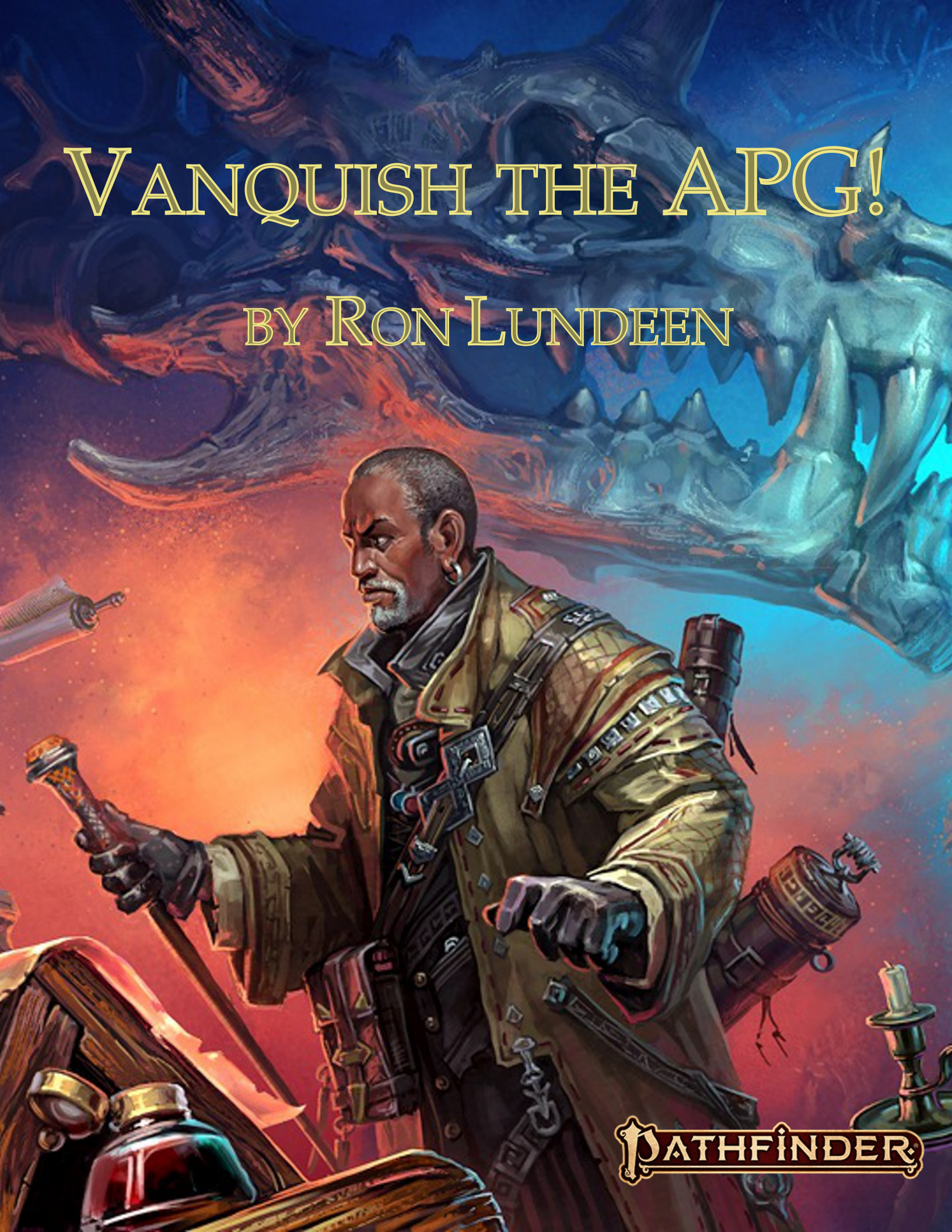


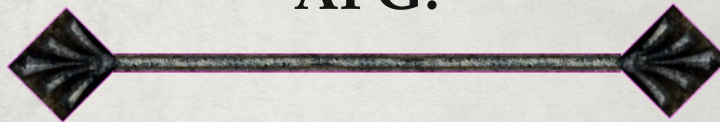
VANQUISH THE APG!

BY RON LUNDEEN



PATHFINDER

VANQUISH THE APG!



