolitan city may have done. Primitives therefore add all available human languages to the list of racial bonus languages they may choose from (except secret languages such as Druidic).

* See New Skills

** See For the GM, True Gods of the Blight

Gnome, Tradelord

Tradelord gnomes are a common sight amongst the financial areas of the city; they are cunning and astute, good judges of character and risk, and their talents are in demand — by the legal, financial, and speculative professions, as well as the less-legal arms of those groups. In many ways, their reputation resembles that of the street dwarves in other urban areas throughout Akados, but whereas the street dwarves are known for being hard-working business owners and workers, tradelord gnomes are specifically involved as financiers, bankers, commodity speculators, investors, and trade factors at the highest echelons of local and international trade. And while they are known for their business acumen, they are not especially well-regarded for their scruples. A person always feels more comfortable with a tradelord gnome on his side of a negotiating table but much less comfortable with one on the opposite side.

Physical Description: Tradelord gnomes superficially resemble ordinary gnomes in all ways, but all tradelord gnomes are descended from a handful of Castorhage gnome families (no matter how distantly related), and all tend to bear a certain family resemblance. Their hair tends toward muted shades of brown, red, or sometimes green, though grey and silver seem to predominate even at relatively young ages. In addition, there is an unusually high incidence of balding among their numbers. Eyebrows are almost always thick and bushy, with wide, hooked noses, and large,



protruding ears. Thick, brushy moustaches and sometimes sideburns are extremely common, though beards are never worn. Their skin also tends to be more pallid compared with their kin and is frequently extremely thin, almost parchment-like, with a spider web of tiny veins visible on the cheeks, chin, nose, and ears. Eyes tend to be bleary and slightly jaundiced, and myopia is very common, with many tradelord gnomes wearing spectacles before they reach adulthood.

Society: Tradelord gnomes are extremely preoccupied with social class and form. They are extremely proud of their Castorhage lineage from a few well-placed families whose involvement in the politics and finances of the city-state date back for centuries. With family names such as Bothelwaite, Curringham, Evendon, and Shipwright, they feel that they are the true cream of the crop within the city-state, with a name that should open doors and get immediate recognition even among the unwashed Lowfolk. The fact that none of their family names is even remotely as well-known as the upstart parlor magician Shortstones and their seemingly endless progeny irks the families of the tradelords to no end, though they will never let on to being disturbed by a notion so far beneath them.

Relations: Tradelord gnomes tend to get on well with most other races, if at a comfortable and coolly indifferent arm's length. They hold ordinary gnomes in utter contempt, however. The city's Lowfolk recognize them as true "movers" within the Blight's social strata, and the Upper Class see them as formidable and respectable professionals, if not particularly friendly or suitable for socializing. The tradelord gnomes' natural standoffishness actually serves them well in their relations with others because it makes them seem stuffy and competent while at the same time masking their inclination toward pompousness biting condescension. The few that manage to get close to a tradelord gnome almost always find them rude and unpleasant but worthwhile companions nonetheless for their astute judgment and considerable skills at the bargaining table.

Alignment and Religion: Tradelords have a tendency toward law and neutrality, being much more concerned with reaching the means to their ends through skilful manipulation of the existing rules rather than with whether or not the ends themselves might be in any way worthy or moral.

Lawful neutral and neutral are their most commonly taken alignments, with some exceptional individual skewing toward lawful good or lawful evil. Neutral good and neutral evil are extremely rare, and chaotic alignments are unheard of among them. Favored religions are Sefagreth^{BG}, Thyr^{SV}, Dre'uain^{BP}, Archeillus^{BP}, and Iskardar^{MM}, and no doubt more than a few who secretly revere Lord Mammon^{**}. Noticeably absent among the worship of the tradelord gnomes is the worship of their chaotic racial deity Hammer Mittelschmerz^{MM}.

Adventurers: Tradelord gnomes seldom become adventurers, but some find the thrill of the discovery of new trade markets and the victory over opposing forces as a great draw and become sea captains, caravan leaders, or even trade negotiators in the most hostile of environments. Bards are by far the favourite class for these adventurous souls, with wizards and oracles coming in a close second, particularly those wizards that specialize in enchantment, divination, or transmutation. For the truly adventurous, rangers and rogues are not unheard of.

Male Names: Bates, Cumberlin, Huffingham, Jomas, Myles, Perrington, Tomorj, Trevor, Willin

Female Names: Agathra, Agned, Delorys, Gertrand, Myllicent, Myrtle, Pennifor

Tradelord Gnome Racial Traits

+2 Intelligence, +2 Charisma, -2 Strength: Tradelord gnomes are not as hardy as their ordinary gnome kin and lack much in the way of physical strength, but they more than make up for it with the power of their presence and their impressive mental acumen.

Small: Tradelord gnomes are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 bonus on Stealth checks.

Slow Speed: Tradelord gnomes have a base speed of 20 feet.

Low-Light Vision: Tradelord gnomes can see twice as far as humans in conditions of dim light. See Chapter 7 of the *Pathfinder Roleplaying Game Core Rulebook*.

Business-Brained: Tradelord gnomes find that the Blight enhances their naturally convoluted thought patterns into a talent for the abstract intricacies of high-level business, finance, and law. They gain a +4 racial bonus on Profession (banker, barrister, gambler, or merchant) checks (choose one), and may treat that skill as a class skill. In addition, they use their Charisma or Intelligence modifier, instead of their Wisdom modifier with this Profession check, if they wish. This decision is made at character creation and, once chosen, cannot be changed.

City Knowledge: Tradelord gnomes gain a +4 bonus on Lore* checks related to one city district and a +2 bonus on Lore checks related to one other city district. Lore checks related to either of these two city districts can be made untrained.

Illusion Resistance: Tradelord gnomes get a +2 racial saving throw bonus against illusion spells and effects.

Keen Senses: Tradelord gnomes get a +2 racial bonus on Perception skill checks.

Know Your Own: Tradelord gnomes gain a +2 bonus on Diplomacy and Sense Motive checks versus others of the same racial subtype.

Truth Twister: While tradelord gnomes are great appreciators of civil law and order in the business arena, this is only insofar as they can manipulate and twist it to their advantage. Tradelord gnomes' facilities with deceit are enhanced in situations involving negotiation, giving them a +2 racial bonus on Bluff and Sense Motive checks when lying and discerning lies, respectively, and they may treat one of those skills as a class skill.

Urban Magic: Like many other gnomes, the Blight has altered the inherently magical nature of tradelord gnomes. Those with Charisma scores of 11 or higher gain the following spell-like abilities: 1/day—*floating disk*, *message*, *open/close*, and *unseen servant*. The caster level for these effects is equal to the tradelord gnome's level. The DC for these spells is equal to 10 + the spell's level + the tradelord gnome's Charisma modifier.

Weapon Familiarity: Tradelord gnomes treat any weapon with the word "gnome" in its name as a martial weapon.

Languages: Tradelord gnomes begin play speaking Common, Gnome, and either Semuric or Xaon. Tradelord gnomes with high Intelligence

THE BLIGHT: RICHARD PETT'S CROOKED CITY

scores can choose from the following: Draconic, Dwarven, Elven, Giant, Goblin, Orc, Sylvan, and Undercommon. Having grown up in the Blight, they have had a much greater opportunity to meet and mix with a variety of other races and ethnicities than a member of their race not resident in a large, cosmopolitan city may have done. Tradelord gnomes therefore add all available human languages to the list of racial bonus languages they may choose from (except secret languages, such as Druidic).

*See New Skills

** See For the GM, True Gods of the Blight

Half-Orc, Shadowlamp

Shadowlamps, as they are typically called, are half-orcs in the Blight born pale and sickly looking. The light still hurts the enlarged eyes of these half-orcs. Sometimes referred to as vampires, ghouls, or undead by other city folk, they prefer to do their business by night. To many, however, the Shadowlamps are a boon; someone who prefers to work at night can come in very handy, not only for the criminal underclasses, but also amongst more legitimate professions. The Queen's 4th Shadowlamps are a renowned part of the City Watch, with a waiting list of seven years to join and the toughest entry tests in the whole Watch. The Illuminati have made great use of Shadowlamps, and these half-orcs are also ranked amongst some of the most famous spider-hunters in the city's history.

Physical Description: Shadowlamp half-orcs are tall like their more common kin, easily exceeding 6 feet in height for both genders, but lack the sheer muscle mass of their cousins. Their bodies are thin and corded with wiry muscle that makes them look more like scarecrows — or cadavers — than a typical half-orc, and their skins tend to run paler than the dusky or greenish hues more frequently found. They have wide eyes with large pupils that are frequently bloodshot and teary in bright lights. Though their lower canines are less prominent than is normal for half-orcs, they are nevertheless somewhat elongated, and the fact that their upper canines are likewise hypertrophied only adds to the comparisons to some sort of blood-drinking undead beast.

Society: As products of a wholly urban environment, shadowlamps do not suffer the persecution and ostracization seen by the societies of both of a typical half-orc's parents. This is partially because shadowlamp half-orcs are the offspring of mated shadowlamp half-orcs, the initial orc/human crossing having occurred generations in the past. This is also because with so many underclasses in the Blight held with equal disdain by the upper crust of society, it is too much trouble for a lone segment to be singled out for specific prejudice. They receive the hardships and privations of a second-class citizen, but then so do most folk of the Blight, so it seems like no unique burden to shadowlamps.

Relations: With no special prejudice levelled against them in the city of their birth and a generations-long dissociation from the separate cultures of their progenitors, shadowlamp half-orcs get along with the other races that inhabit the city just as would any other. No special grudges are harboured, and no great blood feuds recognized. A shadowlamp on the streets of the city would have the same possibility to like or dislike an elf he met on the street as he would an orc. Though some folk are put off by their cadaverous appearance and exhibit a prejudice along those lines, the respect they command for the work they do and the myriad of other racial prejudices that swell within the disparate folk of the Blight causes shadowlamps to not feel singled out as a target of vitriol by any particular group.

Alignment and Religion: Shadowlamp half-orcs have no great propensity toward evil nor toward chaos. Likewise, they hold no special fondness for good or law. They are just as likely to be chaotic evil as chaotic good, though only a very few could be considered lawful good. The largest portion of their population falls firmly within the boundaries of neutrality. Most work hard, do their job, support their families, and at the end of the day enjoy a pint and a cigar. They usually hold no great loyalty to the city or its institutions, but take great pride in their own work ethic and expertise in those areas in which they excel. As creatures naturally suited for the dark of night, those few shadowlamps who do observe a formal religion tend to gravitate toward those that favour the shadows such as Mirkeer^{CotSK} and Sister Shadow** or other aspects of the night such as Narrah^{SV} or even relating to their occupation such as Vanitthu^{RCFG}. A shadowlamp worshipping Grotaag^{MM} is unheard of, but most pay no attention to any religion in particular.

Adventurers: As individuals skilled for a certain line of work, in particular guarding, watching, or hunting at night or in the dark places of the city, shadowlamps make excellent adventurers, and many are drawn to such a life. Shadowlamps are most commonly found as fighters, rogues, or rangers, though no few have made a career as hunters^{ACG}, investigators^{ACG}, and swashbucklers^{ACG}. Because of their penchant for night work and working in high and precarious places, those who have opted the pursuit of gunfighter^{UC} often find themselves especially employable.

Male Names: Borkil, Daga, Hurk, Kultak, Merrik, Tarik, Yasz

Female Names: Borlea, Dresla, Morfuda, Shevzu, Tulik, Yada

Shadowlamp Half-Orc Racial Traits

+2 Strength, +2 Dexterity, -2 Charisma: Shadowlamp half-orcs are tough and hardy, but their appearance is often off-putting to others.

Medium: Shadowlamp half-orcs are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Shadowlamp half-orcs have a base speed of 30 feet.

Acute Darkvision^{ARG}: Shadowlamp half-orcs have exceptionally sharp darkvision, gaining darkvision 90 feet.

City Knowledge: Shadowlamp half-orcs gain a +4 bonus on Lore* checks related to one city district and a +2 bonus on Lore checks related to one other city district. Lore checks related to either of these two city districts can be made untrained.

Know Your Own: Shadowlamp half-orcs gain a +2 bonus on Diplomacy and Sense Motive checks versus others of the same racial subtype.

Light Sensitivity: Shadowlamp half-orcs are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Nightbreed: Shadowlamp half-orcs receive a +4 racial bonus on sight-based Perception checks made in dim light or darker conditions and gain a +1 bonus on all skill checks when working in dim light or darker conditions.

Orc Blood: Shadowlamp half-orcs count as both humans and orcs for any effect related to race.

Weapon Familiarity: Shadowlamp half-orcs are proficient with greataxes and falchions and treat any weapon with the word "orc" in its name as a martial weapon.

Languages: Shadowlamp half-orcs begin play speaking Common, Orc, and Undercommon. Shadowlamp half-orcs with high Intelligence scores can choose from the following: Abyssal, Aklo, Dwarven, Draconic, Giant, Goblin, Terran, and Undercommon. Having grown up in the Blight, they have had a much greater opportunity to meet and mix with a variety of other races and ethnicities than a member of their race not resident in a large, cosmopolitan city may have done. Shadowlamp half-orcs therefore add all available human languages to the list of racial bonus languages they may choose from (except secret languages such as Druidic).

*See New Skills

** See For the GM, True Gods of the Blight

Halfling, Gypsy-Soul

Consummate traders and tricksters, gypsy-souls are halflings who feel a deep and abiding kindred with the Viroeni gypsy-folk of Akados. Though not related to these wandering tribes by blood, the gypsy-souls have associated with them for so many generations that these halfling bloodlines indeed seem more closely akin to the Viroeni than to their own kind. In fact, the gypsy-souls speak the Rama language of the Viroeni and generally keep to their own neighbourhoods, caravans, or encampments rather than mix extensively with others. The exceptions to this are, of course, the Viroeni themselves, who see the gypsy-souls as kindred little brothers and sisters and the halfling boatfolk of Castorhage. Interaction in the city, however, can draw some out of their insular natures, at least for a time. Gypsy-souls support themselves as tinkers, traders, and in the performance of odd jobs whenever possible. Some have small animal herds.

Physical Description: Gypsy-souls in general conform to the physical appearance of their halfling kin. They tend to be a little bit taller — some reaching the outlandish height of 3 foot, 6 inches — and a bit leaner, rarely having the paunch from a life of prosperity and good meals that tends to find its way onto many halflings as they reach middle age. They almost always go barefoot, which is not unusual for halflings in general, and their

GM GUIDE

ears are less pointed, in some cases being completely indistinguishable from human ears in shape. Their thick curly hair tends toward dark brown and black, with many wearing thick sideburns and even short beards, though rarely moustaches, and they have a tendency to grey early, with many having thick streaks of white running through their unruly mops at even a relatively young age. Their eyes share dark shades similar to their hair though occasionally a striking ice blue appears. Their skins are a shade darker than the almond coloration of typical halflings, possibly from greater exposure to the sun in their wandering lifestyle. They quickly develop many fine lines and wrinkles from years in the sun and wind and a tendency toward laughter, though this does not make them appear older as much as it makes them seem jollier and more world wise.

Society: Like the Viroeni wanderers that they have come to identify with, gypsy-souls spend most of their life traveling upon the roads of Akados in caravans of small wagons. These are frequently included as part of a Viroeni caravan but not always so. When they are with Viroeni, they are treated as one of their own and answer to the tribes reigning matriarch just as do her human kinfolk. This arrangement is very egalitarian in that on many occasions the Viroeni themselves answer to a halfling gypsy-soul matriarch if she is the most senior member of the caravan. On the open road or in an encampment, gypsy-souls are prone to music, dancing, and the telling of elaborate jokes. They do not involve themselves in pranks very frequently because they are accustomed to living on few resources and among hostile peoples so that anything that might damage another's property or dignity is seen as detrimental to their survival. Rather, they confine their internal rivalries to clever jests and barbs for the amusement of all, and a gypsy-soul that knows he has been bested enjoys the roast as much as any onlookers and begins planning his future rejoinder almost immediately. Pranks upon non-gypsy-souls, however, is an entirely different matter, and truly legendary members of their families are those who can pull the most outlandish pranks upon other peoples.

Relations: If folk look upon the Viroeni as roving skulks and thieves, they look upon the gypsy-souls who associate with them as little better than an infestation of vermin. Only in municipalities of established relation with gypsy-souls do they find any real welcome. In Castorhage, there are entire barrios occupied by gypsy-souls who have made a more permanent abode for themselves, and here they have become enough of a fixture to avoid constant persecution. It is true that the folk of the Blight look upon all gypsy-souls as cutpurses and pickpockets, but then, most other groups are suspected of the same, so the gypsy-souls find an easier acceptance than in most other places. In places not as accustomed to the presence of gypsy-souls, they are usually confined to isolated encampments away from towns and cities, and allowed entry only on market days when their wares and services might be of use. Gypsy-souls harbour some resentment toward this inherent disregard for them, but their own habit of tricks and pranks does not engender them to these communities.

Alignment and Religion: Gypsy-souls are chaotic by nature though rarely truly evil. Many of them, in fact, have a heart of gold that is tempered by their impish ways. Their love of freedom and disdain of rules and the shackles of civilization means that they are never inclined toward lawfulness. Most frequently, they are chaotic good or neutral with some neutral good and chaotic neutral. Only on the rarest occasions are neutral evil or chaotic evil gypsy-souls encountered. Their love of the freedom of the road and the irreverent ways of halflings means a great many favour the halfling deity Mick O'Delving^{BP} with Pekko^{RCFG} almost equal in popularity. Their inherent wanderlust and love of the many hidden twists and turns of life leads many into reverence of Belon the Wise^{BP}, Moccavallo^{BG}, Tykee^{BG}, or Zors^{BG}. Some of the older gypsy-souls are devoted to the traditional Viroeni deities of Mert^{DD}, Vionir^{BG}, or Lurz-Urcia^{LCB}. Very rarely, an evil gypsy-soul might venerate Demogorgon^{MM} as the Lord of Fate.

Adventurers: Their love of life on the road makes adventuring a natural choice for gypsy-souls. Many would claim that adventuring is their only occupation, whether they be an aged caravan matriarch, mischievous street urchin, or established urban tinker. The draw of an adventurer's life is one of the reasons that many gypsy-souls who establish themselves in cities such as Castorhage eventually abandon their sedentary life and take to the roads once again. Rogues and bards are by far the most common class choices among gypsy-souls, but they count many rangers, clerics, oracles^{APG}, brawlers^{ACG}, and swashbucklers^{ACG} among their number as well.

Male Names: Gypsy-souls have abandoned the typical naming conventions among halflings in favour of those of the Viroeni. Common male names include Alfonso, Andrej, Baldo, Hanzo, Luca, Marko, Stefan, and Toman.

Female Names: Esmara, Eva, Mirella, Nuri, Riva, Tabita, Violca

Gypsy-Soul Racial Traits

+4 Dexterity, +2 Charisma, -2 Strength, -2 Wisdom: Gypsy-souls are light and quick on their feet. They are also extremely charming, but their small structure makes them physically weaker than other creatures and their often-impulsive ways makes them prone to getting in over their heads.

Small: Gypsy-souls are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 bonus on Stealth checks.

Normal Speed: Gypsy-souls have a base speed of 30 feet.

City Knowledge: Gypsy-souls gain a +4 bonus on Lore* checks related to one city district and a +2 bonus on Lore checks related to one other city district. Lore checks related to either of these two city districts can be made untrained.

Deft Dancer: Gypsy-souls are infused with the rhythm and beat of the city's dark heart. They gain a +2 racial bonus on Perform (dance) checks, on Perform (percussion, string, or wind) checks (choose one) and may treat Perform as a class skill. In addition, deft dancers with 3 or more ranks in Perform (dance) gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2, and a +6 dodge bonus to AC when taking the total defense action instead of the usual +4. This does not stack with similar dodge bonuses gained from the Acrobatics skill.

Gypsy-Cant: Gypsy-souls gain a +10 bonus on Bluff checks to pass secret messages to one another in front of listeners who do not speak Rama. Even non-gypsy-souls who understand Rama receive a -5 penalty on Sense Motive checks to detect these secret messages.

Halfling Luck: Gypsy-souls receive a +2 racial bonus on all saving throws.

Keen Senses: Gypsy-souls receive a +2 racial bonus on Perception skill checks.

Know Your Own: Gypsy-souls gain a +2 bonus on Diplomacy and Sense Motive checks versus others of the same racial subtype or with humans of the Viroeni ethnicity.

Shiftless^{ARG}: Gypsy-souls have a reputation for larceny and guile — and sometimes it's well deserved. Gypsy-souls gain a +2 racial bonus on Bluff and Sleight of Hand checks, and Sleight of Hand is always a class skill for them.

Weapon Familiarity: Gypsy-souls are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

Languages: Gypsy-souls begin play speaking Common, Halfling, Rama, and River Cant. Gypsy-souls with high Intelligence scores can choose from the following: Dwarven, Elven, Gnome, Goblin, Orc, and Sylvan. Having grown up in the Blight or on the roads, they have had a much greater opportunity to meet and mix with a variety of other races and ethnicities than a member of their race may have done. Gypsy-souls therefore add all available human languages to the list of racial bonus languages they may choose from (except secret languages such as Druidic).

* See New Skills

Human, Blighted

It is a peculiar facet of the Blight that those who dwell there notice a subtle change over many generations, almost as though their deeds truly become tattooed upon their bodies. This is true in general only for those who have several generations of Castorhage in their kin; those who manage to escape, who throw off the shackles even for a few years, or who by good fortune are somehow immune to this effect are unaffected.

Others are not so lucky, and this kinship manifests in subtle changes within the bodies of those who come from such long lines of locals. For example, those who use their bodies for brute force — the builders, labourers and roofers — can be identified by their peculiarly large hands, or shoulders, or backs. Miners develop wider eyes with larger pupils; chimney sweeps, an unsettling ability to voluntarily dislocate their limbs;

THE BLIGHT: RICHARD PETT'S CROOKED CITY



nobility may be tainted by generations of envy or lust and have peculiarly feral or angered expressions. In general, these changes are not monstrous but are all the more unsettling for their subtlety.

Physical Description: Blighted humans are fairly typical of the human folk of western Akados. Their skin tones are usually somewhat pale and range from sallow to ivory to pinkish all the way to the almost pure white of albinism. Whereas most of western Akados tends toward more aquiline features, those of the blighted are usually coarser and somewhat broader. Their hair runs to the same dark browns, auburns, and black of western Akados, and their eyes are a range of blue, grey, blue-grey, bluish-black, dark brown, and pale violet. As noted, their physical features do tend to reflect the sort of occupation their family has held for many generations, though these changes are subtle and fall well within the normal physical morphology found within the population.

Society: No single social stratum fits the blighted. They can be from the lowest of the city's gutters to the marbled galleries and halls of the Capitol. In fact, a member of the blighted would not even identify himself as such. Being one of the blighted is not a recognised classification; it is simply a physical reality of those whose families have dwelt in the city-state long enough for physical changes to occur. This is reflected in that the one feature they all truly have in common is their ancestry's long residence within Castorhage.

Relations: Like humans elsewhere, the relations of the blighted run the gamut from open integration with other races and cultures to rampant xenophobia and prejudice based on the individual's upbringing and circumstances.

Alignment and Religion: The full range of alignment options are commonly found among the blighted. This applies as well to their religious preferences, though they have a higher tendency to follow the religions indigenous to the city of Castorhage as opposed to those of elsewhere in Akados. There are many exceptions to this, however, as the folk of Castorhage includes immigrants from across the world of Lleogyr who have brought their native beliefs with them to their new homes. By far the largest human congregation of any god in Castorhage is that of Mother Grace**, the city's de facto patroness deity.

Adventurers: The adventuring life among the blighted is more dependent upon their occupation and circumstances than their race. An indolent nobleman with money to burn and free time to spare might take up adventuring as a pastime to relieve his boredom, whereas a Lowfolk woman living in the gutter and begging or picking pockets to feed herself might see it as an opportunity to increase her prosperity. In addition, the selection of adventuring classes is as varied as the backgrounds of the individuals themselves.

Male Names: The blighted use the same styles and forms of names as the rest of the citizenry of Castorhage. Their naming conventions do not mark them in any way as different from anyone else.

Female Names: Like the males, blighted females share the same naming conventions as the folk of the city around them.

Blighted Human Racial Traits

+3 to One Ability Score, -1 to One Ability Score: This bonus and penalty should reflect the occupation or circumstances in which the blighted individual has been raised.

Medium: Blighted humans are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Blighted humans have a base speed of 30 feet.

City Knowledge: Blighted humans gain a +4 bonus on Lore* checks related to one city district and a +2 bonus on Lore checks related to one other city district. Lore checks related to either of these two city districts can be made untrained.

Citysoul: Blighted humans are instinctually connected to the city, and they subconsciously move to its irregular beat. Within the Blight, they gain a +2 racial bonus on initiative checks, as well as on Perception, Sense Motive, and Stealth checks. In addition, once per day, they can become lost in thought in a trance-like state for 1 minute to subconsciously plumb their knowledge of the city. At the end of the trance, they may make Diplomacy check as though they had spent 1d4 hours gathering information. This trait replaces the bonus feat trait.

Know Your Own: Blighted humans gain a +2 bonus on Diplomacy and Sense Motive checks versus others of the same racial subtype.

GM GUIDE

Mapmind: The minds of blighted humans intuitively understand the ever-changing layout of the city, as though they have a mental model that is somehow always kept up to date. They gain a +4 racial bonus on Knowledge (local), Knowledge (geography), and Lore* checks in relation to knowing the urban geography of the Blight, the fastest method to get from one location to another, and for finding specific locations within the city. In addition, they can spend a full-round action to know which district they are in, even if they cannot see their surroundings. This trait replaces skilled.

Languages: Blighted humans begin play speaking Common and either one other human language of their choice including Rama, River Cant, Thieves' Cant, and Xaon or one planar language of their choice including Abyssal, Aquan, Auran, Celestial, Daemonic, Ignan, Infernal, Protean, and Terran. Blighted humans with high Intelligence scores, having grown up in the Blight, have had a much greater opportunity to meet and mix with a variety of other races and ethnicities than a member of their race not resident in a large, cosmopolitan city may have done. Blighted humans therefore may choose any language they want including the esoteric languages such as Ancient Kemitian, Azhar, High Boros, Loquatia Arcana, and Necronomus (except secret languages such as Druidic).

*See New Skills

** See For the GM, True Gods of the Blight

ACG See *Pathfinder Roleplaying Game Advanced Class Guide*

APG See *Pathfinder Roleplaying Game Advanced Player's Guide*

ARG See *Pathfinder Roleplaying Game Advanced Race Guide*

BG See *LL8: Bard's Gate* by Frog God Games

BP See *LL5: Borderland Provinces* by Frog God Games

CotSK See *LL4: Cults of the Sundered Kingdoms* by Frog God Games

DD See *Dunes of Desolation* by Frog God Games

DMC See *Dead Man's Chest* by Frog God Games/Necromancer Games

GD See *Glades of Death* by Necromancer Games

K2 See *K2: The Diamond Fortress* by Necromancer Games

K9 See *K9: Elemental Moon* by Necromancer Games

LCB See *LL2: The Lost City of Barakus* by Frog God Games

MM See *Mountains of Madness* by Frog God Games

PU See *Pathfinder Roleplaying Game Pathfinder Unchained*

RCFG See *Razor Coast Freebooter's Guide* by Frog God Games

SV See *LL1: Stoneheart Valley* by Frog God Games

TD See *Trouble at Durbenford* by Necromancer Games

UC See *Pathfinder Roleplaying Game Ultimate Combat*

New Races

The scourge of the Blight does more than simply twist the essence of those unfortunate enough to live there for generation after generation and create new traits and subtypes of existing races. The Blight also has entirely new races ... or has at least has attracted these otherwise rare races in numbers unknown elsewhere.

Briny (Half-Skum)

Fishermen spit when they hear the name mentioned — briny, fish-bred — born of a forced union between skum and the wives of men. The humans hate the children that flounder in the streets, children more at home in the cold, dark waters than in the lands of the sun and air. They are children that, they say, have some purpose in being on land; children that remind them of the foul act that created them; children that hate the day, hate the sun, yet are attracted to it, like moths to a flame, their eyes watering painfully as they stare into the glow of the summer orb, praying for someone to turn off the light.



THE BLIGHT: RICHARD PETT'S CROOKED CITY

They come from the deep and cold places below, watching the warmth of landmen's wives with greedy eyes, eyes that want to steal. Skum lurk everywhere in this city, and the local strain constantly seek a human mate to take and impregnate. If a skum is not born, the union is cast out — along with the mother — by the skum, who are bound by an ancient ritual not to kill them (some have conjectured that the aboleth expressly forbid such killings to allow their progeny to establish a foothold on land). The women (called "brine mothers" by most folk) often come back — poor, silent creatures that they are, no matter what they were like before. They always bring back what they have been given, these poor taken wives, but they never tell what they saw, or what happened to them. The given thing is called a briny, and hated although it is, it is well-known amongst the fishermen that to kill the child means to also kill the wife, for many have tried. Many have killed the foul infant in the hope of freeing the wife, only to find her hanged a few days later — always by her own hand.

Physical Description: Some are more human than others, but each is deformed in some way, and about a quarter of them slowly change as they age, eventually undergoing a terrible transformation and becoming a skum. However, for a PC, this end can be a long way off, or perhaps it never occurs. They always inherit some aquatic feature: bulging eyes, shreds of wan, scaly skin between fingers or toes, or perhaps an unsettling smell of brine and fish.

Society: Briny tend to stick with other briny — it's safer that way, although the more human ones find it fairly easy to blend into society. Some briny even thrive on their appearance and make a living from it in the freakshows and side-stalls of the city.

Relations: Many locals are bigoted, and fishermen in particular despise such creatures. This can harden the attitude of a briny, who may become aggressive. They make excellent friends, however, since anyone who overlooks their ancestry is unusual and to be prized. Some people pity the briny, and show them acts of great kindness; many religions in the city happily accept converts to their cause. Briny can procreate with other briny, and do so willingly and regularly in the city, most notably on the Gyre. The resulting offspring is always a briny who does not further transform as it ages and is considered, perhaps, the most blest of the briny by their small society.

Alignment and Religion: Although they can have any alignment, briny tend to be neutral, their upbringing making them more self-reliant and less biased toward one school of thought or another. Some briny are unaware of the eventual end fate has in store for them, while others seek to stop the awful transformation with devotion and prayer. Communities of briny develop their own religious practices based upon nature or sea, or adopt those of other races to better blend into the societies of which they are a small part. Amongst these, the worship of Brine* is by far the most common.

Adventurers: Tough lives make rogues or fighters of many briny, whilst others take to religion and rise to high ranks. Amongst their own societies, religion tends to be more druidic than clerical.

Male Names: In an effort to blend in, briny often take human names, although those with an inherent favouring of the Aquan language may take a darker name more in keeping with their past.

Female Names: Like the males, the less common females also tend to take names from societies in which they find themselves.

Briny Racial Traits

+2 Constitution, -2 Charisma: Briny are tough but strange.

Medium: Briny are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Briny have a base speed of 30 feet.

Darkvision: Briny can see well in the dark up to 60 feet.

Amphibious: Briny have the aquatic subtype and the amphibious special quality.

Destined Devolution: A briny ages at the same rate as a half-orc. Of those that die of old age, 1 in 4 spontaneously slough off their skin to reveal a living adult skum within. This transformation functions as the *reincarnate* spell, with the newly formed skum gaining the following modifications to its physical ability scores: +4 Strength, +2 Dexterity, +4 Constitution, and -2 Charisma.

Natural Swimmers: A briny has a swim speed of 20 ft. and gains a +8 racial bonus on all Swim checks.

Resistant to Cold: Briny have cold resistance 5.

Sun Misery: Briny have the light sensitivity weakness.

Water Mastery: A briny gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when it is in water terrain (above or below the surface). Briny have a +4 racial bonus on all Perception and Stealth checks made while below water.

Languages: Briny begin play speaking Common. Briny with high Intelligence scores can choose any languages they want (except secret languages such as Druidic).

* See **For the GM, True Gods of the Blight**

Coprophagi (Roachfolk)

In a city of social dregs, the coprophagi (or roachfolk as they are more commonly known) are truly the scrapings from the bottom of the barrel. Reviled by all, the roachfolk live almost invisibly within the City-State of Castorhage, restricting their movements and habitats to areas where others wouldn't care to look or to the sheltering darkness of night that hides them from the eyes who might take umbrage at their very existence.

It is thought that roachfolk originally must have hailed from Between or some other vile plane because no records speak of their existence before the rise of the city-state, and they are largely unknown elsewhere on the continent. The fact that they bear a vague resemblance to dwarves, however, speaks of a far closer and more tragic origin, though none amongst the stout folk speaks of such a thing, and they would violently oppose anyone who attempted to lay such a claim. For their part, the coprophagi keep to themselves and avoid contact with others whenever possible for fear or instigating pogroms against their very existence — a circumstance that has occurred more than once in the past. The fact that they continue to survive within the Blight — and in significant numbers — is a testimony to their ruggedness and adaptability.

Physical Description: The coprophagi in all ways resemble a humanoid cockroach. They stand erect on two, thick insectile lower legs with two



more sets of limbs extending from their torso, a pair of long insect-like arms extending from their flanks midway between waist and shoulder, and a second pair of smaller insectile appendages that extend from their shoulders. Their hide is brown or black and like a carapace in texture and durability, and a larger, thicker carapace extends down their backs from neck to thigh to provide their own natural armour. Their heads are like those of a large roach, with long antennae extending from the front, but they do have an oddly and unexpectedly humanoid shape to them. Some even have feeble beards growing down from their mandibled jaws, giving rise to the rumour of some mysterious dwarven heritage.

Society: Roachfolk keep to themselves, their society largely opaque to outsiders. What most do know of them is that they have formed a sort of fraternal order called the Festering Brethren. Of all the roachfolk encountered by other races, it is these who are typically seen and are some of the few who will even go about in the daytime in the view of others. The Festering Brethren largely cover their bodies in rags and winding clothes like lepers, though it does not disguise their insectoid shapes, and many even carry a curved staff with a small bell on the end that rings as they use it to walk. Also like that of a leper, these staves are intended to give the other folk of Castorhage warning that a member of the Festering Brethren approaches so they have the opportunity to relocate elsewhere if they wish to avoid being in the presence of the roachfolk.

Relations: Roachfolk are tolerated at best and are unwelcome in most establishments within the city. They lack the stigma of true vermin borne by the night-slugs but nevertheless are treated little better. Outside the city, they are likely to be viewed as a monster and a threat. No law in Castorhage requires the coprophagi to use the bell-staves — though some insist that it is only a matter of time — and the rampant pacifism that the Festering Brethren tend to display certainly helps that situation. Despite their peacefulness, though, the coprophagi are willing to defend themselves, and the Festering Brethren in particular have proven on many occasions to be capable combatants, further discouraging outright acts of violence against their race. Of all races, the mongrelfolk are most sympathetic of the coprophagi, and might perhaps even be distant relations to the roachfolk.

Alignment and Religion: Roachfolk are survivors and have little use for religion. They tend toward neutrality, and their actions are typically those necessary to get by each day. That said, few roachfolk are chaotic because they have learned that to provoke the populace of the Blight with their actions is to invite their own extermination. The Festering Brethren in particular are an order dedicated to Zors^{BG}, the Hanged Man, albeit in a much more lawful aspect than that with which that demigod is usually associated. The majority of coprophagi within the city worship either Mother Grace* or Sister Shadows*. There is a secretive minority, however, who cling to the prophecies of The Horseman* as they time when their race will rise above all others.

Adventurers: The hardscrabble existence among the coprophagi makes techniques for day-to-day survival their first priority. A part of that is to avoid getting caught when they're scrounging about the gutters of the city. As a result, most roachfolk with PC class levels are rogues, but oddly, members of the Festering Brethren are usually monks or clerics.

Male or Female Names: The names of the coprophagi are unpronounceable to most humanoid tongues. They, therefore, habitually take simple names borrowed from the predominant cultures around them irrespective of gender or meaning. However, they hold no special connection to these names and frequently take a new name whenever they next must deal with folk who are not of their own kind. Some common names include Abe, Ban, Bell, Bob, Cane, Cob, Dock, Duke, Guv, Jud, Lob, Lord, Mab, Nob, Pod, Prince, Queen, Rose, and Tune.

Coprophagi Racial Traits

+2 Dexterity, +4 Constitution, -2 Intelligence, -4 Charisma: Roachfolk are durable survivalists and can move swiftly, but they lack the intelligence of most races and are generally perceived very poorly by others.

Small: Roachfolk are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Fast Speed: Roachfolk are able to scurry quickly on their bottom two sets of limbs, giving them a base speed of 40 feet.

Darkvision: Roachfolk can see well in the dark up to 60 feet.

Extreme Durability: Roachfolk are immune to all non-magical diseases and gain a +4 racial bonus to Fortitude saves against poisons or any form of radiation. In addition, they are naturally able to withstand temperature extremes identical in effect to an *endure elements* spell (see Chapter 10 of the *Pathfinder Roleplaying Game Core Rulebook*).

Four-Armed: Roachfolk possess two middle limbs and two smaller upper limbs. Both sets are capable of grasping and holding objects or weapons, though the lesser upper limbs cannot hold any object heavier than 5 pounds each. This allows a roachfolk to fight with two weapons in its middle limbs while also holding two bucklers or light wooden shields in its lesser limbs (gaining the benefits each). Or they may instead fight with two weapons and two weapons weighing 5 pounds or less apiece; or two weapons and a two-handed weapon weighing no more than 10 pounds; or a two-handed weapon and another two-handed weapon that weighs no more than 10 pounds. The upper limbs are always considered secondary attacks when used in combat, and their penalties cannot be reduced even by Multiattack or other feats.

Limited Flight: A roachfolk has a pair of undersized wings tucked beneath his back carapace. It can use these wings as a move action to make an Acrobatics check to jump with a +10 circumstance bonus (it is always considered to have had a 10-foot running start with this use) or as a full-round action to achieve true flight for 80 feet. However, at the end of either of these uses it must land at the end of its movement, though its landing can be on some surface that it clings to with its climbing ability.

Multi-Legged: Roachfolk are able to use their extra limbs as needed in order to assist with balance. They receive a +4 racial bonus to their Combat Maneuver Defense when resisting a trip attempt.

Natural Armor: The carapace of a roachfolk gives it a +2 natural armor bonus. This bonus increases by +1 for every 4 Hit Dice the roachfolk gains as it thickens and toughens from exposure to hardship.

Natural Attacks: A roachfolk can attack with each of its claw-like hands. The claws of the upper limbs deal 1d4 points of damage, and the claws of the middle limbs deal 1d3 points of damage. The middle claws are considered secondary attacks even when a roachfolk is fighting unarmed.

Scent: Roachfolk have the scent special quality (see the "Universal Monster Rules" section in Appendix 3: Glossary of the *Pathfinder Roleplaying Game Bestiary*).

Swift Climber: A roachfolk has a climb speed of 20 ft. and gains a +8 racial bonus on all Climb checks.

Weapon Familiarity: Coprophagi treat any weapon with the word "coprophagi" in its name as a martial weapon. Coprophagi monks are proficient with the coprophagi bell-staff and the coprophagi razor wheel.

Languages: Roachfolk begin play speaking Mongrotic. Roachfolk with high Intelligence can choose bonus languages from the following: Aklo, Common, Dwarven, Goblin, and Undercommon.

* See **For the GM, True Gods of the Blight**

Night-Slug

None is as naturally capable of the fine art of breaking and entering as the night-slug. Fortunately for society, few are also as cowardly. Night-slugs maintain their existence simply by avoiding notice. Sometimes called the Tunnel People by the few folk of Castorhage that run across them in the endless sewer channels beneath the city, these elusive creatures often reside in small crawlspaces or even the hollows between the outer masonry and inner plaster and lathe of a house. They are capable of maneuvering their bodies through seemingly impossible spaces. Those among their number who are not lucky enough to acquire such grand accommodations typically live in places that allow them to avoid notice — the city dump, a gable hanging over a small alleyway, and so forth.

Physical Description: Night-slugs have a humanoid structure with blotchy grey skin bearing randomly arranged tufts of muddy-brown hair. Their arms are thin and elongated, hanging limply at their sides, and they seem to possess little if any muscle tone in general. Their ligaments and tendons are exceptionally elastic, allowing a night-slug to elongate its arms and legs, in the process pulling what muscle it has closer to its frame. In addition, night-slugs have a "collapsible" skeleton; its bones are composed primarily of cartilage, allowing the creature to squeeze into incredibly small areas. A typical night-slug stands around 3-1/2 feet tall and weighs 40 pounds.

THE BLIGHT: RICHARD PETT'S CROOKED CITY



Society: Night-slugs are true scavengers living on the fringes of the societies of others. They usually prefer densely populated urban areas for the increased number of hiding places and resources from which to scrounge their needs. Most night-slugs are loners because of the limited resources available to them, mated couples rarely staying together beyond the birth of a brood of whimps (as their young are called), and mothers generally abandoning their young as soon as they reach maturity after 3 years.

Relations: While most humanoids despise night-slugs and find their presence loathsome, few actually fear the creatures. More than one urban goodwife has walked into a room of her house at night to find a night-slug crouched in the corner chewing on a lace table runner and staining the rug with its noxious skin secretions. While the typical reaction certainly includes a scream, rather than flight it just as often concludes with her grabbing a broom and chasing the creature until it manages to squeeze back through a crack in the baseboards to the safety of the inner walls. In some cities plagued by these creatures, there is an entire industry for exterminators hired to enter homes and buildings to clear out night-slug infestations. The only race that could truly be said to hold empathy for the night-slugs are the wretched mongrelfolk on the rare occasions when the two peoples cross paths.

Alignment and Religion: Night-slugs are not particularly intelligent and typically exist at a subsistence level with little drive or idea of improving themselves. As such, their alignment is almost always neutral though exceptions do exist, of course. In general night-slugs are not religious and devote little time or energy in contemplation of the gods. As such, there is no religion that could be said to be typical of night-slugs, and most follow no religion at all.

Adventurers: Unlike their skulk cousins who possess a more violent bent, night-slugs are inherently cowardly and rarely a threat to even those who would otherwise find themselves at their mercy. There are examples, however, of individuals who have overcome this innate fearfulness and gone on to become highly proficient rogues and even assassins, in some cases.

Names: As loners and outcasts, most night-slugs don't bother with names at all. Their lack of interaction with most others prevents any sort of need for one. A night-slug identifies everyone as either "self" or "other/danger." Of the few that do take names, they are usually a single word — bereft of context — borrowed from another language or a monosyllabic name that sounds pleasing to a particular night-slug's ear. They make no distinction between male or female names. Examples include Bloo, Fancy, Glugh, Plop, Spoon, and Tater.

Night-Slug Racial Traits

+4 Dexterity, -2 Intelligence, -4 Charisma: Night-slugs are nimble and highly flexible, but generally lack in formal education and suffer

severe prejudice from most other races.

Small: Night-slugs are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Slow Speed: Night-slugs have a base speed of 20 feet.

Low-Light Vision: Night-slugs can see twice as far as humans in conditions of dim light. See Chapter 7 of the *Pathfinder Roleplaying Game Core Rulebook*.

Fast Crawler: While prone, a night-slug can move at half speed. While squeezing, a night-slug can move at its normal speed. The crawling movement of a night-slug does not provoke attacks of opportunity as normal, though other aspects of it can, such as moving through a threatened square, retreating from an opponent without using the withdraw action, etc. A night-slug can take a 5-foot step while crawling or squeezing.

Slime Coat: The skin of a night-slug constantly secretes a thin fluid most resembling a slightly slimy version of perspiration that leaves an off-color stain on most fabrics and has a musty odor. This constant coating gives the night-slug a +1 natural armor bonus that applies to its Combat Maneuver Defense as well and a +8 racial bonus on Escape Artist checks and Acrobatics checks to move through a threatened or enemy square. However, it also provides a +4 circumstance bonus to those using Survival to track a night-slug as well as Perception checks to locate a night-slug's trail.

Compression: Night-slugs gain the compression ability (see the "Universal Monster Rules" section in Appendix 3: Glossary of the *Pathfinder Roleplaying Game Bestiary 3*).

Languages: Night-slugs begin play speaking Common. Night-slugs with high Intelligence can choose bonus languages from the following: Darkling, Goblin, Halfling, Mongrotic, and Undercommon.

Swyne

"Lord, why can't I get a decent tailor these days? Adjust my cravat, idiot; can't you see it's crooked? How can I go to the lodge dressed like a human? I hope they have those succulent kidneys tonight, the ones that they serve just lightly toasted with sugar. They have fine food at the lodge — not that you'd know about the finer things in life. We'll drink the finest Crava from crystal and eat our fill before talking business over cabb'e and hookahs filled with the finest tobacco and insectum money can buy. We'll trade millions tonight, you know? Millions! Can you imagine a million? I thought not. That's the trouble with humans — no imagination, and little appreciation for the finer things in life — little appreciation of anything, in fact."

Pleasure, pleasure, and pleasure: the three "P's" of swyne philosophy. A swyne lives to enjoy, to eat the finest food, to romance the most beautiful people, to plunder the greatest treasures. A swyne is a voyeur, a pleasure-seeker, a lothario. They do anything and everything to ensure that they get the most out of life.

In essence a humanoid pig, the swyne is usually fat, sallow-eyed, and hungover from excess. Dressed in the best he can buy, a swyne gets what



he can out of life — as often and as plentifully as possible. Roughly human in size and shape — and with all the foibles and interests that accompanies — the swyne are often mistaken for fat humans from a distance, until their snouts and piggy eyes come closer into view. Swyne tend to stick together, and refer to each other as brother or sister hog.

Physical Description: Some swyne can pass for human; so subtle are their porcine features. Others resemble humanoid pigs, with hoggish features, clumsy hands, and squealing laughter. They all tend to be fat (a result of enjoying as much fine food as they can, as often as they can), and prone to being clumsy; their porcine ancestry runs deep, and occasionally shows itself in their eating habits.

Society: Swyne stick together. A swyne almost always helps another swyne in trouble, often with the benefit of a considerable lecture on the error of their ways and how the suffering swyne in question should follow the path of his benefactor, whatever that path may be. Swyne live for excess, and have developed many guilds of their own to band together to ensure mutual benefit — providing, of course, that the benefit is primarily their own. The swyne have developed thousands of clubs related to excess and pleasure, the most famous of which are the Hedonists, a group perpetually related to dark rumours of excess, torture, and cruelty over enormously excessive luncheons.

Relations: Everyone has his uses, and a swyne judges life by the number of associates he has. Their selfish natures tend to make true friendships rare but incredibly close; a swyne friend is one for life, but a swyne associate cannot be trusted. Swyne deeply admire the banking gnomes of the city, and many close associations have and do take place across the city. They consider elves to be flighty and unpredictable, dwarves miserable, and half-orcs repulsive. They like a halfling's appetite and admire the human capacity for vice. They take great offence at being likened to pigs, and often refer to other humanoid races as monkeys as a riposte if so insulted.

Alignment and Religion: Swyne religions are based around acquisition: be it monetary, rare objects, land, property, or any other such avarice. Porfask*, the Swyne God of Wine-cellar is one; Hork*, Goddess of Musk, another. Of course, Mammon* has the greatest share of worshippers among the race and has been adopted into the swyne pantheon — whether he is aware of it or not. To many races, the swyne gods seem trivial in their focus; to a swyne, they are divine in their singular greed.

Adventurers: The restless greed of the swyne makes them useful allies, which, coupled with their brotherliness, makes them useful contacts. Of all the classes, bards, mesmerists^{OA}, sorcerers, and summoners^{APG} are the most common, with those who study charm and other enchantment spells often members of the Liars' Guild, a group of specialist swyne enchanters. Whatever the class, a swyne's reason is almost always remarkable in its selfishness.

Male Names: Boarbrand, Bogslob, Grund, Grork, Hobb, Hogwell, Hoglard, Pikskin

Female Names: Asparagus, Cauliflower, Cupling, Ladywell, Lettuce, Pigmella, Porcinia, Porflower, Sugary, Winscent, Winseed.

Swyne Racial Traits

+2 Constitution, +2 Charisma, -2 Dexterity: Swyne are stocky and slow but very charming with it.

Medium: Swyne are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Swyne are not as slow as their bulk would suggest, and have a base speed of 30 feet.

Gut Feeling: Swyne are naturally gifted at judging people or sniffing out a bargain. They gain +2 racial bonus on Appraise and Sense Motive checks.

Healthy: Swyne can — and often do — eat almost anything, and their powerful fortitude makes them highly resistant to toxins and sickness. Swyne gain a +4 racial bonus on saving throws against disease, poison, and effects that cause the nauseated or sickened conditions.

Scent: Swyne possess the scent ability.

Stubborn: Swyne are difficult to influence, despite their penchant for excess. Swyne gain a +2 racial bonus on Will saving throws versus charms and compulsions. In addition, if they fail such a save, they receive another save 1 round later to prematurely end the effect (assuming the effect has a duration greater than 1 round). This second save is made at the same

DC as the first. If they have a similar ability from another source (such as a rogue's slippery mind class feature), they can only use one of these abilities per round, but can try the other on the second round if the first re-roll fails.

Languages: Swyne excel at languages; charming someone in their own language is more gratifying for the customer or dupe. They begin play speaking Common and any one other modern languages. Swyne with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic). Very few learn Grus (or admit to speaking it if they do), as they consider the language vulgar and associated with true swine (i.e. the boarfolk).

* See *For the GM, True Gods of the Blight*

New Favoured Class Option

The Blight-born favoured class skill is designed to encourage characters created in the Blight to devote at least a part of their development resources to recognising the all-pervasive influence that the city has on its citizens and to simulate the advantages brought by knowing the city more intimately than any visitor. Any character of any race or class who was born and/or raised in the Blight since childhood can choose the Blight-born favoured class option each time he takes a level in a favoured class.

Blight-born: Receive +2 skill ranks as long as one is devoted to Artistry^{PU}, Bluff, Craft (any commonly found in the Blight), Diplomacy, Disguise, Intimidate, Knowledge (any), Linguistics, Lore* (any Blight district), Perform, Profession (any common to the Blight), Sense Motive, or Stealth.

* See New Skills

^{APG} See *Pathfinder Roleplaying Game Advanced Player's Guide*

^{OA} See *Pathfinder Roleplaying Game Occult Adventures*

^{PU} See *Pathfinder Roleplaying Game Pathfinder Unchained*

Blight Campaign Traits

We are the result of a thousand factors beyond our control — the factors surrounding our birth, our parents' situation, their friends' stories, and so on. Often our background is entirely ordinary, but even an ordinary story is still a story. A backstory gives your PC a beginning to his tale, and the following campaign traits help you to form your character's backstory. How and if you use these backstories is up to you; is it little more than colourful fluff to commence a character's history, or is it much more than that — an entire tale waiting to unfold?

The campaign traits below are deliberately unusual, in keeping with the strange setting you have before you; don't be afraid to make your PC extraordinary. You may have this character for a long time to come, so a little forethought can create a tale that may take you in an unexpected direction. As always, try to avoid using the trait as a simple mechanic;



THE BLIGHT: RICHARD PETT'S CROOKED CITY

make a story, however simple, from the backgrounds below.

Abandoned: Abandoned to live on the streets as a child, you grew up tough. Choose one skill from Bluff, Intimidate or Knowledge (local) to which you gain a special +2 bonus. Also select a home district you grew up in; in that district, that skill bonus increases to +3. When alone, you find it uncomfortable and try to seek out company if possible.

Alleychild: The narrow defiles and ginnels were your childhood playground and home. Choose one skill from Climb, Escape Artist or Stealth, to which you gain a special +2 bonus, or you can have +1 to each of the three (choose when the character is made). You find wide-open spaces a bit distressing.

Almost Killed: You fell in the Lyme, were hit by a runaway broken or undead horse, or fell from a tall building. Choose one of the following penalties: lose 5 ft. movement or permanently lose 1 point of Constitution. However, your instincts are sharper as a result, giving you +2 Dexterity and a +1 bonus on all Reflex saves. You have odd nightmares about the event that somehow manifest themselves in the dreams of others, who find it impossible to save you.

Apprentice: A trader raised you. Choose a Profession skill and gain Skill Focus for that profession as a bonus feat. You have saved twice as much starting money as standard.

Artists' Quarter Born: You were raised or spent some considerable time in the crazy and creative district of the Artists' Quarter. You make all Knowledge (local) checks for the Artists' Quarter or Lore (Artists' Quarter) checks with a +4 bonus and consider Knowledge (local) as a class skill.

Bastard Nobility: You bear the hallmarks of an aristocrat's bastard. You can mingle easier than others with different castes, and when attempting to use Bluff or Disguise to alter your background or caste, you gain a +2 bonus to the check.

Between Marked: Whilst very young, a nightmare from Between somehow manifested itself and scarred you. You gain Knowledge (Between) as a class skill, as well as an insight into the realm about you, granting you a +1 to all Perception checks due to an uncanny sixth sense you've developed. Furthermore, you are deeply affected by the experience and cannot abide being near mirrors. Whenever within 20 ft. of a visible mirror or other strongly reflective surface (even water), you make all Will saves at -1.

Boatchild: You have grown up on the banks of Sister Lyme, and even swum her depths for dares. You gain a +2 bonus to Swim checks and gain Profession (sailor or boatman) as a class skill. If you wish, you can choose to gain River Cant as a bonus language instead of the bonus to Swim checks.

BookTown Born: You were raised or spent some considerable time in BookTown. You make all Knowledge (local) checks for BookTown or Lore (BookTown) checks at +4 and always consider Knowledge (local) as a class skill.

Born to Beer Slops: You were raised in the gin houses and taverns of the city. Choose any Perform skill and consider it a class skill. You make all interaction checks with landlords or tavern owners (Bluff, Diplomacy, Intimidate or Perform) with a +2 bonus.

Brine Touched: There is some briny in your family, a gift that your mother and father tried to hide. Choose one of the following: webbed fingers giving you a swim speed of 10 ft., bulging eyes that give you darkvision 60 ft., or rudimentary gills just behind your ears that give you the ability to hold your breath twice as long as normal.

Brothel Waif: The child of a harlot, you have grown up tough and independent. Choose one of the following as a bonus feat: Athletic, Deceitful, Persuasive or Self-Sufficient.

Capitol Born: You were raised or spent some considerable time in the Capitol. You make all Knowledge (local) checks for the Capitol or Lore (Capitol) checks at +4 and always consider Knowledge (local) as a class skill.

Child of a Famous Beauty: Your mother or father was famous in the city for their looks. Add +1 Charisma. However, you were often left alone when young and suffered from nightmares. Whenever you are in a situation where a colleague or friend is not within 60 ft. and you must make a Will save, you do so with a -1 penalty.

Chimney Sweep: When young, you were small and used for cleaning chimneys of the wealthy or those of the Capitol. You gain the Stealthy feat

as a bonus feat. But whenever in confined spaces, you make all Will saves to avoid fear effects with a -2 penalty.

Choir Child: You have an incredible singing voice. You gain Perform (sing) as a class skill. However, the brutality for perfection meted out on you has scarred you. You make all saving throws to avoid being shaken at -2.

Circus Act: You ran away to join the circus. A colourful life of travelling through Festival and the Artists' Quarter followed, punctuated by trips to other parts of the city. Choose an act you performed, be that clown, ringmaster, acrobat, tightrope walker, stilt walker or any other performance your GM judges appropriate. For those performances involving Charisma (clowning, being a ringmaster), add one to your starting Charisma or gain a +2 bonus to your Acrobatics skill for any other act. In the tough backstage life you had, you were never fed enough; you make all saving throws against disease or exhaustion effects with a -2 penalty.

Cruel Kin: Cruel parents or relatives raised you, and you left home early. You are independent, but a bit of a loner. You make all Diplomacy checks to influence attitude at -2, but gain a +1 special bonus to all Will saves.

Devotee of Mother Grace: Very religious parents who found great solace in the order of things in the church of Mother Grace raised you. You gain Knowledge (religion) as a class skill, or gain a +2 bonus to Knowledge (religion) checks if you already have it as a class skill. Your inherent faith is strong and, once per day as a free action, you can utter a prayer to Mother Grace that grants you +1 bonus to any saving throw, skill check, or attack roll.

Educated: You attended one of the minor schools in the city. You increase your skill points as though you were human, or double that bonus if you are a human. Schools were vile, ordered places, and they have given you a healthy loathing for order; you have a -2 penalty to all saving throws against all spells with the lawful descriptor.

Festival Born: You were raised or spent some considerable time in Festival, but were not tainted by the place. You make all Knowledge (local) checks for Festival or Lore (Festival) checks at +4 and always consider Knowledge (local) as a class skill.

Foundling: You were abandoned as a baby, but found. There is something distinctly odd about you. This can be a physical thing such as a minor deformity (an extra finger, mismatched eye colour and so forth), or simply an odd air about you. Regardless of what it is, you make all Diplomacy checks to attitude at -2. There is also a bit of magic about you, however. Choose two 0-level spells from either the bard or druid list; you can cast these spells as spell-like abilities a number of times per day equal to your Charisma bonus (minimum 1). The DC for these spells is calculated using your Charisma bonus.

Freakshow Touched: You were raised in a freakshow and became close to many acts. Develop an extra friendship (see below) with one of the acts.

Gable Child: You spent your days up in the gables, where the air was clearer and there was always more to see. Heights hold no fear for you. When climbing any artificial structure, you gain a +2 bonus to Climb checks. Climbing is in your soul, however, and you are often tempted to tackle structures and buildings just to see the view. This is not a mechanical effect; it is yours to develop.

Gablemaester's Child: Your father was one of the brave gablemaesters who kept the rooftops clean, safe, and free from spiders. You have utmost familiarity with the rooftops of the city, and treat them as a favoured terrain as though you were a ranger of your own class level (with the normal increases starting at 8th level).

Guild Child: You were raised as part of a guild and have a benefactor looking out for you. Roll an extra friendship (see below) to have as a mentor, guide, or family friend. Choose a Profession or Craft skill and consider it a class skill; if you already have those as class skills, gain a +2 bonus to one of your choosing.

Guild-Bound Family: Your family is blighted by an agreement they made to a guild before you were born. If you can pay off this fee (1d6+3 x 100 gp), you gain 500 XP as a one-time goal reward (see **For the GM**). Choose a Profession or Craft skill and consider it a class skill; if you already have those as class skills, gain a +2 bonus to one of your choosing. You have a healthy loathing of the Guild system; this is not a mechanic, but yours to develop as you wish.

GM GUIDE

Haunted by Between: Between seems somehow to follow you around. Every so often, you hear noises no one else does, feel something move behind you, or see a reflection in a corner of a mirror that cannot be there. You are inherently Between touched. Choose two 0-level spells from either the bard or sorcerer list. You can cast these spells as spell-like abilities a number of times per day equal to your Charisma bonus (minimum 1). The DC for these spells is calculated using your Charisma bonus. Having that strange effect at your back makes you jittery. This is not a mechanical effect, but something to be added into your character in whatever way you feel works best.

Hollow Hills Born: You were raised or spent some considerable time in the haloed and holy places of the Hollow and Broken Hills. You make all Knowledge (local) checks for the Hollow and Broken Hills or Lore (Hollow and Broken Hills) checks at +4 and always consider Knowledge (local) as a class skill.

Jumble Born: You were raised or spent some considerable time in the Jumble. You make all Knowledge (local) checks for the Jumble or Lore (Jumble) checks at +4 and always consider Knowledge (local) as a class skill.

Kissed by Angels: Some people are born lucky, and you're one of them. Cats sit in your lap, children stop crying and laugh when you enter a room, and frosty discussions thaw when you talk. You make all checks for Bluff, Diplomacy, and Perform, as well as any other such check your GM deems appropriate, as though your Charisma was 2 higher than it actually is. Some petty people find such lucky folk annoying, and become jealous of them, of course.

Link Child: When younger, you worked the dark streets of the city as a link boy (or girl). Your night vision is excellent, and you have an almost sixth sense when operating in darkness. You gain a +2 bonus to Perception checks when in dim light or less, and operate as though you had the uncanny dodge ability while in those lighting conditions. If you already have such an ability, it improves in such conditions. You find daylight unpleasant, and prefer to wear tinted lens when the sun is at its highest.

Messenger: When younger, you were hired by one of the many messenger guilds in the city to pass messages in haste. You are adept at running and choose Fleet or Run as a bonus feat. Furthermore, your knowledge of the city streets is excellent; you consider Knowledge (local) as a class skill, and if you already have it as a class skill, gain a +2 bonus to it.

Mill Child: You spent much of your childhood working in one of the many mills in the city. You are very adept at getting through small spaces. You consider Escape Artist as a class skill; if you already have access to it, you gain a +2 bonus to it. You also make all Acrobatics checks to move through threatened or enemy spaces with a +2 bonus. The noisy mill machinery and treadmills damaged your hearing, however, causing a -1 penalty on all Perception checks.

One of Many: There were 10+1d6 other children in your family. Develop an extra friendship (see below) with one of your kin.

Orphan: Raised by an overseer, your early life was incredibly tough. You gain Toughness as a bonus feat. However, you still have nightmares about your childhood. This is not a mechanical effect, but one to use as a character story.

Riverchild: You were raised in a boat town along the river; you speak River-Cant as a bonus language, develop an extra friendship (see below) with one of your kin from the township, and gain a +2 bonus to all checks for Bluff, Diplomacy, Intimidate, and Perform when interacting with boatfolk.

Seventh Child of a Seventh Child: There is something decidedly odd about you; odd things happen around you, and occasionally unpredictable events occur — cats bristle and flee from you, plates fall on floors when you enter the room, or a clock strikes thirteen. This does not have a mechanical effect, and your GM should weave it into your character's story from time to time. Choose two 0-level spells from either the bard or sorcerer list. You can cast these spells as spell-like abilities a number of times per day equal to your Charisma bonus (minimum 1). The DC for these spells is calculated using your Charisma bonus.

Sewer Brat: You spent a lot of time in Underneath, either as a runner for a guild, someone who ran away from home or the orphanage you were raised in, or some other story you deem appropriate. You make all Knowledge (local) checks for Underneath at +4 or Lore (Underneath) checks and always consider Knowledge (dungeoneering) as a class skill.

Sideshow Touched: You were raised in a carnival sideshow and became close to many acts. Develop an extra friendship (see below) with one of the acts.

Sinks Born: You were raised or spent some considerable time in the Sinks. You make all Knowledge (local) checks for the Sinks or Lore (Sinks) checks at +4 and always consider Knowledge (local) as a class skill.

Strange Relations: Somewhere in your family line is an anomaly: the hint of an elf, the touch of a gnome, the flicker of a halfling. Exactly how and where this came from is a mystery. Choose either a dwarf's stonemasonry, an elf's or gnome's keen senses, or a halfling's fearless ability and add it as a racial trait for your character. Your character is slightly odd in a hard-to-define way. This is not a mechanic, but a story option; perhaps the PC has a luxuriant dwarvish beard, slightly pointed ears, or woolly feet that indicate that somewhere, far back, something odd happened in the family.

Streetwaif: You were raised on the hard streets of Castorhage. Choose one of the following feats as a bonus feat: Deceitful, Self-Sufficient, or Toughness. You made an enemy, however; your GM will develop this bane for you accordingly, and weave it into your ongoing story.

Toiltown Born: You were raised or spent some considerable time in Toiltown. You make all Knowledge (local) checks for Toiltown or Lore (Toiltown) checks at +4 and always consider Knowledge (local) as a class skill.

Thirteenth Child of a Thirteenth Child: There is something decidedly odd about you, and not all of it good. Strange effects follow your character. These are only minor but decidedly strange: horses keel over and die in the street when you walk by; a pyre-beetle lamp goes out; you find two-headed silver coins; or a plummeting magpie crashes into a wall as you walk past. Life, in short, continues to throw oddities about you. This has no mechanical effect, but should form part of your PC's story. It should not be overtly negative or positive, just odd.

Touched by the Unsea: When young, you were taken to the Unsea, and it had a profound and unsettling effect upon you. The Unsea calls you, and you find it oddly consoling to have objects from there or even odd things from the mundane sea about your home or person. You gain the clerical Water domain granted abilities icicle and cold resistance at 6th level. You do not have the bonus spells unless you are a cleric with the Water domain, in which case you cast all domain spells at +1 to the DC of their saves. There is something oddly clammy and brackish about you.

Town Bridge Born: You were raised or spent some considerable time in Town Bridge, and can consider yourself a Town Bridge local. You make all Knowledge (local) checks for Town Bridge or Lore (Town Bridge) checks at +4 and always consider Knowledge (local) as a class skill.

Wicked Stepsisters: Wicked stepsisters who delighted in using you as little more than a slave raised you. This made you resilient, if sad, when young. You do not develop any starting friendships; instead, the stepsisters (who are both level 1–3 aristocrats) are still alive and well and still lurking somewhere in your backstory for your GM to develop.

Wild Child: You were feral as a child. Choose one of the following bonus feats or abilities: Animal Affinity, druid nature sense, or two 0-level spells from the druid list. You can cast these spells as spell-like abilities a number of times per day equal to your Charisma bonus (minimum 1). The DC for these spells is calculated using your Charisma bonus. Your feral nature remains with you and should be developed into your character's story.

New Skills

The Blight campaigns use the Background Skills system, including the Artistry and Lore skills, as detailed in *Pathfinder Roleplaying Game Pathfinder Unchained*. In addition, Castorhage has some specific uses of skills that characters may wish to explore.

Craft (tattoo) (Int)

Special tattoos are used by Blight guilds and many other organizations to indicate membership and rank. As these tattoos are regularly displayed

THE BLIGHT: RICHARD PETT'S CROOKED CITY

to non-members, advanced tattooing techniques and secret color blends of expensive and rare inks are used to minimize forgeries. Crafting such a tattoo requires at least 1 rank in Craft (tattoo). Authorized guild tattooists — who are supplied with the necessary materials and knowledge to produce a guild's tattoos — gain a +4 circumstance bonus when crafting their guild's tattoos. The guild inspects their work and magically erases it if it does not meet their standards.

The Craft DCs of an organization's tattoos are detailed with the organization. In general, however, a tattoo indicating general membership of a common club or guild requires a successful DC 20 Craft (tattoo) check. Rarer tattoos — such as those indicating higher ranks or membership in exclusive clubs — typically have higher DCs, and rarer and more expensive components. Tattooists who do not use the official tattooing materials or who do not have access to a copy of the same tattoo or a detailed schematic of its design throughout the entire crafting process risk having their tattoos identified as forgeries even if they succeed on the Craft check. Anyone captured with a counterfeit tattoo will — at best — have the tattoo painfully flayed away or, at worst, have the body part on which it is displayed entirely removed.

The Craft check for a forgery is made secretly, so that the forger is not sure how good her work is. As with Disguise, the check is made only when someone examines the work. The Craft check is opposed by a skill check from the person who examines the tattoo to verify its authenticity. The type of skill check used to authenticate a tattoo is detailed in the organization (See **Clubs and Guilds** in Chapter 1 of *The Blight Campaign Guide*). The examiner gains modifiers if any of the conditions are listed on the table below.

Condition	Skill Check Modifier
Type of tattoo unknown to inspector	−4
Type of tattoo somewhat known to inspector	+0
Type of tattoo well known to inspector	+4
Inspector only casually examines the tattoo	−2
Tattoo contradicts membership knowledge	+4

Knowledge (Between) (Int; Trained Only)

Like other Knowledge skills, characters with this skill can answer questions about Between. As Between lore is rare and protected, characters cannot take ranks in this skill (nor in the Lore skill related to Between knowledge) without access to a source of such lore, and without the GM's permission. The DCs of Knowledge (Between) checks follow the guidance for other types of Knowledge checks, and typically replace tasks that would be covered by Knowledge (geography) and Knowledge (nature) checks in the mundane world as well as handling checks involving monsters from Between or that have the Between subtype.

Additionally, ranks in Knowledge (Between) may permit checks using other Knowledge skills but which relate to Between questions. For example, a character who wishes to know the symbol of a Between ruler may be required to succeed on a Knowledge (Between) and a Knowledge (nobility) check.

Lore (district) (Int; Trained Only)

The Lore (district) skill can be used to perform Knowledge (local) tasks related to a specific district. Characters with 5 or more ranks in Lore (district) gain a +2 bonus on Knowledge (local) checks related to that specific district.



If you quarrel with a sweep
you will get blackened

Profession (Int; Trained Only)

Some of the more common Profession skills in the Blight are accountant, alchemist, animal trainer, antiquarian, apothecary, appraiser, architect, armourer, astromancer, baker, banker, barber (including dentistry), barkeeper, barrister, bibliomercant, boatman, body collector, bondsman, bookbinder, bootblack, bowyer, breaker, breeder, brewer, builder, butcher, cadaver snatcher, cadaver-surgeon, carpenter, cartographer, charcoal burner, carter, chimney sweep, chairman, chandler, chatelaine, clerk, clothier, cobbler, coffin maker, constable, cook, coolie, cooper, cordager, corner-dox, costermonger, cottar, courtesan, cressman, crier, diplomat, distiller, driver, drover, duelling referee, dyer, embalmer, engineer, executioner, farmer, farrier, ferryman, finesmith, fireman, fisherman, flagonfist, flea market trader, fletcher, florist, fortune-teller, friar, furrier, gablemaester, gambler, gaoler, gardener, ghatmaster, glassblower, glazier, golem-stitcher, gong farmer, gravedigger, grinder, grocer, groom, guard, guide, haberdasher, herbalist, herdsman, homunculi wife, importer, innkeeper, jeweller, jurist, landlord, launderer, leatherworker, legalese, librarian, limner, link-boy, loan shark, lobbyist, lobsterman, locksmith, longshoreman, manufactor, medium, milliner, metalcaster, mercer, merchant, messenger, midwife, miller, milliner, miner, mourner, navigator, navvy, notary, oddsmaker, overseer, pactmaker, pawnbroker, peat cutter, peddler, perfumer, physiker, pig keeper, plague doctor, plasterer, porter, potter, prahu-punter, priest, printer, punkahwallah, puppeteer, pyre-lamplighter, rat catcher, reporter, renderer, river pilot, roofer, sadhu, sage, sailor, salter, savant, sawyer, scholar, seamstress, servant, scrivener, sewerer, shepherd, shipwright, skinner, slaughterman, smith, soldier, soothsayer, souk seller, stable master, steeplejack, stevedore, stonemason, street sweeper, streetclerk, surveyor, sutler, swamper, tailor, tanner, tax collector, taxidermist, teacher, thatcher, tinker, tollman, tongawallah, torturer, trader, translator, undertaker, urger, vicar, vintner, wainwright, weaver, whaler, wigmaker, woodcutter, woodworker and writer.

New Feats

Blight Affinity

You have a deep-rooted lineage with the city and are adept at working within it.

Prerequisite: Knowledge (local) 5 ranks

Benefit: You treat the city as though you were a ranger and it was your favoured terrain, gaining +2 to all Knowledge (local), Perception, Stealth,



and Survival checks. You gain +2 on your initiative modifier and leave no trail.

Fetch Hunter (Combat)

An enemy of the Blight's undead population, you are adept at hunting and destroying them.

Prerequisite: Base attack bonus +3

Benefit: You treat undead as though you were a ranger and they were your favoured enemy. You gain +2 to all Bluff, Knowledge, Perception, Sense Motive, and Survival checks against undead creatures. You also gain a +2 bonus on weapon attack and damage rolls against them. You can make an untrained knowledge check if it relates to undead.

Special: Your GM may ask you to incorporate a reason for this feat into your character's story and use it in ongoing adventures as he sees fit.

Cable Clamberer

You are adept at clambering quickly over rooftops, up walls, and over gables.

Prerequisite: Climb 5 ranks.

Benefit: You gain a +4 bonus to your Climb skill check when climbing manmade structures. When using your climb skill on manmade structures, you do not take a -5 penalty to climb at half speed.

Rat-Catcher (Combat)

You are a sworn enemy of the Blight's wererat population.

Prerequisite: Base attack bonus +3

Benefit: You treat wererats as though you were a ranger and they were your favoured enemy. You gain +2 to all Bluff, Knowledge, Perception, Sense Motive, and Survival checks against them. You also gain a +2 bonus on weapon attack and damage rolls against wererats. You can also make an untrained knowledge check if it relates to them. You gain half of this bonus against rat-like creatures, including dire rats, rat swarms, and ratfolk.

Special: Your GM may ask you to incorporate a reason for this feat into your character's story and use it in ongoing adventures as he sees fit.

Optional Rule: Money Feats

Everything in a city, they frequently say, has a price. Information is no different, and much like hiring a consultant to advise on a plan, an architect to oversee a building project, or a general to organise an army, the PCs can have words in the right places to get the right answers.

Money feats work like normal feats except they are temporary and there is no limit to how many you can have at any one time. Each can be purchased at any time during the game, and last 1 month; once the month is up, the feat is lost. It is recommended that purchasing such feats occurs at a scheduled time — say the start of every month — to make recordkeeping simpler.

Characters can have as many money feats per month as they can afford; money, like levels, is power. Money is paid out up front and lost regardless of the success of any actions or checks, and even lost if no checks are made. Some information is worth having, some is not.

Like all feats, some money feats have a prerequisite, all have a benefit, and some have a special situation. All are considered general feats, so anyone can buy them provided they fulfil the prerequisites.

Bully i (Money)

You use this feat to meet shady people in the city and cross their palms with cash in order to get your name out on the street.

Prerequisite: Bullies attract bullies. You must have 2 ranks in either Bluff or Intimidate to purchase Bully I.

Benefit: You pay to enhance your reputation on the streets for 1 month. The cost is 100 gp to gain a +1 circumstance bonus to all Bluff and Intimidate skill checks made within the city.

Bully ii (Money)

You use this feat to meet shady people in the city and cross their palms with cash in order to get your name out on the street.

THE BLIGHT: RICHARD PETT'S CROOKED CITY

Prerequisite: Bullies attract bullies. You must have 4 ranks in either Bluff or Intimidate to purchase Bully II.

Benefit: You pay to enhance your reputation on the streets for 1 month. The cost is 200 gp to gain a +2 circumstance bonus to all Bluff and Intimidate skill checks made within the city.

Bully iii (Money)

You use this feat to meet shady people in the city and cross their palms with cash in order to get your name out on the street.

Prerequisite: Bullies attract bullies. You must have 6 ranks in either Bluff or Intimidate to purchase Bully III.

Benefit: You pay to enhance your reputation on the streets for 1 month. The cost is 300 gp to gain a +3 circumstance bonus to all Bluff and Intimidate skill checks made within the city.

Bully iv (Money)

You use this feat to meet shady people in the city and cross their palms with cash in order to get your name out on the street.

Prerequisite: Bullies attract bullies. You must have 8 ranks in either Bluff or Intimidate to purchase Bully IV.

Benefit: You pay to enhance your reputation on the streets for 1 month. The cost is 400 gp to gain a +4 circumstance bonus to all Bluff and Intimidate skill checks made within the city.

Consultant i (Money)

You use this money feat to contact experts in various Knowledge skills.

Prerequisite: To make the necessary contacts, you must have friends in the right places. A +1 Charisma ability score bonus is required to purchase Consultant I.

Benefit: You pay to ask any number of questions of a specific consultant with a specific Knowledge skill for 1 month. The cost is 125 gp for a consultant in the specified field with a Knowledge skill bonus of +6. The consultant cannot take 20 on these checks and cannot attempt to retry failed checks. The consultant's personal resources do allow him to take 10 on the check if you want him to.

Consulting an expert takes 4 hours per visit, during which any reasonable number of questions can be asked as determined by your GM. For the purchase of the money feat, you may consult your expert up to once per day for the entire month.

You may purchase this feat multiple times in order to obtain consultants in multiple Knowledge skill fields or multiple consultants in one Knowledge skill field.

Consultant ii (Money)

You use this money feat to contact experts in various Knowledge skills.

Prerequisite: To make the necessary contacts, you must have friends in the right places. A +2 Charisma ability score bonus is required to purchase Consultant II.

Benefit: You pay to ask any number of questions of a specific consultant with a specific Knowledge skill for 1 month. The cost is 250 gp for a consultant in the specified field with a Knowledge skill bonus of +8. The consultant cannot take 20 on these checks and cannot attempt to retry failed checks. The consultant's personal resources do allow him to take 10 on the check if you want him to.

Consulting an expert takes 4 hours per visit, during which any reasonable number of questions can be asked as determined by your GM. For the purchase of the money feat, you may consult your expert up to once per day for the entire month.

You may purchase this feat multiple times in order to obtain consultants in multiple Knowledge skill fields or multiple consultants in one Knowledge skill field.

Consultant iii (Money)

You use this money feat to contact experts in various Knowledge skills.

Prerequisite: To make the necessary contacts, you must have friends in the right places. A +3 Charisma ability score bonus is required to purchase Consultant III.

Benefit: You pay to ask any number of questions of a specific consultant with a specific Knowledge skill for 1 month. The cost is 500 gp for a consultant in the specified field with a Knowledge skill bonus of +10. The consultant cannot take 20 on these checks and cannot attempt to retry failed checks. The consultant's personal resources do allow him to take 10 on the check if you want him to.

Consulting an expert takes 4 hours per visit, during which any reasonable number of questions can be asked as determined by your GM. For the purchase of the money feat, you may consult your expert up to once per day for the entire month.

You may purchase this feat multiple times in order to obtain consultants in multiple Knowledge skill fields or multiple consultants in one Knowledge skill field.

Consultant iv (Money)

You use this money feat to contact experts in various Knowledge skills.

Prerequisite: To make the necessary contacts, you must have friends in the right places. A +4 Charisma ability score bonus is required to purchase Consultant IV.

Benefit: You pay to ask any number of questions of a specific consultant with a specific Knowledge skill for 1 month. The cost is 1,000 gp for a consultant in the specified field with a Knowledge skill bonus of +12. The consultant cannot take 20 on these checks and cannot attempt to retry failed checks. The consultant's personal resources do allow him to take 10 on the check if you want him to.

Consulting an expert takes 4 hours per visit, during which any reasonable number of questions can be asked as determined by your GM. For the purchase of the money feat, you may consult your expert up to once per day for the entire month.

You may purchase this feat multiple times in order to obtain consultants in multiple Knowledge skill fields or multiple consultants in one Knowledge skill field.

Fence i (Money)

You have contacts in the right places in the antiquarian, insectum, and "obtained" goods markets.

Prerequisite: Good fences don't find themselves for you. You must have 2 ranks in either Diplomacy or Knowledge (local) to purchase Fence I.

Benefit: You pay a good fence to increase your take on treasures sold for 1 month. The cost is 125 gp for a fence whose services bring you two-thirds the value of the treasures you sell.

Normal: You sell treasure for half of its value.

Fence ii (Money)

You have contacts in the right places in the antiquarian, insectum, and "obtained" goods markets.

Prerequisite: Good fences don't find themselves for you. You must have 4 ranks in either Diplomacy or Knowledge (local) to purchase Fence II.

Benefit: You pay a good fence to increase your take on treasures sold for 1 month. The cost is 250 gp for a fence whose services bring you three-quarters the value of the treasures you sell.

Normal: You sell treasure for half of its value.

Fence iii (Money)

You have contacts in the right places in the antiquarian, insectum, and “obtained” goods markets.

Prerequisite: Good fences don’t find themselves for you. You must have 6 ranks in either Diplomacy or Knowledge (local) to purchase Fence III.

Benefit: You pay a good fence to increase your take on treasures sold for 1 month. The cost is 500 gp for a fence whose services bring you four-fifths the value of the treasures you sell.

Normal: You sell treasure for half of its value.

Fence iv (Money)

You have contacts in the right places in the antiquarian, insectum, and “obtained” goods markets.

Prerequisite: Good fences don’t find themselves for you. You must have 8 ranks in either Diplomacy or Knowledge (local) to purchase Fence IV.

Benefit: You pay a good fence to increase your take on treasures sold for 1 month. The cost is 1,000 gp for a fence whose services bring you nine-tenths the value of the treasures you sell.

Normal: You sell treasure for half of its value.

Research i (Money)

By touring BookTown, visiting antiquarian booksellers, and studying private libraries, you gain access to specialist knowledge.

Prerequisite: You must be trained in the specific Knowledge skill in question.

Benefit: You pay for access to the finest book collections in order to find answers to your questions for 1 month. The cost is 50 gp to obtain access to a library pertaining to a specific Knowledge skill for which you gain a +1 circumstance bonus for 1 month of access to this library. Researching in the library to obtain information on a specific topic requires 1d10 hours – your Intelligence modifier (minimum 1 hour). On a failed check, you may retry but must spend the research time again. For the purchase of this money feat, you may research in your library for up to 12 hours per day for the entire month.

You may purchase this feat multiple times in order to obtain libraries to consult in multiple Knowledge skill fields or multiple libraries to consultant in one Knowledge skill field. Purchase of the feat only allows the purchaser to make use of the research library, not any friends or companions (though the purchaser’s familiars and eidolons are permitted).

Research ii (Money)

By touring BookTown, visiting antiquarian booksellers, and studying private libraries, you gain access to specialist knowledge.

Prerequisite: You must be trained in the specific Knowledge skill in question.

Benefit: You pay for access to the finest book collections in order to find answers to your questions for 1 month. The cost is 100 gp to obtain access to a library pertaining to a specific Knowledge skill for which you gain a +2 circumstance bonus for 1 month of access to this library. Researching in the library to obtain information on a specific topic requires 1d10 hours – your Intelligence modifier (minimum 1 hour). On a failed check, you may retry but must spend the research time again. For the purchase of this money feat, you may research in your library for up to 12 hours per day for the entire month.

You may purchase this feat multiple times in order to obtain libraries to consult in multiple Knowledge skill fields or multiple libraries to consultant in one Knowledge skill field. Purchase of the feat only allows the purchaser to make use of the research library, not any friends or companions (though the purchaser’s familiars and eidolons are permitted).

Research iii (Money)

By touring BookTown, visiting antiquarian booksellers, and studying private libraries, you gain access to specialist knowledge.

Prerequisite: You must be trained in the specific Knowledge skill in question.

Benefit: You pay for access to the finest book collections in order to find answers to your questions for 1 month. The cost is 200 gp to obtain access to a library pertaining to a specific Knowledge skill for which you gain a +3 circumstance bonus for 1 month of access to this library. Researching in the library to obtain information on a specific topic requires 1d10 hours – your Intelligence modifier (minimum 1 hour). On a failed check, you may retry but must spend the research time again. For the purchase of this money feat, you may research in your library for up to 12 hours per day for the entire month.

You may purchase this feat multiple times in order to obtain libraries to consult in multiple Knowledge skill fields or multiple libraries to consultant in one Knowledge skill field. Purchase of the feat only allows the purchaser to make use of the research library, not any friends or companions (though the purchaser’s familiars and eidolons are permitted).

Research iv (Money)

By touring BookTown, visiting antiquarian booksellers, and studying private libraries, you gain access to specialist knowledge.

Prerequisite: You must be trained in the specific Knowledge skill in question.

Benefit: You pay for access to the finest book collections in order to find answers to your questions for 1 month. The cost is 400 gp to obtain access to a library pertaining to a specific Knowledge skill for which you gain a +4 circumstance bonus for 1 month of access to this library. Researching in the library to obtain information on a specific topic requires 1d10 hours – your Intelligence modifier (minimum 1 hour). On a failed check, you may retry but must spend the research time again. For the purchase of this money feat, you may research in your library for up to 12 hours per day for the entire month.

You may purchase this feat multiple times in order to obtain libraries to consult in multiple Knowledge skill fields or multiple libraries to consultant in one Knowledge skill field. Purchase of the feat only allows the purchaser to make use of the research library, not any friends or companions (though the purchaser’s familiars and eidolons are permitted).

Well Connected i (Money)

You cross a few palms with money to keep their ear to the ground for information.

Benefit: You pay so your contacts keep their eyes and ears open for information that may be of use to you for 1 month. The cost is 100 gp to gain a +1 circumstance bonus to all Diplomacy skill checks used to gather information within the city.

Well Connected ii (Money)

You cross a few palms with money to keep their ear to the ground for information.

Benefit: You pay so your contacts keep their eyes and ears open for information that may be of use to you for 1 month. The cost is 200 gp to gain a +2 circumstance bonus to all Diplomacy skill checks used to gather information within the city.

Well Connected iii (Money)

You cross a few palms with money to keep their ear to the ground for information.

Benefit: You pay so your contacts keep their eyes and ears open for information that may be of use to you for 1 month. The cost is 300 gp to gain a +3 circumstance bonus to all Diplomacy skill checks used to gather information within the city.

Well Connected in (Money)

You cross a few palms with money to keep their ear to the ground for information.

Benefit: You pay so your contacts keep their eyes and ears open for information that may be of use to you for 1 month. The cost is 400 gp to gain a +4 circumstance bonus to all Diplomacy skill checks used to gather information within the city.

New Equipment

Equipment and Things to Part You From Your Lucre — Castorhage Goods

A short walk in the Blight avails one of the sheer volume of goods for sale, from Aarckle, Budge & Sons Gentlemen's Outfitters, to Zyn, Ripple & Wade, Pipe Makers to the Aristocracy. The wares are advertised across every available space; no wall is without a painted sign or hoarding, sandwich boards are carried by down-at-their-heels men eager to earn a tanner, and shop windows often show elaborate displays of wares. With so many people in such a small space, competition is stiff, and beyond their gaudy adverts, traders stop at nothing to be the best — and the richest — in the city-state.

Weapons of the Blight

Along with most other weapons, the following new weapons are used by the denizens of Castorhage.

Weapon Qualities

Misfire: The increased power or configuration of some crossbows can result in a misfire. If the natural result of your attack roll is equal to or less than the weapon's misfire value, that shot misses, even if you would have otherwise hit the target, and the crossbow cannot be used again until a person proficient in the use of the weapon spends a full-round action to restore it to working order. The misfire value of a masterwork or magical crossbow is reduced by 1 to a minimum of "—" (i.e., no chance of misfiring).

Weapon Descriptions

Bell-staff, coprophagi: This is a simple walking staff usually of hornbeam or some other hardwood capped with a curving arm from which dangles a small bell. When the staff is carried, the bell rings, causing a -15 penalty to Stealth checks. The coprophagi and sometimes lepers or other diseased individuals typically use these staves to give warning of their approach to others so they can be well away before they reach them. In the hands of a coprophagi or other individual proficient in its use, though, the bell-staff becomes a potent weapon.

