

EB2



The Blight

Richard Pett's Crooked City

EB2: Horror in the Sinks

Alistair Rigg



FROG GOD
GAMES

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Credits

Author
Alistair Rigg
Based on original material
by Richard Pett.

Developer
Greg A. Vaughan

Producer
Bill Webb

Editor
Jeff Harkness

SE Conversion
Anthony Pryor

Layout and Graphic Design
Charles A. Wright

Front Cover Art
Felipe Gaona

Interior Art
Colin Chan, Andrew DeFelice,
Peter Fairfax, Felipe Gaona,
Chris McFann, Terry Pavlet,
Richard Pett, James Stowe

Photography
Richard Pett

Cartography
Robert Altbauer

Playtesters
Janicein Baker-Turley,
Robert Baker-Turley, Tristian Sullivan,
Jason Williams

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Helen, for making
everything possible.
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monstrous midwifery.
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both physical and mental.

FROG GOD GAMES IS

CEO
Bill Webb

Creative Director:
Swords & Wizardry
Matthew J. Finch

Creative Director:
Pathfinder Roleplaying Game
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EB2: Horror in the Sinks

By Alistair Rigg



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

Horror in the Sinks is a Fifth Edition adventure for a party of four to six 3rd-level PCs. It serves as a companion adventure to Richard’s Pett’s ***The Blight*** and takes place in that twisted city as revealed in the campaign setting published by **Frog God Games**.

Introduction

Lurking in the drowning folly that is the aristocratic enclave of the Sinks, the horrific Asylum — shunned by a citizenry terrified of the revelations it may contain — is where the nobles of the City-State of Castorhage bury their secrets. But when too many overseers are killed, and in ways more gruesome than even the brutality of that location might evoke, someone must enter to investigate. Those who do soon learn that life — if it can be called that — within its walls is even worse than they feared and the truths that nestle within its inmates are far more distressing than mere madness.

Warning!

Horror in the Sinks is set in one of the darkest corners of the urban dystopia known as the Blight, and contains mature and graphic content that may not be suitable for younger readers or players. It requires players to uncover a despicable operation in an awful insane asylum, and explores horror themes relating to drug use and various forms of mental and physical abuse. While not a historical accounting of the sorts of abuses once perpetrated upon “patients” of asylums and sanitariums in centuries past, this adventure does evoke such past real-world horrors in the context of a fantasy setting where monsters and magic are real and the boundaries of reality can be pushed by anyone with the power to do so. However, it also places the players characters in the pivotal role of not only being able to expose the evils being conducted but gives them the opportunity to truly do something to stop them, all in a manner that explores the multidimensional aspects of victims and predators. Be warned; it is not for the faint of heart, but those of truly stalwart courage can prevail against the darkness.

Our purpose at **Frog God Games** is not to make tasteless products or violate the Pathfinder® Roleplaying Game Compatibility License that requires publishers to create products for the general public that would not be classified as “adult content,” offensive, or inappropriate for minors. But we do intend to make thrilling adventures in the style of old-school game play that test the players’ stalwartness and bring difficult and layered nuances to their game. Simulating and navigating the horrors of real life (and/or their fantasy equivalent) with exceptional powers and skills as characters while freeing players of the prospect of actual consequences is one of the great draws of roleplaying games, and we always strive to create that experience in our products.

Adventure Background

Murn Hobley had always been obsessed with the salacious and obscene. Even early on, he had secretly watched women, peering through the gaps of shuttered windows in the darkening hours to witness them in their most private moments. In public, he watched how they moved and how they talked, how they interacted in groups and how they reacted to men. He noted their manner of dress and how the way they styled their hair changed over time. And, when his body crossed the threshold of adulthood, he saw how they started to notice him, too. For not only was Hobley handsome, he was eloquent. Other boys seemed afraid of the fairer sex and stumbled over their words, ridiculous in their flailing attempts to relate to them, but when Hobley spoke it was with the knowing confidence of having secretly studied them for years. As he observed how they connected with his words, he soon realized the power it gave him. And Hobley didn’t hesitate to use that power, moving from girl to girl as they enticed and then bored

him in succession, their secrets bared to his eventual indifference, until finally his reputation preceded him and they began to reject his advances.

But Hobley’s desires had grown darker; he no longer cared for the honest attentions of girls. He sought out prostitutes instead, whose skills and proclivities sent him into a spiral of compulsive habituation that almost left him destitute. But as his means dwindled, a chance encounter sent him on a different trajectory. One evening, he saw an officer of the City Watch leaving the tenement of one of his mistresses. Worried that she had been arrested or worse, he cautiously entered, expecting the worst, but was instead greeted by her as usual. She initially resisted his questions, but eventually she explained that she and many of her counterparts across the city entertained certain Officers of the Watch as payment for their protection. She noted how it was useful for her to have a contact in the Watch if she ever needed help, and how bad things could happen to women in her profession if they rejected such protection.

Hobley applied to the Watch the following day. With his natural charisma and obvious fervor, he was soon inducted as a trainee. Smarter than average, and having a way with words and people, he navigated the bureaucracy swiftly until graduation and, from there, further manipulated the system into achieving some measure of autonomy. Hobley exulted in the influence and authority the uniform of a Queen’s Man afforded him, and he did not hesitate to abuse his position for his own ends.

Freed from the need to pay for the services of select working girls and exposed to the mechanisms of the city’s dark underworld, he discovered a predilection for exotic drugs and their enhancement of his pleasures. He found new thrills through the effects of a narcotic honey-like substance that, rumor had it, was otherworldly in origin and available only from a single, highly secretive supplier. Watch Officer Hobley investigated, working his way along the supply chain, paying ever-increasing prices for the strange elixir until he finally located its source.

At an exclusive party in a sinking art museum/mansion near the Street of Echoes in the Sinks, a man dressed in rags held court. They called him the Honeyman: he who sat upon a golden high seat and watched as the celebrants below ate the substance that steadily dripped from a spout in his elevated chair; he who smiled as his subjects degraded themselves into debauchery and decadence; he who descended from his throne and parted his ragged robe to reveal glistening, pale flesh beneath, flesh riddled with large pores from which the honey oozed...

As Hobley passed into and out of ecstatic consciousness, the Honeyman whispered to him and spoke of the bliss of cruelty, of transcendent enslavement, the art of insanity, and the power of desire. And Hobley listened to his whispers.

The next day, Hobley requested transfer to be stationed with the Asylum Watch post in the Sinks. His superiors were curious at his odd request but readily agreed, for the assignment was commonly regarded as a punishment, and staffing the post was difficult; a volunteer was virtually unheard of. Hobley’s carefully convincing explanation, of “making a difference” and “meeting the challenge,” wasn’t even sounded by those in authority; what did they care why the fool sought the position? The post was his for the taking.

Life in the Asylum’s Watch Station, a tower built into the Asylum itself, was awful at first. The isolation and endless screams from the yard below relentlessly reminded Hobley that his sanity was never assured, but he remained focused on his task and steadily increased his influence among his colleagues, all of whom, as befitted their assignment, proved weak of will or wicked or both. When, finally, the Honeyman’s ragged form emerged from the gloom, Hobley was ready to receive him, and his colleagues were likewise ready to receive his gift. Honey poured forth from beneath the Honeyman’s robe until it formed into a huge, writhing serpent, and the men ate of its substance. The addiction took hold swiftly and, with them, a descent into transformative dream. When they awoke, it was as though from an endless nightmare, but Hobley explained that they had passed through a dream trial and that the Honeyman had chosen them

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to father his holy children. Eager to serve, and to continue to eat the honey of the “serpent” that the Honeyman had left under Hobley’s control, they readily agreed.

Over several days, these compromised Watch overseers abducted female inmates from the general population of the Asylum and imprisoned them within cells in the Watch Station tower. Then, through drug-fueled encounters orchestrated by Hobley, their horrific work for the Honeyman began. It was only a few weeks before the first pregnancies became apparent and only a few months before the first births occurred. Unbeknownst to the other men of the Watch, Hobley had corrupted their unborn offspring with foul worm-like creatures that had slithered from the Honeyman’s orifices. The results of these unions were monstrous.

At first, the Watch Officers made demands and threats when Hobley refused to allow them to see their offspring, and even more so when he told them that the Honeyman had taken them. But their opposition proved short-lived when Hobley called forth the honey serpent to engulf and suffocate the most vocal among them. So the cycle of atrocity continued, the men cowed or convinced by their complicity, and the inmates powerless to prevent it. Or so it seemed until one morning they found Hobley dead in the cell of one of the women. Understanding the depths of her plight, the prisoner Orpha had spent several months carefully convincing Hobley that she was utterly compliant and devoted to him until, when finally he made a mistake and fell asleep alone in her presence, she strangled him to death with one of her own manacle chains.

It was not long after the Watch Officers discovered Hobley’s corpse that the true tyrant — the Honeyman — appeared again, promising them a continuing supply of honey in return for continuing their work. Fully controlled by their addiction and the damage it had wrought upon their minds, the men renewed their devotion to the Honeyman and agreed to deliver the next offspring to him. But with Hobley gone, one of the officers had secretly begun to panic.

Watch Commander Durmast had assigned Yonas Ghall to the Asylum detail, ostensibly as a punishment for cowardice but in truth as an expression of defiance and retribution to the young Watch Officer’s father, the Sinks District Watch Commander who had been agitating for increasing the

district’s powers. In a moment of clarity — a temporary release from the drug-induced psychosis that had enslaved him to its supplier — terrified of what might happen to them all once the misbegotten children had been delivered, Yonas secretly sent a note to his father requesting an external Investigation into the Watch Station deaths. Reading between the lines, the District Commander suspected that his son was in trouble and that the matter needed to be handled delicately and in private. Unable to act directly through the Watch because he did not wish to be seen to interfere with Durmast’s punishment of his son, Ghall contacted a friend in another district who owed him a favor and asked him to locate trustworthy, independent contractors who might be able to provide some discreet assistance in looking into the matter.

Adventure Timeline

35 weeks ago: Murn Hobley posted to Asylum Watch.

32 weeks ago: Honeyman visits.

31 weeks ago: Watch officer oversees addicted to caulspawn.

30 weeks ago: Watch officers succumb to caulspawn psychosis.

28 weeks ago: Female inmates abducted.

26 weeks ago: Caul cuckoo syres corrupt first pregnancies.

23 weeks ago: Eleanor miscarries.

14 weeks ago: First 4 caul cuckoos born.

13 weeks ago: Lomen Ashdown killed by syreling slick.

12 weeks ago: Caul cuckoo syre corrupts Eleanor’s second pregnancy.

4 weeks ago: Caul cuckoo syres corrupt other inmates’ second pregnancies.

1 weeks ago: Murn Hobley killed by Orpha.

Current week: PCs recruited by Inspector Muncy.

Adventure Summary

Inspector Hogan Muncy of the City Watch informs the PCs that they have been brought to his attention as potential private contractors. Impressed by word of their talents, he would like to introduce them to someone interested in offering them a job: the identity of whom and the details of which are to be discussed at a meeting in the Sinks. Muncy guides the PCs to the Bridge House Tavern and Birdcage, a Sinks’ institution on the Passage Canal, where they meet in secret with the Sinks District Commander, Insian Ghall. Ghall requests their aid in the Investigation of deaths among the Watch officers overseeing the Asylum. Concerned that the number of legitimate overseers has grown too small to continue to ensure the security of the facility, Ghall wants them to work out what is happening quickly, without putting more members of the Watch at risk, and ultimately to fix the problem — whatever it may be.

The PCs travel to the Asylum where they experience the horrible reality of “mental care” in the Blight. In the Watch Station tower, a meeting with Overseer Wedgewood and the other surviving Watch officers reveals that the situation in the Asylum is somewhat different than what they have been told. The inmates themselves primarily run the Asylum’s security under the authority of the Sanatorium, an internal, opaque institution run by the Sisters of the Devout Resurrection and Rebirth. After discussing the reason for their visit with the Watch officers — all of whom are opposed to the “outside interference” — screams from the basement attract the PCs to cells housing pregnant female inmates, one of whom is in labor. To everyone’s horror, the newborn is a slug-like thing that, sensing a threat, swiftly shapechanges into a child-like monster and attempts to escape. The event is further complicated when, attracted by the calls of the creature (a young caul cuckoo), the honey serpent (the Honeyman’s syreling slick) slithers into the fray to defend it. PCs who attack the ooze enrage the psychotic Watch officers, who likewise enter the melee.

Following the chaos, interrogations of surviving overseers and the inmates reveal that the Watch overseers are heavily addicted to the honey-like substance of the ooze serpent, a drug that they were introduced to by

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Hobley, the first overseer to die. Now that they have no source, it becomes apparent that they do not know anything about how to find their supplier or the children born to the captive inmates. One of the women, Orpha, who killed Hobley, reveals that she is actually a noblewoman and that Hobley told her where to find the Honeyman and the children. She offers to pay the PCs handsomely to arrest the surviving Watch officer overseers, free the imprisoned women, kill the Honeyman, and rescue their children before it is too late. The PCs can escape the Asylum via a subterranean supply canal to free the imprisoned women and deliver the corrupted Watch officers into custody.

Orpha is true to her word and tells them about the Dimora Boszaroza, the Honeyman's lair. The lair, a moss-covered, partially flooded mansion just off the Street of Echoes, conceals within its walls a nest of addicts, undead, and carnivorous plant life, as well as the caul cuckoo offspring of the Asylum women and the Honeyman: a caul cuckoo queen. Likewise, in an attic room they can find a vine-clogged swamp pouring through an impossible window leading to the Myre-Between, from whence the caul cuckoo spawn have come. By destroying this window, the PCs can stem the flow of unreal invaders and end this surreptitious invasion of Castorhage.

Beginning the Adventure

Early one morning, Inspector Hogan Muncy of the Watch (LN male human expert 8) approaches the PCs in the Artists' Quarter. Impressed by word of their talents, the inspector is interested in their potential as independent contractors and wants to talk to them about a job. The inspector buys them breakfast at a nearby eatery and makes his offer.

The Watch inspector sizes you up. "You don't look up to much, but word is you have some talent and a need for some gainful employment. If that's true, this may be your lucky day."

The inspector's hands are thrust deeply into the pockets of his coat and his eyes — eyes that look like they've seen their share of things — stare coolly from beneath the brim of a brown bowler hat. A polished City Watch shield pinned to his lapel twinkles with the dying light of a pyrebeetle lantern that dimly illuminates the interior of the dingy eatery and the plate of greasy breakfast in front of you.

"I'd like to introduce you to someone in need of services that I think you should be able to provide. The job will be well worth your time and effort, not only in coin, but also, I believe, in earning influential friends and future work — assuming you live up to expectations, of course."

He places his bowler on a nearby table and looks thoughtful as he scratches his balding head and taps out his pipe onto the floor. Heavy brows, a bushy moustache, and thick sideburns frame his thick face. Muncy, he said his name was. Inspector Hogan Muncy.

"I can't tell you much else at this stage. You'll have to come with me if you want to know more. From where I'm standing, though, you don't have much to lose, so eat up, grab your gear, and we can get going."

The PCs likely have questions for the inspector, and some of Muncy's answers follow:

- **Who are you again?** Inspector of the Watch, Hogan Muncy. Toiltown District, Third Ward. Who I am isn't important, though, other than to assure you that this is a genuine opportunity to help the Watch.
- **Where is this meeting?** In the Sinks. That's all I can tell you right now; you'll learn more when we get there. I have a boat ready and waiting to take us there.



- **Who are we meeting with?** I'm not at liberty to reveal that at this time. You'll find out soon enough. Suffice it to say that the party involved wishes to keep the meeting private.
- **What is the meeting about?** It's about a job. You'll discuss the details with the other party. I'm just sourcing you for them as a favor. You are looking for paying work, right?
- **What do we need to bring?** Yourselves and the usual gear you'd take on a job. I get the impression that there's some time sensitivity to this, so don't be assuming you can come back right away for anything you leave behind.
- **What if we don't want to come?** Then I'll find another group and take them instead. Your disinterest in assisting the Watch will also be noted, of course.

Int (Investigation)

Based on the results of a Int (Investigation) check, the PCs might already know about the Sinks district and the Asylum. Each PC recalls all the information whose DC is less than or equal to the result of her check.

The PCs do not have time to gather information but, if he is asked, the inspector relays all the information below on a Cha (Persuasion) check with a -5 penalty. Muncy reveals this information gradually, however, over the course of their journey to the Sinks, and primarily in response to direct questions. While he has heard the typical rumors that monsters and magic infest every city district, he knows nothing about the information indicated in the results of DC 18 or above and expresses simple ignorance or skepticism as appropriate if any of the PCs know that information and question him about it.

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DC	Result
5	The Sinks, also known as Branner's Folly, is a district of Castorhage that skirts the north bank of the Lyme across from Festival, between BookTown and the Hollow and Broken Hills. It is a maze of canals that surround partially sunken buildings, some of which are the grand mansions, towers, and cathedrals of the nobility. It is also home to the city's insane asylum.
10	The district was created hundreds of years ago by Branner, a child-king, who wished to create an entirely new district for artists and the <i>avant-garde</i> . Unfortunately, he chose boggy, unstable land to build it on and the district began to sink almost immediately until it became as it is today, a twisted wreckage of leaning walls and towers, slumped buildings, and dislocated arched bridges over a myriad of canals. Visitors can find the chaotic geometry quite unsettling, and are often prone to dizziness. The Asylum is in a guarded section of the district surrounded by high walls and moat-like canals.
12	The marsh beneath the Sinks harbors a poisonous fog called Jack's Candle. This gas can seep up, seemingly at random, and kill within a matter of minutes, and so most locals keep canaries in their homes to help detect its intrusion. Some nobles keep entire aviaries of the birds, some of which have escaped to form large colourful flocks that swoop around the district's dilapidated architecture. While it can appear as an enclave of respectability, the Sinks has a reputation for excess, depravity, and cruelty. Fortunes can be made by artists talented — and brave — enough to appeal to a decadent local aristocracy that relishes the shocking and the suffering.
15	While the local nobility presents the Sinks as an elite domain of extreme art, in truth the Capitol uses it to exile their outcasts: the mad, the inbred, the criminal, and the illegitimate. But the nobility is still rich, and the Sinks is infested with hangers-on, traders, priests, and others greedy or mad enough to live in the shadows of an aristocracy shunned for its shocking proclivities.
18	Stories persist that sea-devils brazenly walk the streets of the Sinks by night, and that worship of their foul gods is conducted behind the gilt doors of the aristocrats. Indeed, similar stories claim that many of the noble families are infected with vampirism, and that their patronage, parties, and galas are actually opportunities to abduct their prey.
20	It is claimed that some lidos and pools are bottomless pits that harbor huge, slumbering sea monsters and that some waterways carry lonely travelers to streets that can never be found again.



Chapter One: Sinks and Sources

Once the PCs finish their breakfast and grab their gear, the inspector leads them through the northern streets of Little Xi'en toward where the Watch riverboat he has commissioned is moored on the Lyme.

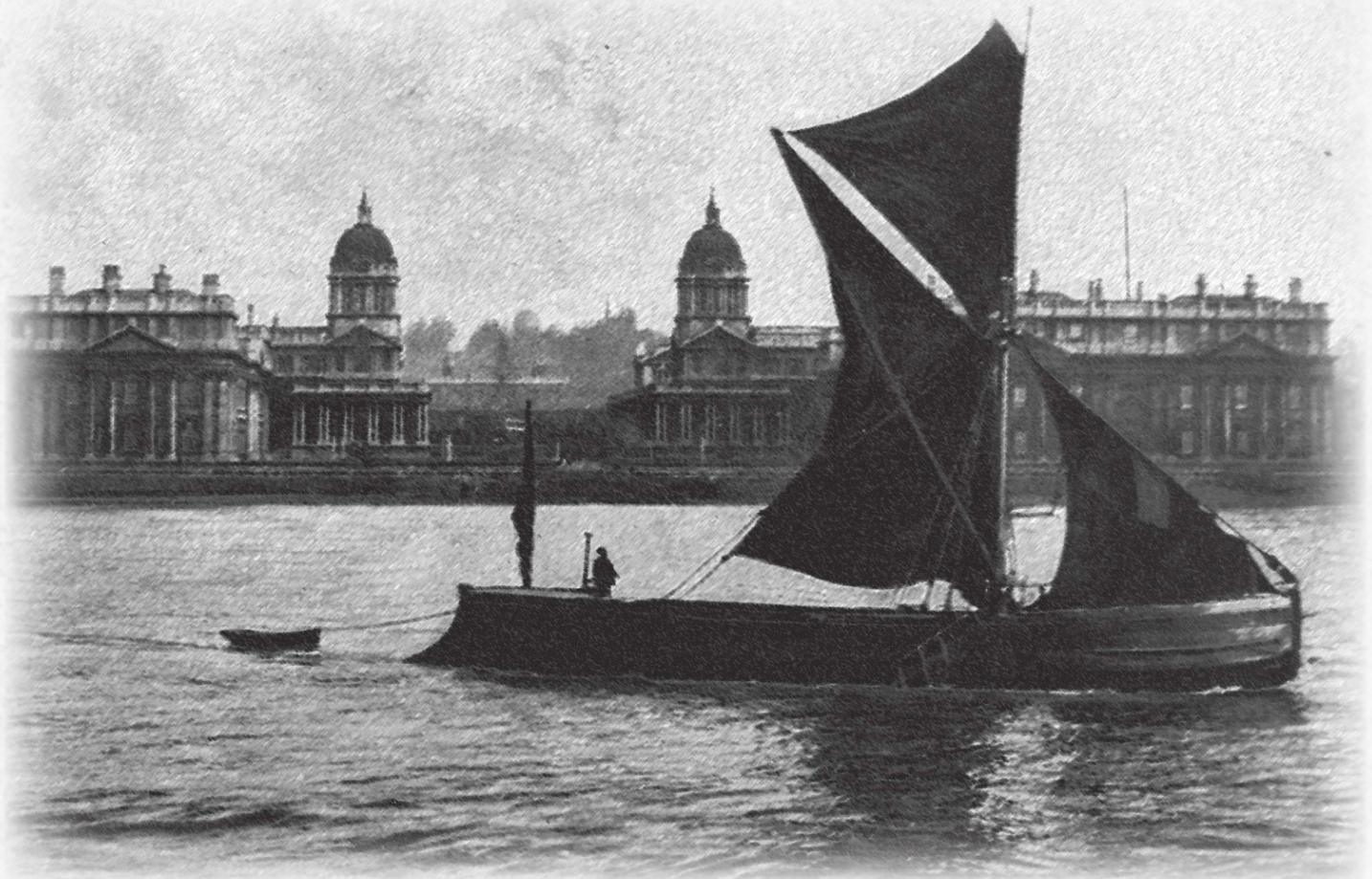
To the Sinks

The public wharves are bustling with business but the Watch has its own private dock at which an official Watch riverboat is moored. The inspector wastes no time in getting everyone aboard and underway. The riverboat is a 40-foot fleshgine-powered sidewheel paddleboat captained by Lyme Constable Eckers. The PCs are free to enjoy the journey to the Sinks, which takes them more than 2 miles downriver to the Passage Canal.

Notable sights along the way include:

- The imposing, granite walls of the Capitol, looming over the counter turn in the Lyme.
- The stacks of towers of BookTown, and the innumerable bridges of wood, rope, and stone that span the canyons they form, farther along the left bank.

- The confusion of structures and scaffolds that precariously protrude overhead like cancerous growths from the sagging iron and timber arches of Town Bridge all seemingly staring down in anguish at their imminent collapse into the churning toxicity below. Or they cling to the broken remnants of dead ships lashed to the piers underneath that are somehow weirdly illuminated in a way that casts the colossal structure above in shadow and creates an impossibility of angle and intrusion in the midst of timber islands and broken boats connected by umbilicals of rope and chain. The pervading odour is of ripe fish and salt spray.
- The Jumble's vast decks, platforms, gangways, stairs, and ladders sit within a web of rigging at the centre of the piered maze of nameless streets known as the Cat's Cradle on the right of the clock turn.
- The abandoned folly of Skum Point extruding toward their destination.
- The row upon row upon row of rooftops that stagger upward from the rickety arched piers and garishly painted wooden buildings of Candy Spine, all strangled by bright flags and gaudy signs as they rise to the Great Fayre at Festival's summit where a huge fun wheel and twisted towers sit like a dazzling crown.



Business in the Birdcage

When the riverboat reaches the edge of the Sinks district, read the following:

The riverboat finally reaches the anarchic disarray of the Sinks, where every moss-covered, leaning building seems to rely on another to remain standing, like a house of cards perched between a riddle of stinking canals and vast flocks of colourful water and songbirds that swoop over its mansions and cathedrals. From a collection of old, dilapidated shipyard docks, past a spire-like church blistered with raven-headed gargoyles, to a huge statue of a bloated devil sheathed within a many-windowed tower from which naked men and women hang from manacles, the riverboat makes its way toward a wide waterway that cuts through the district's heart.

As you enter the great Passage Canal, which bisects the Sinks from Sister Lyme to the Bath's grand confluence more than a half mile away at the far side of the district, the smell of sewage begins to underpin a scent of decay, and the rubbish-strewn waters take on a sheen of putrescence.

The Sinks' main street of trade is a constant hubbub of activity flanked by a mishmash of shops, stores, and warehouses, many stacked upon one another, with upper storeys accessible only by rickety ladders or winched baskets or cages. Locals and visitors paddle, push, or guide canoes, rafts, kayaks, narrowboats, flat-bottomed barges, gondolas, and sandolos every which way to access stalls and façades that display a cornucopia of goods for purchase. Ornate ornaments, carven furniture, fine clothing, abstract paintings, and risqué

sculptures jostle for attention among more mundane offerings such as fruit, cured meats, home remedies, and boat supplies.

Between and beyond the trader's pitches, whose waves and cries for attention blend with the flapping of their colourful awnings and banners, the caws of the ubiquitous gulls, and the curses and songs of the punters. Tilting townhouses with walls of faded frescoes patched with dark, chartreuse moss and suspended wrought-iron balconies cant over the edges of the waterway as though continuously threatening to collapse and crush the commerce beneath.

Several hundred feet along the Passage from where it joins the Lyme, a massive building bridges the canal. The riverboat pulls alongside its dock, sending a drift of black swans gliding away across oily, dark waters.

"Here we are," states the inspector as he hops off the boat, a couple of halfling lads hurriedly looping its ropes around the dock cleats. You collect your gear and follow the inspector into the building that declares itself, via a painted sign high on the wall above the dock, "The Bridge House Tavern and Birdcage." Inside, the inspector leads you up a flight of stairs and through a series of interconnected bar areas that, despite the relatively early hour, are all well attended. Laughter and chatter fill the air along with trails of pipesmoke and the aromas of dark ales, black rum, and baked bread. Halfling servers in dark clothes and yellow aprons hustle barefoot across her polished dark-wood floorboards, delivering food and drink to customers who sound remarkably polite and thankful regardless of their walk of life or state of sobriety.

The sound of birdsong grows curiously louder as you pass deeper into the tavern until its source is revealed as a flock of canaries housed in a massive cage that passes through both ceiling and floor to levels above and below. A circular bar surrounds the wrought-iron structure, and a statuesque middle-aged woman with curly red hair, a long black skirt, and a tight-fitting yellow bodice stands nearby.



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One of the sights of the Sinks, the Bridge House Tavern and Birdcage is the size of a small village that spans the Passage Canal. It is easy to get lost in, particularly if you take one of its rooms, which tend to be nearer the canal level. Food is plain but plentiful, and the drink of choice is rum, although there are many fine wines behind the bars as well. Ellie arranged for the canary cage, which rises somewhat clumsily through the centre of the entire building, to be installed after the tavern's entire clientele was poisoned by a seep of odorless marsh gas many years ago (i.e. Jack's Candle).

The woman in the black skirt is **Miss Ellie** (LN female **Bandit Captain**), the surprisingly foul-mouthed owner of the establishment. Ellie greets Inspector Muncy by name before welcoming everyone to the Birdcage and asking them if they'd like to order something from the bar. The PCs have a chance to chat with Ellie for a short while and also to purchase some drinks. Although she won't make the offer, if any of the PCs happen to make her laugh (DC 15 Cha (Persuasion) or DC 12 Cha (Perform) to succeed), she'll buy the round. Both she and Muncy are quick to dispel any PCs' assumption that she is whom they have come to meet. After serving any ordered drinks, Ellie directs the group to a private upstairs meeting room, mentioning to the inspector that the other party is already waiting. For more information on the Birdcage and its proprietor, including her true identity, refer to location **SI11** in *The Blight: Richard Pett's Crooked City*.

*See *The Blight: Richard Pett's Crooked City* by Frog God Games for details.

District Commander Ghall

When the PCs enter the meeting room, read the following:

In the meeting room, a solemn, middle-aged man dressed in the dark blues of a high-ranking Officer of the Watch sits at the head of a long table. He stands as you enter and looks expectantly at the inspector who shakes his hand and nods in affirmation to the unspoken question before excusing himself and closing the door behind him.

"Please take a seat," says the man in a confident voice clearly accustomed to issuing orders. He gestures to the chairs that surround the table, waiting as you arrange yourselves, and regarding you all with keen interest, before continuing.

"My name is Insian Ghall, and I am the District Commander of the Watch for the Sinks. I have a current and pressing need for competent and trustworthy independent contractors. Inspector Muncy highly recommends you for this job or else you would not be here. I require you to investigate two deaths among the Watch officers serving as overseers in the Asylum. You will be provided with all the necessary authorizations and will each be paid the standard stipend of 1 gold shekel per day. This assignment will also grant the right to requisition materiel as usual for a Watch contractor but I require your utmost discretion as to the nature and detail of your investigation. You will report to me, and only me. Are these terms acceptable?"

District Commander Insian Ghall (LN male human **Veteran**) is the head of the Watch in the Sinks. Recently, he received a letter from Overseer Wedgewood of the Asylum Watch that announced deaths among the Watch officers serving as underoverseers there. While this would not normally be anything of particular interest to Ghall — the Asylum Watch is a dangerous post — his son is currently posted there, and hastily scrawled on the back of Wedgewood's letter was a note in his son's handwriting requesting an external investigation. Ghall wants to engage the PCs in the investigation but does not want to reveal his true cause for concern.

The PCs likely have questions for the district commander and he answers them as described below:

- **Who are you again?** My name is Insian Ghall. I am the District Commander of the Sinks Watch. That means that I am in charge of the Watch for the entire Sinks district and that I report to Watch Commander Durmast himself.

- **Why are you meeting us here?** It is best that we have these discussions in private and on neutral ground.

Until he understands the truth of what has been happening, Ghall wants to avoid his involvement becoming known by watchmen who may report directly to Watch Commander Durmast.

- **Why do you need independent contractors for this job?**

The Watch is quite prepared to employ independent specialists when it deems necessary, and I deem it necessary in this case. In addition, and as I have already mentioned, I require discretion. I'd rather not involve other branches of the Watch at this stage, so you are not to disclose the nature or results of your investigation to anyone but myself.

- **Who has died?** "Watch Officers Murn Hobley and Lomen Ashdown. Both serving as underoverseers within the facility and both within the last few days.

Though Wedgewood's letter stated this, in truth, Ashdown has actually been dead for more than 2 months.

- **What do you know about these deaths?** Deaths in the Asylum rarely call for an investigation, even when they occur among the overseers. The post is considered one of the most dangerous in the city and with good reason. It is severely underfunded and under-resourced — a reprehensible situation that I have been fighting to rectify for some time. The deaths you are investigating both seem to have occurred in the overseers' tower, which is in itself a cause for concern since it is a veritable fortress designed to keep those officers stationed there safe while within its confines. That's all I can tell you at this time. Further details will be available from Overseer Wedgewood of the Asylum Watch.

- **What is the role of the City Watch at the Asylum?** We are tasked with the security of the facility since the institution has been deemed too important and its inmates too delicate to trust to any private enterprise or outside organization.

If the PCs specifically ask for information on how the Watch implements security, the party must succeed on a DC 18 Cha (Persuasion) check to receive the following extra information.

Due to the lack of funding, we have little option but to partner with the internal sanatorium, which assesses inmates for their suitability as additional resources. Your authority in this matter does not extend to interfering with that institution nor of the internal prison. Do not escalate this matter by interacting with either of them.

- **This sounds dangerous. Can you increase the pay?** At this, the district commander sets his jaw and considers your question before sighing and adding that he's prepared to double the pay rate but expects the investigation to be conducted swiftly and professionally as his personal agents in the matter. If the PCs press for more pay, the party must succeed on a DC 16 Cha (Persuasion) check before Ghall goes any higher:

"Three gold shekels per day. That's as high as I will go. If it's insufficient, then I shall seek another group."

Int (Investigation)

Based on the results of an Int (Investigation) check, the PCs might already know about the Asylum. Each PC recalls all the information whose DC is less than or equal to the result of her check.

The PCs do not have time to gather information but, if he is asked, the district commander shares all the information on the table below up to a DC 12. If the asker succeeds on a DC 15 Cha (Persuasion) check, he shares up to DC 15 and up to the DC 18 result if the asker succeeds on a DC 18 Cha (Persuasion) check. Keen to ensure the PCs take the job, he does not share the information contained in the DC 20 result and downplays the relevance of that information should any PCs know it and question him about it.

* See *The Blight: Richard Pett's Crooked City* by Frog God Games for details.

DC	Result
5	The Sinks is home to the city's insane asylum, simply called the Asylum.
10	The Asylum is in a guarded section of the district surrounded by high walls and moat-like canals.
12	The Asylum wall has a single huge gate and guard towers with inward-facing siege engines to prevent escape attempts.
15	The Asylum contains exiled nobles who are too dangerous — either through genuine insanity or simply by virtue of who they are or what they know — even for exile to the Sinks. The Asylum contains a sanatorium and a prison, along with the Watch Station tower.
18	The Watch actually maintains a minimal presence in the Asylum and that, in fact, the vast majority of "guards" are actually inmates selected by a dedicated order of nuns called the Sisters of the Devout Resurrection and Rebirth who run the sanatorium.
20	The true authority figure in the Asylum is an inmate known as the Judge, an ex-Justice sentenced to life in the Asylum for committing a horrific series of murders, and the nuns of the Sanatorium are a Luciferan order.

Deputies of the Watch

Each day that the PCs spend on the Investigation earns them a 1 gp stipend apiece, unless they negotiated a higher rate. In addition, District Commander Ghall gives them a writ deputizing them as investigators for the Watch that they can use as credentials but warns them that this status does not confer any authority over other members of the Watch, and that they must work with the Watch officers they will be investigating. He asks them to avoid discussing the reason for the writs with other members of the Watch but notes that they can requisition mundane equipment worth 100 gp or less from the Watch once per day. Doing so requires that they go to a Watch Station with their credentials and succeed at a DC 10 Cha (Persuasion) check (the Asylum Watch Tower counts as such a station). If they are successful, any item of 20 gp value or less can be had immediately (at the GM's discretion, since some items may be harder to come by and require a day to procure). Items worth more than 20 gp require a day to procure, and the PCs must return to pick it up. Unless the item would be consumed by its use (holy water, etc.), it is expected that the PCs return it within one week. If they fail to do so, the Office of the Watch charges them double its list price in order to replace it.

To the Asylum

Ghall finishes the meeting by issuing the PCs their writ of authority and requesting that, once the PCs have completed their Investigation and are ready to deliver their report, they ask Miss Ellie to arrange a meeting, though they should avoid seeking a meeting with him at a Watch Station. He then excuses himself and leaves, shaking Muncy's hand outside before departing.

When the PCs are ready to head to the Asylum, the inspector accompanies them back to the dock where Lyme Constable Eckers waits with the riverboat. The journey to the Asylum is relatively swift and direct along a canal that stretches from a junction just farther along the Passage from the Birdcage straight to the Asylum Pool.

Along the way, the PCs may be struck by the beauty and detail of the architecture, notwithstanding the fact that it is all partially sunken, covered in moss, and leaning at haphazard angles, usually onto nearby buildings. Among these structures, walkways of corroded iron and wood have been erected so that people can climb and walk from building to building over the ubiquitous canals with nary a solid street in sight. The number of "prahu punters" — boatmen in colourfully striped attire who sing emotionally expressive songs in loud, melodic voices as they pole gondolas every which way, transporting people around the district — seem nearly matched in numbers by the City Watch kayaks whose occupants watch the crowds with evaluating eyes.

The PCs also smell the raw stink of sewage that occasionally assails them, along with catching sight of patches of excrement that float on the surface of the canal. And they'll occasionally catch a strange scent in the air that makes them feel momentarily dizzy and disoriented, as though momentarily gripped by a sea sickness that compels them to steady themselves against a boat rail lest they topple into the black waters.

But most of all, the PCs notice a susurrus of sound, even beneath the songs of the boatmen, the ubiquitous bird calls, and the grunts and sighs of the fleshgine running their riverboat paddler, that slowly rises in volume as they approach the forbidding 60-foot-high walls of their destination. And as they get closer, they are finally able to discern that the susurrus is a seemingly endless, composite scream — a scream of human anguish and suffering from many voices overlapping one another in their cacophony that issues from within the Asylum. The PCs may also wish to question Inspector Muncy regarding their destination. If asked, Muncy shares up to the DC 15 result in the table above, but also adds the following:

"I don't envy you, heading into that place. I've heard it's a living hell, where the inmates prey upon each other and the guards barely keep the upper hand. But don't forget: It's where the nobility send their own, and to kill a noble has dire consequences. Any murderous madman in there might have connections that will get your necks stretched if you put him down. You want my advice? Whatever you're going in there to do — and I don't want to know what — keep your heads down, get the job done, and get out as fast as you can."

Chapter Two: Welcome to Heaven

When the riverboat reaches the Asylum Pool, read the following:

A 60-foot-tall wall constructed of huge blocks of smooth grey stone looms over the surrounding buildings. Stretching approximately 550 feet along the Asylum Canal before turning at the Asylum Pool to join another length of wall that runs from the Bedlam Canal. The walls on this side of the compound have guard towers at three corners and run through a gatehouse. Guards walk slowly along the wall or stand atop its gatehouse or towers where mounted ballistae point into the interior.

Inspector Muncy drops the PCs off at the Asylum Pool dock (near A1) and wastes little time hanging around. He wishes the PCs luck before ordering Eckers to head back to the Passage. The Asylum was built on a large island of dry ground in the district. An area of this land extends beyond the walls and is enclosed by the Asylum and Bedlam Canals. To the left of the Asylum Pool, slovenly buildings that seem to cower on the edges of these canals house some of the workers who provide services to the institution beyond, but between the pool and the gatehouse the land forms a large courtyard for arrivals.

A. The Asylum and Surrounds

The Asylum is more than a single structure; it is an entirely enclosed community within the Sinks and is considered its own parish within the bureaucracy of the city. A 60-foot wall encompasses its entire area to keep prying eyes out as much as to keep inmates in. Several areas of the Asylum get their own description, but a general description of the area's features is provided below.

Features of the Asylum

Hovels: Most of the buildings within the Asylum are partially collapsed and dilapidated hovels with few, if any, pieces of furniture. They are typically single-storied, with stone foundations and crumbling exterior walls of wood and plaster, wooden interiors walls, and roofs that bear multiple holes. In practically all cases, the doors and window shutters have been removed so that guards can also gain access, and the interiors are frequently daubed in human filth or have collections of rubbish and debris.

Streets and Squares: The streets and squares are compacted earth that frequently churns into a sucking bog in heavy rain. The dark mud clings to everything, giving the place a filthy appearance.

Wall: The Asylum wall is 60 feet high, 10 feet thick, and, at almost 3,400 feet long, encloses an area of more than 11 acres. While the external side of the wall is a smooth surface of superior masonry (Str (Athletics) DC 17), climbing the surface of the internal side also requires negotiating broken glass, barbed wire, and downward-pointing iron spikes that have all been mortared into place (Str (Athletics) DC 15, any failure of 5 or more results in 1d4 damage).

Wall Towers: At six of the wall's eight corners, a timber guard tower holds a defense platform for 3 light ballistae with 10 ballista bolts each. The towers each also hold a rack of 12 heavy crossbows and 20 bolts for each. A single **Asylum trustee wall guard** is typically stationed at each tower, which can be reached from a spiral stair within the wall that is accessible through a reinforced wooden door with an average quality lock (Dex (with thieves' tools) DC 15) and an internal bar (2 in. thick; AC 19; hp 12; Immunity cold, fire, lightning, poison, psychic; Resistance thunder, weapon damage; Break DC 30 Str).

Asylum Trustee Wall Guard, male or female human: AC 16; HP 11 (2d8+2); Spd 30ft; **Melee** shortsword (+3, 1d6+1 piercing); **Ranged** heavy crossbow (+3, 100ft/400ft, 1d10+1 piercing); **Str** +1, **Dex** +1, **Con** +1, **Int** +0, **Wis** +0, **Cha** +0; **Skills** Perception +2; **Senses** passive Perception 12; **Traits** insanity; **AL** N; **CR** 1/8; **XP** 25.

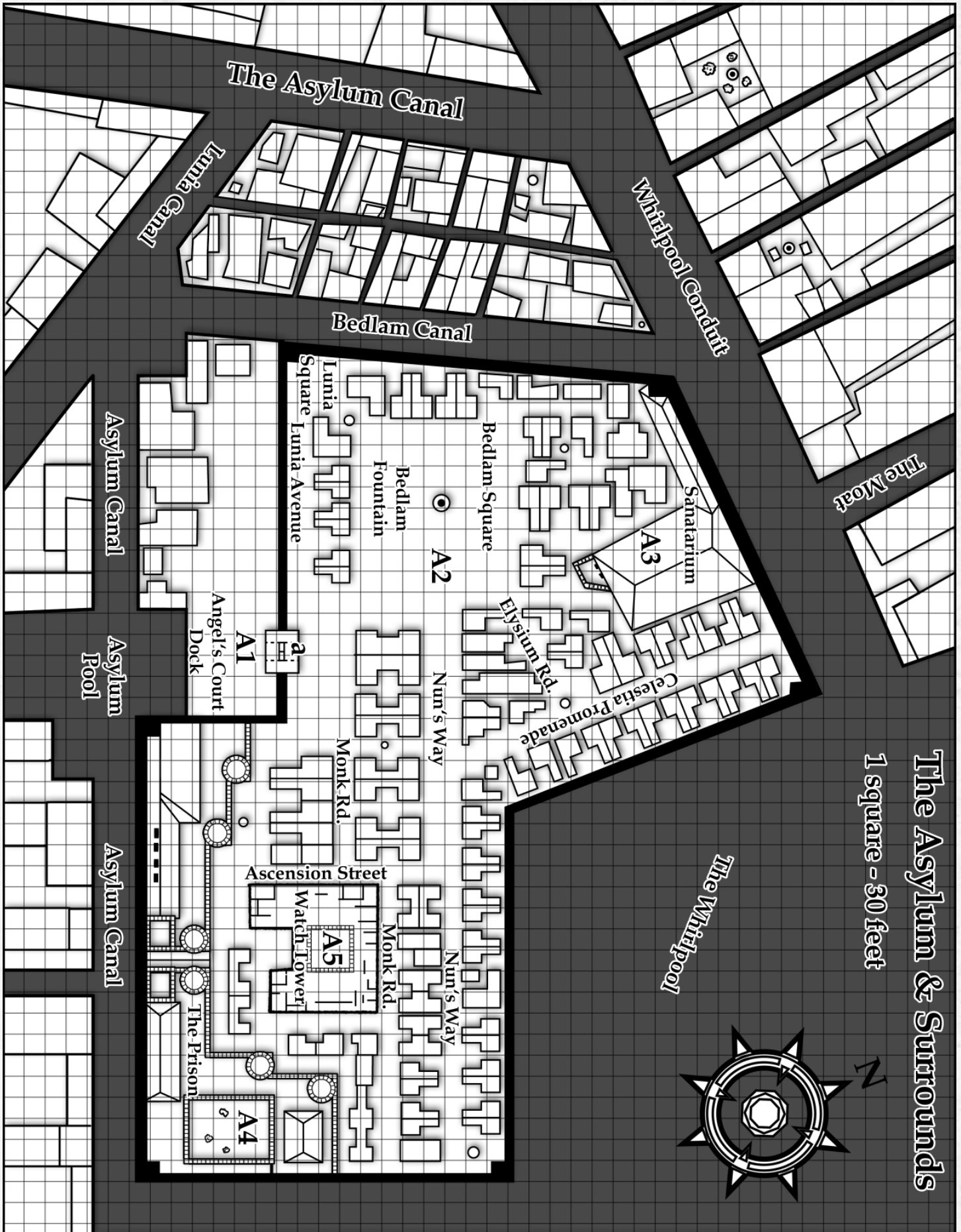
Insanity: The guards suffer from an irrational obsession with a particular object or situation (GM's discretion). If directly confronted by her obsession, she must succeed on a DC 12 Wis save or become fascinated by the object or situation for 1d6 rounds).

Wells: All wells are covered by iron grilles at the top through which chains are attached to a bucket. Their brick-lined shafts typically descend 20 to 30 feet to the groundwater. Frequent disease outbreaks in the Asylum are linked to these wells and the poor sanitation of their surroundings.

A1. Heaven's Gate (Difficulty varies)

The gatehouse is constructed of the same blocks of grey stone as the surrounding walls and frames a massive, 20-foot-square door of heavy ironbound oak. To the side of the gate, a barred window reveals a dim chamber within the gatehouse. Above the gate can be seen the bas-relief of an angel, its limestone features deteriorated by long years of exposure and weathering to form a gruesome melted mask. The shrieking from within the Asylum is more muted this close to the walls, and yet distinct sobs and screams can now be heard over the horrible hum. A wooden sign mounted to the wall beside the gate bids all comers "Welcome to Heaven."

A lone guard, dressed in a chain shirt and the dark blues of the Watch, sits in the chamber beyond the iron-barred window. The chamber is small, contains a table and chair, and is only accessible by a spiral staircase that runs up to the top of the gatehouse; there is no door. **Underoverseer Simeon Kaylock** (see **Personalities of the Asylum Watch** in **Chapter 3** for more information on this guard) is startled by the arrival of the PCs at his window and quite flustered as he requests to know their business at the Asylum. He refers to a logbook that clearly indicates that no visitors were expected today. The PCs have to show Kaylock the writ of authority they received from Ghall before he authorizes admission. PCs who watch Kaylock examine the document may make a DC 12 Wis (Insight) check. Those who succeed get the impression that Kaylock is quite worried about



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something but, if questioned on the matter, he states that he is unaware of the protocol for unscheduled visitors and must consult his superior. He asks the PCs to wait and disappears up the spiral stair, taking the writ with him.

UNDEROVERSEER SIMEON KAYLOCK

CR 1/2

XP 100

hp 16 (See *Meeting the Watch*, Chapter 3)

Development: In truth, Kaylock is worried about what the PCs will discover at the Watch Station tower and wants to warn his colleagues that they have unexpected visitors. He dashes to the top of the gatehouse where he hurriedly discusses the situation with Overseer Wedgewood, and hands him the PCs' writ. A quick plan formed, Wedgewood hurriedly heads to the tower, and only once he can see his boss entering the Watch Station tower does Kaylock authorize the Asylum door to be raised and descend from the gatehouse to meet them. When the PCs gain entrance, read the following.

The great gate to the Asylum slowly begins to rise and, with it, a cacophonous crescendo of pain and anguish, pleading and rage, fear and confusion. It washes under the door like a wave and spreads beyond, echoing from the walls that confined it to fill the area with its awful, ceaseless din.

Beyond, men and women wield clubs to threaten others who, seeing the door rise to reveal the outside world, begin to converge upon it. More yells and screams add to the noise as they are beaten back or to the ground, attracting yet more from farther within the compound who start to run en masse from a large open area toward the sight of freedom. Most are dressed in rags and covered in filth, with wild hair and emaciated, gaunt bodies, barefoot, and cut and bruised. Some cry and some dance naked; some point at the exit and laugh hysterically, while others openly scream at the sky, rending their clothes and hair.