INTRODUCTION	3
ACT 1	5
ACT 2	10

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INTRODUCTION

The aasimar Ondrea Kelev is a racist. Although she had everything she could want growing up—doting parents, vast wealth, and the best education in the metropolis of Absalom—she always resented humans for being so numerous, so popular, and so widespread. She imagined that humans, along with the other common humanoid ancestries (halflings and elves in particular, but also dwarves, gnomes, and even goblins), were collectively grinding other ancestries under their thumb, participating in a city-wide plot to keep their numbers few and their opportunities limited. Aasimars, dhampirs, tieflings, and others were a perpetual underclass, she felt, and she hated the common ancestries.

Collecting like-minded members of these uncommon ancestries, Ondrea

formed an organization she called the Ancestry Persecution Gang. This assortment of racists and bullies at first merely undermined and robbed the more common ancestries whenever they could. Ondrea has recently stepped up their operations to arson and murder. It's up to a small group of heroes to root out this gang and end their villainy for good.

ADVENTURE SUMMARY

The heroes investigate an explosion at a former temple to Aroden that had been repurposed as an almshouse to help the poor of the Coins District. There are some clues in the rubble, but before the heroes can search them, they're set upon by a team Ondrea sent to stop intruders.

The clues lead to the Cork-Hillers Tavern, which Ondrea's Ancestry Persecution Gang has taken over. The regulars at the tavern are quick to start a fight, particularly because they're planning further acts of arson and sabotage. The heroes must fight their way through several angry gang members to reach Ondrea and put a stop to her.

A Playtest Adventure

This adventure is designed to aid players who want to participate in the playtest of Paizo's upcoming *Advanced Player's Guide*. Each player should create a 3rd-level character of any sort they'd like, but this adventure works best if each character has one of the common ancestries from the *Core Rulebook* and is either an investigator, oracle, swashbuckler, or witch using the playtest rules available at Paizo.com. Ideally, the party will consist of at least one character of each of the new classes!



ACT 1: THE ALMSHOUSE

The Hand to Man is an almshouse in the Coins District. It was originally built as a temple to Aroden, the god of humanity, but it was repurposed to focus on community outreach after Aroden died a century ago. Despite its name, the Hand to Man aided the needy of all ancestries and genders.

Ondrea decided to make the almshouse her organization's first target, and she had several kobolds plant some explosives in the building under the command of her tiefling lieutenant, Zoren. Zoren ensured that the explosion went off without a hitch, and is loitering around the region to keep anyone from finding any clues before the fires eliminate any surviving evidence.

The almshouse called the Hand to Man is still smoldering when you arrive. A massive explosion practically leveled the building, killing dozens of people. The Token Guard, the city watch who nominally oversees the Coins District, doesn't see much urgency in investigating an incident involving so many poor people, so you've decided to look around yourself. The fires are nearly out in the old, stone building and the wounded and dead have already been taken away. Perhaps some clues remain.

Investigators can Take the Case for the Hand to Man before entering, if they choose.

The heroes can attempt DC 18 Religion

or Society checks to recall more about the Hand to Man. On a success, the hero remembers that the almshouse was once a temple to Aroden, god of humanity, up until Aroden died a century ago. Its priests, despite losing their powers, decided to use the building to serve the poor, and generations of priests have continued this tradition. On a critical success, the hero also remembers that the Chief Almoner of the almshouse had an office in the building's southeast corner.