The proficient user of a coprophagi bell-staff can as a free action flip the bell up and against the arm it hangs from so that the clapper is held still, and the bell no longer rings to cause the Stealth penalty. You can then flip it down again as a free action as well so that it returns to ringing as normal. A non-proficient user can perform the same maneuvers (if he thinks of them) as move actions that provoke attacks of opportunity.

In battle, a bell-staff is a double weapon though the bell end is used for a trip attack rather than a damaging strike.

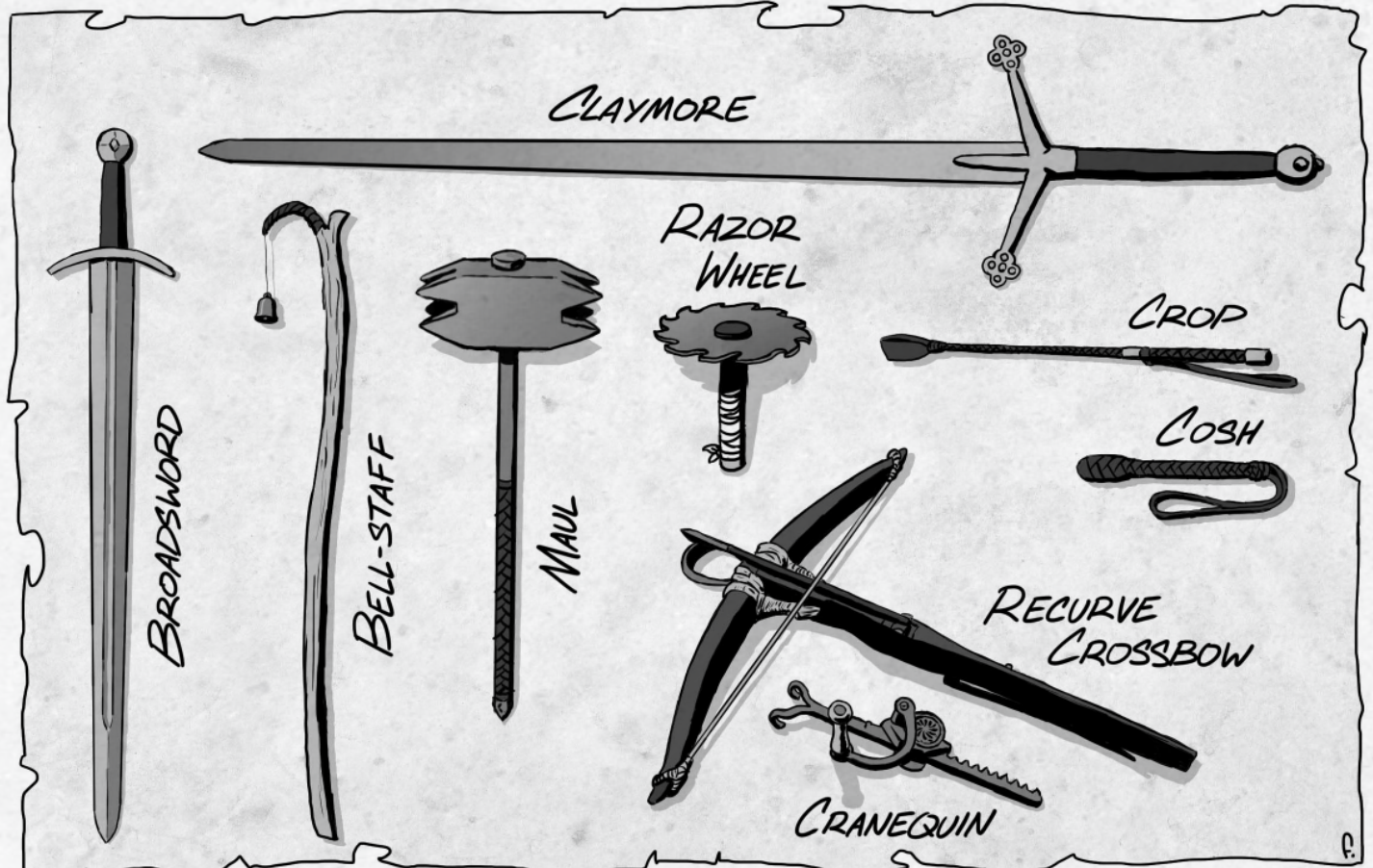
Broadsword: The broadsword has a heavier, shorter blade than the longsword. It is 2-1/2 to 3 feet in length.

Claymore: The claymore is a heavier, two-handed version of the falcata^{UE}. It is 4-1/2 to 5 feet in length.

Crop: A stout leather crop used to spur on a mount or punish a peasant.

Crop, loaded: A loaded crop is a crop in which the shaft and head has been weighted with lead to provide some heft.

Cosh: This small, flexible club, also known as a blackjack, consists of



GM GUIDE

Simple Weapons

Light Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Misfire	Weight ¹	Type	Special
Crop	10 gp	1	1d2	×2	—	—	1 lb.	B	nonlethal
Crop, loaded	20 gp	1d2	1d3	×2	—	—	1 lb.	B	nonlethal
Ranged Weapons									
Crossbow, folding	50 gp	1d4	1d6	19–20/×2	70 ft.	1	3 lbs.	P	—
Bolts (10)	1 gp	—	—	—	—	—	1 lb.	—	—
Crossbow, recurve	100 gp	1d8	1d10	19–20/×2	60 ft.	2	6 lbs.	P	—
Bolts (10)	1 gp	—	—	—	—	—	1 lb.	—	—

Martial Weapons

Light Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Misfire	Weight ¹	Type	Special
Cosh	5 gp	1d4	1d6	19–20×2	—	—	3 lbs.	B	nonlethal
Cosh, folding	10 gp	1d3	1d4	19–20×2	—	—	2 lbs.	B	nonlethal
One-Handed Melee Weapons									
Broadsword	12 gp	1d6	1d8	×3	—	—	5 lbs.	S	—
Two-Handed Melee Weapons									
Maul	35 gp	2d4	2d6	×3	—	—	14 lbs.	B	—
Ranged Weapons									
Crossbow, arbalest	125 gp	1d10	2d6	19–20/×2	150 ft.	—	18 lbs.	P	—
Bolts (10)	2 gp	—	—	—	—	—	1 lb.	—	—

Exotic Weapons

Light Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Misfire	Weight ¹	Type	Special
Razor wheel, coprophagi	5 sp	1d4	1d6	19–20	—	—	1 lb.	S	monk
Two-Handed Melee Weapons									
Bell-staff, coprophagi	5 cp	1d4/—	1d6/—	×2	—	—	5 lbs.	B	double, monk, trip
Claymore	100 gp	1d10	2d6	19–20/×3	—	—	9 lbs.	S	—
Ranged Weapons									
Crossbow, folding hand	100 gp	1d2	1d3	19–20/×2	20 ft.	1	1 lb.	P	—
Bolts (10)	1 gp	—	—	—	—	—	1 lb.	—	—
Crossbow, rptng arbalest	825 gp	1d10	2d6	19–20/×2	150 ft.	—	24 lbs.	P	—
Bolts (5)	2 gp	—	—	—	—	—	1 lb.	—	—
Crossbow, rptng recurve	600 gp	1d8	1d10	19–20/×2	60 ft.	2	10 lbs.	P	—
Bolts (5)	1 gp	—	—	—	—	—	1 lb.	—	—

¹ Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

a leather-wrapped lead weight attached to the end of a wooden shaft via a leather-wrapped coil spring.

Cosh, folding: This smaller, lighter cosh folds to make it easily concealable, granting a +2 bonus on Sleight of Hand checks to conceal it on your body. It can be unfolded as a swift action. The gentleman's version — a handy weapon for the discerning person of quality to have in a tight spot, or on the rugged streets of the Blight — is usually rimmed with metal, and is readily transportable in a handy leather holder.

Crossbow, arbalest: Because of the size and weight of this heavy crossbow, you take a –2 penalty on your attack rolls with it if you are not wearing an arbalist's harness (see below). If you are wearing an arbalist's harness, loading an arbalest is a full-round action that provokes attacks of opportunity; if you are not wearing a harness, loading takes two full-round actions that provoke attacks of opportunity.

You can fire an arbalest with one hand or in each hand in the same manner as you would a heavy crossbow. Any consequent penalties to attack rolls are cumulative with any penalty gained for not wearing an arbalist's harness.

Crossbow, folding: This smaller, light crossbow can be folded down to make it more easily concealable or disguisable. Unlike most other weapons of its size, you may attempt to conceal a folding crossbow upon your body with a Sleight of Hand check, and it grants a +2 bonus on Disguise checks to disguise it as some other object. It can be assembled as a full-round action that provokes attacks of opportunity. The gentleman's version — de rigueur at all fashionable or aristocratic shoots and hunts — is always of masterwork quality, usually inlaid with precious metals, and always comes collapsed in its own velvet-lined carry case.

The configuration of the folding crossbow tends to make it misfire. If the result of your attack roll with a folding crossbow is a natural 1, the crossbow cannot be used again until a person proficient in the use of the weapon spends a full-round action to restore it to working order. A masterwork or magical folding crossbow has no chance of misfiring.

For the purposes of Weapon Proficiency and similar feats, a folding crossbow is treated as if it were a light crossbow.

Crossbow, folding hand: This hand crossbow can be folded down to

THE BLIGHT: RICHARD PETT'S CROOKED CITY

make it even more easily concealable or disguisable, granting a +4 bonus on Sleight of Hand checks to conceal it on your body, and a +2 bonus on Disguise checks to disguise it as some other object. It can be assembled as a full-round action that provokes attacks of opportunity.

The configuration of the folding hand crossbow tends to make it misfire. If the result of your attack roll with a folding hand crossbow is a natural 1, the crossbow cannot be used again until a person proficient in the use of the weapon spends a full-round action to restore it to working order. A masterwork or magical folding hand crossbow has no chance of misfiring.

For the purposes of Weapon Proficiency and similar feats, a folding hand crossbow is treated as if it were a hand crossbow.

Crossbow, recurve: A recurve crossbow is a light crossbow modified with the power of a heavy crossbow at a shorter range. You draw a recurve crossbow back by pulling a lever called a cranequin. Loading a recurve crossbow is a move action that provokes attacks of opportunity. A recurve crossbow fires crossbow bolts.

Normally, operating a recurve crossbow requires two hands. However, you can shoot, but not load, a recurve crossbow with one hand at a –3 penalty on attack rolls. You can shoot a recurve crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for one-handed firing.

The increased power of the recurve crossbow tends to make it misfire. If the result of your attack roll with a recurve crossbow is a natural 1 or 2, the shot misses even if you would have otherwise hit the target, and the crossbow cannot be used again until a person proficient in the use of the weapon spends a full-round action to restore it to working order. A masterwork or magical recurve crossbow only misfires on a natural 1.

Crossbow, repeating arbalest: This weapon functions identically to a repeating heavy crossbow, except that its damage, critical, and range values are equivalent to those of an arbalest crossbow instead.

Crossbow, repeating recurve: This weapon functions identically to a repeating heavy crossbow, except that its damage, critical, and range values are equivalent to those of a recurve crossbow instead.

Maul: This massive hammer's head ends in multiple blunt spikes that concentrate the force of a swing, allowing it to deliver crushing blows. Due to the size and weight of its head, a maul is poorly balanced and requires two hands to wield.

Razor wheel, coprophagi: This weapon is made from a thin sheet of scrap metal that has been fashioned into a circular shape and given a serrated edge. A wooden handle is set in its centre at a perpendicular angle so that it can be gripped with the blade parallel to the wielder's arm and used in battle as a slashing weapon.

^{UE} See *Pathfinder Roleplaying Game Ultimate Equipment*

Blight Bear

Adventuring Gear

Item	Cost	Weight
Cage, pyrebeetle	5 gp	5 lbs.
Everburning candle	25 gp	—
Everburning lamp	125 gp	1 lb.
Fishing tackle, basic	5 sp	—
Fishing tackle, luxury (Tugg, Wilmoth & Son)	8 gp	2 lbs.
Gable bridge, clockwork	200 gp	15 lbs.
Harness, arbalist's	40 gp	3 lbs.
Ladder, clockwork	300 gp	10 lbs.
Lantern, pyrebeetle	20 gp	3 lbs.
Pyrebeetle, live	5 cp/pound	—
Pyrebeetle carcass	1 cp/pound	—
Siklight cockroach	8 cp	—
Siklight sconce	5 sp	1 lb.
Siklight sconce, candelabra	5–10 gp	5–8 lbs.

Cage, pyrebeetle: This is a small, portable cage capable of holding up to 5 pounds of pyrebeetles. If properly cared for and fed, pyrebeetles can survive in these cages for up to a week.

Everburning candle: This otherwise normal candle has a *continual flame* spell cast on its wick. Due to the small size of its wick, it sheds light only as an ordinary candle, but it does not emit heat or deal fire damage. If the candle is broken, its *continual flame* no longer functions.

Everburning lamp: Everburning lamps are oil lamps bearing a *continual flame* spell that function in all ways as an everburning torch (see Chapter 6 of the *Pathfinder Roleplaying Game Core Rulebook*). However, an everburning lamp is partially made of glass and is, therefore, more fragile than an everburning torch. If an everburning lamp is broken, its *continual flame* no longer functions.

Gable bridge, clockwork: Similar to a clockwork ladder, a gable bridge extends to 20 feet in length at the pull of a lever, enabling it to be used as a bridge, provided support is available at both ends. These objects, which weigh 15 lbs and are structurally stronger than the ladder, are frequently used by Gablemasters on their hunt for spiders and other horrors in the rooftops.

Harness, arbalist's: This harness is worn over armour or normal clothing and is used to provide support for the use of an arbalest crossbow or repeating arbalest crossbow by allowing the stock to rest in a special socket built into the harness. The wearer of an arbalist's harness can mount the crossbow in place or remove it from its mount as a move action, and can fire and reload the crossbow while it is mounted. Reloading while the arbalest is mounted requires only one full-round action rather than the normal two full-round actions, though pulling the reloading lever on a repeating arbalest crossbow is still a free action. Firing an arbalest from an arbalist's harness does not provoke an attack of opportunity as using a ranged weapon normally does. Reloading the arbalest and mounting or dismounting the arbalest does provoke attacks of opportunity.

Ladder, clockwork: A collapsible ladder able to extend up to 20 feet in length in a single round. Activating a clockwork ladder is a move equivalent action that provokes an attack of opportunity. A clockwork ladder collapses back to 4 feet in length and weighs 10 lbs.

Lantern, pyrebeetle: This sturdy lantern comes equipped with a fireproof well cage capable of holding a pound of pyrebeetles in its interior as well as built-in reflectors to magnify its light to equal that of a torch.

Pyrebeetle, live: These cockroach-like beetles have an extremely hardy carapace and produce a natural slow-burning oil from glands within their bodies. They are not especially incendiary, but burn readily if exposed to fire. Typically, they are set alight after being held within small fireproof cages or bags of tough fibres. A pound of burning pyrebeetles emits light in a 10-foot radius, but reflectors mounted on street lamps or within lanterns doubles this area of illumination to an area equal to that of a torch. A pound of live pyrebeetles burns with a largely smokeless fire for 12 hours. A single live pyrebeetle is insufficient to provide a light source, quickly burning out and crumbling. Burning pyrebeetles are not suitable to serve as flaming weapons because they do not burn particularly hot and readily crumble to ash if treated too roughly while burning.

Pyrebeetle carcass: As live pyrebeetles, the carcasses of pyrebeetles can be lit for use as a light source. They give off the same illumination as live pyrebeetles, but the oil-producing glands of a pyrebeetle break down soon after death. A pound of pyrebeetle carcasses burn for only 2 hours. A single pyrebeetle carcass is insufficient to provide a light source, quickly burning out and crumbling.

Siklight cockroach: These small, pale-grey roaches gives off a soft, greyish light equal in illumination to candle when awake. They eat garbage and if properly cared for, will live for a year or more. They also gives off a distinctive unpleasant odour so that anyone carrying one or more of these insects has a –2 penalty to Stealth checks when within olfactory range. Siklight cockroaches have a hard chitinous shell (hardness 3) and 1 hit point. If their shell is pierced, the cockroaches explode similar to alchemist's fire, though only dealing 1 point of fire damage in the square where the explosion occurs and no splash damage to surrounding squares. However, they do burn for 1 round thereafter and deal 1 additional point of fire damage, so flammable objects and structures can easily be set alight by such an explosion. The cockroaches are also prone to rupturing their carapace under certain weather conditions and are known to start many small fires in Toiltown and in the hovels along the

GM GUIDE

Great Lyme River (conditions for such a spontaneous explosion are at the GM's discretion). Fortunately, cumulative exploding siklight cockroaches do not cause additional damage or duration of burning. However, many of them explode in a single square, they still only deal a total of 1 point fire damage and another point fire damage on the following round before they burn out. For this reason, they have found no practical application as weapons, though they can make good detonators.

Siklight scone: This is a small candle scone of tin, brass or some other non-flammable substance. The candleholder portion has a wire covering and allows space for a single siklight cockroach to be caged within. Beneath this is a small, connected repository that can hold a small amount of organic garbage upon which the caged cockroach can feed. As long as the food repository is kept stocked with garbage and the scone is shielded from extremes in temperature or violent handling, a siklight cockroach can live in the scone for up to a year or more. A siklight scone can be set on a table or other surface as a candle stand or mounted to a wall.

Siklight scone, candelabra: This functions in all ways as a siklight scone but can have individual scones for anywhere from 3 to 12 siklight cockroaches.

Tools and Skill Rits

Item	Cost	Weight
Gablemaester's kit	200 gp	8.5 lbs. ¹
Rat-catcher's kit	10 gp	40 lbs. ¹
Second-story harness	55 gp	3 lbs. ¹

¹ These items weigh one-quarter this amount when made for Small characters.

Gablemaester's kit: Specialized kits for the spider-hunting gablemaesters that dare to venture across the spires and rooftops of Castorhage, this kit includes the crampons, pitons, and other tools found in a climber's kit that provide a +2 circumstance bonus on Climb checks but also includes a second-story harness (see below), alchemical solvent^{UE}, antitoxin, and vermin repellent^{UE}.

Rat-catcher's kit: For those brave enough to risk hunting dire rats and wererats within the city, special gear is often required. Rat-catcher's gear comes in a hefty trunk and consists of bags of pepper (to mask scent), a bag of silver dust, a hefty armoured leather shirt (equivalent of padded armor), and an alchemically silvered shortspear.

Second-story harness: This series of straps, trusses and buckles can be worn over clothing or armour and allows the wearer to, as a move action, secure herself in place on a vertical surface so that both her hands are free. The wearer can remain in this position without needing to make additional Climb checks and does not lose her Dexterity bonus to AC as long as she remains anchored. While anchored in this way she cannot move but does not need to make Climb checks to avoid falling whenever she takes damage. The wearer can release herself to start moving again as a move action. The second-story harness originally appeared in *Pathfinder Adventure Path #61: Shards of Sin*.

^{UE} See *Pathfinder Roleplaying Game Ultimate Equipment*

Animals, Mounts, and Related Gear

Item	Cost	Weight
Animal Sentinel (canary)	1 sp	—
Broken animal	varies	—
Broken creature, intelligent	varies	—
Cage, canafry	2 gp	5 lbs.
Camel	75 gp	—
Camel (combat trained)	110 gp	—
Canary	2 gp	—
Dog, fighting (blight-bull)	40 gp	—
Dog, fighting (pit-mastiff)	210 gp	—

Item	Cost	Weight
Dog, terrier	2 gp	—
Elephant	450 gp	—
Elephant (combat-trained)	530 gp	—
Hyme	6,500 gp	—

Animal sentinel (canary): An animal sentinel is a normal animal used (normally by humanoids) to detect hazards before they can affect the animal's owner. Many types of animal sentinels exist, but the type most commonly encountered are the caged canaries used by miners. The caged canaries are carried into new or deep tunnels to detect the presence of carbon monoxide or coal gas (see "Bad Air" in Chapter 8 of the *Pathfinder Roleplaying Game GameMastery Guide*) or methane (see Chapter 13 of *Mountains of Madness* by **Frog God Games**). The use of a canary animal sentinel provides a +10 circumstance bonus to the Survival check to detect the presence of the invisible, odorless gasses before larger creatures are affected or before exposed flames can ignite volatile pockets. When a canary sentinel is exposed to these types of bad air, the bird becomes sickened for 1d4 rounds before its owner becomes affected. When the owner is exposed to the levels of gas that would cause negative effects to him, the canary becomes unconscious and dies in 1d4 rounds. After an exposure to such a hazard, there is a 50% chance that the bird dies regardless of whether it was removed from the hazard in time or not.

Broken animal: These sell for 10 times their standard value, so a broken heavy horse costs 2,000 gp. Animals come with a focus (a command word or command item, such as a rod or badge or tabard). The most common broken animals are performing monkeys (often dressed in human clothes to entertain) that sell for 500 gp. (See **The Blight Bestiary**)

Broken creature, intelligent: These sell for 300 gp x Int x HD. A broken troll, therefore, would cost 10,800gp (300 x 6 x 6 gp). (See **The Blight Bestiary**)

Camel: This camel is trained as a mount or pack animal. A combat-trained camel can be ridden into combat without danger. See the Handle Animal skill in the *Pathfinder Roleplaying Game Core Rulebook* for more details on mounted combat and *Pathfinder Roleplaying Game Bestiary 2* for game information on camels.

Dog, fighting: See **The Blight Bestiary**

Dog, terrier: See *The Tome of Blighted Horrors* by **Frog God Games**

Elephant: An elephant trained as a mount or pack animal. A combat-trained elephant can be ridden into combat without danger. See the Handle Animal skill in the *Pathfinder Roleplaying Game Core Rulebook* for more details on mounted combat and *Pathfinder Roleplaying Game Bestiary* for game information on elephants.

Hyme: A hyme is an unpleasant but loyal draft animal detailed further in **The Blight Bestiary**.

Transport

Item	Cost	Weight
Boat, Bilges narrowboat	1,000 gp	varies
Caravan, gypsy	150 gp	900 lbs.
Carriage, fancy	500 gp	700 lbs.
Fare, coarse cab	1 gp/mile	—
Fare, elephant-wallah	2 sp/mile	—
Fare, gable palanquin	10 gp/mile	—
Fare, sedan chair	1 sp/mile	—
Fare, treadmill ferry	2 sp	—

Bilges Narrowboat: A horse or other dray animal pulls this 30- to 100-foot-long ship. It is 10 feet wide and has a living space. Sometimes the whole boat is given over to a living area, but costs are tripled for such vessels. In general, they travel at 1 mph along the city's lock-laden canal ways and 2 mph on rivers.

Caravan, Gypsy: A richly decorated and enclosed wagon used for living and travel. A family of 4 can easily live in a gypsy caravan. They are almost always drawn by a single horse.

THE BLIGHT: RICHARD PETT'S CROOKED CITY

Carriage, Fancy: A four-wheeled luxurious transport able to carry as many as four passengers in leather-clad luxury. Often, details are added to the carriage such as potion stores, armoured doors, and magical accessories. Installing these in the carriage costs one and a half times as much as a normal object. For example, installing a chest into a carriage would cost 2 gp and 2 sp.

Clothing

Item	Cost	Weight
Cummerbund, silk	4 sp	1/2 lb. ¹
Boots, farmer's heavy duty	1 sp	3 lbs. ¹
Boots, gentleman's luxurious, (Forbes Winter; Grugg & Sonts)	3 gp	2 lbs. ¹
Boots, ladies' calfskin and crocodile hide, luxurious	8 gp	1-1/2 lbs. ¹
Boots, ladies' dire wolverine and ermine, luxurious	75 gp	2 lbs. ¹
Boots, wading, leather	5 sp	5 lbs. ¹
Boots, workman's heavy	5 sp	3 lbs. ¹
Fisherman's coat, heavy waxed	3 gp	6 lbs. ¹
Gauntlets, black leather	3 gp	1 lb. ¹
Gauntlets, owlbear hide	16 gp	1 lb. ¹
Gloves, winter, gentleman's luxury (Forbes Winter; Grugg & Sons)	2 gp	—
Hat, stovepipe	15 sp	1 lb. ¹
Hat, top hat, basic	1 gp	1/2 lb. ¹
Hat, top hat, fancy ermine-lined (Forbes Winter; Grugg & Sons)	25 gp	2 lbs. ¹
Hatpin, basic	1 sp	—
Hatpin, jewelled	5+ gp	—
Jacket, insectum, luxurious (Aarkle, Budge & Sons)	14 gp	3 lbs. ¹
Jacket, smoking, luxurious (Forbes Winter; Grugg & Sons)	10 gp	4 lbs. ¹
Keff	5 cp	1/2 lb. ¹
Muff, basic	5 sp	1 lb. ¹
Muff, ermine or beaver	1 lb. ¹	100 gp
Overcoat, basic	5 sp	5 lbs. ¹
Overcoat, luxurious, fur and silk lined (Maxim's)	40 gp	6 lbs. ¹
Overcoat, waxed (Aarkle, Budge & Sons)	1 gp	5 lbs. ¹
Tailcoat, luxurious (Forbes Winter; Grugg & Sons)	8 gp	4 lbs. ¹
Veil, mourning	2 sp	—
Veil, white	3 sp	—
Wrap, ladies winter	4 sp	4 lbs. ¹

¹ These items weigh one-quarter this amount when made for Small characters.

Fisherman's coat, heavy waxed: This heavy long coat is made of canvas and carefully waxed to seal it against moisture. Because of its excellent insulating qualities, it grants a +2 circumstance bonus on Fortitude saving throws against exposure to cold weather. Though it is not considered armour, it also provides a +1 armour bonus and a -1 armour check penalty when worn. It can be worn over light armour providing the

unusual benefit that's its armour bonus will stack with that of any armour worn underneath (including *bracers of armour*), though its armour check penalty will stack as well.

Keff: This is a thin, black full-face scarf. It is light enough with a loose enough weave to be worn in the summer months without being stifling or limited vision, but provides some protection against biting flies.

Personal Grooming and Accessories

Item	Cost	Weight
Dubbing (Mompeson's Finest)	3 cp	1/2 lb.
Flask, hunter's, plain	7 sp	1-1/2 lbs.
Flask, hunter's, silver	25 gp	1-1/2 lbs.
Grooming case, gentleman's (Watt, Simpkin & Dodd)	6 gp	2 lbs.
Hair oil, gentleman's (Forbes & Son)	1 sp	—
Hair oil, musked (Forbes & Son)	3 sp	—
Hipflask, fancy	15 gp	1/2 lb.
Hipflask, plain	1 gp	1/2 lb.
Hookah, fancy	15 gp	10 lbs.
Insectum container, fancy	10 gp	—
Insectum container, armoured	20 gp	1/2 lb.
Lucky rabbit's foot	1 gp	—
Monkey's paw, mounted on silver chain	2 gp	—
Moustache oil, basic	2 sp	—
Moustache wax, luxury (Hobb & Darkler, Gentleman's Groomers)	7 sp	—
Muscle balm (Colcott's, "Eases stiffness")	2 sp	—
Pipe, smoking, briar	2 sp	—
Pipe, smoking, clay	1 cp	—
Pipe, luxury smoking, calabash	5 gp	1/2 lb.
Polish, boot (Mompeson's Finest Tan)	5 cp	1/2 lb.
Razor, cut-throat (Hoppin & Sons)	1 gp	—
Razor, cut-throat, superior (Forbes & Son)	4 gp	—
Scrip, luxury leather	1 gp	1/2 lb.
Scrip, plain	2 sp	1/2 lb.
Shaving stick, military	2 cp	—
Shaving stick, perfumed	1 sp	—
Snuffbox, gentleman's	3 gp	—
Tantalus lock, walnut; average	50 gp	1/2 lb.
Travelbag, gentleman's	5 gp	3 lbs.
Travelbag, lady's	5 gp	3 lbs.
Umbrella, fancy	1 gp	1 lb.
Umbrella, plain	5 sp	1 lb.
Walking cane, fancy	2 gp	2 lbs. ¹

¹ These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.

Insectum container, fancy: A richly decorated container in which to keep live insectum.

Insectum container, armoured: As above, but made of steel.

Scrip, luxury leather: A small decorative pouch or wallet for carrying

GM GUIDE

small amounts of coinage and important papers or calling cards.

Scrip, plain: As above, but without decoration.

Tantalus lock, walnut; average: A tantalus lock for a liquor bottle encased in walnut. The lock is of average quality (DC 25 Disable Device check).

Food and Drink

Item	Cost	Weight
Ale (Tolly's Bottled Brown)	1 sp	1 lb.
Chocolate	10 gp/1 b.	1 lb.
Cabb'e (coffee) beans	2 sp/lb.	1 lb.
Gin (pint)	2 sp–5 gp	1 lb.
Tea & Accoutrements		
Tea, common, brick or loose leaf	5 cp/lb.	1 lb.
Sieve, bland	2 cp	—
Sieve, fancy	1 sp	—
Sieve, silver	2 gp	—
Tea, Arrath Green Leaf	6 gp/lb.	1 lb.
Tea, Dazeel	1 sp/lb.	1 lb.
Tea, East Dominion Between Leaf	25 gp/ 1/4 lb.	1 lb.
Tea, Mugreebb Finest Quality (Gruss & Daughter)	4 sp/lb.	1 lb.
Teapot, earthen	1 sp	2 lbs.
Teapot, silver	15 gp	1 lb.
Tea set, common	5 sp	5 lbs.
Tea set, luxury silver (Hobbington & Daughter)	50 gp	7 lbs.
Tippling stock, luxury	20 gp	—
Tonic (Ad's, "Guaranteed to lift your spirits")	4 sp	—

Drugs

Item	Cost	Weight
Opium tincture	25 gp	—
Snuff, tobacco (1 pinch)	1 sp	—
Tobacco, rough shag	5 sp/lb.	1 lb.
Tobacco, Turkad	8 gp/lb.	1 lb.
Tobacco, personal mix (Tott & Grimwell, Royal Tobacconists)	2 gp/lb.	1 lb.

Opium tincture: This small vial of liquid contains a single dose of ingestible opium.

Snuff, tobacco: Typically carried in decorative silver boxes, snuff is a form of tobacco that does not require chewing or smoking. Instead, it is snorted into the nostrils with the effects experienced as swiftly as inhalation.

Poisons

Boiling death toxin: Harvested from the alchemically enhanced boiling death lice, this version of the toxin has been concentrated into an ingestible or injury poison that can be applied to weapons. Otherwise, it is the same as boiling death lice.

Boiling death lice: A failed experiment in insectum development, the bites of these alchemically enhanced lice inject a potent toxin that boils the victim's blood. Typically, they are kept in a flask that is thrown at the victim. If it hits, the flask breaks and the swarm of lice emerges to bite the victim. Victims with a natural armour bonus of at least +2 are immune to this form of the toxin. *Boiling death lice:* Bite—injury; save Fort DC 20; frequency 1/rd. for 6 rds.; effect 1d6 Con; cure 2 saves.

Insectum

Insects are everywhere in the Blight, a peculiarity even the wisest find difficult to explain. In summer, the night air boils with them, and even in the depths of winter, a hive of enormous elephant cockroaches may be seen huddling behind a hearth, or a black batmoth fluttering around a pyrelantern's glow in the snow. The Blight, which is host to many unique species, seems to nurture them, and many grow to uncommon, even giant, sizes. They have an alarming habit of forming swarms that — if not dealt with swiftly — may amass in quantities large enough to kill domestic animals and even people.

The preponderance of large and unique insects, as well as other types of vermin, in the city has led to a unique industry that combines alchemy, toxicology, and insect husbandry to produce a range of alchemically enhanced drug-like insect venoms. The purpose-bred species that result are known as insectum, and their use is tightly controlled by the corrupt and ruthless Insectum Guild, which issues licenses to only a handful of official dealers to collude on supply, and who respond swiftly to spikes in demand with commensurate price rises. A host of illegal street dealers fill out the market for insectum, but most are unpredictable in quality, with many of these disreputable dealers selling inferior, sick, or even dangerous insectum. While guild members are not spotless, the value of their official status and a fixed address tends to ensure that the effects of their products can be relied upon.

An insectum is typically used by ingestion or injury: eating it, or applying its bite or sting, sometimes to a particular body area, where it may remain attached for the duration of its effects. Usually, the user must willingly succumb to the effects of the toxin in order to also benefit from the alchemical boon it contains. Insectum are sold live and sterile, and die within a week of purchase. An insectum must be alive when used, and unless otherwise detailed, dies once it has been used. The price reflects a single dose of insectum.

Insectum	Type	Price
Angry weevil	injury	75 gp
Auceps scarabaeus	injury	40 gp
Bite spider	injury	100 gp
Blake's sanguisuga	injury	350 gp
Bloatfly	ingested	2 gp
Callus fleas	injury	50 gp
Cockerel spider	ingested	40 gp
Darkwasp	injury	175 gp
Dolor crabrao	injury	275 gp
Eyeleech	injury	125 gp
Festerfew	ingested	75 gp
Fingerlice	injury	35 gp
Fire bite lice	injury	40 gp

Poisons

Poison	Type	Fort DC	Onset	Frequency	Effect	Cure	Price
Boiling death	ingested/injury	20	—	1/rd. for 6 rds.	1d6 Con	2 saves	2,300 gp
Boiling death lice	injury	18	—	1/rd. for 6 rds.	1d3 Con	2 saves	900 gp

THE BLIGHT: RICHARD PETT'S CROOKED CITY

Insectum	Type	Price
Gadfly ambrosia	ingested	3 gp
Great snakefly	injury	40 gp
Howling nightshade grub	ingested	40 gp
Hungering wasp grub	ingested	250 gp
Joy scarab	injury	10 gp
Jubb's nasal lice	injury	140 gp
Kothrington's swan fleas	injury	150 gp
Libidinosus vermis	ingested	40 gp
Lobotomy hornet	injury	950 gp
Lucius spider	injury	40 gp
Misery slug	ingested	30 gp
Ochre lice	ingested	100 gp
Porr's scarab	ingested	275 gp
Rictus gnats	injury	150 gp
Screaming maggot	ingested	125 gp
Speed weevil	injury	40 gp
Thistle frenzy bug	injury	40 gp
Wart lice	ingested	175 gp
Water crane	ingested	110 gp

Angry weevil: This black-and-red giant weevil injects a toxin that deals 1d2 points of damage and causes the user to fly into a rage for 1 minute, gaining +2 Constitution and +2 Strength, but taking a –2 penalty to its AC. This does not stack with other rage effects. When the user reduces a creature to 0 or fewer hit points, she must attempt a DC 12 Will save or become confused. For the remainder of the duration, she attacks the nearest creature other than herself. On the following round, refer to the *confusion* spell to determine her actions. At the end of this round, and each round thereafter, she can attempt a new saving throw to end the confusion effect. The user cannot end her rage voluntarily, nor can she use rage powers while confused.

Auceps scarabaeus: The bite of this golden scarab contains a poison that causes 1d6 points of damage plus 1d3 Charisma damage (Fort DC 15 negates). If affected by the poison, the user gains a +2 alchemical bonus to initiative and on Perception and Sense Motive checks for 2 hours.

Bite spider: The bite of this spider injects a toxin that deals 1d3 Charisma damage and causes the user's skin to gradually harden over the course of 1 minute, providing a +2 enhancement bonus to natural armour for 1 hour. When the effect ends, angry boils and warts cover the user's skin for the following 1d6 days, imparting a –2 penalty on Diplomacy checks.

Blake's sanguisuga: When this mottled brown leech is first attached, the user must succeed on a DC 15 Fortitude save or be nauseated for 1 minute. The leech remains attached for 1d3 hours in which time the user's pain threshold is greatly elevated. The user gains DR 1/— and a +3 alchemical bonus on saves versus pain effects for the duration.

Bloatfly: Consuming this 2-inch-long fly provides a Small or Medium creature sufficient nutrition for 1 day. The user must succeed on a DC 15 Fort save or be sickened for 1 hour.

Callus fleas: The bites of these fleas cause the user's skin to gradually harden over the course of 1 minute. This deals 1d6 points of damage but provides a +2 enhancement bonus to natural armour for 1 hour.

Cockerel spider: Ingesting this spider causes the user's voice to deepen and become more threatening. The user gains a +4 alchemical bonus on Intimidate checks for 1 hour but must also succeed on a DC 15 Fort save or take 1d3 Dexterity damage.

Darkwasp: The sting of this wasp injects a venom that deals 1d8 points of damage plus 1d2 Constitution damage (Fort DC 16 negates) and numbs the user's ability to feel pain. If affected by the poison, the user gains DR 2/— and a +5 alchemical bonus on saves versus pain effects for 1 hour.

Dolor crabrao: The sting of this wasp injects a venom that deals 1d6

points of damage plus 1d3 Constitution damage (Fort DC 20 negates). If affected by the poison, the user gains the ability to enter a rage that lasts for 1 minute as a free action. While in a rage, the user gains a +2 bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saving throws. In addition, she takes a –2 penalty to Armor Class. She also gains 2 temporary hit points per Hit Die. These temporary hit points are lost first when a character takes damage, and disappear when the rage ends. This does not stack with other rage effects. While in a rage, the user cannot use any Charisma-, Dexterity-, or Intelligence-based skill (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration (such as spellcasting). The user cannot end her rage voluntarily, and is fatigued for 1 minute after the rage ends. If the user falls unconscious, her rage immediately ends.

Eyeleech: When this black leech is attached to the eyelid, it injects a toxin that deals 1d3 points of damage but the user's night vision is enhanced. The user gains darkvision 60 ft., and a +2 alchemical bonus on all sight-based Perception checks, for 1d3 hours.

Festerfew: A user who eats a handful of these live lice gains a +5 alchemical bonus on all saves versus disease and poison for 1d4 hours but must also succeed on a DC 20 Fortitude save or be sickened for 1 hour.

Fingerlice: A user whose hands are bitten by these lice gains exceptional manual dexterity but tiny maggots writhe under their skin. The user gains a +2 alchemical bonus on Disable Device and Sleight of Hand checks for 2 hours, but takes a 1 point of Constitution damage.

Firebite lice: A user bitten by these lice gains exceptional agility but the toxins cause the user to feel like they are on fire. The user takes 2d3 points of damage, but gains a +2 alchemical bonus on Acrobatics and Escape Artist checks, and may use his Dexterity bonus when determining CMB instead of his Strength bonus.

Gadfly ambrosia: Consuming a paste made from the crushed remains of this fly provides a Small or Medium creature with sufficient water for 1 day. The user must succeed on a DC 15 Fort save or be sickened for 1 hour.

Great snakefly: The bite of this fly is applied behind the user's ear, whereupon she gains a +5 alchemical bonus on Acrobatics and Fly checks for 2 hours. At the end of the duration, the user takes 1d2 temporary Dex damage for 1d2 hours.

Howling nightshade grub: This sausage-sized grub tastes disgusting and howls when eaten. For the following day, the user gains a +5 alchemical bonus on skill checks and Fortitude saves made to resist nonlethal damage from exhaustion, starvation, thirst, a forced march, or hot or cold environments, but becomes sluggish and takes a –1 penalty to initiative for the duration.

Hungering wasp grub: When eaten, this orange-and-black-striped grub provides the user with a +5 alchemical bonus on saves versus poison for 1d2 days. At the end of the duration, the user is nauseated for 1d10 minutes and must succeed on a DC 20 Fortitude save or be sickened for 1d2 days.

Joy scarab: The bite of this green scarab beetle injects a toxin that instils intense feelings of elation and joy. The user gains a +5 alchemical bonus on saves versus harmful emotion effects for 1d4 hours. However, for the duration, the user fights only to defend herself. If the user is interacted with or questioned while under the effects of this spell, she is considered to have an initial attitude of Friendly (see the Diplomacy skill, *Pathfinder Roleplaying Game Core Rulebook*), though any advice or answers she gives may be disjointed due to her euphoric state.

Jubb's nasal lice: These lice must be snorted into the nasal passage where their bites grant the user the scent universal monster rule for 2 hours. For the duration, the user also takes a –4 penalty on saves versus inhalation effects, such as stench and inhaled poisons.

Kothrington's swan fleas: The bites of these fleas inject a toxin that deals 1d6 points of damage but the user gains a +4 alchemical bonus to Strength for 1 minute. At the end of the duration, the user must succeed on a DC 15 Fortitude save or take a –4 penalty to Strength for the following hour.

Libidinosus vermis: Ingesting this worm grants the user a +4 alchemical bonus on Diplomacy and Bluff checks for 1d3 hours, but the user also takes a –4 penalty to Wisdom for the duration. At the end of the duration, the user must succeed on a DC 15 Fortitude save or take 1d3 Wisdom damage.

Lobotomy hornet: The sting of this hornet injects a venom that grants

the user a +2 alchemical bonus to Strength for 1d4 hours, but the user also takes a –4 penalty to Intelligence for the duration. At the end of the duration, the user must succeed on a DC 15 Fortitude save or take 1d4 Intelligence damage.

Lucius spider: This fist-sized grey spider's bite delivers a toxin that deals 1d6 points of damage for 1d3 rounds, but a user so affected gains a +5 alchemical bonus to Climb and Swim checks for the following 1d3 hours.

Misery slug: Eating this slimy, black finger-long slug cures 1d4 points of damage each round for the following 1d4 rounds, but the user is sickened for the duration. At the end of the duration, the user must succeed on a DC 12 Fortitude save or be nauseated for 1d4 rounds.

Ochre lice: Eating a handful of these fat lice grants a +4 alchemical bonus on Stealth checks for 1d3 hours, but the user takes a –2 penalty to Will saves for the duration.

Porr's scarab: Consuming this crunchy, bitter black beetle grants a +2 alchemical bonus to Dexterity and Strength for 1 hour if the user succeeds on a DC 15 Fortitude save. Failure results in the user vomiting up the remains of the beetle and becoming nauseated for 1d10 minutes.

Rictus gnats: The bites of these gnats cause the muscle tone of the user's face to relax, making it hard to convey expressions or emotion. For 1d3 × 10 minutes, the user gains the ability to remain conscious at negative hit points as though he had the Diehard feat. If the user already has the Diehard feat, he dies only when his negative hit points are equal to or greater than twice his Constitution score. For the duration and for 1d3 days thereafter, the user's face remains devoid of expression, incurring a –2 penalty on the user's Diplomacy, Disguise, Perform, and Sense Motive checks.

Screaming maggot: This writhing, bulbous maggot screams when eaten, dealing 1d4 points of sonic damage to the ingester, who must also succeed on a DC 12 Fortitude save or be deafened for 1d10 minutes. The user gains a +2 alchemical bonus to Intelligence for 1 hour.

Speed weevil: The venomous bite of this white weevil is applied to the chest near the heart, dealing 1d8 points of damage and granting the user a +10 ft. bonus to her base land speed for 2 hours.

Thistle frenzy bug: If this insect is attached to the user's neck, its sharp claws inject toxins that deal 1d6 points of damage but the user gains a +1 dodge bonus to AC while the bug remains attached. The bug remains attached for 1d3 hours before dropping off, but if it is forcibly removed before this time, the user must succeed on a DC 15 Fortitude save or take 1d3 Dex damage from a concentrated burst of venom.

Wart lice: Ingesting these lice causes the user's skin to become malleable and flexible, granting a +4 alchemical bonus on Disguise checks for 1d4 hours. At the end of the duration, the user's skin forms ugly warts, imparting a –2 penalty on the user's Diplomacy checks for 1d4 days before they disappear.

Water crane: Eating this long-legged water insect grants the ability to breathe underwater for 1d4 × 10 minutes. Once the user has breathed underwater, though, she must succeed on a DC 15 Fortitude save to be able to breathe air again so long as the water breathing duration is still in effect. If the user fails this saving throw, she is able to breathe underwater only for the next 1d10 minutes or until the duration ends, whichever is sooner. After this time, if the water breathing duration is still effect, the user can attempt another saving throw to be able to breathe air again.

Other Things to Spend Your Money On

Cost of Living

Live a life of luxury; eat well, drink the finest wines, and be seen in all the right places. In the Blight, how well you eat and how well connected you are has a direct effect on play and uses these optional rules. This option uses the cost of living rules in Chapter 12 of the *Pathfinder Roleplaying Game Core Rulebook* and expands them slightly for living in a filthy,

crowded city such as the Blight. Simply apply the *Pathfinder Roleplaying Game* rules with the additional information provided below. Some groups may not wish to enter into the minutiae of expenses, in which case ignore the rules hereafter.

Costs of living are associated with a specific standard of living as detailed below. Generally, costs of living are subtracted at the start of each month, along with the effects as indicated. However, the life of an adventurer has its ups and downs — particularly financially — and expending the full cost of a month's expenses may take place at any time to negate the detrimental effects of that bracket of living. For example, a PC living destitute after a particularly tough month of failed adventures suddenly happens upon a treasure chest 3 weeks into the month; he spends the full 25 gp for living a normal lifestyle and thus negates any chance of a temporary loss of Con or a save against filth fever.

Destitute (0 gp/month): Eating what you can beg.

At the end of each month, make a Fortitude save (DC 10+1/consecutive month of destitution) or take 1 point of Con damage. This damage cannot be recovered except by magic healing or by an improvement in living standards up to at least average for at least 1 week, during which it can heal as normal. You must also make a Fort save against (DC 15) at the end of each month full month of living destitute or contract the disease (see the Appendices of the *Pathfinder Roleplaying Game Core Rulebook*). If you contract filth fever, there is a cumulative 10% chance for each consecutive month of living in destitution that you have to make a Fort save or contract one of the following additional diseases. Roll d% to determine which one. The cumulative chance stops and resets to 0 if you spend at least 1 week at an average standard of living. Likewise, if one of these comorbid diseases is contracted, there is no additional chance of catching another unless you are cured of the first one.

Comorbid Diseases

d%	Disease	Fort DC
01–03	Black rot ^{TOH4}	24
04–15	Blinding sickness	16
16–31	Bloody flux ^{TOBH}	16
32–39	Devil chills	14
40–42	Festering lung ^{TOH4}	19
43–58	Grey ache*	12
59–60	Leprosy	20
61–64	Mindfire	12
65–72	Red ache	15
73–80	Shakes	13
81–84	Slimy doom	14
85–00	Swamp ague*	11

* See Chapter 8 of *The Blight Campaign Guide*

^{TOBH} See *The Tome of Blighted Horrors* by Frog God Games

^{TOH4} See *Tome of Horrors 4* by Frog God Games

Poor (3 gp/month): Eating frugally, with little or no meat.

At the end of each month, make a Fortitude save (DC 5+1/consecutive month of poor living) or take 0–1 (1d2–1) points of Con damage. This damage cannot be recovered except by magic healing or by an improvement in living standards for at least 1 week, during which it can heal as normal.

You must also make a Fort save against filth fever (DC 12) at the end of each full month of poor living or contract the disease (see the Appendices of the *Pathfinder Roleplaying Game Core Rulebook*).

Average (10 gp/month): You have meat and ale occasionally, the odd night in a tavern, and generally your dress is fair.

You heal Con damage at the normal rate after maintaining an average standard of living for at least 1 week.

There is a non-cumulative 25% chance that you must also make a Fort



save against filth fever (DC 12) at the end of each full month of average living or contract the disease (see the Appendices of the *Pathfinder Roleplaying Game Core Rulebook*).

Wealthy (100 gp/month): You visit taverns regularly, eat meat most days, and drink wine.

After 3 consecutive months of this standard of living, you gain a +1 temporary bonus to your Constitution. This Con bonus remains until your standard of living drops below this level for at least 1 month.

Owing to being well connected, you gain a +2 bonus to social interaction skill checks (Bluff, Diplomacy and Intimidate) in your home district. This bonus stacks with any other you have gained through feats or traits. This bonus is lost if your lifestyle drops for at least 1 month.

Extravagant (1,000 gp/month): Only the finest things in life for you. You drink expensive wine as often as you wish, go out to expensive clubs and the theatre, and are seen and known by many.

After 3 consecutive months of this standard of living, you gain a +2 temporary bonus to your Constitution. This Con bonus remains until your standard of living drops below this level for at least 1 month: if it drops to a wealthy standard of living, you lose half of the bonus; if it drops to an average or lower standard of living, you lose the entire bonus.

Owing to being well connected, you gain a +4 bonus to social interaction skill checks (Bluff, Diplomacy and Intimidate) in your home district. This bonus stacks with any other you have gained through feats or traits. This bonus is lost if your lifestyle drops for at least 1 month: if it drops to a wealthy standard of living, you lose half of the bonus; if it drops to an average or lower standard of living, you lose the entire bonus.

Decadent (5,000 gp/month): You deny yourself nothing. You eat and drink and partake in whatever catches your fancy as often and as much as

you like. You rarely go to clubs or the theatres because private showings and debauches are prepared for you. Your hedonism is known to all, and you have acquired a sizable entourage or sycophants, devotees, and hangers-on who emulate your every move.

After 3 consecutive months of this standard of living, you gain a +2 temporary bonus to your Constitution. However, after an entire year of this standard of living, you lose the temporary bonus and instead take 1 point of Con drain. This drain increases by another point for each year in which you maintain this standard of living. This drain ends if your standard of living drops below this level for at least 1 year, but Con already drained is not recovered.

There is a non-cumulative 5% chance that you must also make a Fort save against cackle fever (DC 16), demon fever (DC 18), filth fever (DC 12), mindfire (DC 12) red ache (DC 15) or shakes (DC 13) at the end of each full month of decadent living due to your lascivious lifestyle or contract the disease (see the Appendices of the *Pathfinder Roleplaying Game Core Rulebook*). There is an equal chance of being exposed to each (roll 1d6).

Owing to being well connected, you gain a +4 bonus to social interaction skill checks (Bluff, Diplomacy and Intimidate) in any district within the city. This bonus stacks with any other you have gained through feats or traits. In addition, your reputation precedes you, allowing you once per day to re-roll an initial interaction skill check in a non-hostile situation or make the initial skill check at +8 (rather than +4). These bonuses are entirely lost if your lifestyle drops below a decadent standard of living for at least 1 week as the crowds turn on you and make you an object of their derision.



Between Thief

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+1	+0	Echo merge
2nd	+1	+1	+1	+1	Greater improved evasion
3rd	+2	+1	+2	+1	Mirror walk, rogue talent
4th	+3	+1	+2	+1	Draw from mirrors I
5th	+3	+2	+3	+2	Greater mirror walk
6th	+4	+2	+3	+2	Draw from mirrors II, rogue talent
7th	+5	+2	+4	+2	Between guide
8th	+6	+3	+4	+3	Mirror mastery
9th	+6	+3	+5	+3	Draw from mirrors III, rogue talent
10th	+7	+3	+5	+3	Between guide master

New Prestige Classes

Unique urban settings generate unique characters and unique orders. The Blight, like many dark fantasy city settings, has its own unique prestige classes that enable characters to take a chosen path. The prestige classes below represent some of those encountered in this and other cities.

Between Thief

The darkest place a thief can venture is Between. It hides great secrets and presents great perils but enables a thief to enjoy the ultimate escape route.

Role: A Between thief is a powerful ally for a party who is able to use Between as a way to move unseen and unexpected. A Between thief of

sufficient skill can take his accomplices with him, enabling the group to slip between worlds with deadly efficiency.

Alignment: Any.

Hit Die: d8

Requirements

To qualify to become a Between thief, a character must fulfil all the following criteria.

Skills: Knowledge (Between) 10 ranks, Stealth 10 ranks.

Spells: Able to cast 2nd-level conjuration spells.

Special: Must have the evasion special ability and the improved evasion advanced rogue talent.

Class Skills

The Between thief's class skills are Acrobatics (Dex), Climb (Str), Knowledge (Between) (Int), Stealth (Dex), and Survival (Wis)

Skill Ranks at Each Level: 6 + Int modifier.

Class Features

The following are class features of the Between thief prestige class.

Weapon and Armor Proficiency: A Between thief gains no proficiencies with weapons, armour, or shields.

Echo Merge (Sp): By taking a few steps into Between, a Between thief can use *dimension door* as a spell-like ability once per day per level. His caster level is equal to his Between thief level.

Greater Improved Evasion (Ex): A Between thief takes no damage at all on a successful saving throw against attacks that allow a Reflex saving throw for half damage. If he fails the save, he can choose to make an immediate re-save, based on the same DC as originally required. He takes only half damage even if he fails this second check. A Between thief can use this ability a number of times a day equal to his level in Between thief, rounded up.

Mirror Walk (Sp): At 3rd level, a Between thief is able to use a pair of mirrors to move through as though using a *teleport* spell between them. The mirrors must be large enough for the thief to physically move through, and, just as with a *teleport* spell, the Between thief must have a clear idea of the location and layout of the destination that contains the target mirror. If the teleportation results in being off target, or a similar area, the Between thief may end up crawling out of a different mirror within range of the spell. If no other mirror is within range, then the ability fails.

Between thieves frequently carry two mirrors, positioning one as an escape point from wherever they are entering. Others use this ability to infiltrate a place by entering via a mirror placed or already in place at the location. Only the Between thief and up to 50 lbs. of objects can use this method of transportation.

Rogue Talent: At 3rd level, and every 3 levels thereafter, a Between thief gains a special ability that allows him to confound his foes. This functions as the rogue talent class feature. If a Between thief has the advanced talents rogue class feature, he can select from the advanced talents list instead.

Draw from Mirrors (Sp): At 4th level, once per day a Between thief is able to use his skills to draw a horror from Between to terrify his enemies. This ability is identical in effect to the *phantasmal killer* spell. The Between thief uses his class level as his caster level, and the save DC is Intelligence-based.

At 6th level, a Between thief is able to target two creatures with his *phantasmal killer* effect.

At 9th level, the Between thief is able to target three creatures with his *phantasmal killer* effect.

Greater Mirror Walk (Sp): This ability functions as the mirror walk ability except the Between thief is considered to be very familiar with any location regardless of where the target mirror actually is located.

Between Guide (Sp): At 7th level, a Between thief is able to enter the shadowy outskirts of Between at will. This ability manifests itself identically to an *ethereal jaunt* (caster level as Between thief level), but the thief moves into Between rather than the Ethereal plane. The Between thief is able to use this ability once per day per 3 levels of Between thief.

Mirror Mastery (Sp): This ability functions as the greater mirror walk ability except that a Between thief can lead up to 6 willing creatures through the mirror used.

Between Guide Master (Sp): At 10th level, a Between thief is able to use a mirror to create a gate to Between. The mirror functions as a *gate* spell but allows only planar travel to Between and back. The *gate* remains fixed unless the mirror is moved or smashed, in which case the *gate* is severed and the traveller trapped wherever he is.



Fetchseer

In darkened alleys, and beneath the piers and streets, undead roam. Hunted and despised, they nourish themselves on the careless and the foolish.

While many people are aware of this lurking menace, there are a small number whose awareness runs deeper and more viscerally than their fellows. Whether due to the lingering taint of undeath somewhere in their family tree, a natural sensitivity, or a traumatic event, these individuals find that they have inadvertently tapped into the senses of the undead. While they sleep, they encounter horrific visions of the depravities committed by the unliving, as if they themselves were the culprit. Many go mad from the unceasing nightmares, but those that do not take up arms in a grim crusade against the unliving. These Fetchseers hunt down the undead wherever they hide, both for the safety of others, and so that they can hold on to their own sanity.

Role: Fetchseers naturally excel when pitted against the undead. Able to glean clues as to the whereabouts of the undead from their nightmares, discern the weaknesses of their unliving enemies, and capable of resisting life-draining attacks, it is the rare undead that will not find itself at a distinct disadvantage.

Alignment: The one constant among the ranks of the Fetchseers is a certain level of empathy. The truly selfish, who care nothing for the fate of their neighbours, never awake the supernatural senses of the Fetchseer. Due to this fact, Fetchseers cannot be of evil alignment.

Hit Die: d8.

Requirements

To qualify to become a Fetchseer, a character must fulfil all the following criteria.

Alignment: Any non-evil.

Feats: Skill Focus (Knowledge [religion])

Skills: Knowledge (religion) 5 ranks, Sense Motive 5 ranks.

Fetchseer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+1	Know thy enemy
2nd	+1	+1	+1	+1	Dreams of the dead
3rd	+2	+1	+1	+2	Favoured enemy +2
4th	+3	+1	+1	+2	Spiritbane
5th	+3	+2	+2	+3	Dead men's tales
6th	+4	+2	+2	+3	No fear
7th	+5	+2	+2	+4	Favoured enemy +4
8th	+6	+3	+3	+4	Spark of defiance
9th	+6	+3	+3	+5	Lay to rest
10th	+7	+3	+3	+5	Last rites

Class Skills

The Fetchseer's class skills are Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (local) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex) and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Fetchseer prestige class.

Weapon and Armor Proficiency: A Fetchseer is proficient with all simple weapons, one martial weapon of her choice, light armour, medium armour, and shields.

Know Thy Enemy (Ex): A Fetchseer can take 10 on any Knowledge (religion) check to identify an undead creature, even when circumstances would normally not permit her to do so. If she succeeds in identifying an undead creature, she receives a +2 insight bonus to her Armour Class against attacks made by that creature, and her attacks ignore up to 5 points of that creature's damage reduction. These effects lasts for the duration of the encounter.

Dreams of the Dead (Sp): At 2nd level, the Fetchseer has advanced sufficiently in mental discipline that she is able to glean important information from her horrific dreams of undead atrocities. Treat this as if the Fetchseer had cast a *contact other plane* spell. In this case, the plane contacted actually stands for the depth to which the Fetchseer is delving into her dreams — going deeper provides a more accurate interpretation, but also a greater risk of mental scarring. Answers of “Lie” or “Random Answer” actually mean that the Fetchseer has crucially misinterpreted some piece of information in her dream. Furthermore, the question(s) that the Fetchseer asks must be related to the activities, whereabouts, and/or intent of undead creatures in the local area. This ability may be used once per day, though most Fetchseers would not dare to use it as frequently as that.

Favoured Enemy (Ex): At 3rd level, a Fetchseer gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against undead creatures. Likewise, she gets a +2 bonus on weapon attack and damage rolls against them. At 7th level, this bonus increases to +4. This is treated as a favoured enemy bonus. If the Fetchseer has a favoured enemy bonus against undead from another class, the bonuses do not stack, and she simply uses whichever bonus is higher.

Spiritbane (Su): At 4th level, a Fetchseer learns a special rite that allows their weapons to damage incorporeal undead more effectively. As a move action once per day, the Fetchseer may grant any weapon she is holding the *ghost touch* quality. The *ghost touch* enchantment lasts for 1 minute per Fetchseer level, or until a creature other than the Fetchseer picks up the weapon. The Fetchseer gains a second use of this ability at 7th level, and a third at 10th level.

Dead Men's Tales (Sp): At 5th level, the Fetchseer's connection to the realms of the dead becomes strong enough for her to use *speak with dead* as a spell-like ability. The Fetchseer can use this ability a number of times

per day equal to 1 + her Intelligence modifier (minimum 1).

As well as using this ability in the usual way, if the Fetchseer strikes the killing blow on an undead creature, she may expend one use of this ability as an immediate action. If she does so, she can immediately ask the appropriate number of questions of the newly slain undead as if it was a valid target for *speak with dead*. This use of dead men's tales functions even upon undead creatures that would not leave a body upon being slain, such as incorporeal undead.

No Fear (Ex): At 6th level, a Fetchseer has become inured to the horrors of the undead, and the terrors of the world. She gains a +4 bonus on saving throws against fear effects. If the Fetchseer starts her turn frightened, panicked, or under the effects of an ongoing haunt, she may make another saving throw at the original DC to remove these effects.

Spark of Defiance (Su): At 8th level, a Fetchseer has succeeded in warding her body, mind, and soul against the depredations of the undead. If an undead creature attempts to inflict ability damage, ability drain, or energy drain upon the Fetchseer, she gains a +2 bonus on her saving throw against the effect. Furthermore, if the effect would not normally allow a save, the Fetchseer is permitted to make a Fortitude save with a DC equal to 10 + 1/2 the undead creature's Hit Dice + the undead creature's Charisma modifier. Success indicates that she resists the attack, and negates all ability damage, ability drain, or energy drain that would normally result from it.

Lay to Rest (Su): At 9th level, a Fetchseer's sensitivity has become very powerful. As a standard action, a Fetchseer may attempt to glimpse the mind of one intelligent undead within 50 feet. The undead receives a Will save (DC 20 + the Fetchseer's Intelligence modifier). Failure means that the Fetchseer learns precisely how to destroy the creature. This grants knowledge such as the location of a vampire's coffin or of a lich's phylactery, the means by which a ghost can be laid to rest, a haunt destroyed, and so on. If the undead fails its Will save, the Fetchseer is also stunned for 1 round as she assimilates the new information. This ability can be used a number of times per day equal to 1 + the Fetchseer's Intelligence modifier (minimum 1).

Last Rites (Su): At 10th level, a Fetchseer obtains true power over the undead. As a full-round action, the Fetchseer can call upon the suffering and fear of the countless victims of the undead. A glowing white spear shapes itself in the Fetchseer's hands over the course of 1 round. At the start of her next turn, the Fetchseer may either hurl the spear at an undead creature within 100 feet as a ranged touch attack, or strike an adjacent undead creature with the spear as a melee touch attack. If the spear hits, the undead must make a Fortitude save (DC 20 + the Fetchseer's Intelligence modifier) or be instantly reduced to 0 hit points. If the undead makes its save, it instead takes 10d6 points of positive energy damage. An undead reduced to 0 hit points by this ability who has regenerative effects — such as a ghost's rejuvenation ability or a lich's phylactery — must make a Will save (with the same DC as the Fortitude save) or be permanently destroyed. The Fetchseer's power brings true death. If not used, the spear remains in existence for 1 round per Fetchseer level, and then fades away. Once used to make an attack, the spear disappears regardless of the success or failure of that attack.

THE BLIGHT: RICHARD PETT'S CROOKED CITY

A Fetchseer may use this ability a number of times per day equal to 1 + the Fetchseer's Intelligence modifier (minimum 1), but once an undead has been the target of this ability, it is immune to further uses of this ability for 1 week.

Ex-Fetchseer

A Fetchseer who becomes evil loses all supernatural and spell-like Fetchseer class features, but retains all extraordinary class features, weapon proficiencies, and armour proficiencies. They may not progress any further in levels as a Fetchseer. An ex-Fetchseer can regain their abilities and advancement potential if they atone as appropriate.

Highwayman

The dashing highwayman is the hero of the common man, a dandy rogue who uses the twisting alleyways and paths of the city to make good her escape, stealing from the rich and giving to the poor, breaking the hearts of lovers, and outsmarting the Watch again and again.

A highwayman is more than a rogue, but isn't as hot-headed as a duelist; she uses her talents to escape and her infamy to achieve her aims. A famous highwayman laughs as she escapes the clutches of the Watch; an infamous highwayman can become the scourge of the Watch and a folk-hero always guaranteed a safe escape route.

Role: A highwayman is a useful ally for any party of adventurers, but must use her talents wisely. The highwayman is also an alter ego, and may have many deeds and exploits attributed to her — whether she is there or not. The highwayman can also, of course, spend time with groups using their own identity, and then later brag about events they were involved with — after any witnesses' silence has been guaranteed, of course.

Alignment: Highwaymen come in all shapes and sizes, from good-natured folk heroes who rob from the rich and give to the poor, to infamous villains who terrorise districts and take what they want. A highwayman can be of any non-lawful alignment, as their infamy or fame is their focus.

Hit Die: d8.

Requirements

To qualify to become a highwayman, a character must fulfil all the following criteria.

Feats: Dazzling Display, Weapon Focus.

Skills: Bluff 5 ranks, Disguise 5 ranks, Intimidate 5 ranks.

Class Skills

Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis),



Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), and Stealth (Dex).

Skill Ranks at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the highwayman prestige class.

Weapon and Armor Proficiency: A highwayman is proficient with all simple and martial weapons, all pistols, and light armour.

Masked Miscreant (Ex): Upon gaining the first level of this prestige class, the highwayman gains a public persona as a notorious local rogue, though her true identity is not generally known. While operating in her public persona, the highwayman gains several benefits. Firstly, she gains a +2 bonus to all Charisma-based skill checks that involve interaction. Secondly, a highwayman who acts in the surprise round of an encounter

Highwayman

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+1	+0	Masked miscreant
2nd	+1	+1	+1	+1	Improved display
3rd	+2	+1	+2	+1	Quick escape 1/day
4th	+3	+1	+2	+1	Rogue talent
5th	+3	+2	+3	+2	Knockout blow
6th	+4	+2	+3	+2	Quick escape 2/day
7th	+5	+2	+4	+2	Swift demoralize
8th	+6	+3	+4	+3	Rogue talent
9th	+6	+3	+5	+3	Quick escape 3/day
10th	+7	+3	+5	+3	Laughing rogue

can spend her action introducing herself and boasting about her deeds. If she does so, she gains a +2 morale bonus on attack and damage rolls for the duration of the encounter.

Improved Display (Ex): A highwayman may use the Dazzling Display feat as a move action instead of a full-round action.

Quick Escape (Ex): Starting at 3rd level, once per day a highwayman can move up to double her speed as a move action without provoking attacks of opportunity. The highwayman must be able to end her movement out of sight of all opponents in order to use this ability. A highwayman can use this ability twice per day at 6th level, and three times per day at 9th level.

Rogue Talents: At 4th level, and again at 8th level, the highwayman gains a rogue talent. A highwayman's levels stack with her rogue levels to determine access to advanced talents.

Knockout Blow (Ex): At 5th level, a highwayman becomes an expert at overcoming her foes without killing them. The penalty for using a weapon to deal non-lethal damage is reduced to 0, and if the highwayman is striking to deal non-lethal damage, she may add twice her Charisma modifier to the damage dealt.

Swift Demoralize (Ex): At 7th level, a highwayman can attempt to demoralize a single opponent as a swift action instead of a standard action.

Laughing Rogue (Ex): At 10th level, a highwayman has mastered the art of turning her reputation into a weapon. The highwayman may add twice her Charisma bonus to her attack and damage rolls against shaken, frightened, or panicked opponents, and her Charisma bonus to her AC against attacks made by such opponents.

Witchhunter

The Great Coven is everywhere: it stretches into every street, every family, every church. The witchhunter aims to remove that sickness. A mighty warrior in her own right, the witchhunter has specialised in dealing directly with witches and other evil spellcasters. Judge, jury, and executioner, the witchhunter does not stray from her path and is prepared to do anything to achieve his goal.

Role: A witchhunter is a powerful member of a party; not only does she bring her unique skills to their aid, but she also establishes a line of legitimacy with the powerful. A witchhunter generally operates as part of an order, and openly defies her foes. She is unable to rest until she celebrates her kill.

Alignment: A witchhunter must be of good alignment, but she may choose any good path. Some seek a rigid order or righteousness; they gain no pleasure from bringing their justice to bear and slay their enemies quickly and cleanly. Others take a more chaotic path, making an example of those who dare to defile the land with their curses.

Hit Die: d10.

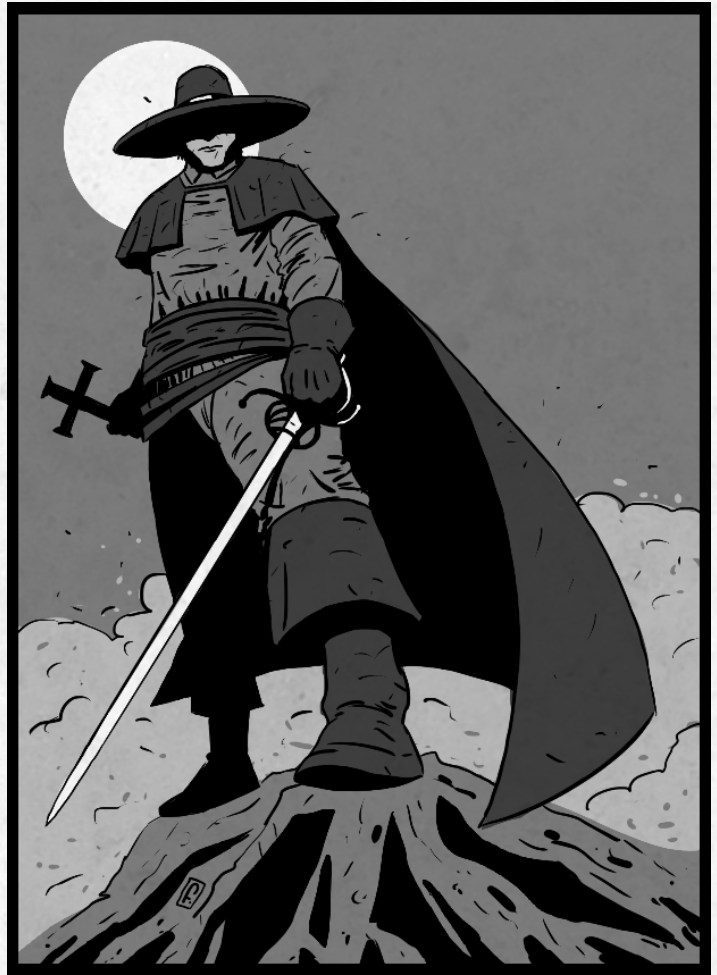
Requirements

To qualify to become a witchhunter, a character must fulfil all the following criteria.

Alignment: Any good.

Witchhunter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+1	Hexward I, witchfinder
2nd	+2	+1	+1	+1	Cursebreaker 1/day
3rd	+3	+2	+1	+2	Disruptive
4th	+4	+2	+1	+2	Pass sentence 1/day
5th	+5	+3	+2	+3	Shrouded
6th	+6	+3	+2	+3	Cursebreaker 2/day
7th	+7	+4	+2	+4	Hexward II
8th	+8	+4	+3	+4	Pass sentence 2/day
9th	+9	+5	+3	+5	Spellbreaker
10th	+10	+5	+3	+5	Cursebreaker 3/day, blazing retribution



Base Attack Bonus: +4.

Feats: Iron Will.

Skills: Spellcraft 5 ranks.

Special: A character who wishes to take levels in the witchhunter prestige class cannot possess any ability to cast arcane spells. A character who obtains any arcane spellcasting ability after taking levels in witchhunter becomes an ex-witchhunter, with the effects detailed below. Spell-like and supernatural abilities are not treated as arcane spellcasting ability for the purpose of this restriction and for the abilities of the witchhunter class as a whole.

Class Skills

The witchhunter's class skills (and the key ability for each skill) are Bluff (Cha), Disguise (Cha), Intimidate (Cha), Knowledge (planes) (Int),



Perception (Wis), Sense Motive (Wis) and Spellcraft (Int)
Skill Ranks at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the witchhunter prestige class.
Weapon and Armor Proficiency: A witchhunter is proficient with all simple and martial weapons, all firearms, and light armour.

Witchfinder (Su): A witchhunter gains the ability to detect arcane spellcasting ability and the presence of creatures of the outsider type or from Between. The witchhunter must touch the target as a standard action in order to use this ability. If used in combat, this is a melee touch attack that does not provoke an attack of opportunity. Upon touching the target, the witchhunter learns if they have any arcane spellcasting ability, and whether the target is an outsider or from Between. Some witchhunters touch the target with an item such as a pin or a holy symbol rather than with their bare hand when they use this ability, but such objects are not required for this ability to function. At 5th level, the witchhunter no longer needs to touch her target to use this ability, but can instead use it on any creature within 30 ft. as a standard action. At 9th level, the witchhunter may use this ability as a swift action.

Hexward (Su): At 1st level, every witchhunter crafts a magical fetish that protects against evil magic. This crafting takes 1 week of work, but has no gold piece cost. The specifics of the fetish vary depending on the crafter, but the effects remain the same. While the witchhunter wears her fetish, she gets a +2 sacred bonus to saving throws versus arcane spells, witch hexes, and curses. At 7th level, this bonus increases to +4. The fetish does not take up a magic item slot, but if the witchhunter is parted from her fetish, she loses the saving throw bonus until she retrieves it or crafts a new one. A witchhunter can possess only one fetish at a time, and the fetish's magic works only for its crafter. The fetish does not occupy an item slot on the witchhunter and need not be worn openly.

Cursebreaker (Sp): At 2nd level, a witchhunter gains the ability to dispel enchantment spells, evil curses and to end the effects of witch hexes by touch, once per day. The caster level for this effect is twice the witchhunter's class level. This functions as the *break enchantment* spell, but with a range of touch and targeting only one creature. In addition, this ability attempts to end the effect of any witch hexes currently affecting the target creature, making a caster level check against each hex with a DC of 11 + witch level. A witchhunter can use this ability twice per day at 6th level, and three times per day at 10th level.

Disruptive: At 3rd level, the witchhunter gains the Disruptive feat.

Pass Sentence (Su): At 4th level, a witchhunter can pass sentence on a target within sight as a swift action. If the target has arcane spellcasting ability or is an outsider or from Between, the witchhunter adds her level to all damage rolls made against the target, and adds a bonus equal to her

Charisma bonus (if any) on all saving throws against the target's spells.

In addition, the first time the witchhunter hits the target with an attack, the target must make a Will save (DC 15 + the witchhunter's level + the witchhunter's Charisma modifier) or lose access to their highest-level prepared arcane spell or arcane spell slot as if they had cast it. If they have multiple spells of that level, the lost spell is determined randomly. If the witchhunter targets a creature that has no arcane spellcasting ability and is not an outsider or from Between, the sentencing is wasted with no effect. The sentencing remains until the target is dead, or the next time the witchhunter rests and regains their uses of this ability.

A witchhunter may use this ability once per day at 4th level, and twice per day at 8th level.

Shrouded (Sp): At 5th level, the witchhunter benefits from a permanent *nondetection* effect, as per the spell. The witchhunter may suppress or resume this effect as a free action.

Spellbreaker: At 9th level, the witchhunter gains the Spellbreaker feat.

Blazing Retribution (Su): At 10th level, a witchhunter's fetish not only protects its bearer from hexes and curses, but metes out punishment to those who would attempt to summon arcane magic against the witchhunter. Whenever the witchhunter succeeds on a saving throw against an arcane spell or hex, she may have the offending spellcaster burst into flames as an immediate action. These flames deal 1d6 points of fire damage for each level of the spell that was cast upon the witchhunter. A Reflex save (DC 20 + the witchhunter's Charisma modifier) halves the damage. For the purpose of this ability, a hex is treated as a spell of the highest level that the hexing witch is able to cast. A witchhunter can use blazing retribution a number of times per day equal to 1 + her Charisma modifier (minimum 1). A witchhunter must be wearing her fetish openly in order to use this ability.

Ex-Witchhunters

A witchhunter who ceases to be good or who takes levels in any class that grants arcane spellcasting ability loses all witchhunter class features (but not including bonus feats or weapon and armour proficiencies). They may not progress any further in levels as a witchhunter. An ex-witchhunter who is no longer good can regain their abilities and advancement potential if they atone as appropriate, but an ex-witchhunter who now possesses arcane spellcasting ability can never regain their witchhunter class status.

Relationships

Creating the PCs' Friends

Life is about relationships, and yet strangely many roleplaying games are not; they generally focus upon the individual and his or her associates or fellow adventurers. The relationships they inspire are those between the PCs, their enemies and superiors, and sometimes an ambiguous NPC or foe. Most players are happy to have one character upon which to expend their energies. However, if we look at ourselves, we are made up of a group of relationships of varying types — our friends, our family, our work — and this option explores how these could be translated into an urban fantasy setting.

Relationships come in several packages. There are those relationships the PC starts with, which may be both positive and negative, and then those that are picked up as the story grows and adventures take place. There are also negative and positive relationships, where PC's actions (or lack of actions) bring about an important result.

Relationships in this category go beyond those of normal Diplomacy skills; such NPC friends do not refuse any reasonable requests by the PCs that are within their power. In situations where a PC abuses the trust of a friend or directly leads him into harm, the NPC becomes unfriendly and all future Diplomacy checks with the friend have a –10 penalty until the NPC's attitude is brought back to helpful. If a PC abuses the friendship like this again, the NPC's attitude permanently becomes hostile, and at the GM's discretion, he may actively work to undermine or harm the PC in the future.

It is said that you can't pick your family ... but you can pick your friends. As such, the creation of these PC relationships should be managed as a coordinated effort between the player and GM working together in order to build both an engaging backstory for the PC as well as creating opportunities for the GM to customize and personalize adventures and encounters around the PCs' stories.

Be careful with relationships. Being mates with a wealthy merchant may look good on paper, but is not always all that it seems from the standpoint of the player or the GM. Perhaps the merchant has wealthy and powerful enemies who often dispose of said merchant's friends without so much as a flicker — a decided disadvantage to the average PC. A wealthy friend can be pressed to give money for powerful magic items or spells, and a rich friend can open doors easily — an unexpected complication for an unprepared GM. Starting relationships should be appropriate to a 1st-level PC, with the understanding that such a character can likely pick up many powerful friends and enemies along the way.

At the start of the game, if the player wishes, the PC has 1 NPC friend for every point of Charisma bonus. You should pick these initial friends since they need to be appropriate to your campaign and also because they offer you an opportunity to begin to introduce campaign NPCs immediately. Your GM may also elect to have all the PC's friends allocated directly rather than randomly. For example, a cleric PC's entire group of friends may come from within the clergy or a paladin's entirely from some knightly order. Only assign the friends of the PCs randomly if you and the GM agree to it.

In determining these relationships, bear in mind that they should play some part (no matter how small) in the PC's story; some may even accompany PCs on adventures, some may be too busy, and some would never dream of doing so. Some are just local friends, but each should be a part of the PC's life in some way. In determining these friendships, you and the GM should decide if they are friends or kin; blood is thicker than water, and family generated here can be counted on to help as much as any friend. How other family members are treated is left to you and the GM; perhaps there are none or they play no role, or perhaps they have significant roles to play, possibly even as enemies.

You may decide to simply refer to the NPC by name to begin with, and then you and the GM elaborate upon the statistics and skills at a later date; or not, if that is fair enough for you. Or for more significant NPCs (such as those with levels in the core classes), generate them accordingly. Half of the NPCs are men, and half women unless you deem otherwise. Alignments should generally not be more than 1 step away from the PC's own alignment. In terms of race, again assign from the table below, as that reflects the mix of races in the Blight, or assign as you wish. For example, you may decide a dwarf PC is more likely to have dwarf friends, whereas a gnome might seek to make friendships with virtually anyone.



To determine the types of friends a PC starts with, choose from the table below or roll randomly with d%. If no race for the friend is indicated, assume it is a human: 75% Castorhager, 14% Xi'en, 8% Foerdewaith, 3% other (see *The Blight Campaign Guide: Part 2, Races and Ethnicities of Castorhage*). This list is by no means exhaustive and should be supplemented by your own ideas and those of your GM.

100 Types of Friends

d%	Type of Friend
1	Acrobat (commoner 2–4)
2	Actor (expert 1–2)
3	Alchemist 1–2
4	Alchymic-undying (any class)
5	Anarchist (warrior 1–4)
6	Antiquarian (expert 3–6)
7	Artists' model (commoner 1–3)
8	Awakened animal (varies)
9	Barber (expert 4–8)
10	Bard 1–2
11	Beggar (beggar ¹ 1–5)
12	Boatman ² (expert 1–3)
13	Broadsheet printer (expert 1–3)
14	Briny ranger 1–2

THE BLIGHT: RICHARD PETT'S CROOKED CITY

d%	Type of Friend
15	Briny labourer (commoner 1–2)
16	Cabb'e House Owner (expert 1–3)
17	Cartographer (expert 3–7)
18	Chimney Sweep (expert 1–2)
19	Cleric 1–2
20	Clown (commoner 1–2)
21	Cockfighter (commoner 2–4)
22	Conman (rogue 1–3)
23	Conjoined twin (any class)
24	Constable (warrior 1–4)
25	Contortionist (commoner 2–5)
26	Cripple (beggar 3–6 ¹)
27	Dwarf ³ embalmer (expert 2–4)
28	Dwarf ⁴ mercenary (fighter 1–3)
29	Dwarf ⁴ miner (commoner 1–3)
30	Dwarf ³ merchant (expert 3–5)
31	Dwarf ³ musician (commoner 2–5)
32	Elder sage (old human expert 6–10)
33	Elf ⁵ wizard 2–5
34	Escaped slave (commoner 1–4)
35	Executioner (expert 1–3)
36	Failed painter ⁶ (commoner 1–4)
37	Failed poet ⁶ (commoner 1–3)
38	Fire Eater (expert 2–4)
39	Flea market trader (commoner 1–3)
40	Freakshow exhibit (commoner 1–2)
41	Freakshow owner (expert 2–5)
42	Gablemaester (expert 3–5)
43	Gambler (expert 2–5)
44	Gin shop owner (commoner 2–5)
45	Glassblower (expert 2–4)
46	Gnome ⁷ trader (expert 1–6)
47	Gnome ⁸ painter (expert 2–4)
48	Gnome ⁷ peddler (commoner 1–4)
49	Gnome ⁷ river pilot (expert 3–5)
50	Gnome ⁷ shipwright (expert 2–8)
51	Groom (commoner 1–2)
52	Guild factor ⁹ (expert 5–10)
53	Gypsy (Viroeni or halfling commoner 1–4)
54	Halfling rogue 1–2
55	Household servant (commoner 1–2)
56	Innkeeper (commoner 2–4)
57	Insectum addict (beggar ¹ 1–4)
58	Invalid soldier (warrior 1–4)
59	Leper (beggar ¹ 3–6)
60	Link-boy (commoner 1–2)
61	Manufactory worker (commoner 1–3)

d%	Type of Friend
62	Mercenary fighter 1–2
63	Merchant ⁹ (expert 1–4)
64	Navvy (commoner 1–3)
65	Noble anarchist (aristocrat 2–4)
66	Noble fallen on hard times (aristocrat 1–2)
67	Noble's bastard child (varies)
68	Parish vicar (adept 3–6)
69	Pig keeper (commoner 1–2)
70	Porter (commoner 1–2)
71	Prostitute (commoner 1–2)
72	Puppeteer (expert 1–2)
73	Ranger 1–2
74	Rat catcher (expert 1–3)
75	Reformed criminal (warrior 2–4)
76	Religious fanatic (adept 1–3)
77	Retired Watch officer (warrior 3–8)
78	Retired sailor (expert 3–6/mariner ¹⁰ 1–2)
79	Retired soldier (fighter 4–8)
80	Rogue 1–2
81	Sailor (expert 1–4)
82	Scribe (expert 1–3)
83	Singer (expert 1–2)
84	Slaughterman (commoner 1–3)
85	Soldier (fighter 1–4)
86	Sorcerer 1–2
87	Stablemaster (expert 3–5)
88	Storyteller (bard 3–5)
89	Streetclerk (expert 3–5)
90	Street food vendor (commoner 1–3)
91	Street tough (warrior 1–4)
92	Swyne dilettante (aristocrat 1–2)
93	Swyne mage (wizard 1–3)
94	Taxidermist (expert 2–5)
95	Theatre impresario (expert 3–6)
96	Trader fallen on hard times (expert 1–3)
97	Undertaker (expert 1–5)
98	Unusual (GM's choice)
99	Watch inspector (expert 3–8)
100	Wizard 1–2

¹ See *LL8: Bard's Gate* by Frog God Games

² 90% human, 10% halfling

³ 90% street dwarf, 10% hill dwarf

⁴ 75% hill dwarf, 25% street dwarf

⁵ 70% half-elf, 29% high elf, 1% primitive

⁶ 80% human, 19% half-elf, 1% primitive

⁷ 60% rock gnome, 29% tradelord gnome, 1% svirneblin

⁸ 90% rock gnome, 7% svirneblin, 3% tradelord gnome

⁹ 60% human, 25% tradelord gnome, 10% street dwarf, 5% half-elf

¹⁰ See *Dead Man's Chest* by Frog God Games

¹¹ Consider something more monstrous such as mongrelfolk, ratfolk, goblinoids, coprophagi, lantern folk, wererats, etc.

Common Names of The Blight

After determining the types of friends above, names should be selected for these friends. Lists of names are provided below for males, females, and surnames. These are examples of typical human names found within the Blight. There are many more names to found within the city, but these can serve as a guide for capturing the feel of the average names spoken on the streets and in the gin houses of the city.

Male Names

Barbel	Joshua	Sorrel
Bathsedomil	Kale	Spurge
Bedomile	Kotlin	Sturgeon
Borage	Loam	Tanner
Breck	Longhorn	Toadflax
Carbuncle	Luther	Tog
Carder	Natter	Tomlin
Cleg	Mab	Turnip
Cole	Mox	Turnstone
Crig	Oscar	Tussock
Droll	Padge	Uriah
Ekrin	Pleasant	Weald
Flax	Quarrel	Weld
Gideon	Qogg	Welt
Grund	Rudge	Woad
Henbit	Seth	Wrack
Jacob	Silas	Wryneck

Female Names

Ancona	Elisa	Mercy
Bernice	Elisabeth	Murnifell
Blackberry	Ettie	Nan
Briney	Fogou	Nightscent
Broom	Grace	Poppy
Brudella	Happiness	Primrose
Bunting	Hazel	Rull
Buttercup	Hemp	Shanny
Catkin	Hempey	Shanny
Celeress	Hope	Sheepsbit
Chastity	Hornet	Tansy
Chen	Humrineller	Teasel
Constance	Ivy	Thenna
Curlew	Juniper	Uneria
Dandelion	Katkin	Vellia
Dulse	Lettuce	Weft
Ella	Mallow	Zydora

Surnames

Alderfly	Grindylow	Pumple
Bedstraw	Gutter	Rake
Blackfly	Hartwill	Rast
Blackhemp	Hogweed	Rowgate
Bladderwort	Humpless	Sedge
Botfly	Kumblecramps	Slyne
Brompton	Kumblekumble	Sough
Butterfly	Linton	Stoat
Catchpenny	Lucksikard	Stotter
Cornuwell	Mine	Tangle
Cotter	Mowthorpe	Thornholme
Crump	Mumblechump	Tredge
Crush	Mumpsy	Troff
Dogerell	Pedimine	Turnkey
Flixton	Podge	Wodge
Frim	Pollard	Wold
Grindalythe	Porter	Zander



for the BM



"Happiness lies neither in vice nor in virtue"

The advice given herein is aimed specifically at the Blight and running a rich, story-driven experience for you and your players. However, the themes within and those outlined in **Part 3: The Blight Player's Handbook** — complex relationships, family, power, and other ambiguous themes — could fit well into any urban adventure path or indeed other campaigns. Rich relationships and family are at the centre of many adventures set in out-of-the-way places, betrayal can occur in the most remote spots, and complex groups can stretch across the countryside, not just streets.

These rules and ideas won't suit every group, so use only what you think you and your players will enjoy.