Kaylock stands on the other side of the door and quickly ushers the PCs inside, berating them for any hesitation, before signaling to the top of the gatehouse. The door drops heavily once the final PC is inside, and the crowd of inmates begins to disperse. Some remain intent on reaching the door and the PCs, however, and continue to push forward. **Five Asylum trustee gate guards** (N male or female human, **Guard**, **Insanity**: The guards suffer from an irrational obsession with a particular object or situation (GM's discretion). If directly confronted by her obsession, she must succeed on a DC 12 Wis save or become fascinated by the object

or situation for 1d6 rounds), with padded clubs continue to beat back around **20 inmates** (N human male or female, **Commoner**, **Insanity**: The inmates suffer from an irrational obsession with a particular object or situation (GM's discretion). If directly confronted by her obsession, she must succeed on a DC 12 Wis save or become fascinated by the object or situation for 1d6 rounds) but, for a few rounds, it is a losing battle. Several manage to reach the PCs. PCs who succeed on a DC 12 Wis (Perception) check realize that, while these guards are better dressed than the inmates (typically wearing some form of padded armour), they do not wear uniforms. Unless the PCs defend themselves (easily accomplished if the PCs wish it), external items such as cloaks and backpacks may be torn away by inmates who reach them, and the PC takes 1d4 points of nonlethal damage. An item can be easily recovered if the inmate is injured, but if the PCs deal lethal damage to any of the inmates, Kaylock immediately orders them to desist lest they risk killing a noble.

Throughout this time, the PCs are assaulted by the almost overpowering stench of human waste and rank body odour that emanates from the inmates. This is joined by the stink of rotting refuse that rises from the dirt itself. Some of the inmates question the PCs, asking them who they are and why they have come, if they know them or their families, and if they have come to take them away. After a few rounds, the frenzy abates and the remaining inmates either disperse or lay on the ground groaning and sobbing. Some of the inmate guards zealously continue to beat a few inmates until Kaylock yells at them to stand down. Kaylock then offers to escort the PCs to the watchtower (A5).

A1a. Gatehouse

The gatehouse is 60 feet high and forms a 50-foot-by-40-foot platform around which a 4-foot-high wooden battlement has been erected. On the platform, two light ballistae are mounted at the interior corners, each with a rack of 20 bolts. Chains from a large winch secured in the centre of the platform descend down through holes in the platform to attach to the Asylum gate. A steep and narrow spiral staircase cuts through the western wing of the gatehouse from within a small chamber at the base of the gatehouse that has a strong wooden door with an average quality lock (Dex (with thieves' tools) DC 15) and interior bar (Break DC 19). A barred window looks out of this chamber over the grounds approaching the gate. The stair climbs to a locked wooden trapdoor (Dex (with thieves' tools) DC 15, Break DC 17) that accesses the parapet.

A2. Asylum Yard

Immediately beyond the gatehouse is Angel's Court, which adjoins Bedlam Square, commonly referred to as "the Yard." The Yard, which is bounded by dilapidated hovels of stone and wood without doors or shutters to close off their darkened interiors, is filled with inmates either huddled around a central dried-up fountain or engaged in running, screaming, rocking back and forth, fighting, or defecating. In addition to the inmates, other people can be seen throughout the Yard and elsewhere, including plenty of trustee guards with padded clubs and armour, and groups of nuns in black and gray habits. The occupants of the yard generally ignore the PCs after the initial rush at the gatehouse.

A3. Sanatorium

The Sanatorium is a two-storey stone building with barred windows and a set of main double doors made of iron. It is where the Sisters of the Devout Resurrection and Rebirth confine and tend to inmates considered too dangerous or too special to be allowed into the general population. The PCs will not be permitted inside the building under any circumstances, with the **Sisters** (NE female human **Ftr3**) citing the need to carefully control the environment of inmates whose insanities can wield spontaneous, magical violence. Any attempt to force entry will be met by considerable opposition. Further details on the Sanatorium and the awful truth about its inhabitants can be found in the Sinks and Asylum chapter of *The Blight: Richard Pett's Crooked City* but are otherwise outside the scope of this adventure.

A4. Prison

An old prison that forms much of the southeast corner of the Asylum has been extended to run half the length of the south wall through the incorporation of rows of old tenements and hovels until it has become one massive structure riddled with barred windows and iron spikes. The screams that emerge from within its depths are some of the most bloodcurdling sounds in the entire Asylum. Practically everyone avoids the place. The true ruler of the Asylum, the man known as the **Judge** (LE male human **Clr4**, Mathrigaunt*), presides over a private Abyss within and, thankfully, will not emerge throughout the PCs' hopefully brief stay in his domain. Further details on the Prison and its inhabitants can be found in the Sinks and Asylum chapter of *The Blight: Richard Pett's Crooked City* but are otherwise beyond the scope of this adventure.

* See *The Lost Lands: Borderland Provinces* (page 121) by Frog God Games

A5. Asylum Watch Station Tower and Grounds

To the right of the gatehouse more hovel-lined streets lead to another open area, but this one has been formed through the demolition of buildings, the shells of which surround a watchtower of stone and wood that bristles with spikes. More inmates wander these debris-strewn streets. Refer to **Chapter 3** for more details on the Watch Station tower.

Event 1: Burning in Bedlam (Difficulty Hard)

As Kaylock leads the PCs to the watchtower, an incident occurs as described below.

From the continual clamor of the Yard, a piercing scream emerges. From a nearby hovel on the edge of Bedlam Square, a group of nuns in black and grey habits emerges carrying a struggling young woman between them and heading toward a nearby handcart. One to each limb and one at her head, they fight to restrain the woman who kicks and spits and yells, wrenching her body this way and that in a furiously desperate attempt to escape. The young woman looks injured, her ragged dress and dirty face spotted and smeared with blood.

The young woman is thoroughly insane and, apart from the usual cuts and bruises, is uninjured. The Sisters discovered the woman in the process of eating the remains of another inmate whose corpse lies partially consumed within the hovel, and they are in the process of transporting her to the Sanatorium for "treatment." The young woman seems remarkably lucid, however, as she spots the PCs and screams out to them to help her, saying that the nuns are devil-worshippers who are going to torture her in the Sanatorium — an assertion that is, actually, not very far from the truth.

When the woman calls to the PCs for help, the Sister at her head scowls in obvious displeasure and, with a sinister, claw-like magical gesture, puts her to sleep. The woman subdued, the nuns begin to strap her into the handcart before taking her to the Sanatorium. While the incident may be concerning for some of the PCs, it is a distraction from a real threat. The appearance of one of the PCs has triggered the temporary recovery of an amnesiac whose real identity is a homicidal pyromaniac.

Ephraim Horat Cantabulaxe Greville hails from a family of minor nobility in the Capitol who, for many years, was a gentleman scholar with a keen interest in the history of Castorhage and its aristocracy. No one knows quite why, but one day he suddenly set out on a rampage of arson that destroyed several libraries and many more lives. Greville had no recollection of his actions nor of his identity after the terrible events and drifted into a personality of indifference and incomprehension. His

inability to manage his affairs combined with the fear of another episode resulted in his family exiling him to the Asylum where he has since languished, a confused but passive man in his middle years.

In truth, Greville had the ability to create and control fire with his mind, which he had discovered several years before the incident and had been working in secret to refine. Unfortunately, political manoeuvrings within the Capitol that exploited and humiliated him sent him into a deep depression and then a manic rage that permanently unhinged him. The violence that resulted ended with a mental retreat that locked his ability away, along with his new chaotic and evil pyromaniac personality, but something about the appearance of one of the PCs has unlocked it with potentially fatal consequences.

Ephraim Greville, Pyromaniac, human male Sor6: AC 10; HP 32 (6d6+6); Spd 30ft ; Melee unarmed strike (+3, 1 point bludgeoning); **Str +0, Dex +0, Con +1, Int +0, Wis +0, Cha +0; Skills** Deception +3, Insight +3; **Senses** passive Perception 10; **Traits** empowered spell, font of magic (6 sorcery points), heightened spell, insanity; **AL** CE; **CR** 4; **XP** 1,100.

Spells (slots): 0 (at will)—*blade ward, fire bolt, light, shocking grasp, true strike*; 1st (4)—*burning hands, mage armor, witch bolt*; 2nd (3)—*crown of madness, scorching ray*; 3rd (3)—*fireball, protection from energy*.

Insanity: Ephraim is a pyromaniac who obsessively sets objects and creatures on fire with *fire bolt, burning hands* or other fire spells. Whenever Ephraim sets someone or something on fire, he must succeed on a DC 12 Wis save or be fascinated by the flames for 1d6 rounds. Other ongoing sources of fire may have the same effect on Ephraim at the GM's discretion but instantaneous fire effects cannot. Ephraim's insanity, including his resultant lack of gear, reduces his CR by 1.

Tactics: PCs who succeed on a DC 15 Wis (Perception) check notice Greville creeping toward them from around the nearest hovel and may act in the surprise round. Any PCs who respond to the young woman's apparent plight, however, are distracted and receive a −5 penalty on their Wis (Perception) check. PCs who spot Greville notice only an emaciated, middle-aged man dressed in dirty rags with wild, greying hair and an unkempt beard. A successful DC 12 Wis (Insight) check reveals that he is strangely fixated upon one of the PCs, though a result of 15 or higher convinces the PC that the man intends violence.

Greville spends the surprise round gathering power before targeting a random PC with an empowered *scorching ray*. He then focuses his flames on any who attack him, accepting burn to increase the power of his attacks at every opportunity in a display of manic murderousness. Kaylock screams at any PC who responds with lethal force to subdue and not kill the man lest they all be hanged.

Development: Kaylock and the inmates run for cover when Greville attacks, and the nuns hide in the hovel from which they took the woman, but a zealous guard on the gatehouse moves to quell the uprising. Unfortunately, the guard is used to indiscriminately applying force against the inmates and, on the 3rd round of combat, he eagerly fires a light ballista into the melee, overjoyed at sensing an opportunity to use the weapon. The guard targets a randomly determined participant with a +3 ranged attack that deals 3d8 points of piercing damage. Whether the attack hits or misses, shortly thereafter a figure in spiked armour grabs the arbalist and pushes him off the wall, whereupon he plummets, screaming, to his death at the base of the gatehouse (unless the PCs somehow intervene, such as by using *feather fall*). A PC notices this occurrence with a DC 16 Wis (Perception) check.

When the PCs have defeated Greville, Kaylock urges them to hurry to the Watch Station tower as their presence is causing too much of a disruption in the Yard. The PCs may wish to investigate the young woman's situation, however, and talk to the nuns. The Sisters calmly explain what they had discovered and show the PCs the evidence. Any accusations that the woman's assertions were correct are met with simple smiles, assurances that the woman will receive the appropriate treatment for her terrible affliction, and invitations for the PCs to confine their interests to their appointed responsibilities. If Greville is unconscious, the nuns swiftly stabilize him before lifting him onto their handcart next to the woman and transporting him to the Sanatorium as well. They order

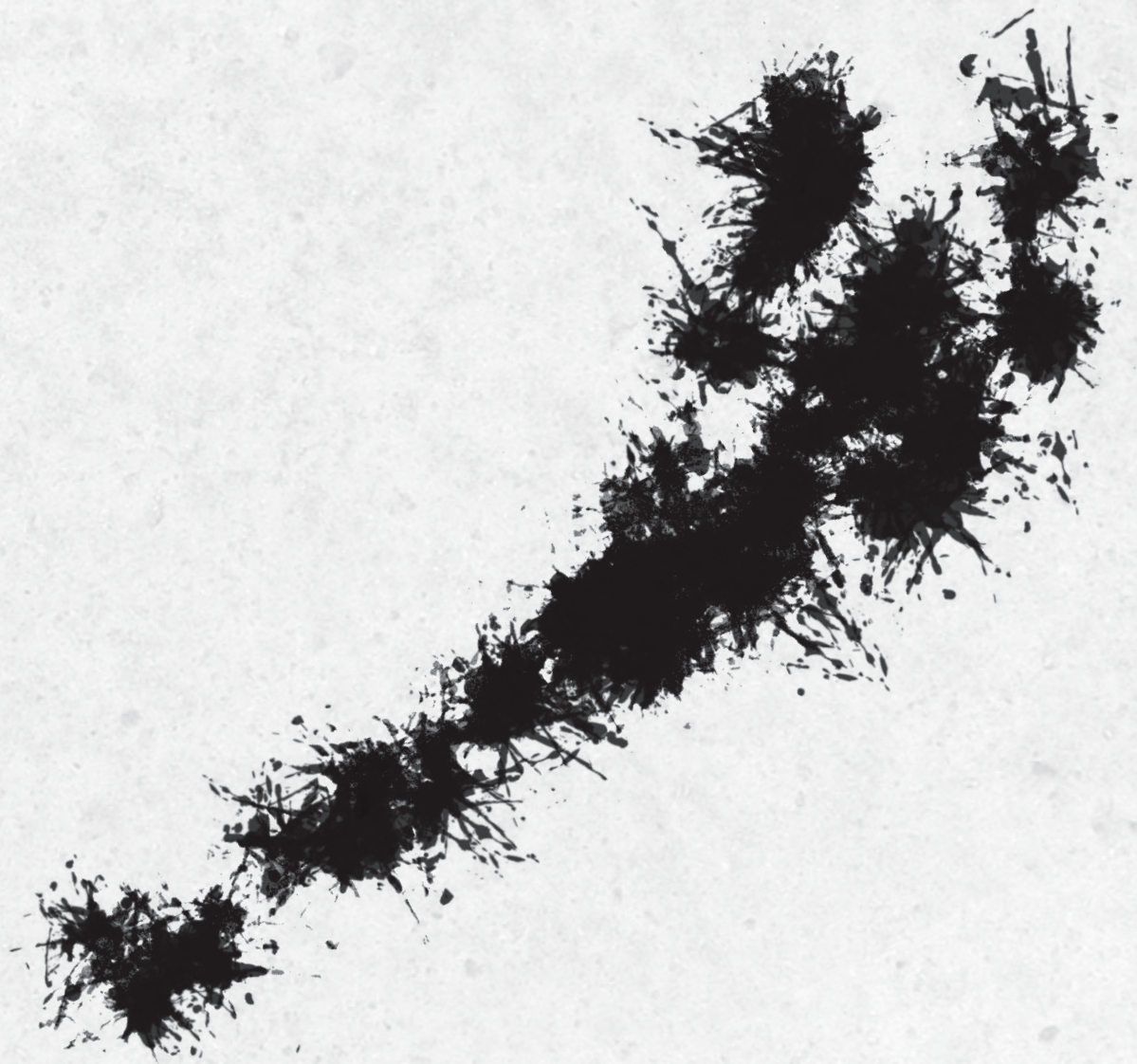
HORROR IN THE SINKS

guards to bring any dead inmates, including the remains in the hovel, to their morgue. If the PCs attempt to interfere, Kaylock exhorts them not to oppose the Sisters and to accompany him to the Watch Tower. If the PCs continue to intervene, however, the nuns are quite capable of defending themselves.

Sanatorium Sister, female human War3: AC 11; HP 24

(3d8+6); **Spd** 30ft; **Melee** dagger (+3, 1d4+1 piercing), mace (+1, 1d6-1 bludgeoning); **SA** eldritch sight; **Str** -1, **Dex** +1, **Con** +2, **Int** +2, **Wis** +0, **Cha** +3; **Skills** Arcana +4, Deception +5, Intimidation +5, Persuasion +5; **Senses** passive Perception 10; **Traits** dark one's blessing, pact of the chain; **AL** LE; **CR** 2; **XP** 450.

Spells (slots): 0 (at will)—*chill touch*, *eldritch blast*; 1st (4)—*charm person*, *command*, *find familiar* (at will, pact spell); 2nd (3)—*blindness/deafness*, *hold person*.



Chapter Three:

Who Watches the Watchmen?

When the PCs approach the Watch Station tower, read the following description.

A squat watchtower stands in a large area of broken ground cleared by the demolition of rows of tenement and other former structures. The shells of these buildings now form a makeshift curtain wall, with windows, doorways, and alleyways blocked by mounds of rubble riddled with broken glass and rusting iron spikes. Three 15-foot-wide gates of thick iron bars are situated on the western, eastern, and southern sides of this perimeter.

Kaylock leads the PCs across Angel's Court and up the gradual rise of Monk Road to the tower yard's west gate. He unlocks a padlock and ushers them into the Watch Station tower grounds before securing the gates behind them. From within the grounds, the PCs can see that the shells of the buildings that surround the Watch Tower mostly consist of only the outer façades reinforced with rubble and large timbers. The mounds of broken stone that block the former alleys between the buildings descend into nests of more iron spikes in the interior.

Kaylock leads the PCs straight to the Watch Station tower. Upon first reaching the tower, read the following:

The Asylum Watch Tower is a total of 40 feet high. The lower 20 feet is constructed of stone and topped with a crenellated parapet. From the top of this tower extends a smaller wooden turret structure that, along with thick wooden columns, supports a second wooden upper level that is wider in dimension than even the stone tower beneath it. Another crenellated parapet protects this expanded floor's roof. While the entire structure looks solid and imposing, with downward-pointing spikes lining its walls to prevent climbers, its stone and wood construction nevertheless looks patchwork and is clearly born from materials scavenged from the surrounding destruction.

A single door leads into the base of the wooden extension atop the tower's parapet, but there is no such entrance visible to the stone tower itself, which is pierced only by tiny ventilation holes 9 feet up and by arrow slits 12 feet up. Yet more arrow slits line the walls of the upper level and ballistae point from the corners of its roof.



Asylum Watch Station Tower

The Watch Station tower has two floors in the main stone portion of the structure topped by a stone parapet 20 feet high, as well as two more floors in the wood turret, topped by an additional wooden parapet 40 feet high that overhangs the tower beneath by 5 feet on all sides. This wider wooden parapet is supported by thick wooden stanchions set into the lower parapet as well as the wooden turret built in the centre of the tower's roof. The only access into the tower is by way of a door in the wooden central turret, so visitors must first climb the clockwork ladder to reach the stone parapet 20 feet above the ground.

Most of the time that the PCs are in the tower will be spent questioning the constables stationed there, so no map of the tower's interior is provided or necessary. The only real room of note in the tower itself is the watch room, the second floor of the wooden turret that, like the parapet it supports, is actually wider than the tower itself, overhanging the stone tower beneath by 5 feet on all sides.

HORROR IN THE SINKS

When the PCs enter the tower (as described under **Meeting the Watch** below), it is to this watch room that they will be escorted and the constables assembled for their questioning.

Watch Room

The top level of the tower is a single 50-foot-square watch room that, due to the elevated ground it sits upon, almost reaches the height of the Asylum wall. Wooden columns support the roof to which a staircase ascends to a trapdoor. The open stairwell that descends into the turret beneath has a simple bannister. Each wall is lined with wide windows, most with their shutters closed, and covered murder holes line the perimeter for dropping rocks or other substances on any attackers that threaten the tower walls below. Racks of heavy crossbows, bolts, and other weaponry surround the room, in easy reach of most of the windows, and cauldrons sit on unlit stoves in each corner near crates full of red and black ceramic flasks. An assortment of tables and chairs stand around the centre of the room, some of which are strewn with maps, others with bottles, tankards, and platters holding only the remains of meals. Firewood is stacked near the stairs where the metal chimney of a wood-burning stove forms its central column.

The watch room overhangs the lower tower by 5 feet, enabling anyone climbing its walls or around its base to be attacked through the murder holes around its perimeter. Among the mundane items around the room are 4 bullseye lanterns, 4 hooded lanterns, a teapot, a samovar, 4 cauldrons, an hourglass, 4 oil lamps, 5 lbs. of rough shag tobacco, partially empty bottles of spirits and wine, a signal horn, and the key to the tower's armoury. On the table are maps of the Asylum and its surroundings (see **The Asylum and Surrounds** map), and a spyglass. Each crate in the corner contains 15 black flasks of oil and 5 flasks of alchemist's fire. A total of 16 heavy crossbows, 320 bolts, and 8 longswords are in the weapon racks.

The Rest of the Tower

Guard quarters, weapon and food storage, a kitchen, garderobes, an armoury, and Overseer Wedgewood's quarters occupy the rest of the Asylum Watch Station tower. For the most part, these hold only mundane furnishings and accoutrements (universally in poor shape). A stairwell in the centre of the tower accesses all of its levels as well as descending into the tower basement (area **B**).

If the PCs take the time to thoroughly search the tower, the only areas of any interest will be the armoury, Commander Wedgewood's quarters, and the upper guard quarters that are all located on the second floor of the tower, and the lower battlement located atop the stone portion of the tower.

Watch Station Armoury

The door to this room is made of iron and has a good quality lock (Dex (with thieves' tools) DC 20), though a key to it can be found in the watch room (above). The armoury contains racks of armour and weapons, and other defensive supplies including: 10 suits of chainmail, 10 light steel shields, 10 longswords, and 10 longspears; 2 of each are of masterwork quality, and all are Medium size. In addition, padded crates contain 20 red-coloured flasks (alchemist's fire) and 60 black flasks (oil).

Commander's Quarters

Not only is Wedgewood the overseer of the Asylum, he is also the parish commander of the City Watch for the Asylum parish. As such, he is afforded considerably more luxuries than are his subordinates. He keeps the door locked with an average lock (Dex (with thieves' tools) DC 17) and carries the key to it on his person. The chamber contains a large bed with a feather mattress, a long writing desk with a padded chair, a chest of clothing and a cabinet. An oil lamp stands on the desk. In a desk drawer is

the key to the supply stair (**B11**) and a set of station logs that are woefully out of date and convey a lack of care and engagement.

Treasure: On the wall above the bed hangs Wedgewood's treasured portrait of Marlies Fan, a high-class prostitute who, in her heyday some 40 years ago, was a famed beauty who catered exclusively to the city's elite. It is a rare 1ft-by-2ft portrait of Fan who, once activated by a command word (inscribed on the back of the frame), engages the viewer with lewd conversation as she undresses. It would bring 3000gp from a collector or admirer. The chest contains a suit of leather armour in City Watch blue.

Upper Guard Quarters

The door to this room is locked (Dex (with thieves' tools) DC 20); Birdy has the key. This guard quarters contains five simple beds, each with numerous blankets, a single pillow, and an upright cabinet with an inset simple lock (Dex (with thieves' tools) DC 15). The cabinets contain Constable of the Watch uniforms, padded armour, and personal belongings, including a mirror and kits for gear maintenance, grooming, and mess. An oil lamp stands on a table near the door. Birdy and Kaylock sleep here.

Treasure: Each cabinet contains a suit of dark blue leather armour. Birdy's cabinet contains a gold and silver hip flask engraved with the name "Bax" worth 50gp, and a set of loaded dice.

Lower Battlement

A crenellated parapet that alternates between 4 feet and 3 feet tall protects the roof of the stone tower. The central wooden turret leaves a 7-foot-wide walkway around its perimeter. At regular 10-foot intervals, 2-foot-square wooden stanchions help support the floor above. The turret door is a strong, ironbound wooden door with a good lock (Dex (with thieves' tools) DC 20) and a heavy wooden bar; Wedgewood carries the key.

Attached to the parapet in front of the door to the turret is a clockwork ladder. When activated, this device extends or retracts a ladder that it assembles from lengths of iron attached to spools of cable within. This process locks the pieces together to form a rigid ladder that can reach to the ground. The clockwork ladder's activation switch is locked (Dex (with thieves' tools) DC 17); Wedgewood has the key.

Meeting the Watch

When the PCs reach the Watch Station tower, Kaylock calls up to the occupants to let them in. A short time later, Overseer Wedgewood (who left the gatehouse at **A1a** upon the PCs' arrival at the Asylum) emerges through the upper doorway. After a cursory inspection of the area below, he activates some sort of clockwork contraption attached to the parapet that, over the course of a full minute, extends an iron ladder down to about a foot off the ground. Wedgewood surveys the area, a heavy crossbow at the ready, as Kaylock and the PCs climb the ladder. After a nod from Wedgewood, Kaylock leads the PCs inside while Wedgewood uses the contraption to retract the ladder before joining them.

Inside, Kaylock introduces the PCs to the Constables of the Asylum Watch as described below.

Overseer Wedgewood: A thickset man in his early forties whose once-muscular build is going to fat and starting to hang off a thinning frame. He has greasy black hair, a thick moustache, and several days' stubble that highlights a scar that runs from the corner of his left eye down to his chin. Wedgewood is the parish commander and serves as the overseer in charge.

Birdy: A short, wiry man in his late twenties with crude tattoos running along both arms, sunken eyes, a prominent chin, and a prominent gold tooth. His head is shaved to a short stubble, revealing a port-wine birthmark on the back of his head that resembles a bird in flight.

Cullen: A tall man of slim build in his early thirties with long brown hair, heavy-lidded eyes, and a thin moustache. He speaks little but seems always to be watching everything.

Kaylock: A hook-nosed, beady-eyed man in his early thirties with a nasally whine for a voice. He tends to wring his hands together when speaking.

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Yonas: A gaunt man in his mid-twenties with a mop of dirty blonde hair. He tends to stare with a vacant expression much of the time as if lost in thought.

PCs who succeed on a DC 12 Wis (Medicine) check notice that all of these Constables of the Watch appear pale, unfit, and unhealthy, as though they've not been exercising or eating well. The cause is not obvious, however, and if asked, the overseers explain it away as "what you get for livin' in this hellhole. Bad sleep and worse food."

In reality, the Constables are all suffering from the following conditions:

Caulspawm Addiction: The sufferer has sufficient penalties to reduce both Con and Cha scores to 1. As the Constables are currently benefiting from the effects of caulspawm, however, these penalties are currently suppressed.

Caulspawm Psychosis: The sufferer is currently chaotic evil and obsessed with caulspawm and serving caul cuckoo queens. He or she is immune to caul cuckoo lullabies and Wisdom damage from caulspawm.

Overseer Vern Wedgewood, male human: AC 18; HP 78 (12d8+24); Spd 30ft; **Melee** flail (+5, 1d8+3 bludgeoning) or shortsword (+5, 1d6+3 piercing); **Ranged** dagger (+4, 20ft/60ft, 1d4+2 piercing); **SA** multiattack (flail or shortsword x2); **Str** +3, **Dex** +2, **Con** +2, **Int** +0, **Wis** +0, **Cha** +1; **Skills** Athletics +5, Perception +2; **Traits** caulspawm addiction, caulspawm psychosis; **AL** CE (NE); **CR** 3; **XP** 700.

Equipment: breastplate, dagger, flail, shortsword, signal whistle, briar smoking pipe, keys (ladder, upper tower door, perimeter gates, and officer's quarters).

Addicted Underoverseers, male human (4): AC 16; HP 33

(6d8+6); **Spd** 30ft; **Melee** cosh (+4, 1d4+2 bludgeoning) or shortsword (+4, 1d6+2 piercing); **SA** multiattack (cosh x2 or shortsword x2); **Str** +2, **Dex** +2, **Con** +1, **Int** +0, **Wis** +1, **Cha** +0; **Skills** Athletics +4, Perception +3; **Traits** caulspawm addiction, caulspawm psychosis; **AL** varied (see below); **CR** 1/2; **XP** 100.

Equipment: chain shirt, cosh*, short sword, dagger, manacles, signal whistle, briar smoking pipe, key to perimeter gates

What the Watchmen Think

The Asylum is a dangerous place and deaths among its overseers are not an overly rare occurrence. So when Overseer Wedgewood submitted a report a few days ago stating that two of their number had been killed by inmates, the Watch officers expected nothing more than a burial order or a cadaver collection as a result. With the PCs turning up with their writ of authority to investigate the deaths, the constables are both surprised and confused. They are unaware that one of their number — Yonas — is the son of the Sinks District Commander or that Yonas contacted his father to request an external Investigation into those deaths. Yonas doesn't know if the PCs are aware of who he is, and he is not prepared to identify himself — at least not yet.

At this stage, the overseers have no idea why the investigators have been sent, as the report on the deaths that they saw did not indicate anything unusual. And while they do not trust each other, they do not suspect each other either as calling for an Investigation, as they are all complicit in the crimes that have been committed. They are concerned that they have not had time to "clean up" the current situation and are anxious for Wedgewood to work out what's going on.

The Investigation Begins

After introductions, Wedgewood informs the PCs that he has not been given any forewarning of their arrival and asks them to explain why they have been sent since he was unaware that an Investigation was warranted. He demands to know who authorized the Investigation and why. He does not offer the PCs their writ back, but returns it if they ask for it.

The PCs doubtlessly have questions for the Watch officers, and Wedgewood fields them all, having instructed the others to defer to him and his story. If the others are asked direct questions, they either repeat what Wedgewood has already said or just shrug and refuse to add any comment. Likely questions and Wedgewood's answers follow. Information in parentheses will not be given to the PCs.

• **Who has died?** Like I said in the report, two of my Watch officers: Lomen Ashdown and Murn Hobley.

• **When did they die?** Hobley about a week ago, Ashdown a bit before that. A few weeks before. (Actually, Lomen Ashdown died 12 weeks before Hobley, as his body's advanced state of decay suggests if examined.)

• **Why was Ashdown's death not reported earlier?** It was. Hobley reported it. Didn't he? Was it not received? Well, if not, that'd explain why we've not heard back 'til now. (This is an outright lie; Wedgewood knows that Hobley didn't want to submit the report until the true cause of death, and remnants of the caulspawm that engulfed Lomen, could no longer be detected.)

• **How did they die?** Inmates, 'o course. Lomen, he was, ah, beaten to death by a mob of 'em 'fore we could get to 'im, and Hobley, he was dragged into an 'ovel by a big 'un and strangled 'fore we knew what was 'appenin'. Inmates. It's always the inmates. Dangerous job this. We do our best but, well, sometimes, it just gets outta' hand. Shame. Good lads, they were. (This is also an outright lie; Lomen Ashdown was killed by the syreling slick when he tried to stand up to Hobley regarding the "children"; Orpha strangled Hobley in his sleep.)

Personalities of the Asylum Watch

All of these Watch officers are caulspawn addicts suffering from caulspawn psychosis but they are unaware of this latter fact. On the day the PCs arrive, three are in the grip of their insanity and, as a result, are both chaotic evil and obsessed with protecting their store of caulspawn (the syreling slick) and the women who are currently pregnant with caul cuckoos. As per their psychosis, however, they keep their true natures well hidden. These constables are keen to encourage the PCs to conclude their business, take the bodies, and leave as quickly as possible, but they are ready to act if the PCs begin to uncover the truth of what has been occurring. While Birdy's own violent tendencies are currently suppressed, he is a violent and evil man who will not hesitate to act in accordance with the others.

Only Yonas is currently non-evil, just as he was when he decided to send the letter asking his father for help. While this "clarity" does not result in Yonas wishing to confess to anything (he doesn't think of himself as being any "different" to the times when he's psychotic), it does result in a desire to extricate himself from the mess he's in, and he thinks he can use his father to do so.

- **Overseer Vern Wedgewood** (CE [NE]) is a vile, seedy man in his early forties who abuses his authority at every opportunity and habitually bullies those beneath him.
- **Underoverseer Bax "Birdy" Gedge** (NE) is selfish and amoral, with a very short temper and a tendency to scratch his head vigorously when he feels frustrated or under pressure.
- **Underoverseer Cullen Halbard** (CE [N]) is lazy, vain, and just wants an easy life. He's more than willing to look the other way if it saves him work.
- **Underoverseer Simeon Kaylock** (CE [LE]) always seeks to ingratiate himself with those in authority, and is quick to assess changing social dynamics and align himself with those he perceives as wielding the power. When given authority, he is petty and cruel to those beneath him. Having aligned himself quickly with Hobley, he is now trying to win Wedgewood's favor but, in reality, he is waiting for the opportunity to become the Honeyman's new agent.
- **Underoverseer Yonas Hall**, aka Yonas Ghall (LN), is the son of the district commander, but this is not known by the other Watch officers. If left to his own devices, he usually does the right thing but he is weak-willed, easily influenced, and tends to associate with those who would lead him astray. He idolized Hobley and his great charisma, and yearned for his approval. Now, he is scared of Wedgewood and Birdy and is growing paranoid that he'll soon meet the same fate as Lomen.

- **Where did they die?** Out there. In 'Eaven itself, o'course. Where d'ya think? (Another lie; both were killed in the Watch Station tower's basement.)
- **Where are their bodies?** We've stored 'em in one of the cells down in the basement. Pendin' orders 'n all that rot.
- **Why are you refusing to answer our questions?** (This question is likely to be posed to the other guards who all continue to defer to Wedgewood; it is his answer that follows.) All due respect but yer not Watch, are ya. And I'm answerin' yer questions. We don't know what this is all about, and so I've told the lads to let me deal with all this. I'm in charge here as parish commander, and I'll be the one what cooperates. They've got nuthin' to say to ya. You can talk to me.

Wedgewood is a good liar and has had some time to work up a believable account of events but PCs who succeed on a DC 16 Wis (Insight) check

are not convinced by several aspects of his tale. If challenged on these suspicions, Wedgewood just shrugs and says it's all the truth, gesturing to his men, who nod and state their agreement with his account. The PCs may also ask questions about the Asylum and the Watch's role within it. Likely questions and Wedgewood's answers follow.

- **What are your duties in the Asylum?** Security. We're 'ere to make sure no one escapes 'n to stop any violent outbreaks. We do the best we can wi' what we got.
- **Who are the guards without uniforms?** Inmate trustees. Usually they're the least crazy 'uns what can 'andle the'selves. No choice. Not enough o' us ta keep the place runnin' quiet, otherwise.
- **Who are the nuns?** Sisters from the Sanatorium. They's the ones what treat 'em. Them 'n' the physikers. Off limits. Don't interfere. There are some others what come in from outside, as well, ta help. They're all sanction't by the Cap'tol, so don't be stickin' yer noses in it.
- **What is that building to the south?** That's the prison. You don't go there. Ever. That place, well, we're not in charge, right. The "Judge" is, 'n that's where he is and ya don't want to ever be meeting 'im or else you're in for a long and unpleasant stay.

In the process of questioning the constables, if the PCs try to exert authority that they don't have, such as by trying to divide them up to question them in isolation, the officers refuse to comply. Similarly, if the PCs use magic on any of them, they react angrily, drawing weapons and preparing to attack the PCs unless they back down. If any of the Watch officers is enchanted, the rest of the Watch do not permit the PCs to interact with him, accusing the PCs of undermining the integrity of the Watch and acting above their authority. If a fight threatens to break out, the constables remind the PCs that they are breaking the law by assaulting duly appointed Officers of the Watch and that recriminations are sure to follow. The Watch officers warn aggressive PCs that they will be arrested and subject to the full extent of the law if they carry out any threats. A PC making a DC 10 Int (Investigation) or DC 5 Wis (Insight) check can tell that they're telling the truth. If combat starts, the Watch officers defend themselves to the best of their ability, using lethal force if necessary.

New Weapon: Cosh

A cosh is a bludgeon used by Constables of the Watch in the City-State of Castorhage and by many officers of the law throughout the Lost Lands. Shorter and lighter than a club and fashioned with a grip and a loop that can be wrapped around the wrist to prevent it from being dropped, a cosh functions as a light club.

If the wielder of a cosh places the handle's loop around his wrist (a move action that provokes attacks of opportunity), it cannot be disarmed.

Name	Cost	Melee Damage	Weight	Weapon Properties
Cosh	5 gp	1d4 bludgeoning	2 lb.	Light

Event 2: Monstrous Midwifery (Difficulty Hard)

Eventually, the PCs either request to inspect the dead bodies or else the overseers offer them up for removal. Keen to ensure that nothing happens to the women or the syrelings, Cullen and Kaylock join Wedgewood in leading the PCs down to the basement. The description of the basement is included below. Birdy elects to stay behind with Yonas to keep watch. As the group approaches the basement door, however, they hear muffled screams from beyond. The three Watch officers are obviously concerned

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as Wedgewood quickly unlocks the door to the basement and hurriedly leads the group down to the lower cellar (**B6**) from which the screams emanate. Hearing the screams, Birdy likewise descends to investigate, leaving Yonas behind alone in the tower above. At the base of the steps, a short corridor leads to the lower cellar past several open archways to chambers beyond. As well as in the dungeon (**B2**), an oil lamp dimly illuminates the kitchen store (**B5**), enabling PCs with low-light vision, darkvision, or who those with normal vision who succeed on a DC 12 Wis (Perception) check to see Iris huddled against the southwest corner (see **B5** for more information). When the PCs enter the lower cellar (**B6**), read the following:

An oil lamp placed on the floor in the north corner dimly lights this rectangular chamber. Open archways exit the room from the north and south walls. A wild-eyed and heavily pregnant young woman, chained by an ankle to a heavy iron ball, lies on a bedroll, her knees up and her hands clenching the blankets with white knuckles. Her dark hair is stuck to her face with sweat as she loses yet another scream of pain.

The young woman is **Eleanor Courtley** (LN female human **Commoner**), a sufferer of multiple personalities who just entered what will be an unnaturally swift, yet complicated labour. Upon seeing Eleanor, the constables are dumbstruck and look at each other in panic, realizing they have no idea what to do to attend to the young lady. Finally, they exhort the PCs to help her give birth. As Constable Hobley was the only one of them to attend the first births, none of these watchmen has any experience with a birth or knows what to expect. The PCs must help Eleanor through her labour to save her life and, as far as they know, that of her baby.

made and only a single PC can attempt this check with no more than two others providing aid.

Whether the PCs gain her cooperation or not, they must manoeuvre her baby into a position from which it can be born. This process takes 1 minute and requires a DC 15 Wis (Medicine) or DC 17 Wis (Perception) check. These DCs are reduced by 5 if the PCs have gained the cooperation of Eleanor/Elspeth. Again, only one check can be made and only a single PC can attempt this check with no more than two others providing aid. If successful, the PCs help Eleanor/Elspeth to deliver her baby, but if the check fails, the baby decides to help itself. Whatever the case, the baby is not quite as expected.

Award the PCs XP for a CR 1 encounter for successfully overcoming this complication.

The Third Complication: This complication actually occurs during "Newborn Nightmare" below. In the surprise round following the birth, Eleanor/Elspeth passes out and begins bleeding profusely. Each round, any PCs in the room who succeeds on a DC 17 Wis (Perception) check notice the bleeding; a PC who specifically examines Eleanor/Elspeth's status gains a +10 bonus on this check.

If the PCs successfully treated both of the previous complications and delivered the baby, the internal damage caused to Elspeth is light; she is unconscious at 0 hit points and will immediately begin making death saves. If the PCs failed to successfully deal with one of the previous complications, Elspeth is considered to have failed her first death save, and if the PCs failed to successfully deal with either complication, then Elspeth suffered significant internal damage during the difficult delivery and is considered to have already failed two death saves, dying on the next failure unless she is successfully stabilized. A PC can stop the bleeding with a successful DC 10 Wis (Medicine) check or by using healing magic and effects as normal.

Award the PCs XP for a CR 1 encounter for successfully overcoming this complication.

Labor Pains (Difficulty Medium)

The First Complication: Shortly after the PCs enter the room, Eleanor loses consciousness and begins convulsing in a massive seizure. Unless treated, the seizure lasts for a full minute. PCs who succeed on a DC 15 Wis (Medicine) check recognize the seizure as stemming from eclampsia, an occasional complication of labour that can endanger both mother and baby, and that it can be treated by increasing the mother's Strength or Constitution, or by effects that help her to recover from imposed physical conditions. If cast on Eleanor, the following spells end her seizure immediately: *enhance ability* (bear's endurance or bull's strength), *calm emotions*, *greater restoration* or *lesser restoration*. Similar spells or effects may also work at the GM's discretion.

If the PCs end the seizure, Eleanor regains consciousness but she has temporarily forgotten about her situation and surroundings. If the seizure is untreated and takes its full course, on the following round, Eleanor regains consciousness but she has transitioned into a different personality. Eleanor now identifies as **Elspeth Harcourt** (LE female human **Noble**) who is furious at the awful surroundings and indignity of her situation. She imperiously yells at whoever is attending her that they had better be competent midwives or else she'll have them drawn and quartered; she screams at anyone else in the room to get out.

Award the PCs XP for a CR 1 encounter for successfully overcoming this complication.

The Second Complication: Shortly after Eleanor/Elspeth regains consciousness, she begins pushing and soon delivers the baby's head, but it becomes immobile and further pushing has little effect. PCs who succeed on a DC 15 Wis (Medicine) check identify that the baby's shoulder is caught against the mother's pelvic bone and that the baby is at risk of death from compression of its umbilical cord. The baby needs to be manoeuvred into a position from which it can be delivered, but Eleanor/Elspeth is also clearly in considerable pain and is likely to be of minimal assistance if her cooperation cannot be gained.

To quickly gain Eleanor's cooperation, a PC needs to succeed on a DC 16 Cha (Persuasion) or Cha (Intimidation) check. However, to quickly gain Elspeth's cooperation, a PC needs to succeed on a DC 21 Cha (Persuasion) or DC 18 Cha (Intimidation) check. Only one check can be

Newborn Nightmare (Difficulty Varies)

The newborn infant is a **young caul cuckoo** that has been growing distressed at the difficulty of its birth. At the moment of its delivery, it shapechanges into its horrific natural form in order to escape the constricting confines of the birth canal. PCs involved in successfully delivering the baby using Wis (Medicine) who also succeed on a DC 15 Wis (Perception) check detect something unnatural in the baby's movement just before its birth and can act in the surprise round after rolling initiative normally.

In the surprise round, all PCs within 30 feet who witness the caul cuckoo in its natural form must make a Wis save versus its horrific appearance. Upon witnessing the horrified reactions of those around it, the caul cuckoo quickly starts singing its lullaby in the surprise round. It then severs its umbilical cord with one of its tongues and begins looking for an escape route, moving into each room to try to find a way out of the tower's basement. If it discovers the privy (**B9**), it slithers down the privy chute and into the sewer channels; it is interested only in escaping to safety and attacks only with its tongues if prevented from doing so.

Newborn Nightmare, young Caul Cuckoo: AC 13; HP 45 (10d6 + 10); Spd 10ft, burrow 5 ft, climb 10ft, swim 10ft; **Melee** +5 (tongue, 1d4+3 piercing plus 1d6 acid); **Immunity** acid damage, prone; **Resistance** bludgeoning, piercing and slashing from nonmagical weapons; **SA** lullaby (300ft, DC 15 Wis, confused as spell on fail, duration 1 min or until cuckoo stops singing); **Str** -1, **Dex** +3, **Con** +1, **Int** -1, **Wis** +1, **Cha** +4; **Skills** Perception +4, Stealth +6; **Senses** darkvision 60ft, passive Perception 14; **Traits** change shape (can shift between sluglike and humanoid form as a bonus action), distorted (critical hits inflict normal damage +1), horrific appearance (30ft, DC 15 Wis save, poisoned on fail, ends with successful save on creature's turn), salt vulnerability (handful of salt inflicts 1d4 fire damage); **AL** N; **CR** 4; **XP** 1,100. (**Appendix**)

HORROR IN THE SINKS

Development: If the syreling slick in the east store (B10) hears the caul cuckoo's lullaby (to which it is immune), it immediately begins to move to defend it. It does not attack the Watch officers but, without Hobley, it does not follow their orders either. In this encounter, the PCs earn the full experience award for defeating the syreling slick, regardless of its status as a summoned creature. The syreling slick instinctively moves to defend the young caul cuckoo, focusing its slams on those who attack it. It fights to the death and, if killed, dissipates, leaving no trace. Although the Honeyman senses through their link the damage the slick sustains, unsure of what is happening, it chooses to allow the slick to be sent back to Between rather than sacrifice hit points to allow it to remain in the tower. If this occurs, the Honeyman immediately starts casting *clairvoyance*.

As caulspawn addicts and psychotics, the constables are all immune to the caul cuckoo's lullaby. Nevertheless, they have never seen such a creature and, repulsed, they stand back to avoid it and move away if it approaches them. If the syreling slick arrives, however, they warn the PCs not to harm it. If the PCs attack the syreling slick, the constables draw their weapons and retaliate, focusing their attacks on any PCs who continues to attack the ooze. The constables took doses of caulspawn soon after Wedgewood arrived back at the watchtower; the effects are included in their stats. The watchmen first attempt to demoralize the PCs, screaming at them to stand down and drop their weapons, which Wedgewood combines with his Enforcer and Power Attack feats. (Remember that Yonas is still up in the tower and is not present for this battle.)

Unless the PCs stop attacking the syreling slick, they then focus lethal attacks on such PCs. If the syreling slick is killed, the Watch officers cry out in despair when their source of caulspawn dissipates, and renew their attacks against all the PCs in a murderous fury. Caught in the grip of caulspawn psychosis, all but Birdy fight to the death. If Birdy is reduced to fewer than 6 hit points, he attempts to escape the melee and lock the PCs in the basement before running back to the watch room where he and Yonas arm themselves with heavy crossbows and watch the stairs. Here, Birdy makes a last stand, but if further injured, he immediately surrenders.



SYRELING SLICK

XP 700

hp 104 (See **Appendix A**)

CR 3

OVERSEER VERN WEDGEWOOD

XP 700

hp 78 (See **Meeting the Watch** above)

CR 3

ADDICTED UNDEROVERSEERS (3)

XP 100

hp 16 (See **Meeting the Watch**)

CR 1/2

questioning, this room no longer sees much use, but its existence is a reminder to the women of what may happen if they cause any trouble.

B2. Dungeon

An oil lamp on a small table near the north door dimly illuminates four iron doors with small, barred windows that line the south wall of this chamber. The shutter in the southernmost door is shut, but the others are open, revealing a dark interior. A leather case and a ring of four keys sit on the table.

The iron doors are fitted with good quality locks (Dex (with thieves' tools) DC 20). Beyond each iron door is a small cell. Iron shutters can be slid across the doors' windows but only cell **d**'s shutter is currently closed. The keys on the table open the cells. In addition to an occupant, cells **a**, **b**, and **c** contain a bedroll, several thick blankets, a wooden water bucket, a privy pail, and iron fetters on chains bolted to the back wall. **Lilann Borr** (N female human **Commoner**), a schizophrenic, is shackled in cell **a**. **Molly Seddle**, a psychotic murderer, is shackled in cell **b**. **Orpha Pickergill**, aka Orpha Furey Alaminous Pickergill-Shrive, a recovering homicidal maniac, is shackled in cell **c**.

The women look clean and well-cared for, but they are barefoot, clothed in rags, and visibly pregnant; a successful DC 12 Wis (Medicine) check assesses the length of their pregnancy at around 3 months. The women have, in fact, been pregnant only for around 1 month, but the accelerated development process of their corrupted fetuses makes it appear as though they have been pregnant for three times as long.

Anyone who approaches within 5 feet of the door to cell **d** may make a DC 12 Wis (Perception) check; characters who have a keen sense of

Asylum Watch Station Basement

The basement is reached via the central stair from the first floor above or via the secret stair (B11) from the subterranean canal below.

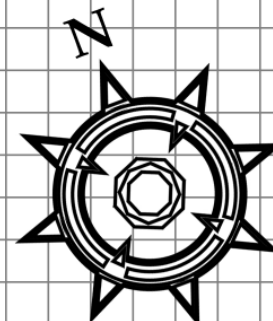
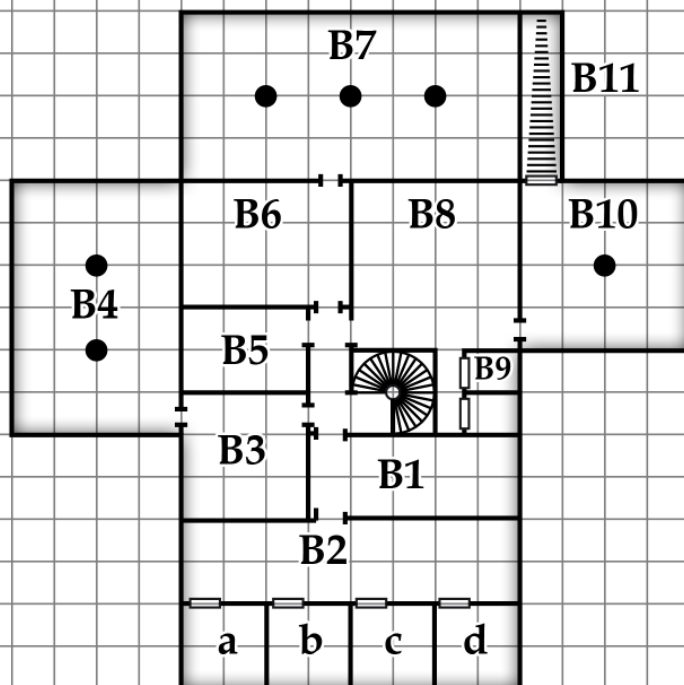
B1. Interrogation Chamber

Long tables line the north and south walls of this chamber. At the east end, a chair with metal restraints affixed to the front legs, and the arm- and head-rests, is bolted to a wooden base. Crude torture implements lie on the tables nearby.