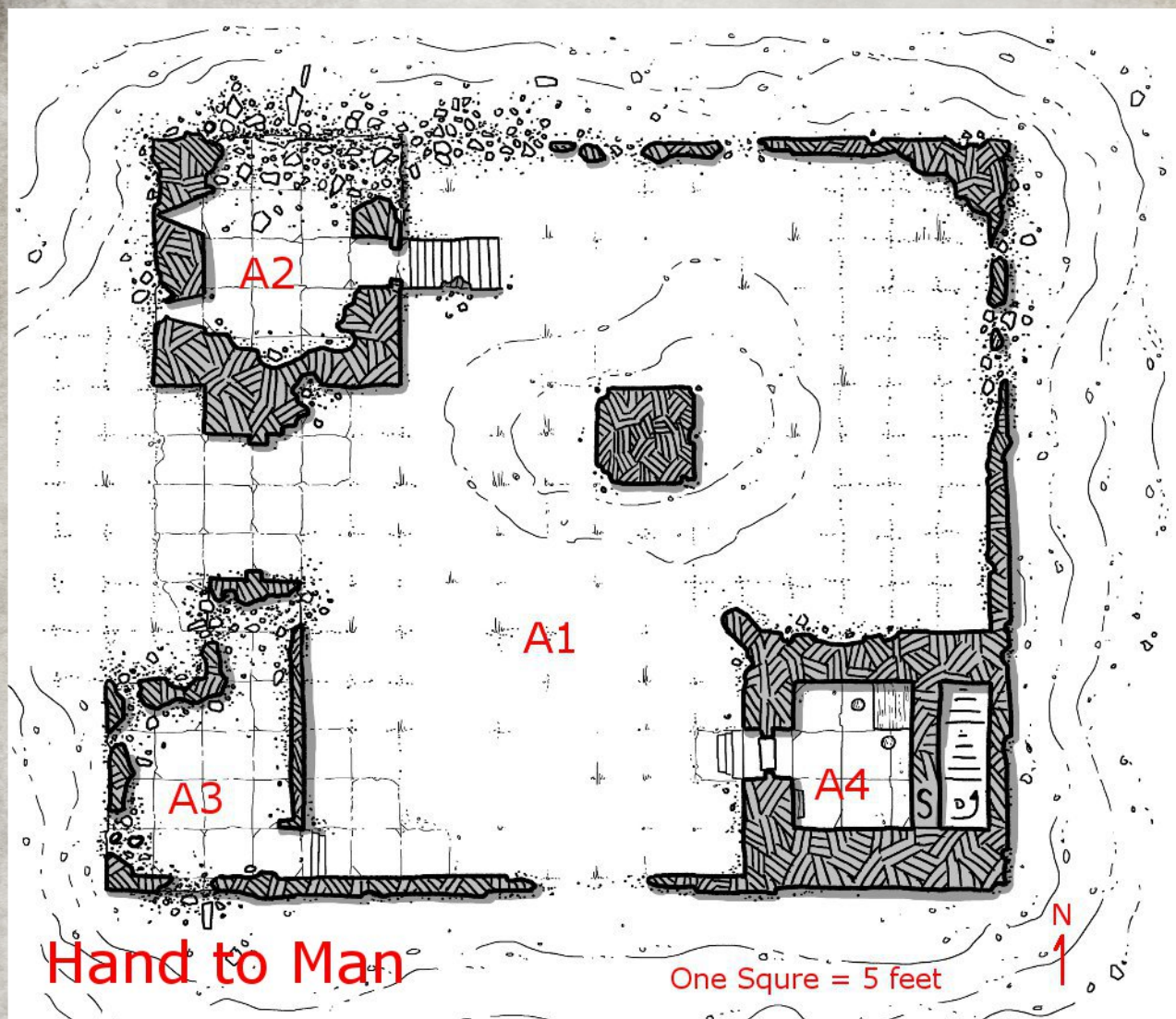
As many of the exterior walls have been blown out by the explosion, the heroes can enter the Hand to Man from many different directions. The individual room descriptions follow.

A1. ALMS HALL (MODERATE 3)

This large room has a single pillar that, though scorched, still bears the symbol of a winged eye. This central pillar doesn't support a roof any longer; the ceiling has been burned away, revealing the sky above. Stairs lead up to several side rooms.

Most of the debris from the roof has fallen around the central supporting pillar. Terrain within the first ring around the pillar is greater difficult terrain; terrain within the second ring around the pillar is difficult terrain.

Characters investigating this room can attempt DC 18 Perception checks to look



for clues. On a success, the hero learns one clue from the list below they didn't know; on a critical success, the hero gains two clues. On a critical failure, the hero learns one clue from below and a false clue of your invention, but doesn't know which one is true and which is false. Some of the clues allow for a follow-up skill check to Recall Knowledge. Remember that oracles with the Glean Lore feat can use Religion to Recall Knowledge on any topic, as described in that feat.

- The damage here was caused by several explosive blasts around the room

that triggered more or less simultaneously. (A successful DC 18 Crafting or Thievery check to Recall Knowledge reveals that this was an act of premeditated sabotage.)

- Most of the damage was concentrated in this room; the damage originated here.

- The falling ceiling caused the greatest amount of death, landing on cots and benches around the central pillar.

- The explosives had been placed around the room in nondescript wooden

crates. (A successful DC 18 Society or Alcohol Lore check reveals that these crates are the type taverns use to store wine bottles; a critical success on this check further reveals that the closest tavern using these crates is the Cork-Hillers Tavern a few streets away.)