Finally, not everyone wants the complexity of followers, friends, powerful enemies, and shadowy sponsors. The Blight lends itself beautifully to the more classic role-playing campaign too, with opportunities at every corner for adventuring. Whether it's robbing a cruel merchant, exploring the shifting jungles of the Between, or fighting in the bear pits and sweat vats of the city's underbelly, a city is a great place to adventure.

Using the Blight as a base for other adventures gives your players the opportunities to spend their hard-earned cash on magic, on pleasure, and on the dubious goods for sale here. Each Blight adventure and District includes options to further develop stories as sidebars, but has at its core simple adventure.

Bringing the Blight to Life

The best campaigns and adventure paths are merely text without the input of a great GM and players to guide it and make it grow into something more. These groups often share their experiences on messageboards and get into character in a way actors might be proud of, immersing themselves in detail and complex handouts. On one occasion I recall with particular fondness, actual food was prepared for part of the adventure.

An adventure is not unlike that food that served as part of our game. A great adventure is not just about words but deeds, and a good GM adds flavour to the words, spicing descriptions with sounds, sights, and smells to bring the whole to life in a satisfying and fulfilling way.

Castorhage pays serious attention to these senses, and each district of the city has a "Sight, Sound and Smell" section as a part of it. Also included in each district is one additional section — what the place *feels* like. Is it crowded or oppressive? Have an air of nervousness? Excitement? Some GMs may find this detail too much, and wish simply to play out events and areas as written. However, I again include such detail because for many GMs (myself included), this can transform a game into an experience. Strong feelings leave an impression on the adventure, and as such may lead to a more satisfying experience. I can recall when simply the banging of my hand on a radiator to define an echo from below suddenly created an air of menace, and when a tap on the underside of the playing table to define a sudden thump below the PCs' feet pulled everyone's gaze downward.

Again, as with all of the Blight, the city is yours to do with as you please. Use as much or as little as you wish.

The Blight: Mundane, Magic or Mythic

The Blight is a place like no other; it bleeds into other realms, it bludgeons its way into narrow alleys, and it slithers its way beneath other cities. The insidious, twisted domain of Between has a peculiar effect upon the place, and one you may wish to think about before you run anything in and around the Blight: How does it work? As written, the Blight is a single place; a city made up of many parts to create a whole fantasy setting perched on the borders of reality with an extraordinary place — Between.

You might not want that, however. You might want a district, a shop, an NPC to come from here, and nothing else. These places and people might be mundane parts of a whole, simple passers-by or districts that have

always existed in your city. You can, however, go for a more extraordinary answer. The Blight can literally exist in *Between* other places: a door in your city leads to the Blight, a shop front backs onto Between, or a tramp wanders the streets of your city *and* the Blight. If using this more magical approach, be careful how you choose to explain it; the Between is in effect similar to a *gate* spell, allowing access between, but it is much more fickle than that. You might not want such an explanation, however; *gate* spells are generally very rare, and having too many presents its own problems. Instead, you might wish for the simplest of explanations — it's a mystical place whose very nature is inexplicable. Doors exist that connect to different places, but they simply are; occasionally a view from an otherwise mundane window gazes across the Capitol; a character falls down a seemingly endless tunnel and ends up in the Between and thence the Blight.

A City for Anywhere

The great thing about running a fantasy role-playing game is the flexibility you have in determining detail. You can create vast volcanic ranges, deep ocean trenches, and huge flood plains. In short, you determine whole geographies. Once these ideas have been generated, you're then free to get into the details — how high, how deep, how wide? The same goes for any fantasy city, and Castorhage is no different. I've presented Castorhage as having a temperate climate with extremes of winter and summer; however, it would be an easy task to adjust this — some sections such as the Black Ice Fayre of winter (see **Part 1: Places of *The Blight Campaign Guide***) — would need to be reconsidered or removed, but basic details could be altered quite simply.

Castorhage could be at the equator of your world — the heat and squalor should therefore be emphasised. Litter the narrative with crushing ivy growing up the sides of decaying buildings ravaged by the peculiar Castorhage stonemite (whose bite, of course, is painful and can kill babies). The river is sluggish and could become mudflats lasting many months in the dry seasons.

Flip the idea on its head and Castorhage becomes a sub-arctic hell, the black waters frozen for many months. Here the city dwells in a comatose frozen canker-shrouded blanket throughout the long, harsh winter.

Other ideas can easily be weaved into the mix, even the exotic such as Castorhage standing on the edges of a vast waterfall falling into nothing, or being the last point of call before the Burning Ocean. Use the text as a canvas, not a script.

Size Isn't Everything

One of the most important decisions you may wish to make is how Castorhage fits into your world: Is it the basis for an ongoing campaign in its own right and thus the centre of everything?

Castorhage is presented herein as a huge city, an impossibly massive population at complete odds with a typical fantasy game setting. Its population density as presented here is a little greater than that of the borough of Manhattan at ~77,000 people per square mile. However, despite its advanced technological state compared with much of the world, Castorhage is by no means a "modern" city. It lacks the towering skyscrapers, though it has a multitude of precariously tall tenement buildings and a propensity to stack new construction haphazardly atop old construction as in the Jumble and Festival. Though Festival and TownBridge are not technically a part of the city in the legal definition, their population numbers are included in the census here. In addition, though Manhattan has a multitude of skyscrapers, a great portion of that real estate is office space rather than residential space, of which Castorhage has only a fraction by comparison. In fact, the typical apartment or residence of Manhattan would be considered luxuriously roomy by better than 90% of the population of Castorhage who settle for a single cramped room, garret, undercroft, stairwell, or door stoop that they call home. The Blight, of course, has only a ghost of the infrastructure of a modern Manhattan or London.

However, even with the above considerations, the Blight's size is still virtually unbelievable (always an interesting concept in a fantasy roleplaying game) in a contextual sense, like a swollen blood-gorged

THE BLIGHT: RICHARD PETT'S CROOKED CITY

tick always on the verge of rupture. This is greatly accounted for by Castorhage's own unique quality hinted at in the "Between tessellation" description in the sidebox. In short, the city's proximity to Between creates a sort of vortex of sentience (I would say humanity, but humanity is only a majority representative of the beings found here).

This unique vortex of sorts consists of two principal features. Despite the appalling mortality rates and constant threats of danger and disease, Castorhage enjoys a subtle fecundity that ensures that the population is able to renew itself and not only sustain its numbers but even grow despite the plagues, pestilence, and famine that frequently afflicts the population on some scale. In addition, it seems to possess a strange form of unconscious mental attachment (as well as physical when you consider the blighted human subtype in **Part 3**). Those who are born in the Blight seldom leave — even those who travel far away to the city-state's many colonies usually end up finding their way back home before all is said and done. This is no conscious compulsion; it just seems to work out that way more often than not. In addition, foreigners who travel to Castorhage and remain for any extended period of time frequently stay permanently as well, start a family or raise the one they brought with them and become a part of the city's ever-burgeoning populace. Again, this is not a conscious compulsion, and most anyone asked about it as a motivation would outright deny such a thing, but more often than not that is how things turn out.

It seems that the Blight is hungry and never sated.



If the population scale of Castorhage is simply too large for your campaign use, however, simply drop the number by an order or magnitude or only adopt the parts of the city that you really need. Just because the Blight is a growing, ravenous beast doesn't mean that it has to be for your campaign world.

The Flavour of the Blight

"The imagination is the spur of delights ..."

The descriptions of people and places gives you an overview of the city — its decaying parts and its twisted alleyways — but these are merely the main components to the dish. The true essence of the Blight lies also in its flavour, its smells, its atmosphere ... its spice.

Appendix A includes a number of random lists included to give you some inspiration if you need any for the strange locales and locals found in the city but also to give you a taste of what is lurking there. It is hoped these lists inspire you to set up adventures, encounters, or even perhaps simple conversations in your own game. In addition, **Appendix B** includes

a lexicon of terms common to the folk of the Blight so you can sprinkle it liberally throughout your campaign and create that living-city feel.

Bear in mind also that the Blight is of course more than the sum of its parts and that any twisted dark fantasy setting could have these elements. Over and above these flavours, here are a few more ideas to give you a taste of the city.

I started titling this next section "Mature Campaign Themes," but I'm not sure if that's the exact phrase I wanted. Mature can mean many things, but initially comes across as sex, violence, drugs, and other morally ambiguous themes. Those issues certainly have their place in the Blight, as it's a dark fantasy setting, but it's not all it's about. The optional rules and ideas that follow are for you to judge. Do they suit your style, are they unacceptable to your group or would they have a place with a slight alteration?

How It All Began

One of the most useful and inspiring RPG articles I've ever seen appeared in the pages of *Imagine Magazine* — TSR UK's roleplaying periodical that was published during the decade of the '80s. *Imagine* featured articles about a homegrown campaign called Pellinore and in some articles The City League — so called because it was "a league across." These city articles fascinated me in their level of detail. They would describe everything from entertainments in the city to obscure corners and plaza's with an incredible depth of character and interaction. To me, they were the consummate way to describe a city — down to every street corner, every persona, and every obscure fact but always leaving space for development if the GM wished. This place lived. Yet always with such a place, there was room for expansion.

A long time ago I was lucky enough to have an adventure published called "The Styes" (*Dungeon Magazine* #121). I intended the place to be a simple one-off location for a single adventure, and as such, the setting was fairly small, and provided scant details. I'd read China Miéville's incredible *Perdido Street Station* shortly before writing it, and the amazing dark atmosphere Miéville created soaked into me. Reaction to the adventure was good, and James Jacobs suggested a sequel. I threw several ideas around, one of which eventually became "The Weavers" in *Dungeon* #135. However, at about this time I also began an adventure path with my own group, based upon the Styes' setting. This adventure path, loosely based around *The Maltese Falcon*, greatly expanded upon that original setting, and I soon realised that the Styes was not big enough for the players to explore so other regions such as Festival Town and the Spice Islands were incorporated. These in turn expanded into what became a schizophrenic madness, an endless development that has been fed and nurtured in a dark attic as it slowly became the City-State of Castorhage.

That the Styes now languishes unused by its owners frustrates me, but it has given birth to a new monster — The Blight — so in many ways I'm grateful for its torpor.

Above all, the idea for this vast work owes itself to encouragement in my writing, both from message-board posters and especially from the wonderful people at Paizo and Frog God Games. For without that, and the kind words of many others, I would never have had the courage to undertake this project. It's also very important for me to thank people who have taken the time to review my work, edit it, and suggest changes. I've looked at everything they've done, and I hope learnt from them. Your suggestions and annoyances and likes have helped me to improve in the past, and continue to improve in the future I hope.

This project is therefore yours, and I hope that I can repay you by creating something to savour.

The City-State of Castorhage

CITY-STATE OF CASTORHAGE

LE metropolis

Corruption +8; **Crime** +9; **Economy** +10; **Law** +6; **Lore** +5; **Society** +4

Qualities academic, colonial power, holy site, magically attuned, notorious, prosperous, racially intolerant (lowest caste), strategic location

Disadvantage Between tessellation, impoverished, overpopulation

Danger +40

Government secret syndicate

Population 3,285,000 (2,225,615 humans [1,436,615 Castorhagers {985,200 blighted humans}, 480,000 Xi'en, 113,600 Foerdewaith, 67,100 Gtsang, 55,000 Ashurians, 33,400 Oceanders, 15,000 Heldring, 10,700 Shattered Folk, 7,300 Jaata, 3,100 Khemitites, 1,400 Uplanders, 990 Mulstabhins, 900 Viroeni, 510 Daanites]; 177,000 mongrelfolk^{TOHC}; 173,300 ratfolk^{B3}; 145,140 gnomes [62,500 tradelord gnomes*, 82,000 rock gnomes, 640 svirfneblin]; 131,800 dwarves [120,000 street dwarves^{BG}, 11,800 hill dwarves]; 93,000 half-elves; 57,000 goblinoids [53,000 goblins, 4,000 hobgoblins]; 52,000 half-orcs; 43,200 brinies*; 42,800 orcs [42,000 orcs, 800 orog^{TOHC}]; 35,200 elves [33,800 high elves, 1,380 primitives*, 20 wood elves^{BG}]; 28,400 swyne*; 26,000 other; 24,500 halflings [14,000 halflings, 10,500 gypsy-souls*]; 22,500 tengus; 2,950 shae^{B3}; 2,100 inphidians^{TOHC}; 1,000 tabaxis^{TOHC}; 750 gripplis^{B2}; 380 ghazaks^{DD}; 250 dhampirs^{B2}; 115 vishkanyas^{B3})

Notable NPCs

Demoriel the Twice-Exiled Seductress, Hidden Despotrix of Castorhage (LE female arch-devil)

Her Royal Highness Queen Alice, Monarch of Castorhage (CN female alchymic-undying** human aristocrat 8)

Her Royal Highness Princess Alicia, Heir Apparent (NE female tiefling aristocrat 1/sorcerer 2)

Clovis, Crown Prince of the Capitol (NE male aranea^{B2} aristocrat 3/sorcerer 9/fighter 1)

Elaine of Aldwark, Queen's Lady-in-Waiting (NE female succubus aristocrat 4/necromancer 8)

His Resplendent Grand Justice Braken, Crown Justice, Master of Courts (LE male doppelganger fighter 8/sorcerer 1/assassin 4)

His Resplendent Grand Justice Korsk, Crown Justice, Master of Trade (CE male swyne* aristocrat 10/enchanter 3)

Her Resplendent Grand Justice Ashleia, Crown Justice, Mistress of Commons (NE female gynosphinx transmuter 13)

His Grace Duke Malice, Captain-General of the City Watch and the Royal Armies (NE male human aristocrat 4/fighter 10)

His Grace Duke Taim, Master of the Capitol (LN male

human aristocrat 9/cavalier^{APG} [Order of the Lion] 6)

Kevel Durmast, Watch Commander (NE male doppelganger rogue 7/assassin 5)

Prestor Haft, General of the Royal Army (NE male human fighter 11)

His Holiness Umbertine IX, Father of the Church of Mother Grace (LN male human cleric of Mother Grace 11)

Military and Law Enforcement Royal Army (17,000); **City Watch** (2,100); **Secret Police** aka "Knockers" (1,000+?)

Base Value 86,400 gp; **Purchase Limit** 570,000 gp;

Spellcasting 9th

Minor Items all available; **Medium Items** 8d4; **Major Items** 6d4; **Artefacts** *Book of the Damned*^{PCS:AL}, *Cauldron of Chernobog*^{TB5}, *Crucible of Unbirth*^{***} and *Song of Extinction*^{PCS:AL} among many others.

Between Tessellation The area of the city of Castorhage has the unique property of being exceptionally "close" to a physical "other reality" called Between. This creates all manner of unpredictable and dangerous manifestations within the city and its inhabitants. (**Corruption** +2; **Crime** +1; **Economy** -4; **Danger** +30; increase spellcasting by 1 level; double magic item availability)

Colonial Power Castorhage possesses a vast network of global colonies from which it can draw economic and labour resources. (**Economy** +4; **Law** +2; **Lore** +4; **Society** +2; increase base value by 500%; increase purchase limit by 500%; double magic item availability)

Overpopulation Castorhage has a massive population for the area it encompasses unparalleled elsewhere in the world. Its massive economic, colonial, and magical resources are the only things that stave off massive starvation. However, it also creates an unprecedented diversity, innovation and labour base causing a contradictory dichotomy of prosperity and poverty. (**Corruption** +2; **Crime** +4; **Economy** +2; **Law** -2; **Lore** +4; plus 2 extra qualities and the impoverished disadvantage)

* See **Part 3: The Blight Player's Handbook**

** See **Part 6: The Blight Bestiary**

*** See **Chapter 5: The Capitol**

^{APG} See *Pathfinder Roleplaying Game Advanced Player's Guide*

^{B2} See *Pathfinder Bestiary 2*

^{B3} See *Pathfinder Roleplaying Game Bestiary 3*

^{PCS:AL} See *Pathfinder Campaign Setting: Artifacts & Legends*

^{BG} See **LL8: Bard's Gate** by Frog God Games

^{DD} See *Dunes of Desolation* by Frog God Games

^{TB5} See **TB5: The Children of the Harvest** by Frog God Games

^{TOHC} See *The Tome of Horrors Complete* by Frog God Games

^{TOH4} See *Tome of Horrors 4* by Frog God Games

Campaign Themes and Styles

Some groups play an incredibly deep and absorbing campaign; others like to relieve the stress of their daily lives by beating up orcs. Most games (ours included) prefer a balance of both; unmasking a politician one week, and slaughtering a group of goblins without dialogue the next. Linking adventures into themes through the PCs is one way to bring your PCs realistically together under a common bond. It's not for everyone; some groups like to start and roll characters with total freedom — an elf monk here, a dwarf barbarian there — but sometimes a change of pace is good.

It may not always be appropriate to do so, but occasionally, ideas like the two below can offer a welcome change of pace.

The Player Characters as Part of the Story

Having a theme to a group of PCs can be a great way to commence and find a thread through a campaign. Are the PCs all associated with a thieves' guild? Are they all pirates or members of the same holy order?

While theming a group is a powerful way to start a campaign, restrictive themes can soon become tiresome, so whilst using these themes, try to vary them. Perhaps one group of PCs is indeed part of a holy order,

THE BLIGHT: RICHARD PETT'S CROOKED CITY

but even such an order has its more dubious associates. Isn't it true that even the best and most spotless law enforcers have to associate with and occasionally (or perhaps often) deal with more dubious characters? Such a party could easily be made up of clerics of the order, supported by fighters who though initially allied to the order could be disillusioned with it or have a more selfish, profit-driven motivation for their alliance with a powerful religion. A rogue could easily be "persuaded" to join the order to assist in the more dubious of activities when nimble hands and a head for heights is crucial.

Having limitations of race is occasionally interesting, and an all-gnome or dwarf party can make for an interesting campaign, but players often play their characters for a long time — sometimes many years — so be sure *all* your players are happy with this option before you consider it.

Below are two potential options for themed PC groups, and how they may be involved and evolve in your campaign.

The Shadow of Freedom

Vile politicians, twisted royalty, and greedy thugs rule the city. Against this background, a movement is rising — **the Shadow of Freedom**. Word spreads amongst the underclasses, and charismatic locals are sought to further the group's ends. This group doesn't want anarchy; they want freedom. Working-class heroes, any class could feasibly be represented here, and rogues, fighters, and rangers could join forces with clerics, wizards, and a multitude of races. The binding arc for this party is to strike at the ruling classes in their corruption and unmask them. Adventures in this theme focus upon unmasking cruel overseers who use slaves and undead to work mills, revealing secret cults hidden within the aristocracy, and stopping the filthy trade of golem-making.

The PCs face the entire weight of the law in this campaign, which sees them as fugitives operating in the underclasses, and yet they are glorified as heroes by the working folk who do all they can to help the legendary Shadows.

The Guild and Demelza

This party is more ambiguous and operates from a thieves' guild. This guild could be a group of swarthy but kind-hearted Dickensian rogues or a bunch of street thugs who use brutality to achieve their ends: wealth and power. The power they seek is an object, a mask that grants incredible charisma and arcane power to whoever wears it. Sadly, the wrong person has it, a young witch by the name of Demelza. As the campaign arc begins, her actions within the Great Coven, which is threatening to burst apart, are but small ripples in the great pool of the city.

The binding theme here is greed and power; the PCs face the wrath of the law and rival gangs as they seek to establish their own patch of the city — perhaps even their own guild eventually. Adventures focus on daring heists, dashing rooftop chases from sadistic guards, and working in a city district to establish a base of operations. As the campaign begins to take on more of a structure, the PCs learn that Demelza's cohorts are thriving right under their own feet in the Underneath. She has fled from her own kind and has entered the bowels of the city to regroup.

The Great Coven cares nothing about who gets in the way, and the locals are suddenly frozen with terror as night visitors and other *things* cavort across the rooftops. Unfortunately, the PCs are caught between the two factions, and whatever action they take is construed by the other as treachery. As Demelza becomes more desperate, she dabbles with darker and more powerful devils, and soon these too are at large in the PCs' patch. More powerful aspects of all the different groups are brought together for a final confrontation in the vast spaces below the city.

The PCs as the Whole Story

Another option is to modify the character's background (detailed in **Part 3: The Blight Player's Handbook**) to be something extraordinary. In this way, a group of PCs may become the focus of the campaign. This option lends a very strong connection between the PCs and the setting. It may, however, require the GM to flesh out the adventures accordingly, or modify published adventures with his own theme. In taking this approach, it is vital to raise questions at each turn, justify why events are happening, and seek answers.

Following are two sample backgrounds from **Part 3** used as examples for this process:

Real Places with Blight Flavour

Though the Blight is a fiction, a sheer folly of the improbable, its roots run deep in the real world. I can't help but picture those places from which her inspiration has been drawn when I crack open the pages or dust off the keyboard to revisit the old girl. The main places I always have at the back of my mind when delving into the Blight are Fes in Morocco — one of the few true medieval cities left in the world — and, of course, London. Venice, York and Cambridge all also lurk somewhere in the streets of the city-state as well.

Fes is a meandering confusion of alleys and footpaths, steep narrow streets, and the resonance of human work. The call to prayers is something to be experienced as they echo across the city.

It would be churlish to deny that there is a lot of London in the Blight; many names and inspirations are from the city, twisted and spat down on this setting for your amusement. Peter Ackroyd's incredible *London: The Biography* is the best book I've ever read about the capital and is a goldmine of great ideas.

Noble's Bastard: Far from being just any noble, it is a highborn priest who has fathered the PC. The PC is the bastard offspring of Justice, the Lord Alfor Quent, Master of Humours. The PCs are brought together for some collective reason, perhaps to aid the unwanted father or to thwart him. How do events proceed from here? Does the Justice know of the PCs and judge them irrelevant or crucial? Do the Justice's enemies know of the PCs and consider them valuable tools for future plots? Does the PC hate the Justice, having been brought up as an orphan?

Child of a Famous Beauty: Famous beauty the PC's parent may be, but looks are only skin deep. The PC is a child not of one beauty, but many, a cult of witches that were each burned at the stake long ago. Now the PCs have been brought together for some reason. In truth, the witches' child has already infected his friends — the other PCs — with his arcane sickness, and their fates are now intertwined.

The cult mothers sold the souls of their children to the Devil, whose cohorts come collecting on the first child's name day. The first child is an NPC who brings her kin together to fight back against the Devil. She tells the PCs that they must stick together or risk a fate worse than death, but soon after the campaign begins she vanishes, and soon the Devil's cohorts begin to appear.

You can modify these backgrounds to certain PCs, or all of them as you wish, giving the PCs a ready-made focus and enemy at the start of things to hang your campaign on or to add to existing adventures to give them a personal touch. PCs of different races and ages present different challenges, but having the group begin as friends or subjects of a particular NPC is always a good starting point.

Castes

Caste is about birth and breeding, and it's something that a clever person can easily use to her advantage. How you play this option depends on how much you wish to make of caste issues. Some find them abhorrent, and prefer to play with them out of the way. That's fine. Just have it playing along in the background: royalty looks down on upper caste, who look down on middle caste, who frown on low caste.

If you wish to make a simple rule, then the gap between each caste is reflected in a penalty for social interaction — that is Bluff, Diplomacy, and Intimidate checks. The penalty for each separation of caste is 2, so a common man trying to bluff an upper class banker does so at -4, simply because the banker mistrusts him, and vice versa.

A character can fake higher caste simply by use of Bluff and Disguise, the check is made at -2 for the first separation, and -4 for the next. So a member of the royal family covertly trying to join the lower caste anarchist

Caste Feats

For those who really wish to immerse their campaigns into the injustice of caste and class, here are some feats you may wish to make available to PCs. Only one caste feat may be chosen per character, and that choice is made when a character is created. For human characters, the caste feat is usually selected as their racial bonus feat at 1st level.

Each caste feat is associated with one or two specific castes and can be taken only by those of the proper caste. The feat is physically manifested in the body of the individual as much as in his actions, so presence of the feat is obvious to any native Castorhager unless hidden by Bluff and/or Disguise checks as detailed above. As etiquette is so richly bound with grace and breeding in the Blight, so caste is also accent, education, and demeanour. Therefore, simple spells such as *alter self* still require a Bluff check to pull off the charade when speaking as one from a different caste.

Labouring Caste (Lowfolk or Invisibles)

You have broad shoulders and a harsh, coarse appearance.

Benefit: You gain +2 to all Bluff, Intimidate and Diplomacy checks within your caste, and a +1 bonus to Strength.

Special: When operating outside your caste, you take –2 for each operation to the skills noted above for each level of caste separation.

Gable Caste (Lowfolk or Invisibles)

You have long, clever fingers and slightly longer arms, and your head has a slight upward tilt to its deportment.

Benefit: You gain +2 to all Bluff, Intimidate, and Diplomacy checks within your caste, and a +1 bonus to Dexterity. You treat Climb and Acrobatics as class skills.

Special: When operating outside your caste, you take –2 for each operation to the skills noted above for each level of caste separation.

Sailing Caste (Lowfolk)

You bear the tanned weatherworn skin of your caste and strong, broad hands.

Benefit: You gain +2 to all Bluff, Intimidate, and Diplomacy checks within your caste, and a +1 bonus to Constitution. Gain Profession (sailor) as a class skill.

Special: When operating outside your caste, you take –2 for each operation to the skills noted above for each level of caste separation.

Expert Caste (Middle Class)

You have the quick wits and intense concentration of the Middle Class but bear the worry lines and bags under your eyes of one always beset by the worries and weight of an unforgiving world.

Benefit: You gain +2 to all Bluff, Intimidate, and Diplomacy checks within your caste, and a +1 bonus to Wisdom. Pick a Craft or Profession skill and treat that as a class skill.

Special: When operating outside your caste, you take –2 for each operation to the skills noted above for each level of caste separation.

Educated Caste (Royal, Upper Class, or Middle Class)

You have the highbrow and piercing stare of an educated person.

Benefit: You gain +2 to all Bluff, Intimidate, and Diplomacy checks within your caste, and a +1 bonus to Intelligence.

group does so at –4. As GM, you may wish for checks in both skills in stressful situations: for example, a PC trying to talk round a princess at a dinner party.

Caste may be a good way to enhance role-playing situations, but it may also not be your cup of tea. As ever, use it or not as you wish.

The bottom line with this and many other fantasy settings is that power rules. If the PCs get caught in the Royal Palace and end up before Alicia — the little queen — and she yells, “Off with their heads!” then unless the PCs escape, and escape quickly, they’ve had it. That is not to say, however, that a lord ordering a serf to chop his hand off expects him to do so. Making an enemy of a sir or lord may bring the PCs trouble in a different way, however; he’s likely to have plenty of powerful friends, plenty of money, and plenty of influence. Perhaps he’s friends with the local Watch Captain, and can ensure that the PCs are harassed or followed, or his house is better guarded.

The Caste Levels of Castorhage

Royal

Upper Class

Middle Class

Lowfolk

Invisibles

Lowest of the Low

Special: When operating outside your caste, you take -2 for each operation to the skills noted above for each level of caste separation.

Enemies

Caste of Locations

These are the general castes of parts of the city. Use them as a rule of thumb but bear in mind that traders abound in the Capitol, and Royals are sometimes seen in Toiltown.

Royal: Capitol

Upper Class: BookTown, Capitol, Hollow and Broken Hills, the Sinks

Middle Class: Artists' Quarter, the Barnacles, Town Bridge

Lowfolk: Festival, Jumble, Toiltown, Underneath

Invisibles: Festival, Toiltown

Lowest of the Low: Festival, Toiltown

Duels

Duels are common in the Blight amongst all classes and castes, and are a good way to settle matters without them getting messy. They are a commonplace way to resolve issues that are likely to otherwise result in a protracted campaign and, ultimately, death. They can also be very exciting to role-play.

Duels are illegal (but then, theoretically, so is murder) but follow a very strict set of guidelines. Duels are to "First" (the first wound to a participant ends the duel), "Second" (where the suffering of a confirmed critical hit or the loss of 75% of hit points ends the duel), "Third" (where the fight goes on until one person is rendered unconscious), or "Fourth" (to the death). Duels are always fought on neutral ground, and weapons are either melee or ranged. Sometimes magical duels are fought.

Seconds are used to act as assistants to the duellists, and sometimes (particularly in Third or Fourth duels) it may be agreed that seconds also participate. All duels require the services of a Referee.

The Honourable Guild of Duelling Referees

This august body, of course, does not exist in the city. However, a Diplomacy (gather information) check or a Knowledge (local) check (DC 20) always avails one of a local member of the unspoken guild. These Referees ensure fair play and that honour is satisfied and operate on a strictly controlled hierarchical wage system. A Referee for a Duel to First costs the participants 50 gp; a Duel to Second costs 100 gp; a Duel to Third costs 200 gp; and a Duel to Fourth costs 300 gp. Not using a Referee may raise awkward questions afterward: If the duellists had nothing to hide, and if the winner was "so honourable" and didn't need to cheat, why wasn't there a Referee? It is considered gentlemanly, for the challenger to pay for the Referee, but this is not always the case, and for those of lower castes, there are always folk nearby who might act as an arbiter in a tight spot or, if not, a baying crowd who otherwise suffice.

Many Duels to First and Second are accompanied by a wager — often a considerably large wager — that the loser hands over the sum without complaint. Cheating, renegeing on a wager, or other such despicable acts soon lead to an establishment of a reputation, and there are some duellist clubs and guilds — most notably the Royal Duellists — who seek out cheats and duel them ... or simply murder them.

Those who play fairly and honour the traditional rules of duelling are respected, even by their enemies.

Great enemies make a great campaign. A recurring villain can generate stronger feelings than the toughest monster, and having someone who can outsmart the PCs from time to time is a good way of levelling the playing field of your campaign. However, recurring villains come with some warnings: Don't overdo them, and don't make them omnipotent, omniscient, or omnipresent. Base your villain on logic, bound by the same rules your PCs have, and they'll work fine. A good recurring villain should have a way out, but one based on sound game sense. A *potion of gaseous form*, a *cloak of the mountebank*, or a *scroll of fly* are all good methods to use, but hold your master villain to the same rules the PCs have and be prepared for your PCs coming after her. The predictable garbage truck pulling out of a side alley at the last minute to unintentionally block a pursuit should be reserved for only your worst game sessions. Ergo, always be prepared that the villain may be caught or killed.

In the same way that a master villain makes a great addition to some campaigns, so do more mundane enemies. Enemies great and small — from individuals to guilds, cults and monsters — bring another dimension to play. However, they come at a cost: more work for you as the GM.

Enemies have actions, lives, lairs, and probably friends and enemies of their own, and you must decide early on how much work you're prepared to do. A simple basic villain such as a cult is an easy way to start; as the PCs kill the cultists, other more powerful cult leaders hear about it and try to eradicate the PCs. Eventually, clues lead to a showdown and a good campaign ending. A more complex issue would be a group of Anarchists; the relationships within that group are complex, and perhaps some allies are also partly enemies. The PCs could even side with their enemies temporarily to attack a greater mutual foe, although can anyone be trusted in such a complex situation?

Optional Rule: Enemies as a Penalty

Just as Part 3 introduced the idea of friends of the PCs as part of their creation process, the Blight also offers the possibility of introducing enemies into their lives and the idea of enemies as a penalty. In a thriving vibrant place like a city, there is generally no cause without effect: You almost always reap what you sow.

You may wish to allocate enemies to PCs at the start of their careers, in the same way that they come into the story with friends. Bear in mind the relative strengths and importance of starting-level PCs when deciding their enemies, and again don't just think of individuals alone. Perhaps the PC is part of a family that wronged an NPC, or maybe what he stands for and whom he works for are abhorrent to an NPC who was once a friend.

You might occasionally wish for such an enemy to be incredibly powerful, however. Starting off a campaign being hated by Duke Taim makes for an interesting twist to any campaign. Taim is not omnipotent but has tough friends, and an adventure starting with a group of constables kicking in the PCs' door to arrest them for heresy could provide some lively play. However, it requires additional work on your part to either explain why Duke Taim doesn't continually pursue the PCs once they escape or explain how the PCs are repeatedly able to avoid his efforts.

Another, less front-heavy option is to never throw away a good villain. If the PCs defeat a villain on an adventure but don't make sure that he's dead, it's very easy to again use that same villain (now with a revenge motive against the PCs). Likewise, even if they are more thorough in their administrations against said villain, perhaps she has some well-connected friends of her own who might spring to have her raised or perhaps saved at the very brink of death only to be transformed into an alchymic-undying (see **Part 6: The Blight Bestiary**). In a place like the Blight, the options for a long-term villain reappearing from a past adventure are almost limitless. And as the PCs advance in level, power, and influence, a good villain should do the same with the expansive resources and alliances to be found in the city.

For instance, if during the course of an adventure the PCs kill Rammen the Wererat cultist, unless they take precautions to keep his death secret,

his sister **Campion** hears about it 1d4 days later. **Campion** (a.k.a. the **Mistress of the Ashen Lantern**) (NE female human wererat rogue 7) is part of the Cult of the Elder One, and commands followers, most of whom are wererat rogue/clerics. **Campion** loved her brother and immediately becomes an enemy of everyone who took part in the raid that ended in his death. Based in Festival, her lair is a festering vat of filth filled with her victims. **Campion** begins her enmity by stalking individual PCs, finding their homes and preparing to attack the ones who live alone.

And of course, all of this plays out as the backdrop to whatever new adventure the PCs happen to be undertaking.

Fads of the Blight

"It is always by way of pain one arrives at pleasure."

Fashions shift almost daily within the chic circles of the Blight, and one day's fad is tomorrow's cast off. The most current fads are listed below, although they can change as quickly as the wind.

Art as Cruelty/Cruelty as Art

The Surrealists Club delights in using pain as art, and whilst some of these groups are little more than sadomasochists, others are much more sinister. The use of flesh for art is unsettlingly common in the Blight, and is fast attaining a cult following. The creation of art from broken, living flesh is something that has coincided with the rise of the Cult of N'gathau within the city, who are able to keep victims alive whilst lacerating and filleting them. A scattering of notable groups, including the revolting Panacea, have risen in recent times to indulge in this travesty.

Of course, there are always those who imitate art, and the rise in sadistic serial killings involving the lacerating of flesh has soared recently.

Goblin Pets and Awakened Animals

The latest fashionable accessories to be seen with — goblin pets and awakened animals (almost always dressed in imitation of humans) — are seen frequently in the Blight and command a high price. Kept on a chain and regarded with some amusement, the creature has learnt that if it behaves to amuse, it is not hurt. Awakened animals learn very quickly, and some have surmised that every single cat in the Blight is awakened. Goblins tend to be slower to learn but are no less comedic in the eyes of the elite as they make their ineffectual attempts to resist or win their freedom.



A good goblin pet or awakened animal able to perform tricks fetches at least 200 gp; those who do more astounding things fetch even higher prices. The *Garbled Poet*, a goblin that quotes poetry, was recently the subject of a 2,000 gp bid from a collector; a bid refused by its current owner.

The whispered idea that these goblins somehow steal out of their homes at night and meet below the streets of the city has been roundly ridiculed by all parties, but it's only a matter of time before the truth of the situation comes to light in a most disagreeable spectacle.

Macabre Fashions

Aristocrats get bored very quickly and require the very latest indulgences and fashions, partaking in an almost frenzied desire to be seen in the right places by the right people wearing the right clothes. A macabre fashion has grown recently that is accentuated by the wearing of undead objects as clothing or accessories. Animated insects are the usual choice, but unliving stoles are also seen as de-rigour amongst the higher families. A small selection of such objects follows.

Item	Cost
Earrings, unliving, undead moths set on silver hasps	60 gp
Stole fox fur, composed of torpid, undead fox	400 gp
Cape, ghoul-flesh	200 gp
Gown, wedding, egret feathers accented by carved monkey-bone swans	400 gp
Scarf, human hair	5 gp

Clubs, Guilds, Cults and Bangs

Making a foe of an individual can be dangerous; cunning or powerful individuals may stalk and attack PCs when they are at their most vulnerable or hire assassins and other killers to do so on their behalf. Far more dangerous, however, are cults, groups, kinsmen, and gangs, for these are likely to have deeper resources and are able to make multiple attacks upon their enemies.

On the other hand, membership in such groups can make for powerful allies — or perhaps, not-so powerful allies that create more of a hassle than a benefit. Most groups don't necessarily advertise what weaknesses and liabilities they possess while certainly overselling their strengths. In any case, whether friend or foe, the myriad groups that the PCs could become associated with provide you with endless opportunities for mayhem, mystery, and even some mirth.

Some cults may also operate as clubs and some guilds may operate as gangs or — as in the case of The Guild — be composed of many, many different gangs. You should typically determine whether a group stands opposed to a PC or as an organisation that a PC could potentially want to join and then handle the representation of that group accordingly based on the information provided in this section. For general purposes here, cults and gangs (and the Great Houses — see below) are presented as adversarial groups and clubs and guilds as organisations that might be something the PCs would be interested in gaining membership.

Clubs

Unlike guilds, clubs are relatively easy to join, rise within, and leave. Like money feats (see **Part 3: The Blight Player's Handbook**), they are simply structured in a format similar to a feat with a prerequisite, a benefit, sometimes (but not always) a special feature, and with the addition of an advancement protocol. Unless otherwise noted (or as in the case of some secret clubs), an individual may not be a member of more than one club at a time. While a member in good standing, the character gains

THE BLIGHT: RICHARD PETT'S CROOKED CITY

all of the benefits of club membership, but these are lost as soon as that membership dissolves. However, at that point the individual is free to begin membership with a new club. Many clubs require an annual fee. If that fee is not paid, the member is placed on probation and no longer gains the benefits of the club (though any special penalties still apply). The individual can come off of probation simply by paying any overdue membership fees and become a member in good standing again with all the normal benefits.

There are thousands of different clubs within the City-State of Castorhage — some enormous and influential, some small and virtually unknown. A few sample clubs are provided below to use or to serve as a template for other clubs that you may wish to introduce to your campaign.

Amateur Mendicants (Club)

A group of deluded aristocrats, wealthy individuals, and the curious who wander the streets dressed as beggars.

Prerequisite: Seeking out a member of the Mendicants is not easy; unless assigned as a reward or occurring as an encounter, it requires a DC 30 Knowledge (local) check with one attempt allowed per month. On a successful check, a DC 30 Bluff or Diplomacy check is then required to convince members to allow another to join their group. Other methods of entry are at your discretion. For example, someone who spends months dressed as a beggar at a place known to be frequented by members of the mendicants may impress them sufficiently to approach that individual.

Benefit: The Mendicants have an incredible network of spies and knowledge of the city. Twice per month, a member can ask a question of her fellows and gain the ability to make an immediate Knowledge (local) check with a +15 circumstance bonus.

Special: A member must spend at least one day out of each week dressed as a beggar and living on the streets of the city. This is a risky endeavour, however, and all members face one random encounter per month (as determined by the GM) that starts out as hostile.

Advancement: Roll 1d20 once per month for an opening. On a 20, a position of local Mendicant Clerk for a particular district opens up. This position earns 100 gp per year and allows the Clerk to request information as above once per week rather than twice per month. In addition, while researching her own district, she can make such checks daily.

Arcanum Infernus (Club)

A small group of like-minded people who find death fascinating.

Prerequisites: Ability to cast necromancy spells. Initiation is by invitation only; a PC can make one attempt per month at a cost of 100 gp to bribe and try to impress members. It requires a successful DC 20 Knowledge (arcana) check to be invited. If invited, there is a one-time fee of 250 gp for a lifetime membership.

Benefit: A member can access the Infernus Library at will, which contains all necromancy spells up to 4th level. Members using the library in relation to research of necromancy spells or magic items do so with a +5 bonus to their Spellcraft checks.

Special: Unpopular: Club members are often targeted by religious orders determined to remove their stain from society. In encounters with good or lawful religious orders or churches, members receive a -5 penalty to all Charisma-based checks and all starting attitudes are one level lower than normal.

Advancement: Members with 5 or more ranks in Spellcraft are offered access into the Inner Quorum. For a one-time fee of 1,000 gp she gains access to all necromancy spells up to 5th level. Those with 10 ranks in Spellcraft and who are part of the Inner Quorum are automatically appointed to the Inner Council, where they have access to the whole library of all known necromancy spells up to 7th level.

Brothers of the Gables (Club)

Climbers, explorers, and daredevils, the Brothers of the Gables delight in finding the highest buildings to climb, and reaching the most remote parts of the rooftops of the city. Many gablemaesters are members of this club.

Prerequisites: A petitioner to join must climb a prominent building within the city requiring a DC 15 Climb check of at least 150 feet without ropes or other aids. The petitioner's Climb check result is then removed from the Bluff or Perform (oratory) check required by the petitioner after the successful climbing feat in order to impress the membership. This follow-up check has a base DC 45, which is reduced as described above.

Benefits: Membership opens doors to other routes, methods, and ways up famous buildings, as well as knowledge of those places. Members gain a +2 circumstance bonus to all Knowledge (local) checks regarding any tall building or high part of the city such as the Jumble or the Capitol.

Advancement: A member can attempt one qualifying climb (whether successful or not) per month as under Prerequisites above but with a minimum height of 200 feet. If successful she can attempt to increase her standing in the brotherhood by making an immediate DC 20 Bluff or Perform (oratory) check after making the attempt (not modified by the success of the Climb check). Success on this check indicates enrolment into an inner circle where further techniques of climbing buildings are shared, providing her a +2 bonus on Climb checks.

Fame or Infamy: There are those in the club who seek out multiple climbs of astonishing danger. A member making a climb with a minimum of a DC 30 Climb check becomes famous as does anyone climbing a building that is particularly legendary at the GM's discretion (such as the outside of the Great Royal Cathedral [C9]). Such famous members make all Bluff or Perform (oratory) checks at +2 anywhere in the city where they announce their fame. Starting attitudes with other members of the club when encountering these famous individuals are always at least friendly.

Hedonists (Club)

Carousers and gluttons, the Hedonists are a loose affiliation of those who like the finer things in life and indulge in them heartily.

Prerequisites: Various arms of the group are seen in the rowdier or more fashionable holes of gluttony and excess in the city. One need simply appear at one, and spend money trying to impress one's would-be peers. Once per week a petitioner can spend 200 gp, and make an immediate DC 20 Bluff, Diplomacy, or Perform check to gain membership. Swyne* receive a +2 racial bonus to this check. Membership requires the spending of 100 gp per month minimum, but for each 50 gp spent in excess of that, the skill checks described below receive a +1 circumstance bonus.

Benefits: Once per week a member can ask a fellow Hedonist to spend the day making a Diplomacy check to gather information on her behalf. This check uses the requesting members Diplomacy modifier but with a +10 bonus to the check. A Hedonist also has access to money since so many swyne* loan sharks are members. Loans of up to 500 gp are always available, subject to a 7-day term of repayment at 10% interest. If not paid within the specified time, the weekly interest rate doubles. If a member defaults on a loan for 4 weeks in a row, she is kicked out of the club and hired thugs are likely to come knocking looking for the money (GM's discretion). Only one loan may be taken out at a time.

Special: Each month, a Hedonist faces a random city encounter with an unfriendly starting attitude.

Advancement: Roll 1d20 once per month for an opening. On an 18–20, the position of Honoured Glutton opens up after another member dies. The position costs 100 gp per month, but allows access to a twice-weekly request of the Diplomacy check above and loans of up to 2,500 gp can be given. Honoured Gluttons can make a check once a month to see if the position of Hoglead becomes available. On a 20, the position is available; it costs 250 gp per month but grants legal access to the Capitol and the Sanctuary as an "honourary noble." Loans of up to 10,000 gp are available to Hogleads.

* See Part 3, New Races

Physicians Insectum (Club)

The Physicians experiment with compounds and breeding techniques for standard insectum* to try to enhance their effects.

Prerequisites: Knowledge (nature) and Heal 2 ranks. Fees are 100 gp per year.

Benefits: The member is able to purchase insectum at 80% of normal

price and once per week, can purchase a specially enhanced version of any insectum, at a 50% increase in cost that has either no associated penalty or double the duration (buyer's choice).

Advancement: Members with 5 ranks in both Knowledge (nature) and Heal learn to enhance insectum themselves, enabling her to produce the variant insectum above with only a 25% increase in cost. At 10 ranks in both skills, the member's insectum is always enhanced when she breeds it (which she is able to do once per week).

* See **Part 3: The Blight Player's Handbook**

School of Hard Knocks (Club)

A group of duellers who enjoy wrestling, a boxing match, baiting, and generally watching or participating in melees for pleasure. They are based within various establishments across the city and are profligate.

Prerequisites: Base Attack Bonus +2. Fees for carousing and instruction by experts and oddsmakers are 250 gp per year.

Benefits: Once per month a member can place a wager on a match with advance knowledge. Matches have odds of 20:1, 12:1, 10:1, 8:1, 6:1, or 4:1 (member's choice). Members can reduce the odds of this match by one die category (20:1 becomes a d12, 12:1 becomes a d10, 10:1 becomes a d8, 8:1 becomes a d6, 6:1 becomes a d4, and 4:1 becomes a d3). On a roll of 1 on the appropriate die the member is a winner and the pay-out is at the original odds (not the adjusted odds received by the member). The maximum bet a member can make on one of these matches is 50 gp.

Special: Because of their penchant for winning long odds and taking other people's money, club members face at least one random city encounter once per month with a starting attitude of hostile.

Advancement: Roll 1d20 once per month for an opening. On a natural 20, the position of Club Secretary opens up with a one-time cost of 1,000 gp in addition to the standard 250 gp per year club fees. Secretaries have access to better tips and can wager once a month as above but either with a reduction in odds by two die categories (d3 minimum) or with a cap of 100 gp instead of 50 gp. In the latter option, the Secretary can split the bet over two bets of 50 gp if she so chooses.

Club Secretaries can check each month to see if the post of District Secretary turns up (also on a roll of 20), which has a one-time cost of 2,500 gp on top of the 250 gp annual fees. District Secretaries get even better tips and each month can choose to either reduce the odds against them by two die categories *and* have a 100-gp monthly cap (divisible into 2 bets if she chooses) or instead have a 200-gp monthly cap which is divisible by up to 4 50-gp bets). District Secretaries oversee admission of new members.

Warreners Club (Club)

The Warreners Club are amateur explorers of the Underneath. They meet up to talk and discuss and swap information about subterranean places and enthuse about all matters below. Many are also members of the Royal Underneath Society.

Prerequisites: Knowledge (dungeoneering) 1 rank. Locating a member of the club requires a DC 25 Diplomacy (gather information) check or Knowledge (local) check, and one attempt may be made each week. Membership in the club is free, but the member must pay 25 gp per year in social dues.

Benefits: Experts on the Underneath and Great Dark beyond allow a member of the club to receive a +10 circumstance bonus to a Knowledge (dungeoneering) check once per day as long as fellow club members are accessible (i.e. the member isn't currently in the Underneath far away from any other Warreners she could ask). This limitation on accessibility can be modified at the GM's discretion based on any means of remote communication by spell or magic item that a member may possess.

Special: Evil creatures whose environment includes underground terrain have a starting attitude one category lower than normal when encountering a Warrener because of the club's reputation.

Advancement: Warreners with 5 or more ranks in Knowledge (dungeoneering) are invited into the inner circle of select members known as the Descent and can access the club library and museum. Members of the Descent using the museum and library as a research tool related to subterranean matters gain a +4 circumstance bonus to related skill checks.

Descent members are expected to pay 100 gp per year in upkeep for the library, as well as the social dues, but can invite other members into the club as they wish providing they meet the necessary prerequisites.

Guilds

While clubs can be difficult to enter but easy to leave, one is a member of a guild for life. They are an altogether more serious path, and while bound by the one crucial rule — financial — they are in general a closer-knit group. Because of the more involved nature of guilds, they are presented in the format of factions as introduced in the *Pathfinder Chronicles: Faction Guide*. Just as there are thousands of clubs within the Blight, there are many hundreds of guilds ranging in size from large and mighty to small and virtually insignificant. Also as with clubs, an individual can generally be a member of only one guild (though leaving them tends to be much more difficult and, after doing so, gaining membership to another virtually impossible).

Because of the detailed nature of guilds and the sheer number of them throughout the city, only two sample guilds are given below (and even they are related). A list of many of the guilds within the city is provided in **Chapter 1 of The Blight Campaign Guide**, but even it is not exhaustive. Rather than list them all, this sample should serve to provide you with the means to construct any sort of guild to suit your campaign. Further, many (if not all) of the factions described in the *Pathfinder Chronicles: Faction Guide* would be suitable for use in the Blight by simply changing the name and some of the flavour text so that you can introduce your own favourite factions into the city as one of its guilds with very little effort on your part.

In addition to the normal means of gaining prestige within a guild as described in the *Pathfinder Chronicles: Faction Guide* or within the individual guilds themselves, you can also award prestige to guild member PCs as rewards or for PCs who achieve personal goals related to matters pertaining to the guild. See **Personal Goals** below.

The Castorhage Arcane Society

Wizards and other arcane spellcasters who seek to advance within the Blight often find that their somewhat despised craft brands them (unless they are Upper Class and therefore entitled). By gathering together, and seeking to further their collective aims as scholars, the Castorhage Arcane Society has grown in strength and influence. Guild members are marked with a secret and permanent *arcane mark* (rather than a typical guild tattoo), the mark growing in size as ranks are achieved within the guild. Any other member of the guild automatically recognises the mark if she sees it, and is better disposed to her fellow member, granting a +2 bonus to all Diplomacy checks made by her fellow scholar.

Goal: Arcane Magic Protected and Advanced

The arcane casters of the Society seek membership in its ranks for personal protection and to gain greater mastery of their arcane powers. They recognise the doctrine of safety in numbers, and the Society has enough of a reputation within the city that a member mentioning her affiliation during an encounter with folk who are hostile to arcane casters (read: virtually everyone) has a decent chance of defusing the situation and being allowed to depart unmolested.

Alignment: N

The Society is practical and understands that its fundamental role is preserving the practice of arcane spellcraft through the advancement of the field and the preservation of its practitioners. They generally try to stay out of each other's business and avoid overtly attracting attention to themselves. They do not espouse tenets along the lines of good or evil, law or chaos, and do not require any particular ideology of their members. They rally against individuals or enterprises that threaten the Society or the city through outrageous or excessively wicked activities, but in general practice follow a live-and-let-live philosophy toward fellow members. In general, the more flamboyant a member is in her arcane practices, the less well received she is by fellow Society members.

THE BLIGHT: RICHARD PETT'S CROOKED CITY

Leader

Artemi Nightshade (LE male human arcanist^{ACG} 14) serves as the Grand Cabalist of the Castorhage Arcane Society. As a scion of that Great House (see below), Artemi commands both a great deal of wealth and a great deal of political influence. He has learned that to best serve the Society as a whole (as well as to line his own pockets without interference) it is better to remain apolitical in the constant tug-of-war for power between these houses and the Royal Family. He is neither an ally nor an enemy of any, though he certainly tends to favour Nightshade agendas if they are not at odds with his goals for the Society. His greatest fear is that **Ticcia Borgia** (CE female human sorcerer 15), the most recent Master Cabalist (the circle of 12 senior members just below the Grand Cabalist), is not so neutral toward her own family name as she claims and secretly plots to suborn the Society itself and eliminate Artemi in the process. His suspicion is not incorrect.

Good Class Choices

Alchemist^{APG}, Arcanist^{ACG}, Investigator^{ACG}, Magus^{UM}, Sorcerer, Wizard

Challenging Class Choices

Bard, Skald^{ACG}, Summoner^{APG}, Witch^{APG}

Headquarters

The headquarters of the Castorhage Arcane Society is a secret known only to its members. The Society meets in one of the Inner Libraries at the **Great Library** of BookTown (**B8**). Master Temmil, the Curator, prepares the necessary rooms at times when the Society is meeting and lets members into the locked building when such meetings are held after hours. Temmil is not a member of the Society, but he is a respected supporter of it.

Joining

Membership of the guild is sponsored by an existing member in good standing and largely dictated by character wealth. Individuals seeking the friendship (and sponsorship) of a member must first locate one with a successful DC 15 Knowledge (arcana) check. Once located, the petitioner can attempt a DC 25 Bluff or Diplomacy check once per month which, if successful, is followed by an immediate DC 20 Spellcraft check. Failure of either check results in refusal, although further attempts can be made in following months.

If a character is successful in these checks and wishes to join the Society, she must demonstrate the ability to cast arcane spells of at least 1st level and must then pay a one-time 100-gp membership fee. Once this has been done, the individual receives the guild's arcane mark and is inducted at the rank of Apprentice of the Society.

Special Note: Because the Society is open to all arcane spellcasters with the financial means to join, it is one of the few groups that doesn't mind if its members are also members in other guilds as well.

Gaining Prestige

Gaining prestige in the Society is always a matter of buying it. She takes the form of increased fees paid to the Society to gain greater access to rank and resources. Society rank is determined by Total Prestige Award (TPA), and the benefits of the Society are likewise defined by these ranks. The various ranks of the Society and the one-time monetary cost to achieve them is listed below. It is not possible to move up in the Society more than one rank per month unless some extraordinary circumstance dictates otherwise (as determined by the GM).

TPA	Society Rank	Cost
1	Apprentice of the Society	100 gp
2	Minor Scholar	200 gp
3	Lesser Scholar	400 gp
4	Arcane Caster	600 gp
5	Arcane Scholar	800 gp
6	Maester	1,000 gp

TPA	Society Rank	Cost
7	Spellbinder	1,200 gp
8	Maester Scholar	1,500 gp
9	Arcane Maester	1,800 gp
10	Master Spellcaster	2,100 gp
11	Cabalist*	2,400 gp

* After achieving the rank of Cabalist, every additional payment of 3,000 gp earns 1 additional CPA but without a corresponding increase in TPA.

A member's CPA (Current Prestige Award) is normally equal to her TPA unless she has achieved the rank of Cabalist and then purchased additional CPA beyond that. However, if the member does anything to lose CPA (such as betraying Society secrets, causing the death of a member, etc.), her TPA is also reduced to the current CPA level. The only way to recover this lost TPA is by purchasing it again as described above. If a member's TPA is ever reduced to 0, she is no longer a member in good standing and no longer gains any benefits of membership. All encounters with Society members receive a -4 penalty on Charisma-based skill checks. It is up to the GM whether a member can buy her way back into good standing or not, depending on what caused it to be lost in the first place.

Resources

In any city encounter with folk hostile to arcane spellcasters, a Society member who reveals herself as such gains a +5 bonus to Diplomacy checks to adjust the attitudes of the belligerents. If the attitudes are adjusted to at least unfriendly and the Society member does nothing to further provoke the other parties, then she will be allowed to leave the encounter unmolested.

It is known within the Society and without that some unscrupulous casters when confronted with hostilities may claim to be members of the Society even when that is not actually the case. The Society combats this by actively policing those who make such claims in order to suss out the pretenders. In any city encounter where membership in the society is claimed and it succeeds in defusing the situation, there is a base 20% chance that another member of the Society or a thrall of a member is within earshot who will cast *detect magic* to confirm the membership. Society members always recognise the distinctive appearance of one of their marks through the use of *detect magic*. If the person claiming membership proves to be false, the Society member will immediately call them out on it and demand their surrender for Society judgment. Whether an actual fight ensues depends on the relative strengths and confidence of the member making the accusation. In any case, such a perpetrator is marked for further investigation by the Society.

The public is aware of the Society's work in weeding out imposters and is generally amiable if not exactly helpful to such endeavours. However, if the claim of being a member of the Society does not diffuse the hostility in a situation, any Society members nearby will not intervene, preferring to avoid notice themselves in such dangerous surroundings.

In addition to this general protective reputation provided by the Society, membership also provides other benefits based on the member's TPA.

1 TPA: Able to purchase *arcane scrolls* from the Society of up to caster level 5 with no limit on the number available. Gain a +1 bonus on Spellcraft checks of one school of magic (your choice).

2 TPA: Gain the Research I money feat (see **Part 3: The Blight Player's Handbook**) at no additional cost and regardless of prerequisites.

3 TPA: Gain one bonus spell of up to 3rd level to add to your spellbook, formulae book, or spells known.

3 TPA, 1 CPA: Gain the Research II money feat (see **Part 3: The Blight Player's Handbook**) for 6 months at no additional cost and regardless of prerequisites.

4 TPA: Gain the Consultant I money feat (see **Part 3: The Blight Player's Handbook**) at no additional cost and regardless of prerequisites.

5 TPA: Gain the Research II money feat (see **Part 3: The Blight Player's Handbook**) at no additional cost and regardless of prerequisites.

5 TPA, 1 CPA: Gain the Consultant II money feat (see **Part 3: The Blight Player's Handbook**) for 6 months at no additional cost and regardless of prerequisites.

GM GUIDE

6 TPA: Gain the Consultant II money feat (see **Part 3: The Blight Player's Handbook**) at no additional cost. Gain one bonus spell of up to 5th level to add to your spellbook, formulae book, or spells known and regardless of prerequisites.

6 TPA, 1 CPA: Gain the Research III money feat (see **Part 3: The Blight Player's Handbook**) for 6 months at no additional cost and regardless of prerequisites.

7 TPA: Gain a +2 bonus on Bluff, Diplomacy, and Intimidate checks with other members of the Society. If a Bluff or Diplomacy check is made against a higher-ranking member of the Society, you lose 1 CPA.

7 TPA, 1 CPA: Gain the Consultant III money feat (see **Part 3: The Blight Player's Handbook**) for 6 months at no additional cost and regardless of prerequisites.

8 TPA: Gain a +1 bonus on all Spellcraft checks. Gain an additional +1 bonus on Spellcraft check of one school of magic (your choice); this bonus stacks with the +1 to all Spellcraft checks and to the +1 check from the Apprentice of the Guild rank if the same school is selected again.

9 TPA: Gain the Research III money feat (see **Part 3: The Blight Player's Handbook**) at no additional cost and regardless of prerequisites. Able to purchase *arcane scrolls* from the Society of up to caster level 11 with no limit on the number available.

10 TPA: Gain the Consultant III money feat (see **Part 3: The Blight Player's Handbook**) at no additional cost and regardless of prerequisites. Gain one bonus spell of up to 9th level to add to your spellbook, formulae book, or spells known.

10 TPA, 1 CPA: Gain the Research IV money feat (see **Part 3: The Blight Player's Handbook**) for 6 months at no additional cost and regardless of prerequisites.

11 TPA: Establish your own personal cabal that pays fealty to the Castorhage Arcane Society. Gain followers of the Good Class Choices (above) as though you had the Leadership feat. Your leadership score is based upon your arcane caster character level + the pertinent ability modifier.

11 TPA, 1 CPA: Gain the Consultant IV money feat (see **Part 3: The Blight Player's Handbook**) for 6 months at no additional cost and regardless of prerequisites.

11 TPA, 2 CPA: Increase your leadership score by +2. If your TPA/CPA drops below 11, you lose your entire cabal and must start building it over again upon achieving 11 TPA.

^{ACG} See *Pathfinder Roleplaying Game Advanced Class Guide*

^{APG} See *Pathfinder Roleplaying Game Advanced Player's Guide*

^{UM} See *Pathfinder Roleplaying Game Ultimate Magic*

Master Builders of the Edifice of Royal Engineers, a.k.a. The Royal Arcane Engineers Guild

The secretive guild of Royal Arcane Engineers are the only group allowed on major building projects, especially those in the Capitol. Members have access to new spells, a grand library of the city, and receive a royal stipend. The guild has developed specialised spells that are used to enable buildings to be safely built atop buildings, and although many cannot afford their services, the guild pride themselves that all buildings lashed onto others without their help collapse. Some say sabotage is at play, but guild members laugh at such suggestions, claiming their time is far too valuable to waste on undermining the shoddy work of others. Their guild tattoo displays a plumb bob and trowel over a shield bearing the numbers II, VII, IX, and X.

Goal: Building the Empire in Our Image

The guild knows that the works of other builders in the city are inferior; in fact, most of them are downright dangerous. The guild knows that it lacks the resources and time to oversee all construction within the empire, but that doesn't mean it thinks that it shouldn't. With one project at a time, the guild seeks to project its influence over the construction practices of the city-state. Most citizens who seek to build within the city cannot afford the services of the guild, but the guild believes that they should therefore not build. They do not acknowledge the necessity for building beyond what they are able to accomplish, which makes them completely unrelatable to the common folk and has helped ensure that even after more than a thousand years of presence within the city, they are still no closer to achieving the standardization of architecture that they seek.

Alignment: LN

Ever since the tragedy of 643 when a portion of the Capitol collapsed from earthquake damage sustained more than a century earlier, it has been evident that some sort of order and oversight was necessary to successfully achieve the architectural balancing act of maximizing upward expansion in the city's limited area while maintaining the structural integrity of the older structures below. The Blight has long been undertaking this in a haphazard, chaotic manner, but the Royal Arcane Engineers' Guild are who set about to make that a reality. By strict adherence to carefully contrived standards of materials and methods (and no small amount of proprietary magical augmentation), the guild has spent the last millennium achieving something that is all but unheard of in the Blight: Where they have been, the guild has managed to create stability.

Leader

The Royal Arcane Engineers are ably managed under the stern eye of **Grand Master Creator Permenya Tundlestoke** (LN female SprawlMason dwarf expert 4/transmuter 15). Permenya, of the Underneath Tundlestokes, followed in the footsteps of her grandfather Sheffer as leader of the guild. She has an intimate knowledge of transmutation magic and its application in the unique building conditions of the Blight but received a very thorough business education as well in her youth. The fortunes of the guild have only improved during the three decades of her tenure so far.

Good Class Choices

Arcanist^{ACG}, Bard, Cleric, Magus^{UM}, Wizard



Challenging Class Choices

Alchemist^{APG}, Skald^{ACG}, Sorcerer, Summoner^{APG}, Witch^{APG}

Headquarters

The Edifice of Royal Engineers is said to lie somewhere in the Capitol, though its exact location is unknown. Whether this is a matter of security or because it is constantly being moved (some rumours say due to instabilities in the Capitol's foundations that they are continually forced to shore up to preserve the reputation of their order). Whatever the reason, it is said that a system of secret knocks and passwords at the Great Door (C1) results in being escorted to the proper location. Rumours also mention, however, that the wrong password or knocks result in being escorted to a secret oubliette for a stay of indeterminate length.

Joining

Joining the Royal Arcane Engineers requires that a candidate have the ability to cast 3rd-level spells of the transmutation school. The petitioner must then bribe a minor Capitol official with 2,500 gp and then make a successful DC 20 Spellcraft check during an interview to successfully identify the techniques for certain relevant spells. Only one attempt at this process can be made per month. Though arcane casters are by far the most common members of the guild, there are divine casters (particularly clerics of certain lawful religions) that demonstrate sufficient mastery of the requisite transmutation school to qualify as well.

The spellcasting ability of the member determines her rank in the organisation. The initial rank within the guild is Royal Arcane Engineer. Upon achieving the ability to cast 5th-level transmutation spells, the member can advance to the rank of Arcane Contriver after paying a fee of 5,000 gp. The ability to cast 6th-level transmutation spells and a 10,000-gp fee bestows the rank of Master Creator, and 7th-level transmutation spellcasting and a 15,000-gp payment bestows the title of Minor Grand Master Creator.

Gaining Prestige

Gaining prestige with the Royal Arcane Engineers is usually accomplished by securing and completing a prestigious building project (1 or more PA upon securing the bid for the guild and 1 or more upon its successful completion). If a project that a member of the guild was involved with is later destroyed through natural or unnatural means, that guild member loses a CPA. Likewise, the discovery or development of new spells with application in engineering and building gains prestige for the discovering. Finally, 1 PA is gained by a member each time she achieves a new rank within the guild.

Resources

The guild has a vast library of information on building and the building application of the arcane arts that it has amassed for over a thousand years. Members are given access to these materials and other perks based on their TPA within the guild.

1 TPA: When in the guild library, gain a +5 bonus on Knowledge (engineering) checks and a +2 bonus on Knowledge (arcana) checks. Gain a +1 bonus on Diplomacy or Bluff checks when dealing with the Royal or Upper Class castes.

1 CPA: Transcribe any common transmutation spell of 5th level or lower.

1 CPA: Purchase an *arcane scroll* of any common transmutation spell for half price.

3 TPA: When in the guild library, gain a +10 bonus on Knowledge (engineering) checks and a +4 bonus on Knowledge (arcana) checks. Gain a +2 bonus on Diplomacy or Bluff checks when dealing with the Royal or Upper Class castes.

3 TPA, 1 CPA: Gain access to study and learn the spell *arcane veins* (see sidebar).

6 TPA: Gain a +4 bonus on all Knowledge (dungeoneering, geography, history, local, nobility or religion) checks related to the city of Castorhage and its holdings. Gain a +3 bonus on Diplomacy or Bluff checks when dealing with the Royal or Upper Class castes.

6 TPA, 1 CPA: Gain access to study and learn the spell *greater arcane veins* (see sidebar).

New Spells of the Royal Arcane Engineers

ARCANE VEINS

School transmutation; **Level** bard 3, magus 3, sorcerer/wizard 3

Casting Time 1 round

Components V, S, M (a pinch of quicklime, a pebble, and a splinter of wood)

Range touch

Target object or structure touched; see text

Duration permanent; see text

Saving Throw none; **Spell Resistance** no

Veins of arcane power course throughout the touched structure, creating a magical strength and stability to it. The structure becomes sturdier and less susceptible to damage, increasing its hardness and hit points by 10% per caster level and its Break DC by 1 per caster level. For example, a good wooden door targeted with arcane veins by a 10th-level caster has its hardness increased to 10, its hit points increased to 30, and its Break DC increased to 28. This spell has no effect on magical structures or creatures such as constructs.

If cast on a structure, the spell initially effects an area 20 feet by 20 feet in size. This area grows over the course of time, however, at a rate of an additional 20-foot-by-20-foot area per year in the direction as designated at the time of the casting, and continues for a total of 5 years. The effects of the spell can spread beyond the structure it was initially cast upon to adjacent structures as well as long as they are physically connected (such as by a wall or bridge).

Additional castings of the spell on the same object or structure have no additional effect, though if cast on a structure larger than the spells area of effect they can be combined for better coverage of that area.

ARCANE VEINS, GREATER

School transmutation; **Level** bard 5, magus 5, sorcerer/wizard 5

This spell functions like *arcane veins*, except the increase in hardness and hit points is 20% per caster level, and the increase to the Break DC is by 2 per caster level. In addition, the initial area of effect is 40 feet by 40 feet and, though this area grows at the same rate as that of *arcane veins*, it continues to grow for 10 years rather than 5 years.

6 TPA, 1 CPA: Transcribe any common transmutation spell of 7th level or lower.

9 TPA: Once per week, make a Knowledge (engineering) check in place of one other Knowledge check related to the city of Castorhage and its holdings. Gain a +4 bonus on Diplomacy or Bluff checks when dealing with the Royal or Upper Class castes.

9 TPA, 1 CPA: Transcribe any common transmutation spell of 9th level or lower.

^{ACG} See *Pathfinder Roleplaying Game Advanced Class Guide*

^{APG} See *Pathfinder Roleplaying Game Advanced Player's Guide*

^{UM} See *Pathfinder Roleplaying Game Ultimate Magic*

Cults and Gangs

In dealing with organisations that stand opposed to the PCs (usually cults and gangs), the Blight uses an abstract system to measure the relative strength of these groups. Such groups are assigned a level (although some groups — such as the Illuminati — are off the scale as far as resources go; they are a core friend or enemy of the Blight and as such are effectively ever-present). These groups may become friends or foes of the PCs at some point through an adventure, reputation, or even accident and require a gauge of their power for you to work from.

The relative power of a gang or cult is represented by its level. The level of a group gives an indication of the strength of the leaders, and the relative strength in levels of their members. The level of a gang is usually the leader's character level (though there are occasional exceptions to this), and the level of the group is squared to approximate the total class levels of its membership. Gang levels in general range from 5 to 20, although higher- and lower-level gangs are out there. A group is also detailed by a general alignment, its primary location, its leader(s), motivation(s), friends and foes, tactics and morale.

Many groups are not easy to defeat since, unlike organisations such as the Watch or the Royal Army, they rarely operate in large groups or from a single location, but as a disparate mass spread over an area. Members of a group, for example, could be brought together for an activity, and the leader may decide that several members are required. Some gangs, cults, and groups do operate from a single base, and the choice ultimately is yours — using the examples provided, do you want a covert adventure of hit-and-run tactics with the PCs having to seek out various factions of the coven, or do you prefer the idea of a fixed coven base?

A group, like any encounter, should have tactics that represents their typical *modus operandi*, and morale. The morale gives the general likelihood of the gang retreating from any given combat encounter based on the table below. The morale should also list under what circumstances the group is entirely disbanded; these circumstances may not match the same qualifiers as given for encounter morale but usually follow along

the same lines. For example, a mad group of cultists who seeks to eat the moon may never give up until each one of them is slaughtered, every member always seeking new members over time so that unless purged, the threat is always there. A less-desperate group such as a smaller thieves' guild may be disbanded if half or even a quarter of its number is destroyed, capture or slain.

Unless otherwise noted, groups that are not defeated are able to recruit new members by various means to replace lost members and even grow a bit over their baseline level at your discretion, varying their numbers and otherwise being dynamic, living organizations. As a general rule, lawful groups (who operate in a more orderly fashion) can recruit new members at a rate of 1 new class level for each level of the group per month. Chaotic groups recruit at a rate of 1 new class level per group level per week but have a 50% chance to lose a similar number of class levels instead, though never for 2 weeks in a row. So the 9th level opium-dealing Irthren Gang (CE) under attack from PCs of a holy order can regroup and recruit 9 class levels of new members in a week — through bullying, intimidation, or other methods such as bribery. However, in any given week there's a chance that they lose that number of class levels instead.

Sample Gang: Hood Street Vandals (Level 7)

Alignment: CN

Location: Artists' Quarter

Leader: Edwin Sedge (CN male blighted* human rogue 4/fighter 3)

Motivations: Smash the mills

Friends: The Family (Festival), Anarchists (sometimes), lower-caste workers

Enemies: Royalists, City Watch

Tactics: Operate by night. Sedge can gather up to half the group in 4 hours, or the group as a whole with a day's notice. The group use hit-and-run tactics, attacking lone targets and then vanishing into the night.



Morale Levels

Percentages indicate the chance that the group or individual will retreat from an encounter. This check is made each time one of the listed criteria is fulfilled. If a group is outnumbered by 2-to-1 or more or face opponents with a clear tactical advantage or dire reputation (GM determines), its morale level is reduced by one for the purposes of that encounter. If a group is in its headquarters or some other location it considers to be a major stronghold, its morale is increased by one level for that encounter. All numbers are in reference to the number of group members present for the encounter rather than for the group as a whole.

Breaking: 50% when faced with the prospect of battle regardless of group size. 100% if demoralized by a successful Intimidate check or one of their number is killed or incapacitated.

Low: 50% when faced with the prospect of battle while outnumbered or if demoralized by a successful Intimidate check. 75% each time a member is killed or incapacitated. 100% when reduced below half their numbers.

Cautious: 35% when faced with the prospect of battle while outnumbered. 50% when the first member is killed or incapacitated. 75% when reduced below half their numbers. 100% when reduced to one-quarter their numbers.

Average: 20% when faced with the prospect of battle while outnumbered. 35% when the first member is killed or incapacitated. 50% when reduced below half their numbers. 75% when reduced to one-quarter their numbers and each death or incapacitation thereafter.

Hardy: 10% when faced with the prospect of battle while outnumbered. 25% when the first member is killed or incapacitated. 35% when reduced below half their numbers. 50% when reduced to one-quarter their numbers and each death or incapacitation thereafter.

Courageous: 10% when the first member is killed or incapacitated. 25% when reduced below half their numbers. 35% when reduced to one-quarter their numbers and each death or incapacitation thereafter.

Very Strong: 10% when reduced below half their numbers. 25% when reduced to one-quarter their numbers and each death or incapacitation thereafter.

Fearless: Fanatics who never retreat from an encounter and will fight to the last.

Morale: Hardy; the leader, all three of the Brothers, and half the group must be slain or captured before the group breaks and ceases as a viable entity.

*See Part 3, New Racial Subtype

The Hood Street Vandals are a group loosely allied to the Anarchists and are based in the Artists' Quarter. Their leader, Edwin Sedge, a former workhouse orphan, was so badly abused during his youth that he grew up with a hatred of all things "establishment." The group is a covert gang that aims to smash mills, factories, and workhouses near the Artists' Quarter. Membership is secret, and a matter of caste, with Lowfolk workers forming the bulk of its membership. Instructions are spread through word of mouth, with lesser members being aware and following instructions from a trio of brothers (called "the Brothers" by members of the gang), any one of which knows approximately 50% of the lesser members by name. The Brothers in turn act under direct instruction from Sedge.

The Four Great Families

There are four great families in the City-State of Castorhage: the Castorhage Family (the Royal Family), the Borxia Family, the Nightshade Family and the Tredici Family. Below them are a swarming mass of other houses, great and small, all wielding various levels of power and influence. As a subsection of Gangs, the rules can be applied to these politically and/or nefariously connected houses as well to create a gauge of their power

and influence.

Blood runs thicker than water, they say, and unlike gangs, ties of blood are often intricately woven into others through marriage. The relative strength of each family is given in a simple stat block, designed to reflect not only their power, but their allies and enemies, as well as their elders.

Sample Family: House Wether (Level 9)

Alignment: N

Location: Capitol

Family Head: Lilly Wether (N female human aristocrat 3/rogue [spy^{APG}] 5/master spy^{APG} 1)

Primary Motivation: Loyalty to the Royal Family

Friends: Secret alliance with the Clan Sullage (BookTown) aimed at bringing the Borxias down, their deals swinging on property and business ventures; the Royal Family (Capitol)
Enemies: Outrage and condemnation of House Shibboleth over attempts to frame an (allegedly) innocent senior family figure over a fair duel results in frequent duels between the sons of both families; hatred of the Borxia Family over property disputes and unpaid loans as well as deaths of family diplomats at their hands

Tactics: Spying, brokering information and secrets

Morale: Very strong; exiles flock to their banner, and the family name is arrogantly bandied about throughout the city; the support of the Royal Family secures their future so long as the Castorhages are in power.

^{APG} See *Pathfinder Roleplaying Game Advanced Player's Guide*

Although giving a good indication of the family, these statistics are also slightly abstract; they do not go into great detail about the family members or alliances but can be used to judge who is more powerful than whom. Unlike gangs (see below), family runs deep and can count upon lesser families as allies. A family has a number of class levels among its members equal to the square of the family level as well as a number of class levels from allied or loyal lesser families equal and to the square of every level below it in a descending sequence. Therefore, with the Wethers family, they have 81 class levels in their extended family and can in theory call upon 204 additional class levels from allied families for 285 total class levels ($\Sigma = 9^2 + 8^2 + 7^2 + 6^2 + 5^2 + 4^2 + 3^2 + 2^2 + 1^2 = 285$), making them a fairly strong family of the city. This should be treated abstractly, however, since it includes family members and trusted personal retainers but not standard employees, security guards, mercenaries, etc. Most of these class levels are divided among lower-level individuals (level 5 or less with only a very few members of higher levels). If you want a rule of thumb for hired staff, servants, and ordinary guards, consider using the square of the family level (so 81 in this case) as a minimum number of class levels of employees.

Magic

There are thousands of independent wizards and sorcerers operating in the city, but in general access to the higher-level spells (6th-level and above) are controlled by guilds, who guard them jealously — even going to so far as to burn copies of spells in their libraries if they discover them.

Higher-level divine spells are even more strictly controlled, and generally only deemed suitable for Royals or those of great importance. As such, spells such as *raise dead*, *resurrection*, and *miracle* are not generally for sale to the ordinary PC unless they have powerful connections. If you wish, you can ignore this rule. However, its basis is in the logic of the city: The nobles wish to keep such miracles for their own use. "Dish them out to the Lowfolk," they say, "and everyone will want them." This does not rule out high-ranking clergy or those who serve them being given access to such spells as rewards, for example.

The Illuminati are of course rumoured to be the depository of hundreds of unknown spells, taken by their spies, unearthed by their explorers, and ripped from alien hands by their adventurer-agents. Tales of countless

new magicks and domains of spells are speculated upon by conspiracists. Of the few known to be truth, the foul *birth magic*, where children are the focus of arcane power whilst still in the womb, has evidence walking and staggering across the city. Tales of spells that can unmake a person's biology, of arcane powers that can control parts of the Between, and those that are able to break and bend the will of men to unspeakable acts continue to be whispered.

Miracles and Magus: Optional Rules for Buying Spells and Magic in the Blight

"Only the wise know how to use the dangerous curse of magic, and only a fool would tamper with it."

— One of the Seven Prayers of Castorhage

Magic brings power, and power is something jealously guarded in the city. Buying magic therefore is more difficult in such a closed society and, if you use the optional rules outlined in the sidebar below, all magic is affected.

Where magic is sold, it commands the normal price as noted in the *Pathfinder Roleplaying Game Core Rulebook*.

Magic Items and Spells

Magic brings power, and power is everything in the Blight. Magic items therefore rarely come up for sale, and even potions and scrolls are guarded lest they fall into the wrong hands. Some locations do trade magic, but the profession is considered a very dangerous one; gifted crafters are often taken by jealous individuals and groups and put to work on their whims.

In *general*, such items cannot be purchased save at specifically noted locations within the city-state, but groups, friends, and masters may be located to make such objects easier to commission. The determination of such contacts rests with you as GM to install into adventures as friendly contacts or perhaps power rewards. For example, the PCs may save a member of a cabal who has powerful friends. The PCs' reward is a power award (see below) that enables them to purchase wondrous items of up to 5,000-gp value, but each item must be commissioned with crafting times as indicated in the *Pathfinder Roleplaying Game Core Rulebook* + 1d4 weeks.

Spellcasters may also join an appropriate guild or club that allows them access to spells and items. If you do not wish to go with specific clubs or do not have time, use the rule of thumb that a one-time fee enables the PC to join such an association. Such cabals and clubs have a level to represent the highest caster and availability of items and spells, the fee being 250 gp per caster level. So the Cabal of Shadowy Illusionists (5th level) has the ability to create all magic items available to a 5th-level arcane caster and has access to all associated spells for a cost of 1,250 gp. Purchase of spells and items is in addition to the fee, of course, and unless the fees are paid in full, membership is refused.

This association also works for divine spellcasters. They pay a one-time tithe to their church at the appropriate level and thereafter have access to items and spells of up to that level.

At your discretion, clubs may bar entrants from higher-level clubs than their own PC level, so a 1st-level spellcaster could not pay 1,250 gp to join a higher-level guild or club.

Spellbooks outside of cults and cabals are seen, and it is always possible to obtain such items on the black market if more honest means are not available. The market of some section of the city — notably BookTown — heave with tomes and books that can be purchased or modified by additional pages.

Be wary, however, about treating spellcasters fairly; the trade here is that magic is rare and its users are people to either be feared or admired, possibly in equal measure. This trade-off can be mechanic (adding say a fear factor for those not used to being exposed to magic) or a role-playing one (spellcasters are popular).

Consider the sidebar options, but if none of them suit, either go with your own or ignore the magic aspect presented here.

How Magic is Viewed in the Blight

This is very much a matter of personal taste, but the general assumption in the city-state is that magic is power, and power should not fall into the wrong hands. How you run this is a matter for you and your players, but some increasing scales of control are given below. Each requires you to decide — if you even wish to — how to tweak the way magic is viewed in this campaign. This is not for everyone; many people love high-magic campaigns, in which case simply ignore these rules.

1. Magic is Not Generally for Sale

This is the mildest of the aspects and the one suggested to be used when running this campaign. Magic is simply so rare that it has fallen into powerful hands and only appears when an obscure item turns up at an auction, is stolen, or a treasure trove is found. Potions and scrolls do not generally fall into this category since they are relatively weak, but casters who make a habit of supplying scrolls to revolutionaries may not last long.

When spellcasters are seen in the street who do not clearly represent a recognised god, their presence creates a spectacle. Any members of the Watch report such matters or may even try to capture such casters for a reward. It should generally only affect the game when such characters are captured by the Watch, in which case they are hastily tried for witchcraft (usually when an under-justice can be called in 1d4 days), and executed by pyre.

As a result of this, many arcane spellcasters take to donning ecclesiastic attire to disguise their abilities from the ignorant masses, playing their magical abilities off as divine in nature. How the various NPCs in your campaign react to this is left to you.

2. Magic is Dangerous

Not only is magic not for sale, but those who command it are to be feared. When magic is used, it has that effect upon the ignorant, who fear it accordingly. This isn't necessarily a mechanical game effect; a wizard sending a *fireball* across a street at some foes would be held in awe and terror. Perhaps ignorant City Watch officers flee or become frenzied in their wish to kill or to escape.

In this version, magic is something to try to keep secret, and when discovered being used, should have an ongoing campaign effect. Perhaps a subtle effect, such as NPCs fearing certain spellcasters or treating them with undue respect, or perhaps the PCs pick up a few pursuing witchhunters.

3. Magic is Evil

In this final version, magic is seen as positively wicked, and all spellcasters that are not clerics are clearly witches, unless they belong to the right guild and can prove their aristocracy. Arcane spellcasters may be discriminated against and feared. In game mechanics, all known arcane spellcasters make Intimidate checks at +4 but commence any encounter with a NPC who does not know them beyond their ability to cast spells at one attitude step lower than normal (so a character who is Indifferent to the other PCs commences the encounter with an Unfriendly attitude toward the spellcaster).

Do not use this version to belittle or isolate arcane spellcasters, but to add an aspect to them that is both good and bad. They are feared for their gifts. If they repeatedly use them boastfully or in prominent places, there should be consequences; maybe a Guild member seeks them out for a task, or a witch-hating peasant or priest comes hunting them.

THE BLIGHT: RICHARD PETT'S CROOKED CITY

(the actual slaying of the wererats, for instance). It should be noted that the PC does not need to be directly responsible for the achievement of the goal (i.e. the PC does not have to personally slay all 50 Hit Dice worth of wererats), but the PC must be involved as at least a motivating force behind the achievement of the goal, if not an actual participant. Therefore, the PC can be a member of a wererat hunting party, the PC can be a lone wererat stalker, or the PC can hire a group of mercenaries to carry out his wererat pogrom. In all cases, when the 50 Hit Dice of wererats have been killed, the PC receives the personal goal's achievement XP reward.

With this in mind, you can see how individuals (especially villainous NPCs) might achieve level advancement without actually dirtying their hands, which fits in well with the concept of conspiracists and secret movers-and-shakers behind the scenes that is so prevalent in the Blight. It also gives credible explanation how someone with clearly limited direct combat capabilities such as an Ernst Stavro Blofeld type of character can lead an organization of henchman of its calibre and be a suitable match for a high-level character such as Bond. This mechanic works especially well in a campaign that is more than simple blood-and-muscle combat encounters.

A list of possible goals and their potential levels are assigned below; the GM must be careful to ensure that rewards are not too high for the goal assigned or chosen, and that the story can have an end: a personal goal of bringing down the monarchy, for example, is unrealistic; a personal goal to join the anarchists is not.

Characters in general only have one life goal at a time, although as GM you may assign as many as you wish. Where a personal enemy is assigned, the PC must only play a role in their demise, so a PC group attacking 25 levels of *Cult of the Rusted Henge* would be enough to fulfil a level 5 goal on behalf of a PC hating or opposing them.

As a final caveat for the use of personal goals in your game, the players should be aware that if the PC unwittingly fulfils some major aspect of her life story, she does not receive the XP reward. In the example above, if the PC kills 50 Hit Dice of wererats, only the enemies that she knew (or at least had good reason to strongly suspect) were wererats contribute to the 50-HD goal. Killing the henchmen of the wererats — who were not themselves wererats — does not contribute to this goal, and if the PC kills some thug on the street who also happens to be a wererat without the PC being aware of it, likewise it does not contribute to this goal. This could lead to some need for reasonable adjudication on the part of the GM if the PC at a later date discovers that someone she had previously killed was, in fact, a wererat and how this will apply to the HD goal. In general, applying the XP with the discovery of the knowledge retroactively is probably not an issue. But if the knowledge would be sufficient to reveal that the goal should have been met and the XP awarded at some prior point, it may not make for a satisfying game solution. It may require the GM to extend the HD goal slightly so that the PC can achieve it with an active effort rather than backing into it unknowingly and then suddenly reaping the benefits of its rewards. Back to our cinematic example, it would be a singularly unsatisfying moment if during the assault on Blofeld's stronghold Bond suddenly realized as he finally reached Blofeld's inner sanctum that the archvillain had been killed by an errant piece of shrapnel during Bond's opening volley.

The achievement of the personal goal and XP reward should feel like an achievement for the player as well as the PC, so you should strive to make it so even if that means a slight jury-rigging of matters at the end.

CR	Sample Goals
1	Join a club or avenge a death by slaying a petty official. Marry a childhood sweetheart, have children. Defeat 5 HD of a specific personal enemy.
5	Destroy a petty guild or club, or unmask an organisation of minor repute by providing evidence to a holy order of wrongdoing. Slay a minor noble, purchase a particular property that has been taken by others illegally, raise enough money to free a relative from a terrible gaol or break them out of same. Marry a famous beauty, perform to royalty. Defeat 25 HD of a specific personal enemy.

Death and Magic

Resurrection and *raise dead* are serious matters in the Blight and are only generally available to the most important Royals, priests, and political figures of great power or those lucky enough to personally know or belong to a cult where such actions occur. They are certainly not available to the common man at any price. The idea of (near) eternal life is considered blasphemous in many religions and some groups, notably the Knights of the Great Order (a LN order of cavaliers^{APG} whose sole purpose is to hunt down and immolate those who have been raised), who take a particularly dim — and violent — view of it.

Personal Goals

Personal goals are life aims that are given an XP reward when achieved by a player character. These goals can be identified when the character is generated, or acquired like power and friendships as the character progresses through a campaign.

Personal goals are usually selected by the player with the GM's agreement, but occasionally a GM may wish to add one. For example, if the GM wishes a PC to begin his career already hating wererats, he assigns a modified background (see **Part 3**) of his own devising that stipulates that during his childhood, one of the PC's parents was killed by wererats, but more than simply murdered, they were eaten alive by the wererats' pack. The PC witnessed the event and only escaped through sheer luck. The PC's personal goal is to kill 50 Hit Dice of wererats, and she receives a CR 10 reward (see below) when it is achieved.

Be imaginative with the goals you choose, and if you don't want one, that's fine; not everyone has such motivations in life.