This room is used to extract information from inmates when required. As the security of the Asylum is now mostly handled by the Sanatorium, which has its own not-entirely-dissimilar methods of inmate control and

Asylum Watch Station Basement

1 square - 5 feet



smell or the scent ability automatically succeed on this check. Those who succeed detect a foul odor from beyond the door. If the door or hatch is opened, the overpowering stench emanating from the decomposing bodies in the cell beyond causes anyone within 5 feet of the cell to make a DC 11 Con save or be nauseated for as long as they remain in the area and for 1 minute thereafter. If the door or shutter is left open, the awful stink spreads at 10 feet per round until it fills the dungeon (B2) and questioning chamber (B1). Anyone in these areas must succeed on a DC 11 Con save or be sickened for as long as they remain in the area and for 1 minute thereafter. The stink persists in the areas it has reached for as long as the door is open and for 10 minutes thereafter.

The decomposing naked bodies of two human males are laid on the floor in d. The body in the middle of the floor is bloated and has skin that has turned a blue-green, patched with red splotches, and blistered around the abdomen. The man's tongue protrudes several inches, and a dark fluid has oozed from his mouth and nostrils. A harmless swarm of maggots and beetles feasts on the corpse, and masses of fat black flies crawl over it and the walls of the cell, with several swarms flying out into the rooms beyond. This is the corpse of Murn Hobley. A PC who succeeds on a DC 12 Wis (Medicine) check concludes that the body has been dead for around a week, but the cause of death is not apparent. If the body is disturbed, the flies buzz up in a snarling swarm around the room.

The body toward the back of the cell is in an advanced state of decomposition, mostly dry skin, bone, and cartilage. If the body is disturbed, a swarm of light brown moths, barely visible on the corpse, takes to the air. This is the corpse of Lomen Ashdown. A PC who succeeds on a DC 12 Wis (Medicine) check concludes that the body has been dead for at least 2 months, and quite possibly much longer, but the cause of death is not apparent.

Treasure: The leather case on the table contains Hobley's child-birthing tools, 6 *potions of healing*, and 2 *potions of vitality*.

B3. Dungeon Guardroom

The room contains two chairs, a table, a stack of empty bottles, and an empty weapons rack.

B4. West Store

This storeroom has a vaulted ceiling supported by two pillars. It contains barrels and crates of preserved food and drink.

B5. Kitchen Store

Iris Fanning (N female human **Commoner**), a paranoid schizophrenic, is kept in this room which is dimly illuminated by an oil lamp. Like the women kept in the dungeon cells (B2), Iris is visibly pregnant; a successful DC 12 Wis (Medicine) check assesses the length of her pregnancy as 3 months also. Iris is clean but clothed in a dirty, ragged white dress, and one of her bare feet is shackled to a heavy iron ball. She sits on a blanketed bedroll in the southwest corner, with a water bucket nearby and a used privy pail in the southeast corner.

B6. Lower Cellar

Eleanor Courtley (N female human **Commoner**), a sufferer of multiple personalities, is kept in this room, which is dimly illuminated by an oil lamp. Eleanor is heavily pregnant, and a successful DC 12 Wis (Medicine) check assesses the length of her pregnancy at around 9 months. Like the other women, the accelerated developmental process of Eleanor's corrupted fetus makes it appear as though she has been pregnant for longer than she has. Eleanor has been pregnant only for around 3 months, but she is due to give birth shortly after the PCs arrive (see **Event 2** above).

B7. North Store

This storeroom has a vaulted ceiling supported by three pillars. It contains large piles of coal and wood, along with a shovel and a wood axe.

B8. Privy Store

This area contains barrels of stale water intended for cleaning out the privy chutes. A 5-foot-long wooden pole used to unblock the chute stands in one corner.

B9. Privy

This chamber contains two privies separated by a narrow wooden wall. The privies empty into a chute that empties through the ceiling of the subterranean canal (**Chapter 4**). Lids to the wooden seats do little to manage the room's stink.

B10. East Store

This storeroom has a vaulted ceiling supported by a central pillar. In the west corner of the north wall is a locked iron door (Dex (with thieves' tools) DC 20), barred (on this side) with a thick, wooden plank. The key is in the Officer's Quarters. If the PCs move to open this door before learning about what is beyond, the constables warn the PCs that it leads down to a disused, subterranean supply canal infested by swarms of aggressive rats (see **Chapter 4**).

Unless attracted elsewhere in the basement due to **Event 2**, a **syreling slick** lurks in this chamber, covering the iron door and wall in the north corner. The door cannot be opened while the ooze covers it. While the ooze has a hive mind intelligence capable of understanding a few basic words of Aklo, it has become used to being harvested by the constables and is not smart enough to recognize the PCs as a threat unless they injure it. The syreling slick is farther than 500 feet from the Honeyman and so it has lost its Between temporary hit points as well as 12 more hit points through its harvesting. Unless harmed, it remains motionless on the wall.

SYRELING SLICK

XP 700

hp 104 (See **Appendix A**)

CR 3

B11. Supply Stair

A 3-foot-wide stairwell of stone steps descends 20 feet to a small room with a 10-foot-high ceiling. A stone door in the east wall, barred with a thick plank of wood, can be opened via a central iron ring that allows it to be pulled inward and slid to one side. The stone door leads to the disused, subterranean supply canals (see **Chapter 4**). If Orpha is with the PCs, she warns them that aggressive swarms of rats lair in the tunnels beyond the door.

Illuminating the Darkness

Following the attacks, the PCs can obtain some or all of the following information by interrogating surviving overseers and the imprisoned women.

Questioning the Overseers

All of the overseers know all of the information under "What the Overseers Know" below, however, they may not readily volunteer it. In fact, it is possible that none of them other than Yonas Hall survived the battle after the birth of the caul cuckoo. The overseers reveal information based on their attitude toward the PCs as indicated below, but only if the PCs gain their cooperation.

Initial Attitudes of the Overseers

Wedgewood, Cullen, and Kaylock: Each has a hostile starting attitude and, due to their caulsapawn psychosis, this attitude can be improved only to indifferent with a skillful use of Cha (Persuasion) (DC 18). They gain a +5 bonus if they play to their obsession for obtaining more honey. They cannot be intimidated into acting friendly. Their responses are dominated by extreme anxiety at the loss of their supply of honey and terror of what will happen when their current dose wears off. They make frequent desperate pleas to the PCs to find them more honey.

Birdy: Birdy also has a starting attitude of hostile but, as his psychosis is currently suppressed, he can also be intimidated, although this is not easy (Cha (Intimidation) DC 18). His responses are not characterized by the same level of anxiety as the psychotic constables, but he is clearly worried about the disappearance of his honey supply. He responds well (+5 bonus) if the PCs agree to say that he and the others were forced into their situation through a terrible addiction.

Yonas: When the PCs return to the watch room, Yonas is trembling in a far corner armed with a loaded heavy crossbow that he levels at them. He does not fire unless attacked, and if he is convinced (DC 12 Cha (Persuasion) check) that the PCs mean him no harm, he puts down the crossbow and becomes helpful, voluntarily revealing what he knows. Otherwise, his starting attitude is unfriendly. If he feels it is safe or advisable to do so, such as if the other constables are under the PCs' control or if he needs to establish a reason for his protection, Yonas also reveals that he is the district commander's son and that he secretly requested an external Investigation. He lies and says he was forced to take the honey, and asserts that everything that has happened is Hobley's fault and a result of the addiction to the honey. He further claims that his father will reward the PCs if they ensure his safety and recovery.

What the Overseers Know

The constables know that they are addicted to a substance they call "honey" which they have been taking every day for months. Their source of "honey" was the serpentine ooze that was made from it, and which Hobley, and then Wedgewood, were given the power to control by the "Honeyman," a man dressed in a ragged robe whom Hobley brought to the tower soon after they had all agreed to try it.

They know they ate so much of it initially that they slept for a full day. When they awoke, the Honeyman had gone but Hobley told them that they had passed through dream into enlightenment and that the Honeyman had chosen their offspring to receive holy powers. They abducted women from among the inmates and imprisoned them in the basement of the tower where, over several weeks, Hobley orchestrated "holy unions" when the men had eaten honey that before long resulted in pregnancies that Hobley proclaimed as proof of the "blessed" nature of the acts.

When Eleanor miscarried a few weeks later, Hobley declared her as unfit to bear a holy child and considered sacrificing her for her failure. Hobley summoned the Honeyman again and offered her life in payment for the child's, but the Honeyman was merciful and gave her a chance to redeem herself. Shortly after the first of the "blessed" children was born, Eleanor became pregnant again.

When the women started giving birth 3 months later, Hobley ordered the men to stay away, stating that they were not permitted to look upon their holy progeny; only he was allowed to attend to them in their labour. At first, the men complied but eventually Lomen Ashdown challenged Hobley and demanded to see the children on the basis that the pregnancies had only lasted three months and even he knew that meant something wasn't quite right. When Hobley said that the children had been taken by the Honeyman, Lomen grew angry and attacked him, but Hobley had the "honey snake" engulf and kill Lomen in response.

Later when the first mothers had recovered sufficiently, Hobley arranged more honey-induced "holy unions" to produce more pregnancies. But a few weeks later, Hobley was found dead in the cell of Orpha, the woman who was carrying his child — strangled by her chains. Although the men were angry, they decided that they could not harm her so long as she was carrying a holy child but moved her into the cell next to where they placed Hobley's body.

Since Hobley's death around a week ago, they have been wondering if the Honeyman will return and what he will do if he does. They do

THE BLIGHT: RICHARD PETT'S CROOKED CITY

not know how Hobley summoned him to the basement or how he left afterward, but they assume holy magic was involved. They have been focused on looking after the mothers but were also worried about what to do when Eleanor's child arrived. It was during this time of concern and upheaval to their plans that Overseer Wedgewood wrote the letter to the district commander reporting the deaths of the two Watch officers and that Yonas, unbeknownst to the others, added a secret request to his father for an investigator.

Note that the following attitudes may change on subsequent days as the men fall into and out of their cauldspawn obsession.

Questioning the Women

What the Women Know

This general information can be gleaned from any of the women who are coherent and whose attitude is at least friendly. Specific knowledge for each of the women individually, including their initial attitudes, is included in the following section.

The women were abducted from the general population of the Asylum many months ago and imprisoned in the Watch Station basement. They were washed and well fed by the guards who treated them with care and who, strangely for a dismal posting like the Asylum, always seemed to be happy. Shortly after being moved to the basement, the men began to make unwanted visits to them nightly and always had a sickly-sweet smell on their breaths on these occasions. The following morning, Hobley would visit each of them, always carrying a large white worm with a horrible human face. This would continue until on one of those mornings, the worm began to sing and the woman fell back asleep to its strange lullaby. When the woman awoke, Hobley announced that she had passed through dream into holy sanctity. The next morning, the sickness came and she realized she was pregnant.

The pregnancies developed quickly, and all but one carried to term in only 3 months. Eleanor, however, miscarried after a few weeks. Hobley was furious, and everyone thought he was going to kill her, but a strange man clad in a ragged robe told him to give her a second chance. Eventually, the worm sang to her again, but not before the other women had already given birth to their progeny. Hobley ordered the other men away from the basement when the births started so that only he was present. When the child was born, he took it away, and the mother never saw it again. The women are desperate to know where Hobley took their children. They overheard an argument shortly after the births began between Hobley and another overseer called Lomen. Lomen was also demanding to know where the children had been taken, and threatened Hobley. There was a fight, and Lomen started screaming to Hobley to "call it off," but then Lomen's screams were muffled and finally stopped completely. The women never saw Lomen again and assumed the worst. They decided to stop asking after the children after his apparent horrible fate. After the women had recovered from the births, the nightly visitations began again, always followed the next morning by Hobley with a white worm waiting for it to sing.

Then everything changed when they heard that Orpha had killed Hobley. The men argued at length about what to do because Hobley had taken care of everything for them before. They considered killing Orpha, but as she was pregnant with another "holy child" — Hobley's no less — and they decided they shouldn't. They moved her from Hobley's favored room into Eleanor's cell in the dungeons. Eleanor, who was reaching term, moved into Orpha's room in preparation for the birth. That was a few days, maybe a week, ago. Then the PCs arrived.

Initial Attitudes of the Women

Eleanor/Elspeth: If Eleanor/Elspeth survived, the ordeal of her labor combined with the horror at what she gave birth to has caused her to transition into Elspeth. Elspeth is a no-nonsense aristocrat who declares that she does not wish to see the "monster" she unwillingly bore for that rapist, and demands that her "midwives" burn it. Elspeth's starting attitude is unfriendly, but PCs who treat her with the deference and respect due a noble gain a +2 bonus on their Cha (Persuasion) checks. If she is made

helpful, Elspeth can add that the man in the ragged robe had the same sickly-sweet smell that was on the breath of each man who raped her and that she saw him produce one of the horrible white worms from within his robe and give it to Hobley.

Iris: For several hours after the sounds of Eleanor's labor and the subsequent melee, Iris' paranoia is out of control and it is impossible to get her to answer any questions while this state persists. She is virtually mute with terror and constantly implores any who approach her to leave her alone. Only with the help of magical assistance or 1d10+10 minutes of encouragement with a successful DC 12 Wis (Insight) check and a DC 15 Cha (Persuasion) check will she be in any shape to talk with an attitude of friendly. Otherwise, the PCs have to wait 1d4+4 hours for her to calm enough on her own to do so. Iris does not have any desire to have the baby back, as it forms too much a part of the trauma that she has endured.

Lilann: The stress of events has caused Lilann to fall into the grip of her psychosis and repetitively bash her head against the wall of her cell. When the PCs visit Lilann's cell, they find her unconscious (but stable) with a bloodied forehead and bloody marks on the wall nearby. Any application of healing magic revives her, and her starting attitude is indifferent. If made helpful, Lilann also reveals that Hobley used to keep all the white worms in her cell and that they would sing her to sleep every night until they turned into white moths and flew away out of the bars of her cell. Unfortunately, this is just one of Lilann's many hallucinations. She fully believes it, so neither Wis (Insight) nor magically detecting lies reveals it as a falsehood. However, a suspicious PC can sense the nature of her mental condition with a successful DC 17 Wis (Medicine) check and reason the nature of the delusion.

Lilann also wants to know what Hobley has done with her baby. Even if she is told that Eleanor's baby was a monster, she and the other women are convinced that their own was not. Lilann saw her own child before Hobley took him away, and he was a healthy baby boy.

Molly: Molly is calm and collected, but visibly angry about recent event. She has an initial attitude of helpful. She tells the PCs everything she knows about what has happened to her and the other women. If asked, she tells the PCs that she was sentenced to the Asylum after she killed some men who were trying to hurt her (a true story), and that she is not insane, and hopes they can help her escape and find her baby. She also wants the constables punished for what they have done. In truth, Molly is a murderous psychotic who has spent most of her life stealing and killing, and this is a ruse to win the PCs' trust. She is currently focused on biding her time until she can steal a weapon and begin exacting her revenge on any of the surviving Watch or anyone else who gets in her way (see **Event 3 in Chapter 4**).

Orpha: Like Molly, Orpha also has an initial attitude of helpful, but she is anything but calm and collected. Instead, she is sickened by her experiences and begins to border on the hysterical if she becomes convinced that the PCs may save her from her current circumstances. Amid floods of tears and anger, she freely tells the PCs everything she knows about what happened to her and the other women. If asked, she tells the PCs that she used to suffer from an uncontrollable anger that led her to kill members of her family, but that she has since learned to cope with it and channel it into nonviolent outlets (which is true). Nevertheless, Orpha also freely admits that she killed Hobley, but that she willingly did so in self-defence rather than as some manifestation of her old anger. She had remained compliant until he finally let his guard down and fell asleep in her room while "high on honey," and she strangled him with her chains. She adds that "it *felt* good to be rid of him." If the PCs pick up on her use of the past tense (or makes a DC 16 Wis (Insight) check) and asks what she means, she simply adds, with a look of disgust, "I just can't get his face or his voice out of my head, and I don't know if I ever will." This is a veiled reference to her current haunting, something she is not yet ready to reveal (see **Orpha's Haunting** below).

Orpha adds that Hobley gave their babies to someone called the "Honeyman" whom he would meet "beneath the watchtower." She goes on to reveal that her true identity is Orpha Furey Alaminous Pickergill-Shrive, a noblewoman of considerable means who rewards the PCs handsomely if the PCs arrest the offending constables, help her and the other women escape the Asylum, and then rescue their babies from the Honeyman. She says that she knows where the Honeyman lives and shares this location with the party when she and all the other women are

HORROR IN THE SINKS

safely on the outside. If asked how she knows where the Honeyman is located, she reveals only that Hobley told her but not when or why (see **Orpha's Haunting** below).

While it may seem strange to the PCs that Orpha does not immediately share the Honeyman's location — given that she wants him brought to justice and the children saved — Orpha knows that she doesn't have a lot to bargain with. She hopes that the PCs' own motivations for wanting to bring an end to the Honeyman's plot is as strong as her own, and she tries to use it to bring about an end to the women's suffering as well. If questioned about this, she explains that the women need to be free to look after their children. She will arrange for all the rescued women and children to be cared for properly once out of the Asylum. Even though holding out on them for now, ultimately Orpha does want the characters to know how to find the Honeyman and, if at any point during the escape she feels that she may not survive, she does her best to grab a character to quickly tell him (see **Asylum Aftermath** in **Chapter 4** for details of this information).

Orpha's Haunting

To Orpha's horror, on the night following that in which she killed Hobley, his spirit returned to haunt her. Compelled by its former lust, it attempted to subject her to the same nightly assault that Hobley had done in life, whispering the same vulgarities and obscenities while seemingly unaware of the fact that she had quite literally made an end of him. At first, she thought she had slipped back into madness but, in the depths of her terror and revulsion, she rediscovered the mental strength that had enabled her to endure her torments, and ordered him away. Hobley was flung back and tried to renew his attack, but they soon both realized that she could control his manifestation. She dismissed him, only to discover that he inhabited her mind. She tried and tried to cast him out of her head, but found she could not. Hobley, however, was chastened and confused, struggling to understand and accept the reversed power relationship. In between the

all-consuming lust that now defined him, he occasionally wondered what he had become and why. They eventually began to communicate. Over the last few days, Orpha discovered much about Hobley and what he knew about the Honeyman. But she has kept his presence a secret, waiting to use it to her advantage.

Orpha's haunting has given her the ability to speak with and control the dead, but she is not aware that Hobley is, in fact, a phantom. She simply believes she is haunted and sometimes inhabited by Hobley's ghost, with which she can mentally communicate and which sometimes manifests when they are alone. She knows that she can force Hobley to do things, but she is unaware that sometimes this is actually herself casting a psychic spell or manifesting his phantom, believing instead that Hobley produces the effects in response to her requests. Orpha's ability to control Hobley and manifest her own psychic powers are still forming and, as a result, Hobley has increased autonomy with the ability to enact his own swift manifestation and control its form.

Orpha cannot stop his whisperings in her mind, and she occasionally looks distracted or angry and may vocally respond before catching herself — and thus occasionally seeming quite mad — but she is learning to cope. Her subconscious spellcasting also “haunts” her: doors open and close, small objects float or fling themselves at people who threaten or anger her, and she occasionally leaves a “ghostlight” on something she touches.

The lustful phantom of Hobley spends the majority of its time sharing Orpha's consciousness, but he swiftly manifests in response to anything that threatens her. He looks much as he did in life, but as a spirit of deep gold that suffuses the air around it with the sweet, honey-like scent of caulspaw. When manifested, Hobley is frequently distracted by the lust that tethers him to Orpha, subjecting attractive females to vulgar, sexual comments, empty promises of what he will do to them when he visits them in their sleep, and attempts to touch them inappropriately. Orpha chastises him and sternly dismisses him back into her mind when he gets out of hand, which he reluctantly obeys. Statistics for Orpha and Hobley can be found in **Event 3** in **Chapter 4**.



Chapter Four:

Leading the Lost

When the PCs are ready to leave the Asylum, they have two choices: either they attempt to leave through the main gate or they find some other way to sneak out. If the PCs agree to take the women with them, any surviving constables inform them that Thatchery Crab, an overseer who works for the Sanatorium, is in charge of the gate and he will not allow the inmates to leave. They say that unless the PCs intend to start murdering city officials, they need to find another way out for the women. If the PCs ask for suggestions, Orpha recommends that they try to find where Hobley used to meet the Honeyman "beneath the tower." Any surviving constables warn that the areas beneath the Asylum are disused supply canals — now little more than sewers and nests for vermin — that have been blocked off for decades. They admit, however, that they're not sure where Hobley met with the Honeyman, and that they haven't ventured down since Wedgewood went to investigate after Hobley died. But he found nothing of interest apart from a large swarm of water rats rushing toward him.

While the canals were, indeed, home to swarms of rats, unbeknownst to the constables, they have now all fled thanks to a dangerous ooze that recently moved in. If the PCs remain intent on exploring the area, the Watchmen direct them to the iron door at **B10**.

Through the Main Gate (Difficulty Deadly)

If the PCs head back to the main gate, they are accosted by the man dressed in spiked full plate whom they may have witnessed push an arbalest from the wall in **Event 1**. **Eight inmate gate guards** and **four inmate wall guards** stand nearby and more are stationed on the wall and gatehouse. **Thatchery Crab** is an evil and vindictive man in service to the Sisters of the Devout Resurrection and Rebirth who have tasked him with ensuring that none of the inmates ever leaves the Asylum without their, or the Judge's, permission (which, to date, neither party has ever granted).

Inmate Gate Guard, male or female human (8): AC 16; HP 11 (2d8+2); Spd 30ft; **Melee** club (+3, 1d4+1 bludgeoning); **Str** +1, **Dex** +1, **Con** +1, **Int** +0, **Wis** +0, **Cha** +0; **Skills** Perception +2; **Senses** passive Perception 12; **Traits** insanity; **AL** N; **CR** 1/8; **XP** 25.

Inmate Wall Guard, male or female human (4): AC 16; HP 11 (2d8+2); Spd 30ft; **Melee** shortsword (+3, 1d6+1 piercing); **Ranged** heavy crossbow (+3, 100ft/400ft, 1d10+1 piercing); **Str** +1, **Dex** +1, **Con** +1, **Int** +0, **Wis** +0, **Cha** +0; **Skills** Perception +2; **Senses** passive Perception 12; **Traits** insanity; **AL** N; **CR** 1/8; **XP** 25.

Insanity: The guards suffer from an irrational obsession with a particular object or situation (GM's discretion). If directly confronted by her obsession, she must succeed on a DC 12 Wis save or become fascinated by the object or situation for 1d6 rounds).

Thatchery Crab, male human Pal7: AC 22; HP 53 (7d10+7); Spd 30ft; **Melee** +1 trident x2 (+7, 1d6+4 piercing); **Ranged** +1 heavy crossbow x2 (+5, 100ft/400ft, 1d10+2 piercing); **SA** channel divinity (abjure enemy (DC 14 half/Wis), vow of enmity), divine sense (4/long rest), divine smite, lay on hands (35 damage), relentless avenger (4/day), spells (Cha +6, DC 14); **Immune** diseased; **Str** +3, **Dex** +1, **Con** +1, **Int** +0, **Wis** -1, **Cha** +3; **Skills** Intimidation +6, Persuasion +6; **Senses** passive Perception 9; **Traits** aura of protection (+3, 10 feet), oath of vengeance; **AL** LE; **CR** 6; **XP** 2,300.

Paladin Spells (slots): 1st (4)—bane, command, hunter's mark, shield of faith, inflict wounds; 2nd (3)—aid, branding smite, hold person, misty step.

Equipment: potion of greater healing, +1 spiked plate, +1 trident, +1 heavy crossbow, 20 cross bow bolts, signal whistle, signet ring, silver unholy symbol of Lucifer, bone snuffbox containing 10 pinches of tobacco snuff.

Development: Crab's starting attitude is unfriendly, and he will not, under any circumstances (barring being magically compelled to do so), permit inmates to leave the Asylum. Additionally, he denies any request for the gate to be opened within the first 3 days of the PCs' arrival unless the PCs first succeed on a DC 16 Cha (Persuasion) check to improve his attitude. Crab's attitude cannot be improved beyond indifferent unless the PCs do not detect as good and they convince him that they are on Sanatorium business or are worshippers of Lucifer (although Crab's allegiance to the latter is certainly not advertised) by succeeding on an opposed Bluff check. If Crab becomes indifferent, a successful DC 14 Cha (Persuasion) check is required to convince him to consider opening the gate but he also demands a large bribe. He examines the PCs' gear and points out an item of high value on each who wishes to leave, such as a magical or masterwork weapon or wondrous item, and demand that as the "gate tax." If the PCs refuse to pay up, he'll deny their request and tell them to come back another day. If Crab becomes friendly, a successful DC 11 Cha (Persuasion) check convinces him to open the gate, no bribe necessary.

The Asylum has its own rules, and Crab's protected position makes him very difficult to intimidate into compliance. A PC who succeeds on a DC 18 Cha (Intimidation) check convinces Crab to allow one non-inmate to leave, plus one additional non-inmate for every 5 the result exceeds the DC. A failed intimidate check results in Crab becoming hostile. If Crab becomes hostile or the PCs attack him, he calls to the guards and attacks.

If the PCs approach the gate after 3 or more days pass, Crab's starting attitude is indifferent, and he no longer demands a bribe.

Crab keeps unpredictable hours and doesn't seem to sleep much, but there are a few hours each night he is not manning the gatehouse. If the PCs try to leave when Crab is not present, they discover a group of **4 Sanatorium Sisters** in his place who explain that the PCs need to return when the Overseer is on duty, as neither they nor the gate guards are authorized to open the gate without his presence. See **Event 1** for the Sisters' statistics if they are required.

Down the Hatch

The characters may discover an escape route via the supply canals, but they hold their own challenges. The canals were entirely sealed when Hobley was using them to deliver the newborn caul cuckoos to the Honeyman and so, although his spirit is familiar with their layout and Orpha can advise the PCs on it, she cannot guide the PCs directly to an escape route. If the PCs agree to take the women with them, then Orpha and Molly both request weapons and ask that the surviving Watch constables be brought along too, so that they can be sure they'll be charged for their crimes. They'll request that the constables be restrained, as they are not trustworthy, but will not push the point if the PCs are disinclined. While Orpha is motivated to ensure that the constables are hanged for their crimes, Molly is planning a more direct revenge (see **Event 3** below).

The Supply Canals

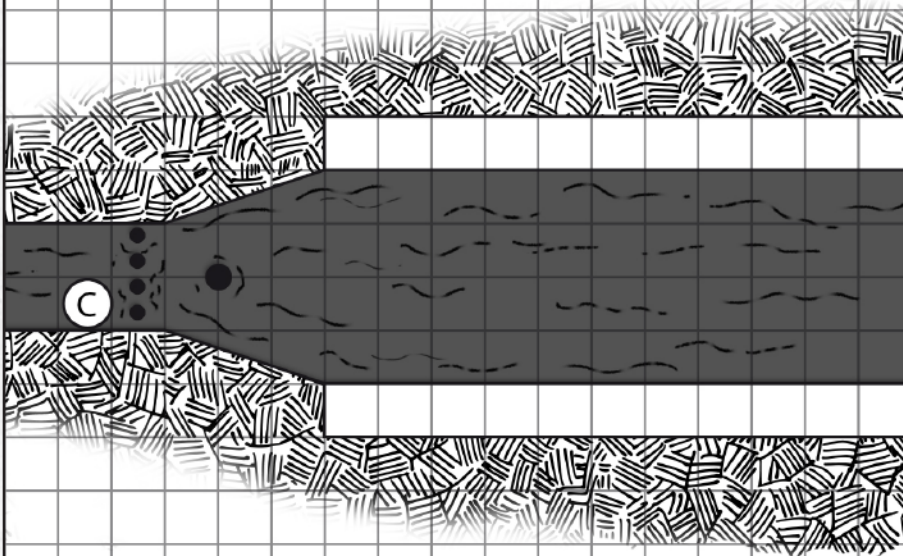
Two canals pass beneath the Asylum, both running through its foundations of masonry and hewn stone. The canals have 20-foot-wide, 5-foot-deep channels with 5-foot-wide walkways on either side. The stone of the walkways is slippery, increasing the DC of Acrobatics checks by 5, and requiring anyone running or charging to succeed on a DC 10 Dex check or fall prone at a random point within their movement. The outlets of sewer chutes line the ceiling of the canal for its entire length, save for where it passes beneath Bedlam Square.

The depth of the water in the subterranean canals is subject to the full tidal action of the Lyme estuary as it rolls into and out of the Sinks as the air drawn into the system at ebb tide is able to escape during flood tide via a number of open sewer chutes in the ceiling along their lengths. The following sections assume the subterranean canals have an intertidal water depth of around 3-1/2ft. However, at a normal high tide, the water



The Canal Lurker

1 square - 5 feet



© Canker Ooze

THE BLIGHT: RICHARD PETT'S CROOKED CITY

can rise to 5ft in depth, a couple of inches below the edge of the channel, and at a normal low tide, the water can drop to only 2ft in depth. During exceptional tides, the water can overflow the channels by up to 3ft or drain from the subterranean canals completely.

There is no illumination in the subterranean canals other than dim light during daytime at each of the exits. The rest of the areas are permanently dark.

Most of the vermin that would normally be expected in such an area have left due to the presence of a canker ooze that spends most of its time at the Bedlam Canal exit but which makes occasional forays along the channels (see below). The creature is not attracted by light, but loud noises elsewhere in the subterranean canals may draw it to investigate.

When the PCs first enter the subterranean canals, read the following.

A 20-foot-wide channel of murky water separates 5-foot walkways of slimy stone on either side of this vaulted tunnel. Trios of circular stone columns are spaced at regular 20-foot intervals along its length. One in the centre of the channel and one at the edge of each walkway still hold aloft the 10-foot-high vaulted ceiling, but just as elsewhere in the Sinks, regular cracks in the walls, columns, and walkways, broken sections of vaulting, and leaning pillars belie its structural integrity. The water reaches to within around a foot-and-a-half from the lip of the channel but filth encrusted on the walls indicates that it has overflowed by several feet in the past. The stench of sewage fills the greasy air, and sound echoes in the enclosed space.

Despite their dilapidated appearance, the tunnels are in no present danger of collapse. The channels flow in accordance with the tide. During ebb tide, they flow east and south, and during flood tide, they flow west and north. The flow is so sluggish, however, that it is treated as standing water. If the area is approached from the canals instead of from the canal stair, the featureless stone door in the western wall can be noticed on a DC 12 Wis (Perception) check. When not barred from the other side, it can be pushed in and slid to one side to reveal the canal stair (see **Chapter 3, B11**).

Treasure: Hidden in one of the cracks in the wall near the secret door is a darkwood fipple flute that functions as *pipes of the sewers*. This was given to Hobley by the Honeyman so that he could protect himself from the rat swarms that once laired in these canals. If Orpha is with the PCs, she announces that Hobley hid something here that protected him from the rats, and she retrieves it. Otherwise, a character who searches the walls in this area can find it with a successful DC 15 Wis (Perception) check.

The Canal Lurker (Difficulty Hard)

Orpha guides the PCs in the direction of the nearest exit, but even with Hobley's presence guiding her, she is unaware of a danger that currently occupies these channels.

The filth and slime that covers the walkway and the lower parts of the wall begins to clear here until soon the damp stone is swept clean and clear of dirt and detritus for the remainder of the path. Whoever began this recent cleaning project obviously didn't get far.

A canker ooze in this area occasionally explores farther into its current lair, and the result of its passage over the walkways is noticeable. While the canker ooze's passage absorbs any organic material and sweeps away debris, the walkway is not corroded as its acid does not affect stone.

The walkways end 20 feet from where Nun's Gusset exits beneath the Asylum's east wall. The channel narrows to a 10-foot-wide, 5-foot-tall opening that appears to be blocked by rusted iron bars. However, the lower portions of the bars have been corroded away by a creature that has taken up residence in the mouth of the exit and extend only around 1 foot below the 3-1/2 feet of water. Due to the filthy water, however, this cannot be perceived from farther than 10 feet away. Once past this grate and its guardian, the PCs have successfully escaped the Asylum.

Canker Ooze: AC 5; HP 130 (20d8+40); Spd 10ft, swim 30ft; **Melee** +7 (slam, 6d6+4 bludgeoning plus 3d8 acid); **Immunity** acid, cold damage; blinded, charmed, deafened, diseased, exhaustion, frightened, prone; **Str** +4, **Dex** -5, **Con** +2, **Int** -5, **Wis** -3, **Cha** -3; **Senses** blindsight 60ft, passive Perception 7; **Traits** acid (weapons that touch ooze suffer cumulative -1 attack penalty each time they attack, armor in contact takes -1 permanent cumulative penalty); **AL** U; **CR** 6; **XP** 2,900*. (**Appendix**)

Tactics: The canker ooze lurks in the mouth of Nun's Gusset, from where it extends its pseudopod into the flow of the Bedlam Canal to catch passing prey. A successful DC 17 Wis (Perception) check is required to notice the ooze, but this check can be made only within 10 feet due to the filthy water it hides beneath. The canker ooze remains motionless under the iron bars. It moves stealthily to attack if it is damaged from range or if the PCs begin to move away from it. It uses its noxious cloud as a defense mechanism, triggering it only when it sustains damage and creatures are nearby. It does not pursue other prey once it paralyzes a creature, and instead starts to eat. If it is damaged while eating, it seeks to escape into the deeper water through the exit, dragging its prey with it. However, it flees if reduced to fewer than 25 hit points, leaving its prey behind.

***Ad Hoc XP Award:** Due to the increased difficulty imposed by the terrain in this encounter, award XP for a CR 7 encounter instead of CR 6.

Event 3: Molly the Murderess

While she hides it very well (Cha (Deception) +10), Molly Saddle is actually a murderous psychopath who plots to kill as many of the constables as she can throughout the time that the characters are seeking a way to escape the Asylum. While being careful not to overplay her hand, she tries to obtain a weapon to defend herself with and encourages the PCs to explore ahead while she, the rest of the women, and the — hopefully restrained — constables wait behind. Whenever she feels she has the best chance, such as when the PCs are otherwise engaged with some of the inhabitants of the canals, or when they are exploring far ahead — she attacks the constables, performing coups-de-grâce where possible. If the PCs chose not to arm her, she attempts to hide a small weapon, preferably a dagger, on her person after using Dex (Sleight of Hand) to steal one from either somewhere in the Watch Tower, another of the women, a constable, or if there is no other option, a PC.

When Molly launches her attack, the constables and the other women — all expect Orpha — begin crying out, possibly alerting the PCs. Orpha watches dispassionately, indifferent to the plight of the constables and inured to the violence. The Watch officers respond by attacking Molly and any of the other women in reach, if they are able. If Orpha or any of the other women are attacked, Hobley manifests and attacks the constables on the following round. If this is the first time that Hobley manifests, any constable who sees him is automatically frightened for 1d3 rounds and shaken for 1d3 minutes.

Molly Saddle, human female psychopath: AC 11; HP 97 (15d8+30); Spd 30ft; **Melee** dagger x2 (+6, 1d4+); **SA** multiattack (dagger x2); **Str** -1, **Dex** +1, **Con** +2, **Int** +0, **Wis** -1, **Cha** +2; **Skills** Deception +4 (+10 to conceal actual personality), Perception +1, Persuasion +4, Intimidation +4; **Traits** brave (tactical advantage against fright); **AL** CE (N); **CR** 3; **XP** 700.

Orpha Furey Alaminous Pickergill-Shrive, human female Noble: AC 15; HP 18 (4d8); Spd 30ft; **Melee** unarmed strike (+3, 1 bludgeoning); **Str** +0, **Dex** +1, **Con** +0, **Int** +1, **Wis** +2, **Cha** +3; **Skills** Deception +5, Insight +4, Persuasion +5; **AL** LN; **CR** 1/4; **XP** 50.

HORROR IN THE SINKS

Murn Hobley, Ghost: AC 11; HP 45 (10d8); Spd 0ft, fly 40ft; **Melee** withering touch (+5, 4d6+3 necrotic); **SA** etherealness, horrifying visage (60ft, DC 13 Wis save or be frightened for 1 minute, fails by 5 or more, target aged 1d4x10 yrs), possession (recharge 6, 5ft, DC 13 Cha save or be possessed); **Immune** cold, necrotic, poison, charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; **Resist** acid, fire, lightning, thunder; bludgeoning, piercing and slashing from nonmagical weapons; **Str** -2, **Dex** +1, **Con** +0, **Int** +0, **Wis** +1, **Cha** +3; **Senses** darkvision 60ft, passive Perception 11; **Traits** ethereal sight, incorporeal movement; **AL** N; **CR** 4; **XP** 1,100.

Development: If a PC attacks Molly and she sustains damage, that PC becomes a target for Molly's attacks in the future, once she has dealt with the Watchmen.

by which the result exceeded 15 up to a maximum of 5 guards under the PCs command. If the Cha (Persuasion) check result is 20 or higher, then Ghall also assigns a sergeant (human male or female, **Veteran**) to work with the PCs.

Freeing the Women

The fate of the women largely depends on whether Yonas survived as detailed above. If Ghall authorizes their release, Orpha soon discovers that her family has stripped her of her title, property, and most of her wealth. She uses what she has to house herself and the women in temporary accommodations and offers 500 gp to the PCs in reward money 1 week after her release.

If Yonas died and the PCs failed to convince Ghall that they could not have saved him, then the outlook for the women is poor. Whether they are with the PCs or not, they are eventually arrested and sent back to the Asylum.

Asylum Aftermath

When the PCs finally escape the Asylum, they may want to do a number of things. First, if they arrested any of the Constables of the Watch from the Asylum Watch Station, they will want to deliver them to the Watch, and likely to Ghall himself. Second, if they managed to free any of the women, they may want to guide them to safety. Third, they may want to locate the Honeyman and the missing children.

Arresting the Constables

If the PCs wish to arrest the constables, then they need to take them to a Watch station or arrange a meeting at the Birdcage with Ghall. In the former case, the PCs need to share their writ with the desk sergeant on duty and succeed on a DC 15 Cha (Persuasion) check to ensure that the constables are held in custody and the District Commander notified. If the Cha (Persuasion) check fails by less than 5, the sergeant refuses to place fellow Officers of the Watch under arrest without further evidence and recommends that the PCs seek a meeting with the District Commander directly. If the PCs fail the Cha (Persuasion) check by more than 5, he also notifies Watch Commander Durmast (see **Concluding the Adventure** for the effects of this).

If the PCs arrange a meeting with Ghall, the District Commander requires a full account of their findings, thanks them for their efforts, and takes any arrested Watch officers into custody. If Yonas is dead, he controls his reaction with a grim expression but PCs who succeed on a DC 12 Wis (Insight) check realize that he is both angry and distraught. He asks for a full account of what happened to Yonas and any other Watch officers who died. If the PCs killed Yonas themselves or allowed him to die through neglect or inaction, and Ghall learns or suspects that this is the case, he is furious and threatens the PCs with the full measure of the law if they do not complete their task by bringing the Honeyman to justice, dead or alive. Further, he takes any freed women into custody, and states that the PCs' incompetence has ensured they will not be paid. If the PCs do not agree to the terms, the women are sent back to the Asylum, and the PCs are arrested and imprisoned in the Sinks until they agree to capture the Honeyman or 1 year passes.

If Yonas survived, then Ghall respects the PCs' decision to free the women and issues an order of release that authorizes their freedom. He pays the PCs for their work and offers a bounty of 500 gp to bring the Honeyman to justice, dead or alive. If the PCs ask for more, he considers it for a moment and increases the bounty to 750 gp. If the PCs press for even more, a successful DC 16 Cha (Persuasion) check results in a maximum bounty of 1,000 gp being offered. In this case, Ghall is also favorably inclined to the PCs for any future requests or favors.

If the PCs have yet to enter the Dimora Boszarozza (see **Hunting for Honey** below), Ghall will not yet agree to assign any constables to the case. If the PCs have entered the mansion and request backup, a successful DC 15 Cha (Persuasion) check convinces Ghall to assign 1 constable (human male or female, **Guard**) plus an extra constable for each point

Hunting for Honey

If Orpha survived the escape from the Asylum, she is true to her word and shares the location of the lair of the Honeyman as a mansion called the Dimora Boszarozza, located in the northeast Sinks on Salomè Street, just south of the Street of Echoes. She describes the mansion as having stone steps flanked by rose trees that lead up to its entrance from a private wharf, and that it is sinking into an alley canal at its west end. The information is sufficient for the PCs to be able to locate the mansion without any problems and, if she survived and is with the PCs, its sharing also triggers Eleanor's memory, causing her to transition if she is currently Elspeth.

Eleanor's Memories

Eleanor relates that Hobley once mentioned a place called the Dimora Boszarozza when he was with her and that "the trees in the boats are a monster from the mire." Hobley's phantom has little recollection of the Dimora Boszarozza but Eleanor's story stirs his memory. Orpha confirms Eleanor's story, adding that Hobley says "it guards the mirror Between." Neither the women nor Hobley can add any further detail.

If the PCs failed to treat Eleanor's seizure during labor and she transitioned into Elspeth, Elspeth now retakes control and shares nothing further. If the PCs successfully treated Eleanor's seizure such that she didn't transition into Elspeth, then Eleanor shares another recollection. Hobley told her that "there are two mirrors in the house: the mirror Between and the mirror Below." Again, Eleanor's story stirs Hobley's memory and Orpha adds that he says "the mirror Below is through the fire and the mirror Between is over the water." This is all that either can recall.

The "mirror Between" is a reference to the *mirror-portal* that formed to the Myre-Between, located in the attic solarium (**Chapter 5**, area C49). The "mirror Below" is a reference to the clairvoyant *spying pane* located in the safe room (**Chapter 5**, area C58), which is accessible through the secret door below the fireplace in the master bedroom (**Chapter 5**, area C38).

If the characters did not free the women or they did not survive the escape and Orpha did not tell the characters of the Honeyman's location, they will need to conduct their own investigation. The Honeyman is hard to find, however, and the PCs must succeed on a DC 17 Cha (Persuasion) check to gather information. Rather than 1d4 hours, however, the first such check takes 2d4 days. Each additional check after the first takes 1 more day and the DC drops by 1.

Chapter Five: The Garden of Unearthly Dismay



Visharix, the cuckoo queen shaman, laired on a small isle in the Myre-Between, not far from the ruins of a flooded slum populated by his caul cuckoo kin. There, he cultivated and bred vines and swamp plants, creating fruits of extraordinary colour and size with which he decorated his home. Local rumor of the occupant's madness prevented most from daring to visit the bountiful isle but, over time, hunger and foolishness led several to creep ashore and feast. Of those, most were discovered and slain, if not by Visharix, then by the fruiting plants themselves. Rather than consign the bodies of the thieves to compost, however, in the shadow of a runestone obelisk that stood at the centre of his island, Visharix animated them to add to its decoration, draping them in the very fruits they sought and posing them in tableau mockeries of their trespasses.

An artistic passion ignited in Visharix that soon led from the punishment of thieves and trespassers to actively preying on the local population. His grisly artwork began to take over the nearest parts of the ruins, driving away the inhabitants until Visharix was left alone amid his increasingly ambitious works. But his activities, unknowingly inspired by insidious whisperings from the runestone, a continual mental susurrus that spoke of the art of insanity, triggered its strange magic and punched a hole through reality. The spirits of the slum and those he had slain spoke to him and

showed him where the swamp had begun to pour through a hole in the wall of a sunken building, and Visharix climbed through.

The hole opened into the solarium of a Sinks' mansion, and it was not long before its family was under the shaman's sway, addicted to his caulspawn, and psychotically devoted to his whims. One by one, their servants became his thralls, too, and soon Visharix had begun to transform their Sinks mansion into another artwork. The family carefully curated gatherings in which selected aficionados of extreme art and the pleasures of mind-altering substances were invited to participate in debauched orgies of decadent indulgence, at prohibitive prices — wealth that was used to fund the increasingly bizarre and exotic stone and woodwork that the "Honeyman," as Visharix was known, required for his sculptures.

Eventually, following an attempt on his life by another family, jealous of the Boszarozas' growing notoriety in their exclusive circle of the corrupt and debased, Visharix decided to grow his own brood; offspring that would not only be capable of truly understanding and continuing his grand work, but who would embody the art of insanity. And so he began whispering his plans to a devoted apostle — a young Constable of the Watch named Hobley — and pointed him to the high walls of the Asylum.

Dimora Boszarozza and Grounds (Difficulty Medium)

The Dimora Boszarozza is the home of the exiled Boszarozza family, minor nobles banished from the Capitol following a bungled assassination plot against their matriarch. Now, Nicolo, his wife Caterina, and their two children, Alba and Helia, along with their servants, some other Sinks' nobles, and a large number of their hangers-on, prostitutes, and artists, are either the insane devotees of Visharix and his art or its unliving participants.

It is built on a small island along an affluent canal called Salomè Street, which is just south of the Street of Echoes in the northeast of the Sinks. Its nearest neighbour is more than 150 feet away and the well-to-do families that reside in this area keep themselves to themselves and their affairs private. The grounds to the rear of the property are within a 15-foot-tall, 2-foot-thick curtain wall that extends from the northwest and northeast corners of the mansion. Due to the mansion's subsidence, however, the wall has split away from where it joins the building, leaving large cracks down to ground level.

The grounds consist of extensive gardens of mostly bushes and flowers, but with some vegetable and fruit patches as well. Some small trees and saplings line parts of the gravel paths that wend their way through the grounds, and a pond is toward the east. The gardens have not been tended to in many months, however, and they are now becoming overgrown with weeds, clogged with rotting detritus, and infested with insects and other harmless vermin. The pond, which is covered by a thick layer of algae and leaves, is now the home to **2 giant dragonfly nymphs** that attack anyone who approaches the edge of their pool.

Giant Dragonfly Nymph (2): AC 14; HP 110 (20d6+40); Spd 10ft, swim 30ft; **Melee** bite (+4/+8 on surprise round, reach 10ft., 6d6+2 piercing); **Str** +2, **Dex** +1, **Con** +2, **Int** -5, **Wis** +1, **Cha** -3; **Senses** darkvision 60ft, passive Perception 11; **Traits** extensible jaw (10ft reach, +4 on attack on surprise round); **AL** U; **CR** 3; **XP** 450.

Features of the Dimora Boszarozza

The Dimora Boszarozza is a 4-storey mansion with an additional expansive basement area, an adjoining boathouse, and a large walled garden. Like many such dwellings, it faces the canal with its grounds to the rear. Before its current usage, the basement and first floor were primarily used for storage and house staff, and the family and their guests primarily used the second and third floors. The attic is separated into two spaces: The family used most of the front area for relaxing or entertaining, while the rear area was used by the staff, for storage, and to house the servants of guests.

The first two floors of the house are made of stone with 2-foot-thick exterior and 1-foot-thick interior masonry walls. The exterior walls of the third floor, also stone, narrow to only 1 foot thick. The attic's interior walls are wooden and 2 inches thick. Floors are fitted wooden boards over smooth stone. Unless stated otherwise, ceilings throughout are 9 feet high, and all exterior doors are strong, ironbound wooden doors inset with good locks and fitted with bars that can be secured from the inside. In general, interior doors do not have locks and their wooden construction is of good quality on the second floor and above, and simple quality on the first floor and the basement. All windows are glass with interior wooden shutters that can be barred.