Creatures: As soon as a hero obtains the first clue, the tiefling Zoren and his kobold arsonists decide to intervene to eliminate troubleshooters. They attack through an entrance the heroes haven't used to enter the almshouse. The kobolds rush into melee while Zoren hangs back. The kobolds flee if reduced to fewer than 5 Hit Points; they are cowardly and know little. Zoren fights as long as any kobolds are still around, as he doesn't want to embarrass himself by fleeing or surrendering in front of them. If the kobolds are all dealt with, however, Zoren surrenders or flees if reduced to fewer than 15 Hit Points.

Zoren

Creature 3

Unique, NE, Medium, Human, Humanoid, Tiefling

Male tiefling adept (*Pathfinder Bestiary* 262)

Perception +6; darkvision

Languages Abyssal, Common

Skills Abyss Lore +9, Acrobatics +7, Arcana +9, Deception +9, Intimidation +7, Occultism +9, Religion +6, Society +9, Stealth +7

Str +0, **Dex** +2, **Con** +0, **Int** +4, **Wis** +1, **Cha** +2

Items dagger, spellbook, staff

AC 17, **Fort** +5, **Ref** +7, **Will** +8

HP 29

Speed 25 feet

Melee ♦ staff +6 (two-handed 1d8), **Damage** 1d6 bludgeoning

Melee ♦ dagger +7 (agile, finesse, versatile S), **Damage** 1d4 piercing

Ranged ♦ dagger +7 (agile, thrown 10 feet, versatile S), **Damage** 1d4+1 piercing

Arcane Prepared Spells DC 21, attack +11; **2nd** *flaming sphere, invisibility*; **1st** *charm, magic missile, ray of enfeeblement*; **Cantrips (2nd)** *chill touch, detect magic, mage hand, shield, tanglefoot*



ZOREN

Divine Innate Spells DC 17; **2nd darkness**

Drain Bonded Item (free action) **Frequency**

Once per day; **Requirements** Zoren hasn't acted yet on this turn. **Effect** Zoren expends the power stored in his staff. This gives him the ability to cast one prepared spell he had already previously cast today without spending a spell slot. He must still Cast the Spell and meet the spell's other requirements.

Kobold Warriors (4)

Creature –1

LE, Small, Humanoid, Kobold

Perception +3; darkvision

Languages Common, Draconic

Skills Acrobatics +5, Crafting +2 (+4 traps), Stealth +5

Str +1, **Dex** +3, **Con** +0, **Int** +0, **Wis** +1, **Cha** -1

Items leather armor, sling (20 bullets), spear

AC 16, **Fort** +4, **Ref** +7, **Will** +3

HP 8

Speed 25 feet

Melee ♦ spear +3, **Damage** 1d6+1 piercing

Ranged ♦ sling +5 (propulsive, range increment 50 feet, reload 1), **Damage** 1d4 bludgeoning

Ranged ♦ spear +5 (thrown 20 feet), **Damage** 1d6+1 piercing

Hurried Retreat ♦ **Requirements** The kobold warrior is adjacent to at least one enemy.

Effect The kobold warrior Strides up to its Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. It must end this movement in a space that's not adjacent to any enemy.

Sneak Attack The kobold warrior deals an extra 1d4 precision damage to flat-footed creatures.

Questioning Zoren: If the heroes question Zoren and succeed at a DC 18 Intimidate check to Coerce him, he admits that he set the explosion on behalf of the

Ancestry Persecution Gang that operates out of the Cork-Hillers Tavern nearby. Otherwise, he refuses to talk; he suspects he'll be able to buy off the Token Guard and get free.

XP Award: Award the heroes 10 XP for each clue they discover, with an additional 10 XP for each piece of follow-up information they receive. If they get the information about the Cork-Hillers Tavern from Zoren, award the heroes an additional 30 XP.

A2. STOREROOM

This north wall of this sturdy storeroom has been blown outward, scattering rubble across the street.

The kobolds placed their largest explosive here, as they could hide the bulky explosive here with the least amount of notice. However, this explosive left the most significant clue. Heroes Searching this room find some pieces of the cask that held the explosive, which contains a few scorched markings that can identify its origin. A hero who succeeds at a DC 16 Crafting or Society check to Recall Knowledge identify the cask as belonging to the Cork-Hillers Tavern, several streets away.