Personal goals are judged by Challenge Rating just as standard encounters, and XP is awarded accordingly when the goal is achieved. The XP goes directly to that PC and that PC alone, although constituent aspects of the goal inevitably lead to other XP on the way for her friends

CR	Sample Goals
10	Destroy a moderately powerful guild or club, avenge a childhood wrong against nobility by tracking down the noble and either killing or ruining him. Rise to the rank of guild leader in a major guild, track down and kill a serial killer of great repute. Build a church or purchase a manor house. Create a new 5th-level spell, explore Between or other exotic lands and have a significant geographical feature named after you. Amass a personal fortune of at least 50,000 gp (not including magic items possessed). Defeat 50 HD of a specific personal enemy.
15	Unmask a devil, demonic or n'gathau cult and slay its leader. Bring down a major guild or club, rule a parish, gain a 20th-level friend, establish a dynasty, establish a powerful business garnering 20,000 gp per year. Amass a personal fortune of at least 100,000 gp (not including magic items possessed). Build a cathedral. Defeat 75 HD of a personal enemy.
20	Bring down a major cult, become a Justice, rule a district, establish a powerful club or guild. Go on a quest to recover a holy artefact, marry into the upper echelons of the Royal Family. Defeat 100 HD of a specific personal enemy.

Example Power Goal

To achieve this goal, the PC must bribe the commander of the local Watch Station, **Hmandus Quade** (NE female gnome rogue 8), with a bribe of at least 1,000 gp and make a DC 20 Diplomacy check. Only one check is allowed per bribe, and only one bribe attempt is allowed every month (the bribe is still taken whether the check is successful or not). The first PC to succeed in the check is offered the position of UnderMaester of the South Street Docks.

The position of UnderMaester of the South Street Docks allows the PC access to all imported goods coming into the city. These docks are notorious for illicit goods, and each month the PC brings 1d6+4 x 15 gp into his own purse from his take of the taxes. With a DC 25 Intimidate check (one check made at the time the income is taken), this amount is doubled.

Cutthroats, pirates and smugglers are at tough lot, and it is up to you as GM to decide if and when the PC's Intimidate skills result in a tiff or other, perhaps more serious, discussion involving cutlasses and dirks.

could revolve around various powerful houses that vie for the illicit trade in contraband, with interaction at a political and covert level. The PCs build up power rewards by influencing aspects of these families and rise in power accordingly.

Power

Power in role-playing games comes in many shapes and sizes but generally revolves around a statistical basis: What are the highest-level spells you can cast? How many hit points does the monster have? What feats can your character use?

However, it is also true to say that it is not always *what* you know but *who* you know that defines power.

Power as a Reward

As an alternative or addition to money, you may decide to reward your PCs with power. Rewards can range from trivial — the PCs earn the respect of locals in the parish of Dern Bridge; all Bluff, Diplomacy, and Intimidate checks are made at +1 for a year — to the profound — the PC is invested with the title of Lord Under-Justice of Trade, a position of great import and that pays 25,000 gp per annum.

Be careful when offering power as a reward, though, because as the saying goes, with it comes responsibility. If you wish to keep things simple, reward the power as a simple bonus to income, skill checks, or as followers. More complex power rewards could involve interaction with other powerful individuals, opportunities to influence important decisions and possible trade and/or nefarious activities. An interesting campaign

Power as a Goal

The Blight is rotten to the core, and power is something almost everyone strives for. The PCs can take part in this corruption or perhaps seek to better things by working toward obtaining their own power. As discussed under **Personal Goals** above, some PCs may seek an entry into the ranks of power in the city as part of their background aspirations. As such, power, as presented here, can be used as a part of a character's personal goals as described above.

The guilds (detailed in **Chapter 1** of *The Blight Campaign Guide*) offer one avenue into the establishment. Generally, to obtain such power the PCs must remove the incumbent (who is invariably corrupt anyway) by bribing his immediate superior to remove him or by securing the position in some other way (perhaps as a reward, or perhaps by carrying out a duty for a guild, aristocrat or other influential person).

Relationships as Rewards

The idea of PC relationships is covered in **Part 3: The Blight Player's Handbook**, along with possible ways to handle them in your game. However, one way that is entirely at the discretion of the GM is using friends as PC rewards over and above whatever friends they may have started out with.

Consider that the PCs' actions always have effect; the PCs can act selflessly, perhaps saving a hostage or commoner from danger, perhaps they save a merchant's daughter and gain her father's undying gratitude. Such actions could reap new relationships, which may also increase their power (as detailed above).

For example, the PCs' unmask a plot by cadaver snatchers to harvest parts from beautiful young people for local golem-stitchers. These people are all the offspring of commoners, and no one but the PCs stand up for them. At the close of the adventure, you may decide that one of the young people is a potential partner for a PC. You may decide to grant this friendship as given, and hand the PC the details, or you may decide that if a PC passes a certain action (a Diplomacy check or other appropriate skill check), the PC can develop a relationship with that individual.

Example Power Reward: Fetch Destruction

If the PCs rid a portion of the city of Fetch, they are installed as parish undead hunters, positions that bring in 1,000 gp per year. The parish installs six 2nd-level fighters as underlings of the PCs and replace dead underlings at a rate of one per year.

The PCs' interactions (all Bluff, Diplomacy and Intimidate checks) receive a +4 circumstance bonus within the parish. If they wish, once per month, the PCs can push local traders for extra tax, bringing in a further 200 gp if they make a DC 20 Intimidate check. However, at the same time the use (or overuse) of this tax bullying should likewise have consequences for you as GM to decide.

Example Relationship Reward

PCs successfully completing the adventure and saving at least 75% of the captured NPCs receive a relationship reward:

Hamtren, the grateful parish constable (N male human fighter 4), is considered a friend of the PC who, in the GM's opinion, acted the most heroically or who performed the single-most heroic act in the adventure in Hamtren's presence. The GM should also allow every other PC present a chance to befriend the constable. Those succeeding on a DC 15 Diplomacy check also benefit from his friendship. All other PCs who took part in the adventure find that Hamtren is friendly in attitude to them from its conclusion.

Advancing Relationships

You can make the friendships as complex as you like, keeping track of NPCs as individuals who sometimes accompany PCs or who have adventures of their own that are referred to in passing or which could lead to other adventures. You may also decide that such NPCs are static, and stay at the levels initially generated, happy with a quieter life. Or you could decide to advance the NPCs at a rate relative with the PCs — either half, one-quarter or one-eighth for example, depending on how useful you wish these friends to be and how powerful your campaign is in terms of levelled characters.

Technology & Firearms

Technology levels of the **Lost Lands** are defined in **Chapter 1** of *The Blight Campaign Guide*, but a short discussion of technology as it applies to the Blight is warranted here in **Part 4: The Blight GM Guide**. The technology level for Castorhage as given in Chapter 1 is "Industrial Revolution," which in the **Lost Lands** means the folk of the Blight have access to or are at least exposed to steam power, clockworks, and manufacturies on a regular basis. In fact, Castorhage is the most technologically advanced society in the entirety of the **Lost Lands'** campaign setting. Even dominant global powers such as the Empire of Oceanus that rose from its simple island roots and brought the entire Foerdewaith empire to bay can only claim an "Age of Sail" technology level, while cosmopolitan Bard's Gate barely makes it to the level of a Renaissance technology.

Why Castorhage possesses this unique technological advantage is wrapped in a combination of its relative seclusion while still maintaining the full innovative support of the great empires of the world throughout its existence, the uninterrupted will of its government to seize and exploit every possible technology available without the typical concerns of political and moral restraint, as well as its unique position in relation to the otherworldly influence of Between upon the minds, bodies, and souls of its populace. In short, Castorhage is a place that has been "touched" (or "blighted" if you will) and has had the resources and unimpeded political will to explore a myriad of lines of scientific query to their logical, illogical, and often even catastrophic conclusions. The Blight is the mad scientist's lab where he never had to worry about a mob of villagers with torches and pitchforks coming to end his unnatural experiments. The sciences, pseudo-sciences, and meta-sciences have benefited from this unbridled excess, but the city has certainly suffered for it.

But though the City-State of Castorhage has long had access to steam power and clockworks (the former was tinkered with on Earth as early as the 1st Century AD by Heron of Alexandria and the latter startlingly exhibited in the Antikythera mechanism believed to date as far back as 150 BC), the Blight is no steampunk campaign. Because where traditional steampunk settings harnessed the power of steam into all sorts of mechanical wonders, in Castorhage it never became more than an auxiliary source. For in Castorhage, the great experimenters discovered the great possibility and cheap availability of necromancy, not simply in the obvious sense of animating legions of zombie labourers, but rather in

its application through necrocraft and golem innovation. While the many technological innovations that power Castorhage incorporate steam power or clockworks, at the core is their reliance preservation and animation of once-living flesh to supply their labour and energy needs. (See **The Undead, the Broken, the Made, and the Unliving** below for more information on these crafts.) It is much cheaper and easier for the arcanists of the city to harvest the limbs of the dead or dying and craft them into an animated bucket brigade than forge and install an expensive and heavy steel pipe to carry water up a slope, and it is this philosophy that has driven the city's innovation for centuries.

Of course, the important question, though, is how does the city's technology level impact your own campaign? And the answer, as with all **Lost Lands'** products from **Frog God Games**, is that its impact is as much or as little as you prefer. Much of the technology is presented in a neutral manner. It is described in the background without detailed explanations as to which portions are magic versus which portions are technological. In the Blight, there's little distinction and little need for one. The technology need not play a significant role in your campaign unless you want it to.

Perhaps the biggest point of contention is the presence or absence of firearms. Many GMs and players enjoy adding them as an augmentation to their games to give them a more swashbuckling feel, but just as many despise them and want no part of them. Firearms have been presented as a part of the **Frog God Games'/Necromancer Games'** campaign setting since as early as 2005, so their appearance in the Blight is nothing new, but will be handled in much the same way as every other instance. There are firearms in the Blight as part of the base assumption of the setting, but they are not integral to it, and you can absolutely ignore it entirely without ramifications or the need for substantial rewrites for your own running of the campaign.

The standard firearms found in *Pathfinder Roleplaying Game Ultimate Equipment* can be found in the Blight and are as available or unavailable to the players as you want them to be, and the firearms found in the *Freebooter's Guide to the Razor Coast* by **Frog God Games** equally so. The City Watch, the Royal Army, and many criminal elements in the city undoubtedly have access to firearms, but magic is cheaper and easier to control access to, so their use has not spread broadly and may never even be noticed by your players if you don't want them to. In general, encounters and NPCs are not built around the use of firearms, so it should be relatively easy to excise them altogether without a second thought if you so wish.

It is assumed that the Capitol is undoubtedly bristling with mounted cannon that overlook the river (and the surrounding city!), but they do not play a role in any of the published materials and need never be mentioned. The ships of the Royal Navy are black ironclad paddlewheel steamers that add their belching fumes to the smudged air above the city, but they add only a pittance to that put off by the countless cook fires, trash fires, funeral pyres, and general arson that occurs in the city on a daily basis. And while these same navy dreadnoughts have shipboard cannon (side mounted, not turret mounted as in modern warships), they are equally likely to use their cannon to fire secretly conducted experiments involving the enslavement and deployment of ragefire elementals through a Byzantine projector. In any case, access to these vessels of the Royal Navy is highly restricted, and they need not play a part in your Blight campaign unless you wish them to do so.

The Undead, the Broken, the Made, and the Unliving

One curious sight that surprises many visitors is the presence of broken creatures and the many forms of undead, nearly dead, or unloving creatures that walk the streets of the city. In an amoral city-state built upon the backs of cheap labour, it is perhaps not surprising that they find a way to work their lower classes even beyond the bounds of life.

Broken creatures (see the Broken Creature template in **Part 6: The Blight Bestiary**) are the most frequently encountered example, and seeing a pair of broken trolls carrying great baskets of stones or other unbelievable loads is, while not commonplace, not altogether unusual.

Similarly, skeletons or zombies are used by the wealthy or particularly insensitive to fetch and carry, obeying simple instructions, and doing menial tasks. Although not as common as broken creatures, they are generally seen at least monthly by locals. Many patrons have taken to dressing their skeletons in hooded livery to disguise their horrific appearance.



And if the use of zombies and other lesser undead as menial labour goes on unchecked, then so does the creation of golems, homunculi, fleshgines, necrocraft and other constructs incorporating the components of one or more individuals who once counted themselves among the living (see **Part 6: The Blight Bestiary**). Commonly known as the “Made,” any of these can be seen openly walking, slithering or flying the streets of the Blight, and many take the form of commonly employed services such as the undead-drawn coarse cabs and fleshgine-animated Dungier’s buggies.

Finally, there are the unliving, those who either through their own choosing or by the will of others who had the power of life and death over them partook of the magical philtre known as the *elixir of life*. Those who take the draught successfully find themselves with a new lease on life — or near-life to put it more accurately — released from the shackles of aging and finding the physical needs of the body much diminished all around. These folk are the alchymic-undying, more commonly referred to as “Reborn.” Of course, that the physical sensations of the body are diminished just as much if not more causes some to consider this form of near-immortality as much more akin to near-Hell. Normally those who are exposed to the *elixir of life* are those who can afford it and have a morbid fear of death or those who possess some valued skill that their overseers are not willing to let perish simply because the physical body might do so.

There are also those who take the *elixir of life* but whose bodies do not react well to the unnatural infusion. Instead of shedding the shackles of ordinary mortality as alchymic-undying, these unlucky souls instead find themselves cursed with a progressive form of undeath that not only steals away their vitality and ability to experience sensation, but also their very reason and personality as well. These cursed folk are the alchymic-unliving, and when their curse becomes advanced enough, they lose every last shred of who they were and become simply one more zombie shuffling mindlessly to its master’s commands. See more details about the Alchymic-Undying Creature and Alchymic-Unliving Creature templates in **Part 6: The Blight Bestiary**. More information is available about the *elixir of life* in **Appendix D**.

The Weight of the Law

“The law which attempts a man’s life is impractical, unjust, inadmissible. It has never repressed crime — for a second crime is every day committed at the foot of the scaffold.”

The law is tough and well organised in the Blight. Making an enemy of it is unwise but perhaps inevitable for some groups.

Having a viable law in a city is the only way to keep order, and as a GM you should not hesitate to call upon high CR officers and minions to see it carried out. Third-level PCs who wantonly burn down a Royal palace should not be surprised soon to find a group of 12th-level rangers tracking them.

Law in the city-state of Castorhage is maintained by its venerable, respected and feared Office of the Watch — Queen’s Men as they are often referred to colloquially. From parish Watch Stations, these thousands of constables, inspectors, and other officers oversee the safety and the orderliness of the streets — well, the orderliness at least. The Watch, as an official instrument of the government, is much more interested

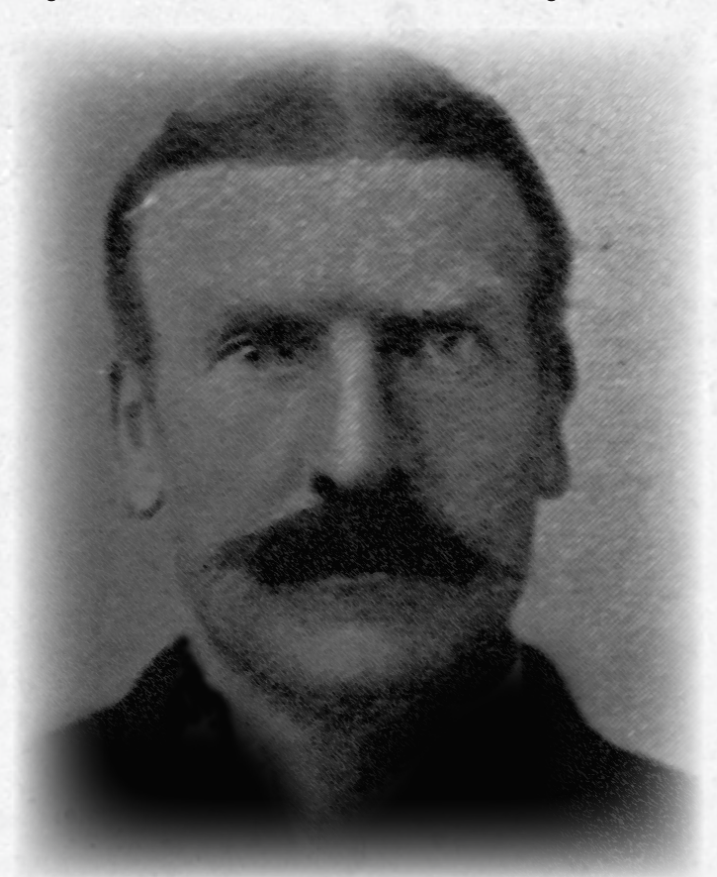
in maintaining order; it is order that allows the workings of the city to continue and the trade, taxes, and bribes to continue to fill the Royal coffers. Therefore, maintaining an orderliness to facilitate that trade is of utmost importance. That a modicum of safety arises for the benefit of the citizens is merely a secondary gain that is of little concern to those at the highest levels of the City Watch.

This attitude is not necessarily reflected at the street level of the Watch — folk who, after all, have to live on those same streets — but while it is not guaranteed that a constable walking his beat is corrupt and/or blind to the plight of the commoners around him, there is still no shortage of corruption even in the lower ranks. Regardless of whatever indirect benefits to the commoners of Castorhage may arise through the ministrations of the City Watch, no one would make the mistake of declaring the streets of the city safe by a long shot. Still the presence of the Watch and its patrols undoubtedly make them at least *safer* for the most part.

The standard City Watch patrol is made up of **5 Constables of the Watch** (warrior 1–3) and a **Sergeant of the Watch** (fighter 5–6). However, this is only the *standard* Watch patrol; there are some places in the city where the Watch just dare not go, and some places (such as the Capitol) where patrols are two, three even four times larger.

The Watch has not only warriors, fighters, and rangers in its employ but rogues, clerics, and wizards amongst their number that serve in special capacities. Many Watch clerks are experts or commoners, and most inspectors have at least a few levels of expert or investigator^{ACG} to complement their more martial class levels. Higher-level officers quite frequently have levels of aristocrat, being political appointments through family influence. Far from a homogeneous organisation, the Watch represents hundreds of points of view and scores of agendas. Nevertheless, the sheer crush of its bureaucracy tends to keep it more or less on course in the execution of its duties. The Office of the Watch oversees a city of millions of people, however, and crime is rife.

What does or does not cause the Watch to become involved in a situation depends on the political capital at play. In general, a parish tiff where a cult temple is burned to the ground by adventurers is not a cause for concern in the eyes of the Watch, whereas bumping off an aristocrat most assuredly is. The more “respectable” (read: powerful) an individual is, the less likely he is to be troubled by the law, and certainly a bribe of 500 gp in the right hands can get the aristocrat criminal off all but the worst of charges.



THE BLIGHT: RICHARD PETT'S CROOKED CITY

How you adjudicate this is very much a matter of personal taste — the Watch is there for you to use as an ally or foil, but having it regularly swoop in to save PCs in over their heads does not make for a very fulfilling game while it could also soon become very tedious having to deal with the tenth cultists' body by dumping it in the river for fear of hanging. Likely, a balance will need to be struck in your campaign between the usefulness and the antagonism of the Watch toward the PCs. In any case, the players should not be allowed to become entirely dismissive of the Watch, and PCs who march up to the Capitol singing Anarchist songs are unlikely to be seen again.

The **Knockers** (the Castorhage Secret Police) is also a force to be feared. This group turns up at night and takes people with them without warning or explanation. Those that go with them are rarely seen again. There are many specialist classes within the ranks of the Knockers, but their numbers and membership are so secretive, and their activities are so clandestine, that there is no such thing as a "standard" Knocker patrol.

As with all in this setting, judge the level of law the PCs must deal with however you wish. If you want a very strictly legal campaign, have the City Watch be a constant issue for the PCs, perhaps at the core of some adventures where it's not just about killing a powerful and aristocratic enemy but covering up any evidence of their involvement as well. Conversely, in some streets murder is commonplace, and with a city of countless serial killers, the law is clearly failing somewhere.

Throwing an unexpected Watch patrol into an adventure is a great way to test your player's mettle, and if they happen to kill some constables, then so much the better; everything, as has been said before, has a cause and effect in a place so crowded. There are always so many eyes everywhere; looking greedily to make a coin or use information to seize some power. A party that takes down a few corrupt Queen's Men, must simply learn to play this game in order to survive.

In general, hanging or beheading is a punishment meted out for anything from simple theft and upward in regards to the seriousness of the crime — though deportation to one of the Between colonies is always possible for those who might receive a commuted sentence. Crimes of a lesser severity than theft usually warrant being tossed into the city gaols or, worse, the sanatoriums for the mad. There are also still some prison hulks floating in the Lyme, and these are terrible, diseased places without hope where those whose betters may still wish to talk to them at some future time are incarcerated for "safekeeping."

^{ACG} See *Pathfinder Roleplaying Game Advanced Class Guide*

Thralls

Any moderately fashionable arcane spellcaster in the Blight must have his thrall — and the more powerful the thrall, the more respect the spellcaster is afforded by his colleagues. A thrall is not a familiar — indeed, the relationship between the thrall and familiar is often a complex one — but rather a physical guardian of its master; spellcasters generally prefer not to lower themselves to fisticuffs of any sort. A common situation between warring spellcasters is to settle their dispute by thrall duel in which their thralls battle it out in a final combat to decide which thrallkeeper was in the right. The losing spellcaster is bound by a sacred and ancient pact to acknowledge the victor as being correct in the matter.

Short of calling a thrall of one's own through a *planar ally* or other spell and binding them as described in *Pathfinder Roleplaying Game Ultimate Magic*, thralls are acquired through the auspices of the Pactmakers, a guild of conjurers who specialize in calling and brokering deals between ambitious outsiders and aspiring thrallkeepers. Thralls are demons, devils, genies, and other outsiders of lesser power and of an alignment and philosophy compatible with that of the spellcaster who is purchasing their services. The Pactmakers have conjurers of many alignments, so they have no trouble finding the right kind of thrall for the spellcasters who come to them.

The spellcasters get a loyal outsider to serve as servant, messenger, and guard, and what the thralls themselves get is not exactly clear. It is possible that they receive a portion of the fee paid by the spellcaster, but it is more likely that the Pactmakers have connections with powerful outsiders who can command the allegiance of their lessers and send them to the Material

Plane to serve for a time. This theory is supported by the fact that these thralls are almost always bound to a standardized pact wherein they agree to serve the spellcaster for a period of 40 years and a day. During that time, they serve their master to the best of their abilities, fight for her if called upon, and even die for her if necessary. It should be noted that thralls are called outsiders, so if slain on the Material Plane, they are truly dead, making their loyalty all the more surprising. Whatever deals the Pactmakers are able to broker with the planar masters of these creatures, they clearly are offering something of great value to them — though what, exactly, has yet to be discovered by the public. When the pact is completed, the thrall, if still living, immediately returns to his home plane. Some particularly unscrupulous spellcasters even slay their thrall before the pact is up to prevent it from carrying any secrets back with it, though this has been known to draw the ire of more powerful outsiders seeking to avenge the arbitrary execution of their servitors by mortal thrallkeepers.

The relative power of a thrall is determined by the level of the spellcaster seeking the thrall and the price he is willing to pay for it. However, a spellcaster cannot have thrall whose CR is greater than one-third of the spellcaster's CR. She simply lacks the power to compel the thrall to agree to the pact. In addition, the thrall can be no more than one step away from the spellcaster's alignment. Thralls' alignment is listed in parentheses on the table below. If a spellcaster chooses, she may select an advanced version of any of the standard thralls but pay only half of the difference between the advanced thralls CR and the CR of the base creature (e.g. if she wanted an advanced quasit as a thrall, she could obtain one for 3,750 gp instead of the 5,000 gp she would normally pay for a CR 3 thrall). However, the advanced thrall's new CR would still be what is used to determine if the spellcaster is high enough level to command the thrall, so the spellcaster in our example would need to be 10th level (CR 9) rather than 7th level (CR 6) in order to possess a CR 3 advanced quasit rather than a CR 2 quasit.

CR	Cost	Thrall Type (by alignment)
1/2	500 gp	zhyen ^{PC:QGHE} (N), jocta ^{PC:QGHE} (CN), jocta ^{PC:QGHE} (NE)
1	1,000 gp	Small elemental (N), lemure (LE), larva ^{B2} (CE)
2	2,500 gp	harbinger archon ^{B3} (LG), lantern archon (LG), cassinian angel ^{B2} (NG), caypup ^{PPC:FF} (CG), lyrakien ^{B2} (CG), shikigami kami ^{B3} (LN), wysp ^{B5} (N), voidworm protean ^{B2} (CN), imp (LE), raktavarna rakshasa ^{B3} (LE), tripurasura ^{B3} (LE), cacodaemon ^{B2} (NE), doru div ^{B3} (NE), spirit oni ^{B3} (NE), vargouille (NE), cythnigot qliploth ^{B2} (CE), dretch (CE), quasit ^{B1} (CE)
3	5,000 gp	spyglass archon ^{PCS:CoIR} (LG), fukujin kami ^{PAP#52} (LN), crysmal ^{B2} (N), Medium elemental (N), mephit (N), shulsaga ^{B4} (N), magmin ^{B3} (CN), gaav ^{PC:BoD1} (LE), hell hound (LE), lacridaemon ^{PCS:BoD3} (NE), yeth hound (NE), barizou demon ^{TOHC} (CE), lamhigyn ^{B5} (CE), skitterdark demon ^{TOHC} (CE)
4	10,000 gp	hound archon (LG), iophanite angel ^{PCS:ISG} (LG), dapsara angel ^{PCS:ISG} (NG), yohom ^{PCS:ISG} (NG), ataxian ^{PCS:ISG} (CG), thyrlien ^{PCS:ISG} (CG), orsheval ^{PCS:ISG} (LN), comozant wyrd ^{B4} (N), khargra (N), unfettered phantom ^{B5} (N), fire nymph ^{TOHC} (CN), hesperian devil ^{PCS:ISG} (LE), aghash div ^{B3} (NE), azizou demon ^{TOHC} (CE), mehrim demon ^{TOHC} (CE), thognorok qliploth ^{PCS:ISG} (CE)
5	25,000 gp	codex archon ^{PPC:MSH} (LG), cayhound ^{PCS:ISB} (CG), hypnalis ^{B4} (N), kodama kami ^{B3} (N), rast ^{B2} (N), kaenju ^{PAP#53} (CN), raiju ^{PAP#53} (CN), barbazou devil (LE), dandasuka rakshasa ^{B3} (LE), vayuphak asura ^{PCS:OB} (LE), ja noi oni ^{PAP#52} (NE), lesser ceustodaemon ^{B2} (NE), shadow mastiff ^{B3} (NE), geruzou demon ^{TOHC} (CE)

A thrallkeeper can end the pact with her thrall at any time and free it to return to its own plane, but will need to complete a new pact to obtain a new one. If a thrall is killed, the spellcaster can likewise enter a new pact to obtain a new one, though if it becomes suspicious that the thrallkeeper killed the thrall herself in order to get rid of it and obtain a new one, there could be repercussions from the thrall's planar master and/or the Pactmakers themselves at the GM's discretion.

Thralls generally get along well with familiars and other servant creatures such as homunculi, seeing them as an extension of the thrallkeeper more than anything. This is of course largely dependent upon the thrallkeeper herself and how she treats her thrall versus other magical servitors. In addition, though most spellcasters have only one thrall, there is no actual limit on the number one can possess other than that their combined total CR cannot exceed one-third of the spellcaster's CR. Therefore, some of the most powerful of spellcasters within the city occasionally have more than one thrall, but unlike with the thrallkeeper's familiars and other servants, the thralls tend to squabble among themselves over the affection of their master and often end up jealously killing one another.

The only other requirement for being able to obtain a thrall is that the recipient have the ability to cast arcane spells (including through an alchemist's formulae). Therefore, a high-level vicar in a local church might possess a thrall as long as he possessed at least 1 level in an arcane spellcasting class. Likewise, if an individual has the ability to use arcane spells through spell-like abilities, he is also qualified to possess a thrall. These situations are just much less common than the more typical wizard, sorcerer, arcanist^{ACG}, and alchemist^{APG} thrallkeepers.

^{ACG} See *Pathfinder Roleplaying Game Advanced Class Guide*

^{APG} See *Pathfinder Roleplaying Game Advanced Player's Guide*

^{B2} See *Pathfinder Roleplaying Game Bestiary 2*

^{B3} See *Pathfinder Roleplaying Game Bestiary 3*

^{B4} See *Pathfinder Roleplaying Game Bestiary 4*

^{B5} See *Pathfinder Roleplaying Game Bestiary 5*

^{PAP#52} See *Pathfinder Adventure Path #52: Forest of Spirits*

^{PAP#53} See *Pathfinder Adventure Path #53: Tide of Honor*

^{PC:BoD1} See *Pathfinder Chronicles: Book of the Damned, Vol. 1*

^{PCS:BoD3} See *Pathfinder Campaign Setting: Horsemen of the Apocalypse: Book of the Damned, Vol. 3*

Book of the Damned, Vol. 3

^{PCS:CoR} See *Pathfinder Campaign Setting: Chronicle of the Righteous*

^{PCS:HU} See *Pathfinder Campaign Setting: Heaven Unleashed*

^{PCS:ISB} See *Pathfinder Campaign Setting: Inner Sea Bestiary*

^{PCS:ISG} See *Pathfinder Campaign Setting: Inner Sea Gods*

^{PCS:MCoM} See *Pathfinder Campaign Setting: Magnimar, City of*

Monuments

^{PCS:OB} See *Pathfinder Campaign Setting: Occult Bestiary*

^{PC:QGE} See *Pathfinder Companion: Qadira, Gateway to the East*

^{PPC:FF} See *Pathfinder Player Companion: Familiar Folio*

^{PPC:MSH} See *Pathfinder Player Companion: Monster Summoner's*

Handbook

^{TOHC} See *The Tome of Horrors Complete* by Frog God Games

True Gods of the Blight

While the "gods" of the Blight are a constant presence in the minds of many Castorhagers and even occasionally walk the street, there are still countless other older deities whose names are invoked on a daily — sometimes momentary — basis. These gods have their own local names, but as with any icons, scholars have surmised that many are only local aspects of more widely named or quoted gods. The more commonly revered gods of the Blight are listed here, but in a city so large, it seems that whatever god, saint, or angel one worships, there is bound to be a shrine to them somewhere.

Many of the main deities presented below appear in other areas of the Lost Lands as well. However, their complete description covering those other representations is not included. Rather, the list here details them in a shortened version based on their relevance to the Blight itself.

Baphomet

The Rage Storm; Demon Lord of Anarchy, Beasts, and Anger

Greater God (Demon Lord)

Alignment: Chaotic Evil

Domains: Animal, Chaos, Destruction, Evil, Fire, Water

Symbol: A burning goat's head

Garb: Rich royal robes or filthy nakedness

Favoured Weapon: Halberd

Form of Worship and Holidays: Full moons for worshippers with lycanthropy who tend to engage in wanton slaughter. Non-lycanthropes hold secret rites with desecration of holy symbols and blood rituals.

Typical Worshippers: Minotaurs, lycanthropes, therianthropes, chaaors, the Alcaidrich Order of Knights Templar in Exile

While revered in a more urbane and civilized manner in some other lands, in the Blight this demon lord is a god of fire, of the raging storm and the thunder and lightning who destroys. Even his more civilized followers who meet in secret cabals for their carefully hidden dark rituals revel in the destruction he promises to bring to the world. Hymns to Baphomet speak of the End of Days, the coming Apocalypse, or the ruin of the world through anarchy. Of late, rumours among Baphomet's faithful speak of a new weapon wielded by the Royal Navy, a powerful new advancement that has seen limited use only in the far colonial corners of the empire. When they whisper of this tantalizing new development, they use only one word: ragefire.

Baphomet previously appeared in *LL4: Cults of the Sundered Kingdoms* by Frog God Games.

Brine

Ocean's Anger; Fish-Brother; God of Sea and Unsea

Greater God

Alignment: Neutral

Domains: Animal, Chaos, Destruction, Water, Weather

Symbol: A crashing tidal wave devouring the towers of a city

Garb: Salt-crusted fishing nets and seaweed drapings symbolising tentacles

Favoured Weapon: Net

Form of Worship and Holidays: Full moon nights when the high tide is highest, new moon nights that coincide with unknown aboleth rituals in the deeps. The Brine Sea celebrated at midsummer with a flotilla of boats upon the sea make offerings and feast on fish. Cradle-Song ceremony when a human woman is returned to the surface world with a briny infant in tow to welcome them into the briny community. The Culling when a briny transforms fully into a skum and is caught by his briny kin before he can escape into the sea and euthanized in a sacred bloody ritual upon the benighted waves.

Typical Worshippers: Briny, brine mothers, fishermen, locathahs, some sahuagin

One day, Brine's worshippers say, the world will be swallowed by a vast tidal wave that will wipe it clean and create it anew as has happened many times before. Until such time, those who worship and work the sea give offerings to the god and the creatures that live from it seeking their favour. To the briny race in particular, Brine is held as patron and a sort of protective older brother that sees to their needs and promises them a new life of justice and equality once the wicked world that they live in finally passes away.

Father Canker

**Brother Choke; The Silent Assassin;
God of Poison, Silence and Smog**

Lesser God

Alignment: Neutral

Domains: Air, Death, Trickery, Weather

Symbol: A smoking brazier or a shard of opaque glass

Garb: None, usually beggar's wrappings or mourning veils

Favoured Weapon: Any poison or poisoned weapon

Form of Worship and Holidays: Night vigils where rats or other small animals are sacrificed as burnt offerings when the Canker is especially thick. Burning of thick incense for Feast of Fools to hide presence from Father Canker. Grieving mothers set cornhusk dolls alight and cast them into the Lyme as votive offerings.

Typical Worshippers: Beggars, grieving mothers and fathers, belkers, some undead and psychotic thieves/murderers

He is at your window, he swallows the breath of your children as he chokes them, sobbing as he does. Father Canker seems to be a god wholly of Casterhagi origin. He represents the ever-present danger to be found in the noxious fumes of the Canker and the choking smog of the city. Jack's Candle is said to be his manifestation. Father Canker is not so much revered as placated, and many beggars and those forced to live in the lowest parts of the city along the banks of Sister Lyme where the mists rise highest and the sea breezes are at their weakest live in constant fear of the choking miasma that can come without warning and leave all it encounters dead where they lay. Parents of young children who die of crib death, the Canker's suffocating fumes, or virtually any other cause often see Father Canker as the protector of their lost child's soul and make votive offerings into the Great Lyme River during their grieving period, a time that can sometimes last years or decades. The authorities sometimes have to keep a careful watch for these activities on days when there is a high fire danger on the river.

There is a local rumour — or fairy tale — that floats around Castorhage. Some people say that Brother Choke has a weakness, that he is afraid of birdsong. Whether there is any truth in that, many locals keep a canary in their homes hopefully to ward him away. They have come to know that when the bird stops singing, he is at hand, and it is time leave quickly.

Geryon

The Liar; The Great Serpent; Lord of the Fifth; Patron of Betrayal and Deceit

Arch-Devil

Alignment: Lawful Evil

Domains: Charm, Evil, Law, Serpent (see below), Strength

Symbol: A fanged serpent

Garb: Ordinary clothes, no special garb other than a gold serpentine crown and pectoral when conducting rituals

Favoured Weapon: Glaive-guisarme

Form of Worship and Holidays: True followers of Geryon seek to attend the worship rituals of other deities under the pretence of being true believers and secretly desecrate them. Actual services to Geryon take place in deep, hellishly lit caverns and involve blood sacrifice, the summoning of infernal snakes, and the ritual blowing of shofar.

Typical Worshippers: Politicians, con artists, barristers, justices, mongrelfolk, serpentfolk, lizardfolk, inphidians

The arch-devil Geryon is the Great Serpent and master of the Fifth Circle of Hell where he rules from a great iron fortress. He commands many followers in the city who seek his favour through lying in his name and to further his cause. Many of Geryon's faithful are casual followers who seek his blessing only to cover their dishonest dealings and have determined that such efforts made to his glory are less likely to be



Serpent Domain

Granted Powers: Over time, your devotion bestows you with serpentine traits. As the great serpent, you can hypnotize prey with your serpentine glare and slowly develop immunity to poisons.

Serpent's Gaze (Sp): As a full-round action, you can attempt a gaze attack to hypnotize a single opponent within 30 feet as per the *hypnotism* spell. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Poison Resistance (Ex): At 8th level, whenever you fail your primary saving throw against poison, you automatically gain a second attempt to avoid the negative effects. At 12th level, you gain immunity to poison.

Domain Spells: 1st—*magic fang*, 2nd—*summon swarm* (snakes only), 3rd—*greater magic fang*, 4th—*charm monster*, 5th—*animal growth*, 6th—*irresistible dance*, 7th—*creeping doom* (Tiny snakes), 8th—*animal shapes* (snake forms only), 9th—*summon nature's ally IX* (snakes only)

Subdomains

The Serpent Domain grants access to the Dragon* and Venom* Subdomains. The granted power of the Dragon Subdomain replaces the poison resistance power of the Serpent Domain, and the granted power of the Venom Domain replaces the serpent's gaze power of the Serpent Subdomain.

*See the Scalykind Domain

discovered for the falsehoods they are. For his part, Geryon does not care whether his followers are formal worshippers or mortal fools who inadvertently bring him power. The majority of his formal worshippers in the city are mongrelfolk (those with reptilian heritage are considered particularly blessed) who seek to curry his favour and use their natural aptitude for deception and obfuscation to further his cause.

Geryon's formal worshippers revere serpents of all kinds, and lizardfolk are found throughout the city who serve his cause. The inphidians of the city who worship Hassith-Kaa seek out the reptilian peoples who venerate the Liar and seek to exterminate them at any cost. Geryon's most devout followers are called Serpent Masters and must sign a pact of evil with him to obtain greater power.

Geryon previously appeared in *The Tome of Horrors Complete* by Frog God Games.

Jubilex

The Faceless Lord; Lord of Corruption and Decay; Demon Lord of Slimes and Oozes

Demon Lord

Alignment: Chaotic Evil

Domains: Chaos, Evil, Slime (see below), Water

Symbol: An amulet portraying an amorphous mass covered in eyes or a splatter of paint with an eye drawn in the centre

Garb: Filthy rags

Favored Weapon: Morningstar (called a "pulper" by the faithful)

Form of Worship and Holidays: Outbreaks of disease are considered to be signs of the Faceless Lord's favour; otherwise, there are no real holy days or organised worship other than random sacrifices and eviscerations.

Typical Worshippers: Insane humans, lepers, intelligent oozes, ooze demons, spawn of Jubilex, slime nagas, some evil dragons

The Faceless Lord is a powerful demon lord, sometimes worshipped as a deity, though it does not generally behave as such. It is considered by its worshippers to be chaos personified and a return to a simpler, purer state of existence. Jubilex is said to sow chaos and discord throughout the planes, though it is possible these are simply the instinctive actions of a mindless monstrosity rather than a calculated stratagem. It is doubtful that Jubilex even recognizes that it has worshippers, or cares.

Disliked even by other demons lords, Jubilex is often depicted as an enormous amorphous blob with eyes in random locations that spews forth foul and deadly slimes of many varieties. During a dispute with the dwarven god Dwerfater thousands of years ago, Jubilex was imprisoned in some hidden location rumoured to be on the Material Plane and the world of Lloegyr. His physical absence has not seemed to affect his few deranged cultists over this time, and if his name has been forgotten to the point of being little more than a whispered rumour in the world, then it likely has only helped his cult to remain hidden from the powers that would otherwise seek to destroy it.

The Faceless Lord is the ruler of slimes and oozes, things that slip beneath the streets of the Blight and find an ideal setting for birthing and growing his kin and progeny. He is also the Lord of Decay and is said to slither the streets of the Blight at night by his mad faithful. His followers are called Masters (or Mistresses) of the Ooze, and they often sacrifice a limb to green slime to gain their lord's favours. They are feared by even the vilest things in the city for their cruelty.

Jubilex previously appeared in *LL4: Cults of the Sundered Kingdoms*, *The Tome of Horrors Complete*, and *Marshes of Malice* by Frog God Games, and *G5: Chaos Rising* by Necromancer Games.

Slime Domain

Granted Powers: You have an affinity with the caustic, mindless creatures that make up the lowest orders of existence: the oozes. *Summon monster* spells that you cast summon mindless oozes as indicated in the table below rather than other types of creatures. It otherwise works like a normal *summon monster* spell.

Level	Creature
1st	boilborn, giant amoeba, oozeanderthal**
2nd	amber ooze*, amoeba swarm, whip jelly*
3rd	diger*, garden ooze, gelatinous cube, green slime, mudbog*, or olive slime*
4th	crystal ooze*, freezing flow, gray ooze, lightning bladder**, mercury ooze*, sewer sludge**, slime mold*, or stun jelly*
5th	blood pudding*, ochre jelly, glacial ooze*, livestone*, metallic ooze*, or white pudding*
6th	black pudding, brown pudding*, deathtrap ooze, dun pudding*, or magma ooze*
7th	entropic ooze* or stone pudding*
8th	carnivorous blob
9th	dark matter entropic ooze* or living monolith**

*See *The Tome of Horrors Complete* by Frog God Games

**See *Tome of Horrors 4* by Frog God Games

Slime Spew (Sp): As a standard action, you can vomit forth a 15-foot line of caustic slime. The slime deals 1d6 points of acid damage +1 point for every two cleric levels you possess (Reflex DC 10 + 1/2 your cleric level + your Wisdom modifier for half damage). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Ooze Channel (Su): Instead of its normal effect, you can choose to have your ability to channel energy heal or harm oozes. You must make this choice each time you channel energy. If you choose to heal or harm oozes, your channel energy has no effect on other creatures. The amount of damage healed or dealt and the DC to halve the damage is otherwise unchanged. A mindless ooze that is affected by your channel ability will not attack or otherwise harm you for 24 hours.

Domain Spells: 1st—*green water**, 2nd—*ooze bolt**, 3rd—*muck**, 4th—*mucus mask**, 5th—*slime bucket**, 6th—*flesh to ooze**, 7th—*slimeball**, 8th—*word of chaos*, 9th—*summon monster IX* (greater ooze demon only — see *The Tome of Horrors Complete*).

Spells with an asterisk are described below.

FLESH TO OOZE

School transmutation; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M (a drop of acid and a drop of water)

Range medium (100 ft. + 10 ft./level)

Effect ray

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

A sickly pink light springs from the palm of your hand. You must make a successful ranged touch attack to hit. Any creature struck by the ray and failing its saving throw is instantly liquefied and turned into a small puddle of harmless ooze. This liquefaction kills the target. A creature that makes a successful Fortitude save is only partially affected, taking 4d6 points of damage as portions of his flesh liquefy and fall away. A liquefied creature's equipment is unaffected.

Slime Domain

Only the first creature or object struck can be affected; that is, the ray affects only one target per casting. Only creatures made of flesh are affected by this spell.

GREEN WATER

School transmutation; **Level** cleric 1

Casting Time 1 minute

Components V, S, M (a flask of water and green dye)

Range touch

Target flask of water touched

Duration instantaneous

Saving Throw Will negates (object); **Spell Resistance** yes (object)

This changes a flask of water into a patch of green slime that can be used as a splash weapon. Upon exposure to flesh, it deals 1d6 points of Constitution damage per round. It can be scraped off in the first round of contact, but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a *remove disease* spell destroys the patch. Against wood or metal, it deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone, including glass such as a flask might be made of.

MUCUS MASK

School conjuration (creation) [acid]; **Level** cleric 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (phlegm)

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration permanent (D)

Saving Throw Fortitude negates; **Spell Resistance** yes

You spit a glob of mucus through the air at your target. You must succeed on a ranged touch attack to hit your target. A successful hit strikes the target in the head. The glob of mucus grows in flight, so that on a successful hit it engulfs the target's entire head. The mucus causes three effects:

The mucus is acidic and burns out the target's eyes, causing permanent blindness on a failed save.

The acidic mucus damages the ear canals and causes permanent deafness on a failed save.

The acidic mucus plugs up the target's nose and mouth, and begins to cause suffocation on a failed save. Unless dispelled, the sticky mucus must be manually removed from the target's nose and mouth in order for him to be able to breathe again. This process is time consuming and can only be accomplished by the target himself with great difficulty using full-round actions and requiring 3 minutes. If one person helps the target using full-round actions, the mucus can be cleared in 2 minutes. If two people help the target using full-round actions, the mucus can be cleared in 1 minute. No more than 2 people can assist the target at one time. See the Suffocation rules in the *Pathfinder Roleplaying Game* to determine the results of what occurs while the mucus is being cleared.

The target is allowed only one save for all three effects. The blindness and deafness can be healed with *remove blindness/deafness*, *heal*, or *regenerate*. Immunity to acid prevents the first two effects but not the third.

The spell's effects only apply to a target of your size or smaller. If the target is one or two size categories larger than you, than only one of the three affects occurs. Roll 1d6 to determine which: 1–2 blindness, 3–4 deafness, 5–6 suffocation. If the target is more than two size categories larger than you, then the spell has no effect.

MUCK

School conjuration (creation); **Level** cleric 3, druid 4

Casting Time 1 standard action

Components V, S, M (a drop of glue and clod of dirt)

Range medium (100 ft. + 10 ft./level)

Area 20-ft.-radius spread, 1 ft. deep

Duration 10 minutes/level

Saving Throw Reflex negates; see text; **Spell Resistance** yes

This spell creates a mucky ooze, 1 foot deep, to appear in the area of effect. The ooze is very thick and adhesive, and pseudopods from the muck reach for any creature in the area.

Anyone standing on the ground when the *muck* appears must make a Reflex save. If the save succeeds, the creature is standing in the muck, which is considered difficult terrain, but his movement is otherwise unaffected by the thick ooze. If the save fails, the creature becomes stuck in place until he can break free by making a combat maneuver check or Escape Artist check against the DC of the spell. Anyone moving through the area must make a combat maneuver check or Escape Artist check as part of their move action, with the DC equal to the spell's DC. Creatures that fail lose their movement and become stuck in place in the first square of the *muck* that they enter until they succeed at one of the checks.

Additionally, every creature within the area of the spell is the target of a combat maneuver check made by the pseudopods to grapple each round at the beginning of your turn, including the round that *muck* is cast. Creatures that enter the area of effect are also automatically attacked. The pseudopods do not provoke attacks of opportunity. When determining the pseudopods' CMB, the pseudopods use your caster level as their base attack bonus and receive a +3 bonus due to their Strength and a +1 size bonus. Roll only once for the entire spell effect each round and apply the result to all the creatures in the area of effect.

If the pseudopods succeed in grappling a foe, the foe gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The pseudopods receive a +5 bonus on grapple checks against opponents they are already grappling but cannot move foes or pin foes. The CMD for the purposes of escaping the grapple is equal to 10 + its CMB.

The pseudopods created by this spell are susceptible to cold. Any cold damage inflicted on the area of the spell can freeze a 5-foot square area per level of the effect (or per 3.5 points of cold damage inflicted, whichever is higher). The pseudopods in that area are frozen and can no longer attack, though grappled creatures remain so until they break free. Creatures grappled in an area that is frozen by cold damage can break free from the brittle pseudopods as a standard action. Even if frozen, the *muck* remains difficult terrain to move through.

OOZE BOLT

School conjuration (creation) [acid]; **Level** cleric 3, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (dried gray ooze and saliva), F (a crossbow bolt)

Range close (25 ft. + 5 ft./2 levels)

Effect one bolt of ooze

Duration 1 round + 1 round per three levels

Saving Throw none; **Spell Resistance** yes

A bolt of gray ooze springs from your hand and speeds to its target. You must succeed on a ranged touch attack to

Slime Domain

hit your target. The bolt deals 2d6 points of acid damage with no splash damage. For every three caster levels you possess, the acid, unless neutralized, lasts for another round (to a maximum of 5 additional rounds at 15th level), dealing another 2d6 points of damage in each round.

SLIME BUCKET

School conjuration (creation); **Level** cleric 5

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Area cylinder (10-ft. radius, 40-ft. high)

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

This spell creates a massive vat of slime in the air 40 feet above the target area (if there is less than 40 feet of vertical clearance, the vat appears lower, but there must be a minimum of at least 20 feet of clearance for the spell to function). The vat instantly tips and pours its contents out in giant glop with a 10-foot radius and then disappears. Anyone in the area of the falling slime takes 1d6 points of cold damage per caster level (15d6 maximum). The slime coats the victim but is inert after the initial damage is dealt. It can be cleaned off by mundane means.

SLIMEBALL

School evocation; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a pinch of green slime)

Range long (400 ft. + 40 ft./level)

Area 20-ft.-radius spread

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

This spell generates a ball of protoplasmic goop that explodes with a chunky thump and deals 1d6 bludgeoning damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The resulting spray of goop from the explosion splatters everyone within the area of affect with green slime whether they saved or not. It deals damage to creatures and objects as described in the Pathfinder Roleplaying Game and requires fire, cold, sunlight, or *remove disease* to remove it, though it may be scraped off in the first round. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the *slimeball* is to burst. A lumpy, grapefruit-sized ball streaks from your hand and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, explodes into a burst of slime and gunk at that point. An early impact results in an early detonation. If you attempt to send the lumpy ball through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the ball strikes the barrier and detonates prematurely.

Subdomains

The Slime Domain grants access to the Decay* and Entropy** Subdomains. The granted powers of the Decay and Entropy Subdomains both replace the ooze channel power of the Slime Domain.

*See the Plant Domain

**See the Chaos Domain



Lord Shingles

The Shadow on the Rooftop; Sovereign of the Heights; God of Builders, Gables, Rooftops, and the Sky

Lesser God

Alignment: Lawful Neutral

Domains: Air, Artifice, Community, Knowledge

Symbol: A spire

Garb: Ceremonial work apron and headdress with a ceremonial trowel and hammer

Favored Weapon: Light hammer

Form of Worship and Holidays: Formal ceremonies held at dawn on the four High Holy Days and at sundown of the solstices and equinoxes. Ceremonies include ritual chants, bonfires, and oaths.

Typical Worshipers: Architects, builders, gablemaesters, sprawlmasons, spider-hunters, daredevils, some burglars and vigilantes

No city has a skyline like Castorhage, so it is no surprise that the city's unique rooftop culture with its ubiquitous features and threats should spawn an awe in the people who live and work upon it. It is possible that Lord Shingles was originally just an obscure sky deity or perhaps some lesser builder deity associated with Dre'uain the Lame, but whatever the case, something about the Blight's urban sprawl and ever-more precarious skyward expansion called out for a God of the Heights, and one appeared. He is sometimes glimpsed at dusk and dawn, and there are many gablemaesters and spider-hunters who have claimed to have spent time with the god, though none can remember any details with which to describe him, other than that he feared no precipice or drop and somehow made them feel strangely calm and safe as well. Oddly, many thieves pay him heed and make offerings on rooftops for luck in their second-story endeavours, flowers, coins, and personal possessions, and the gables and spires of the Blight are festooned with his shrines.

Lucifer

Prince of Darkness; Prince of Lies; The Adversary; The Prince of Light; Lord of Infernus; The Falling Tower; Satan

Greater God (Arch-Devil)

Alignment: Lawful Evil

Domains: Charm, Evil, Law, Strength, War

Symbol: Leviathan Cross (alchemic symbol for sulfur)

Garb: Red or black silken robes with tall pointed hoods that either cover the face or with deep cowls and with white, featureless masks

Favored Weapon: Trident

Form of Worship and Holidays: Blood sacrifices at Samhain (the last night of autumn) nights of the Dark Moon (when Sybil is full), and Walpurgis Night.

Typical Worshipers: Witches, corruptors, politicians, revolutionaries, the disaffected

The Prince of Darkness is worshiped by countless in the city, and many good people have been tempted by lust or greed or hunger into serving him. In fact, his worship is so insidious that there's no way to determine what their true numbers might be. However, the astute and very observant are aware that many symbols of other divinities (deities and arch-devils alike) are usurped and used in worship to the Prince of Lies, and doubtless many prayers so intended for other powers fall pleasingly upon his ears in Infernus instead. Though not much is known about any organized cult of Lucifer, his most devout followers, the Dark Cardinals, bear marks of the touch of their master. Sometimes this mark may be a simple blemish, other times it is a change of body into something monstrous, bestial and lustful.

Lucifer previously appeared in *The Tome of Horrors Complete* by Frog God Games.

Mammon

Lord of Avarice; Lord of the Third

Arch-Devil

Alignment: Lawful Evil

Domains: Artifice, Earth, Evil, Law, Trickery

Symbol: A coin with the arch-devil's face upon it

Garb: Rich robes of the finest materials, bedecked with gems and thread of precious metals

Favored Weapon: Shortspear

Form of Worship and Holidays: Few formal rituals beyond the accumulation of wealth and tithing to cult leaders who maintain contacts for business deals and shady deals alike and organize smaller services where key figures can meet to strategize plans for profiteering

Typical Worshipers: Bankers, royalty, business owners, thieves, swyne, many Castorhagers (covertly)

Perhaps the most commonly invoked god of Castorhage, Mammon is said to be interested only in the spreading of his own name and that even his name is a lie. It is said Mammon's name is pronounced in the clink of every coin and the cry of every slave. If there is something that generates income, directly or indirectly, Mammon has a hand in it at some level. Mammon is invoked by those who wish for good luck and fortune, as well as those in power or those who have nothing. His touch caresses priest and pauper, queen and whore alike and brings to all dreams of limitless wealth and power. Worship of Mammon is somewhat unique in that there are relatively few followers of Mammon who revere him as their primary deity but a great many who invoke him on the side in order to achieve success in some financial endeavour. Even the good-aligned followers of gods of good are not immune to the temptation to beseech Mammon's blessing from time to time. As a relatively shadowy figure, even in the politics of Hell where he is lord of an entire Circle, Mammon seems to prefer this pseudo-anonymity.

Mithras

Lord Storm; The Battle; The Soldier-God; Mithrae Invicto; God of War, Battles, and Soldiers

Greater God

Alignment: Lawful Neutral

Domains: Animal, Glory, Law, Repose, Strength, War

Symbol: A bull, warrior in a Phrygian cap, or a raven

Garb: Military dress uniform or battle armour with Phrygian cap

Favored Weapon: Short sword, spear

Form of Worship and Holidays: Worship services are held in caves and grottos on nights of sacred celestial alignments. The autumnal equinox (the Cusp of Mithras) is his sacred day and involves public daylong ceremonies from first light until moonset with sacrifice of bulls and military parades. On the eve of great battles, secret underground ceremonies are held (frequently attended by combatants from both sides of the coming battle) to ask for favour in battle, beseech Mithras to bring honour in battle, celebrate past battles, and promote cult members to higher grades of Mithraism; if a ceremony finds favour, a celestial bull may materialize for the cult leader to slay in commemoration of Mithras' deeds.

Typical Worshipers: Soldiers, generals, warriors, statesmen

The great Cult of Mithraism is one of the most widespread religions in the world. The universal appeal as the god of all soldiers and roots that predate even the Legions of Hyperborea when his worship was first

spread far and wide make Mithras perhaps the most commonly revered god in the Lost Lands. He brings luck in battle, he is the parting mist, the coming storm, the changing wind; he aids those who trust to him. That he is principally a god of soldiers — and soldiers only — is probably all that prevents the cult from becoming the dominant religion in the world.

Founded in the early days of Hyperborea, the soldiery of Castorhage is no exception to the god's wide appeal. However, his cult takes on a slightly different edge, perhaps, in the naturally blighted surrounds of the city-state. In Castorhage, Mithras is revered more as the unstoppable victor in battle as opposed to the honourable warrior. He is often referred to as Old Iron Hand or Lord Storm among the Royal Army, and his worship within the city's military is encouraged and in some cases compulsory. The Cult of Mithraism outside Castorhage has looked askance at that city's branch for some time and often see it as a tainted form of worship. Every few years there is always talk of excommunicating the Castorhage sect, though the Heliodromus of Mithras has quashed such talk on every occasion so far. However, troubling rumours coming out of the Libynosi colonies of high-grade Castorhager cult members siding with followers of the barbaric war god Thursis in battle may at least be the straw that breaks the back of the Soldier-Gods cult in the Blight. Whether this is true or not remains to be seen, but many Paters and Coraces of Mithras across Akados wait expectantly to see what sort of decree may come down from the Heliodromus.

Mithras previously appeared in *LL3: Sword of Air* by Frog God Games.

Mother Grace

*The Holy Mother; Mother of All;
Goddess of Family, Order, and Tradition*

Greater God

Alignment: Lawful Neutral

Domains: Community, Law, Nobility, Repose

Symbol: A mother holding a child and a distaff

Garb: Black robes trimmed in silver with red collar and accents, silver and red mitre and ceremonial distaff

Favoured Weapon: Light mace

Form of Worship and Holidays: Minor services in the form of multiple times for prayer or meditation are daily in cathedrals and churches throughout the city with longer, formal services held every Sunday (all-day affairs) and Wodesday (evening services). The High Holy Days are all considered sacred to Mother Grace and hold services accordingly, and seemingly every other day in the calendar is designated as a feast day for one or more of her saints.

Typical Worshippers: Castorhagers

The most widely worshipped god in the City-State of Castorhage, the shrines, churches and cathedrals outnumber those of other gods by a dozen to one and are unequalled in their magnificence. Mother Grace is the goddess of the Royal Family and the official religion of the State. Other gods, saints, and religious figures are tolerated, and yet even this tolerance is occasionally tested with persecutions launched by the religious leaders of Mother Grace's church with the backing of the Crown. Crusades on foreign shores — especially in and around Castorhage's many overseas colonies — are regular and by no means driven by goodness, with many similar activities occurring on a smaller scale locally. Pillaging Between in her name, burning witches to her glory, and assorted murder and mayhem under the auspices of divine authority are her all-too-regular consorts. Throughout all of it, only one thing matters: order.

Outside of Castorhage and its colonial possessions, Mother Grace is a very intriguing goddess. For despite her clear and present power as a major divinity and her near monopoly on religious influence throughout Castorhage's empire, she is virtually unknown beyond its boundaries. Nowhere else can be found organized congregations or temples in the name of Mother Grace, and no known culture or ethnicity lays claim to her origins. Her religion seems to have appeared as if from nothing at some point early in the creation of Castorhage, and went on to obtain and keep a position of religious supremacy. Some learned scholars hypothesize that her church in

Castorhage may represent some organized remnant of the prehistoric deity once revered almost universally among early humans and known usually as only The Goddess. But even that is base speculation derived from little more than her apparent affinity for humans and a vague resemblance between the shape of the head of her distaff in religious depictions and the ancient imagery of the Tesseract long associated with worship of The Goddess. What truth may lie in this connection has yet to be definitively determined.

Three Aspects of One God

Mother Grace is a good example of the extremities of religion in the Blight. Three aspects of her teachings are taken up and worshipped with equal fervour by groups with three very different philosophies.

The Beatific Quest: This aspect of the worship of Mother Grace is lawful good in alignment. It follows her teaching that knowledge is all, that mistakes of history cannot be repeated with proper study and prudent thought, and that only through awakening the desire to know will the world be pure and advance.

The Rule of Order: Lawful neutral in alignment, the Rule of Order focusses on the words of the Mother of All when teaching infants and the ignorant — that fairness is only good when firmness is behind it, a clenched fist in a velvet glove. Order and discipline are paramount. This aspect of the Mother's worship is the most rigid; it follows set laws and ranks and patterns of worship established centuries ago and still clung to with dogged attention to detail. It is as inclined to use the weapons of the wicked to destroy them and preaches that the only thing that truly matters in a chaotic world is the preservation of the status quo.

The Fair Fist: Of lawful evil, this sect preaches that only order can bring the world out of the darkness of anarchy, and only those who worship the Mother Grace are the truly enlightened capable of bringing about this order. This aspect of the goddess focusses entirely upon scare mongering of the teachings of the Holy Mother — that unless properly educated as to the dangers of the present age, the world will fall into absolute chaos. Missionaries, bigots, and fear-mongers, the Fair Fist (one of this sect's many names) believes in worshipping Mother Grace and nothing else (all other religions being blasphemous) and historically is the group behind most of the Mother's crusading activities. They wish only to extend order in the Mother's name (whether the world wishes it or not).

Papyri

The Archivist; The Quiet One; The Lost Apprentice; The Thoughtful Silence; Goddess of the Written Word

Demigod

Alignment: Neutral

Domains: Esoteric (see below), Knowledge, Magic, Rune

Symbol: A quill superimposed on a shield

Garb: Scholars robes, usually with ink-stained cuffs. There are many different collars, tassels, and hats worn with these robes to denote different roles, ranks, and specialties among followers of Papyri.

Favoured Weapon: Spear (always with a shield)

Form of Worship and Holidays: Solemn periods of silent meditation, prescribed readings of holy books and approved literature. Public readings from Papyri's *Escutcheon Di Epistemos Primo* are held every Thursdays evening.

Typical Worshippers: Scholars, teachers, wizards, arcanists, alchemists, nagas, liches

The quiet Papyri is seldom depicted in religious art, but when she is, it is always as a studious, unassuming woman hunched over a scribe's lectern. Her true name is unknown, and she is now named for the earliest

Esoteric Domain

Granted Powers: The world around you was not meant to be known or seen by most others. You are endowed with secret knowledge and insight, granting you a +2 bonus on Bluff checks to pass secret messages and Linguistics checks to decipher writing in an unfamiliar language or a message written in an incomplete or archaic form.

Detect Secret Doors (Sp): You can *detect secret doors*, as per the spell, for a number of rounds per day equal to 3 + your cleric level.

Find Traps (Sp): At 4th level, you can use find traps at will as a spell-like ability using your cleric level as the caster level. You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

Domain Spells: 1st—*detect secret doors*, 2nd—*see invisibility*, 3rd—*arcane sight*, 4th—*divination*, 5th—*true seeing*, 6th—*analyse dweomer*, 7th—*arcane sight, greater*, 8th—*moment of prescience*, 9th—*foresight*

Subdomains

The Esoteric Domain grants access to the Thought* and Truth** Subdomains. The granted power of the Thought and Truth Subdomains both replace the *find traps* power of the Esoteric Domain.

* See the Knowledge Domain

** See the Madness Domain

medium associated with her worship. The church of Papyri claims that Papyri was originally apprenticed to Yenomesh, the ancient God of Glyphs and Writing. Papyri doctrine states that she served Yenomesh since the beginning of his creation of writing but either ran away or was banished by him for unknown reasons after discovering something among his writings. For their part, the followers of Yenomesh deny any such association.

She is invoked by those who hunger for knowledge at any cost, and the greatest tenets of her church is that all knowledge is neutral (no matter how much harm could be caused by those who misuse it) and that all knowledge should be preserved by the constant creation of new copies. Throughout history this has been accomplished by virtual armies of painstaking scribes, though with the modern innovation of the printing press in Castorhage this tedious practice has been largely relegated to the typesetters who need only assemble a book's words once. Despite her seemingly benign focus on scholarship and education, Papyri's support of unregulated knowledge acquisition can often lead her adherents onto paths that culminate in exposure to dark truths and darker gods. For those with a greater understanding of the Quiet One, they know her consorts are gods of madness, things without names, and fey gods of old that have been imprisoned and should never again see the light of sun. The liturgy of her faithful, however, is that the knowledge of Papyri is a shield for those who would use it, and those who would use the knowledge are likewise a shield for its preservation. It is whispered that many of the highest-placed members of the almost-mythological Fraternal Order of the Secret Flame.

Sister Shadows

The Unseen; Goddess of Alleys, Streets, Piers, and Pathways

Demigod

Alignment: Chaotic Neutral

Domains: Artifice, Darkness, Earth, Shadow (see below), Trickery

Symbol: A twisting wynd (alleyway)

Garb: No special garb

Favoured Weapon: Dagger

Shadow Domain

Granted Powers: Very closely related to the Darkness Domain, you have an affinity to the darkness and are most comfortable in shadows. In addition, you receive Stealth as a class skill and gain an additional +2 competence bonus to the skill.

Darkeyes (Su): As a swift action, you can imbue yourself with blindsight to a distance of 30 feet, allowing you to see through absolute darkness (even magical darkness), smoke, fog, invisibility, and concealment. This effect lasts for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Blur of Shadows (Su): At 8th level when you are in any illumination less than bright light, as a standard action you can call shadows to rise and cover you, granting you concealment. Creatures attacking you have a 20% miss chance on all attack rolls. The effect ends if bright light is introduced to the area, but can be reinitiated once the bright light is gone. You can use this ability for a number of rounds per day equal to 1/2 your cleric level. These rounds do not need to be consecutive.

Domain Spells: 1st—*pass without trace*, 2nd—*darkness*, 3rd—*deeper darkness*, 4th—*shadow conjuration*, 5th—*shadow evocation*, 6th—*shadow walk*, 7th—*greater shadow conjuration*, 8th—*greater shadow evocation*, 9th—*shades*.

Subdomains

The Shadow Domain grants access to the Ambush* and Night** Subdomains. Both the granted powers of the Ambush and Night Subdomains replace the *darkeyes* power of the Shadow Domain.

* See the Trickery Domain

** See the Darkness Domain

Form of Worship and Holidays: No formal services or holidays; most followers offer a simple prayer before going about their daily chores and another before sleep

Typical Worshipers: Beggars, thieves, dock labourers, street sweeps, commoners, raffolk, mongrelfolk, skulks

In a city contorted by countless pathways and alleys, this goddess's name is said almost as widely as Mother Grace's. Her name is uttered by those who walk the broadest streets to those who dwell beneath the rankest piers closest to the Kiss of the Lyme and who have to "dance daily with Sister Lyme," an old Blight phrase meaning to fall into the Great Lyme River, an act that is often a person's last.

Largely unknown outside the Blight, some suppose Sister Shadow to be an aspect or divine servant of the shadow goddess Mirkeer. However, despite The Unseen's similar affinity to the dark corners of the world, their similarity ends there. Sister Shadow is not a deity of the night and nefarious dealings in shadow, she represents the endless shadows, nooks, and crannies and the endless possibilities they represent for survival, success, and even satisfaction. She is a goddess of not only those innumerable hordes that dwell within the corners of the city, but the potential that the city represents for those same people she embraces. Many folk see her simply as a goddess of thieves and street gangs, but those who truly revere her see her as protector and inspiration for their lives and the chance — however slight it may be — to better them.

The Ash Queen

Queen of Whores; The Hunger; Goddess of Lust, Nature, and Witchcraft

Greater God (Outer God)

Alignment: Chaotic Neutral

Domains: Animal, Beast (see below), Chaos, Earth, Plant

Symbol: A naked woman silhouetted before a full moon

Garb: Nudity smeared with mud, blood, and placental tissue (usually animal but humanoid when available)

Favoured Weapon: Sickle

Form of Worship and Holidays: Blood sacrifices and rituals held on every new moon with special fertility rites held every Modraniht and on the eve of Beltane

Typical Worshipers: Druids, mothers, fertility cults, satyrs, witches, hags, atavistic serpentfolk, nocturnals, intelligent plant creatures, rorkouns, gorynychs, bholes, dark young, living monoliths, some mongrelfolk

The Queen of Whores and the eldest god, The Ash Queen's name is screamed by hunters as they take their prey and courtesans as they take their lovers. She is all things lust and like all hungers, can be a force of good — of the creation of life — but also of evil — betrayal, lies, and perversions. And sometimes there is less than a knife blade's thickness of difference between the two. The Ash Queen is savagery and the wanton celebration of Nature at its most brutal and unrestrained. Her rites are usually performed at night under a new moon and starlit skies and involve orgiastic feasts accompanied by wild music and ecstatic dancing. The priests and priestesses, who are said to be unusually fanatical, are naked but for smears of thick marsh mud, clotted blood, and the placental blood and tissues of recently birthed animals or even humanoids when available. For those who follow the Queen of Whores and are sane enough to realize it, her

worship and religion are merely a thinly veiled front for the mad cult of the goddess and Outer God, Shupnikkurat

Shupnikkurat previously appeared in *Dunes of Desolation* and *Marshes of Malice* by Frog God Games and *Ancient Kingdoms: Mesopotamia* by Necromancer Games.

The Horseman

End of Days; Lord of Disease;

Supreme of Daemons; The Oinodaemon

Greater God (Daemon Lord)

Alignment: Neutral Evil

Domains: Death, Destruction, Evil, Madness, War

Symbol: A skull and scythe or a diseased and rotten ram's head

Garb: Hooded black robes without footwear

Favoured Weapon: Scythe

Form of Worship and Holidays: Blood sacrifices anywhere there is death or imminent death, including battlefields, plague-stricken cities, regions of famine and social upheaval

Typical Worshipers: Daemons, doomsayers, the insane, plague carriers, ghouls, some wererats

"The end is nigh!" proclaim his followers. The End of Days is here, and soon the Horseman shall ride down upon the city to reap his harvest. He will turn his four faces upon all, laying the city low with his disease, burning its ruins to ashes, and starving the handful that have the ill fortune to survive. His name is Death and his only promise is ruin and destruction. Outside the city of Castorhage, The Horseman goes by his more commonly known name: the Oinodaemon. His ultimate goal is to bring ruin upon all mortals, and he is patient in his efforts. Though only the insane favour The Horseman's worship, all peoples fear his inevitable arrival.

The Oinodaemon previously appeared in *The Tome of Horrors Complete* by Frog God Games and *K2: The Doom of Listonshire* and *H1: The Bonegarden* by Necromancer Games.

Beast Domain

Granted Powers: Your blood runs hot with the rage of the beast, and you have the heightened senses of a predator. You gain scent and low-light vision. If you already have one of those special abilities, you gain a +2 circumstance bonus on Perception checks instead. If you already have both of those special abilities, your circumstance bonus increases to +4 on Perception checks.

Fangs of the Beast (Ex): As a swift action, you gain a bite attack. If used as part of a full-round attack action, the bite attack is made at your full base attack bonus -5. If the bite hits, it deals 1d4 points of damage (if you are Medium) or 1d3 points of damage (if you are Small) plus half your Strength modifier. You can make this attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks made by you against the target this round are at a +2 bonus. This effect can be used for a number of rounds per day equal to 3 + your Wisdom modifier. They do not have to be used in consecutive rounds.

Bestial Hunger (Su): At 8th level, if you use fangs of the beast you can use a full-round action (that does provoke attacks of opportunity) to feed on a helpless foe. This counts as a coup de grace using your bite attack if the victim is alive. Whether alive or dead, as long as the victim was an animal, dragon, fey, humanoid, magical beast, or monstrous humanoid that had been alive within the last hour, you receive 1d4 temporary hit points for every three cleric levels you possess from your feeding. If you already have a bite attack, then you do not need to use fangs of the beast in order to use this ability.

Domain Spells: 1st—*magic fang*, 2nd—*bear's endurance*, 3rd—*beast shape I*, 4th—*beast shape II*, 5th—*beast shape III*, 6th—*beast shape IV*, 7th—*greater polymorph*, 8th—*form of the dragon III*, 9th—*shapechange*.

Subdomains

The Beast Domain grants access to the Lust* and Rage** Subdomains. The granted powers of these subdomains each replaces the bestial hunger power of the Beast Domain.

* See the Charm Domain

** See the Destruction Domain



The Gods of the Swyne

Deity	AL	Area of Concern	Domains	Favored Weapon
Hork	NE	Goddess of Musk	Amoral ^{DD} , Animal, Charm, Trickery	Dagger
Porfask	CN	God of Wine Cellars	Amoral ^{DD} , Chaos, Glory, Intrigue ^{DD}	Club

* See Part 3, New Races

^{DD} See *Dunes of Desolation* by Frog God Games

The Gods of the Swyne

It is difficult to categorize the gods worshipped among the race known as the swyne* as a true pantheon, just as it is difficult to categorize them as even true gods. Nevertheless, these deities find veneration among the swyne population and seem to be capable of granting spells to clerics who worship them, so they are included here in abbreviated format. In truth, they seem less like an actual pantheon and seem more like lesser godlings or powerful outsiders that managed to find a home for their extremely specific and limited areas of influence and simply latched onto whatever veneration they could.

Twisted Campaigns

To some classes, alignment is at the core of their nature — whether you are a righteous paladin, a despicable rogue, or a neutral druid, your alignment guides you. Not everyone, however, is so clearly morally righteous or despicable. A festering hotbed of backstabbing, liars, political greed, and hunger for power offers you a useful backdrop to events for your adventures. These themes can be developed into powerful campaign threads.

Twisted campaigns thrive upon darker subject matter: prostitution, slavery, addiction, suffering, and misery, but this does not mean your players have to be part of them. They may, in fact, be abhorrent to the PCs and act as a catalyst to their adventures. Two samples of the same campaign are given below, but one is given the features of a twisted Blight campaign.

The Price of Flesh —
Standard Campaign

This campaign is set in Festival, the island of pleasure in the Great Lyme River. Cother's Pleasure Palace caters to all sins, they say, although it is difficult to become a member of this exclusive club — membership is strictly by invitation.

The PCs are sponsored — be it by a religious group, cult, or guild — to investigate the disappearance of **Lady Heather McCall**, a disowned noble and lover of **Horace Grove**, a well-to-do snuff merchant. Grove arranges for the PCs to enter the palace incognito and learn what is happening. The PCs discover that Cother is a member of the **Family**, and the wererat has been abducting speciality victims for his more discerning customers to infect with lycanthropy. He has used the services of a notorious ogrekin^{B2} abductor known only as the **Stalker** to snatch his victims. The PCs unmask the plot, free Heather, and all seems well.

However, the Family are extremely angry about the event; Cother was a promising young businessman who was a favoured cousin of one of the organization's more senior members. An attempt is made upon the PCs' lives, and clues point back to Festival. Furthermore, threats are made to the PCs' sponsor, and the matter quickly swells into a ground war between the Family and the PCs' sponsoring group. This escalates, and the PCs become involved in hit-and-run tactics against the Family, which culminates in a pitched battle under the piers between the PCs, their sponsors, and the Family.

In the meantime, Heather has been infected with lycanthropy, and the aspect of her character and her misery at the event is laid bare; attempts at cures fail and she ends up in the Asylum. Her lover Horace offers a fortune for the PCs to embark upon a crusade against the rats.

^{B2} See *Pathfinder Roleplaying Game Bestiary 2*The Price of Flesh —
Twisted Campaign

In this version, events follow along as before, but the PCs have a more ambiguous background. The sponsor, it transpires, is the covert ally of a rival wererat family from foreign shores (the Nettles) intent upon establishing their own pitch on Festival. These sponsors know that Cother is the favoured cousin of one of the senior Family members. The adventure runs as written above, but this time if the PCs do not kill Cother, he is killed immediately after the adventure by the rival wererats.

The PCs are then caught in the middle of this pitched battle — with the two rival wererat groups both after their blood — the Family blame them for the death of Cother, the Nettles intent upon burying any evidence. The PCs must overcome both groups, or find a way of playing one off against the other, clearing themselves, and securing their future.

Vermin of the Blight

It has been said before that the crawling, creeping, and flying vermin that infest the Blight are virtually ubiquitous — especially in its summer months. And though the Blight gains its nickname from the lichen-like fungus of that name that proliferates in the darkened corners of the city (see **Part 6: The Blight Bestiary**), most folk assume that it comes from the blight of these vermin that are to be found virtually everywhere and welcomed nowhere.

Swarming insects are a constant problem at certain times of the year when weather conditions are just right, but there are some particular types of insects that seem to be unique to the city of Castorhage or at least never recorded in other locations.

Most people think of the spiders when the subject of Blight vermin is discussed. The rooftops and gable, soffits and spires are overrun with them — and many of monstrous sizes. Two varieties of spiders, however, are exclusive to the environs of the city. These are the gable spiders, who don't spin webs but rather construct their elaborate lairs and hunting grounds from the garbage and debris produced by the city itself; and the chymic spiders, acid-spewing dreamstalkers that seem to physically embody the fear of spiders shared by most folk of the city. The fact that the city is not a web-shrouded mausoleum of humanoid carcasses can largely be attributed to the never-ending efforts of the gablemaesters, a guild of rooftop spider hunters dedicated to battling the ever-growing scourge that creeps above the heads of the citizens.

Insectum are another example of myriad species of vermin that appear to exist solely in and around the Blight. They are covered in considerable detail in **Part 4: The Blight Player's Handbook**.

In addition to insectum, other less-monstrous bugs that seem unique to the city are the midden-angels, great black biting flies that make their home in the Bilges and require the workers there to don special protective scarves in order to avoid having their faces disfigured by the painful bites, and the stonemites, large, red, termite-like insects that gnaw on the stone and mortar of masonry for their sustenance rather than wood and paper like their lesser cousins.

Lighting the streets and many of the homes and businesses in the Blight is also done thanks to vermin. Thought there is some usage of gas lamps around the city, as with many areas of technological advancement the necessary infrastructure was largely deemed too costly and difficult to install and maintain with other cheaper, easier options available. To this end, the discovery of the burning properties of pyrebeetles revolutionized

Blight Adventures

Although specifically focused on this setting, many elements of the adventures proposed below fit into any dark urban campaign. The themes of betrayal, paranoia, political intrigue, and high dark magic could easily be adapted to your own setting, of course, or to your own corner of the Blight, however large or small that may be. Of course, you'll have your own ideas as to the type of adventures you wish to play, whether that be your own work or bought adventures, and these ideas are offered simply as suggestions to the type of adventures that could work particularly well in the Blight.

Anarchist Adventures

Placing the PCs in a position of peril at some stage in a campaign is a good trick to use to add a sense of menace. There can be few more menacing situations than being a fugitive, and while the PCs may spend their whole careers as anonymous enemies of the state, they may suddenly find themselves unmasked, discovered, or worse, betrayed at any moment.

Between-Heavy Campaigns

One drawback a city setting has is that it can sometimes be difficult to introduce a wilderness element. Castorhage has the surrounding Lych Fens and even the rest of the island of Lymossus, but the focus is very clearly on the events and places within the confines of the city itself. Between gives you an ideal link to a wilderness adventure on the very doorstep — or threshold. One minute the PCs can be exchanging pleasantries at the Throttled Bull Gin House, the next they are sailing down a hellish jungle river aboard an Illuminati-sponsored barge.

Between also gives you a good starting point for a feeling of unknown menace: Do the PCs become aware that things from beyond the mirrors are slowly leaching into the city? Are these creatures led by an intelligence that is a harbinger of an invading force?

You can also use Between to introduce any aspect of the surreal into your adventure. For example, you could create a nightmare *Twilight Zone*-type situation by having Between draw PCs unknowingly through reflections in mirrors, puddles, or even shop windows. You could even use Between to introduce a whole series of events based when the PCs sleep in a very Lovecraftian/Dreamlands kind of campaign.

Between, as we shall soon see, is your canvas to paint any kind of surreal adventure upon.

Conversely, you may wish Between to be a magical place of great menace, a place that sheds no light or shadows, but is within touching distance. Are the voices in the PCs' minds real or imagined? Is that shiver down the spine a simple chill or is it something reaching out to touch, to covet, to hunger?

Destroy-or-be-Destroyed Adventures


Having so many people about — and using the links of enemies, friends, and power — gives you another option to stretch the destroy-or-be-destroyed adventure. Perhaps the PCs begin with a simple attack upon a local gang, only to find that the gang is actually a training ground for some of the most promising talent the Guild has to offer, and the PCs have just slaughtered a relative of one of the bosses of that Guild.

The PCs may spend their careers at odds with the Guild until a final showdown takes place; perhaps a PC's personal goal (see above) is to finally be rid of the endless, unsleeping menace.

Cults and the Fetch make two more possible foes for such adventures, but in a place of great size and diversity such as the Blight, you have a choice of almost endless enemies at your fingertips.

Good vs. Evil

A n'gathau cult, a devil-worshipping arm of the Illuminati, a festering boiling mass of rats that hungers constantly, the city is a bad place, and bad



the old torches and expensive oil lamps that had previously been used. Pyrebeetles are a type of small beetle indigenous to the swamplands surrounding the city that have peculiar flammable properties and make for excellent torches and lanterns. Pyrebeetles are detailed more fully under **New Equipment** in **Part 3: The Blight Player's Handbook**.

Siklight cockroaches are the smaller, more nauseating cousins of the pyrebeetle. These creatures feed on waste and give off an insipid, pallid light when they are awake, though they also extrude an unpleasant odour at all times. Many folk ascribe the unhealthy vapours given off by these insects as the cause of many illnesses among the poor. Siklight cockroaches are a common sight in poorer parts of the Blight where, if properly cared for, they can live for up to a year. Unfortunately, they have the alarming habit of exploding if their hard carapace is pierced or sometimes even from just sudden changes in temperature and certain conditions of the Canker. For this reason, small explosions and fires are commonplace in areas lit by them in the poorer areas of the city, and has earned them several nicknames among the populace including Devil's Spark, Trust-Me-Not, Tricklight, Mother's Misery, Beltane's Fart, and a host of other, less-polite curses and cant-words. Siklight cockroaches are also covered in more detail in **Part 3: The Blight Player's Handbook**.

Finally, no discussion of Blight vermin would be complete without mention of the coprophagi and night-slugs. The coprophagi (see **Part 3, New Races**) are roachfolk endemic to the dumping sites of the Bilges and other out-of-the-way corners of the city's slums. They are little understood by the citizens of Castorhage and largely ignored, though their presence is far from welcome. On the other side of the coin are the night-slugs (see **Part 3, New Races** and *The Tome of Blighted Horrors* by **Frog God Games**), a race of wormlike humanoids that makes its home between the walls and in the crawlspaces of buildings and houses all over the city. Night-slugs, when discovered, are treated like any other vermin, and attempts are made to exterminate them while they attempt to retreat and hide in the nooks and crannies from whence they came. The constant battle against night-slug infestation would be horrifying were it not so disgusting and frequently unintentionally comical.

THE BLIGHT: RICHARD PETT'S CROOKED CITY

things invariably need destroying or they become too strong to overcome. The holy orders and churches of the city are constantly vigilant against such evil but hunt it out whenever they can. The PCs could spend an entire campaign pursuing a particular cult or demon on the loose in the city and using human flesh to hide itself. The good vs. evil theme makes for a particularly simple but powerful and iconic campaign or focus for adventure.

Build- and Club-Based Adventures and Political Campaigns

Politics is nasty: One minute the PCs' sponsor is sweetness and light, delighting in their exploits, the next she is seething with jealousy or is revealed to have always been using the PCs as dupes. Political adventures are challenging because the enemy and her home may be known to the PCs, and the temptation is to wade in regardless of the consequences. Get such a story right, however, and the results can be extremely satisfying from a campaign perspective.

A powerful NPC swarming with guards and distributing orders makes for a good ally and a dangerous enemy. Perhaps the PCs are sponsored by someone else to infiltrate such a group, maybe initially getting their hands bloody in the name of a greater justice. Adventures such as this may lead to destroy-or-be-destroyed campaigns as discussed above, with the PCs operating furtively or perhaps under the protection of a holy order or some other patron — who may be using the same kind of twisted political double dealings.

Royalist and Loyalty Adventures

The use of background, relationships, and enemies gives you scope to expand upon the PCs' loyalties and make them more personal than say simply a hatred of a particular cult. Perhaps the PCs' friends are struggling against a ruthless Justice who delights in hurting or otherwise persecuting them for some reason. Alternatively, the PC could be neutral or evil characters working for the Royal Family as loyal guards, retainers, or spies. Maybe good PCs operate covertly in the Capitol or other places of power. These PCs receive knighthoods, power, or loyal followers as rewards but tread a dangerous path against their many enemies and "friends" alike. These PCs can become beacons of hope and pride, living a truly heroic life of idolisation and envy, held up as icons for the people. And of course, few things make for a more tempting target ...

Standard Fantasy Adventures

A city is a great location for a host of adventures, and the Blight, with its seething underbelly of rot and vice, gives you endless potential. Are the PCs dashing thieves and duellists out to rob the rich? Are they driven by a desire to hunt the Fetch or humiliate the corrupt and villainous local Justice? Or are they simply adventurers, hiring their services out for the most excitement and coin? Never underestimate the fun of stress-free adventuring and the fun that a good swordfight, discovery, or simple heroism can be.





Between

That first fateful day it had been raining, I recall, and I'd passed a miserable afternoon in the offices of Cooper, Cooper, Cooper and MacThane where I had a commission. The office was plain and windowless, but to give the illusion of size a huge mirror ran directly across opposite my desk. I spent many idle moments gazing into that mirror, wishing only to be away from that dreadful office and back to my study of optics.

Then it happened — the fateful moment — the moment my own, and many others' lives changed; some say for good, but not as many as say for bad.

The figure in the mirror was so slender I barely noticed it move, yet move it did, behind my reflection. So startled was I that I leapt from my desk, spilling ink over my day's work in an effort to escape the thing behind me. But I was utterly alone in the office, there was no "thing" behind me. The thing I saw was still in the mirror.

And it stared at me ...

First Recorded Contact with Between
Hetherington Quarrus Mabe
Lyme District Offices, Cooper Building
Toilsday 11th Grey, 1637



leaving the visitor stranded.

The manner of the creation of these mirrors is jealously guarded to an almost insane degree. The *Royal Between Reflectory Society and Guild*, themselves in thrall to both the Illuminati and the Thieves' Guild, hold the key and materials to their creation — something any Between thief would give his front teeth for. However, everything has its price, and these mirrors have occasionally ended up in the hands of less scrupulous characters (if that is possible) than the aristocrats and greedy merchants.

These *mirror-portals* are not in general created so much as found and enhanced. Travel into Between is an incredibly risky process; the thresholds are fickle. They also touch on the fact that *mirror-portals* are not the only types of portals that exist. There are other types of apertures between the mundane and the surreal. Sometimes they are a tear or weakness in the fabric of reality, sometimes they are a passage fashioned by means beyond the ken of the finest minds and most powerful of Castorhage and sometimes they appear to simply be spontaneous manifestations that allow unexpected (and often unwelcome) transport from one side to the other. The general term *gateway* is usually used to describe these different sorts of access points, so that all *mirror-portals* would be considered *gateways*, but not all *gateways* are *mirror-portals*. They do, nevertheless, seem to have at least some propensity to form in mirrors or other reflective surfaces, though. Most importantly, though, these fickle *gateways*, whether spontaneous or crafted *mirror-portals* have so far appeared and/or functioned only in Castorhage proper. Whether this is some property of the city or of Between or both has yet to be determined.

*There was an old lady who swallowed a cow,
I don't know how she swallowed a cow;
She swallowed the cow to catch the dog,
She swallowed the dog to catch the cat,
She swallowed the cat to catch the bird,
She swallowed the bird to catch the spider,
She swallowed the spider to catch the fly;
I don't know why she swallowed a fly — perhaps she'll die!*

*There was an old lady who swallowed a horse...
She's dead, of course.*

— Nursery Rhyme allegedly inspired by an encounter with the Hag of Many Voices and Hungers from Between, thought to still be at large in the city slums

What is Between Like?