The building was one of the more fortunate Sinks' constructions in that its subsidence had been relatively mild; the western wall of the boathouse was almost 3 feet lower than the eastern wall of the house. Over the 240-

foot length of the building, this tilt was relatively minor and the family had adjusted to it rather than spend money correcting it. When the portal to the Myre-Between opened in one of its solarium mirrors (C49), however, interdimensional forces sent a tremor throughout the construction that resulted in a more severe subsidence: The building sank an additional 4 feet into the canal at its west end, and tilted several inches to the north. This resulted in the boathouse pool overflowing the walkways and pouring into the first floor of the house, flooding several of the western rooms south of the scullery, and the majority of the basement via the coal chute (C6) and the west lift shaft (L1).

In addition, swamp water flows from the mirror in the solarium (C49) down the spiral stairs to the third-floor landing (C43). From there, it flows over the north balcony in a waterfall down to the family room (C31), and west, down the back stair and the west lift shaft (L1). In the family room, the water flows along the west wall, and through the morning room where it is joined by the water pouring down the back stair, to empty down the boathouse steps (C7) and the west lift shaft (L1).

B. Bath

These rooms were generally segregated between male/female and aristocrat/servant. Unless otherwise noted, they contain a large wooden tub, a (now-nonfunctional) spigot tap in the wall for bringing hot water from the boiler, buckets for filling and emptying the tub, and shelves containing soap and towels.

L1 & L2. Lift Shafts

Among the many amazing innovations that once graced the Dimora Boszarozza were a pair of pulley-operated elevator lifts. Zombie draft animals that walked treadmills in the manor's basement powered these lifts. These zombie creatures have since been repurposed into the art dioramas the Honeyman has placed around the house, and the lifts themselves are no longer functional, the lift floors now stuck in place at the basement level. However, chains hang within the shafts that can be used to help swim down (DC 0) to the basement or climb up (DC 5) to the upper floors. L1 has become a waterfall for the muddy runoff from the mirror-portal in the attic. The muddy water there makes climbing on the chain slippery (DC 10). At each lift location, the lift shaft is closed off by a metal-hinged lattice that accordions together as it slides open.

Treasure: The bullywug witch Oggoglian (see **Area C17**) stores her treasures in the flooded basement at the base of the **Area L2** lift shaft, which anyone who searches through the wreckage of the lift enclosure can discover. It contains a 10 packets of powdered caulspaw, 10 vials of caulspaw (see **Appendix A: New Monsters**), and 5 gold bars worth 500gp each. Powdered caulspaw has no effect on its own but, if a packet is added to a flask of acid, the caulspaw is reconstituted into a single dose. Anyone searching through this wreckage must deal with the occupants of the flooded cellars as described under **Basement** below.

Q. Servants' Quarters

These rooms served as accommodations for the various sorts of serving staff that once occupied the manor. These servants have either all been dismissed or slain by the various monstrous entities that now inhabit the house. These rooms are entirely mundane, with basic furnishings and chests and wardrobes holding only servant uniforms and other apparel. They contain nothing of value. Various types of servants that once occupied these chambers include housemaids, cooks, kitchen maids, footmen, gardeners, valets, butlers, nursery maids, tutors, and guests' servants.

P. Privy

These rooms were often (but not always) segregated between male/female and aristocrat/servant. Unless otherwise noted, they contain one or more stalls with wooden seats built to go over privy pails, water pitchers, porcelain washbasins, soap, and hand towels.

Fruits of the Obscene

As has been mentioned, the Honeyman (aka the caul cuckoo queen shaman Visharix) has turned the entire Dimora Boszarozza into a gallery of living (and unliving) art. Most of these take the forms of various disturbing and hedonistic tableaux of nude cadavers, animated cadavers, or honey-addicted models in various poses arrayed around different types of sculpture and other constructions. One thing almost all have in common is their plant life — specifically various fruits of unusual size and abnormal appearance. Most of this flora (unless otherwise indicated) has been transplanted into the manor through the mirror-portal from the Myre-Between, and as such might possibly resemble another mundane type of fruit or flower or may be entirely alien altogether. Attempts by the PCs to identify these types of plant life reveal that they are not of the mundane world with a DC 15 Int (Nature) check. A DC 17 Int (Arcana) check is able to identify them as being native to Between, specifically to the Myre-Between region as well as any specific qualities described in the individual descriptions; a DC 12 Int (Arcana) check will be sufficient to determine that they hail from Between but not what region of what qualities they possess, if any. These checks can be further modified based on concealment or other factors listed in the individual location descriptions. Plants encountered that also happen to be monsters use the DC given in the individual descriptions.

* See *The Blight: Richard Pett's Crooked City* by Frog God Games for further details.

G. Storage Room

Various types of storage areas are placed throughout the entirety of the manor. Each of these contains assorted mundane tools, equipment, or goods (linens, dinnerware, etc.) that would be appropriate to areas nearby (as determined by the GM). If near an entrance to the manor, they are likely as not to be a cloakroom or mudroom for doffing soiled outdoor wear. Any of them that contain anything of value or interest receives its own numbered location description.

First Floor

C1. Kitchen Lobby and Servery (Difficulty Medium)

Unless it has already been slain, characters in or near this area can smell the Myre-Between fiend's sweet, fruity aroma, and must succeed on a DC 15 Wis save or also hear babies crying in the boathouse (C7).

Dominating this area are two massive tables, each 20 feet long and 5 feet wide, that are covered in oversized specimens of strangely coloured fruit that fills the area with a pungent, overripe aroma. The fruit on the western table looks rotten and diseased, while the fruit on the eastern table looks ripe. Cabinets around the walls and shelves under the tables contain a variety of platters, boards, and kitchen utensils. The batches of rotten fruit are covered by 2 **garden oozes** that attack anyone coming within reach.

Garden Ooze (2): AC 13; HP 39 (6d8+12) Spd 20ft, climb 20ft; **Melee** slam (+5, 2d4 bludgeoning plus 2d8 acid); **SA** stink (1/day, poisoned, DC 11 Con); **Immune** acid, blinded, charmed, deafened, exhaustion, frightened, prone; **Resist** cold, fire; **Str** +0, **Dex** +3, **Con** +2, **Int** -5, **Wis** -5, **Cha** -4; **Senses** blindsight 60ft, passive Perception 5; **Traits** camouflage (DC 12 Wis (Perception) to spot, slam hits automatically if not detected); **AL** U; **CR** 2; **XP** 450. (Appendix)

C2. Kitchen and Scullery

This kitchen has a long, central workbench and a large, iron-lined fireplace in the northwest corner, flanked by iron ovens. Plain wooden hutch store cauldrons, pots and pans, and kitchen utensils hang from hooks on the walls and ceiling. The southwest corner contains a large wooden sink with a metal tap that used to provide hot water when the boiler was operational. Near the fireplace, a saltcellar (holding enough for 10 handfuls) sits on a table. Just off the kitchen is a scullery fitted with wooden tables and sinks around its walls. Shelves and hooks store cleaning and food preparation tools.

C3. Pantries

These side rooms are fitted with wooden tables with drawers containing kitchen utensils and food products (mostly spoiled now). The western pantry was used to make pastries and has several sacks of flour.

C4. Larder (Difficulty Easy)

Food was stored in this cool room. The larder now traps a **slime mold** lured inside after it slithered through from the Myre-Between. It appears as a tangled carpet of swamp weeds dotted with pale fungus that surges forward as soon as the door opens. The mold has consumed or destroyed all the food.

Slime Mold: AC 12; HP 95 (10d10 + 40); Spd 20ft; **Melee** +5 (slam, 3d8+3 bludgeoning plus disease); **Immunity** blinded, charmed, deafened, exhaustion, frightened, prone; **Str** +3, **Dex** -1, **Con** +4, **Int** -5, **Wis** -5, **Cha** -5; **Skills** Stealth +10 (in forest terrain); **Senses** blindsight 30ft, passive Perception 5; **Traits** concealment (disadvantage on Wis (Perception) checks to detect), disease (fungal rot, DC 13 Con, on failure sufferer must make DC 13 save 1/day or gain poisoned condition and have maximum HP reduced by 1d6, 1 save cures); **AL** U; **CR** 2; **XP** 450. (Appendix)

C5. Kitchen Maids' Quarters (Difficulty Easy)

Unless it has already been slain, characters in or near this area can smell the Myre-Between fiend's sweet, fruity aroma, and must succeed on a DC 15 Wis save or also hear babies crying in the boathouse (C7).

Like the various other servants' quarters located around the manor house, this room was the kitchen maids' accommodation. It contains basic furnishings. It now traps a **slime mold** from the Myre-Between. The tangled mass of swamp vines and reeds dotted with fungal growths surges forward to engulf anyone opening the door.

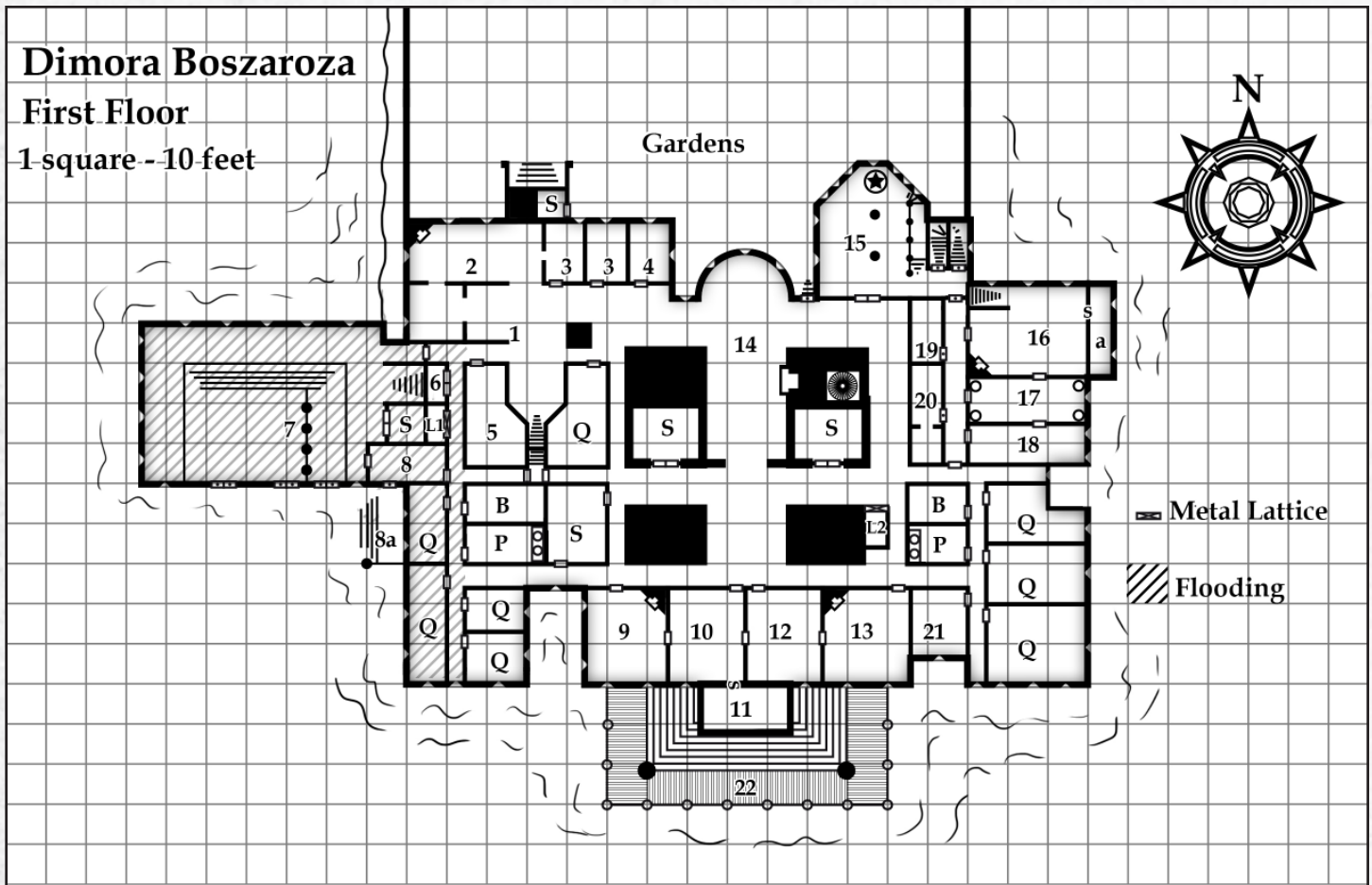
Slime Mold: AC 12; HP 95 (10d10 + 40); Spd 20ft; **Melee** +5 (slam, 3d8+3 bludgeoning plus disease); **Immunity** blinded, charmed, deafened, exhaustion, frightened, prone; **Str** +3, **Dex** -1, **Con** +4, **Int** -5, **Wis** -5, **Cha** -5; **Skills** Stealth +10 (in forest terrain); **Senses** blindsight 30ft, passive Perception 5; **Traits** concealment (disadvantage on Wis (Perception) checks to detect), disease (fungal rot, DC 13 Con, on failure sufferer must make DC 13 save 1/day or gain poisoned condition and have maximum HP reduced by 1d6, 1 save cures); **AL** U; **CR** 2; **XP** 450. (Appendix)

C6. Coal Chute

Unless it has already been slain, characters in or near this area can smell the Myre-Between fiend's sweet, fruity aroma, and must succeed on a DC 15 Wis save or also hear babies crying in the boathouse (C7).

An inch of water covers the floor here. A low and wide wooden door, angled to the back wall of this area, can be lifted to provide access to a coal chute 3 feet wide and 10 feet long that leads directly into the flooded basement of the house.

HORROR IN THE SINKS



C7. Boathouse (Difficulty Deadly)

The Myre-Between fiend occupying this chamber has created the mirage of the Between fruit described below. Each PC must make a DC 15 Wis save or be fooled by this mirage. Read the italicized section below only if one or more PCs fail their saving throws. PCs who save versus the mirage continue to smell the Myre-Between fiend's scent, but do not see the mirage. Instead, pull them aside privately and tell them that they see a patch of seaweed-like vines dotted with small blue flowers. They likewise cannot hear the crying of the mirage babies.

The 10-foot-wide walkway that provides access to the north, east, and west sides of this large boathouse is now completely submerged, ranging in depth from a few inches at the east to a couple of feet at the west. Stone steps that once rose from the north of the boat pool to join the walkway now descend into its murky depths. Wide, ironbound wooden doors bar access to the exterior canal to the south, and wooden pillars rise a few feet from the pool, isolating its easternmost section. To the east, a short flight of stone steps leads 10 feet up to a pair of open double doors from which a steady stream of filthy water pours down into the pool. A short corridor covered in shallow water running parallel next to the steps leads to another open door. A hooded lantern hanging on the north wall illuminates the room.

Half of a large, blue-skinned, spherical fruit — about 5 feet in diameter — floats in the centre of the pool, filling the boathouse with the strong, sweet aroma of its exposed, white flesh. Arranged on the floating fruit, like a circle of seeds at its core, are four human babies whose crying reverberates around the chamber.

Anyone who failed their Wis save against the mirage but who makes a successful DC 17 Int (Arcana) check identifies the fruit as an aquatic variety native to the Myre-Between.

All doors that lead into this area are treated as exterior doors. A rope bell-pull hangs from the northeast corner. Due to the subsidence, the boat pool is 10 feet deep at its east end and 12 feet deep at its west. It is not open to the canal beyond, but a lattice has been built into the stonework at the bottom of the pool's walls as an outlet. The boats that were housed here — a 20-foot gondola and a wider fleshgine-powered riverboat — are both holed and sunk to the bottom of the west pool; the east pool was used for deliveries.

A predator from the Myre-Between called a **Myre-Between fiend** now inhabits the boathouse pool. This free-floating clump of intelligent, carnivorous swamp weed has formed an alliance with the Honeymen in return for regular feeding, and the crushed, mostly humanoid, bones of former meals litter the bottom of the pool and the sunken boats. The Myre-Between fiend lurks on the surface of the pool and uses its mirage ability to lure victims into the water. If creatures that appear affected by its mirage enter the boathouse but won't swim out to it, it slowly begins to float toward them, attempting to grab a victim within reach and submerge with it beneath the hulls of one of the sunken boats. It also retreats there if reduced to fewer than 25 hit points. As the Between-touched creature looks different to native sargassum fiends, it cannot be identified as such with a DC 13 Int (Nature) check unless the observer also first succeeds on a DC 13 Int (Arcana) check.

Myre-Between Sargassum Fiend: AC 17; HP 201 (20d12 + 4); Spd 20ft, climb 20ft, swim 40ft; **Melee** +9 (slam x2, reach 10ft, 5d8+5 bludgeoning); **Immunity** blinded, charmed, deafened, exhaustion, frightened, prone; **Resistance** bludgeoning, piercing and slashing damage from non-magical weapons; **SA** multiattack (2 slams); **Str** +5, **Dex** +3 (+6), **Con** +4, **Int** -4, **Wis** +0 (+2), **Cha** +2; **Senses** darkvision 60ft, passive Perception 10; **Traits** mirage (300ft, all creatures must make DC 14 Wis save or see fiend as thing they are most likely to attack, ends if fiend attacks); **AL** U; **CR** 9; **XP** 5,000. (**Appendix**)

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Treasure: Lying amidst a scattering of humanoid and other bones on the bottom of the pool are a lacquered box containing 10 doses of opium, and various pieces of jewelry worth a total of 1400gp. On the north wall is a bullseye lantern containing *continual light*. The boats require extensive repairs to the fleshing and hulls before they can be used.

* See *The Blight: Richard Pett's Crooked City* by Frog God Games

C8. Trade Lobby

Unless it has already been slain, characters in or near this area can smell the Myre-Between fiend's sweet, fruity aroma, and must succeed on a DC 15 Wis save or also hear babies crying in the boathouse (C7).

Two inches of water cover the floor here. This room contains a simple wooden table and four chairs all pushed back against the walls. The south door is locked (Dex (with thieves' tools) DC 20) and barred, but the east and west doors stand open.

C8a. Trade Stoop

Stone steps once rose 5 feet out of the canal to a stoop, but the canal now covers it. The windows are shuttered on the east wall.

C9. Ladies' Stitchery

This room contains chairs, workbenches, and equipment to sew and make other repairs to clothes, and other household cloth such as linen, drapes, and upholstery. A small fireplace is in the northwest corner.

C10. Laundry

This laundry contains mangles, carts, hanging rails, sinks, soap, brushes, buckets, and rollers among other washing and cleaning equipment. With a successful DC 15 Wis (Perception) check, a character who searches the back wall can locate a section that rotates. The secret door leads to the servants' safe room (C11).

C11. Servants' Safe Room

This empty room was intended as a secure room for the house staff to retreat to in case of intruders. The door can be locked closed using a lever on the wall nearby. Tiny vents under the wharf steps (C22) provide the room with fresh air.

C12. Polishing Room

This room contains chairs, workbenches and equipment for cleaning and polishing household metalware, weaponry, and armour.

C13. Men's Workshop

This room contains chairs, workbenches and equipment for repairing and maintaining household furnishings and other items requiring the use of carpentry.

C14. Servant's Hall

A plain, sturdy, chair-lined table runs most of the length of this vaulted hall. A semicircular, windowed recess in the north wall is covered by a multitude of brass bells connected to wires that disappear through tiny holes in the ceiling. Each of the bells has a small plaque beneath it. A large fireplace is set into the east wall, and a door is set to the east of the north recess.

The bells at the head of this servant's hall connect to bell pulls in many of the family's rooms. In all, there are 19 bells here with plaques naming the following locations: Boathouse, Library, Laboratory, Dining Room, Drawing Room, Games Room, Family Room, Morning Room, Master Bedroom, Sitting Room, Inner West Canal, Outer West Canal, West

Garden, Inner East Garden, Outer East Garden, Outer East Canal, Inner East Canal, Solarium, and Observatory.

The door to the east of the north recess is a locked exterior door.

C15. Chapel (Difficulty Hard)

The north and west walls of this vaulted chapel are lined with stained-glass windows that depict religious scenes. A statue and two columns line the aisle, each fashioned as the same haloed woman. In the southern pillar, she wears chainmail and an imperious countenance; one hand aflame — illuminating the room — and a morningstar held overhead in the other. In the middle pillar, she wears a modest dress and a stern expression; a balanced scale is in one hand and a rod is ready in the other. The northern statue depicts her wearing robes and offering an open book with both hands. Steps lead up to a raised section beneath a colourful fresco on the east wall, a carved stone balustrade separating it from the main nave. Wooden pews have been pushed back and stacked against the walls between iron candelabra.

A successful DC 10 Int (Religion) check identifies the statues as representations of the Holy Mother in each of her three aspects: the Fair Fist, the Rule of Order, and the Beatific Quest. The same check identifies the religious scenes in the stained-glass windows and the fresco as those from her holy book. The southern statue's hand has a *continual flame* cast upon it. All the doors in the recess are locked with an average lock (Dex (with thieves' tools) DC 17).

In the centre of the chapel, 6 naked men and women hum and hold hands as they sit in a circle around a mound of giant red fruit that resemble strawberries. Every so often, they break the chain to paw and stroke the fruit before holding hands again. The people are addicted to caulspaw, or "honey" as they call it. They do not attack unless attacked first or the fruit pile is interfered with, in which case they draw clubs from beneath the fruit.

Honey Addict (6): AC 12; HP 82 (15d8+15) Spd 30ft; **Melee** club x2 (+4, 20ft/60ft, 1d4 bludgeoning); **Immune** caul cuckoo lullaby, Wis damage from caulspaw; **SA** multiattack (2 club); **Str** +0, **Dex** +2, **Con** +1, **Int** +0, **Wis** +1, **Cha** +2; **Skills** Deception +4, Persuasion +4, Stealth +4; **Senses** passive Perception 10; **Traits** caulspaw addiction, caulspaw psychosis; **AL** CE (CN); **CR** 2; **XP** 450.

Equipment: club

Caulspaw Addiction: The honey addict has sufficient penalties to her Constitution and Charisma scores to reduce them both to 1. As she is currently benefiting from the effects of caulspaw, however, these penalties are currently suppressed.

Caulspaw Psychosis: The honey addict is currently chaotic evil and obsessed with caulspaw and serving caul cuckoo queens. She is immune to caul cuckoo lullabies and Wisdom damage from caulspaw.

C16. Library

Shelves and cabinets containing books and scrolls on a variety of topics line the wood-paneled walls of this large library. Comfortable lounges and chairs with small side tables are placed around its centre, and a small drinks cabinet with glasses is located against the east wall. A bell pull hangs in the northwest corner. Windows along the north wall look out onto the canal.

With a successful DC 15 Wis (Perception) check, a character who searches the east wall can locate a locked secret door. A successful DC 17 Wis (Perception) check while searching the north wall nearby locates a concealed keyhole. A successful DC 17 Dex (with thieves' tools) check unlocks the secret door, which can be slid aside to reveal the secret library (C16a). A character who searches the west wall can locate a panel that slides aside to reveal a switch in the stone wall beyond. Clicking the

Lamps and Candles

In several rooms throughout the Dimora Boszaroza, there are instances of everburning lamps and everburning candles. These are mundane lamps and candles enchanted with a *continual flame* spell, much like everburning torches.

Everburning Lamp

Wondrous item, uncommon

Everburning lamps are oil lamps bearing a *continual flame* spell that function in all ways as an everburning torch. 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.

Everburning Candle

Wondrous item, uncommon

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.

switch has no discernible effect but it bypasses the wall scythe trap in the vault (C19).

Treasure: The books cover a variety of topics, mostly on alchemy, history, and the nobility of Castorhage; several are rare or first editions worth 150 gp in total. Three shuttered everburning lamps (see sidebar) stand on the side tables.

C16a. Secret Library

Shelves of erotica, including books and a large collection of art in written, pictorial, and object form, line this narrow room. Four of the illuminated books are rare and much-sought-after salacious works by the famed writer Emily Bleaklow and are worth 50gp each. The art collection is worth 300gp to a collector.

C17. Laboratory (Difficulty Deadly)

This chamber contains a number of workbenches upon which an array of intricate glassware, ceramics, and oil burners are assembled, all illuminated by candles. Beakers, bottles, retorts, tubes, crucibles, funnels, filter, dishes and metal stands are clamped into complex configurations with many housing some form of boiling or condensing liquids and vapors of different hues. The sweet smell of honey infuses the air. There is a door in the west, north, and south walls, and windows in the east wall look out onto the canal.

While this chamber houses a working alchemical laboratory, it also functions as an art installation. In each corner of the laboratory is an unclad female **human zombie**, perfectly preserved and trapped in a tall glass tube held on a wooden base. The tube is tight enough so that the zombies cannot gain any leverage with which to break the glass, but they move their heads to watch anyone who comes close, mouthing inarticulate words and moaning in torment. The tubes have a lever mechanism that allows a wooden stopper at the top to be opened (though a zombie cannot escape without help), though the glass can be broken (AC 10, HP 3). If a zombie is released from its captivity, it immediately attempts to break its companions free before turning and trying to kill anyone present.

A bell pull hangs behind the tube in the northwest corner.



A bullywug witch named **Oggolian** works in this laboratory. Always on the lookout for interesting new narcotic substances to refine and replicate, Oggolian allied with the Honeymen after she experienced caulspaw and wanted to learn its secrets. She has recently succeeded in producing a powdered form of caulspaw that reduces its weight and volume for shipping as well as improving its duration of effect, but her secret experiments to replicate the drug from other substances have so far failed.

Oggolian, female bullywug war8: AC 16; HP 69 (10d8+20); Spd 20ft, swim 40ft; **Melee** +2 (bite, 1d4-1 bludgeoning) or +2 (handaxe, 1d6-1 slashing); **Ranged** +7 (+1 blowgun, 20ft/60ft, 1d4+4 piercing) or +2 (handaxe, 20ft/60ft, 1d6-1 slashing); **SA** multiattack (1 bite, 1 weapon), spells (Cha +2, DC 10); **Str** -1, **Dex** +3, **Con** +2, **Int** +3, **Wis** +2 (+5), **Cha** -1 (+2); **Skills** Arcana +3, Nature +3, Stealth +3; **Senses** passive Perception 12; **Traits** awakened mind, entropic ward (1/short rest), pact of the tome, speak with frogs and toads, standing leap (20ft long/10ft high), swamp camouflage (advantage on Dex (Stealth) checks to hide in swamp terrain); **AL** CE; **CR** 7; **XP** 2,900.

Spells: 0 (at will)— *chill touch*, *eldritch blast*, *poison spray*; 1st— *charm person*, *dissonant whispers*, *hellish rebuke*, *hex*, *witch bolt*; 2nd— *darkness*, *ray of enfeeblement*; 3rd— *gaseous form*, *vampiric touch*.

Equipment: +1 studded leather, +1 blowgun, *potion of invisibility*, *potion of invulnerability*, hand axe, alchemy equipment, keys (alchemy store [C18], doors to sitting room and vault corridor from the chapel [C15], and the armoury [C20]).

Zombie (4): AC 8; HP 22 (3d8+9); Spd 20ft; **Melee** slam (+3, 1d6+1 bludgeoning); **Immune** exhaustion, poison; **Str** +1, **Dex** -2, **Con** +3, **Int** -4, **Wis** -2 (+0), **Cha** -3; **Senses** darkvi-

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sion 60ft; **Traits** undead fortitude (upon Ohp, Con save with DC 5 + damage taken, then drop to 1hp); **AL** NE; **CR** 1/4; **XP** 50.

Tactics: Oggoglian is immersed in her work and noise from other areas of the mansion is not uncommon, so it is likely that she is initially unaware of the PCs' presence. As soon as she becomes aware of intruders, she drinks her *invisibility* potion and climbs up to the ceiling to continue her combat preparations for as long as she remains undetected before drinking her *invulnerability* potion and launching her attack. She tries to draw the PCs away from her laboratory so as not to damage her equipment but if forced to fight in its confines, she attempts to include the corner tubes in any damaging area effect; the tubes shatter if they sustain more than 3 points of damage, releasing the juju zombies into the fray. If she is reduced to fewer than 20 hit points, she begins her retreat; if her path is blocked, she doesn't hesitate to break a window and jump through into the canal.

Development: If Oggoglian escapes, she returns to scout the mansion the next day and recover any of her gear left behind, including her treasures at the base of the east lift shaft (**Area L2**). If the characters have taken any of her belongings, she tracks them down to exact her revenge but such events are beyond the scope of this adventure.

Treasure: On various benches around the room are a number of finished alchemical items, including 4 flasks of acid, 4 *potions of healing*, 2 *potions of greater healing*, and 2 *potions resistance (fire)*. In addition, a total of 6 *everburning candles* (see sidebar above) illuminate the room.

C18. Alchemical Stores

The door to this room has an average lock (Dex (with thieves' tools) DC 17) but it is unlocked; Oggoglian has the key. This room contains alchemical reagents, alchemical tools, and drugs stored in bottles, packets, and bags on shelves and tables.

Treasure: The room contains 400gp of assorted alchemical reagents and various spell components. In addition, 30 packets of powdered caulspaw are lined up on a table. Powdered caulspaw has no effect on its own but, if a packet is added to a flask of acid, the caulspaw is reconstituted into a single dose.

C19. Vault (Difficulty Medium)

An iron door fitted with a superior lock (Dex (with thieves' tools) DC 20) and that also bears a **trap** secures this lead-lined room. The room contains shelves and a portable, lead-lined iron safe (also with a superior lock) in which the family kept their most important documents and most valuable jewelry. The vault has now been mostly plundered.

Trap: A scythe blade attacks anyone who steps through the door into the room unless the bypass switch in the library (C16) has been set.

WALL SCYTHE TRAP

Perception DC 17; **Disarm** DC 15 Int (Arcana) check

Effect Atk +15 melee (2d4+6/x4)

Treasure: The vault contains 10 gold bars worth 500 gp each. The safe contains the deed to the Dimora Boszaroza and three pieces of jewelry worth 100 gp each.

C20. Armoury

A locked iron door (Dex (with thieves' tools) DC 20) secures these adjoining rooms. The northern chamber contains weapons racks, and the southern chamber contains armour stands. The weapons racks contain 5 light crossbows, 50 cases of bolts (10 bolts each), 5 short swords, and 15 spears.

C21. Valets' Quarters (Difficulty Deadly)

This was the valets' accommodation, and it contains basic furnishings. It now serves as the lair of 2 **caul cuckoos** (the offspring of Orpha Pickergill-Shrive and Iris Fanning). These caul cuckoos are neutral evil and currently devoted to their queen but if they are captured and returned

to their mothers, they can be redeemed (see **Concluding the Adventure**).

Caul Cuckoo (2): **AC** 13; **HP** 63 (1d6 + 14); **Spd** 10ft, burrow 5 ft, climb 10ft, swim 10ft; **Melee** +5 (tongue, 1d4+3 piercing plus 1d6 acid); **Immunity** acid damage, prone; **Resistance** bludgeoning, piercing and slashing from nonmagical weapons; **SA** lullaby (300ft, DC 15 Wis, confused as spell on fail, duration 1 min or until cuckoo stops singing); **Str** -1, **Dex** +3, **Con** +1, **Int** -1, **Wis** +1, **Cha** +4; **Skills** Perception +4, Stealth +6; **Senses** darkvision 60ft, passive Perception 14; **Traits** change shape (can shift between sluglike and humanoid form as a bonus action), distorted (critical hits inflict normal damage +1), horrific appearance (30ft, DC 15 Wis save, poisoned on fail, ends with successful save on creature's turn), salt vulnerability (handful of salt inflicts 1d4 fire damage); **AL** N; **CR** 5; **XP** 1,800. (**Appendix**)

Development: If the PCs retreat from this area without killing the caul cuckoos, they attempt to retreat to the aviary (C55) to warn their queen.

C22. Wharf

A long wharf constructed of dark timber extends into the canal from the base of a grand stone stair leading up to the main doors of a mansion covered in large patches of dark-green moss and creepers. The mansion has sunk several feet at its west end, so much so that the steps, which rise between two 10-foot-tall pillars of rose stone carved to resemble leafless trees, ascend at an angle to the wharf's landing.

The wharf is separated from the foundation of the mansion and has not subsided. The steps lead up to the front doors of the mansion that lead into the foyer (C23).

Second Floor

C23. Foyer (Difficulty Hard)

A glowing orange glass globe that hangs from the 20-foot-high ceiling softly illuminates this wide, wood-paneled entrance hall. Archways are set in the east and west walls near two staircases that curve up to the floor above, each with a magnificent balustrade of carved, dark-stained wood. Hallstands on each side of the door hold a variety of umbrellas, canes, and hats. Vines and creepers hang down from a 10-foot-wide balcony that overlooks the foyer from the top of the stairs, forming a curtain of vegetation that partially obscures a waterfall a short distance to the north. In the centre of the foyer, a 5-foot-tall fluted plinth of striated, blue stone bears a configuration of orange glass globes surrounding a slimmer, 5-foot-tall column of smooth, grey stone. A large purple fruit sits in a blue dish on the top of the second column.

The glass globe has a *continual flame* held in its interior, providing the mysterious illumination. Portraits of historical and extended family members hang on the curved foyer and staircase walls. Despite the family's feelings about whom they portray, they keep them hung here and elsewhere in case they need to use the *spying pane* in the safe room (C58).

The waterfall that can be seen and heard on the other side of the curtain of plant life descends from the third-floor landings (C43). The strange sculpture is one of Visharix's artworks and the fruit is a Between variety of plum. The hanging vegetation is also from the Myre-Between and two more purple fruits can be seen dangling 5 feet above the floor, but these are 2 **serpent creepers** that attempt to surprise anyone who approaches to examine them. A PC who succeeds on a DC 14 Int (Nature) or DC 15 Wis

HORROR IN THE SINKS

(Perception) check can detect their true nature. Like the rest of the plant life, they are bound to the balcony and cannot reach farther than 10 feet from it nor follow creatures into other locations. The women on the third-floor landing (C43) are aware of the creatures and avoid them.

Serpent Creeper: AC 16; HP 120 (16d8+48); Spd 30ft, climb 30ft; **Melee** +6 (4d8+4 plus 2d6 acid); **Immunity** blinded, charmed, deafened, exhaustion, frightened, prone; **Str** +4, **Dex** +3, **Con** +3, **Int** -5, **Wis** +2, **Cha** -4; **Senses** darkvision 60ft; **Traits** acidic poison (bite inflicts normal damage plus 1d6 acid damage per round, DC 13 Con save or DC 13 Wis (Medicine) check ends ongoing damage), lure (DC 20 Wis (Perception) check to detect creeper); **AL** U; **CR** 4; **XP** 1,100. (**Appendix**)

Development: If the sirine flowers (C30) see PCs in this area, the characters hear beautiful birdsong from that area but are out of range of its effects.

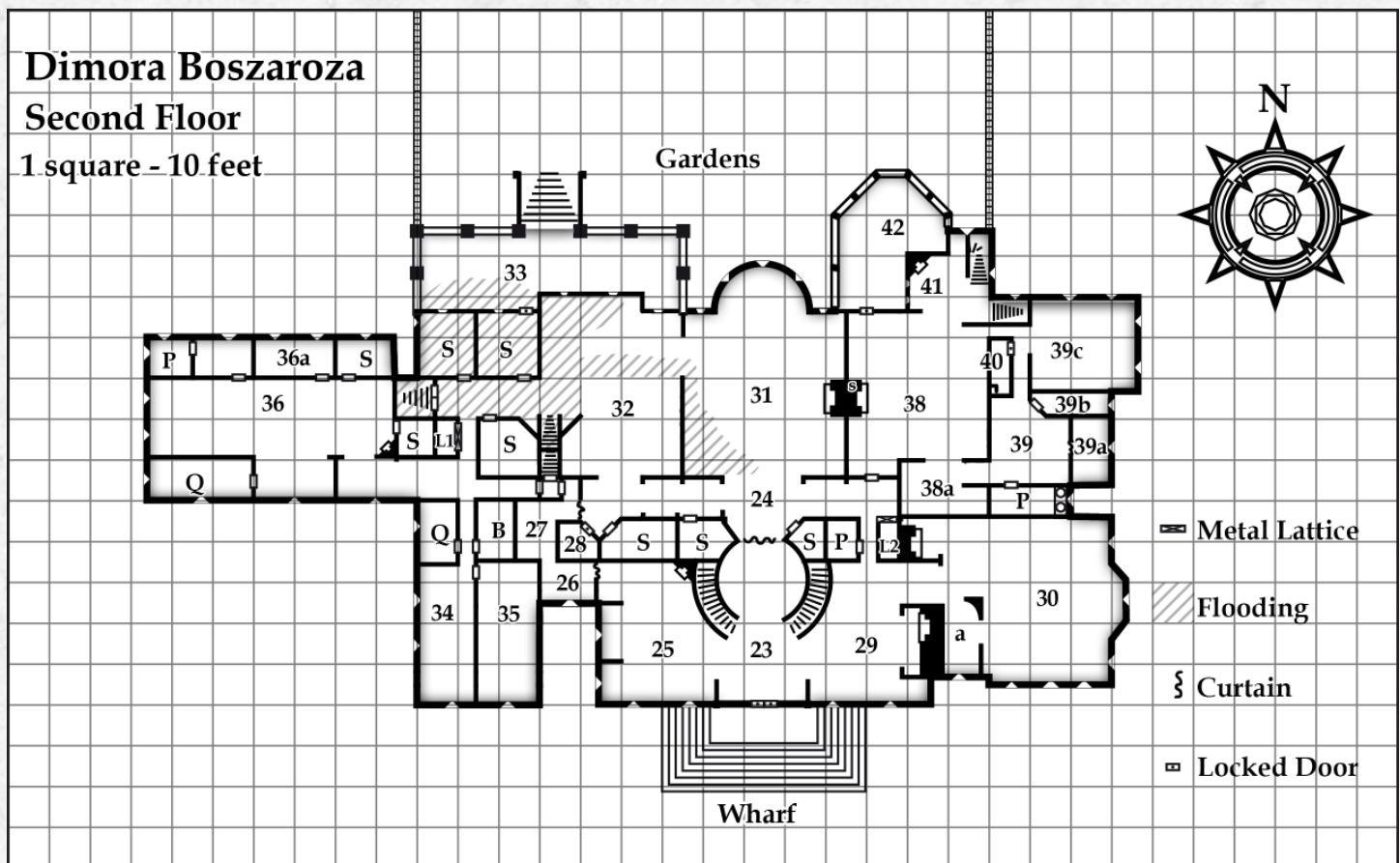
Treasure: A jeweled short sword (300 gp) and an embroidered umbrella (50 gp) can be found in one of the hallstands.

C24. Gallery

This vaulted gallery has 20-foot-wide archways near the centre of its north and south walls, and a smaller 10-foot-wide archway at the west end of its north wall. The heraldic device of a leafless tree is carved into the keystone of the largest northern arch. Doors line the south wall, with a single door at the east end of the north wall, near to where a mirror hangs, reflecting the gallery's length.



Portraits of the current family at various ages line the gallery, each with nameplates. A character who studies these portraits will be able to identify a family member with a successful DC 11 Wis (Perception) check.



C25. Dining Room

This large dining room has a 10-foot-wide archway in its east wall. A long buffet table stands in an alcove, and a large dining table and stacks of chairs are pushed back against the north wall, obstructing the west arch. Windows in the west and south walls look onto the wharf and canal. A large, spherical contraption hangs from the ceiling like some sort of twisted chandelier.

The room hosts one of Visharix's artworks. A spiked sphere, similar to the shell of a horse-chestnut, but 5 feet in diameter and made of pink wood, is held near the ceiling by a tripod of two pink wooden disks and a spiked stake. The thinning tip of the stake pierces through the sphere and curves away on the other side for a few feet. A bell pull hangs near to the fireplace.

Treasure: A number of paintings of the city line the walls, one of which is worth 75 gp. An everburning lamp illuminates the art piece.

C26. Servery

A table is fitted to the south wall of this dining room antechamber, which was used by the footmen for the collection and storing of food and tableware during dinner service.

C27. Butler's Pantry

A table is fitted to the west wall of this dining room antechamber, which was used by the butler for the collection and storing of wine, spirits, and glassware during dinner service.

C28. Plate Safe

The door to this room is locked (Dex (with thieves' tools) DC 17); the key is in the family armoury (C40). Shelves inside store both ceramic and silver dinnerware. The remaining silverware is worth 150 gp in total.

C29. Drawing Room (Difficulty Hard)

A fireplace set in a vaulted recess in the east wall dominates this large, wood-paneled drawing room. Large windows in the south wall overlook the wharf and canal beyond. Paintings line the walls and adjoining corridor, and large, comfortable couches, chairs, and glass-fronted cabinets are pushed back against the walls. A bell pull hangs in the northwest corner.

A strange sculpture of some kind stands in the centre of the room. A 5-foot-diameter, 2-foot-thick disk of pink balances on its edge, propped up by a stake that pierces its centre. Cradled within a wide crack at the top of the disk is a white stone egg with blue striations. It is broken at the top from which deep-green vines with wide leaves sprout. Heavy clusters of ripe blackberries hang from the vines.

The centre of the room hosts one of Visharix's artworks. The berry-laden vines are 2 **assassin vines** that grow from the compost in the stone egg. They remain motionless until a creature within their reach damages them or begins to move away.

Assassin Vine (2): AC 13; HP 102 (12d10+36); Spd 5ft; **Melee** slam (+6, 4each 10ft, 4d8+4 bludgeoning plus grapple check); **SA** constrict (automatic slam damage on grappled foe), entangle (30ft, restrained, DC 11 Dex); **Immune** lightning; **Resist** cold, fire, blinded, deafened, exhaustion; **Str** +4, **Dex** +0, **Con** +3, **Int** -5, **Wis** +1, **Cha** -1; **Traits** camouflage (disadvantage on Wis (Perception) checks to see vine); **AL** U; **CR** 3; **XP** 700. (**Appendix**)

Editor's Note: Visharix's Art

As mentioned, the Honeyman considers himself something of an artist of the *outré*, and as you read through the various art tableaux he has installed throughout the Dimora Boszarozza you may get the impression that the author might be as well. But never fear! After reading Al's manuscript and then subjecting him to a battery of psychoanalytical testing (one can never tell exactly how much exposure to Richard Pett is too much), we have cleared him to continue to be a member of society without the need of chaperone, electronic ankle monitor, or shock collar. Well, maybe the shock collar just for fun.

We were able to determine the source of his crazed inspiration for the Honeyman's art, though! Al's "Garden of Unearthly Dismay" is no less than a Blight-inspired interpretation of the eerily disturbing late-15th/early-16th century triptych *The Garden of Earthly Delights*. Created by Flemish Primitive painter Hieronymus Bosch, the triptych remains on display in the Museo del Prado in Madrid and even today defies interpretation. Writer Peter S. Beagle described its central panel as an "erotic derangement that turns us all into voyeurs, a place filled with the intoxicating air of perfect liberty." Yeah, that sounds about right for the Honeyman ...

— Greg

Development: If the sirine flowers (C30) see PCs in this area, the characters hear beautiful birdsong from that area but are out of range of its effects until they enter the northeast quarter of the room.

Treasure: One of the paintings depicts the Sinks' Cathedral Square as it was before its subsidence and is worth 200 gp to a collector. A number of silver and bejeweled ornaments are worth 150 gp in total, and a selection of books of poems, stories, architecture, and finance are worth 50 gp in total. A cabinet contains bottles of spirits and wine, and an everburning lamp illuminates the art piece.

C30. Game Room (Difficulty Medium)

This huge, wood-paneled room has a wide fireplace set into an arched recess in the northwest corner, and a large bar across the southwest corner. Upholstered chairs and a variety of game tables for cards, billiards, and more, are pushed back against the north wall, which is hung with paintings. The south and east walls are lined with windows that look out onto the surrounding canals, and a recess in the east wall contains a mound of dark earth. A bell pull hangs near the fireplace.

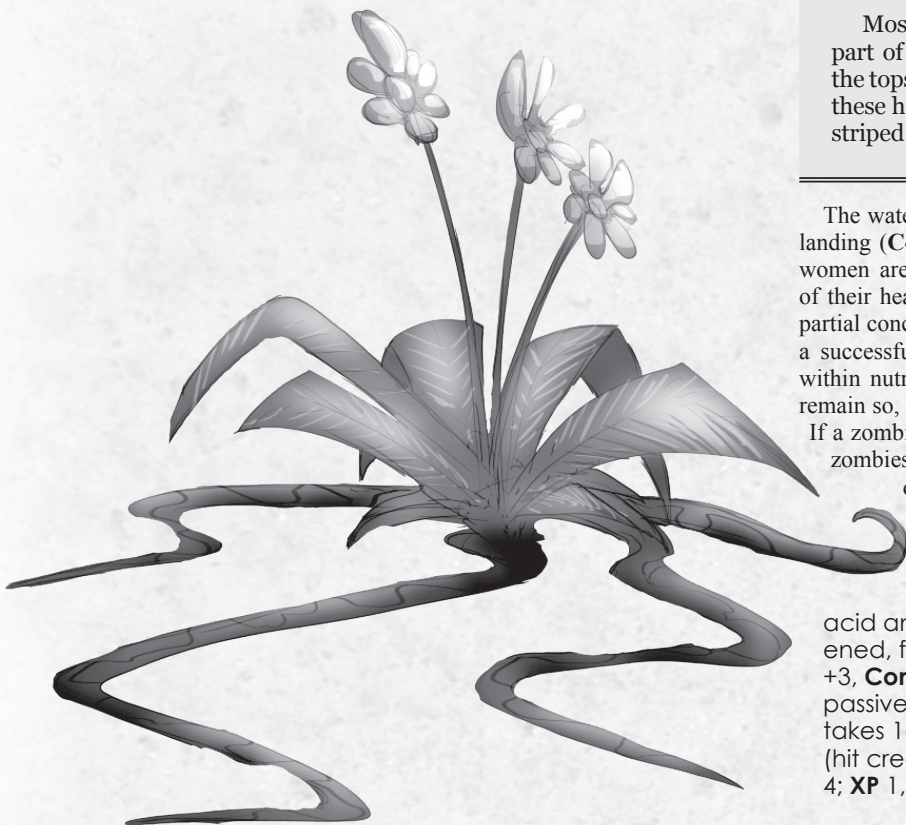
A circle of sharp, blue stones surrounds a mound of dark earth. From this mound, two curving shafts of black iron come together to form a 1-foot-diameter ring near the ceiling. Hanging from the ring on a short chain is a pink glass globe. Planted within the mound of earth are two beautiful plants, each with 5-foot-tall stalks and large flowers in shades of copper, silver, and gold. A pleasant aroma fills the room.

The flowers are 2 **sirine flowers** cultivated by the Honeyman and incorporated into one of his works of art in return for regular feeding. They begin humming a beautiful birdsong as soon as they notice any intruders entering the mansion and attack when anyone comes within reach.

Sirine Flower (2): AC 15; HP 104 (16d8 + 32); Spd 10ft; **Melee** +4 (tendrils x4, 2d4+2 slashing plus grab); **Immunity** blinded, charmed, deafened, exhaustion, frightened, prone; **Resistance** fire damage; **SA** multiattack (4 tendrils); **Str** +2, **Dex** +0, **Con** +2, **Int** +0, **Wis** +1, **Cha** +2; **Senses** blindsight 60ft, passive Perception 11; **Traits** charming song (60ft radius, all creatures must make DC 13 Wis save or be captivated



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Most disturbingly, however, slowly circling the northern part of the room are the naked corpses of four women with the tops of their skulls removed. Emerging from within each of these hollowed craniums are large bulbs with green and black striped leaves and pink petals.

The water pours over the west side of the balcony from the third-floor landing (C43). The room is host to one of Visharix's pieces of art. The women are **3 human zombies** and the plants emerging from the tops of their heads are **3 cobra flowers**. Due to the unusual colouration and partial concealment of the cobra flowers, they can be identified only with a successful DC 14 Int (Nature) check. The cobra flowers are bound within nutrient-rich soil in the zombies' body cavities and, while they remain so, they have cover but cannot move or use their constrict attack. If a zombie is destroyed, however, the cobra flower fully emerges. The zombies do not move to attack unless they or a cobra flower is attacked or obstructed. The cobra flowers, on the other hand, attack anyone who comes within 5 feet.