A3. HEALER'S ROOM

This room was used to tend to the sick who visited the almshouse. It is still on fire, and hazardous terrain, dealing 1d6 fire damage to a character who enters the room or starts their turn there. Usual methods of putting out fires (water, smothering with blankets, and so on) serve to extinguish the fire.

Treasure: Two warm lesser healing potions and a lesser bravo's brew are here.

A4. CHIEF ALMONER'S OFFICE

This office is relatively untouched by the fire. A simple table covered with papers and two stools are in one corner.

The Hand to Man's Chief Almoner, a pudgy and kindly man named **Verkus Dellinar** (NG male human almoner), administered the facility from here. The office contains a secret door to a small cellar where the almshouse's money and valuable equipment are stored. Verkus was in a secret cellar when the explosion happened, and it knocked the secret door shut and latched it. Verkus knows that the secret door is trapped when latched, so he can't open from his side without triggering the electric rune that might kill him. He's therefore sitting tight, hoping someone eventually comes along and rescues him.

A successful DC 18 Perception check identifies the secret door in this room; another check against the Stealth DC of the trap is required to spot it. If the heroes knock on the secret door or make a lot of noise through it, Verkus comes to the door and shouts through it at them. The first thing he does is warn the heroes about the presence of the trap on the door.

Trap: The door bears an electric latch rune.

Electric Latch Rune Trap

Hazard 3

Electricity, Evocation, Magical, Trap

Stealth DC 20 (trained)

Description An invisible rune imprinted on a door latch releases an electric discharge.

Disable Thievery DC 20 (expert) to scratch out the rune without allowing electricity to flow, or dispel magic (2nd level; counteract DC 18) to counteract the rune

Electrocution (reaction) (arcane, electricity, evocation); **Trigger** A creature manipulates

the latch. **Effect** The trap deals 3d12 electricity damage to the triggering creature (DC 22 basic Reflex save).

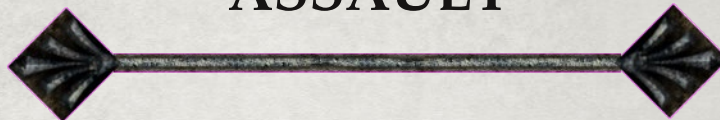
Questioning Verkus: Verkus is pleased to be freed, although he's devastated by the loss of his building. He explains that a tiefling named Zoren had been coming around the almshouse recently, hinting about making a donation on behalf of an organization called the "Ancestry Protection Guild." He specifically asked when the almshouse was usually at its greatest capacity, and Verkus told him—it was only a few hours ago. Zoren returned then with several cloaked assistants (Verkus assumed they were halflings, but they were kobolds) with several crates of supplies. Zoren and his assistants set the supplies around the room and quickly left; before anyone could check them, they all exploded. At that time, Verkus had popped down to his cellar and was spared.

If the heroes ask about anything else that seemed unusual, Verkus recalls a strange question Zoren asked him just before his cloaked assistants arrived. Zoren looked around the room at the people there and asked, "Do you have anyone here other than humans and halflings?" Verkus told him there was a dwarf working the storeroom and a gnome in the healer's room. Zoren muttered something like, "good, no one important, then." Verkus remembers being both puzzled and a little bit offended by the tiefling's comment.

Treasure: Verkus has a +1 striking rapier that he mostly wears for show. He gives it to the heroes for rescuing him.

XP Award: If the heroes rescue Verkus, award them 30 XP.

ACT 2: TAVERN ASSAULT



Founded more than three generations ago by Adlus Cork and Grennia Hillers, the Cork-Hillers Tavern has been a fixture of the Coins District ever since. The tavern fell on hard times recently, so Ondrea Kelev bought it for her Ancestry Persecution Gang to use. Now, the only people at the tavern are members of her gang, and they spend their time drinking and plotting increasingly elaborate attacks against the common ancestries of Absalom—such as the one on the Hand to Man almshouse. The Token Guard has received some complaints, but Ondrea has sufficient coin to pay them to keep their interest elsewhere.

The tavern is a mostly enclosed structure, although the bier garden to the south is open. The tavern has two large entrances to the east and west and a loading dock to the north. None of the exterior doors of the Cork-Hillers Tavern are locked, but two of the doors to area **B5**, where Ondrea stays, usually are.