It is as much a feeling as place, this strange echo-land; it is a place where emotions and surroundings leech into the creatures that live there so that both may become one. It is a land of incredible extremes, where snow falls into jungles, where places loop and coil back upon themselves to create an endless nightmare, and where eyes watch from living walls. This place has an inner logic, and travellers speak in hushed terms of Fowler's Endless Stair, Corrun's Labyrinth, and Pech Pit. These are places of legend in Between, places few have seen and escape.

Some say it is the land of the fey, others that it is Heaven, or Hell.

It is none of those things, and yet all of them.

For you, Between can be the setting for any surreal, mad or twisted adventure you wish, an adventure of dreams, an adventure of twisting endless corridors that slope away at impossible angles, a place where creatures that cannot walk do so, and are always hungry. Hints on GMing Between are given later in this section.

Of Curious Mirrors

The first few incursions into Between were brought about by accident; a normal mirror or reflection in an extraordinary arcane place creating a portal *between* two places, hence the name that has been applied to the lands beyond the magic mirror. However, once properly understood, the art of fashioning magical mirrors — often called *mirror-portals* — sometimes big enough for a person to slip through, was born. These mirrors are infamously fickle, and while certain brave (read: foolish) individuals see Between as a place they have a modicum of control over, in truth they have none. Master Between thieves can come and go into Between, but their entrances are like wounds, soon healing and potentially

A Between Empire

Hot on the heels of the discovery of Between came the explorers — people eager to make a fortune by harnessing this new land as a Royal empire. The Royal Between Company was formed in 1638.

Sir Donnan Grabe is the most (in)famous explorer of Between, making frequent voyages of discovery, firstly by foot, then with pack animals, and finally by boat after discovering the Unsea in 1639, an occasion marked by Grabe's loss of a troop of men led by Captain Corrun in the frightful so-called Corrun's Labyrinth.

As the land yielded up its secrets and wealth, the rulers of Castorhage realised that they had a cornucopia upon their doorstep and took extreme precautions against its being exploited by others. They flooded the land with troops and colonies, the most infamous of which was Fort Toil on the Greensward Hell border. The 5,000 souls of this settlement vanished in a single night in 1647 — food lay uneaten on tables, kettles boiled on stoves, all as though everyone went in a single instant. This event is still referred to as the Fort Toil Massacre by members of the Royal Between Company, who set out upon a zealous quest of revenge and conquest. Unfortunately it led directly to the beginning of the Greensward Hell War was followed in only a few short years by the Massacre of St. Anne's Field. Since then the powers-that-be have taken a slightly less obtuse approach to their

THE BLIGHT: RICHARD PETT'S CROOKED CITY

colonisation efforts. They still reinforce and strengthen their position in the strange nether realm of Between, but they do so with the knowledge that they are not alone in that realm and not altogether welcome. They have learned the hard way that to push too hard too fast provokes an asymmetrical response that has proven to be beyond the abilities of their brute application of force. Rather a slow but steady colonisation and exploitation seems to have proven the better course and is one of the primary reasons why vast military formations of Castorhagi troops are not seen marching across the Betweenlands — Between simply won't tolerate it.

Despite this institutional paranoia, the only entrances to Between discovered continue to remain only within Castorhage herself. Now established as a "legitimate" component of the Empire of Castorhage, Between is giving up more of its secrets on a daily basis, and yet with each new discovery some new terror emerges, or some new thing staggers from the dark corners and into the city itself. The alarming increase in creatures from Between walking the city streets of Castorhage has been kept mostly secret by the powers that be, though rumours are beginning to circulate on the streets.

Between realms seem to be fractious, and whilst intelligent creatures inhabit some, others are completely wild. However, even in those places where intelligent creatures are found, they tend to hunt in packs and can mock or imitate the invaders. Civilised creatures that are organised into a true society have yet to be encountered. Rather, the most advanced Between creatures seem to be mocking echoes or caricatures of men and other humanoids — almost as if distorted reflections seen in a flawed mirror.

What traces of older civilisations have been found so far in Between have been in the form of decayed monuments or disjointed tales so fractured and superstition-driven as to pose no serious threat to Castorhagi colonial ambitions.

More troubling to the city is that things that are coming out of Between seem to be leaching the very thoughts and essences of the Blight and its inhabitants into mocking manifestations of their animating spirit. This is all the more disturbing as it seems to be only the dark side of humanity that is manifested.

The Illuminati and Between Companies

Their tentacles and claws grip every part of the city, and Between beyond. The Illuminati have been quick to seize opportunities to set up their own secret colonies in Between, and it is speculated by those few that know that their unbirth magic known as The Staff of Life and The Elixir (see **Appendix D**) has its origins in the dark places of Between. In addition, the rise of a new group of Between-specialised wizards called mirror mages (see sidebox) is likely the result of the influence of the Illuminati, and it is thought that most, if not all, mirror mages are in fact in the direct employ of the Illuminati.

That the Illuminati has control of parts of Between is not in doubt; the questions are which parts and why? Their efforts focus at the Barnacles and Great Docks, where the transient *gateways* come and go with incredible and alarming regularity. Lurking behind its great levee wall, the Barnacles is seething with industry and greed.

The official Castorhage presence in Between is represented in two primary companies and their subsidiaries, though without a doubt the



Illuminati secretly exercise partial or even total control over these consortiums.

The **Royal Between Company** was the first entity to be licensed by the Crown to investigate, explore, colonise and exploit any valuable resources of Between. The Royal Between Company is headquartered out of the Capitol and chaired by **Lucas Nathaniel Nightshade** (LN male human aristocrat 13) under license from Queen Alice. The Royal Between Company directly administers the Castorhage Western Province and Slave State, but that proved challenging and taxing on resources enough that it has calved off the **Castorhage East Dominion Company** in order to oversee the so-called Land of Saffron with a more personal eye. Though ostensibly a subsidiary of the Royal Between Company and therefore under the jurisdiction of Lord Nightshade, in truth **Chief Factor Aldrege Butterknuckle** (N male tradelord gnome* expert 9) wields almost absolute control over the activities of the East Dominion.

A mysterious group of zealots wield true power over the Royal Between Company, whose remit is to explore, exploit and enslave any aspects of Between that might prove profitable. In going on for a century of pillage, the company has swelled the Royal coffers beyond imagining, and whilst the cost in human life is high, it is considered a worthy risk by those whose only risk is financial. Company livery consists of a banner or herald depicting an iron fist smashing a circular mirror, the uniform is violet with gold trim and troops from the Royal Between Corps are tough. True power in the company is almost impossible to unravel; a clever ruse by its members to achieve a level of anonymity, but dozens of high-level nobility make up its ranks.

The **Royal Unsea Whaling Company** is an entirely separate entity based out of the port of Scrimshaw. It was founded after the lucrative discovery of the abundant whales of the Unsea that called for a more specialised touch than simply another arm of the ponderous Royal Between. The history of the Royal Unsea Whaling Company is more tumultuous in that the control of the company regularly slips between certain powerful "families" of Town Bridge through political manoeuvre and counter-manoeuve, and more frequently downright skulduggery and thuggishness. It recently passed into the hands of the **Darnell** family of Town Bridge, but that oversight seems destined to be short-lived. Despite the constant change in family control, through it all the company has been capably managed by the Governor of Scrimshaw, the **Lady Constance**

Mirror Mages

Specialists in arcane exploration, mirror mages are a selective and insular sect of arcane practitioners that devote themselves to unravelling the mysteries of Between, and in particular the ability of the land and its creatures to leach memories and manifest them in a physical form, an ability that they would like very much to be able to command.

Thorn (N female human aristocrat 6/sorceress 1).

* See **Part 3, New Racial Subtypes**

Outposts and Colonies

Whilst various groups — most notably the Illuminati — have established a number of secret outposts, the following are the most notable Between locations that have seen the stamp of Castorhagi habitation.

Castorhage East Dominion (a.k.a. the Land of Saffron)
 Castorhage Western Province and Slave State (a.k.a. Hope)
 Hrondu
 Mallen and Between Mine No. 1
 Scrimshaw
 The Myre-Between

Each is detailed further under either **Betweenlands** or **The Unsea** below.

Betweenlands

“My first glimpse of the Betweenlands almost left me insensible; here indeed was Cornucopia — the Land of Plenty, the Place of Milk and Honey. The far side of the mirror was like a place of impossible life and noise and scents; my senses were assaulted from all sides. I first entered a mirror of the room I set forth from; this was an ordinary looking replica of the room from which I departed, save that it was aware ... I cannot describe it even now; it seemed as though it was watching me, as though everything was watching me. I found a door that, in the chamber I had left, led into a hallway and thence my own small walled garden. Grasping the doorknob, which if my senses hadn’t betrayed me I could have sworn complained at being moved, I stepped into the next room. It was not my garden; rather it was a garden room such as the Royals have — a glass chamber full of light and flowers. And such flowers! Colours and blooms that I had scarcely even dreamt of were there, and the air was alive with buzzing of bees. An open doorway led onto a green lawn by the side of a tumbling brook.

“Little did I know then, what was out there watching me enter this garden ...”

—The Chronicles of Hetherington Quarrus Mabe
 Volume 1, Chapter 11

Between realms do not seem to obey standard geography; whilst some domains seem endless, others are very small. There seems to be no logic where one ends and another begins, although inevitable bleeding of the two places occurs; an icy land freezing jungle trees for example. Attempts have been made to map Between, but the results have been imperfect at best and sometimes dangerously inaccurate. In addition, there are no true directions. North, east, south, and west are all given arbitrary values by the explorers who have come to Between, but none holds any true relevance and oft-times the designations of direction for different explorers has differed.

Broken Land, The

“If the Devil could create a beast and give it breath and anger, the creatures I glimpsed would be his masterpieces. The things lurched about on three legs, but not with any great speed, almost as though they were injured in their movements; they were things of thorns and iron and might, each taller than a cathedral and each with hateful fire in their bellies. I saw these dragons lay waste to the lands they ruled — great lines of white fire belching from their mouths and destroying men, almost as though for amusement. This land was red with weed and sickness and resignation, and the dragons ruled here in this Broken Land.”

—Pramus Quith, Expeditionary Captain
 Royal Between Company

A large stretch of dragon- and worm-infested wasteland extending along one of the borders of the known areas of Between, this blasted and dangerous region seems to defy all attempts at exploration. Most who enter don’t return alive, and none has been able to discover the far side where its desolate expanse ends — if indeed it has an end.

Azure

Beyond the eastern borders of the Castorhage East Dominion is a vast unexplored mountainous jungle land full of active volcanoes and alien things that seek the destruction of any interlopers. To the knowledge of the Castorhage East Dominion Company and the Crown it is wholly uncharted. Unbeknownst to them His Holiness the Father of Castorhage has begun his own exploration of them from the far side by means of a stable gateway recently discovered beneath a monastery in the Hollow and Broken Hills (see **HBH15** in **Chapter 7**). This gateway gives ships access onto a sargasso sea called the Sea of Mists and Creeping Things after which a week’s voyage in any direction brings the vessel to the eastern shore of the Betweenlands at the foot of the mountains where a small port and outpost called Providence has been established. The first administrator of this outpost, Friar Lyme, disappeared only a few weeks after its establishment, though it is now overseen by **Prior Cleg** (N male human conjurer 10/Between thief* 2) when he is not busy with his duties at the monastery.

His Holiness is calling this land Azure in hopes that if word of it leaks, such a moniker will lend confusion about what it is referring to, but of course the Illuminati are already well aware of its existence and include Prior Cleg among their top agents. From the tiny settlement of Providence, the investigation of these largely unknown heights and the warm sea below is being conducted on a small scale by the Brothers of Saint Jull, the small monastic order of the Hollow and Broken Hills that unexpectedly found a Between gateway beneath their priory.

Castorhage East Dominion, a.k.a. The Land of Saffron

Administered from the bastion of Fort Labour on the banks of Queen Alice’s Maw, the place boils with insects, its humidity making the air like water as the Eastern Jungle rises towards distant mountains. All around is the noise of insects, and the anger of the land itself. Volcanoes growl in the night, their deep roots pulling at the very earth itself. Here and there, a hastily constructed stockade fort clings to the place, its presence like a scab on a wound. Folk of Castorhage dwell and work here, afraid of the very place they live. Tales of flash floods the size of mountains that sweep down the river, of volcanic eruptions, of distended creatures lurking on the edges of the jungle, and of the Fort Toil Massacre are keenly known. Yet the spices here are the purest ever seen, and boats groaning with unnaturally heady saffron, of cinnamon and of cumin, regularly travel through the Between gateway canal to reach home. Some, of course, never make it back. They all hope to see a new day, hope that they will never witness a massacre, or a great flood, or the boiling anger of the volcanoes.

The infamous Land of Saffron is run by the Royal Between company via its Castorhage East Dominion Company arm. This place has a terrible reputation for brutality, and the masters cannot get enough labour to run their spice plantations. Presently, criminals are being deported to this land and being proffered freedom (which, of course, never transpires). It is a concern of those who truly know the place that it is on the brink of revolution, and could, if things went badly, see the establishment of an independent Between state; something no one in authority in Castorhage wishes to ever see.

Castorhage Western Province and Slave State, a.k.a. Hope

A disgusting industry blights this place, a land where man has lashed the land into some sort of temporary submission. Cotton plantations, rampant growths of white as far as the eye can see, are being harvested by

THE BLIGHT: RICHARD PETT'S CROOKED CITY

bands of sickly looking people. Their hands and eyes and frames tell that they were once from Castorhage, but their tale is all too common. A harsh sentence for a petty crime mandated years of labour; predatory lenders have gripped them in an impossible fist of indentured servitude, and they work to repay debts they and their descendants can never hope to cast off; they ran afoul of a press gang and had not the family or influence to see them freed before being transported. These are the stories of those who labour in Hope.

They call it Hope in cruel jest or irony, the Western Province and Slave State is basically a large prison without walls, a place cast-offs are given the hope of redemption and sanctuary by Under-Justices and judicares — no matter how trivial their crime. If they happen to be caught when a ship is ready at the Great Docks, chances are they will be on it — or face the gallows. Settlements scatter away from Point Hope, the bay where new ships arrive and disembark their passengers from the fickle *gateway* beneath an overhanging tor of rock bearing the ill-named township of Port Welcome, itself the home of a great lantern to welcome shipping by night. Hope is a den of thieves and slavers and greed and wallowing sin. The imposing walls of Fort Industry overlook the town and sprawling plantations of the surrounds, keeping a grim eye over its charges.

The Queen has a personal fetish for this place, having once visited it in her younger years, and has decreed that it will succeed and be an example to heathens across the lands that Castorhage and Mother Grace are the only true faiths worth aspiring to. The main outer colony, Grace, lies a few days sailing

The Western Province and Slave State is less explorer-centric than its sister settlement of the Castorhage East Dominion and far more ordered. Visitors are not welcome, and intruders (called “stowaways” by Duke Mandrake who rules from his seat at Fort Industry) are hunted. Thirteen overseers rule the outer plantations here under the authority of Duke Mandrake, and these plantations are separated by perhaps fifty miles apiece. Beyond that is nightmare of the Greensward Hell. However, between these great cotton plantations the land is not much more forgiving. Here is found miles of green sawgrasses as tall as a man, high wild corn and gods know what. Often labourers disappear from the edges of the plantations, and some overseers — particularly the perverse **Overseer Lucas Clover** (NE male human aristocrat 1/rogue 4) — delight in exiling wrong-doers to the vast wild fields between these outposts of civilisation. Clover is barely able to conceal his perverse delight when he sends a slave out into corn beyond the plantations, and garners a sick glee in their imagined sufferings.

Rough roads link the outlying settlements to Grace, the high wild corn encroaches constantly, and small armies of men toil to keep the wild undergrowth at bay. Their task focusses solely on the few pathways, what lurks beyond is left alone. While clearing the pathways is relatively easy work, there are those who are snatched while they toil and never seen again. There are all kinds of tall tales about what lurks in the cornfields; people mention long knives, scythes, hoods, things made of sack and voices that sing sad songs of homes lost and travellers who go missing.

Eastern Jungle

Little enough is known of the vast rainforest that is known simply as the Eastern Jungle. It is beneath the dense green canopy of this expanse that the Castorhage East Dominion Company harvests its wealth in spices and rare woods. Small plantations manned by convict labourers and indentured slaves work under the eaves of this jungle, and if turnover of the work force is high due to the back-breaking labour, incessant mosquito-borne disease, and shadowy, cannibalistic things with too-long limbs and sharp-filied teeth that lurk beneath the heavy green boughs, then it is a small price to pay in the name of profit. The Under-Justices and Judicares send a constant stream of convicts sentenced to transport to work the Land of Saffron, cheap resources to feed the ever-hungry jungle.

Many villages and work settlements spring up along the languid flow of the Queen Alice's Maw river, though they disappear almost as quickly and are soon buried beneath the unnaturally fecund plant growth that typifies this forested land. Also hidden beneath this green shroud are many stone temples and pyramids of seemingly great age. Who or what built them remains a mystery, but the oft-repeated motif of hexagonal honeycomb structures among their artwork and architecture leads many to point to

the Leviathan Graveyard also said to be buried within the jungle's depths. The jungle's eastern border climbs the lower slopes of a chain of sharp-edged mountains, many of which have peaks that emit a constant stream of smoke and a hellish glow from their rumbling interior. Earthquakes are not infrequent and sometimes devastating to the communities along the river and mountain slopes as flash floods and rockslides quickly do what the denizens of the jungle tend to handle in a slower fashion — the eradication of interlopers.

Fort Industry

More commonly referred to as “Old Blood, Sweat and Tears,” Fort Industry serves as the hub for administration of the township of Hope and the plantations of the Castorhage Western Province and Slave State. It is the hastily constructed replacement for the ill-fated and abandoned Fort Toil Here rules Duke Mandrake (LE male human aristocrat 2/cavalier^{APG} [Order of the Cockatrice] 9), the Queen's third cousin once removed. He is a vile, religious madman, who adheres to the harshest doctrine of Mother Grace — order, honour, country and goddess. His clan (a group of vicious murderers, zealots and clerics) follow his calling — to create a new Heaven in the world here in the Western Province and Slave State. Worship, work and obedience are all he asks for, and expects, of his followers and subjects. The duke sets a high standard, however, he punishes the most trivial acts with brutal breakings on the wheel and for the most wicked acts — fornication outside wedlock, lewdness and whore-mongery — his punishments are the most heinous; burnings are his favourite way of cleansing his sinful flock, but he realises the power of acts of even greater brutality, pulling sinners apart with wild horses for example.

^{APG} See *Pathfinder Roleplaying Game Advanced Player's Guide*

Fort Labour

A monstrous tyrant and close relative of Duke Taim, **Lord Thresh** (NE male blighted* human fighter 7) has recently taken over the running of the East Dominion under authority of Chief Factor Butterknuckle. His Paladins of Order, a grotesque bunch of rapists and murderers, are gripping the dominion in a vice and throttling anyone who dares disagree. The group operate out of Fort Labour, little more than a timber torture chamber in constant need of repair, aimed solely at ensuring the efforts of those here to toil and profit and explore in order to further the fortunes of their betters. Independent explorers are welcomed here, simply because of the death rate, and while most are never seen again, some return with wild tales of temples and mountain passes and cities built upon mountaintops. Thresh is a serial madman, his black moods are almost as legendary as Duke Taim's are, and in a fit of pique he has been known to send dozens of men, women and children to their deaths on some wild goose chase. Yet Thresh knows he will be judged on one thing and one thing alone — profit. Thresh is a zealot on colonisation and a steady streak of settlers are sent on their way, looking bleakly at the mountains crushing the sky ahead and wondering at the chances of their survival.

* See **Part 3, New Racial Subtypes**

Fort Toil

The first outpost of Castorhage in Between, Fort Toil long held the record for being one of the shortest lived until the settlements along the eastern river began to spring up and disappear with regularity. Constructed in 1644 at a point midway between the *gateway* at Point Hope and the Greensward Hell, Fort Toil was a reinforced stockade burgeoning frontier town that eventually boasted a population of 5,000 souls. It was intended to serve as a bulwark of defence for the newly forming Port Welcome and as the spear tip for expansion into the resource-rich environs of the nearby forest. That is...until its entire population vanished in a single night in 1647. Not a soul was left after travellers discovered the disappearance the following morning...with no signs of struggle or clues as to where everyone went. The incident became dubbed the “Fort Toil Massacre” in a move to inflame the Royal Family and other prominent movers and shakers of Castorhage and resulted in the creation of the Royal Between

Corps and a programme of military build-up in Between. It also ultimately led to the Massacre of Ste. Anne's Field and a reversal of that hawkish policy.

Today, Fort Toil stands largely as it was. It has long since been looted of any valuables or useful equipment, but the log blockhouses and stockade still stand, largely untouched by the weather and environment, in mute testament to the folly of greed and colonialism in Between — a lesson that if not exactly learned has been duly noted in the current policy of Between colonisation.

Fowler's Endless Stair

Believed to be one of the first landmarks discovered in Between after Mabe's initial discovery in 1637 (largely because of a diary found some 50 years later that spoke of it), Fowler's endless stair gains its name from the early explorer Desteryn Fowler, a famed Libynosi big-game hunter and traveller. Taking a commission from the newly forming Royal Between Company, Fowler and his troop of 27 hunters, porters, trackers, and soldiers entered through the Mabe *mirror-portal* of BookTown and were never seen again. Only a few short weeks later that *mirror-portal* had shut as well. The diary of one member of the Fowler expedition was found some five decades later by a Royal Between Company expedition to the Great Between Forest and brought back what little news of Fowler's fate that is known. The diary described visions of a miraculous stair that had occurred sporadically and that Fowler himself had apparently become obsessed with finding.

The actual location of Fowler's Endless Stair is unknown, if indeed it is not altogether transient to begin with. It is usually associated with The Wall both as a convenient geographical context and because the diary was discovered in the not-too-distant Great Between Forest, but nowhere in the description of the stair was The Wall mentioned. Some scholars speculate that it was actually a free-standing stair that ascended to the sky to destinations unknown like some kind of heat mirage, and this actually matches the diary's furtive descriptions better. But even that is truly speculation as well, as is what caused the explorer to obsess so over it or his traveling companions to so willingly go along. That the stair is "endless" is simply derived from the fact that if they found it, the exploring party never left it and some contend that they climb it still in a vain effort to find what glorious reward or secret it holds at its undiscovered summit. Other than occasional claimed sightings of the vision, there have been no confirmed reports of anyone ever actually finding it.

Great and Secret House, The

A few travellers have reported a house somewhere deep in the Betweenlands. They say it is of endless size and seemingly infinite chambers. Some travellers have reported being unable to enter it, either finding no doors or accessible windows or finding that doors and windows are completely impervious to penetration. Others have reported being able to easily enter it and explore some of its vast interior, though these report doors within appearing or disappearing in its confusion of halls and chambers and causing their parties to inevitably split up. In each of these cases, one or more members of those groups never emerged again. No one has been able to determine why some groups are able to enter and why other cannot, but speculation runs toward the subsequent disappearances having a strong connection — as if the house sought to claim certain individuals and allowed them the means to enter. Ultimately who is master of this house and what its purpose is remains just one of many mysteries of Between.

Great Between Forest, a.k.a. The Unquiet

The Great Between Forest, or the Unquiet as it is known to those who have had the misfortune to spend a night encamped within is a vast swath of woodland that covers what is often approximated southern extent of the Betweenlands. The forest's depths are unplumbed and unknown

and are rumoured to hold all manner of creatures and horrors from wolves that talk to dead that hunt. And anyone who has experienced the forest at night has made mention of the susurrus of the trees, a constant whispering sibilance as if each trunk was awake and watchful, sharing its secrets and murderous desires with its companions. That many kinds of intelligent plant life including treants, kampfults and quickwoods have been encountered within only adds to this feeling of the forest as a single waking entity only biding its time until it turns against all who would dare encroach upon its borders.

Greensward Hells

This jungle is said to be alive in a singular sense, a fact possibly borne out by the tragedy of Fort Toil, the original outpost linking Between and the Blight. Explorers head off weekly into the green depths to seek wealth, to search for fabled cities of secrets, and to hunt. Many never return, and those that do are sometimes broken men who swear to never venture into the Green again. Yet still more go, for every expedition is driven by the tales of wealth.

Formally claimed as territory by Castorhage, the fringes of the jungle now has several cotton plantations established, and these in turn are manned by slaves under the protection of the Illuminati via the Royal Between Company and the Castorhage Western Province and Slave State. If the insects and the sickness do not get you, if the strange creatures that plague the lands don't take you and consume you, and if the greedy does not stab you in the dark for your shoes or the want of a waterskin, you might live another day here. And each day can be worth a fortune.

HrondHuss

The HrondHuss is considered the last mark of civilisation upon the Betweenlands beyond which lies only endless wilderness and madness. This inn is constructed in the elaborate alpine style of the Yolbiac Vale and is owned and operated by the ex-patriot Valesman **Yudr György** (N male human fighter 2/gunslinger^{APG} [musket master^{UC}] 5) who has managed to live in the shadow of the Wall largely unmolested for nearly 20 years. The Huss is staffed solely by Yudr's wife and 3 children and one Ashurian slave named **Khelmut** (N male human [disguised Denizen of Leng^{B2}]) How he managed to build this establishment and how he supplies it is a mystery to the few folk who come this far as is the lone guest who has resided here for the last 14 months, a thin, pale stranger calling himself **Etumo** (CN male dhampir^{B2} ranger 4), but most assume that the Valesman must be running from something. Only the very astute notice the lingering looks that occur between the wan guest and Yudr young wife Ingrid.

Yudr will keep any guest who can pay and abides by the rules of peace within the Huss but has been known to bring in those in need who could not pay at the time but were in dire straits. Though in these cases he always extracts a promise of a future service, none of which have been called in to date. The Huss has rooms to accommodate 40 guests and a stable for a score of mounts. The fare is simple but good with a plentiful supply of good Yolbiac beer. Etumo hires out as a guide for any who wish to explore the nearby Wall of the forest at the rate of 20 gp per day, but few take the intense man up on the offer.

^{APG} See *Pathfinder Roleplaying Game Advanced Player's Guide*

^{B2} See *Pathfinder Roleplaying Game Bestiary 2*

^{UC} See *Pathfinder Roleplaying Game Ultimate Combat*

Land of Hateful Things

This place is said to be a dark fairyland, a place where the essences of children's nightmares are taken and given flesh. The few who have managed to glimpse it from afar report having seen a number of children wandering within its sometimes-idyllic-sometimes-horrifying landscape. Some of these children have been recognised as missing persons who disappeared from their homes in the night. The fact that some of these children disappeared decades or more ago and yet seem to have not aged at all when spotted again causes great concern and speculation among those who have received these reports. None of the reports of the missing

Leviathan Graveyard

Little enough is known of the Leviathans, great indescribable beasts of the mundane world's distant past. Also sometimes known as Ancients, the role of these vast behemoths is unclear in the history of the world as they do not appear to appear to have been a type of dragons nor do they conform to the physiology and structure of the great "thunder lizards" still found alive in some parts of the world today. They appear to have been a wholly different type of creature, equally as primordial as both of those others but much more alien with a greater diversity of form. The fossilised remains of such creatures have been found throughout the known world, but the city-state of Castorhage produces the highest concentration of discoveries of anywhere. Part of the mystery as to why that is may be answered by the sunken valley that lies along one oxbow of the jungle river here.

The fossilised remains of hundreds of the creatures known as Leviathans can be found in the eroded embankments and gullies of this stretch of the river and in forms more varied and sizes unequalled by any finds in the mundane world. Whether the creatures came collectively to this spot to die untold millions of years ago or were merely present at this location when some catastrophic event occurred that caused their simultaneous deaths is uncertain, but the few members of the Royal Underneath Society who have braved the journey downriver to reach this site have located numerous examples of the honeycomb-clustered fossils so often associated with the Leviathans. That only about half of those scholars and their parties have returned to tell the tale seems to have done little to diminish the appetite for more discovery. That some of those who did not return were later found on the site as little more than bags of rotting skin, their bones, organs, and musculature having been somehow meticulously removed with only a few small incisions has had at best a modest effect on diminishing the scholars' ardour. Perhaps most telling of all in reducing efforts of the savants of the society to obtain company permission to make the journey has been the faces of the victims whose remains have been found — faces that though now nothing but hollow skin remain perfectly intact and recognizable and forever etched into an expression of surprised joy.

Mallen and Between Mine No. 1

This mine is miles deep, and 400 workers (mostly dwarves) work its faces for Between gold. It is a strange place with an outpost town at its head called Mallen. This settlement (originally simply named Settlement 34) is a rambunctious place where miners come to stake their claims and face the things that slither in the mines beneath them. It is overseen by Royal Between Company foreman **Boss Rath** (LE male hill dwarf brawler^{ACG} 8), a surly and cruel dwarf who astonishingly claims hobgoblin ancestry and gets into many bloody brawls with those who dare mock his claim or deny it. If anyone causes too much trouble, he directs his company toughs to apprehend the troublemaker in the dead of night and introduce him forcefully to one of the mine's deeper shafts.

The Between mine is a terrible place, a shifting series of faces that birth out stones and ores unpredictably, but has yet to end. Thousands of work faces (many mined by workers suspended in space on harnesses), side-corridors (some that grow ever lower and narrower regardless of whether the miner crawls forward or backward), and endless depths lie beneath the precarious chain conveyor that lowers the workers half a mile and more to the main worksites themselves.

Even though Mallen appears to sit by itself among these broken hills with only its own tailings for company and no road leading to or from it, it is only half of the settlement with the other half lying in the Underneath below Castorhage and still known as **Settlement 34**. Mallen is usually reached by crossing over from this location, and anyone approaching from overland in Between is immediately considered a hostile threat and all steps necessary are taken to either eliminate the intruders or to exterminate the miners while Rath and his guards bunker down in their blockhouse and await for reinforcements from Underneath. For more information on Settlement 34, see **Chapter 10** of *The Blight Campaign Guide*.

^{ACG} See *Pathfinder Roleplaying Game Advanced Class Guide*

children's whereabouts has yet been made public knowledge through any official channels, though street rumours sometimes run rampant. In addition, no attempt to make contact with these children has succeeded, and those who have tried have invariably disappeared.

The truth of the matter is that the Land of Hateful Things is the demesne of the **Harvester of Cribs** who brings those that he does not immediately devour to this place to dwell thereafter. Why he should do so or if he is even the actual ruler of this domain remain very much in question.

Land of Long Night

This realm is a place perpetually shadowed where the dead walk under a black sun. It is a place haunted by ghosts and tragedy, where the land itself is an undead spirit that aches for rest and longs for vengeance against whom and for what it cannot even understand.

Lands of the Echo Queen

Travellers report that somewhere within Between there exists a kingdom that is a dual — yet mocking — version of Castorhage and its environs. Herein, a grotesque queen rules her subjects with an iron fist, and has a fanatical group of loyal soldiers at her call. This land is occupied by a plethora of enlarged and awakened animals, trees, and other horrific creatures. A great forest extends around the borders of this kingdom and twisted creatures live therein, these creatures, despite their horrific and multiple forms are also intelligent. Some wonder which is the image of which, so dreadful is the royal court of the Blight. Regardless, this land remains frustratingly elusive and has yet to be discovered by those who are actually seeking it, rather than those who just happen to stumble upon it.

Mockery, The

This hidden place is a haven, a retreat for the vampires of the Fetch, where undead can find peace and tranquillity can be for a time. Called the Mockery, the place at first looks like a small ghost town abandoned in the depths of the forest, but that is before the visitor notices the talking flowers or the many vampires sleeping in the sunlight. In the Mockery, death and life are mingled, spirits rise and fall, and those cursed to walk the night can for a time be freed from the limitations of their curse and live like the living, like the mortal lives they left behind to come into their inheritance of undeath — for a time. But even the Mockery cannot be tolerated for long by a visiting vampire, for the longer one stays the more one is changed. The spirits of the place speak through the soil and the plants, making promises, stripping away their minds, their wills, and their personalities. A vampire who stays too long in the Mockery “goes to root”, they say. His flesh becomes grey and hard, his joints stiffen into gnarled poses, and the light of awareness leaves his eyes. Some of the tangled trees around the town have strangely humanoid forms, and the Fetch point to these as examples of those “gone to root”. That some of these grow new green shoots is a mystery to even those most well-versed in the place. The ruler of the Mockery reigns from a courthouse overgrown with vines and old trees. She wears the robes and wig of a Crown Justice of Castorhage and sometimes refers to herself as the Fourth Bench. She is **Perdition, Dread Queen of UnBirth** (LE female old human vampire medium^{OA} 9), and she rules the Mockery in the name of her master Beltane and guards the secret of the gateway that connects this place to the Artists’ Quarter of the city-state. That this ancient vampire has proven immune to the influence of this place is well known to the Fetch and accounts for her position of authority. That secretly she is not at all immune but rather has become a puppet vessel for the powerful animus spirit that infests this place is not known by the Fetch, nor even by herself. Only the strange dreams of dominion and sunlight that she sometimes experiences provide her any clear that all is not what it seems.

Further detail on the Mockery can be found at **AQ42** in **Chapter 2** of *The Blight Campaign Guide*.

^{OA} See *Pathfinder Roleplaying Game Occult Adventures*

Myre-Between, The

It’s almost passé to say this soggy marshland is alive. Certainly, the standing stones within its green, fetid depths are known to speak as they sway in the colossal floating bog. Things live in the Myre-Between — bad things, although the present regional governor, **Lord Henry Bragmye** (CN male changeling^{B4} aristocrat 3/sorcerer [warped^{UM}] 7), laughs off such tales. His manor house sits at the edge of the Myre-Between, its wooden siding gouged by the effects of the damp air and frequent mists. Out in the Myre-Between beyond the grounds of his estate are hidden tombs, tombs whose contents have made men rich. Lord Bragmye charges a high price for his hospitality and guides into the mire, but without them, successful entry is nigh impossible.

^{B4} See *Pathfinder Roleplaying Game Bestiary 4*

^{UM} See *Pathfinder Roleplaying Game Ultimate Magic*

Pech Pit

Like the Fort Toil Massacre and the Massacre of Ste. Anne’s Field, the Pech Pit is the sight of a tragic loss of life early in the exploration of Between. Intrepid explorers managed to blaze a trail across the uncertain terrain between the Castorhage Western Province and Slave State and the Castorhage East Dominion. When the rise of the first Greensward Tyrant, the mad monk Eglund of Sanctuary arose and threatened the plantations of the Western Province with annihilation, a lone rider managed to make it past the cordon of the monk’s skirmishers and the natural dangers of the great Betweenlands plains. Bringing his urgent message or dire peril to Fort Labour, Castorhage East Dominion Company assembled its levies, slave militia auxiliaries, and Royal Between Corps companies and set out at a forced march to relieve its beleaguered parent company. Unlike the Ste. Anne’s Field travesty of decades earlier, no Between horde rose to meet them, and the very ground seemed to tremble beneath their tread.

The marching host was unstoppable — until the ground opened beneath their feet and swallowed them.

The great sinkhole opened too quickly for the mass of the army to escape, and only the vanguard and baggage train survived. Witness accounts reported the vast pit’s depths being shrouded in unnatural darkness and the sounds of inhuman bellows and all-too-human screams arising from it for hours. By nightfall all was silent and all that remained was the sinkhole now known as the Pech Pit. Since that time, by contractual agreement, the too arms of the Royal Between Company do *not* send military assistance to one another. The result has proven far too costly.

The few travellers who make the journey today between the Castorhagi dominions attempt to avoid the pit, but somehow always end up finding it. Even attempts to make a new road had failed as even the new course found itself blocked by the pit and requiring travellers to skirt its dark depths. Strangely reports on the size of the pit vary and those who travel overland without even following the road still come across it, almost as if it seeks travellers out. Most folk are able to safely go around it, though some parties have disappeared in its vicinity, and those who come upon it unexpectedly at nightfall fear the worst, for it is always most active at night. Tales of vast tentacles, creeping monstrosities, or cannibal humanoids skulking in the dark have all emerged from travellers braving the land road, and perhaps they are all true. None of braved the depths of the pit to know for certain what dwells within or how deep it goes, but all assume at the very least there waits an undead army whose marching tread can still sometimes be heard echoing from the mouth of the shaft — an army that should it ever find a way out will undoubtedly continue its march to the Western Province and bring sword and flame to a war a century over.

Queen Afice’s Maw

Flowing through the forest bordering the Castorhage East Dominion, a score of small, newly established villages follow the banks of this gruesome green snake of a river almost a mile across. These colonists are almost all forcibly settled here by Lord Thresh and have adopted a dark fatalism as the river of the woodlands take them one by one through unbelievable acts of horror or insanity. Only the newest of settlers still share the original spark of adventure and dreams of striking it rich that first drew them to trying their fortune in Between. For the rest, stuck as they are between the nightmare reality of their present circumstances and the assured death at the hands of Lord Thresh’s “paladin” order, most simply hope that when the inevitable ends comes that it comes quickly and as painlessly as possible. None of these villages is large enough or lasts long enough to warrant an official name or map notation, but most of the inhabitants enjoy sardonically giving them names as far from the true nature of their reality as possible, names such as Joy, Beginner’s Luck, Double-Or-Nothing, and Can’t Miss.

Sea of Mists and Creeping Things

Not truly a part of the Betweenlands but generally agreed to also not be a part of the Unsea, this sargasso sea is perpetually cloaked in an obscuring bank of fog that prevents vision beyond a few dozen yards. A waterborne gateway from the Hollow and Broken Hills (see **HBH15** in **Chapter 7**) opens into this sea and is used to access the small port of Azure on its western shore. Oddly, regardless of which direction a ship travels from this gateway, a voyage of roughly a week always brings it to the shore near Providence. Why this is has yet to be determined but further investigation has been stymied by both small numbers of the Brothers of Saint Jull who are undertaking this exploration and the nagging habit of ships occasionally disappearing without a trace in the seemingly endless mists. Sailors try to reach shore as quickly as possible through murky tangle of the sargassum and thank their lucky stars when they see the fog break ahead and land on the horizon.

Spiral Fable

The Spiral Fable is a mystery site where reality seems fluid and can follow the imagination of the viewer, though usually in a way that distorts and endangers viewer. It is known in the Artists’ Quarter of Castorhage as

THE BLIGHT: RICHARD PETT'S CROOKED CITY

a place where the storybooks come to life and allow their fanciful ideas to manifest in reality. There has to be a gateway connecting somehow to the city, but no one has discovered it for certain. All they know is that sometimes stories come to life and run rampant among the living, and the bloodier the story the more likely it is to happen. On the Between side it is little more than a nondescript valley among rugged hills with nothing to mark itself as such a place of chaos made real. There have been reports of an unusual concentration of chaos beasts inhabiting the region, but so few folk have dared to try and explore that this could easily be a chicken-or-egg tale. More information on the Spiral Fable is given at **AQ41** in **Chapter 2** of *The Blight Campaign Guide*.

Ste. Anne's Field

The site of the second-greatest massacre after that of Fort Toil, Ste. Anne's Field is a meadowland not far from the fringes of the Greensward Hell. Here a full regiment of more than 3,000 Royal Between Corps regulars drew up their battle lines to face the brunt of the malignant forces they were facing in the Greensward Hell War. What emerged from the forest to engage them was like no army ever seen before or since. A vast, disparate horde of creatures, humanoids, madmen, indescribable horrors emerged and crashed into the carefully arranged ranks of the waiting soldiers. It was over in minutes, the field nothing more than a litter of broken bodies. It was as if Between flexed its muscles and showed what the might of the Royal Between Company was up against. It changed the course of Castorhagi policy from one of military conquest of Between to one of careful expansion and localised exploitation rather than risk the ire of the entire land like that again.

Today the field is still a pleasant green meadow. At its centre stands a crooked marble statue of an angel with broken wings representing the balisse angel^{B5} Saint Anne, Patroness Saint of Martyrs, erected in honour of the many lives lost. One of the statue's arms is broken off, and the other still reaches beseechingly out towards the distant wood line in an expression of contrition? A plea for mercy? No one alive knows. However, it is known that at night the statue weeps blood and the dead walk seeking vengeance against any among the living who dare pass by. As a result, the field is almost universally avoided.

^{B5} See *Pathfinder Roleplaying Game Bestiary 5*

Theatres Obscura, The

A dark theatre district of shadows and crooked streets springs here in a small vale among desolate hills. It seems to have a life of its own as those who find entrance to it in the Artists' Quarter come here to partake of its otherworldly offerings. The dark fey hold sway here and control the gateway to the mundane world, and the god known as the Leper King is said to stalk its always-twilight streets. More information on the Theatres Obscura can be found at **AQ9** in **Chapter 2** of *The Blight Campaign Guide* and in **L6: The Susurrus Theatre** in *The Levee Adventure Path*.

Tyrant Kingdoms

A small number of tyrants have set up so-called kingdoms within the forest beyond the plantations of the Western Province and Slave State and far away from any kind of laws of men. Characters such as **King Flesh** (CE male human alchemist^{APG} 5/ranger 2) and an insane halfling missionary called **Mistress Lydia Scathel** (NE female halfling natural wererat bard 6), madly convinced that she is a new Rat Queen and must transform this place into a haven for the Family populated only by wererats, set up their short-lived fiefdoms beneath the jungles' eaves. Loners, miners and hunters are inching across the place, and although they seem to be taming it their efforts are doomed; this place grows at an impossible rate, is brimming with lurking horrors and can even get into the skin of those who live here — as an insect called the **feasting mite** slowly eats its victims alive beneath the cover of their own hide.

^{APG} See *Pathfinder Roleplaying Game Advanced Player's Guide*

Wall, The

Here stretches a howling mountainside at the foot of which rests the HrondHuss, the last inn before its massive expanse. Whether mountain range of virtually sheer cliffs or simply a vast wall across the Betweenlands, none knows for sure as none has ever reached the top to determine the truth. The Wall draws explorers to its upper reaches, but none has ever succeeded, even those who try to fly in its wild gales. Those who return from attempts at its upper reaches tell of finding signs of civilisation, of maddening echoes in the wind, and gales that flay the skin off a man. The relics they return with sometimes fetch fortunes back in the city. And the Ashurian manservant at the HrondHuss always listens to such tales with a keen ear, though he keeps his own counsel as to his interest.

Winter Wood

A portion of the Great Between Forest that grows thickly with evergreens, the Winter Wood is known to lie relatively close to the HrondHuss but far from anywhere else. Unlike the rest of the great forest, this portion is perpetually blanketed in snow, though few snowfalls or blizzards actually occur, and it is renowned for the iridescent bubbles that frequently float gently upon a cool winter breeze. Voracious wolves (many long since dead) haunt these woods along with spiders, and worse things, and great flapping creatures are known to soar above the treetops in the night sky. At least one gateway is known to open into this woodland from the Theatre District, but its Castorhage end is a closely held secret by the city authorities who monitor it to see what kind of abominations it might spawn and what might be learned from them.



The Unsea

A vast, uncharted ocean, the Unsea is a place of incredible storms and nightmarish gales that has proven difficult to explore. It is always overcast and gloomy in the best of conditions, and often fogs are so thick that a helmsman can't see his own masthead. The outpost of Scrimshaw lies beneath a huge ragefire-powered lighthouse that casts a beacon to draw shipping home. Whaling in the Unsea is the most plentiful, and is a draw to the fleet of fishermen and whalers who now operate its dark waters. Rumour has it that not all the catch is passed into the Castorhage markets, and that often things that talk are found in nets.

The Unsea has many unique and interesting features and locations of its own, a selection of which are detailed below.

Brittle Ice, The

An endless ice field emerges here from the freezing waters of the Unsea. It seems to stretch into eternity but offers tantalizing glimpses of

fanciful spires and dreamlike palaces upon the distant horizon or reflected as mirages upon low-hanging clouds in certain weather. Rumours say that the legendary Tu Chai Palace stands somewhere in that vast expanse, but exploration is limited because the ice field is rotten and brittle and collapses into sinkholes and hidden crevasses with alarming frequency. Only the enormous horned, six-legged polar bears that haunt its landscape seem to be immune to the effects of these hazards, and they are known for being extremely aggressive and always hungry.

The eastern flank of the ice shelf abuts the sweating expanse of the Greensward Hell, where a massive ice cliff looms, apparently untouched by the sweltering heat, above the verdant jungle expanse, seemingly untouched by the cold. As elsewhere, the ice here is too brittle to support much in the way of exploration, so for now the Brittle Ice holds its secrets close.

Carrion

“The reason for the stench besetting our deck finally became apparent; the dogged nidorous odour that has been plaguing us for days has revealed a source. It is the floating carcass of a whale, a vast creature whose mouth is pulled back in a permanent dreadful grin the size of a cliff. There are living things amongst the rot, and signs of habitation; bones have been splintered and broken and lashed, and parts of ships pulled and stitched into place to make a revolting floating town.”

—Last Known Journal Entry of Abriath Wayde,
First Mate of the whaler *Lyric*

Carrion has been spotted upon the waters of the Unsea by many; a mobile, floating town ruled by aboleths. The aboleths' slave creatures tend the revolting carcass as they pay fealty to twisted sea gods who drive the settlement upon its way, taking it to the next holy place for its inhabitants to invade.

Carrion is more than a floating island, it is a vessel, and when the wind is up, great sails can be stretched to drive it onward at a ponderous pace. The aboleth of Carrion are served by an array of slaves taken from their voyages — voyages that expand the aboleths' minds and powers. The aboleths have an incredibly sophisticated social structure, and are governed by a rigid caste system. They are led by the **One of the Carcass, The Great and Only** (NE advanced aboleth druid 12) who is attended by its 8 beloved kin **The Prime** (NE aboleth druid 6). The aboleths have voyaged the Unsea for all time it seems, and the immortal skum that tend them can remember histories so vast that mortal minds would struggle to comprehend their telling.

Cataclysm, The

There is a place where the Unsea falls into the nothingness of night and void, and that place extends its icy fingers to the seas for scores of miles around. Once in the grip of its current, there is no escape from its inexorable grasp. Few people have ever glimpsed the Cataclysm, and no one has voyaged close enough to significantly explore it in any way. A few have tried and been drawn into whatever lies beyond; the odd, vain wizards who have sought to *fly* or use other magical means to see what lies below, they have all been drawn by great gales into the fury of the Cataclysm which likewise defies all attempts at *scrying*. Only stories exist about the place, and they are all bad.

Cloven Sea, The

The Unsea in this region is torn, a huge slash between two great walls of water creating a slowly shifting land exposed from beneath the waves. The tear is a seething, moving mass of water usually a hundred yards across and deep, but sometimes much wider or even narrower to the point that its watery walls almost seems to touch. Perched precariously upon one of its upper walls is the skum city of Thry'ss where homage is paid in equal parts to the aboleths of Carrion and the long-missing Madness of the MirrorStorm, the great Between kraken who once made her home within



the waters around the Cloven Sea but has been banished to the mundane world for many years now.

Corrun's Labyrinth

Shortly after the discovery of the Unsea was the discovery of the Brittle Ice and the discovery of Corrun's Labyrinth. It is called labyrinth because that is the best description that sailors and cartographers can come up with to describe it, but in reality it is simply a section of the northern Unsea much like the rest. If anything, the waters here are unusually gentle and very rarely lashed by storms and perhaps with a somewhat higher frequency of crabs and other sea crustaceans, but not large or harmful ones. It's almost as if the sea is particularly safe and pleasant here by design, an invitation for the lost, storm-tossed or wayward voyager to sail within and find a moment's rest from the dangers of the Unsea.

Of course, once a vessel is piloted within the sea haze gradually increases so that eventually the ship sails through a nearly impenetrable fog, a fog that seems to give a suggestion of hiding actual walls water as if the ship was actually sailing down hidden lanes into the deeps. Those who don't immediately come about when the mists first rise are lost in the endless maze of fog-shrouded waters heading ever deeper into what, exactly, no one knows. But all know that they are never seen again, as so famously happened in 1639 to Commodore Grabe's subordinate Captain Corrun and his entire schooner the *Wreath*. Even ships that do immediately come about when the mists arise don't always make it out, for sometimes the mists rise quickly and thickly and a ship that's lost from view is rarely seen again.

Edge of Ruin

The lightship *Edge of Ruin* remains anchored as a warning on the very border of the Edge of the World. Beyond is the vast area of Unsea that no one has successfully explored. Though lightly crewed, she is a massive vessel, wide-bodied for stability with a towering pinnacle constructed upon her superstructure atop which burns a fiercely blazing magical beacon. Her captain, **Ada Moathreer** (N female human fighter [sailor^{DMC}] 8), and her small crew are frequently visited by the curious, the lost, or by those drawn by the astonishing harvest of whales and strange fish here.

The *Edge of Ruin's* crew appreciates visitors as they bring supplies and cheer to Ada, who for some curious reason loves it here. The combination of Ada's lively spirit and broad smile combined with the desperate location bring a curious calm to this frightfully elemental place. It is likely — those who have been here often say — that Ada has influenced the very nature of Between and created her own calm on the very edge of the storm.

^{DMC} See *Dead Man's Chest* by Frog God Games

Edge of the World, The

There is a point in the Unsea where the sea angers — a place that simply cannot be navigated. At its edge, a battered lightship of great size called *Edge of Ruin* heaves with an angry beacon at its top. The sea beyond the ship boils, a churning seething mass of whirlpools, tearing and grappling the ocean. It has been compared by many mariners with the great Tempest Meridians that separate the oceans of Lloegyr in two. A type of Between fish called query is a delicacy that is rarely caught but often seen here. Its presence draws many sailors who come for many miles to lay their nets out here on the verge of these destructive waters.

Great Whale, The

Not so much a place as a thing that is the size of a place, there is a thing of corrupt flesh that swallows ships and in whose belly sailors rot. Its gut is said to be larger than a town, and sailors are said to call out from within its colossal gullet as they slowly die or strive to live on the scraps of flesh and food devoured by the endless consumption of the Great Whale.

The Great Whale is indeed big enough to accommodate people living inside it, and these unwelcome squatters live within the rear parts of the vast whale's mouth, dwelling in safe havens they have fashioned into crude fleshy dwellings that form air pockets whilst the whale is beneath the sea. They are not alone. So vast is the thing that lacedons — the undead remains of sailors who have lived and died here — also dwell within it. The sailors trapped in here have tried to escape the maw many times, but have so far always given up when confronted with the vastness of the Unsea. They pray that the vast creature one day will swallow a rowboat or enough timbers to lash together a raft that they can initiate plans to escape.

Scrimshaw

This maritime outpost sits upon (and within) a massive sea stack that rises from the waves of the Unsea. It has many connections to the city district of Town Bridge and serves as the headquarters of the Royal Unsea Whaling Company administered by the **Lady Constance Thorn, Governor of Scrimshaw** (N female human aristocrat 6/sorceress 1) under the authority of the Darnel family of Town Bridge. In truth, Scrimshaw is considered a city district of Castorhage in its own right. Scrimshaw is detailed further in **Chapter 9** of *The Blight Campaign Guide*.

Scrimshaw Lamps

The Scrimshaw lamps are lighthouses constructed of whale bones — one of the most readily available building materials in the Unsea. They are four in number, and mark the edges of the thoroughly explored and relatively “safe” part of the Unsea. Each is lit by a bound ragefire elemental and manned by a keeper.

Frostrime

The north lamp bears an almost-constant patina of ice from the blowing spray of the turbulent seas. The frigid post is manned by **Keeper Dobbs** (N male street dwarf^{BG} expert 3) who was exiled here for crimes in the Capitol and given the choice of manning the lighthouse or being burned alive. Dobbs is slowly going mad and is being courted by the cult of the Madness of the MirrorStorm. One day soon, they intend to extinguish the light and destroy the place.

The Choir

A small family occupies the western lamps. **Uril Quod** (N male human druid 3) and his wife **Ela** (N female human expert 5) have 5 children and are happy to bring them up away from the foul influences of civilisation. Loathe to see visitors, Quod does all he can to prevent contact with the outside world.

The Penance

The largest lighthouse is manned by the **Sorrowful Man** (N sentient lesser flesh golem^{TOBH}), a creature of twisted appearance that, like Quod, is happy in isolation. The Sorrowful Man does not loathe company, however; it loves it, but does not allow its sadness to consume it. Some captains love the twisted creature, which shows glimpses of a soul and which loves to read the books they bring.

Hope

Hope is the most southerly lamp and has been bent into a strangely curved shape by the storms that constantly pound its flanks. It seems like only a matter of time before it finally gives out and collapses. Its keeper, **Dabrin Hodd** (NE male human rogue 4/necromancer 5), is a lunatic and killer who preys on lone travellers and castaways. Hodd kills anyone he gets a chance to, seeking to add them to his Gift, which he is constructing in his cellar. The Gift is a living statue made of animated portions of multiple bodies, and which cries out and sobs for release or death.

^{BG} See **LL8: Bard's Gate** by **Frog God Games**

^{TOBH} See *The Tome of Blighted Horrors* by **Frog God Games**

Ships' Necropolis

At this slowing drifting location, the sea is choked with ships, an expansive, crushing mass of timbers and masts and prows making one place that stretches and rises across the sea swells. Mangy gulls call from its higher places, whilst its cliffs of wood are endlessly consumed by the sea and repaired, somehow remaining a single tangible thing. A beast known as **The Brackish King** (LE Between vampire^{TOBH} rogue 7/assassin 3) rules the Ship's Necropolis. He is tended by his crew, some of whom are vampires, but many of which are lacedons or brine zombies^{TOHC}. Undead seagulls and vargouilles stalk its seaweed-throttled cliffs, and other more terrible undead lurk in its holds and bilges. Skulking far below the decks, hiding from the sight of men, is an aquatic corpse orgy^{TOHC}. The Brackish King is able to draw ships from the bottom of the Unsea at will, doing so when he needs fresh corpses and new structures to twist and lash. His motives are otherwise unknown.

^{TOBH} See *The Tome of Blighted Horrors* by **Frog God Games**

^{TOHC} See *The Tome of Horrors Complete* by **Frog God Games**

Turmoil, The

The greatest whirlpool in the Unsea, the Turmoil is more than just a natural phenomenon; it is, like many whirlpools here, alive. A bound swarm of dozens of elder Between water elementals, the Turmoil occasionally drifts across the waters to hunt, only to return to its usual place a year or so later.

Sailing the Unsea

The Unsea is a seething mass of storms, whirlpools, waterspouts and natural (and unnatural) terror. The weather itself here is an aspect of the Between; in other words, in places it is a living, thinking thing. Storms are genuinely malevolent; waves do indeed deliberately try to swamp vessels, and hurricanes pluck sailors from ships. St. Elmo's fire dances off masts and annihilates whalers, and vast whales swallow ships whole.

Do not make the mistake, however, that the Unsea is cohesive or omnipotent. It is not, nor is it one single entity. The weather can slumber, its moods changing from fury to calm in an instant. The weather also sometimes works against enemies and monsters. The fractious nature of the Unsea gives you a complete guiding hand in events. If you want a whirlpool to open up beneath your PCs' ship and drag them to gods' know where, then do so. If you want a vast tidal wave to swallow Scrimshaw at the end of your campaign, do it.

Tales of the Unsea

There are always stories, but when the place is as wild and endless as the Unsea, and when the place is Between — a land that soaks up thoughts and fears and tales — it is always possible. That which is imagined becomes truth, and what is given a life in a story is given breath. Dreaming is dangerous here, almost as dangerous as imagining.

The stories below are the tip of the iceberg for such tales in the Unsea and are further detailed above. The tales are read aloud or paraphrased text that the PCs may overhear in the Precarious (see S3 in Chapter 9), learn about whilst visiting or sailing the Unsea, or even learn from the old songs of bards and storytellers in the city streets.

The Unsea is an elemental place that allows you to draw upon any folk, fairy or other tale you wish. A quick whisk through a group of legends of the sea could give you inspiration if it is needed. Here are a few ideas to give you some options.

Ships' Necropolis

"It is said that ships that sink in the Unsea surface a year or so later with their crews still aboard, and sail toward the Ships' Necropolis. Imagine a sargasso of broken ships that gather as a vast, sick island reeking of undeath, brine and misery. The ships — so those unlucky enough to have seen the place say — go on forever, slowly rotting in the grip of seaweed and barnacles and blasted by brine.

"It has a king, but no ordinary ruler, his blood is as cold as his heart, and he sucks the marrow from sailors who cross him, taking their flesh, their souls, and even their memories to his table. The Brackish King, they call him, a Between vampire king. The King sends the fronds of his terrible kingdom into the Unsea, looking for other ships to swell its population. If you come upon a cliff where there's no land, or the stench of brine and blood, or the call of lost sailors, set full sail and head away, for it could be the Ships' Necropolis."

The Turmoil

"Aye, the whirlpools in the Unsea are more than natural; they don't rise on high tides or anywhere you'd expect 'em. They appear where they want to, when the sea gets in a bad mood or the storm spoils for trouble. There are no whirlpools like those in the Unsea, vast black chasms that roar so loud that those who get too close go deaf or mad.

"The Turmoil, well that's one of the worst ones. The Turmoil is mad itself, you see, an insane spiralling madness of water a

mile deep. Those that look at it die of fright, they say, and those that have heard it swear it calls out to them. He has his brides, does the Turmoil, twisted sick things that dance in the walls of water, screaming at those who can taste the clean air above."

The Great Whale

"Nothing is as big as the Great Unsea Whale; like a storm it is, like a great dark cloud dancing with waterspouts and tornadoes. They are her children, see. Those and the things of teeth and decay that circle the nadir beneath her gown of fetid water. Her bridal train is poison, and her hunger insatiable."

The Cataclysm

"The Cataclysm, oh yes, it's real, lass. There is a place where the Unsea falls into the nothingness of night, and that place extends its icy fingers to the seas for scores of miles around, once in its grip, there is no escape from the tides and storms."

Unsea Weather

Unpredictable in the extreme, Unsea weather can change in an instant. One thing, however, is always consistent; the sun never glimpses through the clouds. It goes dark; sometimes achingly, cloyingly dark, but the sun never shines directly on the Unsea.

Storms of incredible fury whip out of nowhere, driving ships off course, not that most ships have a course — captains simply follow their instincts. Ship loss rates are incredibly high, and were it not for the ease of the harvest here, the sea would be considered un-navigable.

In the Unsea, weather tends to follow fairly set types, ranging from overcast skies where rain, hail, sleet, and snow are regularly encountered. Powerful storms can occur at any time, and waterspouts are commonly seen. Fog is a constant problem on the Unsea, and banks of it can settle on ships for weeks. Temperatures are always at least cold, and often much

Where are the Random Weather Tables?

Some people love to have charts of random weather effects, and the charts within the *Pathfinder Roleplaying Game Core Rulebook* are useful. However, I've decided not to include random weather charts, nor chances for things like capsizing or being crushed by tidal waves here. The simple reasoning behind this is that if you want the PCs to be capsized and end up washed onto some random ship full of intrigue and cutthroats, or if you wish the players to be washed under a tidal wave and thrown into gods know where, then do so. Randomly assigning chances at a gaming table for something that has such a major effect seems counter-productive to me.

Never overplay your powers, however. Giving character's a slim chance through skill to save NPCs, cargo or avoid encounters is good; driving PCs in a direction you wish could quickly become boring. If you like the implied randomness of such charts, then plenty are available out there, they just don't form part of my thinking. Don't ignore the effects of weather, however; battling a dragon turtle in mountainous seas or in thick fog adds another dimension to an otherwise potentially bland encounter.

— Rich

THE BLIGHT: RICHARD PETT'S CROOKED CITY

lower, and occasionally the sea freezes or strange isles of ice race past, or into, ships.

Unique Weather Encounters

A place driven by forces of nature and thriving upon moods gives you another angle to approach adventures on the Unsea: the bizarre weather event. A quick check of the internet brings up some inspiring video and photographic footage of some incredible things. Magnify them in the Unsea. A couple of possibilities are presented below.

Frozen Sea

The sea becomes progressively more icy until it eventually freezes. Does the ice herald the arrival of some creature come to hunt, or does the morale of the crew, or any hidden NPC troublemakers (or monsters), suddenly take front stage, bringing a totally unexpected twist to an adventure that could be about hunting, exploration, or curiosity?

Eye of the Storm

The storm goes on for days, but suddenly the ship enters the eye, a vast calm region of sea. Something exists in this eye: either a floating ship town, a creature, or perhaps something stranger.

Navigating the Unsea

Most sailors know an old tale about the best way to navigate the Unsea, carrying a potato or fish head or cork for luck and then, if they get lost, tossing it into the sea and seeing which way it floats. That way is sure to be home.

The Between compass (see **Unsea Equipment** below) is a relatively new invention and has been of limited success. *Speak with animals* (if animals can be found) is sometimes useful but often infuriating. Most wise captains rely on magic. Spells such as *find the path* used to chart a course are a lifesaver here, and those rare spellcasters of high enough level to cast it are sometimes found amongst Unsea whaling crews and paid well for their services. Other spells or combinations of spells have been used to assist in navigation, and the art of navigation on the Unsea (and anywhere in the Between for that matter) is the subject of magical research. *Know direction* tends to be useless in a place that just doesn't have a north, whilst flying or teleporting have inherent risks of weather and the chance of ending up somewhere badly wrong.

Land in the Unsea

There are several tidal stacks rising from the Unsea to soar high over the waves. Scrimshaw arguably occupies the most famous of these. Other examples of these rocks are often impossible to land on and are home to vast flocks of mangy gulls. Occasionally, strange and alien structures suffocate these isles. These structures are often surrounded or within great henges.

Sometimes an island rises from the sea and stays for a night, a day, a season, a hundred years. The whaler's call these places the "Land of the Young." Sometimes they are occupied by Between creatures; sometimes they are abandoned and empty of all life.

Unsea Equipment

The unique and hostile nature of the Unsea calls for many types of specialised equipment in order to successfully navigate its waters. Typical types of equipment used by Unsea sailors as well as innovative devices developed specifically for navigation are described below. These items can be obtained in Scrimshaw and frequently in Town Bridge as well.

Item	Cost	Weight
Ambergris	50–500 gp/lb	—
Ambergris, memory	1,000–1,500 gp/lb.	—

Item	Cost	Weight
Bell, ship's great	200 gp	100 lbs.
Compass, Between	1,000 gp	4 lbs.
Fishing tackle, Unsea	25 gp	10 lbs.
Foul-weather gear	20 gp	8 lbs.
Harpoon ballista	800 gp	70 lbs.
Lantern, ship's great	75 gp	20 lbs.
Lodeprow	10,000 gp	60 lbs.
Shipskin, Unsea	varies	varies
Spermaceti	10 gp/gallon	varies
Spyglass, greater	2,500 gp	1 lb.
Waggoner, Unsea	500 gp	5 lbs.
Whaler's longcoat, whale-wax	200 gp	8 lbs. ¹

¹ These items weigh one-quarter this amount when made for Small characters.

Ambergris: A waxy substance produced in the intestinal tract of whales, ambergris is used in perfumery as a fixative and occasionally in cooking.

Ambergris, memory: Some ambergris harvested from certain Unsea whales somehow contains the memories of the beast it was taken from and when properly distilled is similar in function to a *Between vessel*. Memory ambergris described in **Appendix A of L3: Sea's End of The Levee Adventure Path**.

Bell, ship's great: A great bell is mounted to the deck of a ship and when struck can be heard over a distance of 3 miles as a 0 DC Perception check. It is heard over greater distances with a successful DC 10 Perception check per mile thereafter. Weather conditions affect the audibility.

Compass, Between: Created as a pair of heavy brass and gold instruments, the compass and the lodestone. A Between compass does not show normal directional bearings but rather has a single indicator noting the direction of that compass's paired lodestone. The lodestone is usually left at port to allow a course home to be charted. Beyond 100 miles, the reliability of the compass diminishes with a 20% chance at any given time of a reading being incorrect by several degrees for 1d4 hours.

Fishing tackle, Unsea: A bewildering array of rods, large nets and things with hooks that are used to catch fish in the Unsea. Such tools are for use in the Unsea only, and are in general too large to be used on more mundane seas.

Foul-weather gear: Heavy waxed clothing including an overcoat, hat and waterproofed trousers that provide some water and wind resistance, but protection from the cold equal to a cold-weather outfit as well.

Harpoon ballista: This is a standard ballista modified to fire harpoons with attached chains. The chains are usually 2 inches thick and 100 feet long. They are anchored to the ship's deck by an iron hook.

Lantern, ship's great: Usually mounted to a ship's mast or deck, a ship's great lantern projects a cone of light over a distance of a 120-foot cone and provides dim light beyond that out to a 240-foot cone. A great ship's lantern burns for 1 hour per pint of fuel oil and has a 1-gallon reservoir.

Lodeprow: Storms of the Unsea are extremely violent and electrically charged. To save their masts, Unsea captains travel with a lodeprow. A lodeprow is a sheaf of lead and iron attached to the prow of a sailing ship that draws lightning strikes to it and then harmlessly disperses them into the surrounding sea by means of a series of conducting channels along the ship's hull. *Lightning bolt* and other electricity spells are drawn to the hefty lodeprow only if cast from in front of or above the ship; a Spellcraft check (DC 10 + 1/level of the spell) is able to prevent the spell from being harmlessly absorbed.

Shipskin, Unsea: Shipskin is special outer attachments designed to prevent capsizing during the worst Unsea storms (see sidebar).

Spermaceti: A waxy substance produced in a cranial organ of Unsea whales and some other species as well. When harvested, spermaceti is used in a variety of ways from clean-burning lamp oil to soothing ointments and candle wax.

Spyglass, greater: Objects viewed through a greater spyglass are magnified to four times their size. Characters using such a spyglass take a –1 penalty on Perception skills per 40 feet of distance to the target, if the target is visible.

Waggoner, Unsea: A collection of captain's notes and nautical charts of the Unsea, an Unsea waggoner is indispensable to an Unsea ship. Created by the Royal Unsea Whaling Company and sold only to those captains licensed through their auspices, the waggoner is the most accurate means of navigating the perilous geography of the Unsea. When using an Unsea waggoner, the chance of being misled by a Between compass (see above) is reduced to 10% at the time of the check. With a waggoner alone, the chance of plotting an accurate course in the Unsea is 75%.

Whaler's longcoat, whale-wax: The finest quality seal fur treated with an alchemically enhanced spermaceti, this bulky longcoat protects a sailor from both the cold and the wet of a sea voyage. It provides protection from cold equal to a cold-weather outfit, and items placed in its inside pockets are protected from water exposure as long as the coat is not fully immersed. In addition, though it is not considered armour, it also provides a +1 armour bonus and a –1 armour check penalty when worn. It can be worn over light armour, providing the unusual benefit that its armour bonus will stack with that of any armour worn underneath (including *bracers of armour*), though its armour check penalty stacks as well.

Unsea Menagerie

The Unsea teems with life — very strange life. The Between twists the form of those things within it, and the environment around the creature affects it in a greatly accelerated way. **Part 6: The Blight Bestiary** and *The Tome of Blighted Horrors* by Frog God Games contain a number of creatures' stat blocks, while below some Unsea inhabitants are given a more general treatment. In general, the creatures below conform to their standard stats in the various Pathfinder Roleplaying Game Bestiaries and other source materials, many with the Between subtype or a Between Creature template as described in both **Part 6** and *The Tome of Blighted Horrors*. It is all too true that the variety of creatures encountered in the Between is uncountable, and the Unsea is no exception.

Aboleths

Aboleths are, unfortunately, commonly found throughout the Unsea. They almost always have a Between Creature template or subtype. The aboleths come in a variety of types and sizes, and their growth in the Unsea does not seem to be something that ends. The **spiboleth**^{TOBH} is one horrific example of their variety that has its origins in the Unsea. As an aboleth's intellect increases, so does its size and the effects that its specialised knowledge has upon its physiology. An aboleth from the Unsea that studied necromancy, for example, would likely be partially rotted with large areas of necrotic flesh on its hide — a creature that should not and possibly cannot live.

^{TOBH} See *The Tome of Blighted Horrors* by Frog God Games

Afances

Afances^{TOHC} are very likely the cause for some of the lesser whirlpools in the Unsea, and bold Unsea captains have killed at least three afances here. In other confrontations with the creatures, ships have been less lucky, and those afances continue to roam the Unsea holding a grudge against the harpoon-firing interlopers that sail above.

^{TOHC} See *The Tome of Horrors Complete* by Frog God Games

Anglers

Lurking just below the surface of the water, anglers come in all shapes and sizes. From the tiny parasitic **choking angler** that seeks to enter the throats of its victims to feed and expand until it suffocates its prey, to the rumours of glimpsed horrors of the deep such as the wretched **shadow angler** that casts a black globe of pure darkness. Or the vile **endemic angler**, whose light causes those who glimpse it to sicken, allowing the fish to attack them, and even the vast **goliath angler**, said to be twice the size of the biggest whalers. Some are convinced that the various anglers are the pawns of aboleths, and many believe that Castorhage's own unique

Unsea Shipskin

The threat of being swamped with the Unsea's violent waves or tipped to such a degree that the deck is directly exposed to the crashing surf are all too real when sailing upon the Unsea, and both hazards bring with them the danger of a ship foundering as its decks fill with seawater. As such, no self-respecting Unsea captain would venture onto the belligerent waves without the precaution of an Unsea shipskin.

This unique nautical construct is a cover of waxed tarpaulin stretched on a durable frame of wood and iron that is custom crafted to cover much of the main deck of a ship. The cover is specifically designed to close off exposed portholes, hatches, and gangways without interfering with movement by sailors upon the deck itself, though crawling into one of the covered points of entry requires a full-round action (or a DC 10 Reflex save to be managed as a move action). In rough seas, gaining access to one of these entrances requires a DC 10 Reflex save *and* a full round.

The utility of the shipskins, though, is that they severely inhibit the ability of large amounts of water rapidly to gain access through these points of ingress. In rough seas with waves that routinely reach peaks of 20–30 feet or more, the chance of taking on too much water and beginning to sink is 40% for an unprotected ship. A ship with an Unsea shipskin reduces this chance to a mere 5%. Even a ship capsized by weather or the attack of some large sea creature has a 35% chance to right itself in the round following the attack.

An Unsea shipskin is normally stowed in a locker on the main deck and can be put into place by 2 crewman per size category of the ship above Large^{UC} in 10 rounds –1 round/extra crewman assisting in the job (minimum 4 rounds). Ships size Large and smaller are not big enough for a shipskin to be effective.

The construction of an Unsea shipskin costs one-tenth of the price of the entire vessel when built, and takes 1 week per 1,000 gp to fit. Only a few noted shipwrights in Scrimshaw have the knowledge to create these specialised covers, which require a successful DC 30 Craft (ships) check.

^{UC} See *Pathfinder Roleplaying Game Ultimate Combat* for details on water vehicles and their sizes.

Lyme angler* is merely one more offshoot of this prolific genus.

* See **Part 6: The Blight Bestiary**

Bulls, mangy

The air on the Unsea is alive with vast flocks of ugly, mangy gulls who appear to be half-starved and missing many of their feathers. They eat anything organic in nature, and if they get very hungry, have been known to infest whaling vessels and attack their crew or even chew on the tough wooden planks of their hulls if they can find a secluded spot within which to nest. Gull hunts through the lower decks are something that every wise Unsea captain orders at least once a year to ensure that none of the pesky intruders have compromised the integrity of his ship's hull. Use statistics for the sturge for mangy gulls, but replace the blood drain ability with rend (attach, 1d3 plus ignores 5 points of hardness).

Merfolk

Remains of mermaids occasionally wash up in and around the Unsea, so mermaids must exist somewhere although no one has encountered one. Merfolk do, conversely, appear in the Great Lyme River, though whether they have entered it and ultimately the Unsea from the seas beyond Castorhage or vice versa has yet to be determined.

Sahuagin

The sahuagin of the Unsea are reticent about contact. Evidence of their presence has been seen by experts and explorers, but so far they have

THE BLIGHT: RICHARD PETT'S CROOKED CITY

not been encountered in any significant numbers. On the few occasions that they have been encountered, it has been seen that the incidence of mutation within their population is high. Whether this propensity for mutation extends to a higher incidence of **malenti** is unknown, but so far, aquatic elves have yet to be encountered in the Unsea. If there is a malenti-like mutation for the Unsea sahuagin, it's possible that it takes some other humanoid form.

Sea Serpents

Vast sea serpents are often seen on the Unsea and come in all shapes and sizes. **Brine sea serpents**^{TOHC} are regularly spotted, and **fanged sea serpent**^{TOHC} has been on the menu at the Precarious (see S3 in Chapter 9). **Deep hunter sea serpents**^{TOHC} and **shipbreaker sea serpents**^{TOHC} have so far, mercifully, been the subject of sailors' stories rather than verified encounters — unless those encounters have all ended with the complete loss of the ship and its crew, which of course is always a possibility when dealing with these monstrosities.

^{TOHC} See *The Tome of Horrors Complete* by Frog God Games



Sharks

Sharks of all sizes, but generally very large sharks and dire sharks, are seen in the Unsea. The physiology of sharks is curiously altered by Between and almost all have the Between Creature template or Between subtype.

Skum

Skum are common in the depths of the Unsea. They are the slaves of the aboleths who created them and regard the men who have arrived in the Unsea as invaders who must be destroyed. They regularly attack ships and occasionally land-bound outposts. Curiously, the Unsea skum almost never demonstrate the effects of the Between Creature template or the Between subtype as if their artificial creation at the hands of the aboleths has somehow resisted the normal influence of Between.

Squids

Squids are a regular sight in the Unsea, from the more commonly seen smaller varieties to vast ship-crushers of impossible size and twisted bodies. Giant squids are common, and even larger creatures are regularly reported by whalers. Squids show a worrying cohesion and sophistication of tactics unusual for their species. Ordinary squids frequently swarm onto sailors who fall into the Unsea, tearing them to pieces in a frenzy. And sometimes they sacrifice themselves in huge numbers to fulfil some unknown purpose or even to carry out some act of seemingly appalling cruelty on other sea creatures as if they bore a sentience and evil far beyond that expected in a cephalopod. Unsurprisingly, the Unsea whaler is convinced that there is more to the local squid than meets the eye.

To capture the terrible tactics of these squids, you can apply the Young Creature simple template to a typical squid and then create a swarm of them using the mega-swarm traits introduced in *Tome of Horrors 4* by Frog God Games or the Creature Swarm template in Green Ronin Publishing's *Advanced Bestiary*.

Sunfish, Terrible

The terrible sunfish is always at least the size of a house and often much bigger. These creatures are unlike their more mundane kin; they have much larger mouths and more ferocious appetites. They are also as dark as shadows, and attacks by them often occur without warning.

Turtles

The largest turtles spill into the Unsea, and like everything in Between, these creatures are expanded to almost ridiculous size and cunning. **Dragon turtles**, **giant bog turtles**^{TOHC} and **turtle sharks**^{TOHC} have all been reported and, less commonly, cooked. Such turtle meat commands a very high price back in Castorhage. A curiously sad creature known as the **mock turtle** has also been encountered in the Unsea; this creature has an almost human countenance and is able to spread misery and despair with its mere presence.

^{TOHC} See *The Tome of Horrors Complete* by Frog God Games

Walrus, Fearsome

The rarely encountered but formidably large fearsome walrus has a vile temper and has been known to even attack ships when provoked. These creatures are believed to be a larger, aggressively atavistic version of the equally rare **Lyme walrus**^{*}. Use the stats for the emperor walrus^{B4} with the addition of the Primitive Creature^{AB} template and/or the Between Creature template^{*} or Between subtype^{*}.

^{*} See Part 6: The Blight Bestiary

^{AB} See *Advanced Bestiary* by Green Ronin Publishing

^{B4} See *Pathfinder Roleplaying Game Bestiary 4*

Weird Fish

There seems to be no end to the shape, size, and hue of the different species of Unsea fish. Things with several heads or bloated bodies like balls, things without mouths, and things that are manic thrashing hordes of tentacles are so regularly seen by Unsea whalers that they become inured to the effects of seeing yet another thing that should not actually be able to live. A particular favourite is the **query** that swims in schools in the vicinity of the Edge of the World. Though they resemble a 2-foot-long fluke-tailed cricket with spiky, prehensile antennae and an external intestinal sac, the disgusting-looking fish are delicious and considered a rare delicacy in Scrimshaw and Castorhage alike (though customers are rarely allowed to see them unfileted and in their natural state for the sake of business).

Whales

Whales^{B2} are the reason the Unsea is so busy with invaders from Castorhage. They are of great variety but generally conform in one common aspect: their size. Unsea whales are massive, and massive whales are profitable to the ship captains that harvest them and the rendering plants

Awakened Creatures

Bear in mind that spontaneously awakened animals and plants are common in the Between as an extension of the land's (and sea's) own heightened awareness. All such creatures display an extremely high cleverness and attendant cruelty.

that sell their constituent parts. Types of whales encountered here include **baleen whales**, **sperm whales**, **great white whales**, **killer whales**, **blue whales**^{B5}, **crimson whales**^{PAP59}, **faceless whales**^{PAP60}, and the extremely dangerous **wallow-whale**^{*}. There are even rumours of the extremely rare and elusive **deep singer whale**^{DMC}, though these have yet to be confirmed. One more commonality is that Between whales are intelligent, and proving to be an increasingly elusive — and more often aggressive — prey. Whales of the Unsea often have the Giant Creature simple template and usually the Between Creature template^{*} or the Between subtype^{*} as well.

^{*} See **Part 6: The Blight Bestiary**

^{B2} See *Pathfinder Roleplaying Game Bestiary 2*

^{B5} See *Pathfinder Roleplaying Game Bestiary 5*

^{PAP59} See *Pathfinder Adventure Path #59: The Price of Infamy*

^{PAP60} See *Pathfinder Adventure Path #60: From Hell's Heart*

^{DMC} See *Dead Man's Chest* by Frog God Games

Wyverns

Despite the relative lack of land, wyverns are regularly seen and often attack ships. They seem to have an innate ability to locate and colonise the many sea stacks scattered across the sea and use them to nest and hunt. Types of wyverns include the typical variety as well as **fork-tailed wyverns**^{PCS:lotS}, **nocturnal wyverns**^{AB}, and even the thankfully rare **barbtongued wyverns**^{PAP36}. Almost all wyverns of the Unsea also possess the Between subtype^{*}. Most wise whalers carry at least one ballista aboard with normal ammunition rather than harpoons in order to deal with the unwanted attentions of a wyvern or the dreaded flight of wyverns.

^{AB} See *Advanced Bestiary* by Green Ronin Publishing

^{PAP36} See *Pathfinder Adventure Path #36: Sound of a Thousand Screams*

^{PCS:lotD} See *Pathfinder Campaign Setting: Isles of the Shackles*

Through the Glass Darkly: Bling Between Travel By Magic

*"But I don't want to go among mad people," Alice remarked.
"Oh, you can't help that," said the Cat: "We're all mad here. I'm mad. You're mad."
"How do you know I'm mad?" said Alice.
"You must be," said the Cat, "or you wouldn't have come here."
—Lewis Carroll, *Alice in Wonderland**

Between is a curious thing, perhaps even a curious entity; despite several attempts to tame the methods of travel to the place, access to this netherworld remains annoyingly unpredictable.

Travel to Between using spells such as *gate*, *plane shift*, and *astral projection* fail to penetrate its heart, and even those mirrors that usually offer reliable access to Between can fail (sometimes with catastrophic results for the user). The simplest way to enter Between is to know a threshold, or to enhance it by use of special mirrors and techniques known

only to a handful — and even those experts very often fail, with terrible results.

Travel within Between is similarly unpredictable, and use of spells such as *dimension door* and *teleport* have led to appalling tragedies. All spells of this nature cast to travel within Between operate with the same chances of failure as a *teleport* spell, with the caster assumed to be heading for a "false destination." Results on the percentile dice of 80% or below indicate the spell has functioned normally while those of 81% or more suffer the effects indicated. Known affected spells included *astral projection*, *dimension door*, *etherealness*, *gate*, *phase door*, *plane shift*, *shadow walk*, *teleport* (all versions), *tree stride*, and *word of recall*. Other spells are affected at your discretion.

Casting spells such as *secure shelter* and *rope trick* may also have their inter-dimensional space affected by this quality, and where a mishap is indicated, either have an unexpected occupant already in the space (a monster of equivalent CR to the spell cast) or have the space become something twisted and useless, perhaps even dangerous.

Some areas of Between are subject to localised effects as well. For example, some casters find it impossible to use *wind walk* in given areas due to storms; others find summoning monsters either brings twisted dead things or ravenous killers that obey no one.

The exception to these rules are Between thieves. These daring (some would say foolhardy) rogues use Between as a way of travel and escape, and their Between-related powers always work as indicated. However, even a Between thief with class levels as a spellcaster who attempts to cast one of the above-mentioned spells is subject to the warping of its effects. The Between thief prestige class is detailed in **Part 3: The Blight Player's Handbook**.



The Mirror Voyager: What Between is Like

Between is as much a feeling as a place, and when emotions become the fabric of a curious land the possibilities for danger are greatly enhanced. Sailors, anxious as they voyage the Unsea, report several curious phenomena: storms appearing from nowhere, dark shapes beneath the bow of a ship, or a sudden dreadful calm. Between is a place that changes like a person's mood, and it has been conjectured that even nightmares are able to breathe life from those explorers foolhardy enough to come there.

Although it has geography, that geography is fluid; sometimes no logic exists for the way the place changes, where a vast rainforest abuts a glacier, which in turn hides a warm ocean. The geography within these areas is also able to change to a limited degree, and some have suggested that Between is actually like a living dream or nightmare of itself, where logic sometimes follows, but not always.

Between is like an adult fairyland, a place of nightmares and dreams that has its own thoughts and wants. It is alive, and everything in it is alive, constantly leaching thoughts and dreams and hungers and fears from around it, becoming one consciousness broken by a thousand madnesses.

The Mirror Knights

Sworn to protect Castorhage from horrors of Between, several groups of valiant, and perhaps not-so-valiant but sufficiently greedy knights, warriors and duellists have come together to form societies aiming to protect the people of the city-state from supernatural invasion. The most famous of these groups, the Mirror Knights, is made up of urban rangers^{APG} and fighters who fearlessly track creatures that come from Between. Aided by Between thieves, these warriors track and kill the creatures mercilessly using a variety of hunting methods, from subtle stalking to packs of bloodthirsty mastiffs.

^{APG} See *Pathfinder Roleplaying Game Advanced Player's Guide*

Here are a few other suggestions to bear in mind for GMing an adventure here:

The Awakened Land: Think of Between not just as a place, but as an extension of everything within it. A jungle, for example, in Between is not just an ordinary jungle; it is a collage of all of its lifeforms: the hunger of the predator, the fear of the prey, the boiling heat of the day, and the power of the monsoon. It is like nature, but nature *exploded*.

Dreams and Nightmares Come True: Play upon a visitor's fears; they hear noises nearby, the night air boils with strange calls, a Between ruin echoes with ghosts that whisper and cry in misery.

Everything Is Alive: Play this how you wish. Do the plants in Between become dangerous? Are the trees thinking? Do awakened animals or strange monsters plot against intruders?

Have Some Disturbed Internal Logic: Night should follow day, but is the day unnaturally short? Does the night last a day, a week, a month?

Twisted Geography: Think of Between as a jumbled jigsaw, where some pieces do not fit together. Some pieces do not link, so travel between them is impossible under normal circumstances. Think about how such a place ends? Does a jungle simply end at cliffs that vanish into haze, or does a sick mist settle upon the jungle, drawing characters back to where they started? A rudimentary map of sorts of Between is provided in *The Blight Map Folio*, but its layout is a best guess by the often-conflicting tales of various explorers. It serves as a suggestion of an "averaging" of the geography of the realms of Between and is by no means intended as an accurate depiction of the exact topography.

Tragedies of Between

In addition to the many dangerous encounters to be had in Between, the strange realm brings its own inherent dangers that simply seem to manifest merely by extended (or sometimes not-so-extended) contact with its strangeness

Tween Blight

The most terrible of ailments can be drawn through the tiny threads of *mirror-portals* and into the city, terrible diseases that permanently bend the human form into a twisted caricature, much like the nature of Between itself.

The whispered names of diseases such as strickenback, slynesplinters, or madlands regularly make the rounds of gossip, but none of them has yet been isolated by the physikers of Castorhage and proven to be truly a preternatural illness from beyond. It is supposed by many that such known maladies as derange*, dislocating larva*, and second-head fluke* must surely have originated in the twisted womb of beyond. Even the eponymous blight* seems highly suspect to be of something other than mundane terrestrial origin. One ailment that is known to have originally been introduced to Castorhage from Between is the boiling pox. Though rare, its manifestation is distinct and always tragic. Remove disease does not work upon it, and it is so infectious that the merest hint of its taint is likely to draw a group of Mirror Knights to isolate or even — if the victim is lucky — despatch the afflicted poor soul.

* See **Part 6: The Blight Bestiary**

Between Disease: Boiling Pox

BOILING POX

Type disease, inhaled; **Save** Fortitude DC 18

Onset 1 day; **Frequency** 1/day

Effect 1d3 Dex damage* and 1d4 Cha drain; **Cure** 2 consecutive saves

* See description below

Victims develop a covering of red angry sores over their whole body, which are agonising to touch and make every movement painful. As the disease progresses, it permanently scars the victim's skin and psyche and even slowly infects his bones as well, causing permanent contortions and disruptions. Every day that the victim suffers Dex damage, there is a 25% chance that it is Dex drain instead. Unfortunately, boiling pox has proven to be completely resistant to the spells *remove disease* and *heal*.

Long-Term Effects of Between Exposure

A final note is warranted regarding the hazards of braving the perils of Between. Sometimes its long-term repercussions are a bit more insidious, though no less dangerous. Some frequent Between travellers have reported catching a glimpse of doppelgangers of themselves, of being stalked by a sinister twin or of waking up with a shadowy figure at the foot of their bed. In fact, some more learned on matters Between have suggested that Sir Donnán Grabe confessed on his deathbed to being a Between impostor.

The Spiteful

The Spiteful is a conspiracy of Between fey and foul shapechangers who wish to invade and conquer Castorhage right under the noses of its people. They seek to do this through subversion by means of introducing changeling **spite-waifs*** into the cribs of certain of the city's new parents as a means to breed a generation of **Between doppelgangers** who control the reins of power within the city. It is entirely possible that The Spiteful play some role in the mysterious motives of the Lands of the Echo Queen (q.v.) but no substantive connection has yet been found.