Cobra Flower (3): AC 13; HP 110 (20d8 + 20);

Spd 5ft; Melee +3 (bite, 4d6+1 piercing plus 2d6

acid and grab); **Immunity** poison damage; blinded deafened, frightened, paralyzed, poisoned, prone; **Str +1, Dex +3, Con +1, Int -5, Wis +1, Cha -1; Senses** blindsight 30ft, passive Perception 11; **Traits** constrict (grabbed creature takes 1d6+1 bludgeoning and 1d6 acid damage), grab (hit creature is restrained, Str contest to escape); **AL U; CR 4; XP 1,100. (Appendix)**

Cover: As long as the zombie from which the cobra flower grows is still functional, it receives cover from attacks directed against it (+2 bonus to AC and +1 bonus to Dex saves). If the cobra flower's zombie vessel is destroyed, it loses this benefit and must fight on its own without benefit of the zombie's skull as additional protection.

and move toward sirine flower), concealment (DC 15 Wis (Perception) or DC 13 Wis (Nature) check to spot flower in woodland terrain), grab (creature hit by tendril must make DC 13 Dex save or be restrained, escape on successful Str contest), intelligence drain (grabbed creatures must make DC 14 Int save on flower's turn or take additional 2d10 psychic damage and have Int score reduced by 1); **AL U; CR 3; XP 700. (Appendix)**

Treasure: Four paintings form a series by a subversive artist that depict the Sinks' buildings held up or straddled by naked women and are worth 25 gp each. A billiards set worth 125 gp and a deck of playing cards (each illustrating a different demon) worth 50 gp are amid the collection of gaming gear. An everburning lamp illuminates the art.

C30a. Bar

The contents of the bar have been mostly plundered. A secret compartment (DC 15 Wis (Perception)) contains 2 bottles of a rare tawny port called Rag Day Refined (worth 20 gp each), and a case of imported Libynosi cigars worth 40 gp can be found within.

C31. Family Room (Difficulty Hard)

This huge room is partially flooded by a cascade of muddy water that rains down from a balcony overlooking the room above a wide archway in the south wall. The water runs along the west side of the room and through another archway. A harpsichord stands in a window-lined alcove in the north wall, and a large fireplace is set in the centre of east wall. From the 20-foot ceiling, a 10-foot-diameter, triple-tiered chandelier is suspended by a chain over the centre of the room. An assortment of comfortable chairs, tables, and cabinets have been pushed back against the east wall, and a bell pull hangs to the east of the alcove. Artwork lines the walls, including a large, stylized leafless tree carved in bas-relief above the fireplace.



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Zombie (3): AC 8; HP 22 (3d8+9); Spd 20ft; **Melee** slam (+3, 1d6+1 bludgeoning); **Immune** exhaustion, poison; **Str** +1, **Dex** -2, **Con** +3, **Int** -4, **Wis** -2 (+0), **Cha** -3; **Senses** darkvision 60ft; **Traits** undead fortitude (upon Ohp, Con save with DC 5 + damage taken, then drop to 1hp); **AL** NE; **CR** 1/4; **XP** 50.

Treasure: The piano is masterwork, though in need of tuning. The chandelier has holders for 24 candles but only 4 everburning candles are currently in place. Six large paintings of landscape scenes around Crow's Fallow* are worth 40 gp each.

* See *The Blight: Richard Pett's Crooked City* by Frog God Games for further details.

C32. Morning Room (Difficulty Hard)

Filthy water streams into this large morning room from an archway in the east wall and through to a wide corridor running west. There, it joins a similar stream pouring down a flight of stairs. The water forms a large, shallow pool in the northwest section of the room in which a long table surrounded by twelve chairs stand in an alcove, their lower legs swollen and cracked from submersion in the water. Windows in the alcove look out onto a massive porch and a garden beyond. Other furniture is pushed back against the east and southwest walls, both of which are hung with artwork, and a 10-foot-wide archway is in the centre of the south wall. A bell pull hangs in the northeast corner.

Slowly circling in the southern part of the room are the naked corpses of four women with the tops of their skulls removed. Emerging from within each of these hollowed craniums is a large yellow flower. Dark green vines with long black thorns emerge from the torsos of the pacing women and wrap around their bodies. The entire room is foul with the smell of rotting fish, and a small cloud of flies buzzes around the flowers.

The stench in the room is so bad that anyone entering must succeed on a DC 11 Con save or be sickened for 1 minute. The water enters the room from the family room (C31) and down the stairs from the third floor. The room is host to one of Visharix's art installations. The women are **3 human zombies** and the plants emerging from them are **3 weedwhips**. Because they grow within the internal cavities of the zombies, the weedwhips are immobile but have cover from any attacks. The zombies and weedwhips do not move to attack unless they are attacked or their path is obstructed. If a zombie is destroyed, however, the weedwhip breaks free and immediately attacks.

Weedwhip (3): AC 16; HP 88 (16d8 + 16); Spd 10ft; **Melee** +5 (tentacle, reach 15ft, 1d6+3 slashing plus poison); **Immunity** blinded, charmed, deafened, exhaustion, frightened, prone; **SA** dig in (bury self as move, gains half cover but cannot move), multiattack (3 tentacles); **Str** +0, **Dex** +3, **Con** +1, **Int** -5, **Wis** +1, **Cha** -3; **Senses** blindsight 30ft (blind beyond this radius), passive Perception 11; **Traits** camouflage (DC 14 Wis (Perception) to notice), languid whis (does not make opportunity attacks), poison (DC 12 Con save or target is poisoned); **AL** U; **CR** 2; **XP** 450. (**Appendix**)

Zombie (3): AC 8; HP 22 (3d8+9); Spd 20ft; **Melee** slam (+3, 1d6+1 bludgeoning); **Immune** exhaustion, poison; **Str** +1, **Dex** -2, **Con** +3, **Int** -4, **Wis** -2 (+0), **Cha** -3; **Senses** darkvision 60ft; **Traits** undead fortitude (upon Ohp, Con save with DC 5 + damage taken, then drop to 1hp); **AL** NE; **CR** 1/4; **XP** 50.

Treasure: The artwork in the room is of sentimental value, but an everburning candle sits in a holder on the table.

C33. Back Porch

This huge, covered porch looks over an extensive rear garden bounded by a 15-foot-high wall. A wide flight of cracked, stone steps descends 15 feet to a gravel path that wends its way through the grounds. To the south, the house has several windows and a single door from which a stream of water pours out and over the porch's west edge. A long, wooden bench sits under the windows to the east of the door. The garden, obviously once well tended, is now overgrown with weeds and tangled with detritus and rotting vegetation. A gravel path leads to an algae-covered pond in the east side of the garden.

Refer to the **Dimora Boszarozza Grounds and Surrounds** section if the PCs explore the garden.

C34. Day Nursery

As the Boszarozas' children had all outgrown their nursery, this room was primarily used for the young children of guests. It contains chairs, tables, playpens, and toys, including a hobbyhorse, a tea set, and dolls. Shelves of children's books and portraits of family children going back several generations line the walls.

C35. Night Nursery

This night nursery contains a comfortable chair, children's beds, and cots.

C36. Schoolroom (Difficulty Deadly)

This space appears to have been used as a schoolroom. A chalkboard is mounted on the east wall, north of a door and a fireplace. A 20-foot-wide alcove in the south wall has a door on its west wall and a window that looks out onto the canal. Three doors line the north wall and two windows in the west wall are partially obscured by a stack of small desks, tables, chairs, bookstands, and other furniture that reaches to the ceiling. Books and children's toys lie discarded about the room, including marbles, quoits, and knucklebones. Crude paintings by childhood artists hang on the south wall, west of the alcove. In the centre of the room, a 10-foot-long, 7-foot-wide white wooden egg lies on its side, its east-pointing top "smashed" open to reveal a nest of woven reeds and vines in the space inside.

The room hosts an art piece. PCs who succeed on a DC 12 Wis (Perception) check notice a number of small holes in the ceiling, each just a few inches wide. Small bits of hanging plaster suggest they were formed by something breaking through from above. A larger, 2-foot-wide hole is obscured above the stack of furniture but noticeable with a successful DC 15 Wis (Perception) check. The room's occupants use this hole to climb into the roof dead space above (C37).

Two caul cuckoos (the offspring of Molly Seddle and Lilann Borr) are currently in this room and, if it escaped the watchtower, the **newborn nightmare** (the offspring of Eleanor Courtley) is here as well, lurking in the roof dead space (C37). These caul cuckoos are neutral evil and currently devoted to their queen but if they are captured and returned to their mothers, they can be redeemed (see **Concluding the Adventure**). If they were alerted to the PCs' presence, the two caul cuckoos are also in the dead space; otherwise, they are in the nest where they have cover inside the egg but are distracted and take a -5 penalty on Wis (Perception) checks. As soon as they notice intruders, all the caul cuckoos begin singing and attempt to flee to the roof dead space if they are not already there, from where they continue their lullabies and attack anyone who attempts to follow them.

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Caul Cuckoo (2): AC 13; HP 63 (14d6 + 14); Spd 10ft, burrow 5 ft, climb 10ft, swim 10ft; **Melee** +5 (tongue, 1d4+3 piercing plus 1d6 acid); **Immunity** acid damage, prone; **Resistance** bludgeoning, piercing and slashing from nonmagical weapons; **SA** lullaby (300ft, DC 15 Wis, confused as spell on fail, duration 1 min or until cuckoo stops singing); **Str** -1, **Dex** +3, **Con** +1, **Int** -1, **Wis** +1, **Cha** +4; **Skills** Perception +4, Stealth +6; **Senses** darkvision 60ft, passive Perception 14; **Traits** change shape (can shift between sluglike and humanoid form as a bonus action), distorted (critical hits inflict normal damage +1), horrific appearance (30ft, DC 15 Wis save, poisoned on fail, ends with successful save on creature's turn), salt vulnerability (handful of salt inflicts 1d4 fire damage); **AL** N; **CR** 5; **XP** 1,800. (**Appendix**)

Newborn Nightmare, young Caul Cuckoo: AC 13; HP 45 (10d6 + 10); Spd 10ft, burrow 5 ft, climb 10ft, swim 10ft; **Melee** +5 (tongue, 1d4+3 piercing plus 1d6 acid); **Immunity** acid damage, prone; **Resistance** bludgeoning, piercing and slashing from nonmagical weapons; **SA** lullaby (300ft, DC 15 Wis, confused as spell on fail, duration 1 min or until cuckoo stops singing); **Str** -1, **Dex** +3, **Con** +1, **Int** -1, **Wis** +1, **Cha** +4; **Skills** Perception +4, Stealth +6; **Senses** darkvision 60ft, passive Perception 14; **Traits** change shape (can shift between sluglike and humanoid form as a bonus action), distorted (critical hits inflict normal damage +1), horrific appearance (30ft, DC 15 Wis save, poisoned on fail, ends with successful save on creature's turn), salt vulnerability (handful of salt inflicts 1d4 fire damage); **AL** N; **CR** 4; **XP** 1,100. (**Appendix**)

Development: If the PCs retreat from this area without killing the caul cuckoos, they retreat to the attic to warn their queen.

Treasure: A finely crafted kaleidoscope worth 60 gp lies inside the egg.

C36a. Library

This room contains a small table, chairs, and two bookcases. The books cover a variety of early-stage academic topics and are worth 60 gp in total to a school or tutor.

C37. Roof Dead Space (Difficulty Varies)

The space between the ceiling and the roof is 5 feet high over the east-west line of the room and slopes down to the north and south. The space is filled with roofing beams, and the floor between the beams is filled with an insulation of wood-shavings atop thin wooden slats. The caul cuckoos are small and light enough to move through this space without impediment, but Medium creatures treat it as difficult terrain. Creatures weighing more than 50 lbs. must succeed on a DC 10 Acrobatics check each round or stumble and break through the ceiling between the beams. A creature that breaks through must succeed on a DC 10 Dex save to catch a beam or fall 10 feet into the room below. PCs with piercing weapons with reach or that are ranged weapons can blindly attack the caul cuckoos through the ceiling, but such attacks must first overcome the ceiling's hardness of 5 (hp 5), and all such attacks have a 50% chance of missing even if the PC is lucky enough to attack the square occupied by his foe.

C38. Master Bedroom (Difficulty Medium)

This massive bedroom has a wide fireplace in the middle of the west wall opposite a large, four-poster bed in the room's centre. Archways are set in the north and south walls to the east of a door, a dressing screen drawn across the southern. A desk and leather-backed chair have been pushed against the west wall to the north of the fireplace, and an armoire and dresser stand against the east. A bell pull hangs in the northwest corner, and a corridor leads from the northeast. Large paintings are hung on the east and west walls.

The horrifying sight of four unclothed women with the tops of their skulls removed, slowly circling the bed, greets your eyes. From their damaged skulls emerge light-green vines that dangle like hair, ornamented by beautiful crimson and violet flowers with white patterning. The strong, heady aroma of the flowers fills the room.

The door to this room has an average lock (Dex (with thieves' tools) DC 17) but is unlocked; the key is held in the family armoury (C40). The room is host to one of Visharix's artworks. The women are 4 zombies with 4 xtabays growing from their missing calvariae. A successful DC 15 Wis (Perception) check notices that the flower petals' patterns resemble skulls. Like the cranially potted plants found elsewhere in the house, the xtabays have cover while their zombie vessels remains intact. Neither the zombies nor the plants attack unless attacked first or their route is obstructed. Lying asleep in the bed are a man and a woman, 2 honey addicts.

Xtabay (4): AC 11; HP 60 (8d6+32); Spd 5ft; **Melee** +1 (sting x2, 1d4-1 slashing plus 1d4 acid); **Immunity** acid damage; blinded deafened, frightened, paralyzed, poisoned, prone; **SA** multiattack (2 stings), soporific poison (10ft, targets make DC 12 Wis save or sleep for 1d4 minutes), **Str** -1, **Dex** +1, **Con** +4, **Int** -1, **Wis** +1, **Cha** +0; **Senses** tremorsense 30ft, passive Perception 10ft; **Traits** devour (sleeping creatures in same space take 4d4 acid damage, must make DC 12 Con save or maximum HP are reduced by same amount); **AL** U; **CR** 1/2; **XP** 100. (**Appendix**)

Zombie (4): AC 8; HP 22 (3d8+9); Spd 20ft; **Melee** slam (+3, 1d6+1 bludgeoning); **Immune** exhaustion, poison; **Str** +1, **Dex** -2, **Con** +3, **Int** -4, **Wis** -2 (+0), **Cha** -3; **Senses** darkvision 60ft; **Traits** undead fortitude (upon 0hp, Con save with DC 5 + damage taken, then drop to 1hp); **AL** NE; **CR** 1/4; **XP** 50.

HONEY ADDICTS (2)

XP 450

hp 82 (See Area C15)

CR 2

Searching the fireplace reveals a tiny keyhole on the underside of the mantelpiece with a successful DC 17 Wis (Perception) check; Visharix has the key. Unlocking the lock (Dex (with thieves' tools) 20) causes the entire fireplace to slide to the south, revealing a narrow flight of stone steps that spirals 20 feet down to the basement safe room (C58). A failed attempt to open the lock triggers a **poison needle trap**.

POISON NEEDLE TRAP

Perception DC 16; **Disable** DC 12 Dexterity with thieves' tools

Effect **Melee** +10, 1d4+1 piercing; 2d8+4 piercing; target must make DC 14 Con save or be poisoned for 1d4 hours.

Development: If the PCs succumb to the xtabays and fall asleep, the honey addicts in the adjoining areas carry the sleepers down to the sepulcher (C59) and lock them in before alerting Visharix.

Treasure: The two paintings are disturbing nudes whose amputations reveal what they would otherwise have been modestly concealing (75 gp

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each). Four everburning candles are spaced on the floor around the bed. A secret drawer in the desk contains four documents detailing identical loans that Nicolo Boszaroza obtained from an organization called The Sailors of Skin. The first repayment of 2,000 gp is due in two months.

C38a. Dressing Room

An ornamental dressing screen (worth 140 gp) displaying enameled images of birds of paradise is positioned over this alcove. This room has a full-length mirror against the east wall, and a dresser and vanity against the south.

C39. Bathing Suite (Difficulty Hard)

This large chamber has a curtained archway in the east wall, and corridors to the north and west. Doors stand in the south and northeast walls. A wide mirror is mounted on the west wall over a long dressing table.

This area is where the resident honey addicts come to rest and play whenever the Honeyman doesn't require them elsewhere. In his mind, however, it is another of his art projects as the addled junkies cavort in their cauldspawn-driven debauchery. In total, **10 honey addicts** are currently in this extended area; 3 in the main bathing suite chamber (C39), 2 in the bath (C39a), 1 in the boudoir (C39b), and 4 asleep in the wardrobe (C39c). They are all unarmed unless they have been alerted to the PCs' presence, in which case they have retrieved clubs from the wardrobe. They defend themselves if attacked or forced to leave the mansion, and attack anyone who harms the syreling slick in the bath (see below).

HONEY ADDICTS (10)

XP 450

hp 82 (See Area C15)

Treasure: A collection of expensive cosmetics in drawers in the dresser is worth 35 gp, and an *everburning candle* stands on the floor.

C39a. Bath (Difficulty Medium)

This chamber is covered in ceramic tiles with mosaics of bathing nymphs on the north and south walls. A large bath is sunk into the centre of the room, and a frosted window illuminates the room. The Honeyman's **syreling slick** covers the southern mosaic and remains motionless, allowing the resident addicts to harvest its substance, but it moves to attack people it doesn't recognize. An everburning candle lies at the edge of the bath.

SYRELING SLICK

XP 700

hp 104 (See Appendix A)

C39b. Boudoir

This was the private sitting room of the lady of the house. It contains a comfortable chair, a chaise-lounge, a desk, and small bookshelf. The bookshelf contains a series of barbarian-enslavement fantasy stories for women that are very badly written but, bizarrely, highly sought-after and worth 60 gp in total. An everburning candle sits in a holder on the desk and the key to the family armoury (C40) is in a desk drawer.

C39c. Wardrobe

The walls of this room between the windows are lined with shelves that were used for storing clothes. Two hanging rails have been pushed back against the southern wall to make room for a collection of bedrolls, blankets, and the worthless belongings of the addicts that cover the floor. Two everburning candles sit in the east corners of the room.

C40. Family Armoury

This lead-lined room is secured by an iron door fitted with a good lock (Dex (with thieves' tools) 30) but is currently unlocked. The walls of the narrow room are lined with hooks from which weapons and a number of keys are hung. The keys are for the following doors: boathouse doors (C7), trade lobby (C8), garden (via C14), plate safe (C28), various storage rooms, back porch (C33), master bedroom (C38), deck (C42), sepulcher (C59), and the spice room, gaol cells, and storage cellars (all in the now-flooded basement).

Treasure: A number of weapons hang from the walls, including a matching pair of masterwork rapiers, a loaded crop (treat as a whip but without reach), and 2 masterwork heavy crossbows, 2 Small masterwork heavy crossbows, a case of 40 bolts for each size, and 5 suits of plate armor (2 of which are fitted for children or Small creatures such as halflings). In addition, a pile of 13 crude clubs lies on the floor just inside the door.

C41. Sitting Room

This simply furnished sitting room has comfortable chairs and side tables. A bell pull hangs in the southwest corner. A locked exterior door in the west wall leads to the deck (C42); the key is held in the family armoury (C40).

C42. Deck

This open-air, wooden deck is bounded by a 4-foot-tall rail and looks out over the garden. A long wooden table and chairs are positioned in the centre.

Third floor

C43. Landing (Difficulty Hard)

A wide, railed balcony looks down onto the family room to the north, and the foyer to the south. From a floor above, a cascade of muddy, brown water splashes down an iron spiral staircase and runs, following the western tilt of the building, in a stream along a corridor toward a staircase and over the west side of the northern balcony. Two flights of stairs curve down to the entrance hall below. On each side of the stairs, a door is set in the south wall. A door-lined corridor runs east.

The water pours down the spiral stair from the solarium (C49), pools at the base, and then flows, west northwest, to drain down the staircase and the west lift shaft (L1). The north balcony looks over the family room and its chandelier (C31). The south balcony looks over the foyer (C23). Paintings line the curved halls to the south.

A group of naked women, 5 with pale skin and 1 woman as dark as ebony, is gathered around the muddy cascade, posed in another of Visharix's art projects, though this one as an example of living art. The pale-skinned women have long, blond hair and wear headdresses that cradle a large red fruit. The dark-skinned woman has long black hair and wears a headdress fashioned from a stuffed peacock, its long tail feathers fanned and lowered to create a cloak of sorts for her, its "eyes" seemingly aflame with *continual flame* spells. The women are **6 honey addicts**. They bid the PCs welcome to the Dimora Boszaroza and invite them to explore and enjoy the space. If questioned, they remain "in character," wondering which of the brave, strong adventurers will win their hearts. When the PCs first arrive, the women are unarmed and flee if attacked. Once the PCs ascend to the attic, however, they recover weapons from the east luggage store (C48) and await a call to ascend and attack.

HONEY ADDICTS (6)

XP 450

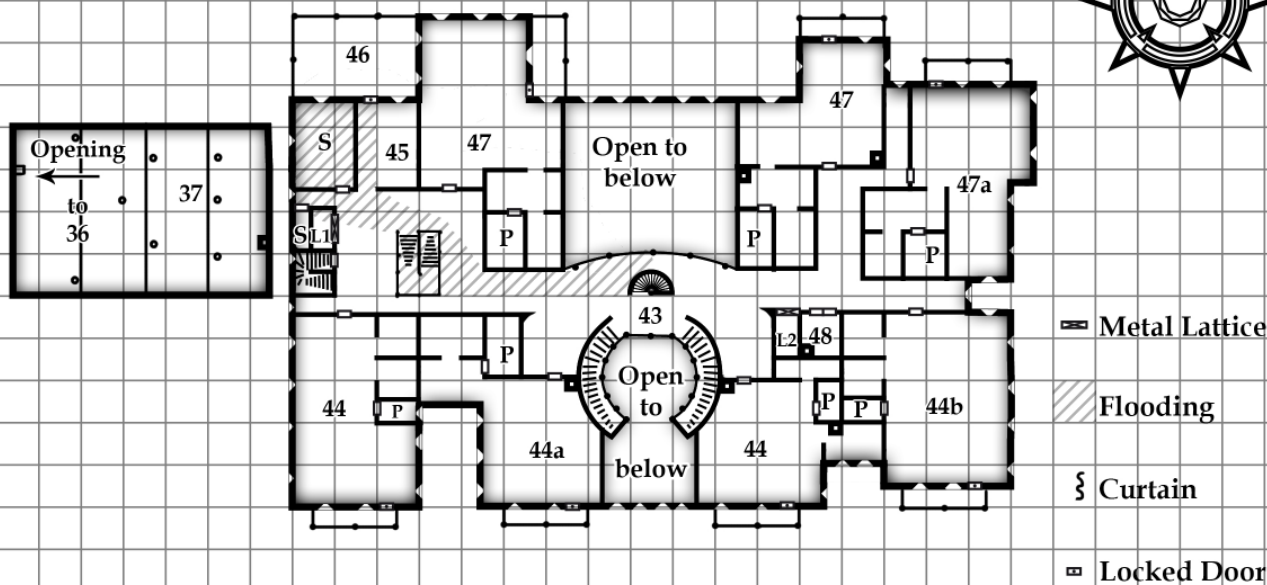
hp 82 (See Area C15)

Treasure: The peacock feather headdress with its *continual flame* is worth 80 gp as an art object.

Dimora Boszaroza

Third Floor

1 square - 10 feet



C44. Canal Bedrooms

The furnishings of this large bedchamber have been pushed back against the walls, upon which are hung painted scenes of the city. Numerous large windows provide views of the surrounding Sinks' district and a door leads out onto a balcony. A bell pull hangs near the interior door.

Each of these bedrooms overlooks the canal running in front of the manor, with a balcony to provide an even more dramatic view. The balcony door is a locked exterior door; the key hangs on a hook nearby. Each of these suites also has a wardrobe, a dressing room with an everburning lamp, and a private privy chamber.

C44a. Inner West Canal Bedroom (Difficulty Medium)

In the centre of this large guest bedroom is another of Visharix's artworks. Two nude men each ride beasts that slowly pace the room in a circling pattern. The mounts are quadrupedal patchworks of embalmed animal parts, one fashioned to resemble a pink-skinned bull with white horns and the other a red horse with a white mane. The men are **2 honey addicts** and they ride **2 zombie mounts** commanded to obey the men who ride them. If questioned, the addicts remain "in character," asking if the PCs have seen the beautiful women at the waterfall and saying that they are on a brave journey that will win their hearts. They do not attack unless they are provoked or called to defend someone in the mansion.

HONEY ADDICTS (2)
XP 450
hp 82 (See Area C15)

Zombie Mount (2): AC 8; HP 90 (12d8+36); Spd 40ft; Melee slam (+5, 4d6+3 bludgeoning); Immune exhaustion, poi-

son; Str +3, Dex -2, Con +3, Int -4, Wis -2 (+0), Cha -3; Senses darkvision 60ft; Traits undead fortitude (upon 0hp, Con save with DC 5 + damage taken, then drop to 1hp); AL NE; CR 1; XP 200.

C44b. Outer East Canal Bedroom (Difficulty Medium)

This room has art installation and occupants identical to the inner west canal bedroom (C44a), complete with **2 honey addicts** and **2 zombie mounts**. The mounts are fashioned as a white unicorn with spurs along the length of its horn, and a gray mule.

HONEY ADDICTS (2) CR 2
XP 450
hp 82 (See Area C15)

ZOMBIE MOUNTS (2) CR 1
XP 200
hp 90 (See Area C44a)

C45. Balcony Antechamber (Difficulty Easy)

The house staff used this antechamber to store drinks, food, and other supplies whenever parties were held on the covered balcony, but it is now empty other than another of



HORROR IN THE SINKS

Visharix's artworks that blocks the entrance. The preserved cadaver of a man and a rowboat have been bisected horizontally so that it appears they are half-submerged in the water that has pooled on the floor here; the man is posed to appear desperately holding onto the "sinking" boat. The door to the covered balcony is a locked exterior door; the key is held in the family armoury (C40).

The ceiling of this chamber swarms with a mass of dark-brown cockroaches that feeds on, and is covered in, the muddy effluvia that pools on the floor. If any creature in the room uses a light source, moves at greater than half-speed, or makes a loud noise, the **2 cockroach swarms** surge down the walls to defend their nest.

Swarm of Cockroaches (2): AC 12; HP 22 (5d8); Spd 20ft, climb 20ft; **Melee** bites (+3, 4d4 piercing, or 2d4 piercing damage if the swarm has half of its hit points or fewer); **SA** swarm (can occupy another creature's space and vice versa, can move through Tiny size opening, cannot regain HP or gain temp HP); **Immune** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned; **Resist** bludgeoning, piercing, slashing; **Str** -4, **Dex** +1, **Con** +0, **Int** -5, **Wis** -2, **Cha** -5; **Senses** blindsight 10ft, passive Perception 8; **Traits** filth (on successful bite, target must succeed on DC 12 Con save or be poisoned, target may make DC 12 Con save 1/hour to cure); **AL** U; **CR** 1/2; **XP** 100.

Treasure: A secret compartment built into the west wall (Wis (Perception) DC 18) has lain undiscovered for years since the original builder of the manse installed it. Within are the tools he used for his surreptitious nightly hobby until one of the city's other night denizens finally got him. In a lead-lined wooden case are a set of thieves' tools, a half dozen potions (2 *potions of healing*, 2 *oils of slipperiness*, 2 *elixirs of health*), a sap, a bottle of elven absinthe, 3 pieces of jewelry worth 1250gp in total, and an armoured insectum box inlaid with gems worth 250gp.

C46. Covered Balcony

This covered entertaining balcony provides views of the rear garden and of the canal to the side of the property. It contains six small tables and twenty-four chairs, all of wrought iron.

C47. Garden Bedrooms

These rooms and adjoining chambers are identical to the canal bedrooms (C44).

C47a. Outer East Garden Bedroom (Difficulty Medium)

This room has art installation and occupants identical to the inner west canal bedroom (C44a), complete with **2 honey addicts** and **2 zombie mounts**. The mounts in here are fashioned as a large white sow and a tan lion with a dark-brown mane.

HONEY ADDICTS (2)
XP 450
hp 82 (See Area C15)

CR 2

ZOMBIE MOUNTS (2)
XP 200
hp 90 (See Area C44a)

CR 1

C48. East Luggage Store

This room was used to store guests' luggage but it is now stuffed with bits of furniture that were dragged out of the bedrooms to make room for the art installations. One of the chests contains 10 crude clubs made by the honey addicts out of pieces of broken furniture.

Fourth Floor (Attic)

C49. Solarium (Difficulty Deadly)

The west side of this huge attic solarium contains a swamp of black peaty mud, all run through with a tangle of reeds, vines, weeds, and creepers which partially obscures a double-door in the northwest corner. To the west of an art-lined alcove in the north wall stands a massive ornate golden mirror frame, 20 feet wide and 10 feet tall. Somehow issuing from this great mirror is a steady flow of muddy water. This strange swamp grows to a depth of at least a foot at the west wall before draining down an iron spiral stair set in the alcove.

Rising from the swamp in the west side of the room, an arrangement of three rotting, white tree trunks, barkless yet striped with thorny vines and dotted with pale fungus, surrounds a small table bearing a single tankard and a lit oil lamp. Two of the trunks stand in small grey rowboats, and in various positions around the table pose the naked corpses of three men. Three large, white puffball mushrooms sit in the southeast corner of the room.

The ceiling of this chamber slopes down to meet the floor and is dominated by four large windows that provide an expansive view to the south of the district and the Lyme beyond. The eastern half of the room is dry with a pair of doors set in the east wall. A bell pull hangs at the back of the alcove. The room is humid under the glare of the large windows and filled with the steady sound of running water and the low whine of mosquitoes.

The great mirror on the north wall serves as a *mirror-portal* to the Myre-Between in Between (see below). The thick, swamp mud is bound 10ft back from the stairs by a partial dike composed of a tangle of vines and reeds, yet a continuous stream of muddy, brown water runs through it to cascade down them. The westernmost 10ft of the room is a shallow bog.

The corpses are the remains of honey addicts who fell unconscious from their habit and did not wake. The tree trunks are actually the torso and limbs of a **Myre-Between tendriculos** that crawled through the *mirror-portal* from the Myre-Between. The Between-touched creature looks different than a native tendriculos and has concealed the fleshier parts of its body beneath the mud. It cannot be identified as a tendriculos with a DC 13 Int (Nature) check until it moves, unless the observer also succeeds on a DC 13 Int (Arcana) check. Anyone examining the puffball mushrooms in the corner and making a successful DC 15 Int (Nature) check identifies them as being tendriculos "spore-eggs."

In addition, a **mosquito swarm** is distributed throughout the vegetation, though only a few are in the air at any one time. If the PCs begin to walk through the swamp or fight the tendriculos, they start to rise in their masses to feed, coalescing into a swarm in 2 rounds that continues to attack until dispersed, pursuing victims into other areas if necessary.

Myre-Between Tendriculous: AC 8; HP 119 (14d10 + 42); Spd 20ft; **Melee** +4 (tendrils x4, 2d4+2 slashing plus grapple), +6 (bite, 2d8+5 piercing); **Immunity** poison and psychic damage; charmed, frightened, poisoned, prone, restrained, stunned, unconscious; **Resistance** cold, force, bludgeoning and slashing damage; **SA** multiattack (2 tendrils, 1 bite), swallow (swallow one grappled creature); **Str** +5, **Dex** +1 (+4), **Con** +3 (+6), **Int** -3, **Wis** +0, **Cha** -3; **Senses** darkvision 120ft, passive Perception 10; **Skills** Stealth +1 (+6 in forest/jungle); **Traits** camouflage (+5 bonus to Dex (Stealth) in forest or jungle terrain), dislocated (attacks against tendriculous have disadvantage unless attacker has blindsight, truesight or equivalent), grapple (creatures hit by tendril attack must make DC 12 Dex save or be grappled), magic resistance (1/day, may turn failed save into success); **AL** U; **CR** 7; **XP** 2,900.

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Innate Spells: 1/day—invisibility (self only, 1 min. duration), spider climb.

Swarm of Mosquitos: AC 12; HP 22 (5d8); Spd 5ft, fly 30ft;

Melee bites (+3, 4d4 piercing plus 2 damage from blood drain, or 2d4 piercing damage and 1 damage from blood drain if the swarm has half of its hit points or fewer); **SA** swarm (can occupy another creature's space and vice versa, can move through Tiny size opening, cannot regain HP or gain temp HP); **Immune** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned; **Resist** bludgeoning, piercing, slashing; **Str** -4, **Dex** +1, **Con** +0, **Int** -5, **Wis** -2, **Cha** -5; **Senses** blindsight 10ft, passive Perception 8; **AL** U; **CR** 1/2; **XP** 100.

Tactics: The tendriculos remains motionless when the PCs enter the room, waiting for them to approach and investigate the tableau before launching its attack. It cooperates with the Honeyman in return for regular food, which includes participating in Visharix's art. It will not venture elsewhere in the mansion and remains adjacent to the north wall as it has been ordered to avoid breaking the windows in the ceiling. If it is reduced to fewer than 30 hit points and the *mirror-portal* is still open, it attempts to escape back to the Myre-Between with unfortunate consequences (see "The Mirror-Portal" below). The walls are thin in the attic, and any combat in this room likely alerts any creatures in the west-central space of the west overcroft (C51).

The Mirror-Portal

If the PCs are in a position to see through the mirror, read the following.

Rather than a mirror, the golden frame encloses an impossible window onto a vast, trackless bog of knotted reeds and tangled vines beneath a bruised sky. In the distance, and

partially concealed by patches of sinuous grey mist that float, ghost-like, above the stagnant quagmire, a rune-covered, stone obelisk protrudes through an undergrowth of bushes and creepers laden with vividly coloured, oversized fruits, that cover a small island of raised earth. The isle, its monolith, and its bounty, all sway with the shifting of its dubious foundation.

This chamber's great mirror has become a *mirror-portal* to Between and is the aperture by which the Honeyman and all the other creatures that infest the Dimora Boszaroza have crawled into the city. Through the portal, the PCs can see the Myre-Between, which a successful DC 12 Int (Arcana) check identifies. If detect magic is used, the *mirror-portal* radiates strong conjuration magic, but the dweomer is flickering, as though it is failing.

The *mirror-portal* to the Myre-Between has become quite fragile, and it will not sustain another significant lifeform passing through. During combat, if the Myre-Between tendriculos is within reach of the portal and at least one its tentacles is not grappling an opponent, it has a 50% chance each round of accidentally lashing one of its tentacles through to the other side. If this occurs, the portal instantaneously collapses, and the great mirror explodes violently, dealing 4d6 points of slashing damage to all creatures within 15 feet (DC 12 Dex save for half). Anyone behind the tendriculos receives cover against this explosion (+2 bonus to Dex save).

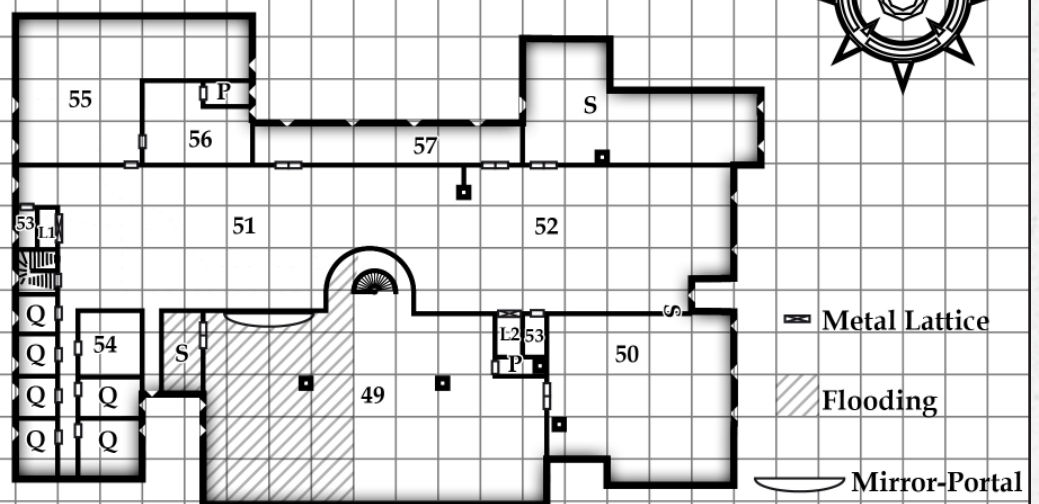
If the PCs manage to kill the Myre-Between tendriculos without it destroying the *mirror-portal*, the portal nevertheless closes and the mirror explodes should any of them attempt to interact with it. If the PCs leave the room without attempting to interact with the portal, then it closes several minutes later but without the explosion. In any case, whenever the PCs return to the Solarium, the portal has closed permanently and, while quite valuable, the mirror is once again a mundane item of furniture. Even when the portal closes, due to the western subsidence of the mansion, the water will not drain from the room.

Treasure: The golden mirror frame can be disassembled and is worth 500 gp. The oil lamp on the table is an everburning lamp.

Dimora Boszaroza

Fourth Floor (Attic)

1 square - 10 feet



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C50. Observatory (Difficulty Hard)

The ceiling of this large observatory slopes down toward the south. Three large windows in this ceiling and three similarly large windows in the east wall provide a wide panoramic view of the city. A double-door stands in the west wall and a large, intricately filigreed telescope is pushed back against the northwest corner along with a stack of furniture that partially conceals a series of star charts hung upon the north wall.

In the centre of the room is another of the house's strange works of art. A massive disk of white stone, 1 foot thick and 25 feet in diameter, sits upon a 3-foot-tall stone column carved to resemble a wide-bodied man-like figure with dried brown swamp grass for hair. Upon this delicately balanced disk, four couples slowly promenade around a 5-foot-wide, 10-foot-tall, narrow-mouthed, pink ceramic vase. A dark-green, frilled cup of a plant emerges from the top of this vase. Each couple is made up of the animated, embalmed corpse of a naked man carrying a lit candle and a woman clothed in noble finery.

This is another of Visharix's gauche art installations. The corpses are honey addicts now animated as **8 zombies**. The plant is a **basidirond** that Visharix sealed into the vase after it crawled through from the Myre-Between. As the plant looks somewhat different to native basidironds and only a part of it can be seen growing from the vase, a PC can identify it only with a successful DC 15 Int (Nature) check. It cannot move, but it can see its surroundings and regularly infuses the area with its spores because of the constant movement of the zombies.

Characters who search the north wall can locate a secret door that leads to the attic's east-central space in the east overcroft (C52) with a successful DC 15 Wis (Perception) check. A bell pull hangs in the northwest corner, partially obscured by the stack of furniture.

Basidirond: AC 16; HP

135 (18d8 + 54); Spd

20ft; **Melee** +7

(slam, 6d8+4

bludgeoning);

Immunity cold

damage; blinded,

charmed, deaf-

ened, exhaustion,

frightened, prone; **SA**

hallucination cloud (1/

min, 20ft radius, all creatures

in radius must make DC 13

Con save or be affected by

hallucinations), **Str** +4, **Dex** +1,

Con +3, **Int** -5, **Wis** +0, **Cha** -5;

Senses tremorsense 30ft (blind

beyond this radius), passive

Perception 10; **Traits** cold

lethargy (slowed by cold ef-

fects and cannot use cloud

or spores), spores (creatures hit

by slam must make DC 13 Con save

or take 3d6 poison damage); **AL** U; **CR** 5;

XP 1,800. (**Appendix**)

Zombie (8): AC 8; HP 22 (3d8+9); Spd 20ft; **Melee** slam (+3,

1d6+1 bludgeoning); **Immune** exhaustion, poison; **Str** +1,

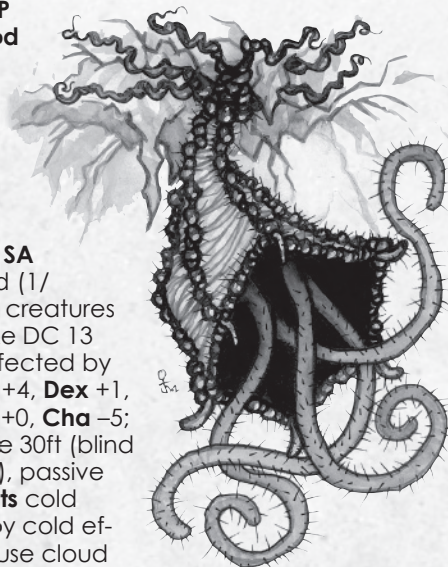
Dex -2, **Con** +3, **Int** -4, **Wis** -2 (+0), **Cha** -3; **Senses** darkvi-

sion 60ft; **Traits** undead fortitude (upon 0hp, Con save with

DC 5 + damage taken, then drop to 1hp); **AL** NE; **CR** 1/4;

XP 50.

Tactics: When anyone approaches within 20 feet of the vase, there is a 50% chance that the area is already filled with the basidirond's hallucination cloud and the basidirond can release more spores in 2d3+4



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rounds; if not, then the basidiron can release its spores in 2d3+1 rounds. The zombies do not attack unless they are damaged. If damaged, the zombies move toward their attackers, unbalancing the stone disk, which tips over in the direction of their movement. In this case, any zombies on the disk fall prone and slide to the edge of the disk, but the ceramic vase also topples and smashes, releasing the basidiron. The disk also tips if any character attempts to climb onto it. The walls are thin in the attic, and any combat in this room likely alerts any creatures in the solarium (C49) and the east-central space of the east overcroft (C52).

Treasure: The telescope is worth 3,000 gp, and the furniture includes some books on astrology, astronomy, engineering and the planes worth 300 gp in total. The corpses carry everburning candles.

C51. West Overcroft

This vast central attic space runs the entire length of the building, though only the western half is visible from here. The roof, which peaks at 20 feet overhead and slopes to the north and south, is supported by a series of thick, wooden crossbeams, vertical stanchions, and a huge central beam. To the west, a metal lattice closes off what appears to be an alcove of some sort. To the south and southwest, door-lined corridors run to south-facing windows, and two doors stand in the north wall.

Stone statues of nine naked men stand in the centre of the place. Their forms are pierced in multiple places by metal knives and swords and are caught, as though frozen in time, fleeing from a table tipped onto its edge from which cards, dice, game boards, and broken tankards lie scattered. The statue of a young naked woman, a tankard in one hand and a lit candle in the other, stands near the table, a look of horror upon her face as she surveys the chaos. A fist-sized bone die sits balanced on the crown of her head. Near the table, a dagger is thrust into a mound of plump, overripe blackberries clustered within a large blue dish.

The statues are another art installation and are the petrified remains of honey addicts who fell unconscious from their habit and were turned to stone by the Honeyman's spirit animal. Visharix inserted the weapons that pierce their forms as their bodies petrified. The dagger is stuck into a severed hand laid at the bottom of the dish beneath a mound of the inhabitant's feces, which the fruit conceals. The blackberries are the harvested fruit of the assassin vine. All the dice are loaded, and all the cards are marked. The lit candle is an *everburning candle*.

Unless the PCs enter the area stealthily, hiding behind the tipped table is the Honeyman's **almiraj spirit animal** called Jezîrat. The creature appears as a large gaunt rabbit with matted and bloodstained yellow fur, sharp black fangs, bloodshot eyes, and a single, 2-foot-long, black, spiraling horn protruding from its forehead. Jezîrat attempts to gore a surprised opponent before thumping the floor with its powerful back legs (a move action) to warn Visharix that intruders are near. Visharix, however, is more intent on displaying his own artworks and does not come to his spirit animal's aid. Jezîrat attempts to flee down the stairs if reduced to fewer than five hp, but, as the almiraj cannot open the door itself, it can do this only if the door is already open. The walls are thin in the attic, and any combat in this area likely alerts the occupants of the aviary (C55).

Jezîrat, Al-Mi'raj: AC 13; HP 20 (3d10+3); Spd 40ft; **Melee** gore (+5, 1d4+3 piercing); **SA** spells; **Immune** poison; **Str** -2, **Dex** +3, **Con** +1, **Int** -2, **Wis** +1, **Cha** -2; **Senses** darkvision 60ft, passive Perception 11; **Traits** magic resistance; **AL** N; **CR** 1/2; **XP** 100 (**Appendix**).

Innate Spells: at will—*blink*; 1/round—*dimension door*.

C52. East Overcroft

This vast central attic space runs the entire length of the building, though only the eastern half is visible from here. The roof, which peaks at 20 feet overhead and slopes to the north and south, is supported by a series of thick, wooden crossbeams, vertical stanchions, and a huge central beam. Large windows look east, past the edge of the Sinks to the Hollow and Broken Hills and the clock-turn of the Lyme. There are doors in the north wall and a metal lattice closes an open shaft to the south.

Near the centre of the area is a wooden half-barrel. The naked cadaver of a headless man squats over the edge of the barrel as if it was using it as a privy bucket. Opposite him are the naked corpse of man and a woman dressed as a barmaid positioned as though she is holding him as he vomits into it, his eyes wide and his mouth agape. The glow of a single candle can be seen emanating from the half-barrel.

This is another of Visharix's depraved tableaux. Anyone approaching can see that the half-barrel is filled with urine and feces. Protruding from this noxious stew is a pile of Castorhage gold shekels, positioned directly below the squatting man as if his bowels had summoned up the golden treasure. Submerged in the pool are the severed heads of two men, looking up at the surface with anguished expressions, and a single candle, somehow still lit beneath the sewage.

Searching the east end of the south wall can locate a secret door that leads to the observatory (C50) with a successful DC 15 Wis (Perception) check.

Treasure: There are 66 gp in total in the barrel, and the candle is an everburning candle.

C53. Lift Maintenance

Steps leading up provide maintenance access to the pulley and chain at the top of the adjacent lift shaft.

C54. Washroom and Privy

This room was a washroom and privy for guests' servants, but it now houses another example of Visharix's "art." The naked cadaver of a man sits on the privy next to a pig on its haunches positioned as though whispering into the man's ear. The sow wears a black-and-white nun's veil and dips a quill it holds in a front cloven hoof into a vial of ink held by the man. An indulgence is scribed on a piece of parchment draped across his lap. Several more pieces of parchment are draped across a wooden roller on the wall near the man.

C55. Aviary (Difficulty Deadly)

The walls of this large aviary are lined with long birdcages in which large numbers of bright yellow or red canaries, black ravens, and gray pigeons have been pinned to their perches by long nails driven through them. The ceiling slopes down from a height of more than 15 feet at the south wall to less than 5 feet at the north and has a long, shuttered window and wide, wooden sills. Long tables are set against the walls under the cages. A golden throne-like high chair stands in the centre of the room.

Sitting upon the chair is the **Honeyman**. Visharix appears to be a dirty, pale-skinned, gaunt human vagrant clad only in a ragged brown robe. A medallion of black wood inscribed as an open eye hangs on a leather cord around his neck, and a diadem carved of the same black wood sits on his brow. While the chair looks as though it could be pushed over, it is bolted to the floor and quite stable. Surrounding the chair, 6 honey addicts dressed in courtier's clothes kneel on hands and knees and fervently lap

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at the ooze that drips through a hole in the seat of the Honeyman's chair. Hiding in the bases of cages surrounding the room are **3 caul cuckoo syres**. The 6 addicts dressed in finery are Nicolo and Caterina Boszarova, their daughters, Alba and Helia, and a local noble couple, Harmattan and Cecilia Solestin.

Visharix "The Honeyman", Male Caul Cuckoo Queen Clr5:

AC 15; **HP** 170 (22d8+44 plus 5d8+5); **Spd** 30ft; **Melee** +5 (stinger x2, 2d4+2 plus caulspawn), +8 (tongue x3, 2d4+5 plus caulspawn); **Immunity** acid damage; **SA** mindworms (60ft, can place thought in mind of a caulspawn addict or impose poisoned condition for 1d10 rounds), multiattack (2x stinger, 3x tongue), syreling slick (spend round expelling a syreling slick), spells (Wis +6, Save DC 14); **Str** +2, **Dex** +5, **Con** +2, **Int** +2, **Wis** +3, **Cha** +2; **Senses** darkvision 60ft, passive Perception 13; **Traits** caulspawn (creatures hit by tongue or sting must make DC 12 Con save or suffer effects of caulspawn), distorted (critical hits inflict normal damage +1); **AL** CE; **CR** 8; **XP** 3,900. (Appendix)

Cleric Spells (slots): 0 (at will)—*guidance, resistance, sacred flame, thaumaturgy*; 1st (4)—*bane, guiding bolt (necrotic), inflict wounds*; 2nd (3)—*blindness/deafness, spiritual weapon*; 3rd (2)—*bestow curse, spirit guardians*.