RESEARCHING THE TAVERN

The heroes might want to attempt DC 18 Diplomacy checks to Gather Information about the tavern; a successful DC 18 Society check to Recall Knowledge can get the same information.

On a success, the hero learns that the Cork-Hillers Tavern is where a

particularly dangerous gang hangs out; this is a group of malcontents of various uncommon ancestries, and they don't allow the most common people of Absalom—humans, dwarves, elves, halflings, or gnomes—into their tavern. Goblins used to be welcome there, but some recent change made goblins wholly unwelcome at the tavern as well.

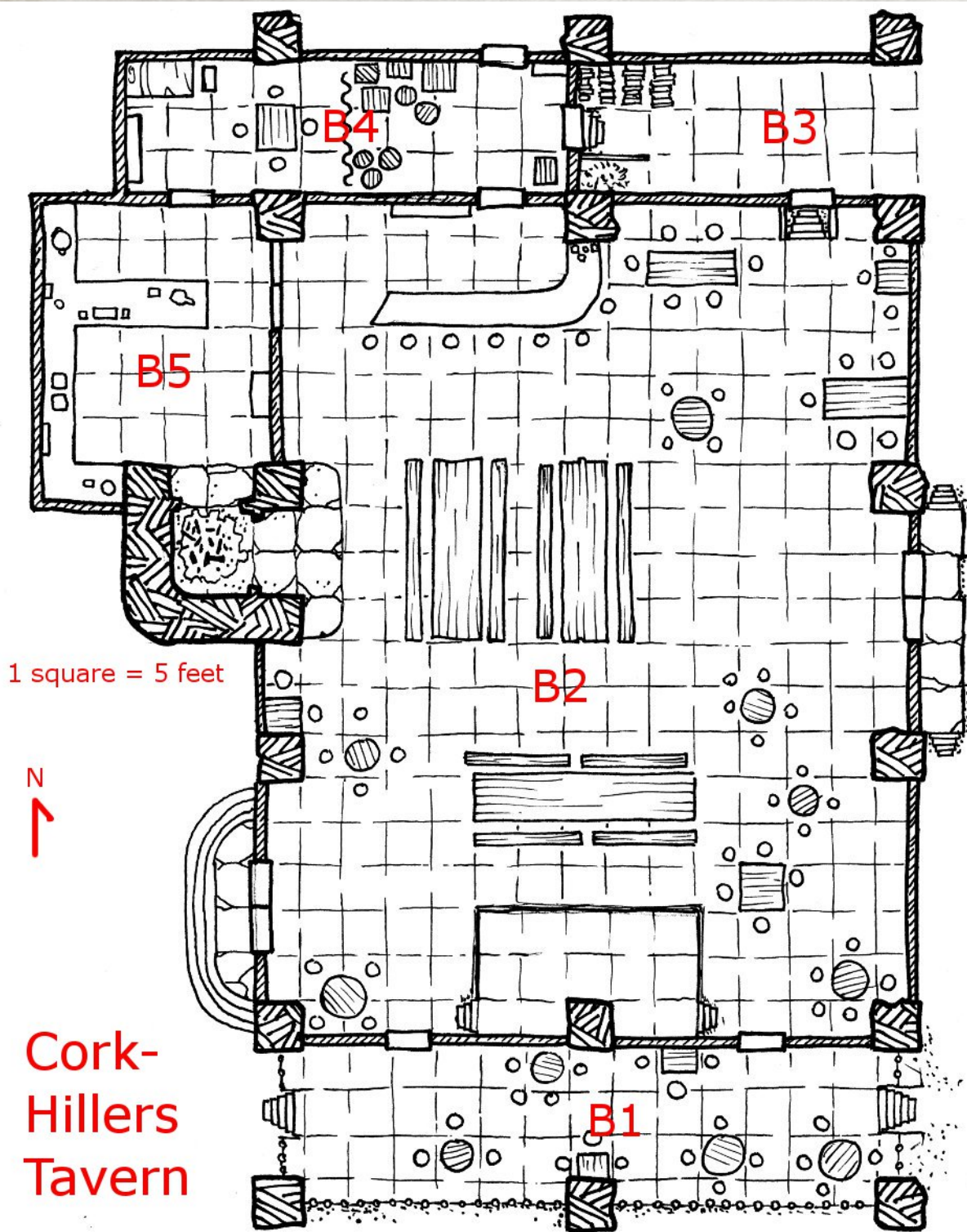
On a critical success, the hero also learns that the tavern's owner is a wealthy aasimar named Ondrea Kelev. Ondrea is a racist as well as a conspiracy theorist; she believes that the common ancestries are working together to keep minorities, like the people she allows in her tavern, from succeeding in the city. That Ondrea is a wealthy business owner in her own right doesn't seem to matter to her.