Coincidentally, one of the only groups within the city that is aware of this secret group and its motives are doppelganger spies of **The Veil**. They have reported the machinations of this group to their master, Crown Justice Braken, but he has yet to move overtly against their incursion. It should be noted that certain other individuals of Castorhage have become aware of The Spiteful menace at times in the past and have seen fit to declare their own crusades against its corrupting influence upon the city (see **TB3: Bloody Jack** by **Frog God Games** for more information on The Spiteful and their activities within Castorhage).

* See **Part 6: The Blight Bestiary**



Part Six: The Blight Bestiary



Things: The Creatures of Castorhage

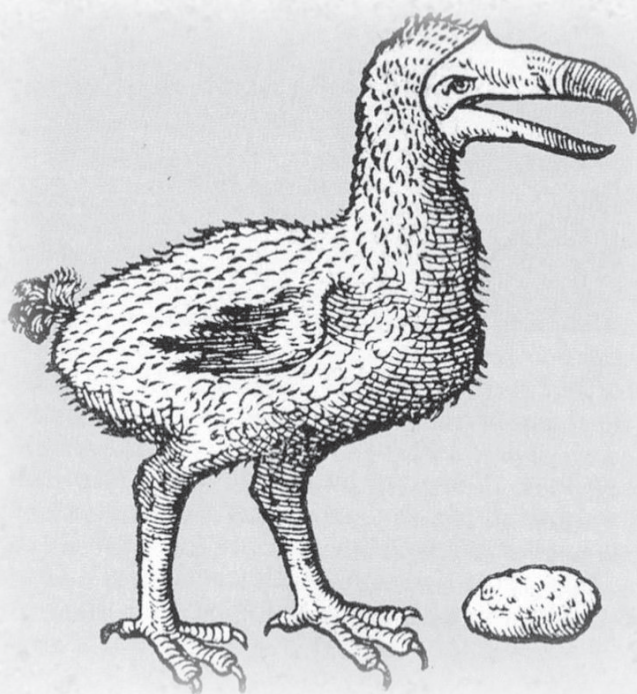
Many “common” monsters are to be found cowering in the gloom of the city — sea devils and wererats are some of the most common — but here one may encounter nagas and rakshasas, sphinxes, hags, bugbears, golems, ghouls, chokers, chaos beasts and demons as well as many others. Some creatures walk the streets wearing human form, others skulk beneath piers and in the Underneath waiting for the sun to set before walking the streets, and some are seen as little more than nuisances or even valuable servants or pets.

A Blight Pet Bone Bad

Wicked Gren (NE male goblin rogue 3) is a wretch who escaped his servitude of serving as a playmate to a wealthy streetclerk’s spoiled child. He has taken to hiding in the gables by day and wandering the streets by night. He has befriended a pair of **giant spiders** in the gables above Shorefield Market and works with them at night — luring strangers to them by pretending to be helpless or injured. Gren lurks behind taverns to trick drunks into following him, leads orphans into the night, and takes advantage of those who take pity on him. Then Gren takes the spoils whilst the spiders take the flesh.

Animals

As the city teems with life — both human and unhuman — so too it teems with animals, be they beast for fodder or companionship, watch, or pest. Birds soar above gables, from the great black Blight albatross^{TOBH} and the gable hate-owl^{TOBH} to the hooded ravens^{TOBH} and blindingcrows^{TOBH} to the smaller birds, particularly the ever-present canaries^{TOBH} with their singing voices, which warn of death, the Lyme thrush^{UM}, the gable-sparrow and the tiny moth-wren. Dogs are a common pet, particularly in the rougher areas of the city. Among the most prized are the terriers^{TOBH}, which come



in a hundred shapes and breeds and are much prized for killing rats and other vermin. Every gentleman or crook these days seems to have a fighting dog on a leash — from the Blight-bull* to the huge pit-mastiff*.

Cats are seen less, and certain fanciful dim-witted individuals have even gone so far as to say that all the normal cats were killed in a single night by an army of cats from Between. These Between-Cats^{TOBH} are, allegedly, ruled by an emperor who has some alien plot in mind for the city. Clearly, this is so much hokum. Despite the many cats, rats are everywhere, and come in all shapes and sizes as well, from the vile Festering Lyme rat^{TOBH} with its manged body covered in lice to the much feared (almost legendary) Giant Rat of Shabbis^{TOBH}, a mercifully rare foreign visitor to the shores of Castorhage who brings plague in its wake.

Strangely, apes of all types are seen in the city — no doubt due to its long and extensive history of trade with and colonisation of Libynos — and so many have escaped from collectors that monkeys and apes are now common. The Blight apes^{TOBH} and Blight monkeys^{TOBH} are uncannily alert, and many are able to perform incredible feats of intelligence. In addition, no self-respecting organ grinder is without his monkey, or vice-versa.

Stock animals are plentiful — cattle, sheep and goats — as well as chickens, geese and dodos, which are often seen in city knackers-yards awaiting slaughter. Dodo is very much an acquired taste, either being loved or loathed, and some eating-houses specialise in preparing the bird with a whole raff of available recipes. The awkward birds are also raised for their large eggs. And there are pigs, a vast number of pigs, some of which, like the Great Fayre pig racers, are said to be able to talk and reason among men.

The popularity of private menageries in the latter 17th and early 18th-century R.C. assured that escapees were common, and a whole host of bizarre creatures still hunts in the night. Some of these have developed local legends: the BookTown Panther^{TOBH}, the Great Canal Python^{TOBH}, and the Hollow and Broken Hills Crocodile^{TOBH} are but a few of the hundreds of beasts that stalk the city.

The City of Thinking Animals

One of the many anomalies given to the city of Castorhage is a proportionally huge populace of awakened animals. Some have conjectured that the awakening has some connection to the Between, and that the frequent violations into that domain by locals have led to a bleeding of the essence of this land into the city. This has also been blamed for the rise in sentient animated objects — clocks that refuse to chime, mortomata** that kill the children they are supposed to entertain, and fleshgines* that mysteriously crush their masters or pull all their limbs off. Others attribute the unusual manifestation of intelligence to centuries of breeding and training, stating that some great evolutionary advance in animal intellect may one day take place because of this.

* See below for stats

** See **Appendix B** for more information

Dark Fey

Though not a part of the natural world, Between is certainly a reflection of it. This includes a propensity toward attracting the sylvan creatures of the natural world and the presence of many fey within its strange borders. Whether these fey are unnatural manifestations of Between itself, examples of the darker types of fey in the natural world that are just attracted to Between’s presence, or simply fey who have become trapped in Between and warped by its dark presence is unclear. Perhaps it is all of the above. In any case, the presence of these dark fey is indisputable and they exist in a relatively large concentration in and around the city of Castorhage as a result. Examples of these foul creatures includes many types of gremlins^{TOHC}, forlarrens^{TOHC}, baccae^{TOHC}, korreds^{TOHC}, sinister leprechauns^{TOHC}, redcaps^{TOHC}, grimstalkers^{TOHC}, lecherous satyrs, quicklings^{TOHC} and tombstone fairies^{TOHC}.

^{TOHC} See *The Tome of Horrors Complete* by Frog God Games

Inhabitants of the Lyme

That anything lives in the black dead, alchemically seething waters of the polluted heart of the city is remarkable in itself. However, the river teems with aggressive predators that feed upon the slops and flotsam, peelings, and corpses of cats, rats, dogs, and people that fall into the Lyme daily. Sough-eels* with their slick white bodies and gnawing secondary jaws are frequently seen, Lyme anglers* — more commonly known as slop-sharks — with their terrible diseased bites and bodies like sacks of flesh waiting to burst hide in the shallows. Wallow-whales* swim the deepest areas, their cathedral-like wan bodies searching for prey, their throats lined with ragged bone beyond which lies the Church of Jobe — the stomach maw of the whale allegedly once home to a sea devil. Bog lanterns^{TOBH} wriggle in the gloom, their luminescent bodies like the lamps of the Lyme anglers. The seldom seen Lyme walrus*, with its barbed tusks and sinful lies, a creature that sheds its skin and becomes human when it attempts to secure a bride, is just one more predator that watches the shore from the river's depths.

Monsters Unique to the Blight

The fungi of Castorhage is more alive than it ought be. Bestial polypore (a local variant of psychepore^{BS}) grow in the evening and spend the night looking for people to infest. More terrible is blight* itself, a peculiar intelligent lichen able to take over whole streets in a single night and suffocate them, and only kept at bay by the constant vigilance of brave Blight Knights — hunters who walk the streets at night armed with alchemic fire bellows. Some say blight originally inhabited the city but was driven deep below; some believe that the blight will rise again en masse and absorb the entire population. One thing is sure, the city gained its nickname for it, whether she likes it or not. It is also the more common name of a creature known simply as the Body Snatcher*, a hive thing that dwarves say lurks in the Between roots at the very bottom of the Underneath.

The most uncommon dray is a hyme*, which the cab companies find to be fast, tireless, and above all obedient. And whilst occasionally hymes go on the rampage and eat a few people, mostly these matters are hushed up by the guilds and masonic groups. A hyme resembles a child's nightmare; it is only passingly equestrian, a slick creature of blackness that walks in a lopping stride but which is capable of great speeds when needs be. More importantly, everything gets out of its way.

There are many, many creatures unique to the Blight, from the foul Blight naga* to the night-slug*, humanoids that dwell between walls. Not all things have a name and it is sure that many, many things are yet to be discovered and catalogued.

Pestilences and Parasites

The most common monsters are the smallest in the city — the lice and infestations, sicknesses, and disease. In so crowded and twisted and filthy a city, naturally they thrive. Couple that with the abnormal proximity of

Double-Headed Dran

Second-head fluke is a horrible thing to look upon, with a cankerous second pseudo-head sprouting next to the victim's own head, and urban myth states that some of these pseudo-heads develop their own minds and learn to talk. The most famous of these legendary second-head fluke cases is said to be **Double-Headed Dran** (1672–1699). This poor sailor developed a pseudo-head which was so vile and vicious that it would attempt to attack anyone who came within reach, even spitefully gnawing upon the side Dran's own head from time to time. In an attempt to rid himself of the foul growth, Dran cut off the head with a knife, only to bleed to death shortly thereafter. Dran's pseudo-head is preserved in the Royal University of Surgeons in the Seminary.

Between and illness becomes something even worse than those usually encountered. A few of the better known and understood of these hazards are derange*, dislocating larvae*, and the alarmingly grotesque second-head fluke*.

Scrimshaw Gargoyles

In its heyday, Castorhage was famed for many things, and the scrimshaw gargoyles* were one of them. These delicate figures are thought to have been created centuries ago as watchers to aid the local constabulary — spies and guards — whispering in their eyries. Time has taken its toll on the whalebone constructs, and now they number fewer than 50, having been taken, destroyed, or worn to nothing by the constant wind high above the city. Each scrimshaw gargoyle is different, both in size and design, but they share some features: They are carved from delicate whalebone covered in strange sigils, many of the writings have faded, and now lichens and grime cling to their once statuesque bodies. They are also very much aware.

Shapechangers

There is a wererat plague within the city, and in places, the predominant population is these lycanthropes and their rat allies, which come in a dizzying array of varieties and sizes. The rats are by far the most prodigious of shapechangers, but there are many, many others lurking unseen in the glare of the city streets.

Spiders

Many types of arachnids call the sprawl of the city home. Gable spiders^{TOBH} are common, as are the more mundane breeds of monstrous spiders, with the much rarer chymic spiders* and phase spiders being reported only occasionally. Regardless of breed, all the spiders of the city tend to have two things in common: They are almost always invariably big and fast, and they generally live among the city's gables and rooftops. Occasionally, great webs or skeins of cords, rags, and less pleasant things spring up between buildings, and steeplejacks and roofers, or more usually gablemaesters, are paid great sums in comparison to other labourers because of the nature of their jobs and the danger the spiders pose.

Stitched Things

Easily the most common type of "thing" seen in the city are the stitched and remade creatures: golems, homunculi, fleshgines*, necrocrafts^{BA} and other created creatures. They are a daily sight, lifting, carrying, and guarding.

The Tome of Horrors Complete Creatures

Eneerg the Keeper's seminal work — the *Infernal Tome*, or *The Tome of Horrors Complete* — lists many terrible creatures that can be found above, below or upon the streets of Castorhage. A few of the more commonly known are listed here.

Bone cobblers are said to make up an entire caste of the Fetch, and their many lairs have inspired some of the more perverted and wicked artists in the city. Some speculate that these artists actually encourage the cobblers in their collecting.

Dark creepers and **dark stalkers** seethe in the Underneath and are sometimes found living in the city, wearing tinted lenses and heavy clothing to disguise their nature. Rumours of a Stalker King refuse to go away. The **King Without Shadow** (CN male dark stalker rogue 14/bard 3) plays his doleful songs, they say, whilst his guillotine beheads those who set eyes upon his kingdom.

Countless gargoyles festoon the gables of the city, and amongst these are continuing sightings and encounters with **four-armed gargoyles**, **fungus**

Monsters of the Blight

Alchymic-Undying Template

More commonly referred to as the “reborn,” alchymic-undying creatures are living creatures infused with the gifts of undeath through exposure to the mysterious *elixir of life*.

Creating an Alchymic-Undying Creature

“Alchymic-Undying Creature” is an acquired template that can be added to any living creature (referred to hereafter as the base creature) that succeeds on its Fortitude saving throw when exposed to *elixir of life* (see *The Blight: Richard Pett’s Crooked City* by Frog God Games). An alchymic-undying creature uses the base creature’s statistics and special abilities except as noted here.

CR: Same as the base creature +1.

Defensive Abilities: An alchymic-undying creature gains the following defensive abilities.

Negative Energy Affinity: An alchymic-undying creature reacts to



gargoyles (who are credited with spreading a particularly vile blight that rots hands and feet), **green guardian gargoyles**, and **margoyles**.

Golems and constructs are common, of course, with **flagstone golems** and **furnace golems** being somewhat rarer. However, even such strange constructs as **iron maiden**, **mummy**, **ooze**, **rope**, **stone guardian**, **tallow** and **wood golems** can be encountered. The foul **witch-doll golem** is often used by the Great Coven.

Graymalkins are seemingly everywhere, and are suggested as possibly related somehow to the Between-cats. They are known to hunt night-slugs whom they find to be delicious.

The superstitiously dreaded **midnight peddlers** make up some of the Fetch. Some are so infamous for their deeds that they have well-known nicknames: **Rickety Rose** collects heads in her cart, whilst the **Slithering Peddler** collects hands. **Blind Bethen** collects eyes, said to be removed from living victims and will trade one to an unlucky soul who encounters her but is willing to make a one-for-one swap. **Peg-Leg Jabe** often has some Between creature or other riding in his hand cart from his frequent trips beyond.

These monsters, of course, are merely the tip on the diabolic iceberg of horrors that lurk in the Blight.

Unliving and Undying Alchymic

Those who wish to live forever sometimes take this dark path through use of the proprietary means available with the *elixir of life* (see **Appendix D**). Those who take this draught by choice hope to join the alchymic-undying*; those who fail in this endeavour are cursed to become the alchymic-unliving*. Those who are forced to take the elixir by cruel masters or terms of indenture almost invariably end up among the alchymic-unliving.

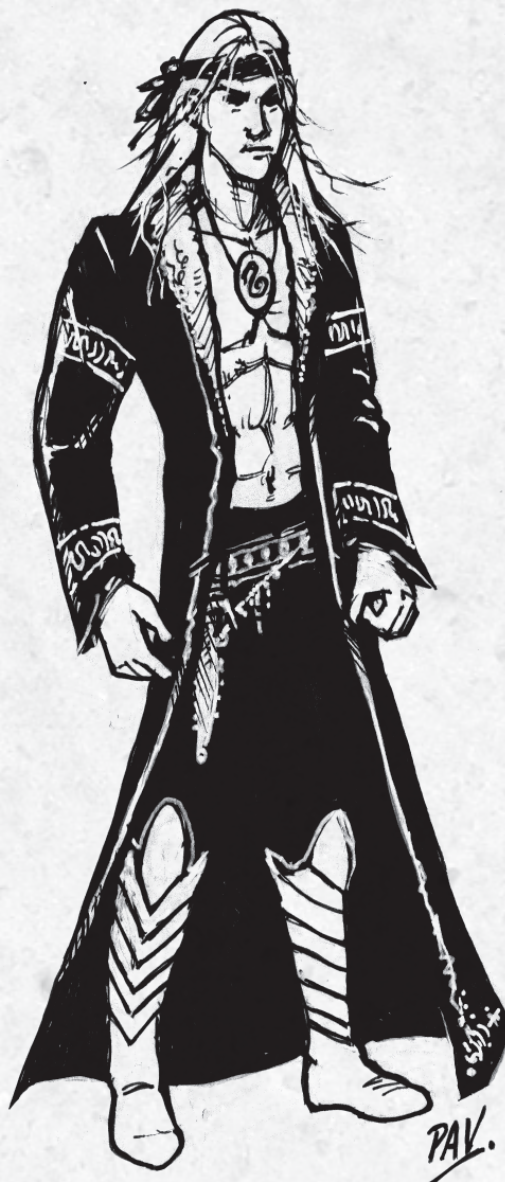
* See below for stats

^{B4} See *Pathfinder Roleplaying Game Bestiary 4* for stats

^{B5} See *Pathfinder Roleplaying Game Bestiary 5* for stats

^{TOBH} See *The Tome of Blighted Horrors* by Frog God Games for stats

^{UM} See *Pathfinder Roleplaying Game Ultimate Magic* for stats



THE BLIGHT: RICHARD PETT'S CROOKED CITY

positive and negative energy as if it were undead — positive energy harms it, while negative energy heals it.

Resist Energy Drain (Ex): An alchymic-undying creature takes no penalties from energy drain effects, though it can still be killed if it accrues more negative levels than it has HD. After 24 hours, any negative levels an alchymic-undying creature possesses are removed without the need for a saving throw.

Alchymic-Undying Resistances: An alchymic-undying creature gains DR 10/— against nonlethal damage, and a +4 racial bonus on saving throws against ability damage or drain to Constitution, Dexterity, and Strength, death effects, disease, paralysis, and poison.

Alchymic-Undying Immunities: An alchymic-undying creature is immune to exhaustion, fatigue, physical aging, sleep, and starvation effects.

Ability Scores: –4 Constitution. An alchymic-undying creature's bond to undeath impedes its mortal vigor.

Special Qualities: An alchymic-undying creature gains the following special qualities.

Gift of Undeath: An alchymic-undying creature does not need to sleep. It needs to eat and drink but requires only one-tenth of the usual food and drink required by a creature of its type, enabling it to go long periods without sustenance. It needs to breathe but can hold its breath for a number of rounds equal to 10 times its Constitution score. Immune to the physical effects of aging — although still able to gain the benefits of aging to its mental ability scores (Charisma, Intelligence, and Wisdom) — an alchymic-undying creature is not at risk of death from old age.

Regeneration: An alchymic-undying creature gains regeneration 1 +2 per 3 HD it possesses. Acid and fire damage causes an alchymic-undying creature's regeneration to stop functioning on the round following the attack.

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Savius Golgol

This thin, dark robed man has pale, almost translucent skin and long, wispy white hair. He looks ancient but moves with surprising vitality, and his piercing stare belies an intellect still keen and engaged.

SAVIUS GOLGOLAN

XP 12,800

Male alchymic-undying human necromancer 11

LN Medium humanoid (human)

Init +5; **Senses** darkvision 60 ft.; **Perception** +4

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 natural)

hp 49 (11d6 plus 11); regeneration 7 (acid, fire)

Fort +9; **Ref** +6; **Will** +10

Defensive Abilities negative energy affinity; **DR** 10/— vs. nonlethal damage; **Immune** alchymic-undying immunities;

Resist energy drain, alchymic-undying resistances

Speed 30 ft.

Melee mwk dagger +6 (1d4/19–20)

Special Attacks channel negative energy 8/day (DC 17)

Arcane School Spell-Like Abilities (CL 11th; melee touch +5): 8/day—grave touch (5 rounds)

Necromancer Spells Prepared (CL 11th; melee touch +5, ranged touch +6):

6th—create undead, eyebite (DC 23)

5th—baleful polymorph (DC 20), magic jar (DC 22), teleport, waves of fatigue

4th—animate dead, enervation, fear (DC 21), solid fog, wall of fire

3rd—blink, fireball (DC 18), fly, ray of exhaustion (DC 20), vampiric touch (x2)

2nd—blindness/deafness (DC 19), false life, resist energy, see invisibility, scare (DC 19), scorching ray

1st—alarm, burning hands (DC 16), cause fear (DC 18),

detect undead, expeditious retreat, mage armor (already cast), magic missile

0 (at will)—bleed (DC 17), detect magic, read magic, touch of fatigue (DC 17)

Opposition Schools enchantment, illusion

Str 10, **Dex** 12, **Con** 10, **Int** 20, **Wis** 8, **Cha** 14

Base Atk +5; **CMB** +5; **CMD** 16

Feats Brew Potion, Combat Casting, Command Undead, Craft Wondrous Item, Greater Spell Focus (necromancy), Improved Channel, Improved Initiative, Iron Will, Scribe Scroll, Spell Focus (necromancy), Toughness

Skills Craft (alchemy) +19, Fly +5, Heal +4, Intimidate +7, Knowledge (arcana) +19, Knowledge (dungeoneering) +13, Knowledge (engineering) +13, Knowledge (geography) +13, Knowledge (history) +13, Knowledge (local) +13, Knowledge (nature) +13, Knowledge (nobility) +13, Knowledge (planes) +13, Knowledge (religion) +18, Perception +4, Spellcraft +19

Languages Aklo, Common, Dwarven, Elven, Goblin, Infernal
SQ arcane bond (familiar—rat), gift of undeath, life sight (10 feet, 11 rounds/day)

Combat Gear potion of cure moderate wounds, potion of invisibility, robe of bones; **Other Gear** amulet of natural armor +1, cloak of resistance +2, masterwork dagger, goggles of night, headband of vast intelligence +2 (Craft [alchemy]), spellbook, crystal for magic jar (100 gp), onyx gems (300 gp), 623 gp.

Alchymic-Unliving Template

The alchymic-unliving are creatures tainted by the curse of undeath through exposure to *elixir of life*. Those who partake in the forbidden fruits of such alchymic experimentation face a dismal future. It is true that death, or at least mortal death by aging, is no longer a concern, but the life left is bleak and bereft of any of the joys of the living.

Creating an Alchymic-Unliving Creature

"Alchymic-Unliving Creature" is an acquired template that can be added to any living creature (referred to hereafter as the base creature) that fails its Fortitude saving throw when exposed to *elixir of life* (see *The Blight: Richard Pett's Crooked City* by Frog God Games). An alchymic-unliving creature uses the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +1.

Type: The creature's type changes to undead (augmented). Do not recalculate class HD, base attack bonus, or saves.

Senses: An alchymic-unliving creature gains darkvision 60 ft.

AC: An alchymic-unliving creature's natural armor increases by 2.

Hit Dice: Change all racial HD to d8s. Class HD are unaffected. As undead, alchymic-unliving creatures use their Charisma modifier to determine bonus hit points (instead of Constitution).

Defensive Abilities: An alchymic-unliving creature gains the following defensive abilities. They do not gain any further immunities from the undead type.

Alchymic-Unliving Immunities: Immunity to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning. Not subject to nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points. Not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect alchymic-unliving creatures. These spells turn alchymic-unliving creatures back into the living creatures they were before becoming undead.

Special Qualities: An alchymic-unliving creature gains the following special qualities:

Curse of Undeath: An alchymic-unliving creature is cursed by a form of undeath that sustains it physically but not mentally. Each month, an alchymic-unliving creature must succeed on a Will save (DC equal to 15



+1 per previous success) or permanently lose 1 point of Intelligence. An alchymic-unliving creature that reaches 0 Intelligence loses the alchymic-unliving template and gains the zombie template.

Fast Healing: Alchymic-unliving creatures gain fast healing 1 + 2 per 3 HD.

Ability Scores: Str +2, Int -2. As an undead creature, an alchymic-unliving creature has no Constitution score. A creature with a Charisma score lower than 10 increases its Charisma score to 10.

Feats: Alchymic-unliving creatures gain Toughness as a bonus feat.

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Stoic Guardian

It is an ogre, but a gaunt, wiry thing dressed in heavy armor that seems to suffocate it. Something is strange about it, however; a lost look in its eyes, the sadness of decay.

STOIC GUARDIAN

XP 1,200

Male alchymic-unliving ogre warrior 1 (*Pathfinder Roleplaying Game Bestiary* "Ogre")

CE Large undead (augmented humanoid, giant)

Init -1; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

AC 22, touch 8, flat-footed 22 (+7 armor, -1 Dex, +7 natural, -1 size)

hp 29 (4d8 plus 1d10 plus 6); fast healing 3

Fort +6; **Ref** +0; **Will** +3

Immune alchymic-unliving immunities

Speed 30 ft.

Melee greataxe +9 (3d6+9/x3) or spiked gauntlet +9 (1d6+6)

Ranged pilum +2 (2d6+6)

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

Str 23, **Dex** 8, **Con** —, **Int** 4, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** +11; **CMD** 20

Feats Cleave, Iron Will, Power Attack, Toughness^b

Unliving as Art

There is a revolting trade that is growing in the Castorhage: the use of lower-grade elixirs to bind different components of certain creatures together to form a new thing, a thing in many cases totally unique. For some, the methods used are crude: the scalpel, the stitch, the saw. Subjects are injected with *low-grade elixir of life* and then the pieces are removed and subsequently sewn together. More often than not, the resulting creature is either horribly disabled or physically unstable and decays quickly. It does not always then die, however.

The quality of the work depends upon the grade of the elixir and the skill of the artist, but these vile surgeons are growing in number and infamy. More advanced artists and experimenters use complex crucibles and procedures to bind the pieces together. These crucibles are made with necromantic magic, and these artists claim to be using techniques discovered by the creators of the first owlbears and gorilla bears^{TOHC}, as well as those who first brought abominations^{TOHC} into being. The latest, great visionaries of this sort of rebirth extol the (so far) secret and unseen experiments of the great surgeon-artists whom they claim have succeeded in forging new life from Between creatures and mortal flesh.

^{TOHC} See *The Tome of Horrors Complete* by Frog God Games

Skills Climb +4, Linguistics -2, Perception +5

Languages Common, Giant

SQ curse of undeath

Gear splint mail, greataxe, 10 pilums^{APG}, 2 spiked gauntlets

^{APG}See *Pathfinder Roleplaying Game Advanced Player's Guide*

Environment any land

Organization any

Treasure NPC Gear

Created by Illuminati mages to guard entrances to their chapterhouses, stoic guardians simply stand and stare as their minds slowly slip away.

Between Creature

From Between, abstractions of the Blight's psyche and physicality are reflected upon it in a phantasmagoria of exaggeration and distortion given life. For just as the lands in that fantastical realm absorb the dark essence of the Blight, so does its flora and fauna, mutating into mocking caricatures of those who live in the city. Their very forms fuse with and are partially composed of emotion, which blurs or displaces their physical aspects with ghost-like imagery and color.

Such creatures fall into one of two categories, both infused with the power of Between: mutations of existing creatures, and entirely new breeds of creatures from Between. You can easily create the first type of creature by using one of the Between simple templates presented in this section. Creating the second type of creature is more complicated, and requires adding the Between subtype and custom abilities appropriate to the creature, with more powerful creatures gaining more abilities than weaker creatures (see **Appendix E** for information on the Between subtype). Following are five sample creatures — Between versions of the boneneedle, gargoyle, doppelganger, nosferatu, and wyvern.

Between Age

A creature's Between Age (BA) is a game statistic that represents the length of time a creature has been infused with the influence of Between. Creatures that have only recently (within 2 years) been exposed to or born in Between have a Between Age of 1 (larval), while the greatest Between creatures, steeped in the essence of the Between for 600 years or more, have a Between Age of 10 (ancient). It is possible for a (normally) low-CR creature to have a high Between Age or for a high-CR creature to have a

THE BLIGHT: RICHARD PETT'S CROOKED CITY



low Between Age. The Between Age of a creature is included in its stat block by way of a BA designation appended to the creature's CR, e.g. CR 5/BA 2.

Between Creature Advancement

This section addresses how to turn a non-Between creature into a Between creature through the application of one of the Between creature simple templates. **Appendix E** provides instruction on how to create an entirely new Between creature using the Between subtype. Between creatures' abilities depend on their Between Age (BA), with an older age meaning a creature has additional abilities.

Between Creature Simple Templates

Although all life in Between is unique, some creatures (wolves, for example) are common to the normal world and Between. The following simple templates can be used to turn any creature that does not have the Between subtype into a Between creature. A creature given one of these templates counts as a Between creature for the purposes of spells, abilities, and magical items but it does not gain the Between subtype or the many benefits of having the Between subtype — it gains only those benefits specifically described in the simple template. A creature must meet all prerequisites of any bonus feats.

Between-Touched (CR +1/BA 3)

A Between-touched creature's quick and rebuild rules are the same.

Rebuild Rules: **Senses:** gains low-light vision; **hp** gains temporary hp as per the Between subtype; **Defensive Abilities** all-around vision, dislocated (*blurred movement*^{ACG}), distorted (25%); **DR** gains DR 2/cold iron; **SR** gains SR equal to its new CR +6; **Speed** +10 feet for all movement types (up to double the creature's base movement speed); **Ability Scores** +2 Dex, +2 Int; **Feats** gains Dodge and Lightning Reflexes as bonus feats.

Between-Born (CR +2/BA 5)

A Between-born creature's quick and rebuild rules are the same.

Rebuild Rules: **Senses:** gains darkvision 60 ft. and low-light vision; **Aura** emotion (30 ft., DC = 10 + BA + Cha mod.); **hp** gains temporary hp as per the Between subtype; **Defensive Abilities** all-around vision, dislocated (*blur*), distorted (50%); **DR** gains DR 5/cold iron; **SR** gains SR equal to its new CR +12; **Speed** +20 feet for all movement types (up to double the creature's base movement speed); **Ability Scores** +4 Dex, +4

Int; **Feats** gains Dodge, Lightning Reflexes, and Nimble Moves as bonus feats.

Between-Grown (CR +3/BA 7)

A Between-grown creature's quick and rebuild rules are the same.

Rebuild Rules: **Senses:** gains darkvision 90 ft. and low-light vision; **Aura** emotion (40 ft., DC = 10 + BA + Cha mod.); **hp** gains temporary hp as per the Between subtype; **Defensive Abilities** all-around vision, dislocated (*displacement*), distorted (75%), evasion; **DR** gains DR 5/cold iron and magic; **SR** gains SR equal to its new CR +13; **Speed** +30 feet for all movement types (up to double the creature's base movement speed), and flight maneuverability (if any) improves by 1 step; **Spell-Like Abilities** 1/day—*spider climb* (self only), *vanish*^{APG} (self only); caster level = BA; **Ability Scores** +6 Dex, +6 Int; **Feats** gains Dodge, Lightning Reflexes, Mobility, and Nimble Moves as bonus feats.

Between-Aged (CR +4/BA 9)

A between-aged creature's quick and rebuild rules are the same.

Rebuild Rules: **Senses:** gains blindsense 30 ft., darkvision 90 ft. and low-light vision; **Aura** emotion (50 ft., DC = 10 + BA + Cha mod.); **hp** gains temporary hp as per the Between subtype, and fast healing 5; **Saves** second save^{MA}; **Defensive Abilities** all-around vision, dislocated (*displacement*), distorted (75%), evasion; **DR** gains DR 10/cold iron and magic; **SR** gains SR equal to its new CR +14; **Speed** +40 feet for all movement types (up to double the creature's base movement speed), and flight maneuverability (if any) improves by 2 steps; **Spell-Like Abilities** 3/day—*invisibility* (self only), *spider climb* (self only); 1/day—*blink*, *mirror image*; caster level = BA; **Ability Scores** +8 Dex, +8 Int; **Feats** gains Acrobatic Steps, Dodge, Lightning Reflexes, Mobility, and Nimble Moves as bonus feats.

Between-Incarnate (CR +5/BA 10)

A Between-incarnate creature's quick and rebuild rules are the same.

Rebuild Rules: **Init** dual initiative^{MA}; **Senses:** gains blindsense 60 ft., darkvision 90 ft. and low-light vision; **Aura** emotion (60 ft., DC = 10 + BA + Cha mod.); **hp** gains temporary hp as per the Between subtype, and fast healing 10; **Saves** second save^{MA}; **Defensive Abilities** all-around vision, dislocated (*displacement*), distorted (75%), improved evasion; **DR** gains DR 15/cold iron and magic; **SR** gains SR equal to its new CR +15; **Speed** +50 feet for all movement types (up to double the creature's base movement speed), and flight maneuverability (if any) improves by 3 steps; **Spell-Like Abilities** 3/day—*invisibility* (self only), *mirror image*, *spider climb* (self only); 1/day—*blink*, *dimension door* (self plus 50 lbs. of objects only); caster level = BA; **Ability Scores** +10 Dex, +10 Int; **Feats** gains Acrobatic Steps, Dodge, Lightning Reflexes, Mobility, Nimble Moves, and Spring Attack as bonus feats.

^{ACG} See *Pathfinder Roleplaying Games Advanced Class Guide*

^{APG} See *Pathfinder Roleplaying Games Advanced Player's Guide*

^{MA} See *Pathfinder Roleplaying Games Mythic Adventures*

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Between-Touched Examples

The following examples are existing creatures altered by one of the above Between simple templates:

BETWEEN-TOUCHED GARGOYLE

CR 5/BA 3

XP 1,600

Pathfinder Roleplaying Game Bestiary "Gargoyle"

CE Medium monstrous humanoid (earth)

Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

AC 18, touch 14, flat-footed 14 (+3 Dex, +1 dodge, +4 natural)

hp 58 (5d10+15 plus 16)

Fort +4; **Ref** +9; **Will** +4

Defensive Abilities all-around vision, dislocated (*blurred movement*^{ACG}), distorted (25%); **DR** 2/cold iron; 10/magic; **SR** 11

GM GUIDE

^{ACG} See *Pathfinder Roleplaying Games Advanced Class Guide*

Speed 50 ft., fly 70 ft. (average)
Melee 2 claws +7 (1d6+2), bite +7 (1d4+2), gore +7 (1d4+2)

Str 15, **Dex** 16, **Con** 16, **Int** 8, **Wis** 11, **Cha** 7
Base Atk +5; **CMB** +7; **CMD** 20
Feats Dodge^B, Hover, Improved Initiative, Lightning Reflexes^B, Skill Focus (Fly)
Skills Fly +14, Perception +8, Stealth +13 (+19 in stony areas);
Racial Modifiers +2 Stealth (+6 in stony environs)
Languages Common, Terran
SQ freeze

Environment any land (Between)
Organization solitary, pair, or wing (3–12)
Treasure standard

Freeze (Ex) A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

BETWEEN-BORN WYVERN CR 8/BA 5 XP 4,800

Pathfinder Roleplaying Game Bestiary "Wyvern"
N Large dragon
Init +7; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +18
Aura emotion (30 ft., DC 12)

AC 22, touch 13, flat-footed 18 (+3 Dex, +1 dodge, +9 natural, –1 size)
hp 100 (7d12+28 plus 27)
Fort +9; **Ref** +10; **Will** +8
Defensive Abilities all-around vision, dislocated (*blur*), distorted (50%); **DR** 5/cold iron; **Immune** sleep, paralysis; **SR** 20

Speed 40 ft., fly 80 ft. (poor)
Melee sting +10 melee (1d6+4 plus poison), bite +10 melee (2d6+4 plus grab), 2 wings +5 (1d6+2)
Space 10 ft.; **Reach** 5 ft.
Special Attack rake (2 talons +10, 1d6+4)

Str 19, **Dex** 16, **Con** 18, **Int** 11, **Wis** 12, **Cha** 9
Base Atk +7; **CMB** +12 (+16 grapple); **CMD** 25
Feats Dodge^B, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes^B, Nimble Moves^B, Skill Focus (Perception)
Skills Bluff +9, Fly +7, Intimidate +9, Perception +18, Sense Motive +11, Stealth +9; **Racial Modifier** +4 Perception
Languages Draconic

Environment temperate or warm hills (Between)
Organization solitary, pair, or flight (3–6)
Treasure standard

Poison (Ex) Sting—injury; save DC 17; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves. The save DC is Constitution-based.

BETWEEN-GROWN DOPPELGANGER CR 6/BA 7 XP 2,400

Pathfinder Roleplaying Game Bestiary "Doppelganger"
N Medium monstrous humanoid (shapechanger)
Init +4; **Senses** darkvision 90 ft., low-light vision; **Perception** +9
Aura emotion (40 ft., DC 15)

AC 19, touch 15, flat-footed 14 (+4 Dex, +1 dodge, +4 natural)

hp 64 (4d10+4 plus 38); fast healing 5
Fort +4; **Ref** +10; **Will** +6
Defensive Abilities all-around vision, dislocated (*displacement*), distorted (75%), evasion; **DR** 5/cold iron and magic; **Immune** charm, sleep; **SR** 19

Speed 60 ft.
Melee 2 claws +8 (1d8+4)
Spell-Like Abilities (CL 18th):
At will—*detect thoughts* (DC 13)
Spell-Like Abilities (CL 7th):
1/day—*spider climb* (self only), *vanish*^{APG} (self only)
^{APG} See *Pathfinder Roleplaying Games Advanced Player's Guide*

Str 18, **Dex** 19, **Con** 12, **Int** 19, **Wis** 14, **Cha** 13
Base Atk +4; **CMB** +8; **CMD** 23
Feats Dodge, Great Fortitude, Lightning Reflexes^B, Mobility^B, Nimble Moves^B
Skills Bluff +9 (+13 while using change shape ability), Craft (glass) +11, Diplomacy +4, Disguise +9 (+29 while using change shape ability), Intimidate +8, Perception +9, Sense Motive +6, Stealth +8, Survival +9; **Racial Modifiers** +4 Bluff, +4 Disguise
Language Aklo, Common
SQ change shape (*alter self*), perfect copy, mimicry

Environment any land (Between)
Organization solitary, pair, or gang (3–6)
Treasure NPC Gear

Mimicry (Ex) A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.
Perfect Copy (Su) When a doppelganger uses change shape, it can assume the appearance of specific individuals.

BETWEEN-AGED LESSER BONENEEDLE CR 6/BA 9 XP 2,400

The Tome of Horrors Complete 79
N Small vermin
Init +7; **Senses** blindsense 30 ft., darkvision 90 ft., low-light vision; **Perception** +8
Aura emotion (50 ft., DC 15)

AC 21, touch 19, flat-footed 13 (+7 Dex, +1 dodge, +2 natural, +1 size)
hp 56 (3d8+3 plus 40); fast healing 5
Fort +4; **Ref** +10; **Will** +2; second save^{MA}
Defensive Abilities all-around vision, dislocated (*displacement*), distorted (75%), evasion; **DR** 10/cold iron and magic; **SR** 20
Weaknesses aversion to daylight
^{MA} See *Pathfinder Roleplaying Games Mythic Adventures*

Speed 40 ft., climb 40 ft.
Melee bite +10 (1d3–1 plus poison)
Spell-like Abilities (CL 9th):
1/day—*blink*, *mirror image*
3/day—*invisibility* (self only), *spider climb* (self only)

Str 8, **Dex** 25, **Con** 12, **Int** 8, **Wis** 12, **Cha** 3
Base Atk +2; **CMB** +0; **CMD** 18 (30 vs. trip)
Feats Ability Focus (poison), Acrobatic Steps^B, Dodge^B, Lightning Reflexes^B, Mobility^B, Nimble Moves^B, Step Up, Weapon Finesse^B
Skills Climb +15, Perception +8, Stealth +17; **Racial Modifiers** +4 Perception, +6 Stealth, modifies Climb with Dexterity

THE BLIGHT: RICHARD PETT'S CROOKED CITY

Languages Aklo, Common
SQ crowd

Environment underground (Between)
Organization pack (2–4), cluster (5–8), or nest (12–24 plus 2–4 greater boneneedles)
Treasure incidental

Crowd (Ex) These monsters crawl over each other in an attempt to swarm an opponent. Up to three boneneedles can occupy a single 5-foot space.

Poison (Ex) Boneneedle Poison; Sting—injury; save Fort DC 14; frequency 1/round for 2 rounds; effect 1d4 Dex; secondary effect: target takes an extra 1 point of damage from crushing or bludgeoning attacks until all Dex damage is healed; cure 1 save. The save DC is Constitution-based.

BETWEEN-INCARNATE NOSFERATU CR 14/BA 10 XP 38,400

Female human Between-incarnate nosferatu sorcerer 8 (Pathfinder Roleplaying Game Bestiary 4 "Nosferatu")
CE Medium undead (augmented humanoid)
Init +13/–7, dual initiative^{MA}; **Senses** blindsense 60 ft., darkvision 90 ft., low-light vision, scent; **Perception** +21
Aura emotion (60 ft., DC 28)

^{MA} See Pathfinder Roleplaying Games Mythic Adventures

AC 34, touch 22, flat-footed 24 (+4 armor, +2 deflection, +9 Dex, +1 dodge, +8 natural)
hp 97 (8d6+24 plus 8 plus 35); fast healing 10
Fort +5; **Ref** +13; **Will** +9; second save^{MA}
Defensive Abilities all-around vision, channel resistance +4, dislocated (displacement), distorted (75%), improved evasion; **DR** 15 cold iron and magic, 5/wood and piercing;
Immune undead traits; **Resist** cold 15, electricity 10, sonic 10;
SR 29

Weaknesses vampire weaknesses

^{MA} See Pathfinder Roleplaying Games Mythic Adventures

Speed 60 ft.
Melee 2 claws +13 (1d6+3)
Special Attacks blood drain (1d4 Con and 1d4 Wis), dominate (DC 22), telekinesis (DC 22)
Between-Incarnate Spell-Like Abilities (CL 10th):
3/day—invisibility (self only), mirror image, spider climb (self only)
1/day—blink, dimension door (self plus 50 lbs. of objects only)
Bloodline Spell-Like Ability (CL 8th; melee touch +7):
11/day—grave touch
Sorcerer Spells Known (CL 8th; melee touch +7, ranged touch):
4th (5/day)—greater invisibility
3rd (7/day)—dispel magic, fireball (DC 21), vampiric touch
2nd (8/day)—blindness/deafness (DC 20), false life, scorching ray, web (DC 20)
1st (8/day)—burning hands (DC 19), chill touch (DC 19), disguise self, expeditious retreat, mage armor (already cast), magic missile
0—acid splash, detect magic, light, mage hand, mending, message, open/close, read magic
Bloodline undead

Str 16, **Dex** 28, **Con** —, **Int** 24, **Wis** 16, **Cha** 26
Base Atk +4; **CMB** +7; **CMD** 29
Feats Acrobatic Steps^B, Alertness^B, Combat Casting, Dodge^B, Eschew Materials^B, Extend Spell, Improved Initiative^B, Lightning Reflexes^B, Mobility^B, Nimble Moves^B, Silent Spell, Skill Focus (Knowledge [Between])^B, Skill Focus (Stealth)^B, Spring Attack^B, Toughness^B, Weapon Finesse

Skills Bluff +19, Disguise +16, Intimidate +19, Knowledge (arcana) +18, Knowledge (religion) +18, Knowledge (Between) +18, Perception +21, Sense Motive +21, Spellcraft +18, Stealth +28; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Aklo, Common, Draconic; telepathy 60 ft.

SQ spider climb, swarm form

Gear ring of protection +2, cloak of resistance +3, headband of alluring charisma +4

Environment urban or ruins (Between)
Organization solitary
Treasure NPC gear

Bileborn

This revolting creature appears to be formed of a tangle of limbs and pieces of rotting corpses that splay in all directions like some kind of demented sea urchin. The many appendages flail about spastically as it moves with a disturbing rolling motion. Barely discernible amid this tangle are a number of severed, rotting heads, their eyes open and watching, their lips wordlessly mouthing unheard imprecations.

BILEBORN CR 7 XP 3,200

CE Large undead
Init +4; **Senses** all-around vision, darkvision 60 ft.; **Perception** +11

AC 20, touch 8, flat-footed 20 (+11 natural, –1 size)
hp 85 (10d8+40)
Fort +7; **Ref** +5; **Will** +9
DR 10/slashing; **Immune** undead traits

Speed 30 ft.
Melee 4 slams +10 (1d6+4 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks babbling scream, incorporate body

Str 19, **Dex** 10, **Con** —, **Int** 10, **Wis** 11, **Cha** 18
Base Atk +7; **CMB** +12; **CMD** 22 (can't be tripped)
Feats Blind-fight, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack
Skills Climb +15, Escape Artist +8, Perception +11, Stealth +7, Swim +12
Languages Common
SQ coordinated burst

Environment any
Organization solitary
Treasure none

Babbling Scream (Su) Once every 1d4 rounds, a bileborn can scream in incoherent babbles as a standard action. All creatures within a 60-foot spread must make a DC 19 Will save or be affected as the spell confusion for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Incorporate Body (Su) A bileborn tries to swallow-up Medium or smaller humanoids. Any round in which it grabs an opponent, it attempts to plunge the creature into its own body. The bileborn's body absorbs the creature on a successful grab and pin.

Once a victim is pulled inside, the bileborn attempts to absorb the creature to add additional mass and limbs to its own body. The victim has the pinned condition while within the creature and each round must make a successful DC 19 Fortitude save to resist incorporation. If a victim is successful in resisting incorporation, it can attempt a DC 19 Escape Artist check or DC 19 Strength check to free itself. If this fails, it

Body Snatcher

A massive lump of shadow, like a gargantuan hillock, shifts in the darkness and reveals itself to be a living creature. Its body is mostly torso and is roughly barrel shaped, with four elephantine legs and two long arms ending in three-fingered hands. A massive mouth-like opening dominates the top of its frame, from which extends a long, prehensile tongue studded with spiky outgrowths at its tip. The entire beast appears to be covered in — or perhaps made of — a lumpy, lichen-like substance with tiny, leafy growths.

BODY SNATCHER

CR 18/BA 3

XP 153,600

NE Gargantuan plant (fungus)

Init +3; Senses blindsense 120 ft., darkvision 60 ft., low-light vision; Perception +37

AC 34, touch 10, flat-footed 30 (+3 Dex, +1 dodge, +24 natural, -4 size)

hp 297 (26d8+156 plus 24); fast healing 5 (in darkness)

Fort +21; Ref +13; Will +10

Defensive Abilities all-around vision, dislocated (blurred movement^{ACG}), distorted (25%), hive mind; DR 2/cold iron;

Immune plant traits, precision damage, surprise; SR 24

Weaknesses light somnolence, vulnerability to fire

Speed 40 ft., climb 30 ft., swim 30 ft.

Melee 2 slams +27 (2d8+11), bite +27 (4d6+11), tongue +24 (2d6+5 plus grab)

Ranged spore burst +18 (6d6+16)

Space 20 ft.;

Reach 20 ft.

Special Attacks darkness vitality, swallow whole (suffocation, AC 22, 29 hp), trample (2d8+16, DC 34)

Str 33, Dex 17, Con 22, Int 14, Wis 10, Cha 10

Base Atk +19; CMB +34 (+38 grapple); CMD 47 (51 vs. trip)

Feats Awesome Blow, Blind-Fight, Combat Reflexes, Crush*, Dodge^B, Improved Bull Rush, Improved Overrun, Iron Will, Lightning Reflexes^B, Mighty Blow*, Multiattack, Power Attack, Thump*, Weapon Focus (bite), Weapon Focus (slam)

Skills Climb +19, Knowledge (dungeoneering) +28, Knowledge (local) +19, Linguistics +11, Perception +37, Stealth +20, Swim +19; Racial Modifiers +8 Perception, +12 Stealth in dim light or darkness

Languages Aklo, Common, Dark Folk, Dwarven, Elven, Gnome, Goblin, Halfling, Orc, Sylvan, Terran, Undercommon (cannot speak)

SQ create blight

*See Appendix E

Environment underground (The Blight)

Organization solitary

Treasure standard

Absorb Cadaver (Ex) Any living creature slain by a melee attack or the swallow whole ability of the Body Snatcher is immediately absorbed into its body as a free action. If the Body Snatcher is not destroyed by the end of its next turn, the recently slain cadaver is irrevocably destroyed, and the creature can be returned to life only with a *true resurrection*. If the slain creature is Large, then its body is fully destroyed in 2 full rounds, and a Huge creature requires 3 full rounds. A creature larger than Huge is not subject to the Body Snatcher's absorb cadaver ability, and it must use the properties of its create blight ability to absorb the deceased. If the Body Snatcher is destroyed before an absorbed cadaver is fully destroyed, then it can be recovered from among the mounds of blight lichen and returned to life by normal means.



must again resist incorporation on the next round if it remains pinned within. If the save fails, the victim is reduced to -1 hit point and is dying. Unless rescued by comrades by slaying the bileborn or by other means, the victim takes 1d4 points of damage per round as the many mouths within feed on the victim in his helpless state. Once the victim is dead, it is fully incorporated into the whole and is forever lost unless the bileborn is first slain and the deceased victim then resurrected. The save DC is Charisma-based; the Escape Artist and Strength check DCs are Strength-based.

Coordinated Burst (Ex) As a swift action, a bileborn can synchronize its flailing motions into an enhanced coordination. Using this ability allows it to react and move quickly as if affected by a *haste* spell for 1 round. It can use this ability once every 1d4 rounds.

The bileborn is an undead creature born of alchemical and necromantic experimentation. Its purpose and the identity of its creator are unknown, but the mistakes of this master have long since been paid, as the original bileborn ultimately escaped and slew its creator, incorporating his body among the rest.

A bileborn seeks to increase its mass by absorbing creatures into its body. This does not increase the creature's size or change it in any fundamental way, but the crowd of body parts grows denser at its center. Then at some indeterminate point, the creature reproduces by fission. The fused conglomeration of rotten body parts splits down the middle, forming two bileborns of equal size and power. These instinctively avoid each other as they each go their own way in search of their next victim to absorb.

These creatures are little more than horrid masses of dismembered and absorbed victims that somehow work in necromantic coordination and demonstrate considerable stealth and surprising speed for their size and composition. Despite their chaotic and jumbled appearances, their fleshy mass is physically tough, quickly using the dismembered parts of its interior to switch out damaged limbs on its exterior. The bulk of its absorbed brain tissue resides within the severed heads of the central mass of the creature, and these allow it to function in a rational manner, though often seemingly without purpose or design.

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THE BLIGHT: RICHARD PETT'S CROOKED CITY



Create Blight (Ex) As a move action, the Body Snatcher can exude a 10-foot-by-10-foot patch of blight (see **Appendix D**) in an area adjacent to its body. This patch is immediately eligible to be grown and directed as part of the Body Snatcher's hive mind ability.

Darkness Vitality (Ex) When in total darkness, the Body Snatcher gains vigor and deftness. This effect is equal to a *haste* spell and gives the Body Snatcher fast healing 5.

Hive Mind (Su) The Body Snatcher is constantly aware of all growths of blight within 50 miles and can see anything within visual range of these patches. It can direct the direction and speed of their growth as a free action as long as that patch of blight is in darkness. It can only focus the direction and speed of growth of one patch of blight in a single round. A patch of blight in darkness can double its size in this way every round that the Body Snatcher focuses its will on it.

Whenever a patch of blight absorbs the corpse of a formerly living creature (see **Appendix D**), the essence of that creature is projected into the Body Snatcher as its own psychic nourishment.

Because of its hive mind awareness, the Body Snatcher cannot be surprised.

Light Somnolence (Ex) When exposed to bright light, the Body Snatcher becomes slow and lethargic. This effect is equal to a *slow* spell.

Spore Burst (Ex) As a standard action, the Body Snatcher can cause a pustule of spores to burst forth from its body as a concussive blast at a target within 40 feet. This ranged attack deals 6d6+16 points of bludgeoning damage. The Body Snatcher can use this attack every other round.

Swallow Whole (Ex) An opponent swallowed by the Body Snatcher does not take physical damage while within the creature's body but must immediately hold its breath or begin to suffocate. An opponent that suffocates within the Body Snatcher's body is subject to its absorb cadaver ability. If a swallowed creature cuts its way out of the Body Snatch-

er, the hive nature of its body immediately reveals the opening allowing it to use its swallow whole ability again.

Known only as the Body Snatcher by the dwarves of the Underneath, this massive overgrowth of ambulatory blight lichen lurks in the deepest caverns where the boundaries between the mundane world and Between are thinnest. The creature somehow possesses sentience — likely from its long exposure to the strange influence of that other-realm — and shares some traits of Between creatures. The conglomeration of lichen growths has taken on the form of a massive quadruped, but it shares no special affinity with that form and, in truth, its body possesses no internal organs or structures other than the undifferentiated blight of which it is composed.

The Body Snatcher, like the blight that makes up its body, is at its strongest in absolute darkness and is debilitated by the presence of bright light. Its hive mind gives it a mental connection to and the ability to see through all growths of blight within 50 miles, and it is with this ability that it has managed to maintain observation of the lands above and its inhabitants since before the city existed. Through this observation, it has learned much of the ways of humanoids and has come to understand many of their languages. And it desires nothing more than to consume their bodies upon their deaths, directing its remote blight growths to do that whenever possible. The nutrients obtained from the consumed corpses help feed the growth of these blight patches, but something about these feedings is somehow transmitted telepathically back through the hive mind and serves some mysterious purpose for the Body Snatcher. It is for this reason that the dwarves gave the Body Snatcher its name, though none understand the full significance of the creature's impulse to consume these corpses. Whatever the reason, most speculate it has something to do with the creature's proximity to Between and that it is unlikely to have any benign purpose.

While the Body Snatcher does gain the temporary hit points of a Between creature, it is not one itself. These temporary hit points are renewed daily from its close proximity to Between, even though it never technically crosses over into that realm. If the Body Snatcher leaves its lightless domain deep beneath the city, it stops regaining these daily temporary hit points until it once again returns to that area.

The Body Snatcher stands 25 feet tall. Even though it is made only of tiny lichen growths, these conglomerate quite densely so the creature weighs more than 30,000 pounds. It is well over a thousand years old and is probably much older, and it may well be immortal.

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Broken Creature Template

A broken creature is not born. Instead, cruel techniques of coercive persuasion applied over time systematically strip away its will until it unquestioningly accepts the instruction of a master. These techniques are taught only to high-ranking members of one of the guilds that specialize in breaking creatures, such as the Grand Society of Obedience and the Sisters of Bestial Discipline. These groups have created a considerable industry of breaking creatures and selling broken creatures as reliable-yet-docile servitors within the City-State of Castorhage.

Creating a Broken Creature

"Broken Creature" is an acquired template that can be added to any living creature with an Intelligence score of 1 or higher (referred to hereafter as the base creature). Animal companions, eidolons, and familiars cannot receive this template. A broken creature uses all the base creature's statistics and special abilities except as noted here.

Defensive Abilities: A broken creature retains all the base creature's defensive abilities and gains DR 3/— against nonlethal damage, and the following additional defensive ability:

Broken Spirit (Ex): A broken creature gains a +8 bonus on saving throws versus emotion, mind-affecting, and pain effects.

Abilities: Wis –2 (minimum 1). In addition, a broken creature gains a +2 bonus to one ability score of its master's choice and a –4 penalty to

GM GUIDE

Perception +8

AC 22, touch 11, flat-footed 20 (+6 armor, +2 Dex, +5 natural, -1 size)
hp 86 (6d8+36 plus 2d10+12 plus 10); regeneration 5 (acid or fire)
Fort +14; **Ref** +4; **Will** +2; +8 vs. emotion, mind-affecting, and pain effects

Speed 20 ft.

Melee bite +11 (1d8+6), 2 claws +11 (1d6+6) or sap +11/+6 (1d8+6 nonlethal)

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

Special Attacks rend (2 claws, 1d6+9)

Str 23, **Dex** 14, **Con** 23, **Int** 6, **Wis** 7, **Cha** 2

Base Atk +6; **CMB** +13; **CMD** 25

Feats Endurance^B, Intimidating Prowess, Iron Will, Power Attack, Skill Focus (Perception), Toughness^B

Skills Intimidate +8, Linguistics -1, Perception +8

Languages Common, Giant

SQ dominated

Gear chainmail, sap

Environment urban

Organization solitary, pair, squad (3–8), or troop (9–18 with 1 master of 6th–8th level)

Treasure NPC Gear

Caul Cuckoo and Caul Cuckoo Gyre

This is no ordinary human child, but an infection, something that leeches upon a living babe whilst in the womb and smothered it, becoming something partly human and partly from Between. Its form is fluid, oily almost, and the disturbing mixture of human and slug is revolting to behold.

CAUL CUCKOO

CR 5/BA 3

XP 1,600

N Small aberration (Between)

Init +9; **Senses** darkvision 60 ft., low-light vision; **Perception** +9

Aura horrific appearance (30 ft., DC 15)

AC 18, touch 16, flat-footed 13 (+5 Dex, +2 natural, +1 size)

hp 45 (5d8+10 plus 13); fast healing 5

Fort +3; **Ref** +8; **Will** +7

Defensive Abilities distorted (25%); **DR** 2/cold iron; **Immune** acid

Weaknesses salt vulnerability

Speed 10 ft., burrow 5 ft., climb 10 ft., swim 10 ft.

Melee 3 tongues +9 (1d4+3 plus 1d6 acid)

Special Attacks lullaby (DC 15)

Spell-Like Abilities (CL 5th):

Constant—*detect thoughts* (DC 15)

3/day—*seek thoughts*^{APG} (DC 16)

Str 16, **Dex** 21, **Con** 15, **Int** 14, **Wis** 12, **Cha** 17

Base Atk +3; **CMB** +5; **CMD** 20 (can't be tripped)

Feats Go Unnoticed^{APG}, Improved Initiative, Iron Will^B, Lightning Reflexes^B, Weapon Finesse

Skills Acrobatics +13 (+5 to jump), Bluff +12, Climb +11, Intimidate +11, Perception +9, Sense Motive +10, Stealth +17, Swim +11; **Racial Modifiers** +4 Bluff, +4 Sense Motive

Languages Aklo, Common, Sylvan

SQ change shape (humanoid; polymorph)

Environment any land (Between)

Organization solitary, pair, gang (3–8), or cult (9–20)

Treasure standard

Change Shape (Su) A caul cuckoo has two forms. Its natural



another ability score of its master's choice (minimum 1), which can apply to the ability scores modified by this template.

Feats: A broken creature gains Endurance and Toughness as bonus feats.

SQ: A broken creature retains all the base creature's special qualities, and gains the following:

Dominated (Ex): The actions of a broken creature can be directed by the wielder of its control object or command phrase, as though it was under the effects of *dominate animal* (for creatures with Intelligence scores of less than 3) or *dominate monster* (for creatures with Intelligence scores of 3 or greater) but with the following differences. There is no mental link between the master and broken creature, and the master does not know what the subject is experiencing. If no common language exists, the master can communicate only basic commands, such as "Attack," "Run," and "Fetch" that were established during the breaking process. A broken creature does not ignore suicidal or self-destructive commands, and neither does it resist undertaking actions against its nature. A successful DC 15 Sense Motive check can determine that a master has influenced a broken creature's behavior. The dominated quality cannot be dispelled, and the broken creature receives no saving throw to negate it. *Protection from evil* or similar spells do not prevent commands being given or followed.

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Watch Troll

A suit of dirty chainmail covers this troll's rough, green hide. Despite its size and fierce reputation, its bestial face regards you with a dull, almost vacant expression.

WATCH TROLL

XP 2,400

Male broken troll warrior 2 (*Pathfinder Roleplaying Game Bestiary* "Troll")

CE Large humanoid (giant)

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

CR 6

THE BLIGHT: RICHARD PETT'S CROOKED CITY

form is that of a vile slug-like thing with a distorted humanoid head, but it can also take the form of a humanoid. A caul cuckoo's humanoid form is fixed by its humanoid mother — it cannot assume different humanoid forms. A caul cuckoo retains its immunity to acid and its tongue attacks while in its humanoid form, and can shift into either of its forms as a move action. Equipment worn or carried in its humanoid form melds with its body when assuming its natural form.

Horrific Appearance (Su) Creatures within 30 feet who see a caul cuckoo in its natural form are sickened for 1d6 rounds (DC 15 Will save negates). This ability is a mind-affecting fear effect. The save DC is Charisma-based.

Lullaby (Su) A caul cuckoo's lullaby has the power to disorient the minds of those that hear it. When a caul cuckoo sings, all creatures aside from other caul cuckoos within a 300-foot spread must succeed on a DC 15 Will saving throw or become confused. A creature that successfully saves is not subject to the same caul cuckoo's song for 24 hours. This effect continues for as long as the caul cuckoo sings and for 1 round thereafter. This is a sonic mind-affecting compulsion effect. The save DC is Charisma-based.

Salt Vulnerability (Ex) A handful of salt burns a caul cuckoo as though it was alchemist's fire, dealing 1d6 points of damage on the first and following rounds.

Caul cuckoos are the tragic result of an unborn child corrupted by a caul cuckoo syre while still in its mother's womb. When birthed by its human parent, a caul cuckoo is Tiny and has the young simple template (see *Pathfinder Roleplaying Game Bestiary*) but otherwise has all of its normal abilities. A caul cuckoo has a 50% chance of being in either of its two forms at birth. If in its human form, it usually waits until after nightfall to either escape into the night, or murder its sleeping parents and then escape into the night. If born in its slug-like form, it immediately attacks its mother and any others present in an attempt to escape. Though the birth of these creatures is a rare occurrence, there is a reason that many old midwives carry a bag of salt with them whenever they attend a new delivery.

Caul Cuckoo Syre

This creature is a pallid pupa, no larger than a finger, with a tiny, twisted humanoid face.

CAUL CUCKOO SYRE XP 400

CR 1/BA 1

N Fine aberration (Between)

Init +1; **Senses** darkvision 60 ft., low-light vision, pregnancy scent; **Perception** +5

AC 19, touch 19, flat-footed 18 (+1 Dex, +8 size)

hp 5 (1d8–3 plus 4)

Fort –3; **Ref** +1; **Will** +3

DR 2/cold iron; **Immune** acid

Weaknesses salt vulnerability

Speed 5 ft., burrow 5 ft., climb 5 ft., swim 5 ft.

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

Special Attacks implant, lullaby (DC 13)

Spell-Like Abilities (CL 1st):

Constant—*detect thoughts* (DC 15)

3/day—*seek thoughts*^{APG} (DC 16)

Str 1, **Dex** 13, **Con** 5, **Int** 6, **Wis** 12, **Cha** 17

Base Atk +0; **CMB** –7; **CMD** –2 (can't be tripped)

Feats Go Unnoticed^{APG}, Skill Focus (Stealth)^B

Skills Bluff +7, Climb +3, Perception +5, Sense Motive +5,

Stealth +24, Survival +1 (+5 scent tracking), Swim +3; **Racial**

Modifiers +4 Bluff, +4 Sense Motive, +4 Survival when tracking by scent

Languages Aklo

Environment any land (Between)



Organization solitary

Treasure none

Implant (Ex) As a full-round action, a caul cuckoo syre can crawl into the birth canal of a helpless (including sleeping) humanoid female (no more than four size categories larger than itself) and implant itself into her womb. Once implanted, each time the host sleeps for a full night, the syre bathes the host's developing embryos or fetuses in unnatural hormones and other chemicals leached from its own body. As a result of this process, every following morning, the host is automatically sickened for 1 hour. After 5 nights of this process, the host's developing embryos or fetuses are transformed into caul cuckoo fetuses (which take the subtype of the host as their alternate form), and the syre fully dissolves and is destroyed.

If the presence of the syre is somehow detected or suspected, it can be removed from the host with a successful DC 20 Heal check. When a Heal check made for this purpose fails by 5 or more, the host takes 1d6 points of damage. If the Heal fails by less than 5, the syre is removed but the host also miscarries. A *remove disease* spell cast on the host creature automatically renders the syre unconscious for 1 minute. If the syre dies or becomes unconscious, it is immediately ejected into the birth canal, where it is automatically detected by the host and from where it can be removed safely as a full-round action. While implanted, a syre is considered helpless.

Lullaby (Su) When a caul cuckoo syre sings, it may target one creature within 30 ft. which must succeed on a DC 13 Will save or fall asleep for 1 minute, as per the *sleep* spell. Creatures with more than 4 HD are immune. A creature that successfully saves is not subject to the same syre's song for 24 hours. This is a sonic mind-affecting compulsion effect. The save DC is Charisma-based.

Pregnancy Scent (Ex) A caul cuckoo can detect pregnant humanoids within 60 feet by sense of smell, as per the scent

ability. This range increases to 120 feet if the expectant mother is upwind, and decreases to 30 feet if downwind. Strangely, the presence of a gravid ghoul tricks the caul cuckoo syre into believing it is also a normal pregnancy, and it is unwittingly drawn toward the foul undead beings, who consider caul cuckoo syres to be quite the delicacy.

Salt Vulnerability (Ex) A handful of salt burns a caul cuckoo syre as though it was alchemist's fire, dealing 1d6 points of damage on the first and following rounds.

Caul cuckoo syres are the progenitors of caul cuckoos. They spend the majority of their lives stealthily searching out pregnant humanoid females to infest, corrupting their unborn children into caul cuckoos.

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Crathog

This creature draws its leech-like body along by great barbed spindly tentacles that glisten with fluid. Somewhere inside its cluster of spines and sharp bones lurks a great maw that distends itself outward.

CRATHOG

XP 4,800

NE Huge aberration

Init +5; **Senses** darkvision 60 ft., tremorsense 30 ft.; **Perception** +16

AC 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, -2 size)

hp 90 (12d8+36)

Fort +7; **Ref** +7; **Will** +11

Defensive Abilities blending skin; **Immune** acid

Speed 30 ft., swim 30 ft.

Melee bite +15 (3d6+12 plus 1d6 acid/19-20)

Space 15 ft.; **Reach** 15 ft. (25 ft. with bite)

Special Attacks distended bite

Str 26, **Dex** 13, **Con** 17, **Int** 10, **Wis** 13, **Cha** 9

Base Atk +9; **CMB** +19; **CMD** 30 (can't be tripped)

Feats Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Stealthy

Skills Climb +20, Escape Artist +3, Perception +16, Sense Motive +6, Stealth +16, Survival +10, Swim +15; **Racial Modifiers** +4 Stealth

Languages Aklo, Aquan

SQ acidic coating, blending skin

Environment coastline

Organization solitary

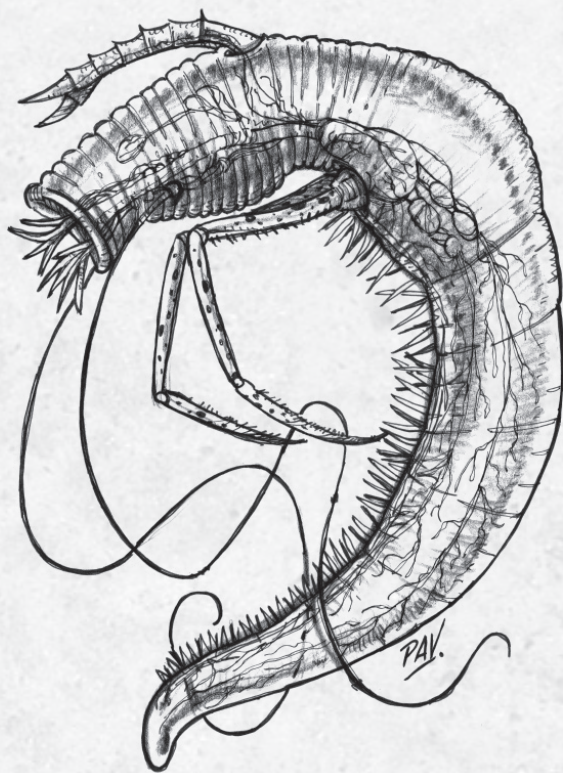
Treasure none

Acidic Coating (Ex) The crathog's skin exudes a layer of acidic fluid that coats its entire body. This coating leaves a slimy trail behind the crathog similar to a slug. Leaving its space, the squares left by the crathog remain acidic for 1 round and causes 1d6 acid damage to any creature entering the area. After 1 round, the acid inert and breaks down into a thin, slippery substance. This ooze remains for 1 minute and affects the area in the trail as a grease spell (Reflex DC 19).

Blending Skin (Ex) When at rest, a crathog can shift the colors of its skin to blend in with the surrounding terrain. This acts as the spell *invisibility* as long as the crathog remains motionless.

Distended Bite (Ex) The crathog is able to protrude its jaws out at a distance, extending its bite attack range to 25 feet. This does not provoke an attack of opportunity and allows the crathog to make a second bite attack as a free action against the same target if it is within its normal 15-foot reach.

The crathog are octopod horrors that had their origins in the exits of large cities' sewers emptying into the sea. The mixture of alchemical fluids,



waste products, and other toxins caused mutations within the sea life that grew in the area until a new species spawned and bred true. The crathog began to gain an incessant drive to reproduce, a deeper understanding of their surroundings, and a greater intelligence.

A crathog seeps a corrosive acid from its porous flesh. Its tentacles move with eerie quickness to grasp its prey and pull it toward its distended jaw. These jaws are hinged on a flexible tendon that allows the crathog to contract a coiled muscle and launch this set of jaws outward to burst from its clustered mouth. The creature is able to blend into its surroundings like a chameleon. It moves almost totally silently, but leaves a slimy trail which in itself is acidic and dangerous. A crathog is incredibly strong and stealthy, known to climb onto ships to feed on unsuspecting sailors, dissolving their flesh with its acid.

Their intelligence allows them the insight to use their special abilities as ambush hunters. They tend to hide in crooks of old harbors and lie in wait until a fisherman ventures past. Crathog are not only cunning, they are incredibly cruel; they delight in mutilating or tormenting prey, and disfiguring their opponents with their acids. Why they do this is open to conjecture, but many scholars believe that crathog are somehow spawned by the influence of Between and that they seethe with the inherent injustice of those who have died in the river, particularly those who have suffered from its acidic toxins.

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Dog, Fighting

This vicious-looking dog is heavily muscled and scarred from many battles.

BLIGHT-BULL (LIGHT FIGHTING DOG)

CR 1/2

XP 200

N Small animal

Init +2; **Senses** low-light vision, scent; **Perception** +5

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 natural, +1 size)

hp 13 (2d8+4)

Fort +5; **Ref** +5; **Will** +1

THE BLIGHT: RICHARD PETT'S CROOKED CITY



Skills Acrobatics +6 (+14 jumping), Perception +8; **Racial Modifiers** +4 Acrobatics when jumping
SQ tricks (attack, defend, down, exclusive, flank, menace)
PPC:AA

Gear studded leather barding
PPC:AA See *Pathfinder Player Companion: Animal Archive*

Environment urban

Organization solitary, pair, or pack (3–12)

Treasure none

Dogs bred and trained specifically to fight are much tougher than normal breeds. They are typically garbed in light barding and have been taught to lock their jaws to bring opponents down. Their training has suppressed some of their natural instincts and rendered them quite specialized; consequently, they aren't of much use for other activities, such as tracking, but continue to fight well past the point when other dogs would no longer be able to continue.

Animal Companion: A druid or other character with the ability to select an animal companion may gain a fighting dog with the following statistics:

Starting Statistics: Size Small; **Speed** 40 ft.; **AC** +2 natural; **Attack** bite (1d4); **Ability Scores** Str 14, Dex 17, Con 15, Int 2, Wis 12, Cha 8; **Special Attacks** jawlock; **Special Qualities** low-light vision, scent.

4th-Level Advancement: Size Medium; **Attack** bite (1d6); **Ability Scores** Str +4, Dex –2, Con +2.

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Dysmorphic Creature Template

Creature's acquire templates for many reasons, whether it be through curse, disease, mutation, or even intentionally. Typically when such occurs, the creature acquires the characteristics of the new template and essentially becomes a new creature altogether. However, sometimes the transition does not go smoothly: the host body rejects the change, a surge of wild magic or some other effect interferes, or some inherent quality of the creature prevents a full transformation. When this occurs, the acquisition of the template is aborted in the middle of the process and the creature instead experiences a horrific backlash of painful metamorphosis and hideous mutation resulting in a dysmorphic creature.

Creating a Dysmorphic Creature

"Dysmorphic creature" is an acquired template that can be added to any living creature (referred to hereafter as the base creature) that has just acquired another template, whether that be through the contraction of lycanthropy or some other transformative process. The acquisition of the dysmorphic creature supersedes that of the original acquired template, preventing that template's changes and special abilities from taking effect. A dysmorphic creature uses all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +1.

Type: The base creature's type changes to aberration with the augmented subtype. Recalculate base attack bonus, saves, and skills for any racial HD.

Senses: A dysmorphic creature gains darkvision 60 ft.

AC A dysmorphic creature gains +2 natural armor bonus. This stacks with any other natural armor the base creature already possesses.

Hit Dice: Change all racial HD to d8s. Class HD are unaffected.

Defensive Abilities: A dysmorphic creature retains all the defensive abilities of the base creature. It gains the following defensive abilities.

Distressing Presence (Ex): Creatures that are sickened or nauseated by a dysmorphic creature's horrific appearance (see below) must succeed at a second Will save at the same DC to continue to look upon the creature's form. Creatures that fail must avert or close their eyes for 1 round. Creatures that cannot avert or close their eyes are instead frightened for 1 round. This is a mind-affecting fear effect.

Defensive Abilities ferocity

Speed 40 ft.

Melee bite +5 (1d4+3 plus jaw lock)

Str 14, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +2 (+6 grapple); **CMD** 14 (18 vs. trip)

Feats Weapon Focus (bite)

Skills Acrobatics +6 (+14 jumping), Perception +5; **Racial**

Modifiers +4 Acrobatics when jumping

SQ tricks (attack, defend, down, exclusive, flank, menace)

PPC:AA

Gear leather barding

PPC:AA See *Pathfinder Player Companion: Animal Archive*

Environment urban

Organization solitary, pair, or pack (3–12)

Treasure none

Jawlock (Ex) A fighting dog can lock its jaws when it hits with a bite attack. This works like the grab special ability for creatures up to its size and the attach special ability for larger creatures. Each round the dog successfully maintains its grapple, the creature it is locked onto takes bite damage.

PIT-MASTIFF (HEAVY FIGHTING DOG)

CR 2

XP 600

N Medium animal

Init +2; **Senses** low-light vision, scent; **Perception** +8

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 natural)
hp 26 (4d8+8)

Fort +6; **Ref** +6; **Will** +2

Defensive Abilities ferocity

Speed 40 ft.

Melee bite +7 (1d6+4 plus jaw lock)

Str 16, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 18 (22 vs. trip)

Feats Light Armor Proficiency, Weapon Focus (bite)

GM GUIDE

Weird Biology (Ex): A dysmorphic creature's anatomy, both internal and external, is unique. It has a 50% chance to treat any critical hit or sneak attack against it as a normal hit.

Weaknesses: Wracking Pain (Ex): Because a dysmorphic creature is severely deformed and in constant pain, it is considered to be staggered in any round in which it does nothing but move. This does not include move actions other than moving at some or all of its speed and does not include 5-foot steps.

Special Attacks: A dysmorphic creature retains all the special attacks of the base creature. It has the following additional special attacks:

Horrific Appearance (Su): The vile eruption of a dysmorphic creature's alternate physiologies creates an appalling amalgamation. No two dysmorphic creatures ever look alike, as each individual expresses the effects of this template differently. Dysmorphic creatures have such distressing shapes that all creatures within 30 feet who gaze upon them must succeed on a Will save (DC 10 + 1/2 the dysmorphic creature's HD + the dysmorphic creature's Con modifier) or become sickened (or nauseated, if already sickened) for 1d4+1 rounds. In addition to affecting creatures passively, a dysmorphic creature can use its horrific appearance actively by presenting itself as a standard action. A creature that succeeds at its saving throw whether against the passive or active effect of this ability becomes immune to that dysmorphic creature's horrific appearance for 24 hours. This ability is a mind-affecting fear affect.

Scream of Violation (Su): A dysmorphic creature is in perpetual pain and, even at rest, it groans and weeps in its misery. As a standard action, once every 1d4 rounds, a dysmorphic creature can wail in despair at its unmaking. All creatures within 30 feet that hear the scream must succeed on a Will save (DC 10 + 1/2 the dysmorphic creature's HD + the dysmorphic creature's Con modifier) or be affected as though by *unadulterated loathing*^{UM} for 2d4 rounds. This is a sonic mind-affecting effect.



Twisted Attack (Ex): Once per round, a dysmorphic creature can make an extra melee attack at its maximum attack bonus in a surprising way — a weapon wielded in a dislocated limb lunges at an unexpected angle, or a bite extends from a jaw that wasn't apparent a moment ago. The nature of the attack is described in the creature's stat block. The dysmorphic creature makes a Bluff, Disguise, or Sleight of Hand check (its choice) against a DC equal to 10 + its opponent's base attack bonus + its opponent's Wisdom modifier or 10 + the opponent's Perception or Sense Motive bonus (whichever is higher). If successful, the opponent loses its Dexterity bonus to AC (if any) against the attack. Opponents who cannot be caught flat-footed are immune to this effect but can still be attacked normally in this way.

Abilities: Str +2, Dex -2, Con +2 Con, Wis -2, Cha -4

Skills: A dysmorphic creature gains a +4 racial bonus on Intimidate checks and Escape Artist checks due to its disjointed anatomy. It takes a -10 racial penalty on Concentration checks because of its constant pain.

^{UM} See *Pathfinder Roleplaying Game Ultimate Magic*

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The following stat block is for a human fighter 3 who became dysmorphic while acquiring the werewolf template.

The Howling Twin

The man, his body twisted and wracked with agony, stands in a semi-crouch with his shirt torn open. Emerging from his misshapen chest is what appears to be a snarling wolf's head, straining as if struggling to escape the confines of its fleshy prison

THE HOWLING TWIN

CR 3

XP 800

Male dysmorphic human fighter 3

NE Medium aberration (augmented humanoid)

Init +6; **Senses** darkvision 60 ft.; **Perception** +2

Aura distressing presence (30 ft., DC 14), horrific appearance (30 ft., DC 14)

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 natural)

hp 36 (3d10+12 plus 3)

Fort +6; **Ref** +3; **Will** +3 (+4 vs. fear)

Defensive Abilities weird biology

Weaknesses wracking pain

Speed 30 ft.

Melee mwk greataxe +8 (1d12+6/×3)

Ranged mwk composite longbow +6 (1d8+3/×3)

Special Attacks scream of violation (DC 14), twisted attack (bite +7 [1d6+4])

Str 18, **Dex** 15, **Con** 17, **Int** 8, **Wis** 14, **Cha** 8

Base Atk +3; **CMB** +7; **CMD** 19

Feats Cleave^B, Furious Focus^{APG}, Improved Initiative^B, Intimidating Prowess, Power Attack^B

Skills Climb +8, Escape Artist +5, Handle Animal +4, Intimidate +8, Sleight of Hand +1; **Racial Modifiers** +4 Escape Artist, +4 Intimidate

Languages Common

SQ armor training 1

Gear armored coat^{UE}, masterwork greataxe, masterwork composite longbow (+3 Str), 20 arrows

Elemental, Ragefire

The rage and hatred that emanate with the white-hot heat from this demonic fire are palpable.

Ragefire Elemental

Languages Abyssal, Ignan

Environment any land (Abyss)

Organization solitary, pair, or inferno (3–8)

Treasure none

Create Spawn (Su) As a full-round action, a Huge, greater, or elder ragefire elemental can create ragefire spawn by incinerating the corpse of a non-evil humanoid of at least 5 HD that it has killed within the last 10 rounds. Ragefire spawn are under the control of the ragefire elemental that created them and remain enslaved until its death, or until they feed and become ragefire elementals themselves. They do not possess any of the abilities they had in life. A ragefire elemental may have enslaved ragefire spawn totaling no more than twice its own HD; any ragefire spawn it creates that would exceed this limit become free-willed ragefire spawn.

Feed (Su) As a full-round action, a Tiny, Small, Medium, or Large ragefire elemental can incinerate the corpse of a non-evil humanoid of at least half the elemental's HD that it has killed within the last 10 rounds to gain a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, Fortitude and Reflex saving throws, and skill checks. Its maximum hit points increase by 5 for each growth point it gains. For every 2 growth points, the DC for its burn special ability and its CR increase by +1. When a Tiny ragefire elemental gains 1 growth point, or a Small, Medium or Large ragefire elemental reaches 4 growth points, it increases in size, losing all of its growth points



(and bonuses) but gaining the stats for a ragefire elemental of the next larger size. A Huge ragefire elemental loses this special ability but gains the create spawn special ability. It is not known how a greater or elder ragefire elemental is created, but it is speculated that a Huge ragefire elemental that causes a large enough loss of sentient life may advance to these states.

Heat (Ex) A ragefire elemental deals fire damage equal to its burn attack whenever it hits in melee or in each round during which it is in a grapple.

Water Vulnerability (Ex) Contact with water or nonflammable liquids deal 1 point of damage per 15 gallons. Anything less than 15 gallons is insufficient to deal actual damage due to the tremendous heat causing most of it to evaporate before making contact, but it does anger the elemental. If a ragefire elemental is forced to enter a space that is covered with water without some flammable barrier to protect it, the water deals 6d6 points of damage per 5-foot-square of exposure per round, though one 5-foot square of water is evaporated per round of exposure. A ragefire elemental will not purposely expose itself to a body of water, not even a small one in order to evaporate it.

If a ragefire elemental is fully immersed, the water is not evaporated, the elemental is staggered, and the water deals damage to the elemental equal to one-third of its maximum hit points — a ragefire elemental reduced to 0 hit points in this manner is permanently destroyed, even if only a summoned creature. A ragefire elemental immersed in water or some other nonflammable liquid cannot swim and is forced to move along the bottom of the water-filled area with all normal penalties to speed for being underwater.

Ragefire Elemental Sizes

Elemental	Height	Weight	Heat
Tiny	2 ft.	1/2 lb.	1d3
Small	4 ft.	1 lb.	1d4
Medium	8 ft.	2 lbs.	1d6
Large	16 ft.	4 lbs.	1d8
Huge	32 ft.	8 lbs.	2d6
Greater	36 ft.	10 lbs.	2d8
Elder	40 ft.	12 lbs.	2d10

RAGEFIRE SPAWN

CR 3

XP 800

CE Tiny outsider (chaotic, elemental, evil, extraplanar, fire)

Init +6; **Senses** darkvision 60 ft.; **Perception** +4

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

hp 22 (3d10+6)

Fort +5; **Ref** +5; **Will** +3

Immune elemental traits, fire

Weaknesses vulnerability to cold, water vulnerability

Speed 40 ft.

Melee 2 claws +7 (1d3 plus burn and attach)

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

Special Attacks burn (1d3, DC 13), heat

Str 10, **Dex** 15, **Con** 14, **Int** 3, **Wis** 11, **Cha** 11

Base Atk +3; **CMB** +3 (+7 grapple); **CMD** 14

Feats Dodge, Improved Initiative^B, Iron Will, Weapon Finesse^B

Skills Acrobatics +8 (+12 jump), Climb +4, Intimidate +4, Perception +4

Languages Abyssal, Ignan

SQ feed

Attach (Ex) When a ragefire spawn hits with a claw attack,

GM GUIDE

it latches onto the target. An attached ragefire spawn is effectively grappling its prey but the target does not gain the grappled condition. The ragefire spawn loses its Dexterity bonus to AC and has an AC of 15 but holds on with great tenacity and burns the target's flesh. A ragefire spawn has a +4 racial bonus to maintain its grapple on a foe once it is attached. An attached ragefire spawn can be struck with a weapon or grappled itself; if its prey manages to win a grapple check or Escape Artist check against it, the ragefire spawn is removed.

SMALL RAGEFIRE ELEMENTAL

CR 4

XP 1,200

CE Small outsider (chaotic, elemental, evil, extraplanar, fire)
Init +7; **Senses** darkvision 60 ft.; **Perception** +7

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

hp 30 (4d10+8)

Fort +6; **Ref** +7; **Will** +3

Immune elemental traits, fire

Weaknesses vulnerability to cold, water vulnerability

Speed 50 ft.

Melee 2 claws +8 (1d4+1 plus burn and grab)

Special Attacks burn (1d4, DC 14), heat

Str 12, **Dex** 17, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +4 (+8 grapple); **CMD** 18

Feats Dodge, Improved Initiative^B, Mobility, Weapon Finesse^B

Skills Acrobatics +10 (+14 jump), Climb +6, Intimidate +5, Perception +7

Languages Abyssal, Ignan

SQ feed

MEDIUM RAGEFIRE ELEMENTAL

CR 6

XP 2,400

CE Medium outsider (chaotic, elemental, evil, extraplanar, fire)
Init +9; **Senses** darkvision 60 ft.; **Perception** +9

AC 20, touch 16, flat-footed 14 (+5 Dex, +1 dodge, +4 natural)
hp 51 (6d10+18)

Fort +9; **Ref** +10; **Will** +4

DR 5/—; **Immune** elemental traits, fire

Weaknesses vulnerability to cold, water vulnerability

Speed 50 ft.

Melee bite +11 (1d8+2 plus burn), 2 claws +11 (1d6+2 plus burn and grab)

Special Attacks burn (1d6, DC 16), heat

Str 14, **Dex** 21, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +6; **CMB** +8 (+12 grapple); **CMD** 24

Feats Dodge, Improved Initiative^B, Iron Will, Mobility, Weapon Finesse^B

Skills Acrobatics +14 (+22 jump), Bluff +5, Climb +9, Intimidate +7, Knowledge (planes) +3, Perception +9

Languages Abyssal, Ignan

SQ feed

LARGE RAGEFIRE ELEMENTAL

CR 9

XP 6,400

CE Large outsider (chaotic, elemental, evil, extraplanar, fire)
Init +11; **Senses** darkvision 60 ft.; **Perception** +13

AC 22, touch 17, flat-footed 14 (+7 Dex, +1 dodge, +5 natural, -1 size)

hp 95 (10d10+40)

Fort +11; **Ref** +14; **Will** +5

DR 5/—, **Immune** elemental traits, fire

Weaknesses vulnerability to cold, water vulnerability

Speed 50 ft.