Caul Cuckoo Syre (3): AC 11; **HP** 1 (1d4-1); **Spd** 10ft, burrow 5 ft, climb 10ft, swim 10ft; **Immunity** acid damage, prone; **Resistance** bludgeoning, piercing and slashing from nonmagical weapons; **SA** lullaby (30ft, 1 target, DC 13 Wis save or fall unconscious, duration 1 minute or until syre stops singing); **Str** -5, **Dex** +1, **Con** -1, **Int** -2, **Wis** +0, **Cha** +3; **Skills** Stealth +5; **Senses** darkvision 60ft, passive Perception 15; **Traits** AL N; **CR** 1/8; **XP** 25. (Appendix)

HONEY ADDICTS (6) CR 2

XP 450

hp 82 (See Area C15)

Equipment: Nicolo has the keys to the secret library (C16a), and to the safe held in the vault (C19).

Tactics: Visharix is obsessed with his art and he does not initiate combat when the PCs enter, preferring to relish their reactions to the art installation he currently participates in. He engages them in conversation for as long as they respond appropriately but grows quickly bored if the PCs push the discussion of subjects other than the interpretation and appreciation of his art. If bored, he casts *enthrall*, as he expounds on his inspiration for the composition of several installations around the mansion. In combat, he enters melee before resorting to his few spells and hexes. If he is reduced to fewer than 25 hit points, he retreats and uses his doors to everywhere ability to hole up in the safe room (C58). There, he recovers before relaunching his attack at an opportune moment.

The caul cuckoo syres try to remain hidden until combat begins, at which point they begin their lullabies, targeting a separate PC each round. In their wire cages, the syres have improved cover but their doors can be opened with a move action.

C56. Birdkeeper's Quarters

This room was once the quarters of the birdkeeper, but it now serves as the Honeyman's private sanctum. The bedding has been torn apart and woven with reeds and vines to form a nest in the southeast corner.

Treasure: Six pieces of onyx worth 50 gp are in the privy sink basin.

C57. Guest Luggage

In the centre of the room is another of Visharix's art installations. A lute and a harp of giant-size stand in the centre of the chamber, the foot of the harp breaking through the rose of the lute. The naked corpse of a man is crucified on the lute; his arms broken and wrapped around the neck of the instrument behind him and his feet nailed to its soundboard. His face is

turned down to the ground. Another corpse is suspended within the harp, pierced through from front to back by its string, its arms spread and face upturned as though in rapture. Eight more cadavers are positioned around the huge instruments as though they were a choir, singing from a hymn whose notes have been cut into the buttocks of a ninth who lies beneath the instruments.

Basement (Difficulty Varies)

Water has flooded the basement, pouring in from the coal chute (C6) and the west lift shaft (L1). The only dry spaces in the basement are the safe room (C58) and the sepulcher (C59), both of which are completely sealed off from the central space. The heavily polluted water of the Sinks' canal has been considerably diluted by the flow of water from the Myre-Between and it is not harmful to the touch, but it remains murky and opaque.

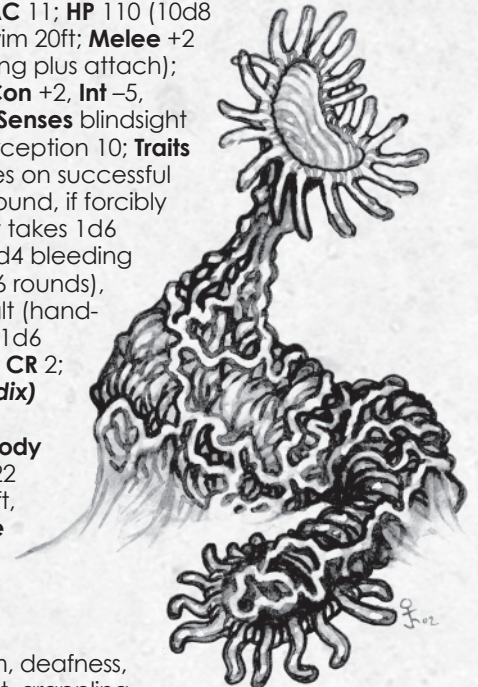
This area is not mapped, other than the specific rooms at C58 and C59. However, if the PCs wish to enter the flooded basement, they occupy a dozen or more chambers that extend beneath the entire first floor of the manse. The water level matches the canal but, due to the tilt of the house, it is completely flooded to the 9-foot-high ceiling for the westernmost 60 feet, and then gradually declines to an average of only 5 feet deep for the easternmost 30 feet. Medium and smaller characters must swim to move in these flooded areas, but Medium creatures may have stable footing for any combat. Most of this area is empty save for a few wooden boxes of household junk and rubbish.

Roaming separately throughout the area are **4 giant leeches** that recently wriggled through from the Myre-Between. Any vigorous movement in the water, such as combat, attracts the others, each of which take 2d4 rounds to arrive. In addition, for every minute spent in the basement, there is a cumulative 10% chance of attracting the attention of a **living disease** that has seeped in from the nearby canal and now lurks above the water at the back of the basement like a strange mist. It has been dormant for many years, but it now moves to envelop any living creatures it senses.

Giant Leech (4): AC 11; **HP** 110 (10d8 +20); **Spd** 5ft, swim 20ft; **Melee** +2 (bite, 2d6 piercing plus attach); **Str** +0, **Dex** +1, **Con** +2, **Int** -5, **Wis** +0, **Cha** -5; **Senses** blindsight 30ft, passive Perception 10; **Traits** attach (attaches on successful hit, inflicts 1d6/round, if forcibly removed target takes 1d6 damage and 1d4 bleeding damage for 1d6 rounds), vulnerable to salt (handful of salt inflicts 1d6 damage); **AL** U; **CR** 2; **XP** 450. (Appendix)

Living Disease, Bloody

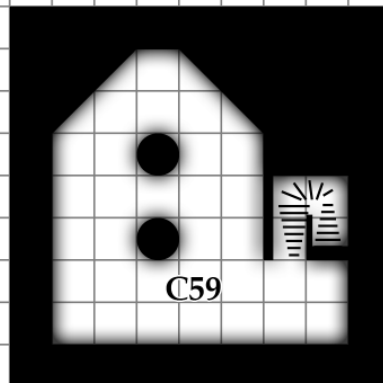
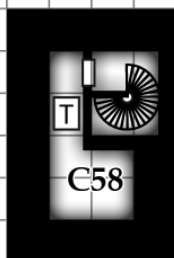
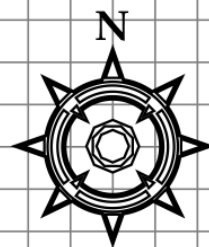
Flux: AC 12; **HP** 22 (5d8); **Spd** fly 10ft, swim 10ft; **Melee** Swarm: (+7, 1d8+2 piercing); **Immunity** force damage; blindness, charm, deafness, exhaustion, fright, grappling, incapacitation, paralysis, petrification, prone, stun, unconsciousness; **Resistance** bludgeoning, piercing, and slashing damage; **Str** -5, **Dex** +2, **Con** +0, **Int** -5, **Wis** -2, **Cha** -5; **Skills** Stealth +6; **Senses** blindsight 60ft, passive Perception 8; **Traits** amorphous (can move through 1 sq. in. gap), blend into darkness (invisible in dim light), bloody flux (creature in same space must make a DC 10 Con save or contract bloody flux), regeneration (heals 5 HP at the at the start of its turn), vulnerability to healing (lesser restoration kills the living disease instantly); **AL** U; **CR** 1; **XP** 200. (Appendix)



Dimora Boszaroza

Unflooded Basement Areas

1 square - 5 feet



C58. Safe Room (Difficulty Medium)

This room was designed as a secret area that the family of the house could use to evade intruders. At the base of the spiral stair, which is accessed from the master bedroom (C38), is a small room containing comfortable chairs and shelves built into the southern wall. A lever protrudes from the upper east wall of the corridor that, if pulled down, causes a 6-inch-thick iron wall to drop down from a groove in the ceiling, sealing the room, opening a tiny vent to provide the room with air, and arming a **trap** outside the room. At the top of the spiral stair, a lever opens and closes the secret fireplace entrance.

Trap: When the iron wall is in place, a pressure plate in the square outside is activated, and a stone block thrusts out of the wall to crush anyone in that square.

CRUSHING BLOCK TRAP

Perception DC 16; **Disable** DC 13 Dexterity with thieves' tools

◀RULE▶

Effect Melee +15, 12d6 bludgeoning

Treasure: The shelves contain 2 heavy crossbows, a case of 10 bolts, 4 clubs, 4 daggers, 2 longswords, 6 *potions of healing*, 2 *potions of greater healing*, 2 *potions of heroism*, 2 *everburning lamps*, a Helderling boardgame called *halatafl*, a deck of cards, a set of dominos, 6 winter blankets, 6 set of cold-weather clothing, 6 bedrolls, 30 days of preserved rations, 50 days of water in several casks, a privy pail and several sealable small barrels for waste. Hanging on the east wall is a mirror of polished mithral with an ornate copper frame. This mirror is a *spying pane* (see sidebar).

C59. Sepulcher

Stone sarcophagi are laid in shelved alcoves along the west and north perimeters of this family mausoleum. Several of the alcoves are empty.

Treasure: In a sarcophagus marked as containing the remains of "Marea Delaxannis Boszaroza," a gold wedding band set with a rose diamond is engraved with the words "May you only ever see my love for you" around the inside. It is worth 3000gp. The diamond is a *gem of seeing*. However, each day the wearer has a 5% chance of being cursed with blindness.

In a sarcophagus marked as containing the remains of Gorgomela Darranaimor Boszaroza is a *brooch of shielding* engraved with a leafless tree symbol.

New Magic Item

Spying Pane

This polished mithral mirror with an ornate copper frame is 4ft long and 2ft 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 600ft. 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.

The *spying pane* in the Dimora Boszaroza is currently linked to a mirror or artwork in each of the following areas: library (Area C16), laboratory (Area C17), gallery (Area C24), dining room (Area C25), drawing room (Area C29), game room (Area C30), family room (Area C31), morning room (Area C32), master bedroom (Area C38), bathroom (Area C39), landing (Area C43), the canal bedrooms (Area C44), the garden bedrooms (Area C47), solarium (Area C49), and observatory (Area C50).

Concluding the Adventure

If the Honeyman is identified as the source of the addictions and killed, then the PCs have succeeded in bringing their Investigation to a conclusion. If he escapes, however, he goes to ground and it may be some time before his machinations reassert themselves elsewhere in the city.

If the PCs captured any of the caul cuckoo children and returned them to their freed mothers, the maternal bonds prove strong enough to re-establish a link and the children are redeemed to a Neutral alignment within a few months of careful nurturing. What the future holds for this extended family and if the children can ever truly be cured of their foul Between taint, however, is left for another tale.

If the PCs saved any of the Boszarozas and they manage to recover from their addictions, they open their home to any freed women so long as at least one of their children were also saved. While this noble family's motivation may be linked to memories of caulspawn, perhaps things will turn out well for all of them. Perhaps not. Surviving Boszarozas claim any property taken by the PCs. If the PCs saved any of the honey addicts in the Dimora Boszarozza, a fifth of them reward the PCs with 50 gp each and a wealthy or influential new contact in the Sinks or beyond.

Eventually, the PCs need to report to District Commander Ghall, who locates them within a few days if they fail to do so. This encounter goes much as is already detailed in "Asylum Aftermath" (see **Chapter 4**). By this time, however, any internal watch reports to Durmast have taken effect. If the PCs showed their writ to a watch patrol when escaping the Asylum or when trying to arrange a meeting with Ghall and this resulted in a report to Durmast, then the PCs are not paid and Ghall is unfriendly toward them. If Yonas was also killed, then the effects of these compound to make things very difficult for the PCs.

If the PCs did not save the Boszarozas and claim the mansion for themselves using the recovered deed, everything looks fine until several weeks later when a small army of Capitol barristers arrives to strip them of it and any of the wealth they took from it. The PCs are destined to fail in any opposition to this action, and the more vigorously they try, the more likely they are to see the inside of a Capitol jail cell. If the PCs hand the property over to the freed women, however, and Orpha survived, an old barrister friend of Orpha's secures her the Dimora Boszarozza against any competing claim, and when the lawyers arrive, they are repelled. In this case, Orpha and the women become valuable allies of the PCs, barring any contrary decisions that Molly may already have made, and the PCs each earn a 2,000 XP story award.

Appendix A:

New Monsters and Subtypes

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 new creatures that don't have a non-Between equivalent (such as caul cuckoos and hymes).

If you need (or just want) more Between creatures beyond those presented in the *Tome of Blighted Creatures* and Blight adventures, you can create them three ways.

1. Apply a Between simple template from Appendix C. This produces a creature that counts as a Between creature for most purposes, but it does not gain the Between subtype or all the benefits of having the Between subtype.
2. Convert an existing creature to the Between subtype using the guidelines presented here. This involves more effort but gives the creature the full benefits of the Between subtype.
3. Create a wholly new Between creature from scratch, following the guidelines below.

Converting an Existing Creature

Creatures with the Between subtype gain the following abilities. (These are already included in the Between creature stat blocks presented in this book).

Between Age: Many of a creature's statistics improve with the length of its exposure to Between. Because a Between creature can't die of old age, even normally short-lived creatures can become quite powerful through centuries of exposure. These increases are divided into five age categories, according to how long the creature has been exposed to Between: larval, naiadic (15+ years), adult (50+ years), elder (150+ years), and ancient (600+ years). At each age category, a Between creature gains the following cumulative benefits:

- +1 to its Dex score;
- +1 to one other ability score besides Dex;
- +1 Hit Die (added to its hit points, + its Con modifier, as usual)
- one feat (if feats are being used in your campaign) or proficiency in one type of saving throw.

Senses: A larval creature gains darkvision (30 feet) if it doesn't already have darkvision. The range increases to 60 feet at naiadic age and to 120 feet at adult. An elder creature gains blindsense (30 feet), and an ancient Between creature has blindsight (60 feet).

Damage Resistance: A naiadic creature gains resistance to damage from nonmagical weapons. An adult creature gains resistance to cold, force, and poison damage. An elder creature gains resistance to acid, fire, and lightning damage. An ancient creature gains resistance to necrotic, psychic, and thunder damage. All of these gains are cumulative, so an ancient Between creature has resistance to all but radiant damage and bludgeoning, piercing, and slashing damage from magical weapons.

Magic Resistance: An adult Between creature has Magic Resistance (1/day, when it fails a saving throw, it can choose to succeed instead). This increases to 2/day for ancient creatures.

Intelligence: If an animal's Intelligence score is increased above 2, it gains the ability to understand and speak Deep Speech.

Additional Abilities: Between creatures can have abilities that reflect their habitat, history, environment, and supernatural nature. Adding one such ability per age category is a good benchmark, but it's not a hard-and-fast rule. These abilities can be adapted from other monsters, drawn from spell-like abilities, or can be new abilities you create. These abilities should be thematically appropriate to the Between and to the creature's origin. Two new abilities that are especially suited to Between creatures are Dislocated and Distorted.

Dislocated: The creature's form is made up of its memories, which shift and change. The creature is continually under the effect of a *blur* spell (attacks against it are made with tactical disadvantage unless the attacker has blindsight, truesight, or an equivalent). The creature can suppress or reactivate this ability at will as a bonus action.

Distorted: A distorted creature's internal anatomy varies from individual to individual and seldom makes any biological sense. Critical hits against the creature do a flat +1 damage but don't roll damage dice twice.

Challenge: After making all these changes, the creature's CR should be reevaluated from scratch. As a simpler alternative, just increase the creature's CR by +1 per Between age category. This will be close enough in most cases, unless the creature gained especially powerful attacks.

Create a New Creature

Creating a new Between creature is no different from creating any other creature, as described in the GM's rulebook. It's easiest if you start by choosing its age category and proceed from there, but do what you're most comfortable with.

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.

Larval Between

1. Increase Str and Dex by +1.
2. Increase hit points by 1 Hit Die + Con modifier.
3. Gains darkvision 30 feet if it doesn't already have darkvision.
4. Gains resistance to damage from nonmagical weapons.
5. Gains Dislocated trait (attacks against it have tactical disadvantage unless the attacker has blindsight, truesight, or their equivalent).
6. Increase CR by +1.

Naiadic Between

1. Increase Str and Con by +1, Dex by +2.
2. Increase hit points by 2 Hit Dice + (Con modifier × 2).
3. Gains darkvision 60 feet if it doesn't already have darkvision.
4. Gains resistance to damage from nonmagical weapons.
5. Gains Dislocated trait (attacks against it have tactical disadvantage unless the attacker has blindsight, truesight, or their equivalent).
6. Gains proficiency in Dex saving throws.

HORROR IN THE SINKS

7. Increase speed by +10 feet.
8. Increase CR by +2.

Adult Between

1. Increase Dex by +3; increase Str, Con, and Int by +1 each.
2. Increase hit points by 3 Hit Dice + (Con modifier ×3).
3. Gains darkvision 120 feet.
4. Gains resistance to cold, force, and poison damage, and to damage from nonmagical weapons.
5. Gains Dislocated trait (attacks against it have tactical disadvantage unless the attacker has blindsight, truesight, or their equivalent).
6. Gains proficiency in Dex and Con saving throws.
7. Gains Innate Spellcasting (save DC 15): 1/day each—*invisibility* (self only, duration 1 minute), *spider climb*.
8. Gains Magic Resistance (1/day, when it fails a saving throw, it can succeed instead).
9. Increase speed by +10 feet.
10. Increase CR by +3.

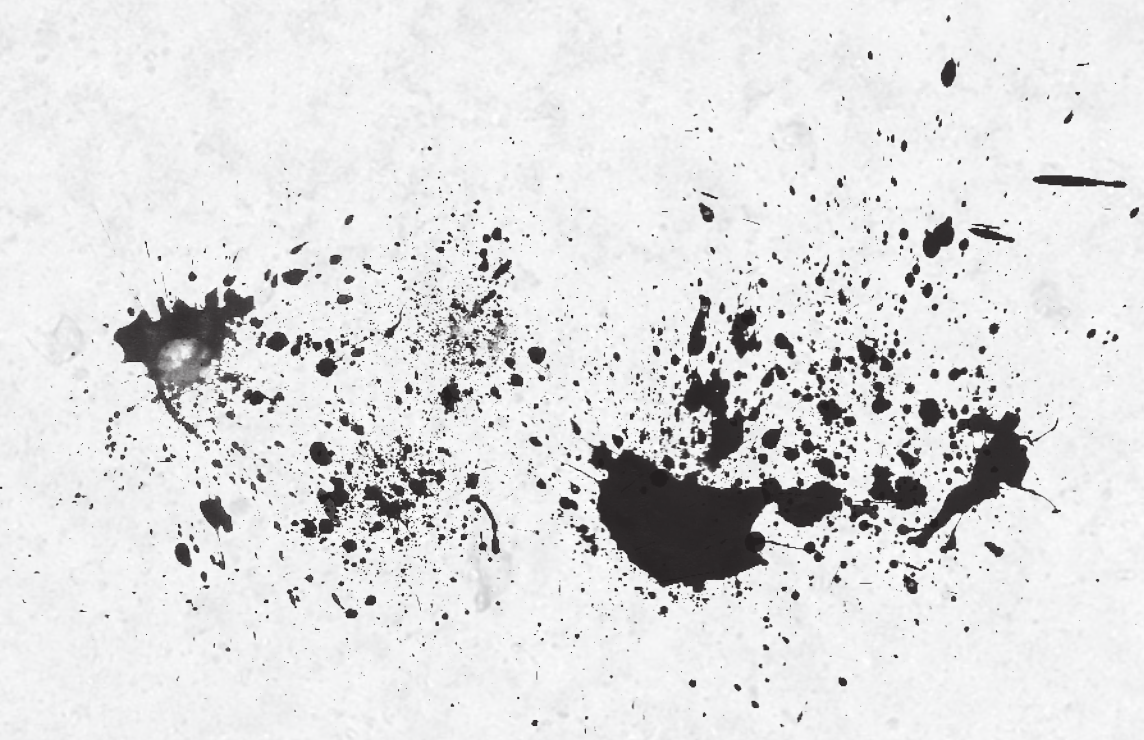
Elder Between

1. Increase Dex by +4; increase Int by +2; increase Str and Con by 1 each.
2. Increase hit points by 4 Hit Dice + (Con modifier ×4).
3. Gains darkvision 120 feet and blindsight 30 feet.
4. Gains resistance to acid, cold, fire, force, lightning, and poison damage, and to damage from nonmagical weapons.

5. Gains Dislocated trait (attacks against it have tactical disadvantage unless the attacker has blindsight, truesight, or their equivalent).
6. Gains proficiency in Dex, Con, and Wis saving throws.
7. Gains Innate Spellcasting (save DC 16): 3/day each—*invisibility* (self only, duration 1 minute), *spider climb*; 1/day each—*blink*, *mirror image*.
8. Gains Magic Resistance (1/day, when it fails a saving throw, it can succeed instead).
9. Increase speed by +20 feet.
10. Increase CR by +4.

Ancient Between

1. Increase Dex by +5; increase Int by +3; increase Str and Con by 1 each.
2. Increase hit points by 5 Hit Dice + (Con modifier ×5).
3. Gains darkvision 120 feet and blindsight 60 feet.
4. Gains resistance to all damage except radiant and bludgeoning, piercing, and slashing damage from nonmagical weapons.
5. Gains Dislocated trait (attacks against it have tactical disadvantage unless the attacker has blindsight, truesight, or their equivalent).
6. Gains proficiency in all saving throws.
7. Gains Innate Spellcasting (save DC 17): 3/day each—*invisibility* (self only, duration 1 minute), *spider climb*; 1/day each—*blink*, *dimension door*.
8. Gains Magic Resistance (2/day, when it fails a saving throw, it can succeed instead).
9. Increase speed by +20 feet.
10. Increase CR by +5.



Al-Mir'aj

This creature looks like a large rabbit with a unicorn-like horn protruding from its head.

AL-Mir'aj

XP 100 (CR 1/2)
N Small monstrosity
Init +3

DEFENSE

AC 13
HP 20 (3d10 + 3)
Save Dex +5
Immune poison

OFFENSE

Speed 40ft
Melee gore (+5, 1d4+3 piercing)

STATISTICS

Str 6 (−2), **Dex** 17 (+3), **Con** 12 (+1),
Int 5 (−2), **Wis** 12 (+1), **Cha** 6 (−2)
Senses darkvision 60ft, passive
 Perception 11

TRAITS

Innate Spellcasting The al-mi'raj can cast the following spells without material components:

At will: *blink*

1/round: *dimension door* (self only)

Magic Resistance The al-mi'raj has advantage on all saving throws against spells and other magic effects.

ECOLOGY

Environment temperate plains

Organization solitary or warren (2-20)

The al-mi'raj is a dangerous creature with long white, pink, yellow or light green fur. Its horn is golden or black in color. Because of the al-mi'raj's interdimensional travel abilities, sages often refer to them as "blink bunnies."

Al-mi'raj react to threats much differently than their normal rabbit cousins. When danger is nearby, the al-mi'raj becomes aggressive and moves to attack. In combat, the al-mi'raj stabs with its horn.

Credit

The al-mi'raj originally appeared in the First Edition *Fiend Folio* (©TSR/Wizards of the Coast, 1981) and is used by permission.

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Authors Scott Greene and Clark Peterson, based on original material by Roger Musson.



Assassin Vine

This gnarled vine, as thick as a man's arm and bearing hand-shaped leaves, convulses across the ground in an unnatural slither.

Assassin Vine

XP 700 (CR 3)

Unaligned Large Plant

Init +0

DEFENSE

AC 13

HP 102 (12d10+36)

Save Con +5

Immune lightning

Resist cold, fire, blinded, deafened, exhaustion

OFFENSE

Speed 5ft

Melee slam (+6, reach 10ft, 4d8+4 bludgeoning plus grapple)

STATISTICS

Str 19 (+4), Dex 10 (+0), Con 16 (+3),

Int 1 (-5), Wis 13 (+1), Cha 9 (-1)

Senses blindsight 30ft (blind beyond this radius), passive Perception 11

TRAITS

Camouflage Creatures have disadvantage on Wis (Perception) checks to see an assassin vine. Anyone with proficiency in Wis (Survival) or Int (Nature) can use these skills to observe the vine without penalty.

Constrict If an assassin vine hits with its slam attack it may make a grapple check on its opponent. If it succeeds, the opponent is grappled and the assassin vine may use its action to inflict slam damage on the grappled target without making an attack roll.

Entangle Assassin vines have the ability to cause plants within 30ft to animate and grab foes. Anyone in this area must make a DC 11 Dex save or be restrained until their next round.

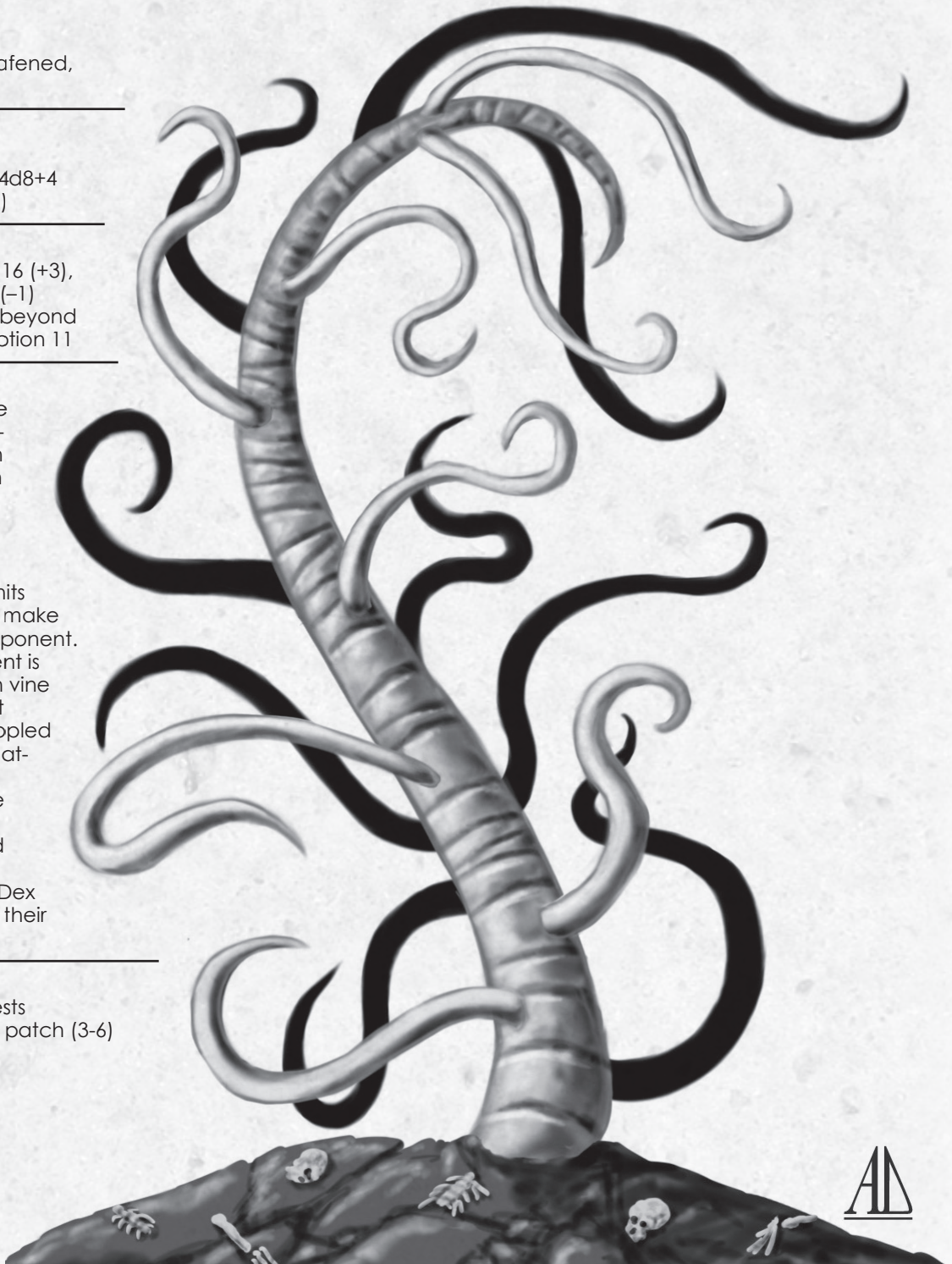
ECOLOGY

Environment temperate forests

Organization solitary, pair or patch (3-6)

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Pathfinder Roleplaying Game, Bestiary, "Assassin Vine"



Basidirond

This strange plant consists of four spidery stalks, long green tendrils, and an inverted bell-shaped cap filled with spores.

Basidirond

XP 1,800 (CR 5)

Unaligned Medium Plant

Init +1

DEFENSE

AC 16

HP 135 (18d8 + 54)

Immunity cold damage; blinded, charmed, deafened, exhaustion, frightened, prone

OFFENSE

Speed 20ft

Melee +7 (slam, 6d8+4 bludgeoning)

STATISTICS

Str 18 (+4), **Dex** 13 (+1), **Con** 16 (+3),

Int 1 (-5), **Wis** 11 (+0), **Cha** 1 (-5)

Senses tremorsense 30ft (blind beyond this radius), passive Perception 10

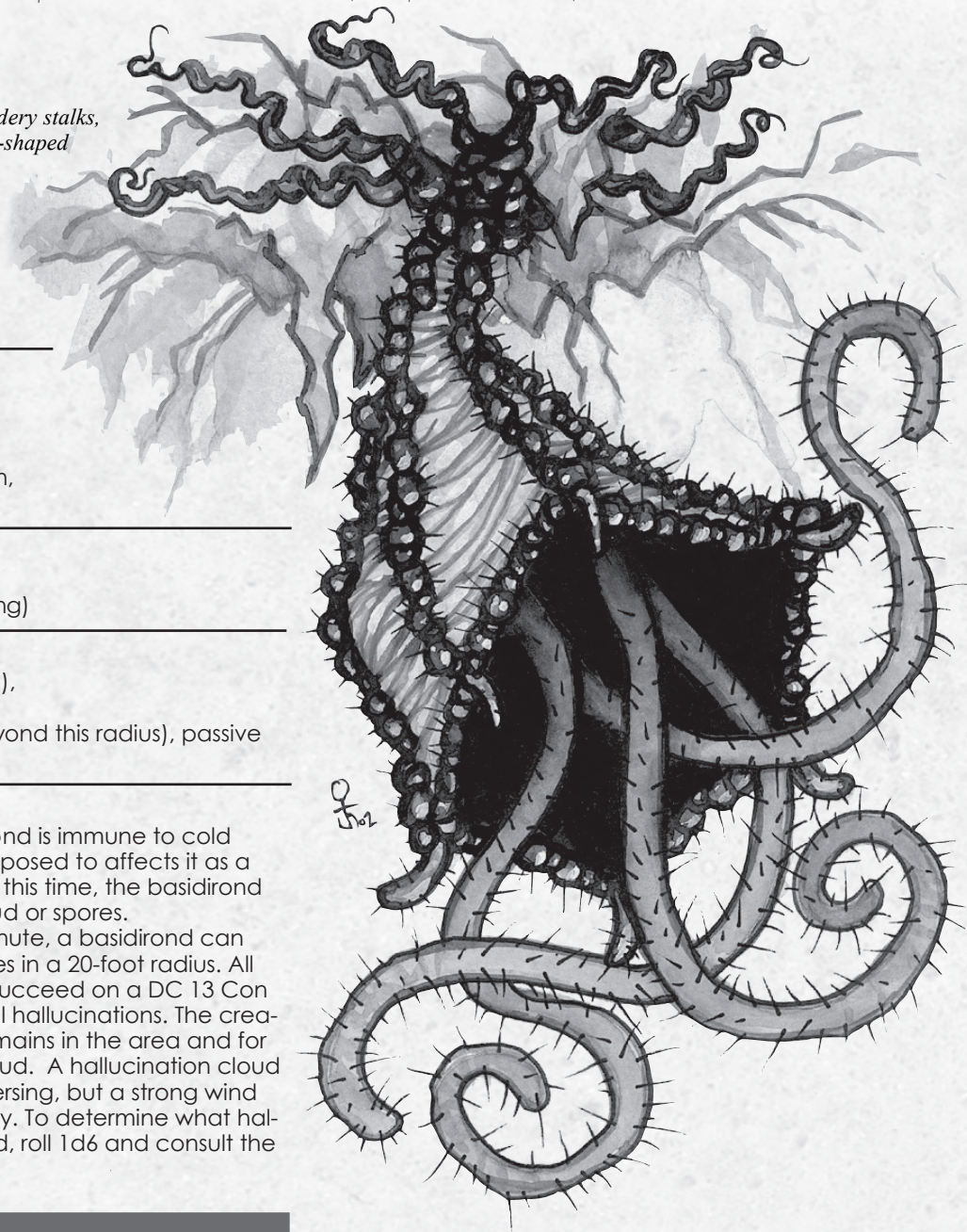
TRAITS

Cold Lethargy Although a basidirond is immune to cold damage, any cold effect it is exposed to affects it as a slow spell for 1d4 rounds. During this time, the basidirond cannot use its hallucination cloud or spores.

Hallucination Cloud: Once per minute, a basidirond can release a cloud of invisible spores in a 20-foot radius. All creatures within the area must succeed on a DC 13 Con save or be affected by powerful hallucinations. The creature must save each round it remains in the area and for 1d4 rounds after leaving the cloud. A hallucination cloud persists for 5 rounds before dispersing, but a strong wind causes it to disperse immediately. To determine what hallucination is suffered each round, roll 1d6 and consult the following table.

d6	Hallucination
1	You're sinking in quicksand! Fall prone and spend 1 round flailing your arms and legs as if trying to swim.
2	Attacked by a swarm of spiders! You must spend your entire turn attacking the floor near you with your weapon.
3	An item you hold has turned into a viper! Drop it and flee from the item at top speed for 1 round.
4	You're suffocating! Stand in place, hold your breath, and clutch at your throat for 1 round.
5	You've shrunk to 1/10th your normal size! Take no actions for 1 round and monsters won't see you.
6	You're melting! Grasp hold of yourself in an attempt to hold yourself together, and take no actions for 1 round.

Spores Any creature struck by a basidirond's slam attack is coated with spores. The creature struck must make a DC 13 Con save or these spores take root in his flesh, and particularly in his lungs. Affected creatures take 3d6 poison damage.



ECOLOGY

Environment any non-cold underground

Organization solitary, pair, or grove (3–8)

The strange fungal basidirond is a deadly plant monster that feeds on mineral-rich moisture, be it runoff from cave walls or fresh blood. By ensuring a constant flow of nutritious moisture, canny cave dwellers can use basidironds as guardians for their lairs, although they must take care to avoid the plant's hunting routes lest they become its latest victims.

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Pathfinder Roleplaying Game, Bestiary, "Basidirond"

Caul Cuckoo

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

XP 1,800 (CR 5)
N Small aberration (Between)
Initiative +3

DEFENSE

AC 13
hp: 63 (14d6 + 14)
Saving Throws: Dex +6, Con +4, Wis +4
Resistance: nonmagical weapons
Immunity: acid damage; prone

OFFENSE

Speed: 10 ft., burrow 5 ft., climb 10 ft., swim 10 ft.
Multiattack: The caul cuckoo makes three tongue attacks or sings its lullaby.
Melee Attack—Tongue: +5 to hit (reach 5 ft.; one creature).
Hit: 1d4 + 3 piercing damage plus 1d6 acid damage.
Area Attack—Lullaby: When a caul cuckoo wails its lullaby, it has the same effect as a *confusion* spell that affects all creatures within 300 feet of the caul cuckoo who can hear the song. All potential targets must make successful DC 15 Wis saving throws or become confused. The confusion lasts for 1 minute or until the caul cuckoo stops singing or loses concentration on its lullaby.

STATISTICS

Str 8 (-1), **Dex** 16 (+3), **Con** 12 (+1),
Int 9 (-1), **Wis** 12 (+1), **Cha** 18 (+4)
Languages: Common, Deep Speech, Sylvan, telepathy 30 ft.
Skills: Perception +4, Stealth +6
Senses: Darkvision 60 ft.

TRAITS

Change Shape: A caul cuckoo has two forms. Its natural form is that of a sluglike thing with a distorted humanoid head, but it can also take a humanoid form based on its mother. A caul cuckoo can shift between its forms as a bonus action. Equipment worn or carried on its humanoid form melds into its natural form.

Distorted: The caul cuckoo's internal anatomy is radically different from a normal humanoid's. Critical hits against the creature do a flat +1 damage but don't roll damage dice twice.

Horrific Appearance: Creatures that start their turn within 30 feet of a caul cuckoo in its natural form and who can see it see must make a successful DC 15 Wis saving throw or be poisoned. This is a psychological effect, not actual poison, so immunity to poison offers no protection. A poisoned creature repeats the saving throw at the end of its turn to end the effect. A successful saving throw makes the creature immune to the horrific appearance of caul cuckoos for 24 hours.

Salt Vulnerability: A handful of salt burns a caul cuckoo as though it was alchemist's fire, doing 1d4 fire damage at the start of the caul cuckoo's turn until it's extinguished by spending an action to make a successful DC 10 Dex check.

ECOLOGY

Environment: Any land (Between)
Organization: Solitary, pair, gang (3–8), or cult (9–20)



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, 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. If born in its sluglike 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 25 (CR 1/8)
N Tiny aberration
Initiative +1

DEFENSE

AC 11
hp: 1 (d4-1)
Resistance: nonmagical weapons

THE BLIGHT: RICHARD PETT'S CROOKED CITY

Immunity: acid damage; prone

OFFENSE

Speed: 5 ft., burrow 5 ft., climb 5 ft., swim 5 ft.

Ranged Attack—Lullaby: When a caul cuckoo syre wails its lullaby, it targets one creature within 30 feet which must succeed on a DC 13 Wis saving throw or fall unconscious. Creatures with 5 or more HD are immune. A creature that saves successfully is immune to all caul cuckoo syre lullabies for 24 hours. An unconscious creature wakes up after 1 minute, when it takes damage, or when another creature uses an action to awaken it.

STATISTICS

Str 1 (-5), **Dex** 12 (+1), **Con** 8 (-1),

Int 6 (-2), **Wis** 10 (+0), **Cha** 16 (+3)

Languages: Deep Speech, telepathy 30 ft.

Skills: Stealth +5

Senses: Darkvision 60 ft.

TRAITS

Salt Vulnerability: A handful of salt burns a caul cuckoo syre as though it was alchemist's fire, doing 1d4 fire damage at the start of the caul cuckoo's turn until it's extinguished by spending an action to make a successful DC 10 Dex check.

ECOLOGY

Environment: Any land (Between)

Organization: Solitary

Caul cuckoo syres are the progenitors of caul cuckoos. They spend the majority of their lives stealthily searching out pregnant humanoid females to infest, so they can corrupt their unborn children into caul cuckoos.

A caul cuckoo syre can detect pregnant humanoids within 60 feet by smell. Strangely, caul cuckoo syres are also attracted by the odor of some ghouls, which consider caul cuckoo syres to be quite the delicacy.

When a caul cuckoo syre locates a pregnant potential host, it crawls into the woman's womb while she's asleep. Over the course of the next five days, it slowly dissolves into the developing embryo, bathing it in unnatural hormones. The woman experiences severe morning sickness during those five days; a successful DC 13 Wis (Medicine) check made by a character with proficiency in Medicine spots the difference between this sickness and typical morning sickness. By the end of the five days, the syre is completely gone and the fetus is transformed into a caul cuckoo.

If the syre's presence is detected or even suspected, it can be removed with a successful DC 15 Wis (Medicine) check. The check can be repeated as many times as necessary, but if it fails by 5 or more, the host takes 1d6 slashing damage (which can easily kill a commoner with 4 or fewer hit points). *Lesser restoration* or comparable magic destroys a caul cuckoo syre automatically and restores the fetus to normal health.

Caul Cuckoo Queen

This filthy, barefoot vagrant is covered in a ragged robe and a cloyingly sweet smell. Needle-like stingers protrude from its palms, and three barbed tongues erupt from its mouth and lash the air around it.

Caul Cuckoo Queen

XP 2,300 (CR 6)

CE Medium Aberration

Init +5

DEFENSE

AC 15

HP 143 (22d8+44)

Immunity acid

OFFENSE

Speed 30ft

Multiaffack 2 stingers, 3 tongues

Melee +5 (stinger, 2d4+2 plus caulspaw), +8 (tongue, 2d4+5 plus caulspaw)

STATISTICS

Str 14 (+2), **Dex** 20 (+5), **Con** 15 (+2),

Int 14 (+2), **Wis** 12 (+1), **Cha** 15 (+2)

Languages Common, Sylvan

Senses darkvision 60ft, passive Perception 11

TRAITS

Caulspaw A creature damaged by a caul cuckoo queen's sting or tongue must succeed on a DC 12 Con save or suffer the effects of caulspaw (see sidebar below).

Mindworms A caul cuckoo queen can stir the caulspaw in an addict's system. As an action, it can place a thought into the mind of a single creature suffering from caulspaw addiction within 60 feet. The target believes this thought is its own, and need not act on it, but it receives no saving throw. The queen and its target do not need to share a common language to sow complex ideas. Alternatively, the queen can inspire feelings of worms crawling under the skin, imposing the poisoned condition on the target for 1d10 rounds. This counts as being sickened by caulspaw for the effects of that drug (see sidebar below). A successful DC 12 Wis save negates either effect.

Syreling Slick A caul cuckoo queen has a brood of caul cuckoo syrelings suspended within its caulspaw. A caul cuckoo queen can spend its entire round, taking no other actions, to open its layered hide and expel its brood as a syreling slick into an adjacent space. The syreling slick is treated as a summoned creature; if reduced to negative hit points it is sent back to Between. However, due to its tie to the caul cuckoo queen, a syreling slick can touch and attack creatures warded by *protection from evil* and similar effects that prevent contact with summoned creatures.

When summoned in this way, the slick's hit points are equal to the last time it was summoned plus any time it has had to naturally heal; the slick only heals naturally when it is in Between. The only exception to this is if the slick was slain, in which case it returns with half its normal hit points. The slick remains until dismissed by the queen as an action. If the slick is sent back to Between due to death, it cannot be summoned again until the following day. The slick cannot be sent back to Between by means of *dispel magic*, but spells such as *banishment* function normally. If the queen is killed, its syreling slick is immediately banished.

A queen has a close bond with its syreling slick. Whenever the slick takes enough damage to send it back to Between, as a reaction to the damage, the queen can sacrifice any number of hit points it has as a bonus action. Each hit point sacrificed in this way prevents 1 point of damage dealt to the slick. This can prevent the slick from being sent back to Between.

In addition, the slick and the queen must remain within 500 feet of one another for the slick to remain at full strength. If the slick is beyond 500 feet but closer than 5,000 feet, it loses its Between temporary hit points. If the slick is more than 5,000 feet away but closer than 10,000 feet, its current and maximum hit point totals are reduced by 50%. If the slick is more than 10,000 feet away, it is immediately returned to Between. Current and temporary hit points lost in this way are not restored when the slick gets closer to its



queen, but its maximum hit point total does climb to the levels indicated and eventually returns to normal.

ECOLOGY

Environment any land (Between)

Organization solitary

When a caul cuckoo reaches around 20 years of age, it finds a safe, dark place to hide and envelops itself in a leathery cocoon using a substance it applies with its tongues. Over the course of approximately one month, in which the caul cuckoo is unconscious and helpless, it transforms into a caul cuckoo queen.

A caul cuckoo queen appears as a humanoid vagrant covered in a dirty, ragged robe but this "robe" is actually a layered hide that the queen can open to reveal translucent, pale-yellow flesh riddled with pores that constantly weep a honey-like substance called caulspawn, a powerful aphrodisiac and euphoriant (see sidebar below). A caul cuckoo queen has a brood of caul cuckoo syrelings that it can summon from Between as a syreling slick. In combat, both this composite ooze creature and the queen, which has stingers that it can extrude from sheaths in the palm of its hands and a trio of long, sharp tongues, use the debilitating aspects of caulspawn as a weapon, leaving devastating addictions, as well as physical injuries, in their wakes.

Syreling Slick

This pale-yellow, serpentine ooze has small gray flecks suspended within its syrupy mass.

XP 700 (CR 3)
Unaligned Medium Ooze

New Drug: Caulspawn

Caulspawn (Ingested or Injury). Caulspawn is a pale-yellow, viscous liquid caul cuckoo queens produce to protect and feed their swarms of syrelings. If the substance is examined closely, the syrelings can be seen as tiny gray worms distributed within the liquid. As well as supporting the development of their young, caulspawn has strong aphrodisiac and euphoria effects for most fey, humanoids, and native outsiders that consume or inject it, and for whom it proves remarkably addictive. Caul cuckoo queens collect the sweet, honey-like substance in vials or wax-covered paper to sell to victims once they become addicted.

For 1 hour after taking a dose of caulspawn, the user receives a 1d4 bonus to Charisma, and for 2d12 hours gains a feeling of well-being interspersed with periods of euphoria. However, the user also permanently loses 1d2 points of Wisdom. Creatures reduced to 0 Wisdom must succeed on a DC 13 Wis save or contract caulspawn psychosis (see below).

Caulspawn Addiction

Caulspawn addiction is caused by an infestation of parasitic syrelings whose nearly microscopic forms enter the body through exposure to caulspawn. Once in the body, the worms travel along the nervous system to the brain and spine, causing debilitating neurological symptoms. Note that while infestations are a type of affliction similar to diseases and a *lesser restoration* or similar effect instantly cures an infestation, immunity to disease offers no protection, as parasites cause the infestation. If a caul cuckoo syre corrupts the development of a caulspawn addict's fetus, the pregnancy accelerates and the caul cuckoo is born in an average of only 12 weeks.

Once per day an addict must succeed on a DC 11 Wis save, or take a permanent -2 penalty to Con and Cha. The addict cannot naturally heal ability damage caused by caulspawn unless suffering from caulspawn psychosis (see below), addict is immune to caul cuckoo lullabies. Curing the addiction requires 3 consecutive successful saves.

Caulspawn Psychosis

Individuals suffering from Caulspawn Psychosis become chaotic evil, gain a +5 bonus on Deception checks to hide their insanity, gain a +5 bonus on Deception checks to hide insanity, gain immunity to caul cuckoo lullabies and to Wisdom damage caused by caulspawn, and gain the ability to naturally heal existing Wisdom damage caused by caulspawn.

A caulspawn psychotic is obsessed with caulspawn and with obtaining it by serving caul cuckoo queens. Whenever a caul cuckoo queen uses its mindworms ability on a caulspawn psychotic, it can choose to have the implanted thought act as *suggestion* instead of a normal thought.

A caulspawn psychotic may suppress her psychosis for a period of 1 day by making a Wis save against the DC of her insanity. The suppression DC increases by +2 for each successful save until the caulspawn psychotic fails the saving throw, at which point the suppression DC reverts to the insanity's base DC. For the most part, the impact of caulspawn psychosis must be roleplayed, although not all players find entertainment in roleplaying a drug-obsessed servant of monsters. In such cases, the GM should assume control of the character whenever his psychosis is in control.

A caulspawn psychotic can make saves to recover from her insanity only when she has not taken caulspawn within the last week. Should a character take a dose of caulspawn, she immediately relapses, causing the insanity DC to return instantly to its base DC, negating any successful past saves.

THE BLIGHT: RICHARD PETT'S CROOKED CITY

Init -5

DEFENSE

AC 5

HP 104 (16d8 + 32 plus 16 temporary HP if in communication with caul cuckoo queen)

Immune acid, piercing damage; blinded, charmed, deafened, diseased, exhaustion, frightened, prone

OFFENSE

Speed 10ft, climb 10ft, swim 30ft

Melee slam (+4, 6d6+4 bludgeoning plus caulspawn and engulf)

STATISTICS

Str 14 (+2), Dex 1 (-5), Con 15 (+2),

Int 3 (-4), Wis 11 (+0), Cha 6 (-2)

Senses blindsight 30ft, passive Perception 10

TRAITS

Between Link: A syreling slick shares a mental link with its caul cuckoo queen that allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing the queen to give orders to its syreling slick at any time. This link also infuses the syreling slick with Between power, granting 1 temporary hit point per HD (16 for most syreling slicks).

Caulspawn: A creature engulfed by a syreling slick or dam-

aged by its slam attack must succeed on a DC 12 Con save or suffer the effects of caulspawn (see sidebar below).

Engulf: A creature struck by a syreling slick's slam attack must succeed on a DC 12 Dex save or become restrained by the viscid ooze. The target or an adjacent creature can spend its turn scraping off the clinging fluid, allowing a new Dex save with a +2 bonus; otherwise, the effect lasts for 1d4 minutes.

ECOLOGY

Environment aquatic and marshes

Organization solitary

A syreling slick is the first stage of the caul cuckoo lifecycle and is linked to a caul cuckoo queen. It is a composite ooze creature that comprises a swarm of immature caul cuckoo syres, all at various stages of development, held within a gelatinous mass of caulspawn. The proto-syre's primitive hive mind grants it a limited intelligence that is able to animate the caulspawn ooze into a vehicle and weapon.

Syres that reach maturity disappear from the syreling slick and are immediately born through one of the pores in its queen's flesh. They squirm out into the world to crawl away in search of pregnancies to corrupt.

Syreling slicks can be harvested for the caulspawn they consist of. Each dose of caulspawn harvested deals 1 point of damage to the slick, however, resulting in its return to Between unless healed far before much of its actual mass can be taken.



Cobra Flower

This tall, slender plant has a large flowering bulb topping its brownish-green roots. Two large green leaves flank its flowering top, giving the appearance of a cobra's hood. Its leaves are thin and have transparent blotches on them.

Cobra Flower

XP 1,100 (CR 4)
Unaligned Medium Plant
Init +3

DEFENSE

AC 13

HP 110 (20d8 + 20)

Immunity poison damage; blinded deafened, frightened, paralyzed, poisoned, prone

OFFENSE

Speed 5ft

Melee +3 (bite, 4d6+1 piercing plus 2d6 acid and grab)

STATISTICS

Str 13 (+1), **Dex** 17 (+3), **Con** 12 (+1),

Int 1 (-5), **Wis** 13 (+1), **Cha** 9 (-1)

Senses blindsight 30ft (blind beyond this radius), passive Perception 11

TRAITS

Constrict: A grabbed creature automatically takes 1d6+1 bludgeoning and 1d6 acid damage each turn.

Grab: A creature that is hit by the seedling's bite attack is considered restrained. A restrained creature can escape with a successful Str contest against the seedling.

ECOLOGY

Environment temperate and cold forests

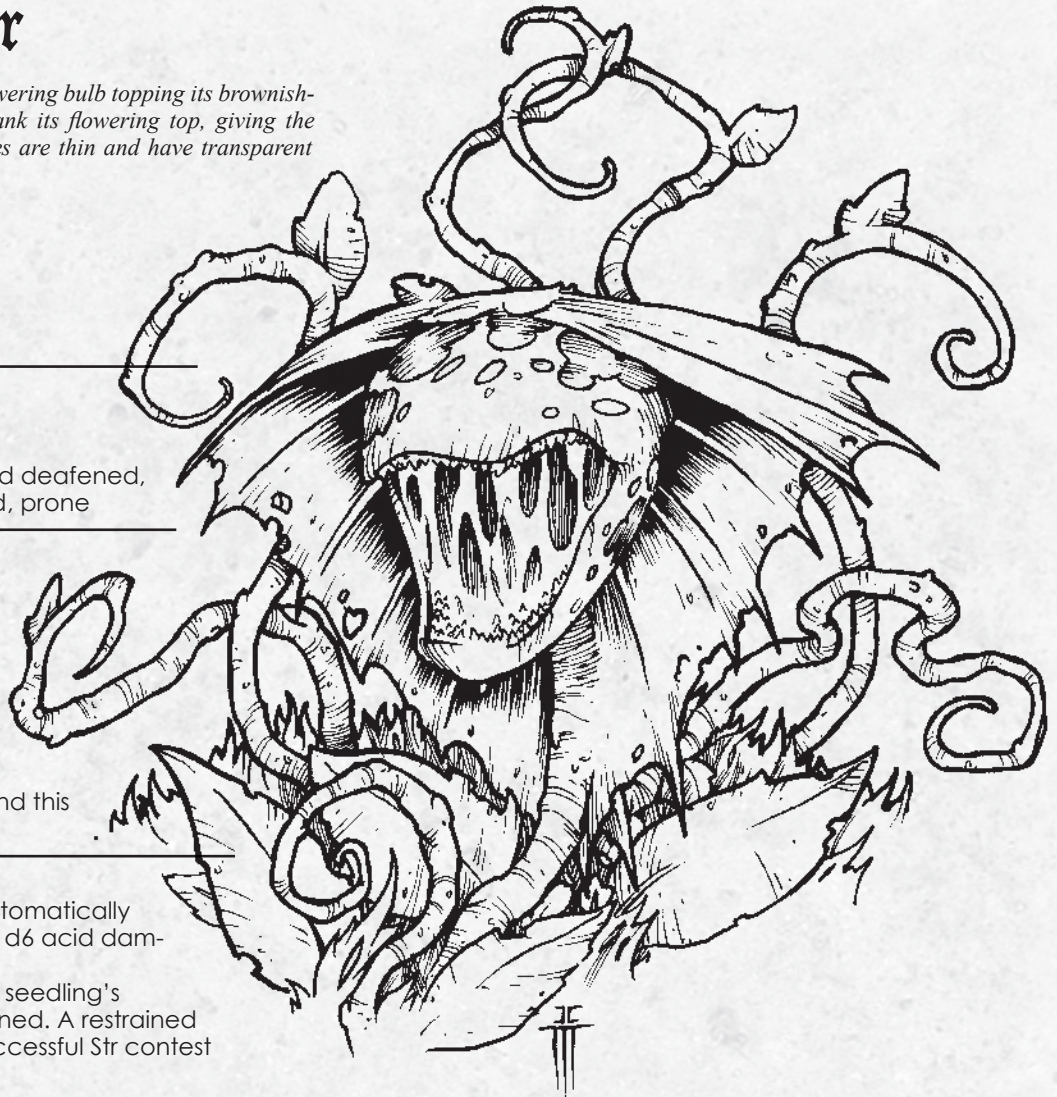
Organization solitary or patch (2-4)

Cobra flowers draw nutrients from sunlight, the soil, and water, but enjoy a diet of insects, rodents, animals, and even humanoids when available. The creatures can be found nesting in forests and often take up residence near small population areas where they can feed on humanoids who wander into their area. Many a child's or adult's disappearance can be attributed to a cobra flower.

When a cobra flower detects a living creature, it remains motionless until its prey is within 5 feet. It then spreads its leafy hood, opens its flowery bulb, and bites its prey, secreting acidic enzymes to break down and digest the victim.

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Author Scott Greene.



Garden Ooze

What seems to be a mass of diseased fibers growing on a plant suddenly moves and slithers independently from its sickly host.

Garden Ooze

XP 450 (CR 2)
Unaligned Small Ooze
Init +3

DEFENSE

AC 13
HP 39 (6d8 + 12)
Immune acid damage; blinded, charmed, deafened, exhaustion, frightened, prone
Resist cold, fire

OFFENSE

Speed 20ft, climb 20ft
Melee slam (+5, 2d4 bludgeoning plus 2d8 acid)

STATISTICS

Str 11 (+0), **Dex** 16 (+3), **Con** 15 (+2),
Int 1 (-5), **Wis** 1 (-5), **Cha** 2 (-4)
Senses blindsight 60ft, passive Perception 5

TRAITS

Acid: A garden ooze excretes digestive acid that can dissolve flesh. Creatures made of harder materials or plant

matter are immune to the ooze's acid.

Camouflage: A garden ooze is difficult to spot when it is at rest among plant growth of any type. A DC 12 Wis (Perception) check is required to notice the ooze is a separate entity and not a diseased portion of the plant it rests upon. The ooze automatically hits with a slam against any creature that fails to notice the ooze and comes within range.

Stink: Once every 24 hours, a garden ooze can release foul-smelling gases in a 5-foot-radius spread centered on the ooze. The ooze usually does so after it is first injured. The stench of these vapors is overpowering during the first round it exists, causing living creatures within it to become poisoned for 1d3 rounds. A DC 11 Con save negates the effect.

ECOLOGY

Environment temperate forest, marshes and urban
Organization solitary, pair or patch (3-5)

At first glance, a garden ooze looks like nothing more than a patch of diseased or rotting matter adhering to a normal plant. On closer inspection however, the ooze reveals its true nature — an animate mass of protoplasmic slime that feeds on carrion or small animals. Garden oozes can move surprisingly quickly, often pursuing prey as it flees, changing color to hide its presence as it does so. Occasionally, certain gardeners who may or may not be suicidal actually cultivate garden oozes as natural predators to catch vermin and small pests.

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Pathfinder Roleplaying Game, Bestiary 3, "Garden Ooze"

Giant Leech

A parasite ballooned to monstrous proportions undulates in the muck, its circular maw a spiral of teeth.

Giant Leech

XP 450 (CR 2)
Unaligned Medium Beast
Init +1

DEFENSE

AC 11
HP 110 (10d8 + 20)

OFFENSE

Speed 5ft, swim 20ft
Melee +2 (bite, 2d6 piercing plus attach)

STATISTICS

Str 11 (+0), **Dex** 12 (+1), **Con** 14 (+2),
Int 1 (-5), **Wis** 10 (+0), **Cha** 1 (-5)
Senses blindsight 30ft, passive Perception 10

TRAITS

Attach: When a giant leech's bite attack hits, it is attached to its target. While attached may not attack other targets, but automatically inflicts 1d6 damage each round that it remains attached due to blood drain. The target creature can use an action to pull the leech loose, but the action inflicts another 1d6 points of damage, and the wound continues to bleed, inflicting

1d4 damage per round for 1d6 rounds. A DC 12 Wis (Medicine) check will stop the bleeding. A giant leech will drop off if its target is dead or if it is killed. It can also voluntarily drop off to escape or fight.

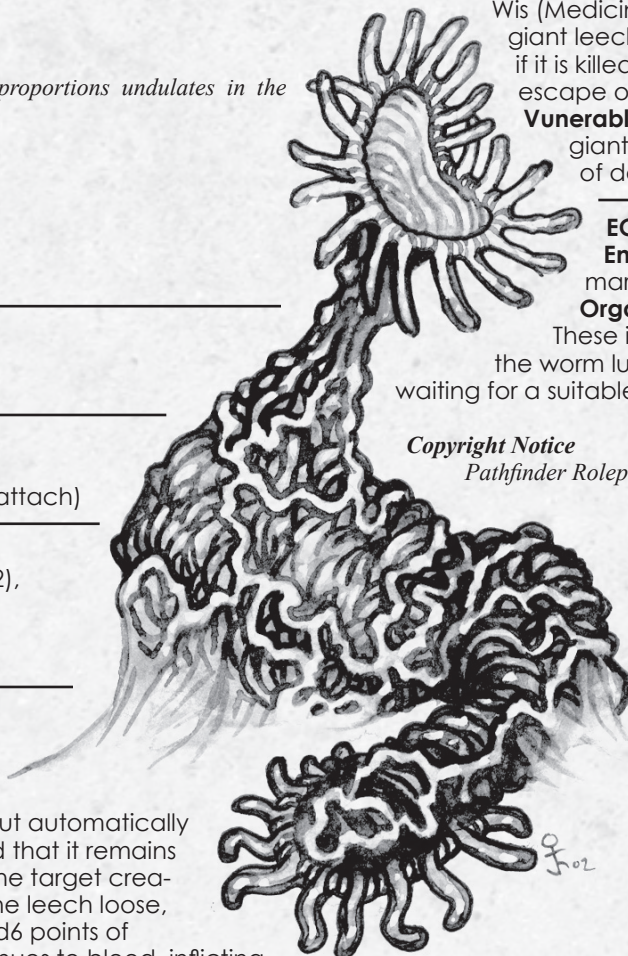
Vulnerable to Salt: A handful of salt burns a giant leech like acid, inflicting 1d6 points of damage.

ECOLOGY

Environment temperate or warm marshes
Organization cluster, pair, or brood (3-6)
 These invertebrate parasitic relatives of the worm lurk in stagnant or slow-moving water, waiting for a suitable host.

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Pathfinder Roleplaying Game, Bestiary, "Giant Leech"



Living Disease, Bloody Flux

A dark mist roils and retracts, probing its environment with ephemeral tendrils.

Swarm of Bloody Flux

XP 200 (CR 1)
Unaligned Medium swarm of Tiny beasts (living disease)
Initiative +2

DEFENSE

AC 12
hp: 22 (5d8)
Resistance: bludgeoning, piercing, and slashing damage
Immunity: force damage; blindness, charm, deafness, exhaustion, fright, grappling, incapacitation, paralysis, petrification, prone, stun, unconsciousness

OFFENSE

Speed: fly 10 ft., swim 10 ft.
Melee Attack—Swarm: +7 to hit (reach 5 ft.; one creature).
Hit: 1d8 + 2 piercing damage.

Str 1 (-5), **Dex** 14 (+2), **Con** 10 (+0),
Int 1 (-5), **Wis** 6 (-2), **Cha** 1 (-5)
Languages: None
Skills: Stealth +6
Senses: Blindsight 60 ft.

TRAITS

Amorphous: The swarm can move through gaps as small as 1 square inch without penalty. It can move through and remain in spaces occupied by other creatures without hindrance.

Blend Into Darkness: A swarm of bloody flux is invisible in dim light.

Bloody Flux: A creature that starts its turn in the same space as a swarm of bloody flux must make a successful DC 10 Con saving throw or contract the disease bloody flux. A creature that contracts bloody flux gains 1 level of exhaustion immediately and must make a DC 10 Con saving throw after every long rest. If the saving throw fails, the creature gains another level of exhaustion; if it succeeds, the creature recovers from 1 level of exhaustion. The disease ends when the creature has no levels of exhaustion or when it receives a *lesser restoration* spell or comparable magic.

Regeneration: The swarm heals 5 hit points at the start of its turn. This ability doesn't function if it took cold or poison damage since its previous turn.

Vulnerability to Healing: A *lesser restoration* spell cast on a living disease kills the swarm instantly.

ECOLOGY

Environment: Castorhage and other warm, moist urban areas

Organization: Solitary or plague (2-7)



Living diseases are swarms of harmful bacteria or viruses that have supernaturally gained limited sentience under exceedingly foul or magical conditions. They seek out hosts to propagate their contagion. Their individual components are microscopic; the only reason they can be seen is because they form swarms containing billions of individual organisms.

A living disease has the appearance of a floating shadow or dimness with indistinct edges. It offers no resistance to solid objects that enter its space; it can't be felt even as a subtle dampness (like a mist) or coolness (like a shadow). They make no sound whatsoever. They're most dangerous at twilight and nighttime, when their presence in a dimly-lit campsite or hovel is almost impossible to detect.

Living diseases are extremely rare, but they are also highly varied. There are potentially as many different kinds of living diseases as there are diseases. Only bloody flux is described here, but it can be used as a model for others. A living disease instinctively avoids undead, oozes, plants, constructs, and other creatures that aren't suitable hosts.

This disease is endemic to the Sinks district of Castorhage, with a major outbreak occurring every few years though largely remaining contained to that portion of the city. On occasion, it spreads to other poor, overcrowded areas of the city where clean water is in short supply. Bloody flux is generally contracted through exposure to water that's been contaminated with fecal matter from someone already suffering from the disease or, as is the case in the Sinks, the presence of one or more bloody flux living diseases that travel through sewers and along filthy gutters lining the streets. The disease enters the intestinal tract of the victim and causes inflammation resulting in fever, painful cramping, and frequent bloody diarrhea that leads to severe dehydration and eventually death.

Ooze, Canker

A transparent mass of pitted and colorless protoplasm extends a pseudopod as it undulates through the murky water.

Ooze, Canker

XP 2,300 (CR 6)
Unaligned Medium ooze
Init -5

DEFENSE

AC 5
HP 130 (20d8 + 40)
Immune acid, cold damage; blinded, charmed, deafened, diseased, exhaustion, frightened, prone

OFFENSE

Speed 10ft, swim 30ft
Melee slam (+7, 6d6+4 bludgeoning plus 3d8 acid)

STATISTICS

Str 18 (+4), **Dex** 1 (-5), **Con** 15 (+2),
Int 1 (-5), **Wis** 4 (-3), **Cha** 4 (-3)
Senses blindsight 60ft, passive Perception 7

TRAITS

Acid: The digestive acid that covers a canker ooze dissolves metal weapons and armor. Nonmagical weapons and armor that come in contact with the ooze are corroded by its acidic secretions. After dealing damage, a corroded metal weapon takes a permanent and cumulative -1 penalty. Once this penalty reaches -5 the weapon is destroyed. Nonmagical metal armor that is struck by the ooze takes a -1 permanent, cumulative penalty. When its total AC (excluding Dex bonus) is reduced to 10, the armor is destroyed.

Disease Carrier (Ex) A canker ooze is not subject to the effects of diseases. If a canker ooze contracts a disease, any creatures it damages with its slam attack are exposed to the disease.

Noxious Cloud (Ex) Once every 1d4+1 rounds, a canker ooze can emit a cloud of acidic vapor. All creatures within 15 feet must succeed on a DC 15 Dex save or take 2d6 acid damage and be blinded and left choking for 1d3 rounds. A choking creature cannot breathe or speak, and must hold its breath or begin suffocating. Any creature that does not breathe is immune to these choking effects. Creatures that succeed on their saving throw take half damage and are not blinded or choking. The save DC is Constitution-based.

Paralysis (Ex) A canker ooze secretes an anesthetizing slime. A creature grappled by a canker ooze must succeed on a DC 12 Con save or be paralyzed for 3d6 rounds. The save DC is Constitution-based.



Transparent (Ex) Due to its lack of vivid coloration, a canker ooze is difficult to discern from its surroundings in most environments, and especially underwater. Out of water, a DC 12 Wis (Perception) check is required to notice a canker ooze. Any creature that fails to notice a canker ooze and moves into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze. When underwater, a canker ooze gains concealment and can use the Stealth skill while moving at its normal speed without penalty.

ECOLOGY

Environment aquatic and marshes
Organization solitary

Canker oozes are an aquatic variant of the gray ooze that dwells in the swamps of the Sinks. Similar to the deeper water crystal ooze with their paralytic slime, canker oozes are distinguished by their ability to bubble off an acid cloud of vapor and for frequently passing on water-borne diseases.

Sargassum Fiend

This shifting mass of green seaweed transforms from the shape of a humanoid back to a patch of algae, continually changing.

Sargassum Fiend

XP 5,000 (CR 9)
N Large Plant (aquatic)
Init +2

DEFENSE

AC 16 (natural)
HP 190 (20d10 + 80)
Immunity blinded, charmed, deafened, exhaustion, frightened, prone
Resistance slashing damage from non-magical weapons

OFFENSE

Speed 20ft, climb 20ft, swim 40ft
Multiaction 2 slams
Melee +9 (slam, reach 10ft, 5d8+5 bludgeoning)

STATISTICS

Str 20 (+5), **Dex** 14 (+2), **Con** 18 (+4),
Int 2 (-4), **Wis** 11 (+0), **Cha** 15 (+2)

Senses blindsight 60ft, passive Perception 10

TRAITS

Mirage All creatures with 300ft of the fiend must make a DC 14 Wis save or become enraptured by its hallucinatory scent. An enraptured creature sees the sargassum fiend as person, place or thing that it is most likely to approach, such as a lost loved one, a huge treasure, food for the starving, etc. This illusion is complete, engaging all senses, but ends if the fiend makes an attack against any target.

ECOLOGY

Environment any oceans
Organization solitary, pair or bed (3-8)

These dangerous sea-plants are actually masses of intelligent seaweed that secrete a powerful hallucinogenic pheromone that attracts unsuspecting prey. Once it has approached close enough, an unfortunate victim is seized and crushed to death. Sea tales tell of entire ship crews enraptured and devoured by beds of carnivorous weed.

A sargassum fiend's pheromone is produced by organic bulbs that cover the creature's body. A fresh bulb will last one hour before becoming useless; until then it can be crushed as an action to produce the mirage effect described above. A single fiend yields 1d6 bulbs, and each one requires a DC 18 Wis (Survival) check to harvest successfully.

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Pathfinder Roleplaying Game, Bestiary 3, "Sargassum Fiend"

Serpent Creeper

This large vine springs to life revealing a serpentine head with fanged mouth.

Serpent Creeper

XP 1,100 (CR 4)
N Large Plant
Init +3

DEFENSE

AC 16 (natural)
HP 120 (16d8+48)
Immunity blinded, charmed, deafened, exhaustion, frightened, prone

OFFENSE

Speed 30ft, climb 30ft
Melee +6 (4d8+4 plus 2d6 acid)

STATISTICS

Str 18 (+4), **Dex** 17 (+3), **Con** 16 (+3),
Int 1 (-5), **Wis** 12 (+2), **Cha** 2 (-4)
Senses darkvision 60ft (blind beyond this radius)

TRAITS

Acidic Poison: The bite of a serpent creeper deals 2d6 points of acid damage initially and 1d6 points of acid damage each round thereafter. A DC 13 Con save or a DC 13 Wis (Medicine) check ends the ongoing acid damage. Multiple bites are cumulative.
Lure: A serpent creeper has a special air sac in its throat that it can turn inside out. By doing so, the air sac appears

to be a piece of low-hanging fruit. A serpent creeper uses this ruse to draw its prey in closer. Any creature approaching a serpent creeper is allowed a DC 20 Wis (Perception) check; if the check fails then the creeper can attack with surprise.

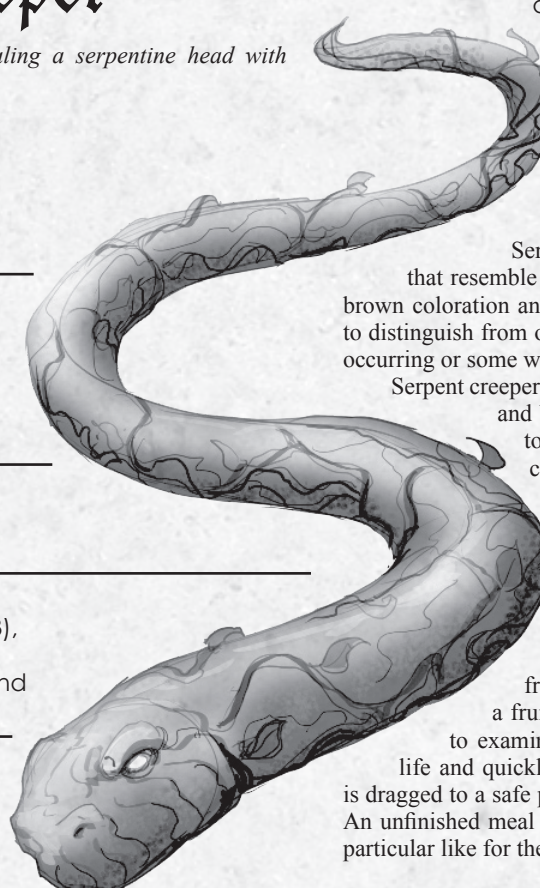
ECOLOGY

Environment temperate or warm forests
Organization solitary or grove (2-6)

Serpent creepers are dangerous carnivorous plants that resemble 12-foot long pythons. When at rest, their green and brown coloration and the leafy patterns on their scales make them hard to distinguish from ordinary vines. Whether these creatures are naturally occurring or some weird magical cross of serpent and plant is unknown.

Serpent creepers are typically 12-15 feet long. Their bodies are green and brown scales covered with various leaf-like patterns to aid them in their camouflage. Some serpent creepers can change the color of their scales slightly to better match their surroundings, adding to the ruse. Young serpent creepers are rarely encountered, but have been spotted. They appear as smaller versions of the adults, about 3 feet long. Reproduction and life cycles of serpent creepers are unknown.

Serpent creepers are quintessential ambush hunters. When hunting, a serpent creeper hangs from a tree and puffs out its air sac, disguising it as a fruit indigenous to the local area. When prey moves in to examine or pluck the fruit, the serpent creeper springs to life and quickly coils around the target while biting it. Slain prey is dragged to a safe place and devoured over the course of several hours. An unfinished meal is left to forest scavengers. Serpent creepers have a particular like for the flesh of goblins and halflings.



Sirine Flower

The creature appears as an animated plant with a flowering base and several writhing stalks each topped with flowers of red, amber, gold, silver, bronze and purple.

Sirine Flower

XP 700 (CR 3)
U Medium Plant
Init +0

DEFENSE

AC 15 (natural)
HP 104 (16d8 + 32)
Immunity blinded, charmed, deafened, exhaustion, frightened, prone
Resistance fire damage

OFFENSE

Speed 10ft
Multiaction 4 tendrils
Melee +4 (tendrill, 2d4+2 slashing plus grab)

STATISTICS

Str 14 (+2), Dex 10 (+0), Con 14 (+2),
Int 10 (+0), Wis 12 (+1), Cha 14 (+2)
Senses blindsight 60ft (blind beyond this radius), passive Perception 11

TRAITS

Charming Song: Sirine flowers emit a soothing and tranquil humming in a 60ft radius that resembles music or birds singing. Those hearing the song must succeed on a DC 13 Wis save or become captivated by the sound. A creature that successfully saves is not subject to the same sirine flower's song for one day. A victim under the effects of this ability moves toward the sirine flower using the most direct means available. If the path leads into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5ft of the sirine flower simply stands and offers no resistance to the sirine flower's attacks. This effect continues for as long as the sirine flower sings and for 1 round thereafter.

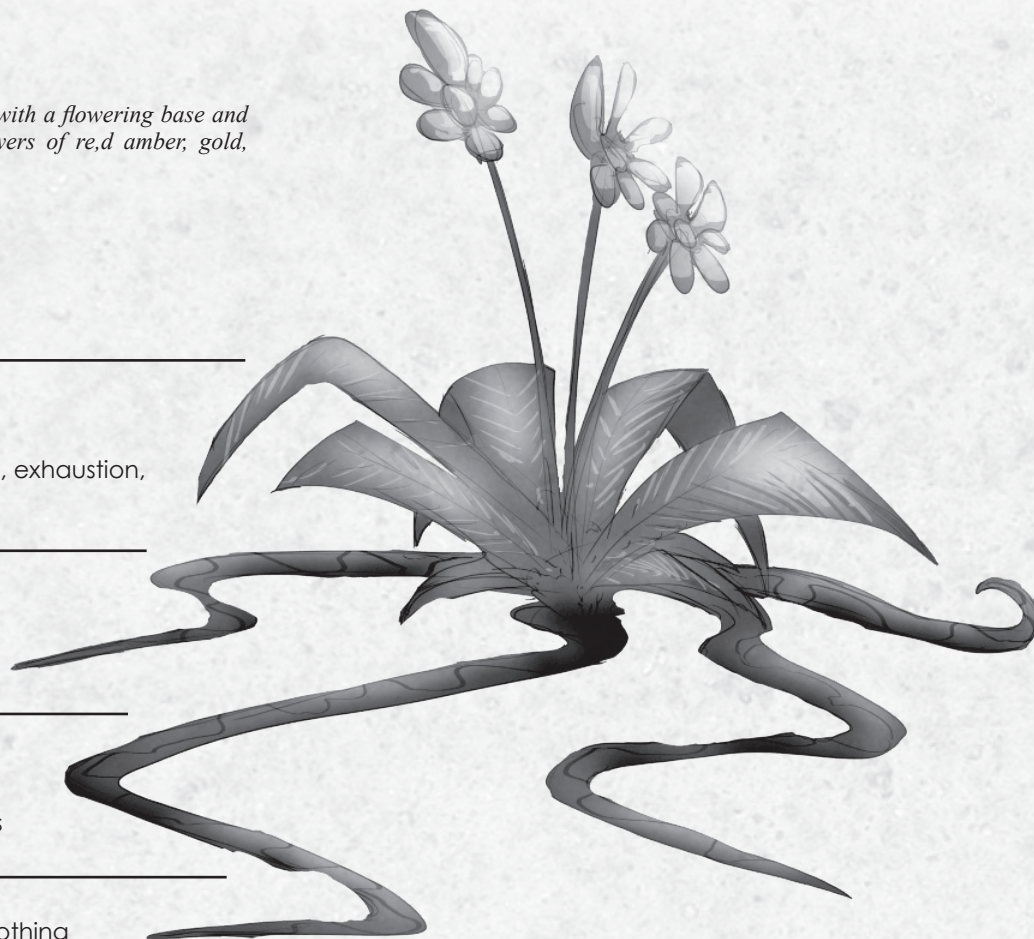
Concealment: Spotting a sirine flower in woodland terrain requires a successful DC 15 Wis (Perception) check.

Grab: A creature that is hit by a sirine flower's tendrill attack must make a DC 13 Dex save or be grabbed. A grabbed creature is restrained and can escape with a successful Str contest against the flower on its turn. The flower cannot make additional attacks with a tendrill that has grabbed a target.

Intelligence Drain: A grabbed creature must make a successful DC 14 Int save on the sirine flower's turn or take an additional 2d10 psychic damage and have its Int scores reduced by 1d4.

ECOLOGY

Environment temperate forests or marshes
Organization solitary, pair or grove (3–5)



Sirine flowers are sentient, slow-moving, flesh-eating, 5-foot tall flowers with many thick stalks and leaves. The flower emits a pleasant odor noticeable to a range of 30 feet. They are most often found in dense forests near other plants where they sit waiting for prey to move within range. Typical prey for a sirine flower includes small birds, rodents and other such creatures. Such creatures supply the sirinee flower with sustenance for a time, but in order to gain the nutrients it needs to sustain it, the sirine flower must kill an intelligent creature and feed on its essence.

The sirine flower typically stands about 5 feet tall from base to the tip of its stalks. They can grow to a height of nearly 10 feet, though flowers this large are uncommon at best. The base of a sirine flower is a thick, leathery brown-colored sac about 2 feet in diameter, located just beneath the surface of the ground. Strong, thick roots grow in all directions from the base, reaching lengths of 5 to 6 feet. Above ground, a thick clump of leaves grows from the base of the plant. From these leaves a series of 6 to 10 stalks reach upward. Each stalk is thick, slightly coarse and leathery to the touch with many small leaves and flowers growing from it. Flowers are red, amber, gold, silver, bronze, purple, or gray. Hidden among the base leaves and stalks are the creature's four tendrils which it uses to ensnare its prey. The tendrils, like the stalks, are grayish-brown in color.

The sirine flower begins combat using its charm ability to lure its prey in where it can attack with its tendrils. Once an opponent is within range, it lashes out, attempting to grab the foe with its tendrils. A grabbed opponent is held and drained of its Intelligence until it escapes, is slain, or rendered unconscious (and helpless). Unconscious foes are slain and devoured by the sirine flower's roots but only if all other attackers have been slain, rendered unconscious, or fled. If the sirine flower still faces aggressors, it turns its attention to them. Only when all are defeated or fled, does the sirine flower digest its meal.

Slime Mold

What at first seemed to be a carpet of fungi and mushrooms suddenly stirs to life, surging forward with a reek of decay.

Slime Mold

XP 2 (CR 450)
 Unaligned Large Ooze
Init –1

DEFENSE

AC 12
HP 95 (10d10 + 40)
Immunity blinded, charmed, deafened, exhaustion, frightened, prone

OFFENSE

Speed 20ft
Melee +5 (slam, 3d8+3 bludgeoning plus disease)

STATISTICS

Str 16 (+3), **Dex** 8 (–1), **Con** 18 (+4),
Int 1 (–5), **Wis** 1 (–5), **Cha** 1 (–5)
Skills Stealth +10 (in forest terrain)
Senses blindsight 30ft (blind beyond this radius), passive

TRAITS

Concealment In forest environments, slime molds receive +10 to Dex (Stealth) checks and anyone attempting to detect a slime mold has disadvantage on Wis (Perception) checks. Outside of forests, slime molds lose the +10 Dex (Stealth) bonus but searchers are still at disadvantage on Wis (Perception).

Disease Creatures struck by a slime mold's slam attack must succeed on a DC 13 Con save or contract fungal rot. A sufferer must then succeed on another DC 13 Con save each day or gain the poisoned condition and have its maximum hit points are reduced by 1d6. A sufferer dies if its maximum HP reaches 0. One successful save cures the condition.

ECOLOGY

Environment temperate forests
Organization solitary or infestation (2–5)

Slime molds are symbiotic organisms that dwell among the detritus of forest floors, but are sometimes encountered in sewers or caverns. They grow up to 12 feet in length and can weigh over 600 lb. Covered in mushrooms, fungi and mildew, they typically remain well hidden before ferociously attacking prey that come within range. Prey are absorbed and their tissues broken down by the mold's symbiotic organisms, providing sustenance to both the mold and its symbiotes.

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Pathfinder Roleplaying Game, Bestiary 2, "Slime Mold"

Tendriculos

This plant's thick trunk is capped by a crown of wide leaves, whipping vines, mushrooms, and a ravenous purple maw.

Tendriculos

XP 1,100 (CR 4)
 Unaligned Large Plant
Init –2

DEFENSE

AC 8
HP 93 (11d10 + 33)
Immunity poison and psychic damage; charmed, frightened, poisoned, prone, restrained, stunned, unconscious
Resistance bludgeoning and slashing damage
Vulnerability fire damage

OFFENSE

Speed 20ft
Multiattack 2 tendrils and one bite attack
Melee +6 (tendrill, reach 10ft, 1d8+5 bludgeoning plus grapple), +6 (bite, 2d8+5 piercing)

STATISTICS

Str 20 (+5), **Dex** 9 (–1), **Con** 16 (+3),
Int 2 (–4), **Wis** 10 (+0), **Cha** 4 (–3)
Skills Stealth +1 (+6 in forest or jungle terrain)
Senses darkvision 60ft, passive Perception 10

TRAITS

Camouflage: Tendriculos receive a +5 bonus to Dex (Stealth) when in jungle or forest terrain.
Grapple: A creature hit by a tendriculos' tendrill attack must make a successful DC 12 Dex save or be grappled. The tendriculos cannot attack with tendrils that grapple opponents, and a creature grappled by more than one tendrill is restrained. A tendriculos can either automatically inflict

bite damage on a grappled creature, or make a swallow attack.

Swallow: A tendriculos can automatically swallow one grappled creature. A swallowed creature is blinded and restrained. It takes 1d8+3 bludgeoning damage plus 1d8 acid damage automatically at the start of each of the tendriculos' turns. One Medium creature or two Small creatures can be inside the tendriculos at one time. A swallowed creature is unaffected by anything happening outside the tendriculos or by attacks from outside it, with one exception; if the tendriculos takes fire damage, creatures inside it take half as much fire damage. If a swallowed creature inflicts more than 15 points of damage, the tendriculos must make a DC 12 Con save or regurgitate the swallowed creature. If the tendriculos is slain, swallowed creatures can get out by using 5ft of movement.

ECOLOGY

Environment forest/jungle
Organization solitary

A voracious combination of plant, fungus and animal traits, a tendriculos is brought into being when foul or evil magic corrupts the forces of nature, or when dark energies seep through from the fey or other planes. Normally a tendriculos lies in wait and ambush prey, letting their powerful digestive acids digest anything it consumes. Tendriculos reproduce asexually, laying egg-like spheres which produce huge clouds of spores that are then spread on the wind.

Possessed of a rude, minimal intelligence, a tendriculos can sometimes be made to understand a few words in a single language, allowing some particularly evil fey or druids to form alliances with them, providing their horrific pets with food in exchange for protection.

A tendriculos is 20 feet tall and weighs 3,500 pounds.

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Pathfinder Roleplaying Game, Bestiary 2, "Tendriculos"

Weedwhip

This strange, vibrant plant slowly but dangerously whips about its trio of tendrils with spiked heads.

Weedwhip

XP 450 (CR 2)
Unaligned Medium Plant
Init +3

DEFENSE

AC 16
HP 88 (16d8 + 16)
Immunity blinded, charmed, deafened, exhaustion, frightened, prone

OFFENSE

Speed 10ft
Multiaction 3 tentacles
Melee +5 (tentacle, reach 15ft, 1d6+3 slashing plus poison)

STATISTICS

Str 10 (+0), **Dex** 17 (+3), **Con** 12 (+1),
Int 1 (–5), **Wis** 13 (+1), **Cha** 5 (–3)
Senses blindsight 30ft (blind beyond this radius), passive Perception 11

TRAITS

Camouflage: A successful DC 14 Wis (Perception) check is required to notice it before it attacks for the first time.

Anyone with proficiency in Wis (Survival) or Int (Nature) can use either of those skills instead of Wis (Perception) to notice the plant.

Dig In: A weedwhip can bury its central bulb as a move action, granting it half cover against all attacks, but preventing it from moving. It can extract itself from the ground as a move action.

Languid Whips: The weedwhip does not make opportunity attacks.

Poison: Creatures struck by a weedwhip attack must make a DC 12 Con save or be poisoned.

ECOLOGY

Environment temperate or warm forests

Organization solitary, pair, or patch (3–6)

This unpleasant plant can sprout almost anywhere and produces a stench that resembles rotting fish and repels most animals, who refuse to eat it. Unsuspecting farmers and others who attempt to remove these troublesome nuisances often encounter a weedwhip's more dangerous aspects.

Fully grown weedwhips resemble a large bulb whose underside sprouts small roots used for movement. Three large, whip-like vines, studded with thorns, grow from the top. A weedwhip's flower is large and white, producing nauseating waves of the plant's terrible scent and attracting clouds of flies.

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Pathfinder Roleplaying Game, Bestiary 4, "Weedwhip"

Xtabay

This patch of vines is ornamented with beautiful crimson and violet flowers, the petals of which seem to bear tiny faces.

Xtabay

XP 100 (CR 1/2)
Unaligned Small Plant
Init +1

DEFENSE

AC 11
HP 60 (8d6 + 32)
Immunity acid damage; blinded deafened, frightened, paralyzed, poisoned, prone

OFFENSE

Speed 5ft
Multiaction 2 stings
Melee +1 (sting, 1d4–1 slashing plus 1d4 acid)

STATISTICS

Str 8 (–1), **Dex** 13 (+1), **Con** 19 (+4),
Int 1 (–1), **Wis** 12 (+1), **Cha** 11 (+0)
Senses tremorsense 30ft (blind beyond this radius), passive Perception 10

TRAITS

Devour: While a creature is under the effects of a xtabay's sporific pollen, the plant may, as an action, occupy the same square as the sleeping creature and slowly sap the life from it. Every round the xtabay uses this ability, the affected creature takes 4d4 acid damage, and must make

a DC 12 Con save or have its maximum hit points reduced by the same amount. The feeding is painless and does not itself awaken the xtabay's victim. Each round this feeding continues, the sleeping victim can attempt a new DC 12 Con save to awaken.

Soporific Pollen: An xtabay can release sleep-inducing pollen as an action. Each creature within a 10ft radius must make a DC 12 Wis save or fall asleep for 1d3 minutes. A creature that succeeds on the save cannot be affected by the same xtabay's soporific pollen for 24 hours. A creature put to sleep by this pollen can be awakened by vigorously shaking the sleeper (a standard action) or by damaging it.

ECOLOGY

Environment any land

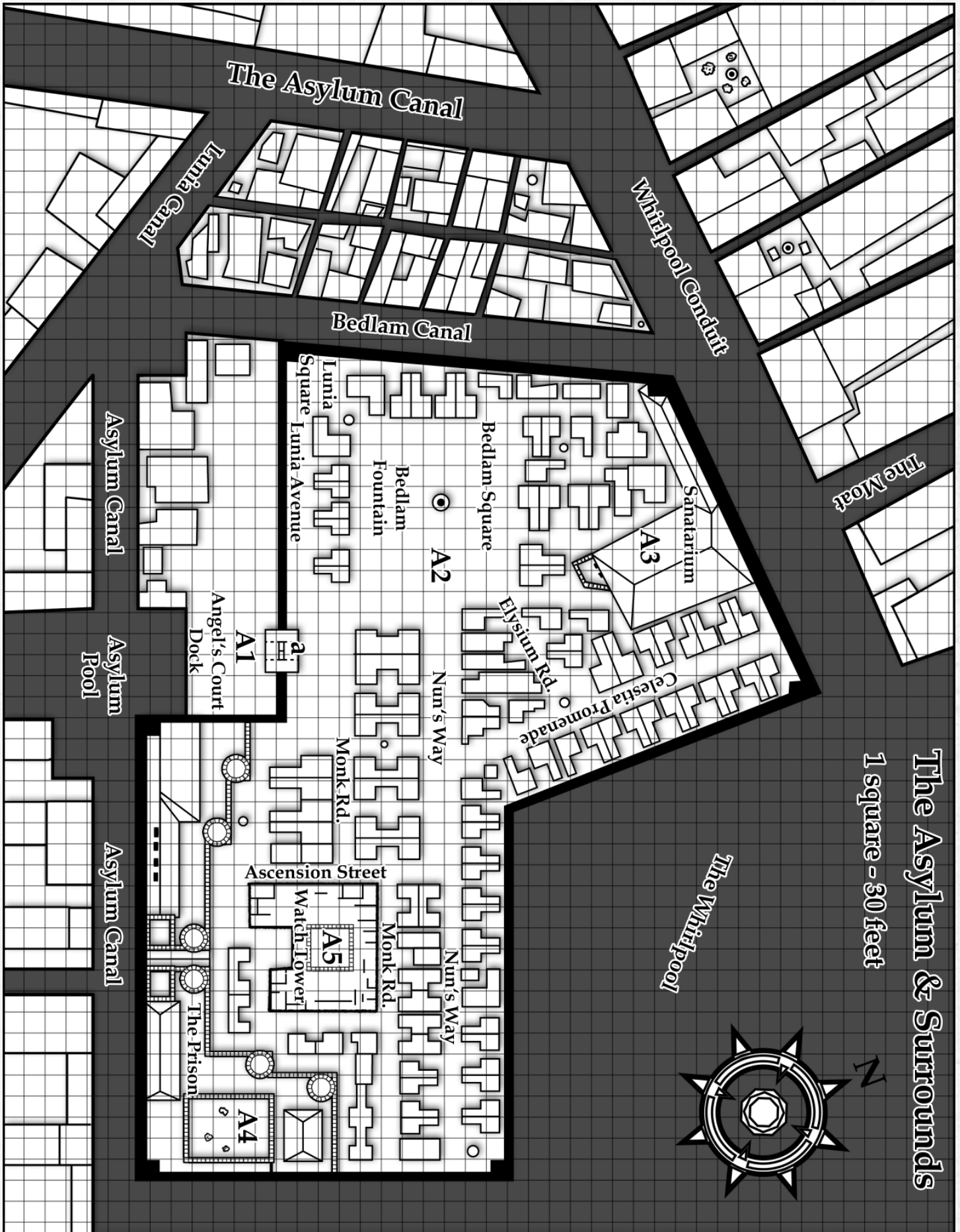
Organization solitary, pair, copse (3–5), or garden (6–12)

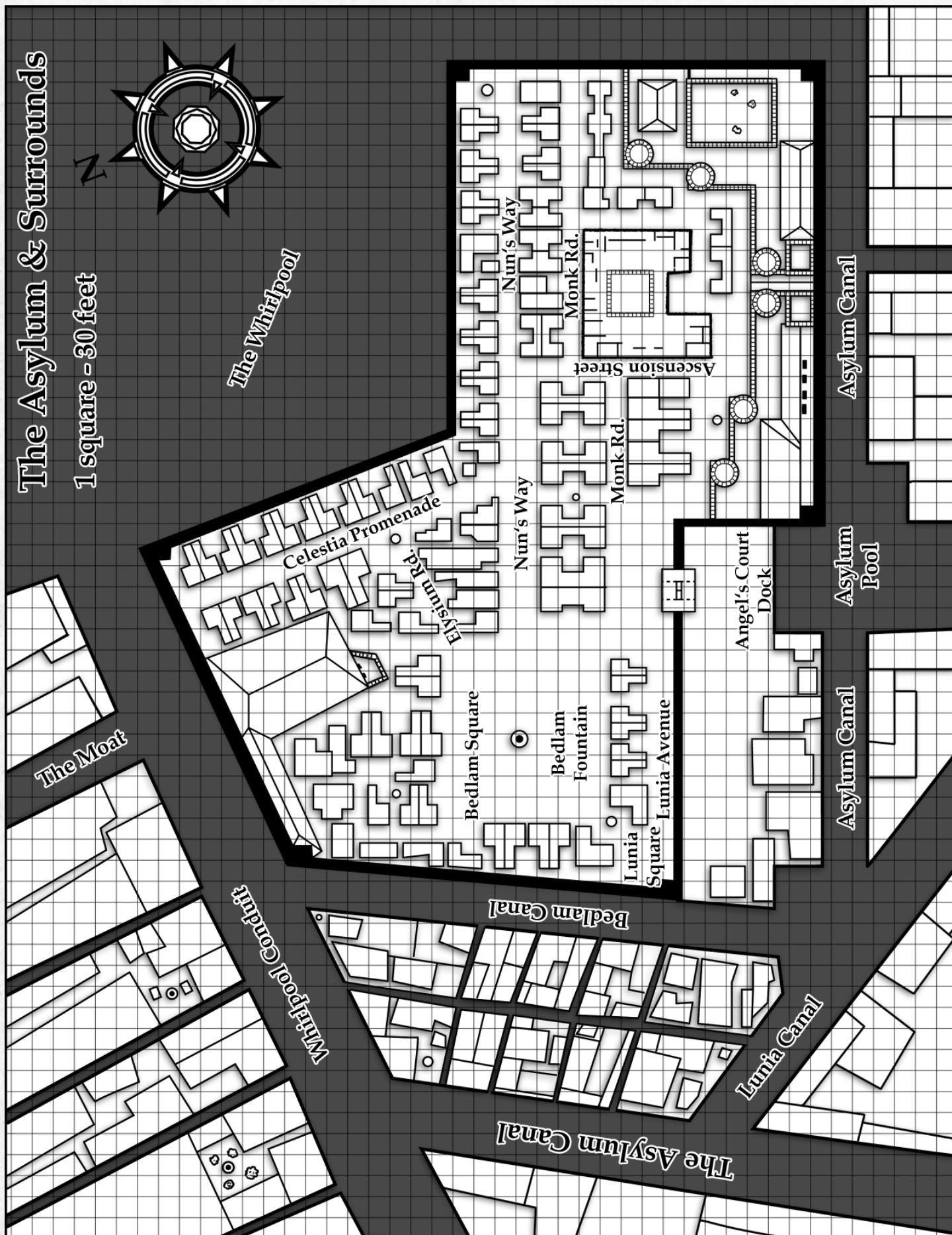
These highly dangerous flowers can be found in almost any terrain. Though their flowers are truly beautiful, they secrete a soporific pollen that renders nearby creatures unconscious, allowing the xtabay to clamber onto its victims and draw sustenance from its flesh. Mobile, xtabays can move from place to place, seeking new prey.