Melee bite +16 (2d6+4 plus burn), 2 claws +15 (1d8+4 plus burn and grab)

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

Special Attacks burn (1d8, DC 19), heat

Str 18, **Dex** 25, **Con** 18, **Int** 8, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +15 (+19 grapple); **CMD** 33

Feats Combat Reflexes, Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack, Weapon Finesse^B

Skills Acrobatics +20 (+32 jump), Bluff +7, Climb +15, Escape Artist +14, Intimidate +13, Knowledge (planes) +6, Perception +13

Languages Abyssal, Ignan

SQ feed

HUGE RAGEFIRE ELEMENTAL

CR 11

XP 12,800

CE Huge outsider (chaotic, elemental, evil, extraplanar, fire)
Init +12; **Senses** darkvision 60 ft.; **Perception** +16

AC 23, touch 17, flat-footed 14 (+8 Dex, +1 dodge, +6 natural, -2 size)

hp 136 (13d10+65)

Fort +13; **Ref** +16; **Will** +6

DR 10/—, **Immune** elemental traits, fire

Weaknesses vulnerability to cold, water vulnerability

Speed 60 ft.

Melee bite +19 (2d8+7 plus burn), 2 claws +19 (2d6+7 plus burn and grab)

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

Special Attacks burn (2d6, DC 21), create spawn, heat

Str 24, **Dex** 27, **Con** 20, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +13; **CMB** +22 (+26 grapple); **CMD** 41

Feats Combat Reflexes, Dodge, Improved Initiative, Improved Iron Will, Iron Will, Mobility, Spring Attack, Vital Strike, Weapon Finesse

Skills Acrobatics +24 (+36 jump), Bluff +11, Climb +23, Escape Artist +19, Intimidate +16, Knowledge (planes) +13, Perception +16

Languages Abyssal, Ignan

GREATER RAGEFIRE ELEMENTAL

CR 13

XP 25,600

CE Huge outsider (chaotic, elemental, evil, extraplanar, fire)
Init +13; **Senses** darkvision 60 ft.; **Perception** +19

AC 26, touch 18, flat-footed 16 (+9 Dex, +1 dodge, +8 natural, -2 size)

hp 184 (16d10+96)

Fort +16; **Ref** +19; **Will** +7

DR 10/—, **Immune** elemental traits, fire

Weaknesses vulnerability to cold, water vulnerability

Speed 60 ft.

Melee bite +23 (2d10+8 plus burn), 2 claws +23 (2d8+8 plus burn and grab)

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

Special Attacks burn (2d8, DC 24), create spawn, heat

Str 26, **Dex** 29, **Con** 22, **Int** 12, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +26 (+30 grapple); **CMD** 46

Feats Combat Reflexes, Dodge, Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Mobility, Spring Attack, Vital Strike, Weapon Finesse

Skills Acrobatics +28 (+40 jump), Bluff +19, Climb +27, Escape Artist +28, Intimidate +19, Knowledge (planes) +20, Perception +19

THE BLIGHT: RICHARD PETT'S CROOKED CITY

Languages Abyssal, Common, Ignan

ELDER RAGEFIRE ELEMENTAL

CR 15

XP 51,200

CE Huge outsider (chaotic, elemental, evil, extraplanar, fire)
Init +14; Senses darkvision 60 ft.; Perception +22

AC 29, touch 19, flat-footed 18 (+10 Dex, +1 dodge, +10 natural, -2 size)

hp 218 (19d10+114)

Fort +17; Ref +21; Will +8

DR 10/—, Immune elemental traits, fire

Weaknesses vulnerability to cold, water vulnerability

Speed 60 ft.

Melee bite +27 (2d12+9 plus burn), 2 claws +27 (2d10+9 plus burn and grab)

Space 15 ft.; Reach 15 ft.

Special Attacks burn (2d10, DC 25), create spawn, heat

Str 28, Dex 31, Con 22, Int 12, Wis 11, Cha 11

Base Atk +19; CMB +30 (+34 grapple); CMD 51

Feats Combat Reflexes, Dodge, Greater Vital Strike, Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Lunge, Mobility, Spring Attack, Vital Strike, Weapon Finesse

Skills Acrobatics +32 (+44 jump), Bluff +22, Climb +31, Escape Artist +32, Intimidate +22, Knowledge (planes) +23, Perception +22

Languages Abyssal, Common, Ignan

Ragefire elementals embody the chaos and evil of their Abyssal heritage, manifesting in demonic forms of living flame, smoke, ash, and cinders. They exist to incinerate life and, in so doing, grow stronger and more destructive.

A ragefire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the ragefire elemental can step or jump over it, or if the water is covered with a flammable material (such as a layer of oil).

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Fleshgine

Fleshgines are constructs of flesh combined with other materials designed for a specific purpose. They might pump water from a city's reservoirs into rooftop cisterns to supply the inhabitants with running water, or they may lift or pull — anything a humanoid body can do. But fleshgines are built to improve upon a humanoid's ability through modification and vast strength. While they are not uncommon in Castorhage, they often operate out of sight; their disturbing appearance being something the civilized locals choose not to acknowledge. They can be heard though — their steady stormy breathing, the asthmatic wheeze behind a grate, the slithering of flaccid limbs between floors. They also have a strong odor — a sort of organic sweatiness that can smell of many other things as often they absorb and amplify the smells of the things they work in and around.

Fleshgines come in all shapes and sizes, and while no two are ever alike, they often fall into a set pattern. Each is very strong, and many — an uncannily large amount — are sentient creatures in their own right. Different fleshgines tend to have different abilities; some are simple brutes that occasionally go mad, some are more cunning, lurking and growing behind plaster and wainscoting and brooding their dark, strange dreams and wants (see sentient fleshgines below).

FLESHGINE

Environment any

Organization solitary

Treasure none

Berserk (Ex) If a fleshgine is injured in combat, there is a cumulative 1% chance per point of damage that its elemental spirit breaks free and the fleshgine goes berserk. The uncontrolled fleshgine goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The fleshgine's creator or designated operator, if within 60 feet, can try to regain control by speaking firmly and authoritatively to the construct, which requires a DC 15 Charisma check. It takes 1 minute of inactivity by the fleshgine to reset the creature's berserk chance to 0%.

Sentient Fleshgine

While most fleshgines are simple, mindless servitors made of flesh stitched and grown to inorganic parts and contraptions, some grow into something altogether different. Sentient fleshgines take on aspects of their humanoid neighbors that seep in from their close proximity on a daily basis. These aspects include tics, habits, language, and even some of their vices. These creatures are often bloated by the desires and madness of Between and become enraptured by it, seeking new directions and becoming fixated in disturbing ways. These constructs often form complex alliances with those who dwell behind the veneer of the Blight, particularly with the ghouls of the Fetch (who have enough inert humanity to understand and fear the construct). Some say the thoughts of the Crooked Promethean violate their dreams and awaken them; others say that it is a simple accident of nature. These sentient constructs lurk in plain sight and are driven by whatever twisted needs or goals that have grown within their warped consciousness.

As more complex fleshgines are grafted from darker sources of flesh and bone, so too the risk of disaster becomes greater. Philosophers within the city-state already worry what fleshgines might do if they rebelled *en masse*. They point to the curious whale-song that occasionally haunts certain nights, and which seems to come from the fleshgines calling to each other across the city. What are they saying or planning, they wonder? The golem-stitchers and homuncule wives laugh at such suggestions; their creations are simple flesh-and-blood machines after all. What maliciousness could possibly lurk within this humble framework?

SENTIENT FLESHGINE

Int 5–7

Languages Common (cannot speak)

Environment any

Organization solitary

Treasure none

Berserk (Ex) If a fleshgine is injured in combat, there is a cumulative 1% chance per point of damage that its elemental spirit breaks free and the fleshgine goes berserk. The uncontrolled fleshgine goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The fleshgine's creator or designated operator, if within 60 feet, can try to regain control by speaking firmly and authoritatively to the construct, which requires a DC 15 Charisma check. It takes 1 minute of inactivity by the fleshgine to reset the creature's berserk chance to 0%.

Take (Ex) Sentient fleshgines that have gone berserk at least once in the past have fundamentally broken some aspect of their creation and gain the take ability. Occasionally the fleshgine's habits and needs manifest themselves in a destructive way, and the construct takes a victim of up to one size category smaller than itself as a full-round action. The fleshgine is always cunning in this action and manipulates its manifold parts and surroundings to camouflage its attack. Unless the victim succeeds on a Perception or Sense Motive check against the fleshgine (DC 10 + 1/2 fleshgine's HD + fleshgine's CMB size modifier), it gains a coup de grace attack against the victim



that deals nonlethal damage. If the victim notices the attack coming, then it is just a normal attack by the fleshgine. If the victim is rendered unconscious, the fleshgine is able to hide the victim in some convenient location around or within its body. Anyone nearby detects a successful take if they succeed on a Perception check against the same DC. Otherwise, the fleshgine camouflages any sounds or evidence of the scuffle with the exhalations, groanings, and secretions that are a part of its normal operation. Anyone specifically looking for a victim taken by the fleshgine must make a Sense Motive or Perception check against the same DC. If the fleshgine is destroyed, a taken victim can automatically be found if searched for.

A victim taken by a fleshgine has the grappled condition and cannot make noise or move from its location. The victim can try to cut its way free with any light slashing weapon (the amount of damage required to get free is equal to 1/10 the fleshgine's total hit points), or it can just try to escape the grapple. The Armor Class of the location where the fleshgine is holding the victim is $10 + 1/2$ its natural armor bonus, with no modifiers for size or Dexterity. If the victim escapes the grapple, the fleshgine can still attack as normal. An escape does not prevent a fleshgine from using the take ability again, as it is able to use different portions of its anatomy to do so. While in captivity by the fleshgine, a victim takes damage equal to one of the fleshgine's natural attacks at the end of every 24 hours. The taken victims are used to vent the leached needs of the fleshgine — whether they be simple hunger, torment, or sexual — who then eventually casts away the dead and broken remains.

A fleshgine rarely uses this ability, as it is aware that discovery ultimately is likely to lead to destruction. It therefore carefully

watches its chosen victim, often for weeks or months before striking, but if sufficiently roused can use this ability immediately.

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Three sample types of fleshgines are included below.

Dungier's Buggy

The rumble of a coach's wheels upon the cobbles comes out of the misty night, but it is not accompanied by the clip-clop of hooves. Rather, there is a soft slapping of skin upon the hard stones. Emerging from the fog is a hansom cab drawn not by a team of horses but rather by the upper torso of some ogre melded to the front of the conveyance. It walks upon its massive hands and its head looks forward, the eyes alert but somehow vacant.

DUNGIER'S BUGGY (FLESHGINE)

CR 8

XP 4,800

N Huge construct

Init -1; **Senses** darkvision 60 ft., low-light vision; **Perception** +4

AC 21, touch 7, flat-footed 21 (-1 Dex, +14 natural, -2 size)
hp 105 (10d10+40 plus 10)

Fort +3; **Ref** +2; **Will** +3

Defensive Abilities cover, partial hardness 5; **DR** 10/slashing
Immune construct traits; **Resist** cold 10

Speed 40 ft.

Melee slam +15 (1d8+7), bite +15 (1d4+7)

THE BLIGHT: RICHARD PETT'S CROOKED CITY

Space 15 ft.; **Reach** 5 ft.

Special Attacks berserk, trample (4d8+10, DC 22)

Str 25, **Dex** 8, **Con** —, **Int** —, **Wis** 10, **Cha** 1

Base Atk +10; **CMB** +19; **CMD** 28 (can't be tripped)

Feats Toughness⁸

Skills Perception +4, Knowledge (geography) +8, Stealth –9 (+5 in urban surroundings); **Racial Modifiers** +4 Perception, +8 Knowledge (geography), +16 Stealth in urban surroundings

Languages Common (speaks only programmed phrases)

SQ facing, increased load capacity, narrow

Facing (Ex) Because of its unique construction and limited mobility, a Dungier's buggy has a front side and a back side. It can move only at half speed when moving backward and is incapable of making slam or bite attacks at opponents who are behind it. It can trample opponents behind it as normal. Once a Dungier's buggy's front side has been determined, it requires a move action to turn its facing greater than 90 degrees.

Increased Load Capacity (Ex) A Dungier's buggy construction gives it a carrying capacity beyond what is normal for its Strength. When carrying passengers or cargo in its buggy portion, the fleshgine's light load is 5,000 pounds, a medium load is 10,000 pounds, and a heavy load is 15,000 pounds. A Dungier's buggy is not able to lift objects above its head, but it can drag up to 25,000 pounds.

Narrow (Ex) Though a Dungier's buggy is a Huge creature, it is able to move through areas only 10 feet wide without penalty due to the narrow nature of its construction. However, it cannot squeeze through spaces narrower than 10 feet without severely damaging the buggy portion of its frame. If a Dungier's buggy does this, it renders that section of its structure useless, loses its increased load capacity and partial hardness and its speed is reduced to 10 feet due to damage to its wheels.

Partial Hardness (Ex) The entire rear half of a Dungier's buggy is a hansom cab built of wood and iron. Any attacks directed against a Dungier's buggy from a foe that is positioned behind the creature (see facing above) are subject to the hardness of the coach's wood (hardness 5) and deal no actual damage to the fleshgine until the coach portion is destroyed. These attacks are not subject to the fleshgine's damage reduction. Once the coach portion of the fleshgine is destroyed (120 hp), the fleshgine becomes a Large creature (reducing its hit points by 10) and its natural AC is reduced to +4. In addition it loses its facing, increased load capacity, partial hardness, cover, and trample abilities, loses its immunity to trip attacks, and its speed is reduced to 10 feet, though it gains the ability to climb or swim with normal chances modified for Strength. A Dungier's buggy that loses its coach portion has an automatic base 40% chance of going berserk that increases normally with any damage the creature itself sustains.

Cover (Ex) The coach portion of a Dungier's buggy provides it with total cover and concealment against attacks made by foes behind the fleshgine (see facing above). A Dungier's buggy is aware of attackers behind it but cannot see them, though it can accurately estimate what space they are in if within 20 feet.

Perhaps the most successful of Castorhage's many fleshgines are the hired coaches of the golem-stitcher Dunaven Dungier. His method of crafting a hansom cab with the animated upper torso of a giant (usually an ogre or a hill giant) fused to its front in place of a team of horses proved both practical and popular in a city as vast and populous as the Blight. Soon Dungier's buggies were traveling throughout the city providing swift, reliable transportation for the noble and common alike and for only a modest fare. Dungier's popularity with the other cab drivers and owners

of hacks proved to be less than stellar, though, and only three years after the introduction of his ingenious cab, portions of his body were found floating in the Great Canal. It is assumed that sough eels or some other denizen devoured the rest. Fortunately for his legacy, Dungier's methods were fairly easy to reproduce, and now hundreds of these coaches — still known colloquially as Dungier's buggies — travel the streets of the city.

Hobbreth's Mighty Pump No. 87

The stench of sweat and the distant sounds of heavy breathing engulf you — whatever it is, you are catching the merest glimpse of the whole. In the oily dark you can see sickly appendages gulping, a horrible sense of brooding vastness, and a glowering cluster of eyes filled with misery just below a vast, idiot, crooked mouth.

HOBBRETH'S MIGHTY PUMP NO. 87

(SENTIENT FLESHGINE)

CR 12

XP 19,200

N Gargantuan construct

Init +4; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; **Perception** +22

AC 20, touch 6, flat-footed 20 (+14 natural, –4 size)

hp 148 (16d10+60)

Fort +7; **Ref** +5; **Will** +7

DR 10/slashing; **Immune** construct traits; **Resist** cold 10

Speed 20 ft., climb 20 ft.

Melee bite +22 (4d6+10/19–20), 9 tentacles +20 (2d8+5/19–20 plus grab)

Space 20 ft.; **Reach** 20 ft. (100 ft. with tentacles)

Special Attacks berserk, constrict (2d8+5), take (2d8+5 damage, AC 15, 14 hp)

Str 30, **Dex** 11, **Con** —, **Int** 5, **Wis** 10, **Cha** 1

Base Atk +16; **CMB** +30 (+34 grapple); **CMD** 40 (can't be tripped)

Feats Great Fortitude, Improved Critical (bite), Improved Critical (tentacle), Improved Initiative, Iron Will, Multiattack, Power Attack, Skill Focus (Perception)

Skills Climb +18, Perception +22, Stealth –12 (+4 in urban surroundings); **Racial Modifiers** +16 Stealth in urban surroundings

Languages Common (cannot speak)

“You can't see her all, of course, even I never did when I was stitching her and moulding her, making her flesh and breathing life into my baby. I recall her formation though, her crisp newness — the endless flesh, and the stench of pigs — for it was pig-flesh I grew and nurtured, and spread across her carcass like a great sail on a vast living sailing vessel.

In her base she is all purpose — her many sucking mouths, which in truth I suppose you'd call tentacles (if such a crude word could be used for such grace), with so many eyes clustered together so she can see from her sweaty groin below that pointless mouth — she must have a mouth, of course. Her flesh engorges above, like some vast flaccid organ that could fill a great hall, bloated, booming, pumping. Veins cross her every inch — you can see the swelling blood pumping as she draws her harvest upward through her cathedral mass far, far above.

She rises then, reaching high into the city, her pumping limbs extending endlessly upward with surprising — some have said alarming — strength to the digits that grasp her farthest reach. Some have likened the digits to fleshy spiders, but I think that's simple scare-mongering to frighten children; they simply grip the vessel they spend her harvest into. And here her harvest is drawn, the life-giving water that sustains those in the streets high above pumped from sphincter mouths between each cluster of thin many-jointed hands.

It may taste a little of her sweat — her feral porcine nature — but it is water, saving the lower city from drowning and keeping the upper city drinking.

How many have I made? Oh, hundreds, no two quite alike. The

stories about them going berserk? Rubbish put about by those with a grievance — anarchists would say anything to cause discontent amongst the ignorant.

I do sometimes wonder if they have a soul, though, my fleshy babies lurking between walls and dreaming. What do they dream of, I wonder?"

— Emilia Hobbreth, Homuncule Wife

Macabre Lift

The dark shaft of the vertical tunnel appears to be empty until its wooden floor suddenly lurches and rises from where it rested. Beneath the planking of the floor, you can see that a great fleshy organism has grown upon it like a distended bladder that covers the entirety of its underside. From this sweaty, rugose sac extend four muscular limbs that grasp the walls of the shaft with their multi-fingered appendages and begin to climb, carrying the cargo of its wooden flooring smoothly up the shaft.

MACABRE LIFT (FLESHGINE)

CR 6

XP 2,400

N Large construct

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

AC 19, touch 6, flat-footed 19 (−3 Dex, +13 natural, −1 size)

hp 82 (8d10+30 plus 8)

Fort +2; **Ref** −1; **Will** +2

Defensive Abilities partial hardness 5; **DR** 10/slashing;

Immune construct traits; **Resist** cold 10

Speed 10 ft., climb 30 ft.

Melee 4 slams +14 (1d8+7)

Special Attacks berserk, crush

Str 24, **Dex** 5, **Con** —, **Int** —, **Wis** 10, **Cha** 1

Base Atk +8; **CMB** +16 (+20 pin); **CMD** 23 (can't be tripped)

Feats Toughness^b

Skills Climb +15, Stealth −7 (+9 in urban surroundings); **Racial**

Modifiers +16 Stealth in urban surroundings

SQ increased load capacity

Crush (Ex) If a macabre lift is above one or more foes, it can fall on them as a standard action, causing its whole body to crush them. This crush attack is effective against any creature of the macabre lift's size or smaller. The crush attack affects as many creatures as fit in the macabre lift's space. Creatures in the affected area must succeed on a DC 21 Reflex save or be pinned, automatically taking 2d8+10 points of bludgeoning damage during the next round unless the macabre lift moves off them. If the macabre lift chooses to maintain its pin, it must succeed at a combat maneuver check (with a +4 racial bonus). Pinned foes take damage from the crush each round if they don't escape. The save DC is Strength-based.

Increased Load Capacity (Ex) A macabre lift has been constructed with a carrying capacity beyond what is normal for its Strength. For a macabre lift, a light load is 3,500 pounds, a medium load is 7,000 pounds, and a heavy load is 10,500 pounds. A macabre lift is not capable of lifting objects above its head or dragging objects because of its unusual physical structure. A macabre lift can move its normal climb speed carrying up to its heavy load.

Partial Hardness (Ex) The entire upper surface of a macabre lift is composed of heavy wooden planks. Any attacks directed against a macabre lift from a foe that is positioned above the creature are subject to the hardness of the wood (hardness 5) as well as the creature's damage reduction (determine results of hardness before applying damage reduction). Attacks from below or the sides can reach the fleshy parts of the creature and are not subject to its hardness. Some heavy duty macabre lifts are installed with an

iron plate rather than planking and have hardness 10.

One of the first fleshgines envisioned by the golem-stitchers of Castorhage, the macabre lift has found widespread usage among government buildings and other large, multilevel structures with the budget to install such amenities. These constructs are rather simple in design, with a fleshy, leathery hide grown on the underside of a 10-foot-by-10-foot deck of heavy wooden planks. Four stocky limbs extend from the underside of the creature at its four corners and end with club-like pseudopods surrounded by a fringe of grasping fingers with thick, coarse nails. The entire fleshgine is no more than 2 feet thick but weighs 1,500 pounds or more (3,500 pounds if constructed with an iron deck).

Macabre lifts are designed to be placed in vertical shafts whose dimensions match those of the fleshgine. The fleshgine then lies flat at the base of the shaft and allows passengers to step upon its decking. Upon a signal —usually the ringing of a small bell set into the side of the shaft — the macabre lift begins to climb the shaft while keeping its deck level and stable. Handholds are often built into the walls of the shaft to make the climb easier for the fleshgine, but its climbing pseudopods are so adept that it rarely needs any sort of assistance. The number of times that the bell is rung indicates to what floor the lift is supposed to carry its passengers. Likewise, bells set into the shaft at floors above summon it from below to pick up passengers. The rise and fall of the climbing fleshgine is so smooth that most passengers easily forget that they are riding upon the back of an animated construct.

If a macabre lift goes berserk, its usual tactic is to tip itself over to try to dump any passengers to the floor of the shaft below. Anyone riding the lift when it does this must make a successful grapple check to try to remain on the fleshgine's deck without falling. A macabre lift cannot make attacks of opportunity against those on its deck but can make its own grapple checks to try to shake them off. If a macabre lift manages to clear its deck, it then rushes down the shaft to use its crush attack on those below. If unable to clear its deck of passengers, the lift may try to rise against the top of the shaft. Treat this as a crush attack with a −4 on the save DC and that deals only half damage.

Bargoyle, Scrimshaw

The eerie humanoid-shaped creature is perched precariously on the edge of the building. The light from the full moon glints off its alabaster-colored body, revealing intricate etchings along the surface. As it surveys the land, the creature throws back its head and emits a piercing howl into the night.

SCRIMSHAW GARGOYLE

CR 5

XP 1,600

CE Medium monstrous humanoid (earth)

Init +7; **Senses** darkvision 60 ft.; **Perception** +13

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 52 (7d10+14)

Fort +4; **Ref** +8; **Will** +5

DR 10/bludgeoning; **Immune** sonic

Speed 40 ft., fly 60 ft. (average)

Melee 2 claws +10 (1d6+1), bite +10 (1d6+1)

Special Attacks shrieking howl

Str 12, **Dex** 17, **Con** 14, **Int** 6, **Wis** 11, **Cha** 7

Base Atk +7; **CMB** +8; **CMD** 21

Feats Hover, Improved Initiative, Skill Focus (Perception), Weapon Finesse

Skills Fly +13, Perception +13, Stealth +14 (+18 rooftops); **Racial Modifiers** +4 Perception, +4 Stealth (+8 rooftops)

Languages Common, Terran

Environment urban (The Blight)

Organization solitary, pair, or wing (3–12)

Treasure standard

Shrieking Howl (Su) By tilting its head up and allowing the

THE BLIGHT: RICHARD PETT'S CROOKED CITY



practitioners as responsible for this change; others theorize that certain scrimshaw gargoyles have advanced much farther in their power and understanding of magic and are somehow responsible. Whatever the cause, it appears that the scrimshaw gargoyle population is on the rise for the first time in living memory.

It is thought that the scrimshaw gargoyles' original progenitors built the creatures to serve as guardians. To this end, the horrific shriek the gargoyle emits probably originally served as an alarm. The gargoyle generates the sound through careful fluting of the bones around its mouth, and a supernatural means of passing air — even on still nights — through the narrow structure. As the gargoyle evolved from a simple guardian to a menace, however, its shriek also evolved. No longer a loud noise to alert those nearby, now the shrieking howl is capable of striking fear into the heart of the bravest man.

A scrimshaw gargoyle stands just over 5 feet tall and weighs a mere 80 pounds.

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Hazards

This appendix lists hazards that can be encountered in The Blight. Though all are types of hazards, they are categorized as hazards and infestations. They are further labeled by type, and in some cases subtype. However, they are not true creatures and do not possess all of the traits common to the types and subtypes they have been given. Rather, the types and subtypes are given in order to identify if they are susceptible to spells or effects that may affect only certain types of creatures.

Blight

BLIGHT (HAZARD, PLANT [FUNGUS]) XP 400

CR 1

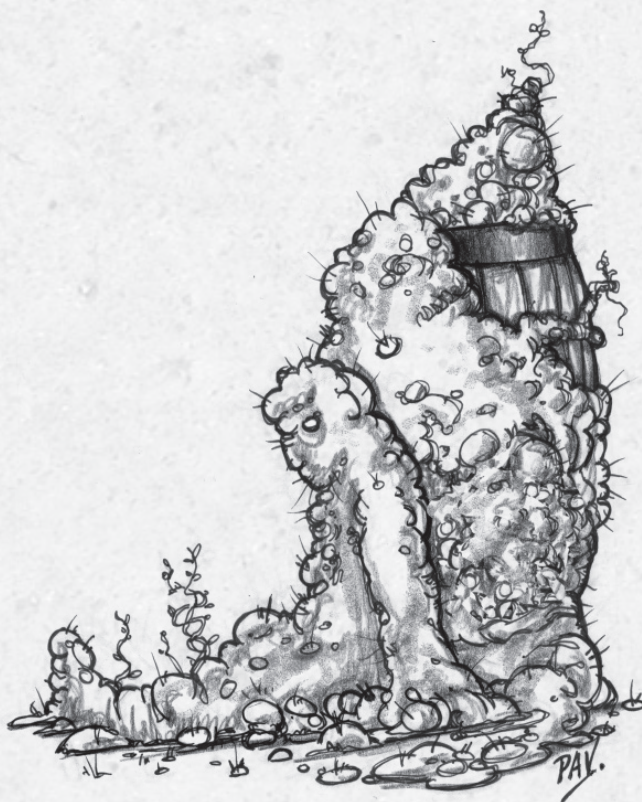
This peculiar lichen is ubiquitous to the city of Castorhage, and reports of large infestations of it occur in the earliest city records, and it is from this constant presence that the city has obtained its nickname. It is a leafy foliose lichen with a

wind to blow through its weathered bones, a scrimshaw gargoyle has the ability to emit a high-pitched shriek. The scrimshaw gargoyle can use this ability even on windless days. Those within 150 feet who hear the shriek must make a DC 15 Will save or become shaken for 1d4+2 rounds. Creatures who are already shaken instead become frightened, and those who are already frightened become panicked.

Any creature within 30 feet who can also see the scrimshaw gargoyle suffers a -2 penalty on its will save. There is a 30% chance another scrimshaw gargoyle hears a howl and decides to investigate. Any character who successfully saves is immune to that specific gargoyle's howl for 24 hours. This is a sonic, mind-affecting ability. The save DC is Constitution-based.

The origin of these strangely carved sculptures in the city of Castorhage is shrouded in the mystery of the past, but their existence is now well known through its entirety. Originally created as mere constructs lacking the status of truly living creatures, their exposure to eddies and currents of malevolent energy among the city's high places, over the years somehow granted the missing spark of life.

A scrimshaw gargoyle is meticulously crafted from painstakingly carved whale bones joined together at the joint articulations. However, these craftings were all completed centuries ago, and no new ones have been constructed in the long years since. The existing scrimshaw gargoyles are, therefore, all old, their whale bones weathered and discolored by time and climate. Though it is thought that thousands of these creatures existed upon the city's rooftops in the distant past, it has been estimated that fewer than 50 of them are now in existence, each of them recognizably distinct with their individual unique markings. However, the thinking on this is beginning to change as in recent months several new specimens have been spotted upon the rooftops. These new gargoyles are clearly composed of parts cannibalized from previously destroyed gargoyles. Most believe the scrimshaw gargoyles, taken as a whole, are too dimwitted to produce new members of the species. Some contemplate a secret cabal of magical



GM GUIDE

dull gray coloring that is darker on the underside. Its drab coloration makes it difficult to see (DC 20 Perception check) from distances greater than 10 feet in any conditions other than bright light. Like most foliose lichens, blight grows only slowly — except in total darkness. In total darkness, it grows extremely rapidly and can cover hundreds of feet in only a few hours. Infestations of the lichen tend to pop up in the darkest of alleys or on heavily overcast or moonless nights. The dwarves of the Underneath warn of caverns where the stuff grows unchecked forming drifts dozens of feet deep. Furthermore, some scholars speculate that the lichen possesses some form of intelligence. They base this on the fact that when options for growth exist toward and away from some living victim that the blight can grow upon, it always grows toward the living victim.

Blight is generally considered to be harmless when encountered, but it grows very densely over whatever surface it encounters. That, combined with its extremely rapid growth in total darkness makes it very hazardous to a helpless creature. If a helpless creature (asleep, drunk, paralyzed, unconscious, etc.) is in an area of total darkness that blight has access to, it quickly grows over the creature with a thick, impervious layer of lichen. This does no direct harm, but breathing creatures are immediately subject to the effects of suffocation. Likewise, if a creature regains consciousness or mobility after being overgrown with blight, it is considered entangled and must make a DC 15 Strength check or Escape Artist check to break free. Others can aid the entangled individual with this check. Likewise, someone who is not entangled can cut the victim free (hp 15, DR 10/slashing), though an entangled victim cannot do so unless it is with a natural weapon or a light weapon that was already in hand and must still make a CMB check against a CMD 15 to do so. As long as a victim remains entangled, he continues to suffocate. Blight does not grow quickly in bright light, but it is not harmed by bright light. It is, however, extremely vulnerable to fire, fire damage dealing an additional 50% damage to it (15 hp/5-foot-square patch). A victim entangled in blight when it is set alight takes half of the fire damage as well.

If a victim is slain by blight or if it grows over the corpse of a living creature, a truly remarkable quality of the growth is revealed. Whereas most surfaces that the lichen uses as a substrate are unharmed by its growth, the corpse of a living creature is absorbed in short order and will be completely gone within hours, leaving nothing behind but inorganic remnants such as belt buckles, swords and armor, gold fillings, etc. A Tiny or smaller creature is totally obliterated in 15 minutes; a Small creature disappears in 30 minutes, and a Medium creature in 1 hour. Large creatures will be completely absorbed in 4 hours, and Huge creatures in 9 hours. Gargantuan and Colossal creatures will be absorbed only if the blight is able to completely cover it. If so, the corpses are absorbed in 16 and 36 hours, respectively. A creature absorbed by blight cannot be returned from the dead by anything less powerful than a *true resurrection*.

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Derange

DERANGE (INFESTATION, VERMIN)

CR 2

XP 600

Derange is blamed for much of the unsavory behaviors to be found in The Blight, or at least folk find it convenient to believe it to be the source. Derange is a condition brought on when the tiny earwig spider lays its egg in the ear of a sleeping victim. The warmth of the victim's body causes the

egg to hatch and the tiny earwig larva to burrow through the eardrum and inner ear into motor control centers in the victim's brain. Once the larva has nested in this area, it creates a small cyst and begins to draw nourishment from the hormones and chemical interactions within while bathing these centers with chemicals of its own. The result is that the victim's personality changes, his alignment randomly shifting each morning when he awakes (see table). The victim is still in control of his actions, but these actions reflect the priorities and methods subscribed to by this new alignment. At night, the victim often awakes in the midst of sleep with a return to his original alignment and a full and sickening awareness of the things he has been doing.

This condition can be removed with a *remove disease* spell or similar magic. Likewise, each morning upon awakening the victim is able to make a Will save to resist the alignment-altering effects of the manifestation and function with his normal alignment. After 1d3 weeks, the derange larva matures into an earwig spider and exits the victim to begin the next stage of its lifecycle. When this occurs, the victim must make a DC 10 Fortitude save. If successful, he fully recovers from the effects of the derange, though often with serious repercussions from the alignment shifts. Many victims of derange find themselves dead, badly injured, or imprisoned as a result of their previous actions, and derange is not recognized as a legal defense before the Courts of Castorhage. If the victim fails the Fortitude save, then the departing earwig spider causes the rupture of a major blood vessel as it clambers out through the ear, and the victim dies in his sleep unless immediate magical interventions occur that are capable of saving his life.

DERANGE

Type infestation; **Save** Will DC 15
Onset 1d4 days; **Frequency** 1/day
Effect alignment shift (see above)

1d10	Alignment Shifts To
1	Lawful good
2	Neutral good
3	Chaotic good
4	Lawful neutral
5	Neutral
6	Chaotic neutral
7	Lawful evil
8	Neutral evil
9	Chaotic evil
10	Same as previous day

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Dislocating Larvae

DISLOCATING LARVAE (INFESTATION, VERMIN [AQUATIC])

CR 4

XP 1,200

These tiny green larvae resemble tadpoles no larger than a pinhead but can spawn in sufficient numbers in small pools of stagnant water to give it a greenish tint. When ingested, the larvae colonize the stomach of the victim and begin to feed and reproduce in his digestive tract. A full-grown dislocating larva resembles a green hair no more than 2 or 3 inches long. As they reach maturity, they feed on the tissues they have colonized and begin to migrate on to other

THE BLIGHT: RICHARD PETT'S CROOKED CITY

tissues as they lay thousands of eggs. These hatch into even more of the larvae. The pain caused by this process causes terrible convulsions in the victim that can even be forceful enough to dislocate joints.

Each day that the larvae infest their victim, they deal Constitution damage. After the victim has received Constitution damage equal to half of his maximum Constitution, he begins to suffer the sudden spasmodic fits for which the ailment is named. These deal an additional 1d6 points of damage per day and require a new Fortitude save or take 1d4 points of Dexterity damage as well. In the final stages of the infestation, the victim begins to feel an uncontrollable urge to seek out a body of water (preferably stagnant) and does anything in his power to seek one out in order to die in it and allow the larvae colony within his body to continue to survive rather than dying with their host. A *remove disease* spell cast on the victim kills all larvae and eggs infesting the victim but does not restore lost hit points or ability damage.

DISLOCATING LARVAE

Type infestation; **Save** Fortitude DC 15 (ingested)

Onset 1d10 minutes; **Frequency** 1/day

Effect 1d4 Con damage, spasmodic fits (see above)

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Second-Head Fluke

SECOND-HEAD FLUKE (INFESTATION, VERMIN [AQUATIC]) XP 2,400

CR 6

This dreaded microscopic parasite is relatively common in the Lyme River and many fishermen have caught the sickness after accidentally swallowing Lyme water. It is also able to spread by physical contact with those already afflicted. This foul sickness manifests as a large swollen tumor that appears on the victim's shoulder that over a period of a few days grows into a second, cankerous head. This head is a most horrible thing to look upon, consisting of disfigured and distorted features, random tufts of hair, misplaced teeth, and dark patches of melanoma. Despite its obvious disease origin, this head-like growth often uncannily resembles the victim, even in its distorted and horrifying state.

Once a case of second-hand fluke is contracted, madness and a physical decline are sure to follow. Once the second head fully manifests after the first week, each day thereafter requires a DC 15 Will save or the victim takes 1d3 points of Wisdom damage from the mental and emotional stress caused by its manifestation. In addition, each day there is a 10% chance that the victim takes 1 point of Constitution drain as the cancerous nature of the growth begins to spread into the rest of his body and leech off him.

Once a victim takes Wisdom damage equal to half of his maximum Wisdom, the effects of the second-head fluke begin to have a more pronounced manifestation. The pseudo-head growing on the victim's shoulder begins to utter nonsensical vocal sounds as if attempting to talk, and the head spasmodically flops about at random times. Anytime anyone is adjacent to the victim once the infestation has reached this stage, there is a 1-in-6 chance that the pseudo-head flops toward them. This is considered a secondary melee touch attack and does not provoke attacks of opportunity. If the pseudo-head is successful in a touch attack, the touched individual must make a DC 13 Fortitude or contract a second-head fluke infestation as well.

Once second-head fluke is contracted, it becomes increasingly difficult to remove. During the initial week before the pseudo-head has grown, a *remove disease*

spell cures the victim and reverses its progress. Once the pseudo-head has fully formed, a *remove disease* alone is no longer sufficient. The pseudo-head itself must also be physically removed. This can be done by a skilled physician with a DC 25 Heal check and deals 1d6 points of damage. If the check fails, the surgery deals 3d6 points of damage and 2 points of bleed damage. Once the pseudo-head is removed, a *remove disease* spell is still necessary to complete the cure or another pseudo-head regrows after 1 week. Once the stage of infestation is reached where Wisdom damage has exceeded half of the victim's maximum Wisdom, a *remove disease* is no longer sufficient in conjunction with the removal of the pseudo-head. At this point, a *heal* spell is necessary to prevent the pseudo-head's regrowth. Likewise, if the victim has begun to take Constitution drain, then a *heal* spell is necessary to halt further such drain once the pseudo-head has been removed and the infestation occurred. This will not return any drained Constitution, but only prevents further Constitution drain.

SECOND-HEAD FLUKE

Type infestation; **Save** Fortitude DC 18 (ingested), DC 13 (contact); Will save DC 15

Onset 1d2 days; **Frequency** 1/day

Effect 1d3 Wis damage, 10% chance of 1 Con drain

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Hyme

Superficially it could be a horse — certainly there is some horse in it — but the resemblance is unnatural. It is a dark thing, a thing the eye finds difficult to rest upon, with the anger and musk of a horse, but the shape is wrong. Its head is dark and long, and slaver drools from it onto the ground. And though it tosses its head like a horse, it has barbed teeth within its jaw.

HYME XP 2,400

CR 6/BA 3

N Large magical beast (Between)

Init +8; **Senses** darkvision 60 ft., low-light vision; **Perception** +9

Aura musk of fear (60 ft., DC 16)

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

hp 67 (6d10+18 plus 16); fast healing 5

Fort +8; **Ref** +9; **Will** +4

Defensive Abilities dislocated (blurred movement), distorted (25%); **DR** 2/cold iron

Speed 60 ft.

Melee bite +11 (1d8+6), 2 hooves +11 (1d6+6)

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

Special Attacks bray of terror (DC 16)

Str 22, **Dex** 19, **Con** 16, **Int** 2, **Wis** 11, **Cha** 11

Base Atk +6; **CMB** +13; **CMD** 27 (31 vs. trip)

Feats Improved Initiative, Iron Will, Lightning Reflexes^B, Nimble Moves^B, Run

Skills Perception +9

Environment temperate plains and swamp (Between)

Organization solitary, pair, or herd (3–12)

Treasure none

Bray of Terror (Su) A hyme can give out a terrifying bray. All creatures within 60 feet other than other hymes or a master must succeed on a DC 16 Will save or be frightened for 2d4 rounds. Animals receive a -2 penalty, and horses and ponies

GM GUIDE

Init +2; **Senses** blindsense 30 ft., low-light vision;
Perception +13

AC 20, touch 8, flat-footed 18 (+12 natural, -2 size)
hp 52 (7d8+21)
Fort +8; **Ref** +7; **Will** +4
Immune disease, poison

Speed swim 30 ft.
Melee bite +12 (2d8+12 plus disease)
Space 15 ft.; **Reach** 10 ft.
Special Attacks lantern lure

Str 26, **Dex** 11, **Con** 17, **Int** 1, **Wis** 14, **Cha** 2
Base Atk +5; **CMB** +15; **CMD** 25 (can't be tripped)
Feats Alertness, Improved Initiative, Lightning Reflexes,
Weapon Focus (bite)
Skills Perception +13, Stealth -8, Swim +20

Environment temperate ocean
Organization solitary, pair, or school (3-6)
Treasure none

Disease (Ex) *Brine misery*: Bite—injury; save Fort DC 16; onset 1d4 rounds; frequency 1/day; effect 1d4 Dex plus staggered; cure 2 consecutive saves. The save DC is Constitution-based.

Brine misery causes an extremely irritating stinging itch at the point of the wound that causes the victim to have the staggered condition until the disease is cured.

Lantern Lure (Ex) As a free action, a Lyme angler can illuminate the dangling lure on its forehead with a phosphorescent glow that gives off light equal to a candle. All creatures with an Intelligence of 2 or less within 20 feet on which the Lyme angler has gained surprise must make a DC 13 Will save or become fascinated for 1 round. A creature that is not surprised has spotted the angler and is not fooled by the angler's lantern display. Once fascinated, a victim can make a new save each round that the lantern lure remains in view to break the effect. However, while fascinated, the



a -6 penalty to this save. The save DC is Constitution-based.

Musk of Fear (Ex) As a free action, a hyme can emit an unpleasant musk. All creatures within 60 feet other than other hymes or a hyme's master must succeed on a DC 16 Fortitude save or be sickened for 1d4 minutes. Horses and ponies receive a -6 penalty to this save. The save DC is Constitution-based.

The first hyme came about one terrible night when a creature from Between was captured and held in a stable. Whilst the greedy captors sought to sell their prize to those who collect such creatures in peculiar menageries, something terrible happened, and when the greedy hunters returned they simply found the creature gone and the horses within mad with terror. Cursing their bad luck, the hunters looked for new prey. A few months later, each mare in the stable birthed a horrible dark thing that resembled a foal but was certainly not of this world. The hunters went back to their original purchaser with their new creatures and sold them. These were the first hymes.

A bastard union of the Between and the horse, the hyme combines the qualities of a horse with the aggression of a Between creature. They are hard to tame, but not impossible, and broken ones now regularly pull coarse cabs around the city. Initially, such terrible dray were the exclusive property of those aristocrats who could afford them, but their prodigious appetites created more hymes from unions with mares (hymes are born to both hyme-hyme and hyme-horse parents). They are now seen regularly, but most often on dark nights.

Hymes command very high prices, and are extremely rare to find for sale. Occasionally, one becomes available, but generally only particular dealers — such as Groppit, Swift & Humb: Hyme Dealers by Royal Appointment — sell them. A hyme sells for 6,500 gp.

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Lyme Angler

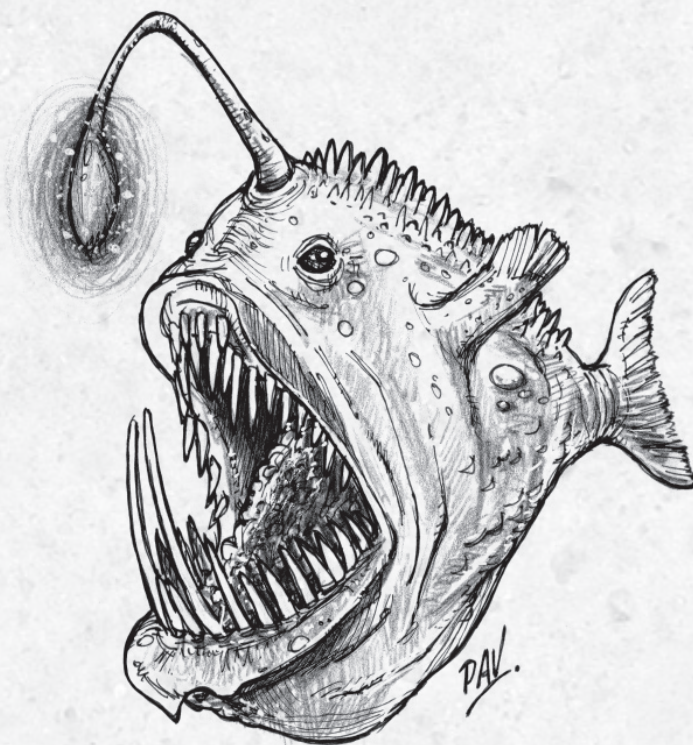
This massive bloated fish has a glowing, fleshy protrusion that extends from the top of its skull and dangles in front of its wide mouth filled with needlelike fangs.

LYME ANGLER

XP 1,600

N Huge animal (aquatic)

CR 5



THE BLIGHT: RICHARD PETT'S CROOKED CITY

victim does not view the angler as a potential threat and remains fascinated until it actually attacks, which automatically breaks the effect. The save DC is Dexterity-based.

Also known as a slop-shark to those along the River Lyme, the Lyme angler is among the largest of predatory fish in and around that waterway. Lyme anglers have a luminescent organ called its lantern lure at the tip of a modified dorsal ray (or fishing rod). The organ primarily serves to lure prey into the warm, shallow, polluted waters of the Lyme, but also serves to call the males' attention to the females to facilitate mating. The source of luminescence in this organ is a species of nearly microscopic symbiotic brine shrimp that lives in and along the Lyme and has an affinity for the lantern lure organ of the Lyme angler. Through a complex chemical reaction, the Lyme angler is able to agitate these brine shrimp and cause them to illuminate its lure at will.

These diseased things of corruption and toxin are common in the Lyme. They have enormous fanged-filled mouths, and their bodies are riddled with sores, infestations, and chemical burns — proof that there are places even they cannot swim safely. One of the most notorious man-eaters of the river, the immense Lyme angler can reach lengths of more than 20 feet and weigh up to 5,000 pounds.

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Lyme Walrus

Thick folds of fleshy blubber encase this massive sea creature. Yet despite its bestial appearance, its eyes reveal calculating intelligence, and it holds itself upright with unusual dignity. The illusion of a man would almost be complete were it not for the long tusks that protrude from its whiskered mouth.

LYME WALRUS

XP 3,200

CN Large magical beast (shapechanger)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

AC 20, touch 9, flat-footed 20 (+11 natural, -1 size)

hp 76 (9d10+27)

Fort +11; **Ref** +6; **Will** +6

DR 10/slashing; **Resist** cold 10

Speed 20 ft., swim 40 ft.

Melee bite +14 (3d6+9)

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

Special Attacks fascinating story

Spell-like Abilities (CL 9th):

At will—*ghost sound* (DC 13)

3/day—*disguise self*, *silent image* (DC 14)

1/day—*hallucinatory terrain* (DC 16), *minor image* (DC 15)

Str 22, **Dex** 11, **Con** 17, **Int** 10, **Wis** 16, **Cha** 17

Base Atk +9; **CMB** +16; **CMD** 26 (can't be tripped)

Feats Deceitful, Endurance, Great Fortitude, Improved Initiative, Persuasive

Skills Bluff +7, Diplomacy +7, Disguise +5, Intimidate +5, Knowledge (arcana) +4, Knowledge (history) +4, Perception +7, Sense Motive +5, Survival +4, Swim +14

Languages Common

SQ amphibious, change shape (human and walrus; polymorph), hold breath

Environment coastline

Organization solitary or team (1 Lyme walrus with 1–3 humanoid rogues of 4th–8th level)

Treasure standard

Fascinating Story (Su) A Lyme walrus can manipulate its guttural voice to weave an oral story that can cause one or

more creatures to gain the fascinated condition. Each creature to be fascinated must be within 60 feet, be able to see and hear the Lyme walrus, and be capable of paying attention to him. The listener does not, however, have to be able to understand the language that the Lyme walrus speaks, as the magic lies in the creature's voice modulation rather than the actual substance of the story. The Lyme walrus must have at least 1 minute in which to tell its story uninterrupted. Distraction caused by nearby combat or other dangers prevents the ability from working.

Each creature within range receives a DC 19 Will save to negate the effect. If a creature's saving throw succeeds, the Lyme walrus cannot attempt to fascinate that individual again for 24 hours. If the creature's saving throw fails, the creature sits quietly and listens to the tale for as long as the Lyme walrus continues to speak. Once a Lyme walrus begins a story and fascinates at least one listener, it can maintain the story as a move action in each round following. If the Lyme walrus ends the story or is interrupted, it must use a standard action to start a new one. While fascinated, a victim takes a -4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinating story is an enchantment (compulsion), mind-affecting ability and relies on audible and visual components in order to function. The save DC is Charisma-based.

A child of Between that has lived so long in the mundane lands that it has literally shed its Between skin, a Lyme walrus is disturbingly human. The human aspects have been absorbed by mingling with men in its own lands through the creature's ability to polymorph itself into a human form. The walrus delights in the manners and appetites of men and feels itself to be at least partly human.



Named for Sister Lyme where these creatures were first encountered by the humanoid races of the mundane world, Lyme walrus can be found in other locales though they prefer to remain near a body of water to which they can retreat and move with the most freedom if necessary. The Lyme walrus often seeks out the company of people to learn tales and stories from them and to indulge in their appetites — particularly those of feasting. A Lyme walrus often wants only to hide itself in human lands, and eat. In this regard, it is generally harmless. However, they are possessed with a strong acquisitiveness and insatiable appetites, and often find themselves in the company of those who use their fascinating story ability as a distraction in order to perform darker acts undetected. The Lyme walrus is usually an innocent in this regard, and sees all such acts as simply the ways of the humanoids of the mundane world.

The Lyme walrus's thick layer of blubber serves as protection from both predators and cold. A typical Lyme walrus weighs 1 to 2 tons and measures 10 feet in length with tusks up to 3 feet long.

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Moon Angel

This thin, stretched creature has gangly, long limbs that bend in unusual ways. Its skin is pale and sickly with its face shrunk in its drooping, hairless head. Pointed ears rise high above the crown of its head, and its eyes are sunk deep beneath its brow like two bottomless pits. Its toothless mouth hangs open, jaw slack, as it incessantly licks its withered lips.

MOON ANGEL

XP 2,400

NE Large fey (aquatic, cold)

Init +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

hp 65 (10d6+20 plus 10)

Fort +5; **Ref** +9; **Will** +7

Immune cold, disease, poison; **DR** 10/cold iron

Weaknesses vulnerability to fire, vulnerability to sunlight

Speed 30 ft., swim 30 ft.

Melee 2 slams +8 (1d8+4 plus 1d6 cold and paralysis)

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

Special Attacks drowning kiss, hypnotic song, paralysis (1d4+1 rounds, DC 17)

Str 18, **Dex** 15, **Con** 15, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +5; **CMB** +10; **CMD** 22

Feats Blind-fight, Combat Reflexes, Improved Initiative, Stealthy, Toughness

Skills Acrobatics +8, Climb +17, Intimidate +10, Perception +10, Sense Motive +11, Stealth +15, Swim +18

Languages Aklo, Common

Environment temperate and cold rivers/lakes

Organization solitary

Treasure standard

Drowning Kiss (Su) A moon angel can flood the lungs of a willing, sleeping, helpless, or hypnotized creature by touching it (traditionally by kissing the creature on the lips). If the target cannot breathe water, it cannot hold its breath and immediately begins to drown. On its turn, the target can attempt a DC 17 Fortitude save to cough up this water, which snaps the victim out of a hypnotic trance; otherwise, it falls unconscious at 0 hp. On the next round, the target must save again or drop to -1 hit points and be dying; on the third round, it must save again or die. The save DC is Constitution-based.



Hypnotic Song (Su) A moon angel's song has the power to hypnotize those that hear it, putting them in a trance. All creatures aside from other moon angels within a 300-foot spread must succeed on a DC 16 Will saving throw or become captivated. A creature that successfully saves is not subject to the same moon angel's song for 24 hours. A victim that falls under the effects of the moon angel's hypnotic song becomes entranced and instantly stands still. They become susceptible to the angel's verbal commands as the spell *command* and, if these orders involve any action the creature would not normally take, that creature receives a second saving throw to end the effect. Hypnotized creatures can take no actions other than to defend themselves. This effect continues for as long as the moon angel sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Vulnerability to Sunlight (Ex) A moon angel takes 1 point of Con damage after every hour it is exposed to sunlight as its pale skin blisters and burns from the harsh rays.

Oftentimes folk who fall into the river, even in the relative shallows, are never seen again even if help was close at hand. At such times, folk who dwell near the riverside make the sign against the evil eye and blame the disappearance on hidden currents carrying the victim into the depths or the normal fauna that makes the Great Lyme a graveyard for hundreds of citizens of Castorhage every year. However, sometimes the cause of the disappearance is more sinister than either of those. Sometimes it is the work of a moon angel. The moon angel is a rare creature that lurks in the deepest, coldest waters of the Lyme, fond of rising to the surface and quietly watching the goings-on ashore, waiting for the unfortunate soul who loses his footing or is more drunk than careful and falls into the dark waters of the river. When it locates such a victim, it quickly moves to hypnotize him and draw him deeper into the waters where it can feed at its leisure.

A creature of the coldest fathoms of the river where depth and pollution block the sun, a moon angel cannot stay long near the warm surface while it waits for prey. It becomes uncomfortable from the heat and light, and can even develop severe sunburns on its pale skin when remaining too close to the surface for long. For this reason, the depredations of the moon angels remain relatively rare. The occurrences do increase in the winter months when a thin sheet of ice often covers the river's edges, though they still love the daylight no better than they do in summer.

THE BLIGHT: RICHARD PETT'S CROOKED CITY

Occasionally on moonless nights, a moon angel may leave the river under the cover of darkness to hunt additional victims on land. At these times, such a creature tends to clamber along the rooftops to find open windows to take meat from within, with any household survivors the next morning describing only dreams of a strange crooning song echoing through their sleep. As with those who disappear into the river when a moon angel pays a visit, the unfortunate soul that has garnered its attention is never seen again. It for these incidences that the twisted fey known as moon angels gain their name, though few if any folk have made a connection between these nighttime disappearances and those that occur more frequently in the river.

Extremely tall and awkwardly gangly, the moon angel stands eight feet in height but weighs barely 250 lbs.

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Naga, Blight

An exotically featured woman's head tops this snake-like creature. Its scales range in color from deep purple to black, with the creature's underside colored a lighter shade of violet. Ten arms protrude from the snake body's flanks, though they are spindly and frail in their musculature.

BLIGHT NAGA

CR 6

XP 2,400

CN Large aberration

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

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size)

hp 45 (10d8)

Fort +5; **Ref** +4; **Will** +7

Immune poison; **SR** 17

Speed 30 ft.

Melee bite +7 (1d8-1 plus poison)

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

Special Attacks poison

Spell-Like Abilities (CL 6th):

At will—*detect magic*, *read magic*

3/day—*dispel magic*, *magic aura*

1/day—*glibness*, *identify*, *minor creation*

Str 8, **Dex** 12, **Con** 11, **Int** 16, **Wis** 7, **Cha** 19

Base Atk +7; **CMB** +7; **CMD** 18

Feats Great Fortitude, Iron Will, Magical Aptitude, Skill Focus (Craft [any one form of artwork]), Weapon Finesse

Skills Appraise +13 (+18 artwork), Bluff +6, Craft (any one form of artwork) +19, Diplomacy +6, Knowledge (arcana) +16, Perception +6, Sense Motive +3, Spellcraft +20, Use Magic Device +19; **Racial Modifiers** +5 Appraise artwork, +4 Use Magic Device

Languages Aklo, Common, Meeruwhan

SQ change shape (humanoid; *alter self*)

Environment urban (The Blight)

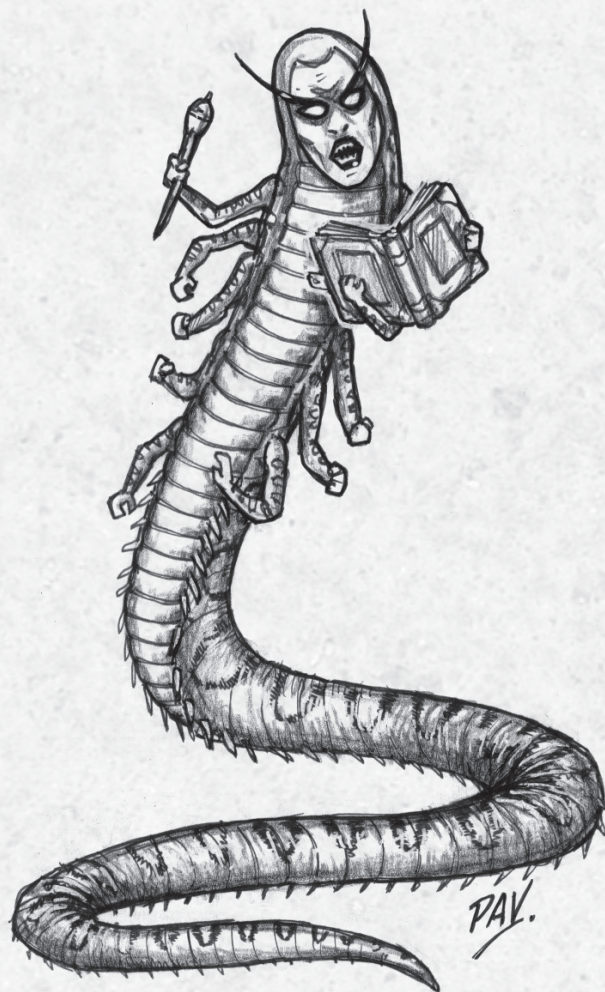
Organization solitary, pair, or family (2-4 adults and 1-3 young)

Treasure standard

Change Shape (Su) A Blight naga can take the form of a human. However, the transformation lasts only for a number of minutes per day equal to the creature's Hit Dice (10 for most Blight nagas).

Poison (Ex) Bite—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Wis; cure 1 save.

Blight nagas are aesthetes and artists that as a race have existed in the city for as long as anyone remembers. Whether they were indigenous



inhabitants, early visitors from Between, or immigrants from a distant land is argued, but they have seemingly always been there. Most Blight nagas claim ancestry from the exotic lands of Far Jaati and go so far as to learn that land's language, though this has yet to be proven and is refuted by some members of the Blight naga community who, in fact, steadfastly deny this origin. The fact that members of the race can move among the humanoid populace indistinguishably in humanoid form further lends to this confusion.

Blight nagas relish the arts, including the arcane arts. They have a propensity for identifying magical items, as well as the skill and capriciousness to fabricate such items (or fake versions of them to foist upon the unwary). Likewise, many a Blight naga has coaxed or cajoled a fine piece of artwork or rare magical item out of the hands of its owner, augmenting their skills in such tasks with magic as necessary. When rolled together, this means Blight nagas are sought out for the keen ability to identify and appraise artwork and magical trinkets, yet held at arm's length once the object is identified.

Blight nagas are frailer than their more common cousins. However, they make up for this frailty, at least in part, with an odd evolutionary feature other types of nagas lack — arms. While the arms of a Blight naga don't have much in the way of musculature, they are well suited to fine craftwork and the ability to wield magical items such as wands and staves.

Blight nagas delight in hiding in plain sight among the humanoids of the city, usually using their change shape ability to take the form of a humanoid female so as to mingle freely. Still, while using this ability they must be wary of the passage of time lest they find themselves transforming back to their natural state at an awkward moment.

A typical Blight naga is 12 feet long, resting on a coil of two-thirds of its body so that it stands only around 6 feet in height, and weighs 275 pounds on average.

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Night-Slug

The creature is roughly the size of a halfling. Its skin is a blotchy gray color with a few sporadic tufts of muddy-brown hair. The scraps of ragged clothes it wears are covered in filth, clearly not having been washed in weeks — if ever. Its arms are thin and elongated, hanging almost limp.

NIGHT-SLUG

XP 200

Night-slug rogue 1

N Small humanoid (skulk)

Init +4; **Senses** low-light vision; **Perception** +5

Defensive Abilities slime coat

AC 18, touch 15, flat-footed 14 (+2 armor, +4 Dex, +1 natural, +1 size)

hp 10 (1d8+2)

Fort +2; **Ref** +6; **Will** +1

Speed 20 ft.

Melee dagger +5 (1d3+1/19–20)

Ranged dagger +5 (1d3+1/19–20)

Special Attacks sneak attack +1d6

Str 12, **Dex** 19, **Con** 14, **Int** 8, **Wis** 13, **Cha** 6

Base Atk +0; **CMB** +0; **CMD** 15

Feats Weapon Finesse

Skills Acrobatics +8 (+4 jumping, +16 tumbling), Climb +5, Disable Device +8, Escape Artist +16, Perception +5, Sleight of Hand +8, Stealth +12, Survival +2; **Racial Modifiers** +8 Escape Artist, +8 Acrobatics (tumbling)

Languages Common

SQ compression, fast crawler, trapfinding +1

Gear leather armor, dagger, thieves' tools

Environment urban

Organization solitary, pair, or gang (3–6)

Treasure NPC gear

Fast Crawler (Ex) While prone, a night-slug can move at half speed. While squeezing, a night-slug can move at its normal speed. The crawling movement of a night-slug does not provoke attacks of opportunity as normal, though other aspects of it can, such as moving through a threatened square, retreating from an opponent without using the withdraw action, etc. A night-slug can take a 5-foot step while crawling or squeezing.

Slime Coat (Ex) The skin of a night-slug constantly secretes a thin fluid most resembling a slightly slimy version of perspiration that leaves an off-color stain on most fabrics and has a musty odor. This constant coating gives the night-slug a +1 natural armor bonus that applies to its CMD as well and a +8 racial bonus on Escape Artist checks and Acrobatics checks to move through a threatened or enemy square. However, it also provides a +4 circumstance bonus to those using Survival to track a night-slug as well as Perception checks to locate a night-slug's trail.

None are as naturally capable of the fine art of breaking and entering as the night-slug. Fortunately for society, few are also as cowardly. Night-slugs maintain their existence simply by avoiding notice. They often reside in small crawlspaces or even the hollows between the outer masonry and inner plaster and lathe of a house. Those who are not lucky enough to acquire such grand accommodations typically live in places that allow them to avoid notice — the city dump, a gable hanging over a small alleyway, and so forth.

Night-slugs are capable of maneuvering their bodies through seemingly impossible spaces. Their ligaments and tendons are exceptionally elastic, allowing a night-slug to elongate its arms and legs, and in the process pulling what muscle it has closer to its frame. In addition, night-slugs have



a “collapsible” skeleton; its bones are composed primarily of cartilage, allowing the creature to squeeze into incredibly small areas.

A typical night-slug stands around 3-1/2 feet tall and weighs 40 pounds.

Night-Slug Society

Night-slugs are true scavengers living on the fringes of the societies of others. They usually prefer densely populated urban areas for the increased number of hiding places and resources from which to scrounge their needs. Most night-slugs are loners because of the limited resources available to them, mated couples rarely staying together beyond the birth of a brood of whimps (as their young are called), and mothers generally abandoning their young as soon as they reach maturity after 3 years.

While most humanoids despise night-slugs and find their presence loathsome, few actually fear the creatures. More than one urban goodwife has walked into a room of her house at night to find a night-slug crouched in the corner chewing on a lace table runner and staining the rug with its noxious skin secretions. While the typical reaction certainly includes a scream, rather than flight it just as often concludes with her grabbing a broom and chasing the creature until it manages to squeeze back through a crack in the baseboards to the safety of the inner walls. In some cities plagued by these creatures, there is an entire industry for exterminators hired to enter homes and buildings to clear out night-slug infestations.

Unlike their skulk cousins, who possess a more violent bent, night-slugs are inherently cowardly and rarely a threat to even those who would otherwise find themselves at their mercy. There are examples, however, of individuals who have overcome this innate fearfulness and gone on to become highly proficient thieves and even assassins, in some cases.

Night-Slug Characters

Night-slugs are defined by their class levels — they do not possess racial Hit Dice. Night-slugs have the following racial traits.

+4 Dexterity, –2 Intelligence, –4 Charisma: Night-slugs are nimble and highly flexible, but generally lack in formal education and suffer severe prejudice from most other races.

Small: Night-slugs are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their CMD and CMD, and a +4 size bonus on Stealth checks.

Low-light Vision: Night-slugs have low-light vision.

Fast Crawler: While prone, a night-slug can move at half speed. While squeezing, a night-slug can move at its normal speed. The crawling movement of a night-slug does not provoke attacks of opportunity as normal, though other aspects of it can, such as moving through a threatened square, retreating from an opponent without using the withdraw action, etc. A night-slug can take a 5-foot step while crawling or squeezing.

THE BLIGHT: RICHARD PETT'S CROOKED CITY

Slime Coat: The skin of a night-slug constantly secretes a thin fluid most resembling a slightly slimy version of perspiration that leave an off-color stain on most fabrics and has a musty odor. This constant coating gives the night-slug a +1 natural armor bonus that applies to its CMD as well and a +8 racial bonus on Escape Artist checks and Acrobatics checks to move through a threatened or enemy square. However, it also provides a +4 circumstance bonus to those using Survival to track a night-slug as well as Perception checks to locate a night-slug's trail.

Compression: Night-slugs gain the compression ability (see the "Universal Monster Rules" section in Appendix 3: Glossary of the *Pathfinder Roleplaying Game Bestiary* 3).

Languages: Night-slugs begin play speaking Common. Night-slugs with high Intelligence can choose bonus languages from the following: Dark Folk, Goblin, Halfling, and Undercommon.

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Sough-Eel

This massive eel, nearly 20 feet long, has a pale hide that is almost translucent like a fish's belly, but marred by great areas of sloughing flesh that hang loose in rotten folds. It is eyeless, with a row of small black nodules extending back from its snout, and has several small vestigial fins growing sporadically along the length of its body. Its mouth, however, is the most noticeable feature, occupying nearly a quarter of its length, and splayed wide with a crowd of jagged fangs.

SOUGH-EEL

CR 6

XP 2,400

N Huge animal (aquatic)

Init +4; **Senses** blindsense 90 ft., blindsight 30 ft., scent;

Perception +7

AC 19, touch 8, flat-footed 19 (+11 natural, -2 size)

hp 76 (9d8+36)

Fort +10; **Ref** +8; **Will** +4

Defensive Abilities loose flesh; **Immune** disease, poison, vision-based attacks

Weaknesses water dependency

Speed 10 ft., swim 30 ft.

Melee bite +13 (2d8+12 plus disease and grab)

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

Special Attacks gnaw, swallow whole (4d6 acid damage, AC 15, 7 hp)

Str 26, **Dex** 10, **Con** 19, **Int** 1, **Wis** 12, **Cha** 8

Base Atk +6; **CMB** +16 (+20 grapple); **CMD** 26 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Stealth), Stealthy, Weapon Focus (bite)

Skills Escape Artist +12, Perception +7, Stealth +9, Swim +20; Racial Modifiers +4 Stealth, +12 Escape Artist

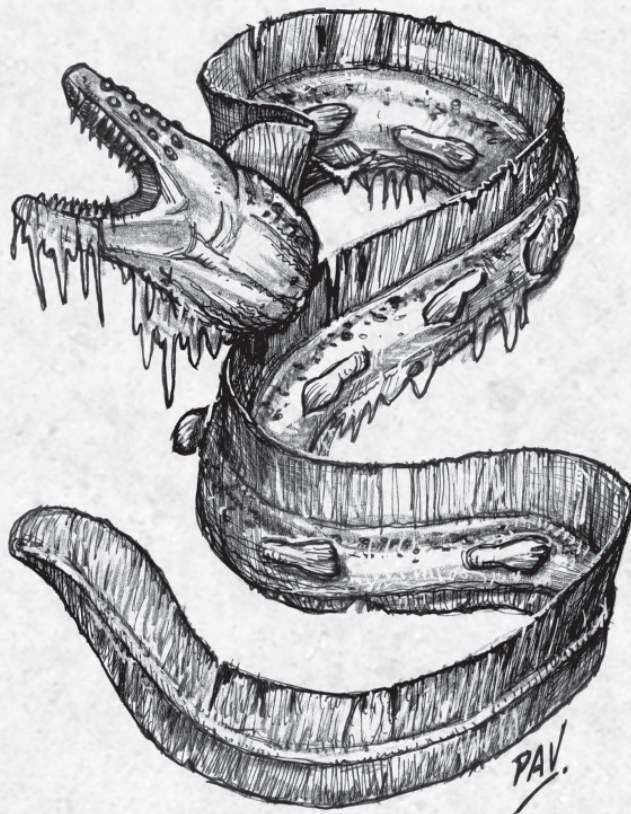
Environment temperate ocean

Organization solitary or school (4-8)

Treasure none

Disease (Ex) *Flesh Rot*: Bite—injury; save Fort DC 18; onset 1 minute; frequency 1/day; effect 1d6 Con and 1d6 Cha damage; cure 2 consecutive saves. The save DC is Constitution-based.

Gnaw (Ex) If a sough-eel begins a round with a grabbed foe, it inflicts automatic bite damage (2d8+12 points of damage). A sough-eel possesses a second set of jaws in its throat that aid in swallowing — it can make a second bite attack (+11 attack, 1d8+6) against a foe it has already grabbed. After a sough-eel uses its gnaw attack against a grabbed foe for 1d3 rounds, it attempts to swallow that foe



on its next attack.

Loose Flesh (Ex) The rotten, loose folds of flesh that continually slough off of a sough-eel provide it with a measure of protection against certain attacks. In addition to providing it with its racial bonus to Escape Artist checks, it gives the sough-eel immunity to bleed damage and precision damage such as that dealt by sneak attacks.

Water Dependency (Ex) Sough-eels can survive out of the water for 1 minute per point of Constitution (after that, refer to the drowning rules in the *Pathfinder Roleplaying Game Core Rulebook*).

These vile predators are found exclusively in the dark, filthy waters of the Great Lyme River and Fetid Sea in the vicinity of the City-State of Castorhage. Some have speculated that they were once a temperate water variety of moray eel that was indigenous to the area until the Lyme was tainted by the noxious effluvia from the metropolis known colloquially as the Blight. Unlike most aquatic species that were unable to survive the poisoning of the waters, the sough-eel population managed to endure the deadly influx but was changed in the process. Immune to most disease and poison, the sough-eels — carriers of their own endemic pathogen — are now affected by it chronically so that their hide is in a constant state of dying and sloughing off in large swaths and layers. This has not seemed to affect their ability to survive in their harsh environment, and every native of the Blight knows better to enter the water of the Lyme for fear of the voracious attacks of the ever-present sough-eels.

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Spider, Chymic

The body of this spider-like creature is a mass of humanoid faces caught in drawn-out hideous screams. Ten spindly legs rise unevenly from the bulbous mass. Between tufts of bristly hair hang needle-sharp fangs that drip with a bitter-smelling, thick red liquid.

CHYMIC SPIDER

XP 1,600

NE Small aberration

Init +3; **Senses** darkvision 60 ft.; **Perception** +12

Aura arachnophobia (1-mile)

CR 5

AC 19, touch 14, flat-footed 16 (+3 Dex, +5 natural, +1 size)

hp 52 (7d8+14 plus 7)

Fort +4; **Ref** +4; **Will** +8

Speed 30 ft., climb 30 ft.

Melee bite +8 (1d6 plus poison)

Special Attacks chyme spray, egg implantation, nightmare projection

Str 10, **Dex** 15, **Con** 15, **Int** 9, **Wis** 16, **Cha** 10

Base Atk +5; **CMB** +4; **CMD** 16 (32 vs. Trip)

Feats Blind-Fight, Death From Above^{UC}, Toughness, Weapon Finesse

Skills Climb +8, Escape Artist +9, Perception +12, Stealth +14, Survival +12

Languages Common (can't speak)

SQ dream telepathy

^{UC} See *Pathfinder Roleplaying Game Ultimate Combat*

Environment urban (The Blight)

Organization solitary

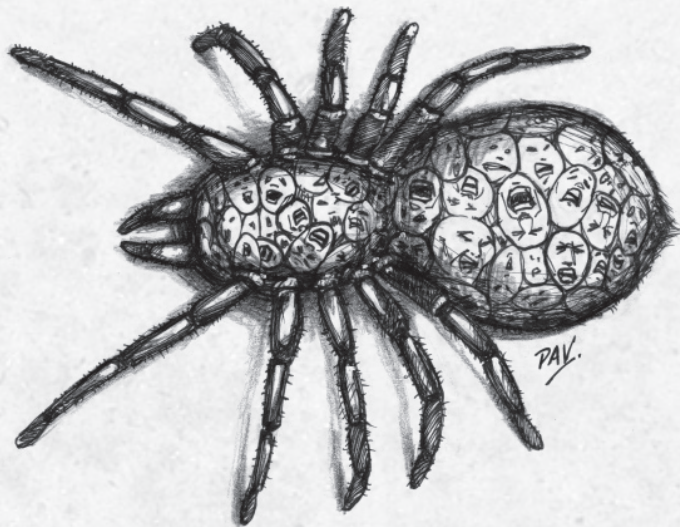
Treasure incidental

Arachnophobia Aura (Su) Somehow born of nightmares of those who fear spiders, a chymic spider is inherently linked to the fabric of fear. The creature exudes this latent terror deep within the psyche of all creatures within a 1-mile radius. Any creature that is stated as having a fear or special enmity with spiders (such as a ranger with vermin as a favored enemy) makes saves against the chymic spider's nightmare projection at a penalty of -2.

Chyme Spray (Ex) Once every 1d4+1 rounds, as a standard action a chymic spider can expel the chymic juices from its stomach in a 15-foot cone that deals 7d6 points of acid damage to all creatures in the area. The chymic solution is thick and sticky, and clings to a creature that is struck, dealing an additional 3d6 points of acid damage for the next 2 rounds unless washed off with some solvent solution such as vinegar or alcohol or neutralized with an alkaline substance such as the potash used by glassmakers or the lye used in soaps. Application of at least 1 lb. of one of these or a similar substance ends the damage-causing effects of the chyme immediately. A successful DC 15 Reflex save results in half damage from the chyme projection and prevents any damage from occurring in the following rounds. The save DC is Constitution-based.

Dream Telepathy (Su) The chymic spider is able to use telepathy up to 400 feet and can communicate with any creature, so long as they have an Intelligence of 1 or higher and are in a dream state while sleeping.

Egg Implantation (Ex) A chymic spider does not simply devour a paralyzed victim, but instead implants a clutch of eggs within its abdominal cavity. Implantation delivers 1d4 eggs that can be removed from the host body only by cutting them from the victim (dealing 1d2 points of Constitution damage each) or by powerful spells such as *miracle* or *wish*. Likewise, death affects can destroy the eggs (the clutch is considered to possess 1 HD collectively), even if the victim



successfully saves against them or is too powerful to be affected by them. After 24 hours, the eggs hatch inside and begin feeding. Each round these newborns remain inside the victim they deliver a new dose of chymic spider poison damage, attempting to paralyze the host as they feed. When the host's Constitution reaches 0, he dies and 1d4 new chymic spiders emerge from the corpse.

Nightmare Projection (Sp) A chymic spider can project a nightmare into any sleeper with whom it has established dream telepathy contact. This nightmare is so powerful that it can paralyze its victim for 1d4 rounds unless he succeeds at a DC 16 Will save. The victim is allowed a new save each round. This is a mind-affecting fear effect. The save DC is Wisdom-based.

Chymic Spider Poison (Ex) Bite—injury; save Fort DC 15; frequency 1/round for 1 round; effect 1 Con and paralyzed 1d6 rounds; cure 1 save. The save DC is Constitution-based.

Chymic spiders are not true spiders, but rather born from the fear that spiders instill within many intelligent humanoids. Cunning, these aberrations sneak through the city rooftops and await their prey for days on end. Anyone who wanders into the chymic spider's 1-mile radius that might be the least bit fearful of spiders is quickly identified, and the chymic spider begins methodically stalking the victim, waiting for its chance to make dream contact.

These rare creatures lurk along the edges of Sister Lymé, hiding in gables, chimneys, and under eaves and seemingly found nowhere else in the world. Composed from the latent fears of arachnids somehow given life, the creature is able to project these primal fears into any living creature. It simply prefers to stalk and prey on those who fear it most. It is able to project these nightmares and can cause victims to be paralyzed while it enters their lairs, and lays its eggs within them. The baby spiders within whisper to their new host, wanting to be fed, obsessing about food, and within 24 hours they erupt to feed on their host before separating to make their own lairs. After a chymic spider successfully reproduces, it quickly withers and dies, leaving behind only a spider-like husk that the crows and vermin of the city quickly consume. Newborn chymic spiders don't begin their own reproduction hunts for 1d3 years after birth.

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Spite-Waif

The figure is child-like, but any sense of innocence is immediately overshadowed by the aura of malevolence that seems to almost palpably exude from it. Its flesh is gray and pasty, seemingly too loose for its body. Its head is hairless with a wide mouth and distended jaw full of needle-sharp teeth, and, though humanoid in shape, when it moves it scuttles about on all fours like some kind of insect with too many joints.

SPITE-WAIF

CR 3/BA 1

XP 800

NE Small monstrous humanoid (Between, shapechanger)

Init +4; **Senses** darkvision 60 ft.; **Perception** +7

AC 17, touch 16, flat-footed 12 (+4 Dex, +1 dodge, +1 natural, +1 size)

hp 24 (3d10+3 plus 5)

Fort +4; **Ref** +7; **Will** +5

DR 2/cold iron; **Immune** charm, magical sleep; **SR** 9

Speed 20 ft.

Melee bite +6 (1d6+2 plus grab), 2 slams +6 (1d6+2)

Special Attacks swallow whole (1d4 acid, AC 10, 2 hp)

Spell-like Abilities (CL 3rd):

1/day—sleep (DC 12)

Str 15, **Dex** 18, **Con** 12, **Int** 11, **Wis** 14, **Cha** 13

Base Atk +3; **CMB** +4 (+8 grapple); **CMD** 19

Feats Dodge, Great Fortitude, Improved Natural Attack (slam)^B

Skills Bluff +7 (+11 while using change shape ability), Diplomacy +3, Disguise +7 (+27 while using change shape ability), Perception +7, Sense Motive +4, Stealth +13; Racial Modifiers +4 Bluff, +4 Disguise

Languages Common

SQ change shape (*alter self*), create mirror-portal, perfect copy

Environment any land (Between)

Organization solitary or gang (3–6)

Treasure incidental

Create Mirror-Portal (Su) A spite-waif can, once per day, turn a normal mirror into a portal between the Material Plane and Between. To use this ability, a mirror must be obtained from the Material Plane and taken to Between where the spite-waif must first conduct a 1-hour ritual to attune the mirror and turn it into a device for scrying. It is then able to scry through any Material Plane mirror for a suitable location to use as a portal. Once a location is determined, the spite-waif creates the *mirror-portal* and fixes it between the two mirrors. The spite-waif cannot attune its mirror to any other mirror. Once the mirrors are attuned, the portal can be opened from either end by simply sliding the mirror aside as a move action and revealing the extradimensional portal behind it. Anyone can pass through the *mirror-portal* as long as they can fit through the dimensions of the mirror's pane. Once created, a *mirror-portal* remains open indefinitely until closed. If closed, it can no longer be opened except by the spite-waif that created it. If either mirror is destroyed, the *mirror-portal* is closed permanently.

Perfect Copy (Su) When a spite-waif uses change shape, it can assume the appearance of a specific individual. Unlike a doppelganger, when a spite-waif is killed it remains in its assumed form unless a *dispel magic* or *break enchantment* is cast on the corpse.

These creatures are insidious changelings and infiltrators from Between. Spite-waifs are an immature stage in the development of a doppelganger that are native to that bizarre realm. While they have the doppelganger's ability to change shape, they lack its physical power and ability to read minds. As a result, they are used primarily as changelings to replace children of the Material Plane, and then grow up within that child's



household and live its life. The reasons for these switches are manifold, but they are universally of malign intent. This is especially evident in the fact that unlike hags, who swap changelings out for real children and then raise the true child as its own, the spite-waif usually devours the child at the time of the switch.

Superficially, spite-waifs physically resemble a small humanoid child but with a doppelganger's characteristic gray and formless skin and features. Its jaw is able to distend to allow it to swallow creatures of up to Tiny size, and a mouthful of needle-sharp teeth help it grip its prey. Internally, the spite-waif's abdomen is almost entirely occupied by a greatly elastic stomach that allows it to hold swallowed prey, and the corrosive digestive acids dissolve it quickly to prevent any telltale distention to give away the truth of its recent meal. Horrifically, the parents of switched children are frequently concerned about a possible stomach ailment afflicting their "child" when they change its bedclothes, not aware of the true source of its exceptionally soiled and sometimes bloody diapers.

A spite-waif can maintain its charade for years, keeping its altered form continuously, and usually does so for the entire childhood and adolescence of the replaced child. In many ways, they become that child, assuming all of its roles and eventual responsibilities, though it always maintains some form of contact with its own kind — even if only a quick meeting once every few years — to stay current on the planned reasons for the switch. The reasons and plans for a changeling switch are always extremely far-reaching, taking decades to develop, and frequently involve replacing a child from a prominent family in order to attain a powerful position in government later in adulthood.

While a spite-waif remains in Between, it doesn't mature physically or in Between Age (BA) until 80 years (+/– 1d10 years) have passed. At that point, it immediately matures into either a doppelganger with the Between subtype (BA 7) or a Between-grown doppelganger and loses its spite-waif abilities. Conversely, a spite-waif that dwells on the Material Plane no longer advances in Between Age but rather appears to grow at a rate comparable to the species it mimics. When a Material Plane-dwelling spite-waif reaches physical maturity (usually within 10–12 years), it attains Medium size and completes its transformation into a full non-Between doppelganger, losing its bite and swallow whole abilities as well as its innate ability to create *mirror-portals* and Between subtype (and associated abilities). It does develop the claw attacks, mimicry, and ability to cast *detect thoughts*, becoming in all ways at this point a normal doppelganger, though likely maintaining any prior contacts with its Between compatriots.

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Wallow-Whale

Something stirs in the sludge beneath, swimming through the arsenic poison that passes for water. It is vast, a seething globe of flesh, a mountain of rotting skin that hangs like a bridal train behind its back. It has at least a dozen eyes oddly spaced on its foul body, and a vast maw capable of swallowing a ship.

GARGANTUAN WALLOW-WHALE

CR 12/BA 1

XP 19,200

N Gargantuan magical beast (aquatic, augmented animal, Between)

Init +1; **Senses** blindsight 120 ft., darkvision 60 ft., low-light vision; **Perception** +24

AC 27, touch 3, flat-footed 27 (–3 Dex, +24 natural, –4 size)
hp 173 (16d10+80 plus 5)
Fort +17; **Ref** +7; **Will** +7
DR 2/cold iron; **SR** 18

Speed swim 40 ft.

Melee bite +25 (2d8+19 plus grab and disease)

Space 20 ft.; **Reach** 20 ft.

Special Attacks capsize, swallow whole (2d4+19 plus 3d6 acid, AC 22, 16 hp)

Str 36, **Dex** 4, **Con** 21, **Int** 4, **Wis** 11, **Cha** 5

Base Atk +16; **CMB** +33 (+35 bull rush; +37 grapple); **CMD** 40 (42 vs. bull rush; can't be tripped)

Feats Awesome Blow^B, Diehard, Endurance, Great Fortitude, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception)

Skills Perception +24, Swim +29; **Racial Modifiers** +4 Perception

Languages Aklo (cannot speak)



Environment any ocean (Between)

Organization solitary or mated pair

Treasure none

Capsize (Ex) A wallow-whale can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category the ship is larger than the whale's size, the whale takes a cumulative –10 penalty on this CMB check.

Disease (Ex) Filth Fever: injury (bite); save Fortitude DC 23; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

COLOSSAL WALLOW-WHALE

CR 15/BA 3

XP 51,200

N Colossal magical beast (aquatic, augmented animal, Between)

Init +1; **Senses** blindsight 120 ft., darkvision 60 ft., low-light vision; **Perception** +28

AC 30, touch 0, flat-footed 29 (–2 Dex, +30 natural, –8 size)

hp 266 (20d10+140 plus 16)

Fort +21; **Ref** +10; **Will** +9

DR 2/cold iron; **SR** 21

Speed swim 40 ft.

Melee bite +29 (4d6+25 plus grab and disease)

Space 30 ft.; **Reach** 30 ft.

Special Attacks capsize, swallow whole (2d4+25 plus 3d6 acid, AC 24, 25 hp)

Str 44, **Dex** 6, **Con** 25, **Int** 4, **Wis** 13, **Cha** 5

Base Atk +20; **CMB** +45 (+47 bull rush; +49 grapple); **CMD** 53 (55 vs. bull rush; can't be tripped)

Feats Awesome Blow^B, Diehard, Endurance, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Armor^B, Improved Vital Strike, Iron Will, Power Attack, Skill Focus (Perception), Vital Strike

Skills Perception +28, Swim +34; **Racial Modifiers** +4 Perception

Languages Aklo (cannot speak)

Environment any ocean (Between)

Organization solitary or mated pair

Treasure none

Capsize (Ex) A wallow-whale can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category the ship is larger than the whale's size, the whale takes a cumulative –10 penalty on this CMB check.

Disease (Ex) Filth Fever: injury (bite); save Fortitude DC 27; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Originally found only in the Unsea of Between before some of these great cetaceans somehow escaped and began reproducing in the mundane world's oceans, wallow-whales are now the terror of the Fetid Sea and one of the primary threats for which the Castorhage Navy diligently patrols those waters. Wallow-whales are offal, carrion, husks, leavings, and scum given life. Stirges are frequently seen circling them when they surface to launch a spume of oily brine, purulence, and clotted fluids from their blowholes, and oozes capable of surviving in the acidic environment can sometimes be found infesting their cathedral-like stomachs. Wallow-whales aren't afraid to venture close to the city to feed upon the excrement,

THE BLIGHT: RICHARD PETT'S CROOKED CITY

rot, and flotsam that seethes like a gyre around its foundations. Yet despite their foul body habitus, the ambergris of a wallow-whale is a thing both rare and highly valuable, selling for as much as 100 gp/pound. Daring or foolhardy whalers armed with cold-iron harpoons hunt these beasts upon the oceans, and in some cases upon the Unsea, with typical Gargantuan specimens typically yielding 1d6 x 10 pounds of the substance, and a Colossal beast yielding 3d6 x 10 pounds.

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Between Subtype

A creature with this subtype is infused with the weirdness of Between and is shaped and changed by its environment and experiences. Some Between creatures are bizarre versions of existing creatures (such as gargoyles and wyverns), while others are completely new creatures that do not have a non-Between equivalent (such as caul cuckoos and hymes). Creatures with the Between subtype gain the following abilities (these are already included in the Between creature stat blocks presented in this book).

CR: Increase the creature's CR according to the Between Subtype table below. Evaluate the creature at its new CR using the Creature Statistics by CR table in the *Pathfinder Roleplaying Game Bestiary* to make sure it falls within the expected values for its new CR. If it does not, adjust the abilities or the CR to better fit.

Between Age (BA): Many of a creature's abilities, attacks, and other statistics improve with the length of its exposure to Between. These increases are divided into age categories 1–10. As a Between creature's exposure increases, its base statistics change as noted on the Between Subtype table below. A Between creature receives no other age-related effects, and cannot die of old age.