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Pathfinder Roleplaying Game, Bestiary 2, "Xtabay"

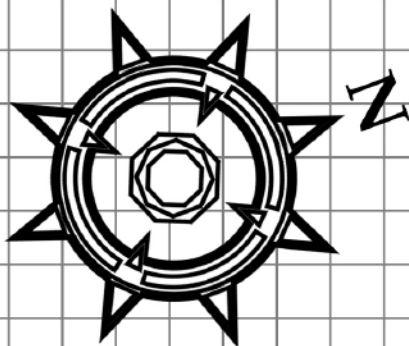
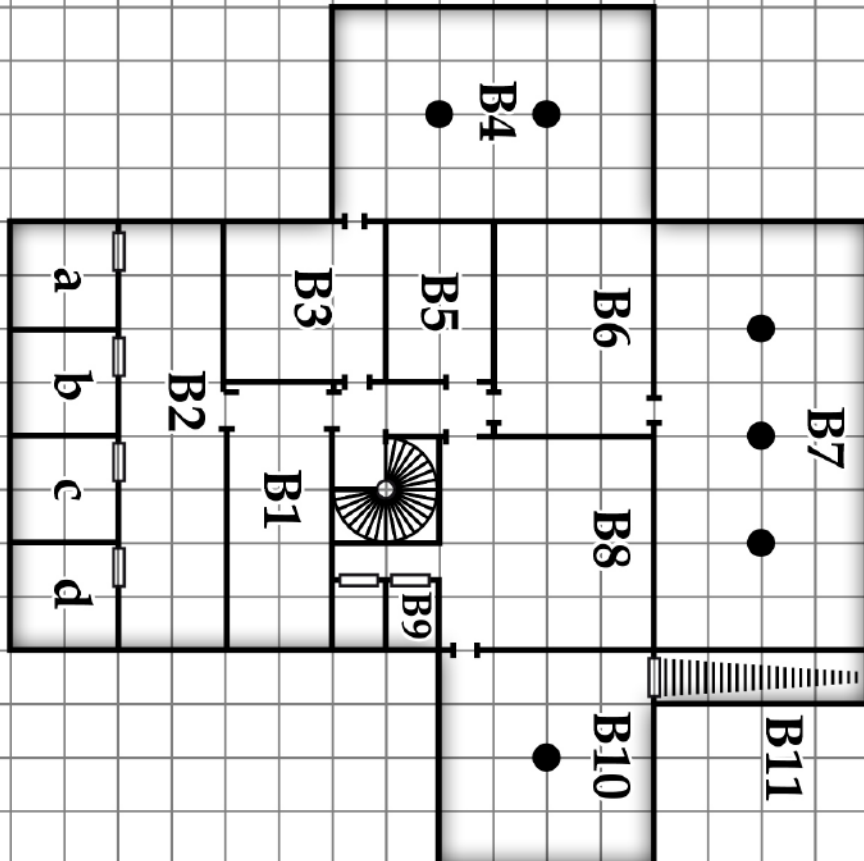




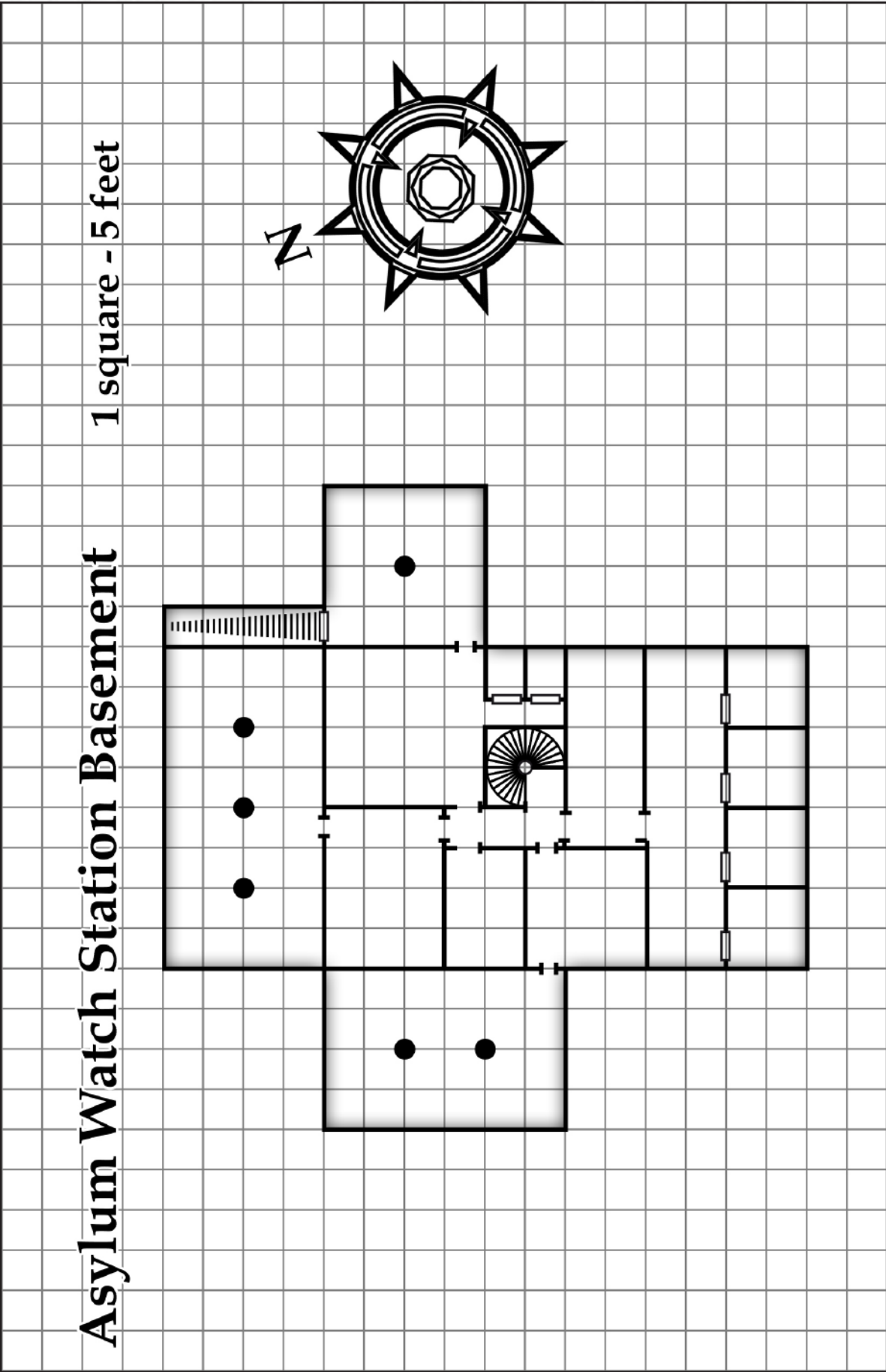


Asylum Watch Station Basement

1 square - 5 feet

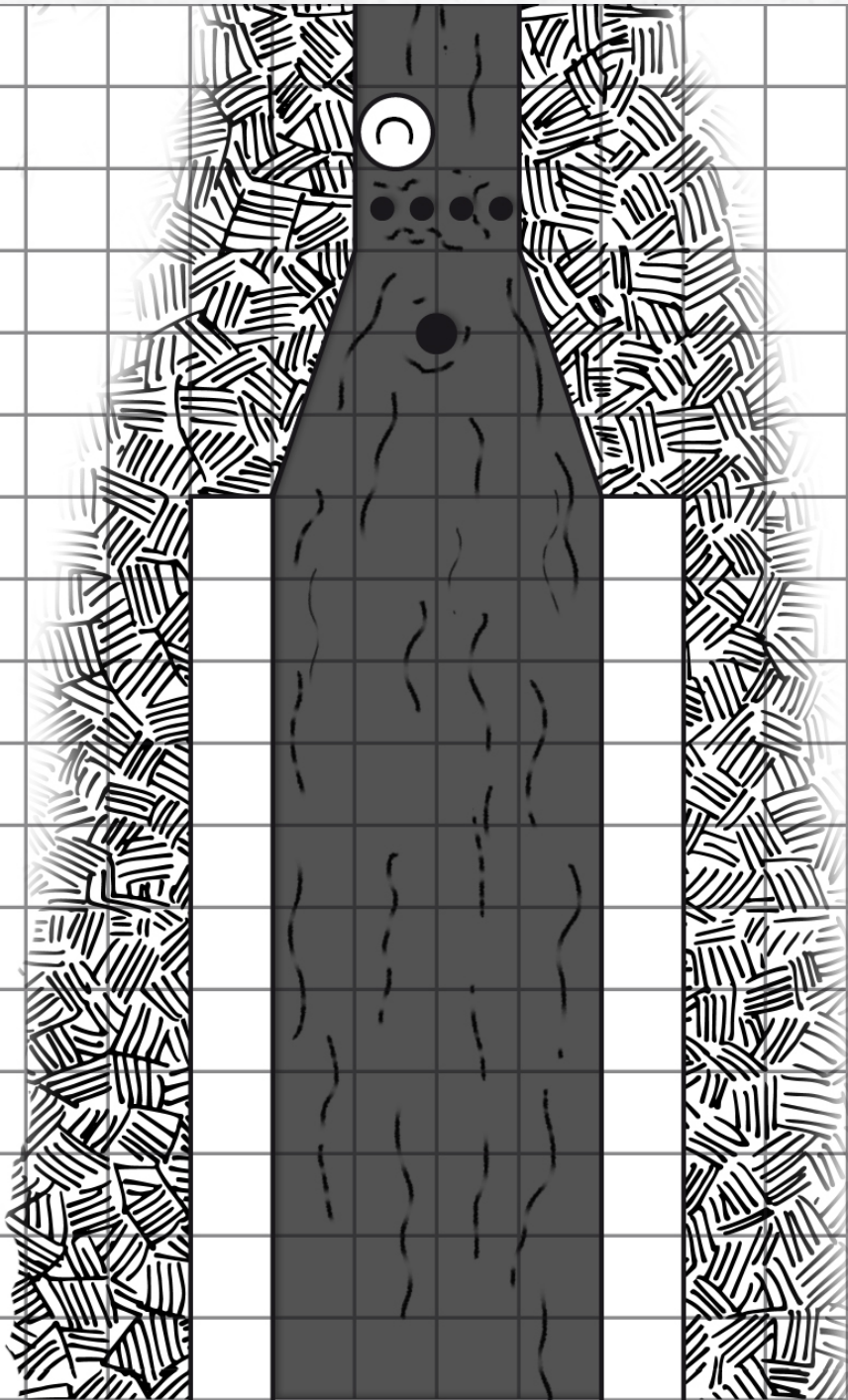


GM MAP

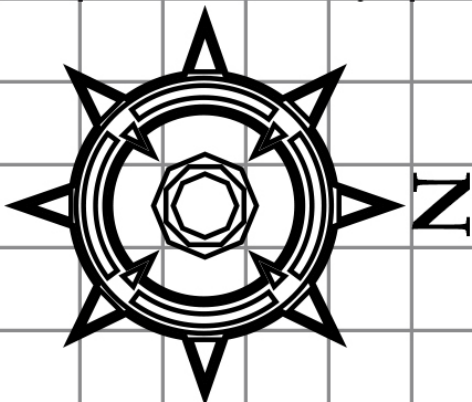


The Canal Lurker

1 square - 5 feet



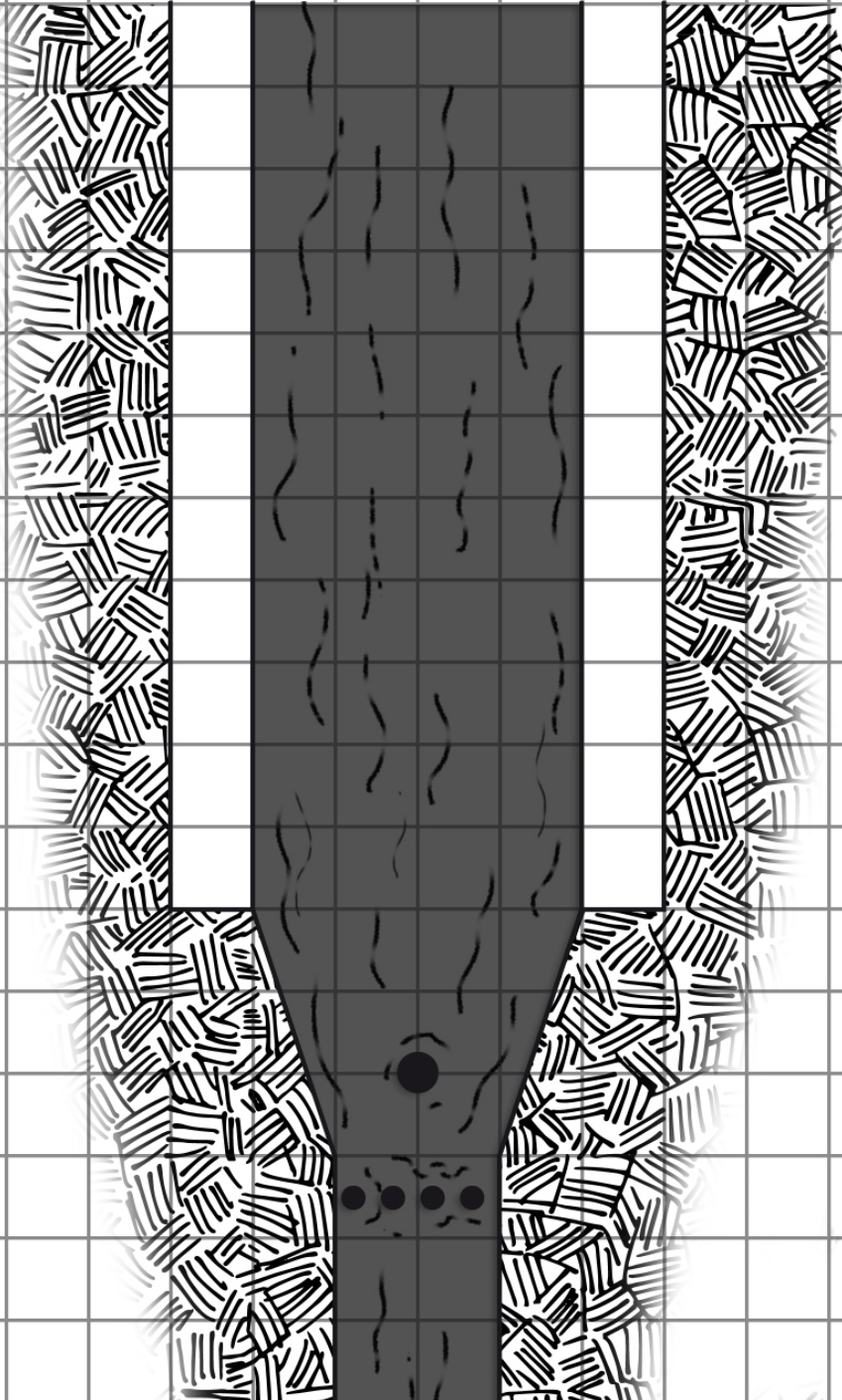
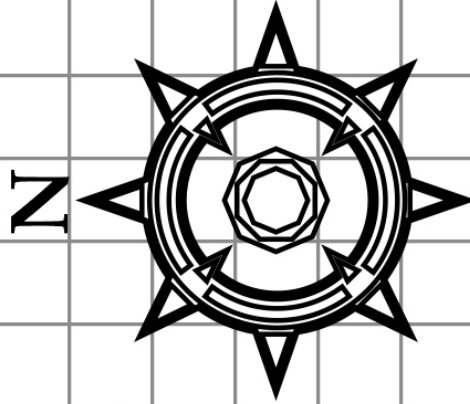
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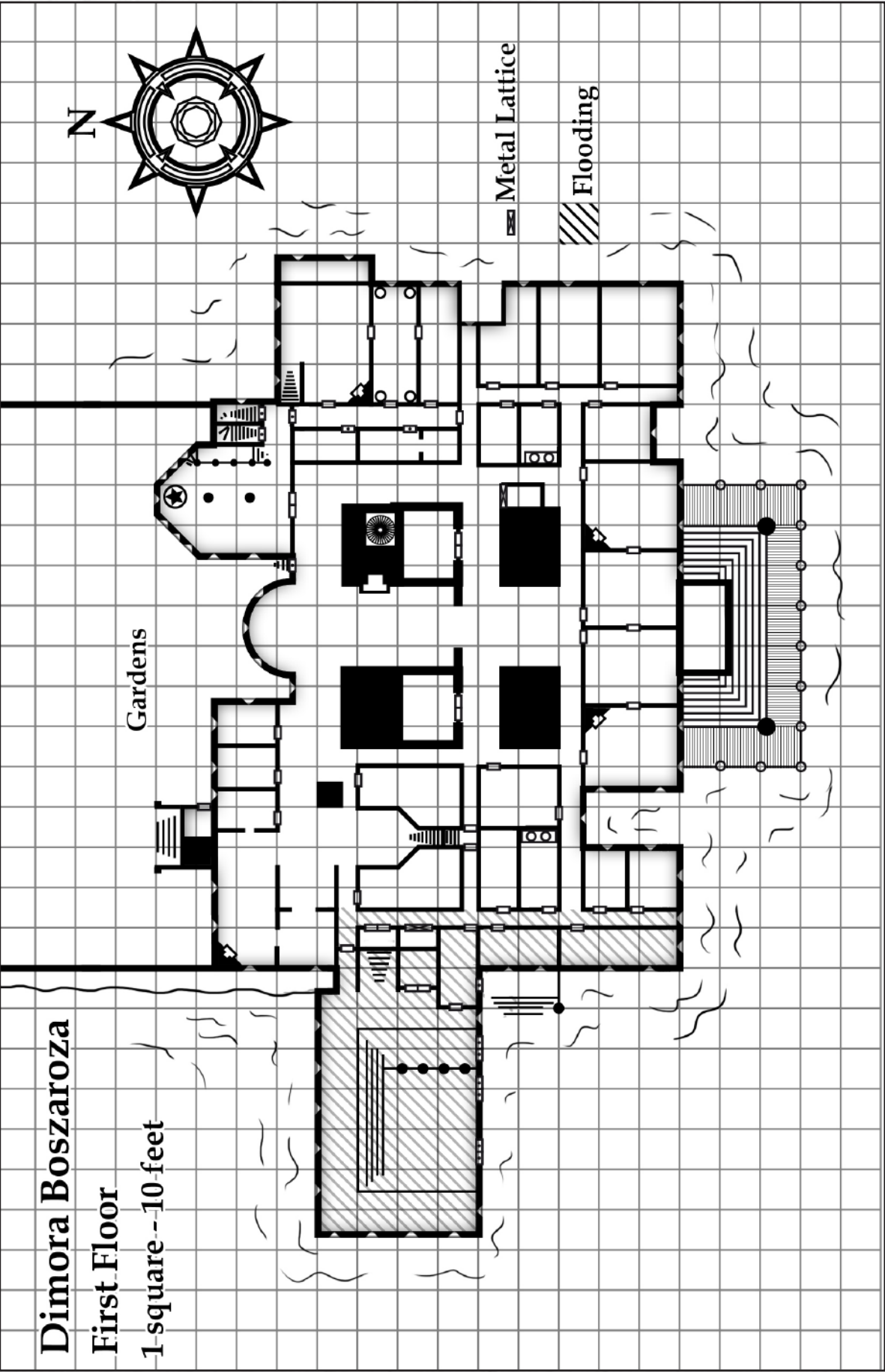
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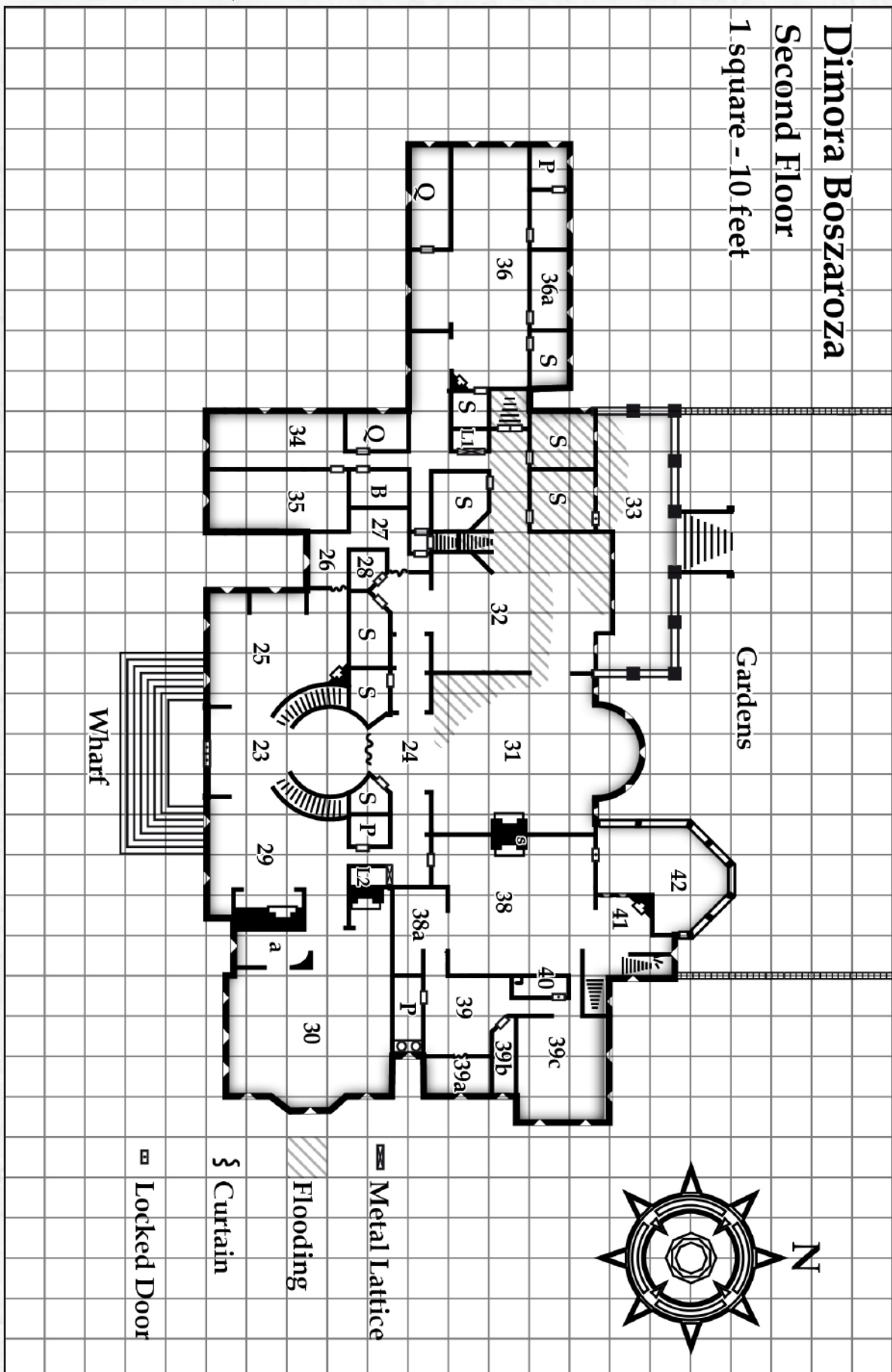
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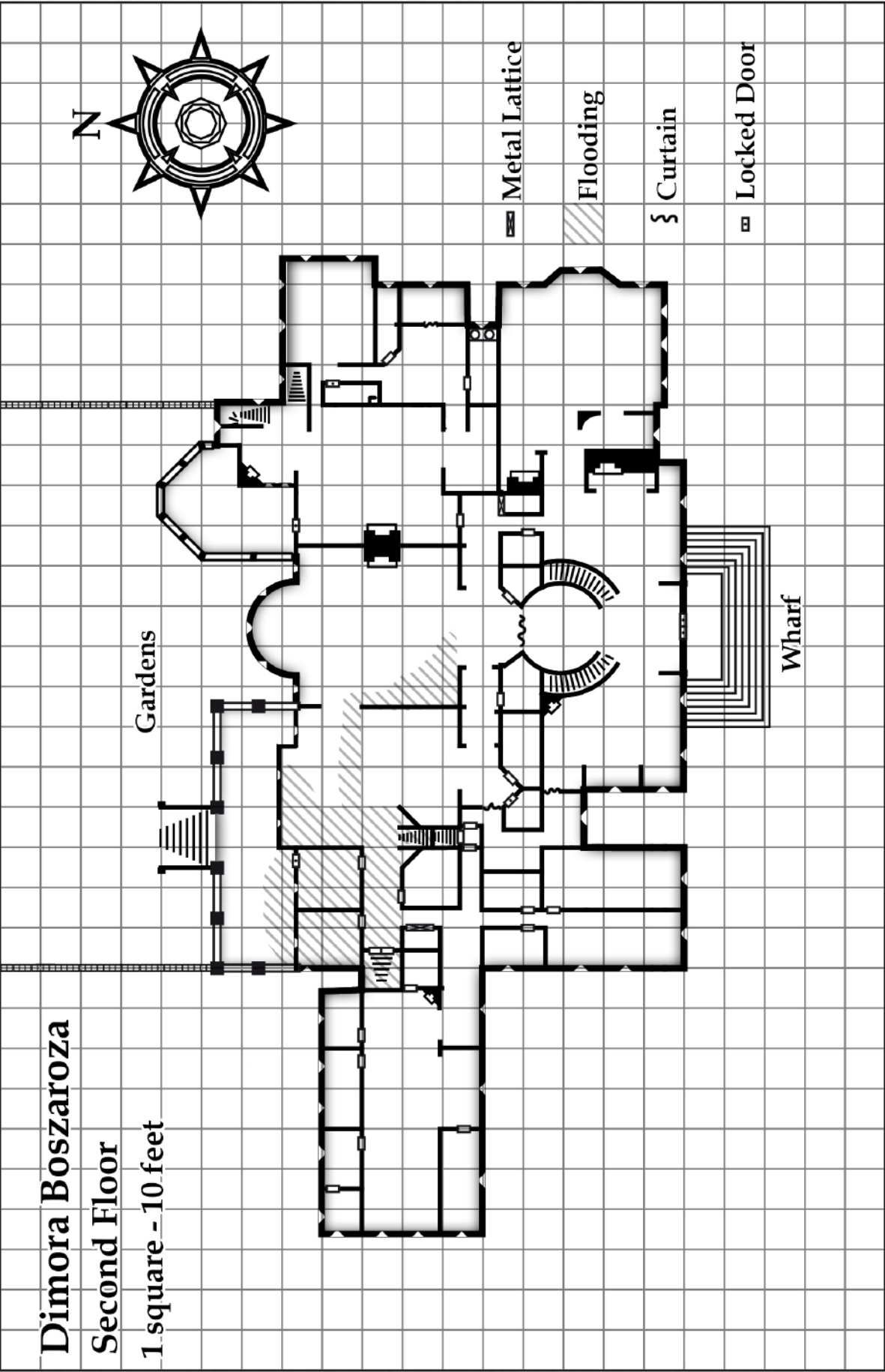
1 square - 5 feet



PLAYERS MAP



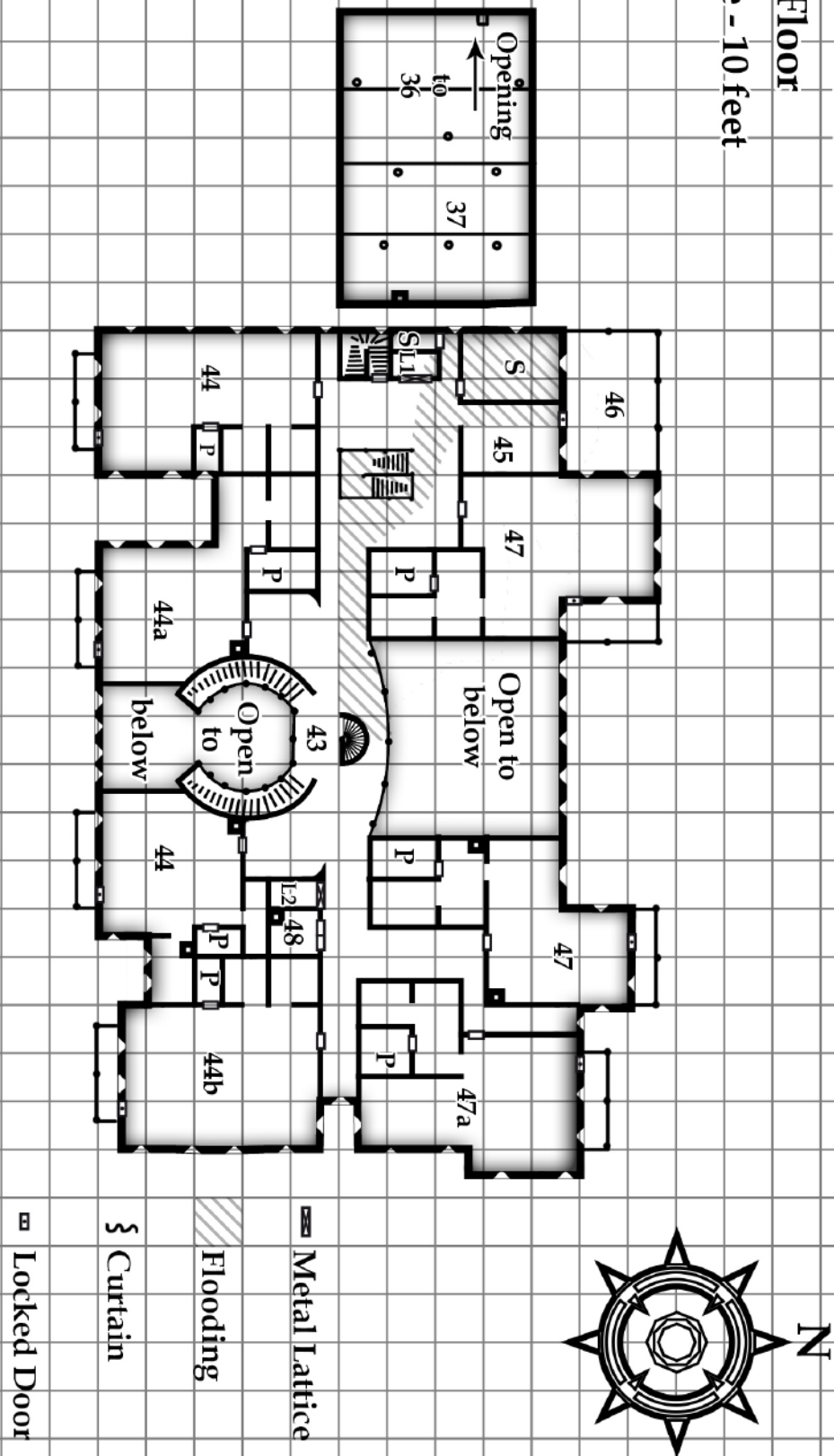


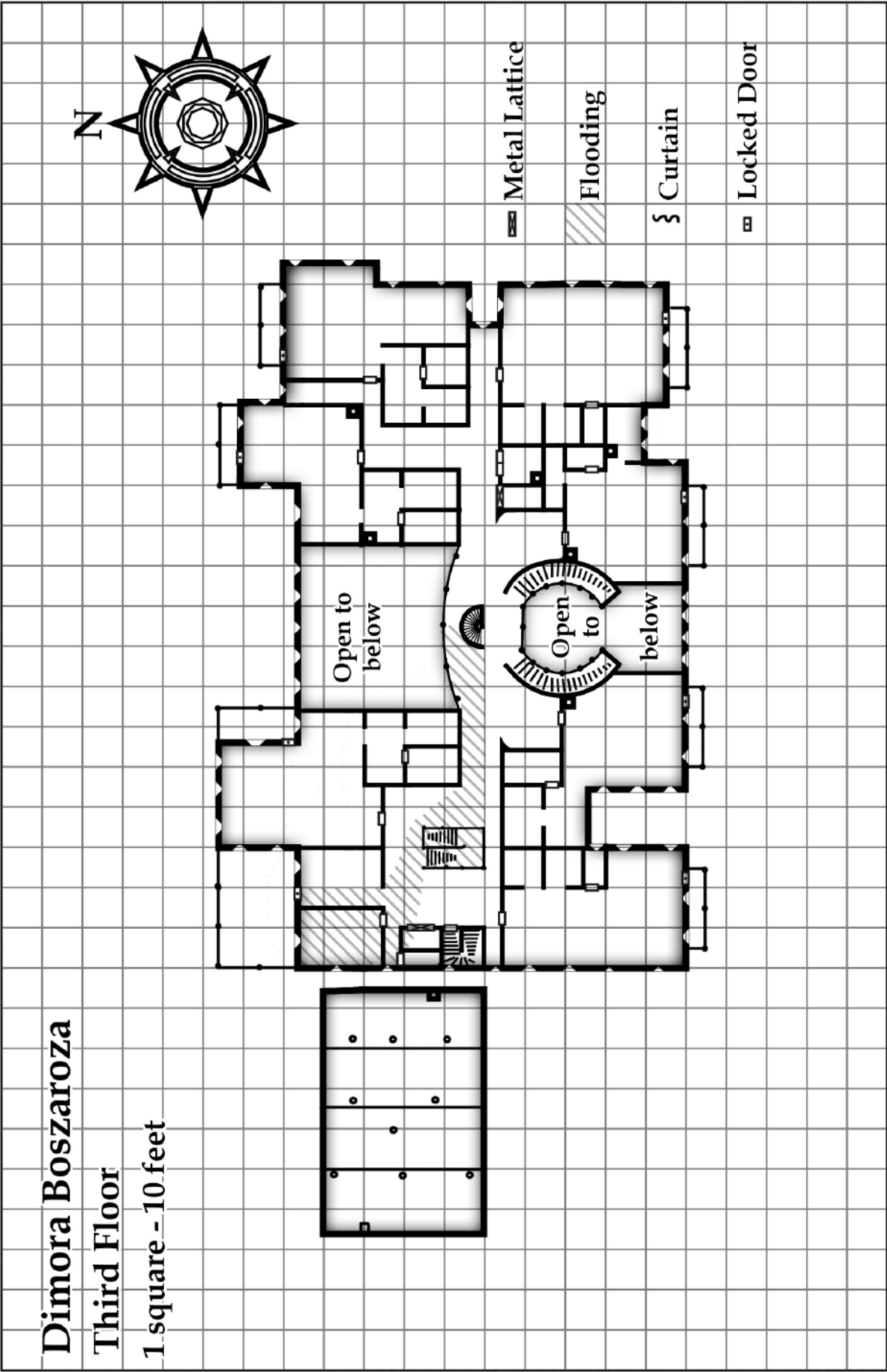


Dimora Boszaroza

Third Floor

1 square - 10 feet

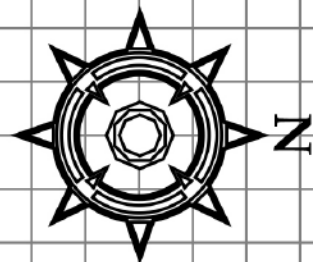
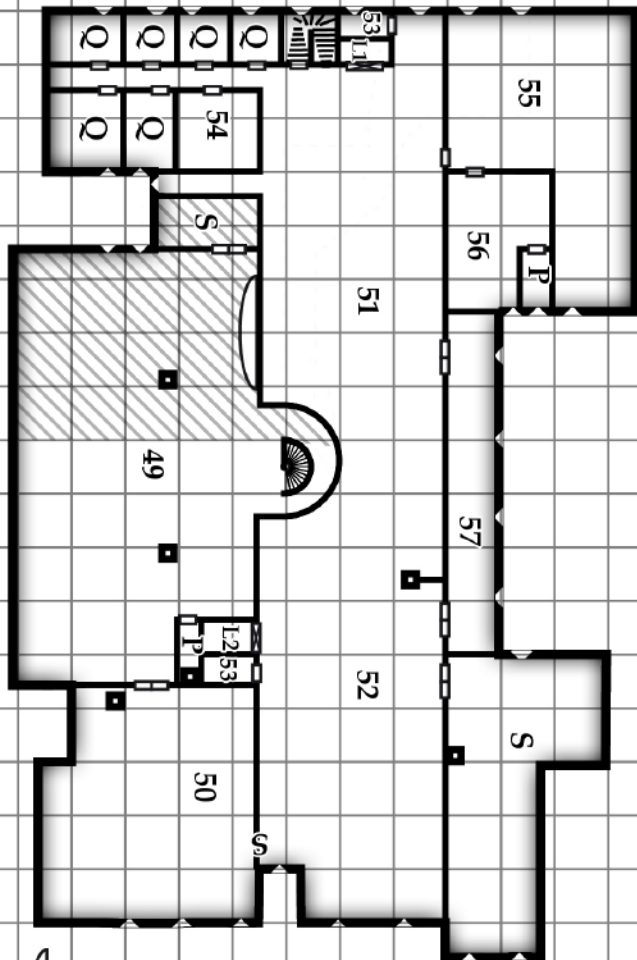


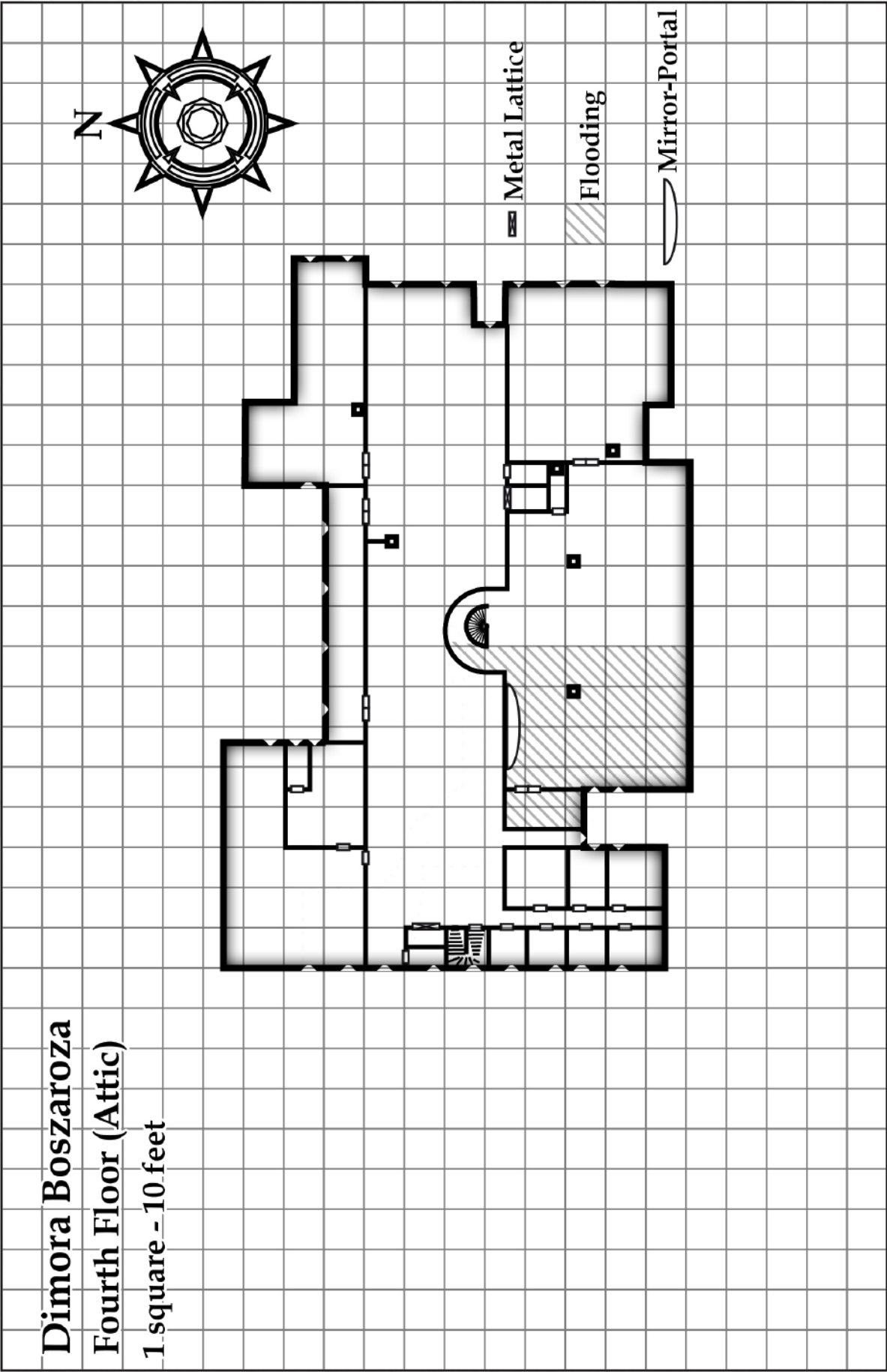


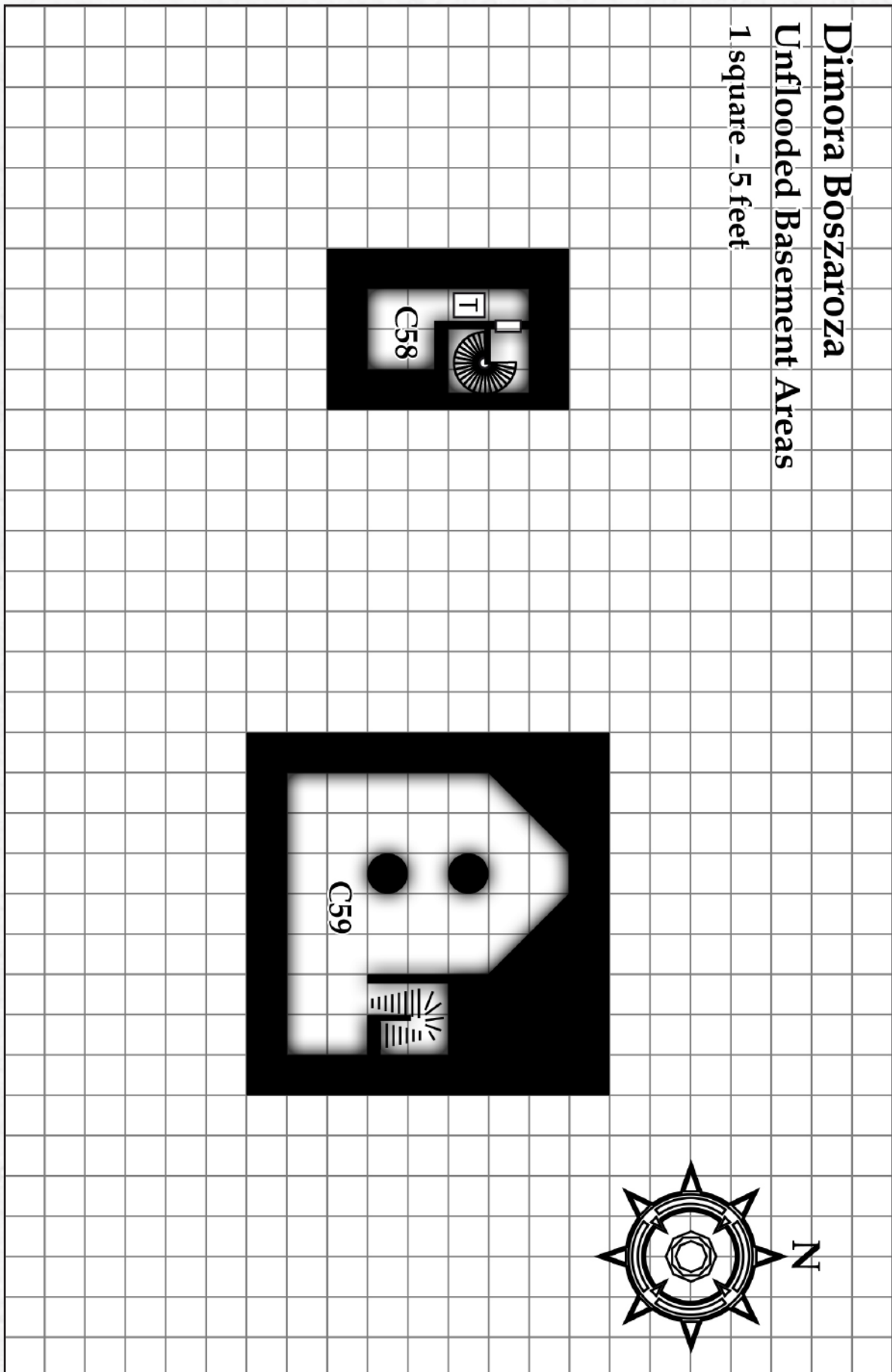
Dimora Boszaroza

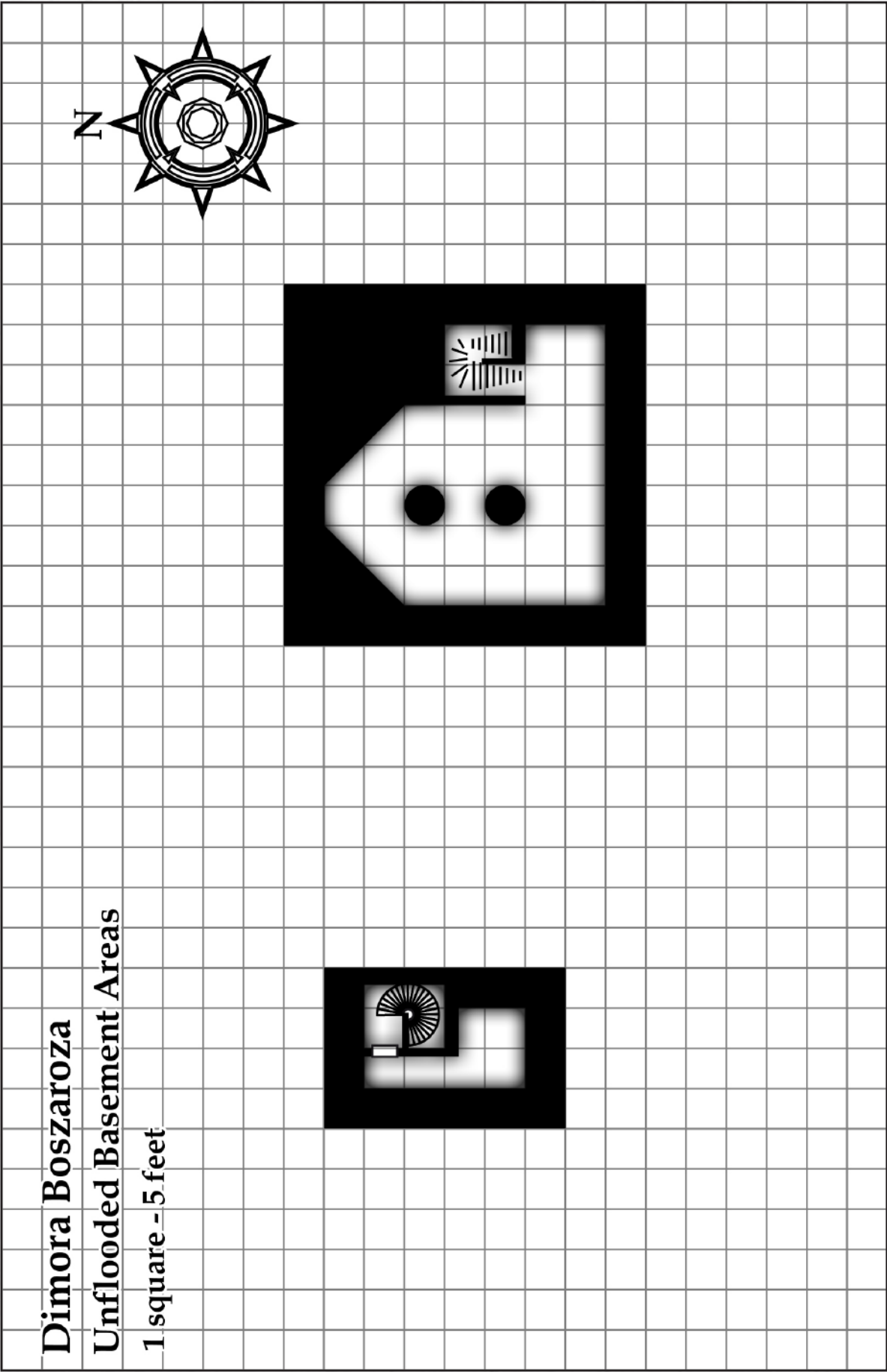
Fourth Floor (Attic)

1 square - 10 feet









THE BLIGHT: RICHARD PETT'S CROOKED CITY

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The Blight

Richard Pett's Crooked City

EB2: Horror in the Sinks

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