Senses: At BA 1 (larval), the creature gains low-light vision. At BA 4 (chrysalic), the creature gains darkvision 60 ft. At BA 6 (adult), the range of the creature's darkvision increases by 30 ft. At BA 8 (old), the creature gains blindsense 30 ft. At BA 10 (ancient), the range of the creature's blindsense increases by 30 ft.

Between Temporary Hit Points: A creature with d6 HD gains 1d6 temporary hit points per Between age category, a creature with d8 HD gains 1d8 temporary hit points per Between age category, and a creature with d10 or d12 HD gains 1d10 temporary hit points per Between age category. These temporary hit points are permanent until lost, but are renewed every 24 hours that the creature remains in Between.

Damage Reduction: At BA 1 (larval), the creature gains DR 2/cold iron. At BA 4 (chrysalic), the creature gains DR 5/cold iron. At BA 6 (adult), the creature gains DR 5/cold iron and magic. At BA 8 (old), the creature gains DR 10/cold iron and magic. At BA 10 (ancient), the creature gains DR 15/cold iron and magic.

Spell Resistance: At BA 1 (larval), the creature gains SR equal to its CR +6. At BA 4 (chrysalic), the creature SR equals its CR +12. At BA 6 (adult), the creature's SR equals its CR +13. At BA 8 (old), the creature's SR equals its CR +14. At BA 10 (ancient), the creature's SR equals its CR +15.

Bonus Feats: At BA 1 (larval), every 2 Between age categories thereafter, and again at BA 10 (ancient), the creature gains a bonus feat of its choice. It must meet all of the prerequisites for this feat.

Dexterity Bonus: At BA 2 (naïadic) and every 2 Between age categories thereafter, the creature gains a permanent +2 bonus to Dexterity.

Ability Bonus: At BA 3 (instaric), every 2 Between age categories thereafter, and again at BA 10 (ancient), the creature gains a permanent +2 bonus to any of its ability scores other than Dexterity. If it gains multiple bonuses, it can apply them to the same ability score or to different ability scores.

If an animal's Intelligence score is increased to a score greater than 2, its type becomes magical beast (augmented animal), and it gains the ability to speak Aklo.

Additional Abilities: Every Between creature has abilities that reflect its habitat and history, its environment and experiences echoed in its physical and supernatural nature. The creature gains a number of additional abilities equal to its BA. Such abilities can be drawn from lists of universal monster abilities (including the new universal monsters abilities created specifically for Between creatures, described below), or

can be new abilities you create. These abilities should be thematically appropriate to the Between and the creature's relationship to it. At the GM's discretion, abilities that are especially powerful can be added, but they count as two or more abilities toward this total, as appropriate.

Between Subtype Age

Between Age Category	Between Age in Years	CR	Dex Bonus	Ability Bonus	Bonus Feat
1 Larval	0–1	+1	—	—	1st
2 Naiadic	2–4	+1	1st	—	—
3 Instaric	5–9	+1	—	1st	2nd
4 Chrysalic	10–19	+2	2nd	—	—
5 Young	20–39	+2	—	2nd	3rd
6 Adult	40–79	+3	3rd	—	—
7 Mature	80–159	+3	—	3rd	4th
8 Old	160–349	+4	4th	—	—
9 Elder	350–599	+4	—	4th	5th
10 Ancient	600+	+5	5th	5th	6th

Creating Between Creatures

In addition to using a Between simple template (see **Appendix C: Templates**), there are two ways to create a Between creature. The first is to take an existing creature and give it the Between subtype above. The second method is to create an entirely new creature with the Between subtype and incorporate the subtype's additional abilities into the final creature.

Modify an Existing Creature

Making a Between creature out of an ordinary creature is fairly straightforward — just follow these steps:

1. Decide its Between age (BA). It's easier to start with a lower BA, you can always increase the BA later if you need the creature to be a little more powerful.
2. Add the Between subtype. The modifications to the creature's ability scores, hit points, and other game statistics depend on your creature's BA.
3. Add additional abilities. As described in the Between subtype, the creature gains a number of additional abilities equal to its BA.
4. Evaluate the creature at its final CR. Your creature's final CR is its initial CR + the CR increase indicated in the "Between Subtype" table. Use the "Creature Statistics by CR" table in the *Pathfinder Roleplaying Game Bestiary* to evaluate whether the creature's abilities are appropriately challenging for its final CR. If a Between creature's additional abilities complement its original abilities particularly well, that Between creature may be too powerful for its final CR. If a creature's additional abilities don't interact with its original abilities, that creature may be too weak for its final CR. If either of these situations occur, make adjustments to the creature so it better fits the intended CR, such as by increasing or decreasing the creature's between age.
5. Once you have determined that the creature's abilities and statistics fit its CR, you're done.

Create a New Creature

Creating a new Between creature is easiest by following these steps (some of which are very similar to the steps for modifying an existing creature):

1. Estimate its final CR. Knowing the intended CR of your new creature is critical. This target helps determine the starting power level for your creature in the later steps, and means you won't have to reconfigure your creature if it's too weak or too powerful. For example, you might want a CR 7 Between creature to challenge a 5th-level party.
2. Decide its Between age (BA).
3. Determine its initial CR. Subtract the CR increase indicated by the creature's BA from the final CR to get the initial CR. If the final CR is 7

and the BA is 4, the initial CR is 7–2 (as per the Between Subtype Age Table) = 5.

4. Build a new creature for that initial CR. This is identical to the process for creating a non-Between creature. Follow the guidelines in the *Pathfinder Roleplaying Game Bestiary*, creating a creature balanced for its CR, or starting with a base creature known to be appropriate for its CR and altering that creature to suit your purposes.

The next three steps make the creature a Between creature:

5. Add the Between subtype. The modifications to the creature's ability scores, hit points, and so on depend on its BA.

6. Add additional abilities. As described in the Between subtype, the creature gains a number of additional abilities equal to its BA.

7. Evaluate the creature at its final CR. Your creature's final CR is its initial CR + the CR increase indicated in the Between Subtype Age Table. Use the Creature Statistics by CR table in the *Pathfinder Roleplaying Game Bestiary* to evaluate whether the creature's abilities are appropriately challenging for its final CR. If a Between creature's additional abilities complement its original abilities particularly well, that Between creature may be too powerful for its final CR. If a creature's additional abilities don't interact with its original abilities, that creature may be too weak for its final CR. If either of these situations occur, make adjustments to the creature so it better fits the intended CR, such as by increasing or decreasing the creature's Between age.

8. Once the creature's abilities and statistics fit its CR, you're done.

New Universal Monster Rules

Like the universal monster rules in the *Pathfinder Roleplaying Game Bestiary*, the following rules are referenced (but not repeated) in Between creature stat blocks. Each rule includes a format guide for how it appears in a Between monster's listing and its location in the stat block.

Dislocated (Su) The creature's form is made up of its memories, which shift and change. At BA 1 (larval), a dislocated creature gains a continual *blurred movement*^{ACG} effect. At BA 4 (chrysalic), a dislocated creature loses *blurred movement*^{ACG} but gains a continual *blur* effect. At BA 7 (mature), a dislocated creature loses *blur* but gains a continual *displacement* effect. The creature can suppress or reactivate this ability at will as a free action.

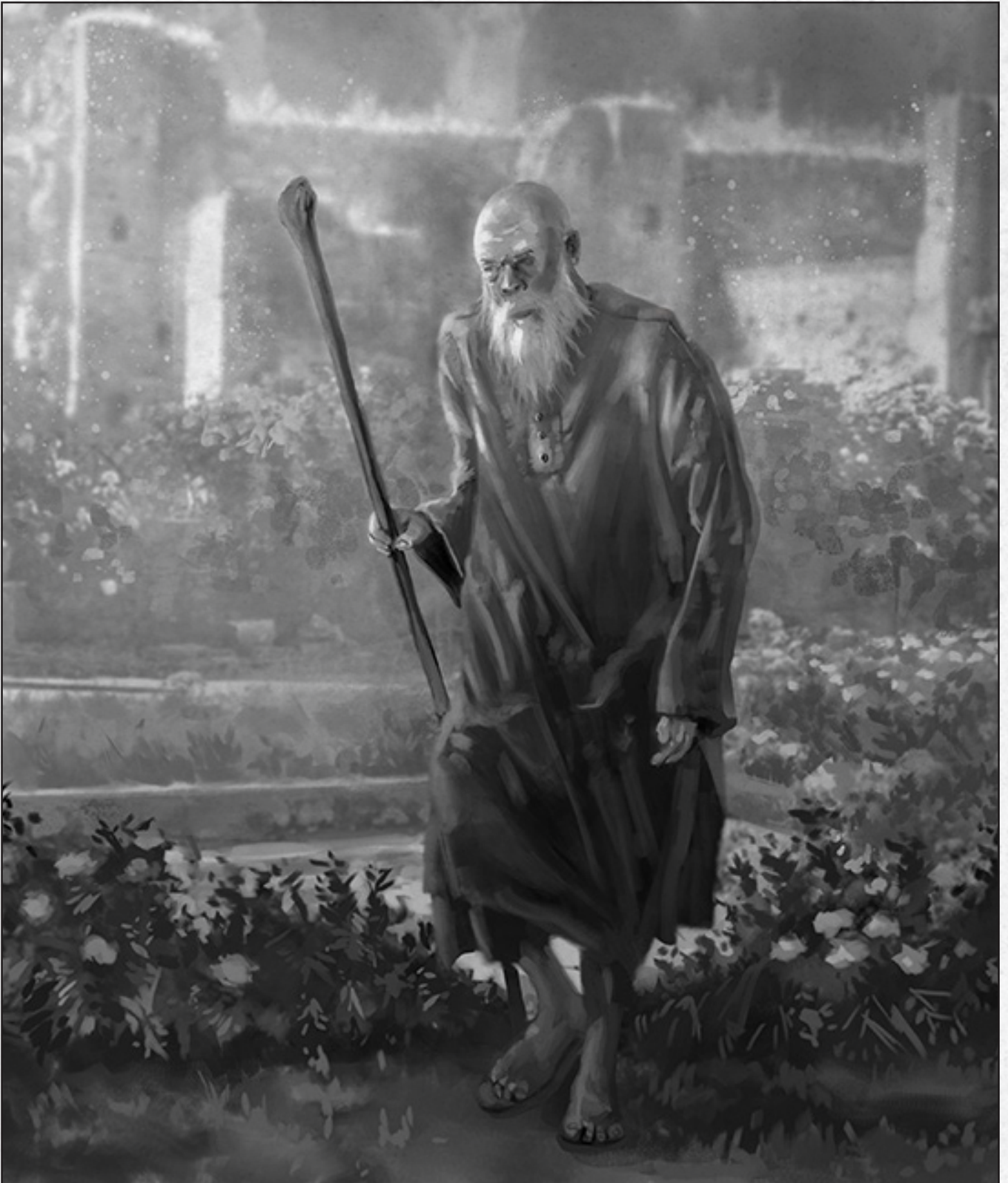
Format: dislocated (*blurred movement*^{ACG}); *Location:* Defensive Abilities.

^{ACG} See *Pathfinder Roleplaying Game Advanced Class Guide*

Distorted (Ex) A distorted creature's internal anatomy varies from individual to individual. At BA 1 (larval), a distorted creature has a 25% chance to treat any critical hit or sneak attack against it as a normal hit. At BA 4 (chrysalic), this chance improves to 50%. At BA 7, this chance improves to 75%.

Format: distorted (25%); *Location:* Defensive Abilities.

Cyclopaedia Appendices



Appendix A: Useful Lists

Lists can be useful in a number of ways. They can add dressing to a scene, give a taste of the mood of a place, or they can be used as inspiration for adventures.

The lists that follow detail 100 Sights on the Street, 100 Echoes of Between, 100 Freakshows, 100 Strange Shops and Markets, 100 Street Traders and finally 20 Locals for you to use easily add a sense of depth to your campaign with minimal effort on your part. In and of themselves they provide only a barebones description or idea, but you can flesh them out as you see fit into a full-fledged encounter, event, or character. They can even be used to provide hooks to other adventures.

100 Sights on the Street

With streets that never sleep, an astonishing array of people pass by in any given day. Most are mundane encounters — people on their way to work, goodwives on their way to market, or traders plying their wares. This list is designed to give you an idea of the types of encounters that may be had in the twisted streets of the Blight, as well as to add colour into your adventures as encounters, informants or even enemies.

1. A man wearing a top hat is having a furious argument with himself.
2. A passing dog's back is dancing with lice.
3. The man in the sedan chair has a wig on that is so big that it flows out of the windows.
4. A line of mourners passes by, laughing hysterically.
5. "The End is Near!" exclaims the corner prophet.
6. The crawling nuns are sobbing as they toss flowers to the ground around them.
7. The two men hustle past carrying a harpsichord between them.
8. A trio of monkeys runs past, one after the other, each wearing a fez.
9. The priests are wearing black gowns that cover their whole bodies as they march past chanting solemnly.
10. Three harlots pass by singing loudly and off key.
11. The sweating, red-faced dwarf is stripped down to his kilt, and blows furiously into his bagpipes that make no sound whatsoever.
12. The sadhu sits cross-legged on a straw mat and smiles as he prays; his hair must be 12 feet long and coils in huge lengths about him.
13. He wears a pirate's coat and a stirge perches on his shoulder.
14. He struggles by carrying a bundle of a dozen pikes in his arms.
15. She wears a mask designed to look like a swan and makes a strange cooing sound as she walks.
16. Three dark clowns tumble by, each dressed as a raven. Behind them stalks a tengu in greasepaint.
17. A man on stilts walks past juggling cheerfully yapping puppies.
18. An old lady is knitting as she rides by in a coarse cab.
19. Four small children sit on a camel's back as a turbaned merchant leads them through the streets.
20. He has six sheep on leather leads; a mangy sheepdog slinks behind in disgrace.
21. The colourfully dressed woman has a glove-puppet crocodile on one hand, and a glove-puppet black pudding on the other.
22. The man in black screams out words of a tortured poem about death and pacifism.
23. A small troupe of actors is performing a morality play about saintly goats.
24. An empty hearse passes by, her undertakers smiling and joking at the empty wagon bed.
25. A horse has collapsed and is dying on the street; a crowd of people has gathered and they stare curiously.
26. A butcher guts a pig, splashing blood on some passers-by who take no notice.
27. A man sells kittens out of an old great helm.
28. A gnome in a jester's outfit cries hysterically.

29. The dwarf sits grumbling and swearing loudly to himself.
30. A huge crowd gathers around a bull-baiting.
31. A cat dashes by in the alleyway, chased by something with too many legs to see clearly.
32. An old man in a pillory snores away obliviously while a blindingcrow pecks at his ear.
33. A lion in a cage paces warily, watching everyone. There is no sign of its keeper.
34. A dancing bear performs to a crowd of children screaming in glee.
35. A vicar atop an apple crate screams that you are sinners.
36. A squealing pig dashes down a side street, an article of underclothing caught on its ear.
37. A gnome covered in white grease paint and wearing all-white clothes screams that the angels are coming to punish the city.
38. Somewhere high above, a scrimshaw gargoyle call echoes.
39. A child walks past clutching a repulsive reptilian doll without eyes.
40. A pile of coffins lies by an open door. A night-slug picks at the broken end of one.
41. The smell of burning fat comes from a nearby alley.
42. The footpath ahead has a deep hole filled with collected sewage.
43. A Crackling and Salt puppet show begins on a nearby corner.
44. A dog runs by growling, an unidentifiable bone of great size held in its mouth.
45. A man dressed as a vampire urges you eagerly to visit the Theatres Grotesque tonight.
46. A crimson skull-faced clown eats fire for crowd of onlookers.
47. A trader with a cart sells leather animal masks.
48. A woman chalks magnificent pictures of angels on the pavement.
49. Piles of rubbish lie at the side of the road where rats wander about in broad daylight.
50. "Everyone who lives in this city is a wererat!" screams a hysterical washerwoman.
51. Temple bells across the city begin to call people to prayer.
52. A completely naked sadhu strides past you purposefully.
53. A fight starts nearby between three men; one transforms into a doppelganger and runs.
54. Two carts block the road, each owner refusing to back up.
55. The house nearby has four fresh heads mounted on iron spikes above its gables.
56. A harried-looking dwarf rushes past pushing a handcart filled with breastplates still smoking from the forge.
57. The smell of burnt hair and peppermint wafts in your nostrils.
58. Drying laundry hangs from the windows above, blocking out the sunlight in this alley.
59. A trio of thick-shouldered workmen leaning on their shovels sits around a smouldering brazier.
60. A burnt-out shell of a building stands nearby. Somebody has scribbled "that's wot u git" on it with a piece of charcoal.
61. A sobbing man stares into the sky.
62. An old sewer tunnel has collapsed here, narrowing the street to less than a yard.
63. A church clock clangs its cracked bell pathetically nearby.
64. The caustic odour of alchemy and decomposition nips at the back of your throat.
65. A dirty-feathered albatross sits on a windowsill swallowing a most peculiar-looking fish. Was that a hand?
66. Shouting traders and their carts pack the streets today.
67. A girl walks past selling sweet-smelling roses. Both of her eyes are nothing more than old burn scars.
68. A man's wooden false teeth have fallen into an open sewer nearby.
69. A long line of sombre pilgrims clad in burlap robes walks by singing hymns.
70. Six drunken sailors stumble along singing obscene sea-chanties.
71. A hideous corner-doxo propositions you with a wink and a leer.
72. A group of children walks by marching in step. They are following a rotund little boy beating a drum.
73. The stench of rotting vegetation is getting worse by the minute.
74. Three hanged men twist slowly in the breeze from an impromptu gallows.
75. A gibbet containing a rotting corpse swings beneath a tall pole bearing the seal of the Crown Justices.

THE BLIGHT: RICHARD PETT'S CROOKED CITY

76. A sad-looking night soil collector pushes his cart along the street. He has forgotten his shovel.
77. A street crier walks by ringing his bell and announcing the daily news.
78. A man is baiting a chained owlbear with a trio of pit-mastiffs. A crowd places wagers on the outcome.
79. Old men smoke long pipes and complain about the street noise as they yell at each other to be heard.
80. A woman wearing the black veil of a mourning widow announces she's going to the river.
81. A group of pallbearers is taking a rest while sitting on the coffin.
82. Nuns dressed in the grey habits of some obscure order walk past blessing passers-by.
83. A group of sweating dwarf sprawlmasons walk by lugging buckets of stones.
84. From scaffolding high above, someone shouts abuse at you about something you can't quite make out.
85. Slops hit the street not far from you from an overhead window.
86. A rooftop chase clatters by far above you. Someone is shouting, "Halt!"
87. A pox-ridden beggar throws himself at your feet and pleads for alms.
88. The wind is coming from the river today, unfortunately.
89. Two Shortstone gnomes walk past grinning broadly. They carry a stuffed crocodile between them.
90. A camel train slowly plods past on its way to market; a mysterious robed man in turban and veil guides them.
91. A sign has broken loose from its mounting above and fallen on a passer-by, killing him. The crowd is stepping around his still-twitching corpse as they continue on their way.
92. A man leads an elephant with a large hooked goad. He nods his head sagely at everyone he passes.
93. An armoured knight rides a huge Shire horse through the streets.
94. The odour of rotting fish sitting too long in the sun suddenly envelops you.
95. Two drunken brothers argue over a woman who smiles at another man nearby.
96. A wedding party walk past smiling and laughing. The groom is hollow-eyed with fright.
97. A renderer walks down the street beneath a cloud of flies. His apron and work leathers are slick with blood and smeared fat.
98. An old woman kneels and loudly prays in the middle of the street. The crowds and carts maneuver around her without a glance.
99. A street vendor rushes by with a handcart full of delicious-smelling pies.
100. The street ahead is being prepared for a witch burning.

100 Echoes of Between

With the city on so dangerous a frontier, the horrific Between occasionally bleeds into the more mundane city. Effects listed below are trivial and may last little more than the blinking of an eye, or could be a precursor to a longer and more dangerous encounter. Not everything is as it seems, however, and some of these encounters are more flesh and blood than the stuff of Between. *Do not use such effects too often; if they become expected, they may become mundane. Use them instead to spice up the occasional boring rest day, to remind PCs dashing through the city that all is not quite right, or to be a genuine precursor to an adventure in Between.*

1. A shadow falls the wrong way in an alley.
2. A puddle at your feet reflects a grinning face with tusks.
3. A startling on a gable stares at you disturbingly before flying away.
4. You're sure the cat that leapt over the fence said something.
5. Somewhere in the city, a clock strikes fifteen.
6. Your shadow is momentarily monstrous but then returns to normal.
7. Your hands begin to shake uncontrollable and feel intensely cold; then you suddenly return to normal.
8. A horrific face forms in the clouds high above and then drifts away.
9. You keep seeing something out of the corner of your eye, some sort of insect scuttling about the gables, but every time you look, it's gone.
10. The smell of burning sugar is strong here.
11. You're sure someone called out your name, but there's no one around.
12. You're apparently the only one that hears the terrible scream.
13. Your reflection in the shop window is of something terrible; then when you glance again, it's back to normal.
14. You keep hearing the same word in your ear all day: "Soon."
15. The same man in a top hat keeps waving to you from the distant rooftops.
16. An enormous cobweb entirely covers a doorway.
17. What is that strange flute music from the sewer grate?
18. You pass the third window in a row and see the same sobbing woman inside.
19. The buzzing continues in your head — sometimes louder, sometimes softer, but always menacing.
20. The ground beneath your feet suddenly jolts, but no one else seems to notice.
21. The man that just walked past you just had no face.
22. Suddenly, the street performer's song goes eerily off key and picks up an unearthly cadence, but only you seem to notice.
23. You feel something trickle down the back of your throat and then crawl downward and disappear.
24. For no reason, in broad daylight in the middle of the street, the hairs on the back of your neck raise as if you'd just seen a ghost.
25. An overwhelming feeling of déjà vu washes over you, followed immediately by a dreadful anticipation.
26. Your nose suddenly starts dripping blood.
27. The crying baby behind the curtained window stops abruptly ... almost unnaturally.
28. Just behind the susurrus of everyday street noises, you can hear soft whispers.
29. Why does all of the laughter in the street seemed aimed at you?
30. You just saw flies come out of that man's mouth.
31. The distant noise sounds like nails being scraped over a blackboard.
32. Momentarily, none of the street signs have any meaning.
33. When you glanced in the mirror, something tall and dark stood behind you, but when you turned around, it wasn't there.
34. It's as though everyone keeps staring at you and looking quickly away.
35. There it is again, the feeling that this is all a dream.
36. The steps up the side of the house vanish back on themselves somehow.
37. The same hooded raven keeps following you.
38. You see a speeding carriage hit a baby's crib in the street, and then both are gone.
39. The fruit on the stall is momentarily rotten and alive with flies and maggots.
40. The line of mourners are all smiling as they follow the casket.
41. In amongst the cart full of pigs being taken to slaughter you can hear a baby crying.

GM GUIDE

42. You get the feeling something bad is about to happen.
43. A babe in swaddling clothes falls from a high window, but as it drops, it becomes falling leaves that drift away on the breeze.
44. In a window, moths are being burnt alive by the lantern flame.
45. From the corner of your eye, you see a long-dead dog chasing a cat.
46. The front of the building swells pregnantly.
47. The smoke from a stove drifts down in a gust and momentarily you think you hear something screaming on the fire.
48. The colour of the ivy on the wall is wrong somehow.
49. A gravestone lies in the cobbled street claiming this is the spot where Ferris Harm the Awakened Cow died.
50. Something big runs up behind you, but when you turn, nothing is there.
51. The shutters on one window nearby bang in the still air.
52. Through the closed shop window, you swear you see something with huge, gossamer wings vanish up the chimney.
53. The smell of brimstone pervades this part of town.
54. The beggar looks just like your father.
55. A thick smog suddenly settles over the street.
56. A window in a nearby shop suddenly shatters from no apparent source.
57. The mouse clearly screams "help" as the cat devours it.
58. The lobster thrashes in the pot for much too long as it's boiled alive.
59. The snakes are skinned alive before they are roasted by the street vendor.
60. The woman in the pillory is long dead, but no one seems to care.
61. On the gables above, you see a heron being eaten by a great spider.
62. The man is so fat it takes twelve men to bear him along in his sedan chair.
63. The scars on the mangy cat's back resemble a necromantic rune.
64. Fungus grows abundantly down the alleyway.
65. The smell of perfume is overpowering.
66. Something monstrous howls from below the streets.
67. Someone kisses you, but there is no one in sight.
68. A man runs down the street claiming everyone is a demon in human skin.
69. The blood runs from the abattoir into the gutter, the sound of laughter and distraught animals causing you to retch.
70. Water drips skyward from a puddle but stops the second you stare at it.
71. A deep, fuming hole has opened up in the street. People stare down into its depths nervously.
72. A whole block of buildings has collapsed.
73. The sound of following birds continues but every time you glance over your shoulder, there is nothing.
74. In a basket, a chick hatches that looks like a grotesque human child before the hen settles back down on its brood.
75. A dust devil tears down a wynd.
76. The passing woman stares at you, and she momentarily has eight eyes.
77. In the distance, a priest sets fire to himself.
78. She scratches at herself madly, claiming the Between spiders are eating her alive.
79. The silhouette in the window resembles a clawed man wielding a meat cleaver.
80. The eyes of the portraits in the window display stare at you knowingly.
81. There wasn't an alley there yesterday.
82. That door wasn't there yesterday.
83. That shop wasn't there yesterday.
84. That distant church spire wasn't there yesterday.
85. Whatever is in the sealec crate, it's angry and not human.
86. Beneath those heavy robes, it's a walking skeleton.
87. The tribal masks in the souk stall momentarily chant at you in an unknown language.
88. You can smell the fear of the dying animals as the butcher sells his meat.
89. Someone died in that wynd. You don't know how you know, but you know.
90. The door is covered in gouges from being repeatedly stabbed with a sharp instrument.
91. The shutters on every house on this street are thick and set with iron spikes facing outward.
92. The puppet show features grotesque characters with inhuman faces

and animal claws. They seem somehow familiar to you.

93. The children eat rotten fruit and look at you gleefully.
94. The man has fallen from the roof directly onto the spiked railings of the balcony below. His body twitches a few times as people pass by below.
95. The graffiti claims that a "Thing" stalks the night in this ward.
96. The graffiti says the Queen is a ghoul.
97. The graffiti says that everyone in the city is a wererat.
98. The old statue in the square is gone, and a ring of bloody palm prints is all that remains in its place.
99. From the clock face above, a gable hate-owl emerges, beats a drum, and stares at you as if waiting for something ... or someone.
100. The rooftops here are lined with pumpkin-faced scarecrows, but all have their heads put on upside down.

100 Freakshow Exhibits

It seems that every street corner in the Blight has its resident freakshow. Sometimes these shows are run by cruel owners who treat their exhibits abominably; some are run by the exhibits themselves. Often, groups of special people get together to form travelling troupes, special shows, or they may settle in a particular location and work from there. The **Strangers' Fayre** runs the 1st week of every spring. This special show is a gathering of all the unusual people of the city and takes place in Festival.

Some exhibits at these shows are so famous that people come to their homes and meet them; such special persons can make good livings at their trade and become the darlings of the aristocracy. Unscrupulous types stop at nothing to attain the services of the physically unusual and whole adventuring companies devote themselves to pursuing and capturing interesting specimens for the shows.

Provided below is a list of 100 of these special persons. Bear in mind that each person or creature below has a story. Some of them are fakes; some are not. It is up to you to decide who is or who isn't, but generally a DC 25 Perception check is required to unmask them, and such exhibits will try not to allow themselves to come under such close scrutiny.

1. Meet the Revolting Starling-Boy and Listen to him Lament his Dead Mother
2. Join the Incredible Salmon-Nun in Prayer
3. Zond, Crown Prince of the Hirsute, Awaits
4. Rose and Elizabeth — the Twins of One Body
5. Crarv the Ape King of Libynos
6. Meet the Astonishing Snake-Child
7. Ephinar — the Elf with Two Heads
8. Misfortune's Mistress
9. Fear the Festering Basilisk Dwarf
10. Meet Tom, the World's Smallest Sailor, who Sailed a Hat around the World
11. Corpulent Caress, the Princess of Girth, who Weighs a Tonne
12. The Queen of Three Faces
13. Turbot Thorran the Living Merman
14. The Amazing and Revolting Lord Otyugh, Crown Prince of Flotsam
15. The Incredible Headless Gnome Thadius Shortstone
16. The Terrible Two-Headed Amphisbaena Boy
17. Faceless Quade
18. Edran Mand, the Bat Gnome of the Malagro Jungle
19. Missela the Weeping Mermaid
20. Hagun and Grofft, the Half-Orc Conjoined Twins: One is Orc; One is Man
21. The Howling Worg-Boy
22. Tobus the Obscene Colossus
23. Murg the Dwarf with a Giant's Head
24. The Dreadful Kraken Baby
25. The Boil Boy
26. See the Remarkable Half Dwarf-Half Tree
27. The Ettin Wife
28. Behold! The Three-Headed Wolf
29. The Goblin Scholar
30. Mercy, the Princess of the Seelie Court
31. Joshua Cole the World's Tallest Man

32. The Slug Wife
33. Uriah Mabe, the Man with Two Mouths
34. Maxwell, the Incredible Flat Man
35. Torris the Rhino-Child
36. Garrett the Cloaker Man
37. The Impossible Head
38. The Lord of Seven Hands
39. The Astonishing Pig-Gnome
40. Karg the Singing Bear
41. The Quill Man
42. The Blood-Drinking Savage of the Razor Coast
43. The Albino Ostrich
44. The Lonely Centaur
45. Jacob Quane's Singing Stirges
46. The Green Man
47. Marius, the Man who has One Giant Leg
48. Genevieve the Mongrel Mistress
49. The Poetic Lizard Man
50. The Appalling Zar
51. The Performing Kobold Twins Mang and Mant
52. Chimera Girl
53. The Hydra Boy
54. The Angel of the Slums
55. The Black Harpy
56. Lady Two-Skins
57. The Choir of Deformed Puppies
58. Grache: Half Orc-Half Goblin
59. The Troll's Daughter
60. Jephtha the Incredible Boneless Man
61. Sad Eudora
62. The Spider Queen
63. Jebbington the Rat Boy
64. Laura the Frog's Daughter
65. Bessie Vast-Flesh
66. The Rotting Man
67. Dare you visit the Cockatrice Spinster?
68. Karl the Man-ticore
69. Long Widow Charlotte, the Tallest Woman in the Blight
70. Horace Habe the Mouse Man
71. The Crocodile Man
72. Three-Legged Enoch
73. Murmond the Halfling Goat-Boy
74. Madrigal the Dismaying
75. Burg the Bald Bugbear
76. The Terror of the North
77. Gooseflesh Gideon
78. The Mock Man
79. Marlwell the Moth Man
80. Bloody Bones
81. The Broken Satyr
82. The Doppelganger
83. The Screaming Ogre
84. Mother Pig-Wife
85. Sister Morlock
86. The Gargoyle Baby
87. Octavia the Leech Girl
88. Minitar the Mite-Child
89. The Three-Faced Hag
90. The Ugly Mermaid
91. Dare you meet the Howling Dog-Boy?
92. Lydia the Octopus Mother
93. The Eight-Legged Spider Piglet
94. The River's Daughter
95. The Coiling Worm Whore
96. Pagg the Kobold Man
97. The Double-Cockerel
98. Scaly Jabe
99. The Five Sisters of Misery
100. Slithering Habb the Lamprey Man

100 Strange Shops and Markets

They say that everything has a price in the Blight, and conversely, everything seems to have a seller: from the child selling bootlaces to the renowned antiquarians of BookTown. Here is a list of 100 such entrepreneurs to add into your adventures to provide a little background or to include as a location for further adventure. Some may be collections of shops where competition will literally be fierce; some are little more than junk shops peddling rubbish.

1. Kennington Smythe's Snuffery
2. Tarquin Splain's Hatpin Emporium
3. Aled's Taxidermy — The Bigger the Better!
4. All Things Russet
5. Cloaks of Monstrous Furs
6. P. Quibble Luxury Coach Fitters
7. The Boneyard
8. Jessabel's Hooks
9. The Butterfly Collector
10. Drums of Strange Flesh
11. Lugg's — The Gentleman's Tailors
12. Mancom's Minute Flea Market
13. Rooftop Bridges
14. The World's Rarest Seeds
15. Jacob's Chain Ferries
16. Door Guardians
17. Paintings of Between by Thrade
18. The Luxury Helm Padding Mart
19. L. Pudd, Travelling Set Makers by Royal Appointment
20. Tremer's Grotesquery and Strange Statues
21. The Ink and Paint Quarter
22. Marcus Foll Canvas Stretcher
23. The Scrimshaw Quarter
24. The Unwanted Auctionroom
25. Great Candles
26. The Gentleman's Syringe Shop
27. Exotic Perfumes and Unguents
28. The Coriander Shop
29. T. Webb Land Agent and Property Purchaser
30. Only Black Cats
31. Rhino Horn, Tiger Eye and Salmon Bladder
32. The Rookery Copper Coin Mart
33. H. G. Rutred Mandolin Makers by Royal Appointment
34. J. Reds Tobacconists
35. Pavilions and Tents
36. The Halfling Pie Shop
37. Hobb Quiffwell — Luxury Feather Bed Makers by Royal Appointment
38. Harper, Torb, and Stiff: Plaguemask Makers to the Aristocracy
39. Unusual Skins
40. The Scorpion Market
41. Oils of Pleasure
42. Potion Bottles of All Sizes — Leaded Glass Guaranteed Unbreakable
43. The Rare Dog Market
44. Hair Oils and Wigs
45. The Codpiece Mart
46. Buckles and Dog's Paws
47. Trendtam's Ship Hire Company
48. The Cabb'e Courtyards
49. The People Breakers — Torture Implement Makers by Royal Appointment
50. The Junk Yard
51. The Clockery
52. The Crockery
53. J. Poultryman Organ Maker by Royal Appointment
54. Marl Feather — Luxury Narrowboat Fitters
55. The Chitin Museum and Workshop
56. Ambergris
57. Spectacles, Monocles and Tinted Eyeware
58. Rufftall's Familiaral Suppliers
59. The Absinthe Quarter
60. The Rarest Bibliophiles

GM GUIDE

61. The Clothing Flea Market Quarter
62. Golden Eggs
63. The Harpsichord Warehouse
64. Strange Leather
65. The Renders
66. Elizabeth Pegg — Tapestry Weaver
67. Silk Underthings
68. The Secret Scroll Case Workshop
69. Bubble Pipes and Hookahs
70. Astronomical Spyglasses
71. J. Harris Towd's Leechery and Physikers
72. Y. Collic's Barbers and Surgeons
73. The Thrall Obedience Shop
74. Carved Doors and Portals
75. The Lych Gate Maker
76. Screens and Lacquer Panels
77. Gargoyle Chandeliers
78. Strange Woodwinds
79. The Handcart Market
80. Hutt's Armour Enamelers
81. The Alchymic Supply District
82. Materials and Other Magik Components
83. The Down-at-Heel Sword Mart
84. Kaptwell Wine Importers
85. The Leaded Window Workshop
86. Sebb's Writing Boxes by Royal Appointment
87. Jobb's Alchymic Snuff
88. Gerin's Talking Mynah Birds
89. Rooftop Scarecrows
90. Urched's Masterwork Crossbow Craftsmen
91. J. Chard — Peacock and Rare Poultry Importers
92. G. Rubb — Goblin Pet Trainers
93. N. Pearsly Undertakers and Stone Monument Makers
94. Antiquities
95. Strong Nome Grog
96. The Toby Jug Quarter
97. The Old Shop Auctionhouse
98. Quadd and Ruptuk — Masterwork Topiarists
99. Gnome Thrones and Luxury Chairs
100. The Lightning Rod Highrooms

100 Street Traders

As well as those lucky enough to have shops, windows to sell goods at or alleyways to work from, there are a countless host of traders who work out of carts, carry their wares in wheelbarrows, or lay them out on cloth mats on the streets. These people are variously referred to as **costermongers**, **hawkers**, or, more rudely, **screechers** on account of their ceaseless cries to tout their goods. Several streets echo to the sound of running battles between traders — who is loudest, who has the sweetest singing voice, who is the funniest — and often-successful traders can gather huge crowds.

Often, traders are more concerned with their Perform checks than their professional skills.

By far the most successful of street traders are those who sell food; people in the city are always hungry, and having food close at hand makes that hunger all the more during the day. All the objects on this list are intended to be available to the general populace. They should almost all cost a copper piece or thereabouts. Foods generally are cooked in big pots on site.

1. Boiled beef and cabbage
2. A crow seller
3. Pickled cabbages and meat pie
4. Fish and fry
5. An armour polisher
6. Toffee apples
7. Hot chestnuts
8. A faith healer
9. Rice balls

10. A young lad selling saddle soap
11. A hawker selling goat meat
12. A man selling lucky horseshoes
13. A kettle seller
14. A man selling large wooden badgers
15. A woman selling lucky rabbit's feet
16. Dried apples
17. A charcoal seller
18. Pork pies
19. A basket weaver
20. Apple fritters
21. A beautiful woman selling perfumed oils
22. Eel pies
23. A foreign sock seller
24. Plum pudding
25. A rope splicer
26. Spiced ale
27. A very fat man sells pickled lemons
28. A betel nut seller has his wares on a carpet at his feet
29. Fresh turnips
30. A goodwife selling feather pillows and quilts
31. A bucket maker
32. A fortune teller and her tarot cards
33. A fishwife sells fish from a basket
34. A dwarf sells ropes of onions
35. Jellied eels
36. A young woman sells hot codlings (baked apples)
37. Mulled small beer
38. A fishmonger
39. An old woman sells elderberry hair dye
40. Two children sell cotton bootlaces
41. A woman with a cow sells fresh milk
42. A young chimney sweep looking for work
43. A dwarf sells coal from a barrow
44. A tikka seller, his colourful wares spread out in jars before him
45. Charcoal cooked corn
46. Candied Fruit
47. A man cooks noodles in a giant wok
48. A trio of goodwives take in laundry
49. Fried chaap (potato) with onions and beet slices
50. An old woman sells garlic
51. A line of seamstresses repair clothing
52. Baskets of wool are sold by goodwives
53. Wurst sausage and sauerkraut
54. Garlic snails
55. A gnomish chandler (wax, soap and candle goods)
56. Spiced scrumpy
57. A young girl selling mint, parsley and other herbs
58. A failed apothecary
59. A snuff seller
60. A barber
61. Cockles and mussels
62. A salt seller
63. Incense trader
64. Goosefat seller
65. Horse meat for sale
66. Clay pipes
67. Tool repairs
68. Hare soup
69. Quill seller
70. Hot cross buns
71. Corkscrew maker
72. Neatsfoot oil
73. A knife sharpener
74. A man selling puppies
75. A cobbler repairs shoes
76. Cold mutton
77. Spice cakes
78. Lark pie
79. Wreaths and garlands

THE BLIGHT: RICHARD PETT'S CROOKED CITY

ashes — those of a sphinx — for a rich client of necromantic abilities and questionable motives. Given 1d6 days, Jack can usually arrange for the delivery (often from a theft) of items up to a value of 1,250 gp. For this service, he charges a 20% commission.

You could use Jack as a way to get PCs rare and unusual components, as a link to adventures, or as a fence for more dubious items they wish to sell.

^{U1} See *Pathfinder Roleplaying Game Ultimate Intrigue*

2. Habb: The Street Crier

The dwarf **Habb** (LN male street dwarf^{BG} expert 3/bard 1) carries an enormous megaphone with him at all times. He is dressed in the livery of a city official, and his hair and beard are neatly trimmed and oiled. Sadly, his voice is irritatingly high, but the city officials think it is — on the face of things — distinctive enough to draw the requisite attention from the crowds (and secretly they find its grating effects on all who hear as highly amusing). Habb has a morose disposition and seems genuinely gladdened by bad news. He is a good source of local gossip, and all Diplomacy checks to gather information from him are made with him at +2 circumstance bonus, though he requires a small consideration of 5 gp for this information.

Habb makes a great way to introduce PCs to an adventure, or he could be a secondary source of useful information if a trail in another adventure goes cold.

^{BG} See *LL8: Bard's Gate* by Frog God Games

3. Lucy: The Lavender Lady

Growing old but still beautiful, **Lucy** (NE female old human natural wererat aristocrat 4/rogue 3)

carries her baskets of lavender into the inns and shops and businesses of the city. She takes great pride in her appearance and always wears expensive perfume made from her wares. She's also one of a great many wererats in the city who were cast out by their families. She has the air of a down-at-the-heels noble, which is essentially what she is. Her line of illicit work is as a confidence (wo)man; she reels in victims and then ruins them, or ruins them and then kills them, or just kills them and eats them. Lucy keeps her wererat ancestry secret and works covertly for the Anarchists within the city.

A great wolf-in-sheep's-clothing, Lucy could be a deadly enemy, a sinister friend, or a surprising accomplice.

4. Tupper: The Honest Cabbie

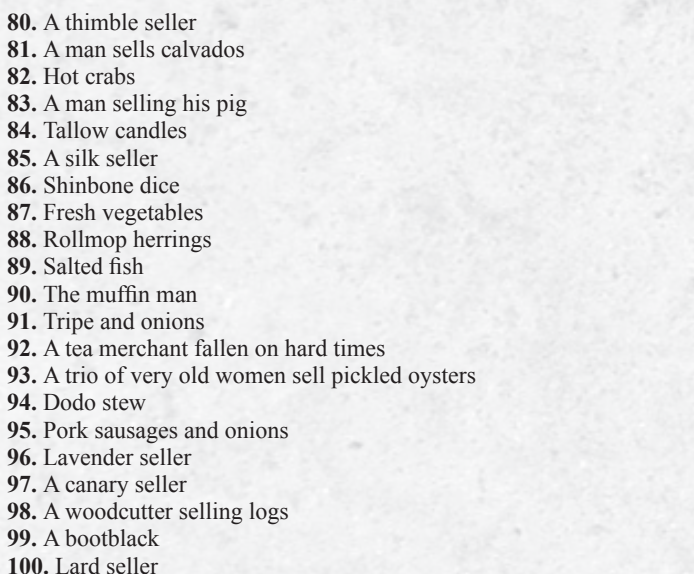
Tupper (N male gnome expert 1) is a scruffy cabbie who drives a small open-topped carriage about town, dragged by a horse one step from the knackers-yard. He wears a top hat and once-fine clothes. He never shuts up from morning to night and beyond, and has an opinion about everything and everyone in the city. Tupper is truly a coward and is being used by various groups as a spy. He's easily bullied and soon complies with any reasonable suggestion, providing it doesn't cause him pain.

Tupper could be a useful (though unreliable) informant or spy for the PCs, or perhaps someone who is spying on them (who could likely be turned with suitable incentive).

5. Unnamed: The Invisible Tramp

Something wheezes beneath a tramp's clothes as it leans upon a heavy staff. It has a mangy **terrier**^{TOBH} at its side and a begging bowl in its hand. This is **Unnamed** (N female mongrelman^{TOHC} beggar^{BG} 3), a beggar of the Invisibles caste. If unmasked, she is revealed to have a scaled, lizard-like head with a tuft of fur on the right side and tusks on the right side of her mouth. She says nothing, for fear her garbled voice would give her away, and she has no wish to be back in the freakshows from which she so recently escaped. She has no name, but she knows the shows and pleasure piers of the city from bitter personal experience. Her dog is well trained and exceedingly loyal to her.

The unnamed tramp mongrelman is a good friend to be eyes and ears among the lower castes or perhaps as an insight into the worst side of the city as she is set upon by a band of young roughs for no reason other than her race.

- 
- 80. A thimble seller
 - 81. A man sells calvados
 - 82. Hot crabs
 - 83. A man selling his pig
 - 84. Tallow candles
 - 85. A silk seller
 - 86. Shinbone dice
 - 87. Fresh vegetables
 - 88. Rollmop herrings
 - 89. Salted fish
 - 90. The muffin man
 - 91. Tripe and onions
 - 92. A tea merchant fallen on hard times
 - 93. A trio of very old women sell pickled oysters
 - 94. Dodo stew
 - 95. Pork sausages and onions
 - 96. Lavender seller
 - 97. A canary seller
 - 98. A woodcutter selling logs
 - 99. A bootblack
 - 100. Lard seller

20 Blight Locals

These NPCs have a little more flesh on their bones so to speak. They are given better descriptions, some character traits, and motivations to enable you to use them in your adventures on short notice. When using NPCs, try to give them a little backstory and motivation to explain the reasons for their actions. A small effort can create memorable friends and villains from the most unlikely sources. The author recalls in particular Petal the pit-bull, pet of one PC, who had a pathological hatred of one of the other PCs. This caused all kinds of issues as the PCs were pirates on the same ship.

1. Jack Slack: The Street Spiv

Jack Slack (CN male human rogue [heister^{U1}] 6/fighter 1) wears a black longcoat and has high leather boots of good quality. He has tinted spectacles and an overly long nose. His walk is hurried and furtive, and he speaks in the same way with a slight nasal quality to his voice from a frequently broken nose. Jack prides himself that he can get hold of anything given enough time. He once arranged for the purchase of a singular set of

^{BG} See *LL8: Bard's Gate* by Frog God Games

^{TOHC} See *The Tome of Horrors Complete* by Frog God Games

^{TOBH} See *The Tome of Blighted Horrors* by Frog God Games

harassed by the obsessive doppelganger.

6. Hassibelius Joppi Shortstone IV: The Would-Be Merchant

Joppi Shortstone (CG male gnome expert 8; Cha 6, Knowledge [local] +15) is ugly, but you cannot truly hold that against him. He wears ridiculously flamboyant attire, which is probably easier to hold against him, especially the hat, which is nearly 4 feet tall and has all the colours of the rainbow in an eye-searing pattern. Trade and commerce, commerce and trade, one day Joppi knows he'll be rich — one day. He has a different trade each week; this week it's tortoisés — the buying, selling and cooking thereof. Next week it could be scarves or mittens, or maritime insurance, and so on. One of life's eternal optimists, Joppi is annoyingly cheerful but has great contacts in trade. He also has an unrivalled knowledge of the local markets, and one day he'll cotton to the fact that guiding is much more profitable than selling. Until then, he'll undoubtedly be a fixture in the various markets and souks of the city.

With such a fantastic knowledge of the city, Joppi would be useful as a guide, leading the PCs to places they never knew existed below or above them.

7. Maid Muggwood: The Insane Elf

The **Maid Muggwood** (CN female high elf fighter 4; Wis 2) is a sad case. This elfen lady has gone to seed. She looks as though she's slept rough forever, and her hefty blanket is wrapped about her shoulders, covering her painfully thin clothing and body. Maid Muggwood has seen something that unhinged her; she talks in strange rhymes, and sobs uncontrollably at the sight of a bird eating a worm or a PC staring at her. She has lucid moments, and occasional bouts of incredible violence. She is often taken for an easy victim, something many an attacker soon regrets.

What has she seen that has unhinged her so? Maid Muggwood could be one of many elves who lose their way in the city that have been exposed to something terrible or is stalked by something impossible. Has she been affected by Between and may happen to know a way to reach that strange land?

8. Bok: The Bouncer

Bok (N male half-orc brawler^{ACG} 7; Perform [string instruments] +12) is one of the most massive half-orcs the PCs have ever set eyes on. He favours his human side, and it's only his claw-like nails that give him away — that and his eyebrows which meet on his prominent forehead. He seemingly has more tattoos than skin. Bok has little to say, but when he does say something, it's best to listen. Bok is surprisingly gentle, unless pushed, in which case he's downright sadistic. He's been in too many fights, however, to enjoy them, and just gets on with his job, acting as a bouncer or security guard at various city events. Bok prefers to talk music these days, and is a first-rate mandolin player.

Bok could make a useful friend, assuming PCs don't judge him by his cover as everyone else does. Once he is befriended, he is unlikely to give up on the friendship.

^{ACG} See *Pathfinder Roleplaying Game Advanced Class Guide*

9. Rodwell: Officer of the Watch and Smuggler

Constable Rodwell (NE doppelganger rogue 5) has one of those forgettable faces, ordinary in every way. Even his voice is so ordinary that it's boring to listen to, and he has so little to say.

Rodwell, however, is a consummate villain, operating as he does within the law as a low-ranking city constable as well as a smuggler. He has contacts along both banks of the river and countless henchmen. The doppelganger is obsessive, however, and once he makes an enemy, he never forgets.

To the GM, Rodwell is one of those recurring villains that could be encountered many times in many different forms, always lurks just out of sight, never risking open assault but stirring up enemies seemingly from nowhere. You could use him as an unusual addition to a campaign where, having thwarted one of Rodwell's smuggling operations in their first adventure, the PCs spend the rest of the campaign being occasionally

10. Tammin the Shopkeep

Tammin (NE female gnome expert 2) is very petite and quiet. She dresses plainly and tries not to attract attention. Her shop sells all manner of interesting bric-a-brac, and occasionally something rare or of great value appears inexplicable among her wares. Tammin doesn't seem to know the value of her goods, and her slight frame and easy nature make her a prime target for villains.

Tammin has something in her cellar, something that needs feeding regularly. She acts the innocent feeble woman, but in truth, she is nothing of the sort. She uses her innocent nature to lure lone visitors into her cellar to "see something new that's just come in." Down in the cellar is her lover, a **drider** named Sakkarriss. He makes sure to clean up any scraps left over from the victim.

You could use Tammin as an adventure seed. Perhaps the PCs learn that several people have gone missing near her shop and the finger of guilt points at her. Maybe Sakkarriss grows hungrier; his corpulent frame needs endlessly feeding, and his hunger could become unbearable from the infrequent scraps he's fed. Tammin cannot bring enough food to him, and he starts to stalk the city at night to look for prey — likely inadvertently leaving a trail of clues back to his abode beneath the shop.

11. Vros Harbstorf: The Gablemaester

Vros Harbstorf (NG male human rogue [acrobat^{APG}] 9/ranger [urban ranger^{APG}] 2) has a scythe on his back and dresses in a heavy waxed coat. Under this coat are an array of magic knives and daggers. Vros is grim, a man of few words — unfriendly, some would say — but he has a heart of gold, just no words to match. Few professions are more dangerous than gablemaester, the people that take to the gables above the city to keep them free from gable spiders and worse.

Vros could lead the PCs into many adventures, as a guide across rooftop paths and ropeways, a henchman to help root out evil, or as a hunter of the scrimshaw gargoyles and beasts that haunt the upper spires of the city.

^{APG} See *Pathfinder Roleplaying Game Advanced Player's Guide*

12. Saluk: The Foreigner

She dresses strangely, with veils and silks and furs, gold drips from her fingers and bells ring from her toes. Hidden beneath her veil, **Saluk** (CN female human [Ashurian] conjurer 4) has no lower jaw, and she has come to the city to try to find a magical cure for this hideous injury obtained during a fight with a demon she accidentally summoned. Saluk cannot talk but is a master at pantomime, and uses her foreign looks to her advantage in communication. Some of the more bigoted locals often hurl abuse at her out of either anger or fear.

Perhaps Saluk hires the PCs to help her, or maybe the demon that injured her torments her still.

13. Honest Jobe: The Sprawlman in the Know

Honest Jobe (LE male hill dwarf rogue 4/expert 5; Lore [Underneath]* +14) is lithe and muscular, his head clean-shaven. This Sprawlman* dwarf squints in the sunlight and spits far too frequently. He has a hoarse voice (caused by shouting up endless scaffolding), and loves money more than anything. He whistles all day, and has a pet parrot he refers to as Mother. Jobe knows the city well, and has an excellent working knowledge of both the below and aboveground portions. His knowledge of Underneath, however, is truly superior, and he's been hired on many occasions to draw maps for adventurers. However, he charges a premium: his Lore check result x 5 gp.

Jobe could be used to bring the PCs into an adventure below ground. Perhaps someone has been taken by ghouls, and the PCs are hired to go into the Underneath immediately and need to get information fast.

* See **Part 3: The Blight Player's Handbook**

THE BLIGHT: RICHARD PETT'S CROOKED CITY

enjoys using an alluring shape to trick a witless pervert into the clutches of him and his sisters who dwell in a twisted abyssal corner of Between that hangs on the edges of the city itself.

^{TOHC} See *The Tome of Horrors Complete* by Frog God Games

17. Fenis: The Corner-Doxy with a Secret

What a beauty! With cascading blonde curls and a voluptuous figure, **Fenis** (NE female human afflicted wererat ranger [dandy^{UI}] 6; Cha 19) smiles knowingly as she walks the streets. Her voice may be coarse, but she says pretty things, and her attire is revealing and pleasing to look upon. She knows she's beautiful and uses it to her advantage. As an agent of the Family, Fenis is a corner-doxy of the highest calibre, a honey trap that has caught hundreds of willing victims over the years. She's married to the Family, but her appallingly huge husband **Tam** (CN male human ogrekin^{B2} afflicted wererat barbarian 5) is never far away.

Fenis gives you several options for adventure. If the PC's work with the Family, she makes a useful and colourful ally; as an enemy, she makes a beautiful and dangerous foe.

^{B2} See *Pathfinder Roleplaying Game Bestiary 2*

^{UI} See *Pathfinder Roleplaying Game Ultimate Intrigue*

18. Ollman: The Jaded Fisherman

Looking older than the sea, Ollman (LG male briny* ranger 4/expert 5; Knowledge [geography] +15) hauls at his nets, his hands calloused to leather. His face is unmistakably and disturbingly fish-like, his wide eyes seemingly lidless. Ollman has plenty to say; he's a source of the best fishermen's tales and stories of beasts on the high seas. Ollman is a good man, although half-skum have a hard time in many parts of the city and tend to keep to their own. He's an expert on the seas hereabouts, and knows what lies above and below the seas within a month's journey from the city.

Ollman could serve a potential ferryman or as an expert on the river. He is distrustful, however, and getting information out of him won't be easy. He lives and eats and drinks in the briny taverns and markets by the Lyne, places where being anything other than half-skum can make life difficult.

* See **Part 3, New Races**

19. Rudd Ruddwell: The Master Smith

The sweat glistens on **Rudd Ruddwell's** (CG female hill dwarf fighter 4; Str 10, Craft [weaponsmith] +11) brow and drips down her goatee. She wears very little beyond sturdy shoes and a leather smith's apron, and her cinder-scarred musculature is absolutely frightening. Rudd is a colourful character: she swears, she spits, she belches. When she drinks, she doesn't stop until she falls over. Full of tall tales, most of which are embellished, Rudd remembers when adventuring was proper adventuring, when owlbears were 20 feet tall, and girallons hunted in packs of 40 minimum.

Rudd could make a useful ally, as a henchman or as a masterwork weaponsmith. She may drink in the same tavern as the PCs, where her loud jokes and belches bring her to everyone's attention.

20. Number Six: The Dead Messenger

No matter how much padding the hefty coat has, it's still obviously a skeleton underneath. **Number Six** (N female human skeleton) obviously has nothing to say and merely acts as a delivery messenger, operating between two points in the city. Her owner, the **Merchant Gernwell** (LE male human aristocrat 3), uses animated skeletons, as many aristocrats do, to fetch and carry and deliver. Some strangers find this use of the undead abhorrent and destroy them — something that carries a fine for destruction of property in Castorhage. In general, sensitive owners send out their undead servitors by night or heavily disguised.

Are the PCs approached by a skeleton bearing a message to begin an adventure? Do skeletons operate in other more mundane jobs or does the destruction of one undead cause problems for the PCs? All are ways that Number Six can figure into a Blight campaign.

14. Mother Witchram: The Landlady

Bedridden **Mother Witchram** (CE old female human alchymic-undying* expert 4) is a tyrant who runs her lodgings with an iron fist. She is vast and hasn't left her bed in 17 years, preferring to feast on sweetmeats and cakes and just-cooked meat. Her tongue is the foulest in this area of the city, and her temper is legendary. Her screaming insults can often be heard from several streets away. There seems to be no end to the number of brutish sons she has at her disposal nor the various cousins and family at their call. Crossing Witchram is dangerous indeed.

Perhaps the PCs rent rooms or a building from her and accidentally earn her ire with her confusing and endlessly increasing prices, or maybe they kill one of her tenants or damage her property in an unrelated fight. She can become a good foil for the PCs, who may be deterred from physically attacking her due to her disabilities or the threat of endless sons and friends in high places.

* See **Part 6: The Blight Bestiary**

15. Slender Somwell: The Tragic Innkeeper

He looks dead does **Caspice Somwell**, or **Slender** (N male halfling barbarian 4; Int 3) to any friends he still has. His eyes are hollow and rheumy, his mouth slack. He stares ... simply stares. Somwell ventured into Between 7 years ago to find a friend's daughter who had vanished and came back changed. His wife, **Patty Somwell** (NG female Halfling expert 2), who loves him dearly, runs the tavern they own, The Distressed Lamb, and helps him as much as she can. Feeble-minded by the experience, Somwell is beyond mortal cures. Occasionally, however, he fixates upon customers, sitting with them and attempting to play cards (which he frankly can't manage).

Use Somwell as a warning of the dangers of Between and as an unusual and slightly sinister NPC presence.

16. Capid Munsange: The Treacherous Street Juggler

Dressed in peculiarly bright clothing, this jester-juggler is seen at many street corners. He says little but smiles often. **Capid Munsange** (CE male gallu-demon^{TOHC}) is actually a disguised gallu-demon employed by a balor demon as a spy within the city. Covertly, he passes his information (often the locations of targets) to a small cult called the **Brotherhood of the Impossible Angel**, a group of demon-worshipping kidnappers and extortionists.

For GMs, the sadistic gallu-demon could be used either as the focus for a whole adventure or an agent as part of a wider plot. He particularly

Appendix B: A Blight Lexicon

Many terms and phrases are commonly used in the Blight that may be less well known beyond its crowded streets. A sampling of some of these terms is provided below that you can use to sprinkle throughout your game to add a measure of local flavour to the NPCs.

Æ — abbreviation of ævum, meaning “Age at Time of Death” (High Boros)

Ancients, The — giant and monstrous creatures of prehistory sometimes found in fossilised remains in the vicinity of Castorhage; more proper term is “Leviathans”

Astromancer — magical practitioner who combines astrology with the physical laws of astronomy (common term outside of Castorhage as well)

Bibliomerchant — BookTown bookseller

Blight, The — city of Castorhage, usually disparaging

Blighter — resident of Castorhage, always disparaging

Boater — water-gypsy boatman, usually Viroeni or halfling

Burke — to smother

Canker, The — thick fogs that arise off the river and envelop parts of the city that have a reputation for choking the life from the sleeping, the weak and the helpless

Coolie — a servant/labourer (usually indentured)

Corner-Doxy — a street prostitute; a harlot (usually cheap)

Costermonger — also hawker or screecher; a street vendor

Deadbook, The — death, usually by murder or other violence; to be “put in the Deadbook” is to be killed

Esquire — common title of gentry, barristers, and the well-to-do; often shortened to Squire

Fetch, The — secret undead inhabitants of the city serving the vampire-god Beltane

Fireman — a labourer employed to stoke the furnaces of manufacturies or seagoing vessels with steam-driven paddle wheels

Flagonfist — a tavern server (common term outside of Castorhage as well)

Gablemaester — folk employed to patrols the rooftops of the city and keep the worst of the vermin and riffraff under control

Ghat — river temple composed of stone steps, of Jaata origin

Gill — a quarter pint

Gong — night soil wastes thrown into the gutter

Gong Farmer — a night soil collector who pushes a cart along the street each morning

Great Dark — unexplored subterranean realms below the Underneath

Hege — adjectival demonym for something of Xi'en manufacture or tradition, short for Xi'en Hegemony (usually used in Castorhage for items of Gtsang origin as well)

GM GUIDE

Insectum — addictive insect-based drugs used by many in Castorhage

Jack's Candle — a rumoured part of the Canker thought to be intelligent and responsible for burking many of its victims

Knackers-Yard — also knackery; a slaughterhouse for horses and other animals that have been retired due to age or infirmity and are intended for rendering rather than consumption

Knight of the City (K.C.) — a minor and relatively obscure noble title occasionally bestowed by the Queen or Crown Justices

Legalese — also turnees; the minor legal clerks employed by the courts and barristers for the endless paperwork and procedure of the Courts and particularly BookTown

Little Sis — also sis; a gold shekel (1 gp)

Lowfolk — primary commoner caste of the city

Lych Field — cemetery

Made, The — commonly encountered forms of lesser undead and constructs cheaply made and used for mindless labour

Milliner — a maker of women's boots

Mortimata — also mortomata; simple automata made of flesh and bone and muscle preserved and animated by alchemy and/or necromancy

Navy — a labourer employed in construction of a road or canal
Old Ones — semi-mythical ancient peoples thought responsible for leaving stone circles and cave paintings behind, often conflated with Ancient Ones/Andovan culture

Physiker — a physician, a doctor; a professor employed as a private tutor (common term outside of Castorhage as well)

Pil — a silver pilaster (1 sp)

Prahu-Punter — also punter; narrowboat pilots of the Lyme and the Sinks hired to ferry passengers and renowned for their singing ability

Punkahwallah — a servant employed to manually operate a punkah ceiling fan; a practice originally imported from Far Jaati

Punter — also prahu-punter (see above); a patron of prostitutes (derogatory)

Queen's Men — officers of the City Watch

Sadhu — a holy man, likely of Jaata origin

Savant — high-ranking university professor position

Steeplejack — a worker specialised in constructing or repairing steeples and other precarious roof features

Tanner — a copper common (1 cp)

Triad — a Xi'en criminal organization or thieves' guild

Tongawallah — driver of rickshaws and handcarts

Tout — a street seller who pesters and cajoles passers-by

UnderMaester — local ward political position appointed by parish watch commanders

Urger — a person who sells horseracing tips on the street

Waggoner — a book of nautical charts and notes

Wynds — winding, often steep alleys of the city

Yishī — honorary Xaon title for the mistress of an apothecary

Appendix C: Sample Encounters in the Blight

The types of encounters that can occur in a city such as Castorhage — sitting as it does on the edge of Between — are virtually limitless. However, some are more unique to the city than others. Below are provided a bare-bones sampling of some of the types of encounters to be had in the Blight so they can be lifted whole cloth or simply to serve as the basis for other encounters of your own devising.

Note: The sample encounters include those that appear in the *Blight Maladies Card Deck* as **13 Unwanted Attentions and Deviancies**. We included them here for those who did not purchase that supplement, but also because we had more than 13 such encounters that we wanted to provide for GMs to use in bringing their Blight campaigns to life.

Magic Fingers

Lucinda Farenthol, an attractive masseuse with nimble fingers, strong hands, and an aura of sensuality, offers invigorating massages for weary travellers and uptight adventurers. She insinuates that she can offer more than her healing hands and attentive ear for the right price. If someone takes her up on offer, Lucinda leads that person to her private quarters for an intimate session. She barter almost anything, most notably information from previous clients. When she gains her mark's trust, she drops all pretenses and assumes her true form as a **green hag**, using her magical touch to sap her quarry's strength.

The Ripper

A blood-curdling scream from an adjacent alleyway momentarily drowns out the cacophony of voices in the claustrophobic streets. A quick peek into the dank alley confirms the worst suspicions. Torrents of blood pour from a young woman's throat torn asunder. A gentleman with a black wool overcoat, ebony cane, black shoes, and vicious, unnatural claws stained wetly crimson hurriedly races from the scene and then inexplicably vanishes into thin air. Dissatisfied by the unwelcome intrusion, the serial killer **bogeyman** (*Pathfinder Roleplaying Game Bestiary 3*) stalking Castorhage's streets resumes his search for another victim.

The Weeping Willow

An unnatural weeping willow tree growing in this dungy cul-de-sac takes its name to extremes. It bleeds whenever somebody cuts a branch or twig. Even more disconcerting, it wails in agony, sobbing pour hours after the damage. Children goad one another to cut branches from the tree to prove their bravery. Recently, **Erza Manni** (N female young half-elf druid 2) has taken it upon herself to defend the tree and has made her home under the tree's drooping branches. Erza has quickly assumed the role of a stern, militant guardian. She currently holds a younger **boy** (N male young human commoner 1) prisoner, claiming he has committed crimes against Nature. Erza plans to hang him at dawn.

Market Mayhem

The market bustles with activity as vendors look to sell all manner of items — clothing, baskets, fruit of questionable quality, and more — and shoppers look for the best deals. A clamour of voices, each person shouting over the next, makes normal conversation all but impossible. In one of those bizarre moments where everybody seems to stop speaking at once, a pain-filled scream rises. A crudely made iron sword protrudes outward from the side of a large covered basket and pierces the thigh of a burly man next to it. Almost immediately, **28 goblins** erupt seemingly from everywhere, grabbing merchandise, stabbing vendors and customers alike, and smashing anything they can't carry with them.

We Three Things

The party notices a group of three men dressed in soot-stained overcoats, each bearing two dark valises. **Hideous**, **Murk**, and **Snurg** (CE male human rogue 4) are small-time thugs and couriers for some of Castorhage's seedier groups. The brutes could not appear more different: Hideous is tall and lean with sallow eyes and a vapid expression; Murk is of medium height and build but appears almost insubstantial; and Snurg is short and squat, nearly as wide as he is tall, with a vicious look about him. What the men carry in their satchels is up to the GM; it can be anything from sensitive stolen trade agreements to body parts heading for disposal or delivery as warnings.

Jack's Candle

A fog bank of the Canker roils down the street. Wispy tendrils seem to snatch and grab at buildings as it moves quickly down the lane at a speed of 40 feet. Anyone enveloped by the cloud finds all sound muffled as if under a *silence* spell. In addition, the fog gives concealment to anything within 5 feet and total concealment beyond 5 feet. Shapes seem to move within the fog and reveal themselves to be **1d3 hungry fogs** (*Pathfinder Roleplaying Game Bestiary 3*). These hungry fogs never leave the greater cloudbank but attack anything that comes within its vaporous confines. The cloud passes on after 1d6 rounds, taking the hungry fogs with it.

The Cat

A mangy tabby sits in the middle of the alleyway ahead. It does not appear afraid or intimidated in any way by the party. If the cat is treated kindly, it meanders its way through the entire party, rubbing against legs and walking between feet and generally making a nuisance of itself. This creature is actually a **Between-cat** (*The Tome of Blighted Horrors*). Any PCs treating it well or feeding it gains a +2 luck bonus to one roll, usable within the next 24 hours (the choice to use it must be made before the roll). Should any PC mistreat or attempt to frighten the cat away, it hisses loudly, turns its head and walks around a corner, completely vanishing if



GM GUIDE



searched for. Any such PC who frightens or attacks the can suffers a -1 penalty to all Charisma-related checks for 24 hours.

Child's Play

In an adjacent alley, a child's cries can be heard along with the shuffling of feet and rustling of trash. If investigated, the party discovers a man dressed in dirty clothes who smells like rancid wine trying to strangle a small child. Assuming they intervene, they are in for a nasty surprise. The man is a vagrant who has been dominated by the **vampire** (CE male young human vampire commoner 1) into his current actions. While the PCs deal with the **vagrant** (N male human commoner 2), the vampire tries to dominate the strongest-looking character, turning to gaseous form once its ruse is discovered. It orders any dominated PC to attack the rest of the group.

Down the Rabbit Hole

A large white rabbit appears from under a hedge and scampers off into an open manhole in the street. The hole drops 10 feet down into the sewers. The rabbit seems to have disappeared, but a black top hat sits on the walkway adjacent to the sewer flow channel. Inside the hat are a wand (non-magical), a carefully folded, 20-foot-long chain of knotted coloured scarves, a deck of trick cards that always reveal an ace of spades, and 3 **magic carrots**. The carrots each summon a large white rabbit (use dire rat stats but without disease) for 10 rounds if broken in half and placed in the hat (as a **summon nature's ally I**, CL 10).

Cold Case

A heavy rainstorm has eroded the soil from the weed-choked yard of a small house. In the yard is a small, overgrown vegetable garden. Within the garden, an exposed skeletal human hand pokes through where the soil has washed away. Examination reveals a full, buried skeleton dressed in the

rotting remains of a once-fine dress. The skeleton still wears a small silver ring (2 gp) and a set of garnet earrings are caught in the folds of its collar (200 gp). A despicable nobleman buried this woman here after murdering her more than a year ago. The house owner is entirely innocent of any crime but may have witnessed something. Specifics are left to the GM.

Drunken Sailor

In a dockside tavern, a drunken mariner challenges the largest PC to a fight for some imagined slight. **Urthgar** (CN male human [Heldring] fighter [level equal to the PC's level]; Str 16, Con 16) wears leather armour and is armed with a dagger and a masterwork club. He offers the option of fighting with fists or (nonmagical) clubs. If he is refused, he attacks with his club anyway. Urthgar has the sickened condition due to his intoxication. If Urthgar is defeated but survives, he offers to serve as a henchman to the PC for 1 month. If victorious, he passes out shortly thereafter.

Riddle Me This

A large sedan chair comes to a stop next to the party, and the curtain is pulled back by one of its 8 **burly chairmen** (LN male human warrior 3; Str 18) to reveal a **sphinx** reclining inside. The sphinx informs that party that a sidereal oracle has determined that they must pass a test of wisdom. She asks them, "What makes the crooked right?" If they answer "90 degrees," she commends them and provides them with some valuable clue to an adventure or a monetary reward of 1,000 gp. If they fail to answer correctly, she orders her guards to attack and beat them into unconsciousness for their lack of perspicaciousness.

Seafood Special

A weathered old man wearing the waxed overcoat of a fisherman lurches unsteadily down the street singing a sea chanty between swigs from a bottle. Upon sighting the PCs, he stops and proclaims that they have the smell of the sea about them before transforming into a **wereshark** (**Pathfinder Roleplaying Game Bestiary 4**) and attacking. If he is killed, inside his coat can be found the jawbones of 7 fishermen he has killed and collected trophies from. Among these are a total of 15 teeth with gold crowns worth 5 gp each.

A Tangled Weave

An alleyway between two sagging tenements has been completely curtained off like a grand stage. A **barker** (NE male halfling rogue 2) stands outside and calls for passers-by to step right up and see the Beautiful Esmel perform her exotic dances for only the discriminating eye for the low, low admission price of only 2 sp. The barker takes the admission and allows entrants (no more than two at a time) to step behind the curtain to see the spectacle and tells them to exit out the back when they're done. Behind the curtain, the alleyway is filled with the web constructs of 2 **Large gable spiders** (**The Tome of Blighted Horrors**) and an **ettercap** who is in league with the barker. They attempt to quickly silence and subdue spectators before the next are allowed in.

Pub Crawlers

A barroom brawl spills out into an alley and knocks over a large stack of barrels. As the barrels tumble into the street, night-slugs spring out of them and scatter in all directions looking for cover with 4 **night-slugs** (N male night-slug* rogue 3) armed with clubs and rusty daggers charging straight for the party. The PCs happen to be standing directly in front of a sewer grate that the creatures are heading for, and they are willing to fight their way through in their desperation to escape. If the PCs think to step out of the way, the night-slugs charge harmlessly past and disappear into the sewer. Otherwise, they fight viciously in their attempt to escape.

* Night-slugs can be found in **The Tome of Blighted Horrors**.

Hellish Hack

A coarse cab being drawn by a **hyme** (**The Tome of Blighted Horrors**) pulls up next to the party. The driver, a **tormentor devil** (**The Tome of**

THE BLIGHT: RICHARD PETT'S CROOKED CITY

Horrors Complete), offers the PCs a ride to anywhere they want — at a steep discount. Of course, anyone foolish enough to get into the cab is soon beset by the devil and the pack of **6 hell hounds** that lurk in hiding nearby. If the devil is defeated but the hyme survives, the PCs can take possession of the foul-tempered beast and its cab for their own use.

On the Rooftops

A gablemaester falls from above and lands, dead, at the PCs' feet. Looking up, they catch a glimpse of the arachnoid forms he was apparently fighting and can hear screams of terror. A nearby scaffold provides access to the rooftop 70 feet above where the PCs find a **drider** and **2 ogre spiders** (*Pathfinder Roleplaying Game Bestiary* 3) that have captured a pair of gnome children in their webs. The PCs have just enough time to step in to save them from a horrible fate. If searched, the gablemaester's corpse has a gablemaester's kit (*The Blight Player's Handbook*) that the PCs can claim if they like.

Fire in the Hole

As the last rays of the sun touch the city's rooftops, a group of city workers picks through the smouldering remains of a building that has recently burned down. One of them causes a pile of rubble to shift and exposes a formerly hidden subbasement. Pouring from the exposed cellar are the Tunnel People who had set the fire from below the previous night. These **7 morlocks** attack for 3 rounds and try to drag as many people as possible with them back into the uncovered tunnel.

Lovers' Lane

A well-to-do couple sits together on an ornate iron bench overlooking the river below as the moon reflects off its dark surface. However, even a cursory inspection reveals that they are entirely unmoving — they don't even breathe. Examination reveals that they appear to have recently drowned, though their clothes and hair are completely dry. A **moon angel** (*The Tome of Blighted Horrors*) lurks at the edge of the river not far away and recently killed this couple. It uses its hypnotic song to try to enthrall the PCs as well.

Gentlemen's Wager

A **Blight naga** (*The Tome of Blighted Horrors*) and a **rakshasa** have a bet over which PC will die first. They begin alternately sending summoned creatures against the PCs while they watch through **screaming**. Use the **summon monster** tables to determine each attack, starting with **summon monster I** and increasing by 1 level with each successive attack. The attacks end if one of the PCs is killed or the PCs survive all the way through a **summon monster IX** attack. Each summoned monster remains for 18 rounds before disappearing.

Gamecocks

The PCs arrive at a tavern where cockfights are being held. They have the opportunity to wager on these fights if they want. Eventually, someone accidentally overturns a table lamp and starts a small fire. In the panicked confusion that follows, the PCs find themselves facing **3 Blight cockerels** (*The Tome of Blighted Horrors*) still wearing their fighting spurs that have escaped from their handlers. If the PCs kill the cockerels, they must still contend with **Mot Porkchop** (CN male half-orc barbarian 5), the owner of the establishment and the birds. He demands 200 gp for each cockerel slain or injured and attacks with his **2 bouncers** (CN male human fighter 4) if his demands aren't met.

Dark Dealings

Two dark stalkers (*The Tome of Horrors Complete*) approach the party and try to hire them for 100 gp per person to destroy a pack of floating balls of light that has recently invaded their Underneath domicile and hurt their eyes with the constant radiance. Their description sounds a great deal like will-o'-wisps, though they don't know what they're called. In truth, a squad of **9 lantern archons** has taken up residence in the dark stalkers' home and arrogantly comport themselves as if they own the place. They don't take kindly to intrusive PCs and tell them to shove off in no uncertain terms. If they PCs refuse to fight the archons, they have to contend with the stalkers and **11 dark creepers** (*The Tome of Horrors Complete*) angry at their betrayal. The archons will not assist the PCs.

A Growing Blight

As night falls, the PCs spot a drunk lying asleep in a darkened alley. Barely visible beyond him is a growing expanse of spreading **blight** (*The Tome of Blighted Horrors*) that overtakes the insensate wino at any moment. If the PCs attempt to save the man or destroy the blight, they come under attack from **6 vegpeygmyies** (*The Tome of Horrors Complete*) allied with the spreading fungal growth. If saved, the **drunk** (N old male human aristocrat 4) proves to be connected to one of the noble houses of the city and can provide the PCs with valuable contacts and adventure hooks.

Between Standoff

The party comes upon a standoff between **5 constables** (N male human warrior 3) and **9 Between-cats** (*The Tome of Blighted Horrors*). The constables seem to be intent on rounding up the cats and placing them in a number of small cages they have piled nearby, and the Between-cats seem equally determined to avoid being captured. Both sides are intent on standing their ground, and neither retreats. Unless the PCs depart immediately, they can choose to side with one group or the other but will be drawn into the combat that starts immediately. If the PCs linger but do not join a side, each side attacks them, assuming that they are in league with the other.

Agent Provocateur

A shopkeeper or some other local NPC the party knows approaches and tells them that he just saw a monster transform into a man in a nearby alley and start spying on the nearby market. He points out a nearby Xi'en man who does look rather suspicious. If approached, the man proves to be a **Triad collector** (CN male human [Xi'en] rogue 5) out collecting protection money from local merchants and immediately attacks the PCs, assuming they are from a rival gang. He is joined by **3 Triad thugs** (NE male tengu fighter 3) who join him from the nearby crowds. The shopkeeper who sent the PCs is actually a **doppelganger** of the Veil who wanted to send a warning to the local Triad.

The Walrus and the Carpenter

Behind a pile of lumber at a construction site near the river, the party stumbles upon a **Lyme walrus** (*The Tome of Blighted Horrors*) devouring the corpse of a construction worker he just killed. It immediately tries to spin a tale to explain itself and uses its fascinating story ability. If successful, it attempts to lead one or more PC into the river where it can slay them at its leisure. If it is unable to subdue the PCs in this way, it whistles and alerts the **3 cutpurses** (CE male human rogue 5) it has been working with. They arrive to help in 1d3 rounds.



and cannot be used again.

CONSTRUCTION

Requirements Craft Wondrous Item, insect plague, slay living; **Cost** 2,250 gp

SPYING PANE

Aura faint divination; **CL** 5th

Slot none; **Price** 10,800 gp; **Weight** 40 lbs.

This polished mithral mirror with an ornate copper frame is 4 feet long and 2 feet wide. It can be hung or placed on a surface and then activated or deactivated by speaking a command word. The *spying pane* forms a link with any mirror or framed art object such as a painting that it touches while activated, up to a maximum of 20 such objects. Each such link permits the user to look through the linked object's frame as though it was a window. Touching the object to the *spying pane* a second time cancels the link, and if the maximum number of links has been reached, linking a new object to the speculum breaks the oldest existing link. A link is also broken if the distance between the *spying pane* and the object exceeds 600 feet. When activated, the surface of the *spying pane* displays a grid of the currently linked views; touching one of the views enlarges the window to its actual size or the size of the mirror, whichever is the smallest. Touching it again restores the grid. A *spying pane* can be used for as long as 10 minutes a day, in increments of 1 minute. These increments do not need to be consecutive.

Requirements Craft Wondrous Item, clairvoyance; **Cost** 5,400 gp

VOICE MASK

Aura faint transmutation; **CL** 1st

Slot head; **Price** 1,800 gp; **Weight** —

This apparently normal black facemask allows its wearer to alter her voice as with a *vocal alteration*^{UM} spell.

Requirements Craft Wondrous Item, vocal alteration; **Cost** 900 gp

^{UM} See *Pathfinder Roleplaying Game Ultimate Magic*

The Staff of Life (a.k.a. The Elixir)

“More a curse than a blessing...”

For some, life must go on no matter what the cost. The dabblings of arcane physicians into the stuff of life was always going to be dangerous. Elixir of life — “The Elixir” or “Staff of Life” as is it sometimes known among the whispers of the Lowfolk — comes from feeding a particular species of Between worm with flesh and blood of the mundane world — living flesh and blood, and the healthier and fresher the blood used, the better the quality of elixir. Worms are then either injected (in many cases) or held in an artificially made womb known as the Cuckoo Womb into which the subject is immersed.

The Cuckoo Womb is used in general to create new forms or hybrid creatures from the parts of others harvested using a particularly unpleasant ritual involving injecting the creature with elixir and farming off the parts that are required. The parts are crudely sewn or affixed together in hopes that the Cuckoo Womb and the elixir do the rest — although they often do not. The minor works of many celebrated golem-stitchers slither or drag themselves through the city as a result of this process, unable to die without destruction. Theirs is a pitiful existence, and one that often leads to diabolic revenge. Artisans of this trade — Golem-Stitchers and Homuncule Wives and Cadaver-Surgeons — are usually drawn into the profession through reading or through association; there is no level requirement to carry out such work, only a steady hand and brutal soul.

The true and purest elixir of life commands a high price, at least 20,000 gp per dose, and even this price comes with no guarantee of success. Of

Appendix D: New Magic of the Blight

Following are some of the more unusual magic items that are found in the Blight.

BETWEEN RING

Aura faint evocation; **CL** 5th

Slot ring; **Price** 36,000 gp; **Weight** —

DESCRIPTION

This plain, unadorned ring is typically made of iron or some other common metal and bears signs of tarnish, rust, or some flaw that cannot be polished away or repaired. It also includes something of the tainted essence of Between in its composition, giving it a slightly greasy feel to the touch. When a *Between ring* is worn, the wearer must make a DC 16 Will save or be unable to voluntarily remove it. It never fits well: sometimes it feels too loose (though it never falls off), and sometimes it squeezes much too tightly, causing pain and a discolouration in the finger. Each day there is a 1-in-20 chance that it tightens, causing 1 point of damage from the constriction. If a *Between ring* ever constricts for 5 days in a row without the wearer receiving any magical healing, the finger it is worn on dies and becomes necrotic, eventually falling off in 1d4+4 days. The loss of this finger deals 2d4 points of damage but is one way for a wearer who has failed his Will save to remove the ring.

A wearer of a *Between ring* gains a +2 luck bonus to AC against any creature with the Between subtype or Between Creature template. In addition, the wearer can make an unarmed attack against such a creature with the hand that is wearing the ring as if he had the Stunning Fist feat and dealing lethal damage three times per day. This does not provoke an attack of opportunity. If the wearer is already able to deal lethal damage with unarmed attacks, the ring gives an additional +2 luck bonus to the attack and damage rolls. If the wearer already has the Stunning Fist feat, the ring provides the Stunning Critical feat once per day.

CONSTRUCTION

Requirements Forge Ring, divine favor, greater magic fang; **Cost** 18,000 gp

PLAGUE SCARAB

Aura faint necromancy and conjuration; **CL** 9th

Slot none; **Price** 4,500 gp; **Weight** —

DESCRIPTION

Used primarily to prevent information being tortured out of them by a clandestine group calling themselves the Hidden Knights of the Capitol, this small item appears much like a typical insectum scarab. However, when swallowed (as a move action), it lodges in the individual's stomach and remains in place. Thereafter, the swallower can activate the scarab as a free action. Once activated, the *plague scarab* behaves as a *scarab of death* and burrows to the swallower's heart, killing him in 1 round. However, in the following round it then bursts through into the oesophagus and unleashes a locust swarm (see *Pathfinder Roleplaying Game Bestiary* 4) that pours forth from the victim's mouth and attacks anyone present.

If a swallower chooses, he can discard the plague scarab before it activates by regurgitating it as a full-round action. Once a plague scarab has been activated, it is destroyed

THE BLIGHT: RICHARD PETT'S CROOKED CITY

course, where every genuine artefact is found, fakes soon follow, and cheaper and less-stable versions of the elixir have flooded darker parts of the market. That the undeath that follows is agonizing or that some subjects are prone to appalling unmaking as the threads of the elixir dissolve, taking their hosts with them, makes the elixir not merely a boon, but a weapon in some eyes. Many see the forced injection of the elixir into workers as being of incalculable benefit; true, the servant withers in terms of their personality and vital spark and living relationships, but their skills remain! What price for a manufactory of unliving workers who toil day and night and never need rest yet have the intelligence and abilities that typical examples of the animated dead do not. Some call this concept the "New Utopia." Many in the city claim that such manufactories not only exist already but are thriving, and it can only be a matter of time before everyone in the city is aware of an unliving. Forced undeath is becoming more common by the day, as are the poor wretches who drag their rotting and failing carcasses into the dark places away from sight and seems likely only to expand with the recent Corpse Act of 1770.

The latest great visionaries of such rebirth extol the (so far) secret and unseen experiments of the great surgeon-artists who, they claim, have succeeded in forging new life from Between creatures and mortal flesh.

ELIXIR OF LIFE

Aura faint necromancy; **CL** varies
Slot none; **Price** varies; **Weight** —

DESCRIPTION

A living creature that does not have the outsider or ooze type that is injected with *elixir of life* (an infusion process that takes an hour and requires either a helpless or willing recipient) must make an immediate Fortitude save based on the quality of the elixir. Creatures that are immune to poison or death magic are not affected by the elixir. If the save is successful, the creature dies and rises again in 1d4 hours as a "Reborn" with the alchymic undying template (see **Part 5: The Blight Bestiary**). If the save is failed, the individual immediately dies and rises in 1d10 minutes as an undead

creature with the alchymic unliving template (see **Part 5: The Blight Bestiary**).

If the elixir is applied to a creature of the appropriate types (as described above) that has died within the last 24 hours but whose corpse is still relatively intact, the creature still gets a Fortitude save as if it were still alive with outcome of becoming either an alchymic undying or an alchymic unliving creature, but the saving throw is made at a cumulative –1 penalty for every 2 hours since it died (not including the hour required for infusion).

If used in conjunction with a Cuckoo Womb and pieces of only partial cadavers in order to create a new-made form of life (as adjudicated by the GM), the elixir likewise has a quality-based saving throw to determine the stability of this outcome. If this saving throw is successful, the resulting creature is stable as a new type of living creature. If the save is unsuccessful, the new-made creature is unsuccessful, is in extensive pain, and dies in 1d4 days as its body literally falls apart.

Anything of *medium-grade elixir* or lower is unpredictable, short lived, and prone to sudden violent unravelling. For each year of life or unlife for *low-grade elixir*, each month for *pig-grade elixir*, and each week for *street-grade elixir*, the initial Fortitude save must be made again or the creature rapidly (and often revoltingly) unmakes itself just as if a new-made creature had failed its initial saving throw. There are some exceptional cases (again at the GM's discretion), where such an unmaking does not fully destroy the creature but instead forces it to live in a pain-filled, half-life of indeterminate length and horror.

CONSTRUCTION

Requirements Craft Wondrous Item, *poison*, *raise dead*, *Between worms*; **Cost** 10,000 gp (*true elixir*), 5,000 gp (*medium-grade elixir*), 500 gp (*low-grade elixir*), 250 gp (*pig-grade elixir*), 50 gp (*street-grade elixir*)

Elixir Quality	Price (per dose)	CL	Reborn Creature Fort DC	New-Made Creature Fort DC	Cost (Per Dose)
True Elixir	20,000 gp	9th	10	0*	10,000 gp
Medium-Grade Elixir	5,000 gp	7th	20	10	5,000 gp
Low-Grade Elixir	1,000 gp	5th	30	15	500 gp
Pig-Grade Elixir**	500 gp	3rd	—	20	250 gp
Street-Grade Elixir	100 gp	—	—	30	50 gp

* A roll of 1 is still an automatic failure.

** Made from actual pig blood and flesh rather than humanoid.



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