On a critical failure, the hero learns that there's a loading dock to the north of the building, and that it's a good way for someone who wants to sneak into the tavern to get in unnoticed.

B1. BIER GARDEN (MODERATE 3)

This covered porch has several tables although most have their stools pushed under them and it's clear that not many of the tables see frequent use.

There are entries onto the porch from the street to the east and west. The railing



around the porch provides cover. It's easy to scramble over the railing to get onto or off the porch with a successful DC 13 Athletics check to Climb.

Creatures: A belligerent orc named Prabur is nearly always here, shouting insults at passersby. Anyone who looks likely to take the loudmouthed orc to task for his offensive demeanor soon catches sight of Prabur's glowering girlfriend, a grim duskwalker named Tal.

Prabur is both crude and inventive in his insults to the heroes if they come by the porch where he can see them. The orc is hard to miss, with several large piercings and face paint that he thinks honors his clan (although he was raised in . If the heroes respond with equally cutting insights (requiring a successful DC 18 Deception or Intimidation check), they earn a bit of Prabur's respect and he'll boast for a bit about who's in the tavern and what they're up to. If the heroes try to respond to Prabur diplomatically, he simply sees that as a sign of weakness and plays along only long enough to get the heroes close enough to attack them in melee.

Tal keeps a close eye on her boyfriend. If it looks like someone is trying to charm or beguile him, she attacks with her hatchets. She focuses her attacks on whomever tried "odious magic tricks" on Prabur. Naturally, Tal also joins in any fight that Prabur gets into, but if she thinks he started the fight she doesn't work very hard to help him, figuring Prabur's getting what he deserves.

Prabur enjoys combat so much that he doesn't think to surrender; he fights to the death. Tal is more circumspect and attempts to flee if reduced to fewer than 20 Hit Points.

Prabur Klusk

Creature 1

Unique, CE, Medium, Humanoid, Orc

Male orc warrior (*Pathfinder Bestiary* 257)

Perception +6; darkvision

Languages Common, Orcish

Skills Athletics +7, Intimidation +4, Survival +4

Str +4, **Dex** +2, **Con** +3, **Int** -1, **Wis** +1, **Cha** +0

Items breastplate, javelin (4), orc necksplitter, shortsword (2)

AC 18, **Fort** +8, **Ref** +7, **Will** +4

HP 23

Attack of Opportunity (reaction)

Ferocity (reaction)

Speed 25 feet

Melee ♦ orc necksplitter +7 (forceful, sweep),
Damage 1d8+4 slashing

Melee ♦ shortsword +7 (agile, versatile P),
Damage 1d6+4 slashing

Melee ♦ fist +7 (agile, nonlethal), **Damage** 1d4+4 bludgeoning

Ranged ♦ javelin +5 (thrown 30 feet), **Damage** 1d6+4 piercing



PRABUR

Tal**Creature 4**

Unique, NE, Medium, Duskwalker, Human, Humanoid

Female duskwalker ghost hunter (*Pathfinder Bestiary* 262)

Perception +10; darkvision

Languages Common, Necril

Skills Acrobatics +10, Athletics +8, Deception +6, Intimidation +6, Nature +8, Stealth +12, Survival +8

Str +2, **Dex** +4, **Con** +1, **Int** +0, **Wis** +2, **Cha** +0

Items composite longbow (20 arrows), hatchet (2), leather armor

AC 21 (22 against prey; see Hunt Prey), **Fort** +9, **Ref** +12, **Will** +10; +1 status to all saves vs. death effects

HP 56; **Immunities** effects that would transform their body or soul to an undead; **Resistances** negative energy 2

Speed 25 feet

Melee ♦ hatchet +12 (agile, sweep), **Damage** 1d6+5 slashing

Ranged ♦ composite longbow +14 (deadly 1d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+4 piercing

Ranged ♦ hatchet +14 (agile, sweep, thrown 10 feet), **Damage** 1d6+5 slashing

Ghost Hunter The duskwalker's weapons have the benefits of the ghost touch property rune on attacks against incorporeal undead.

Hunt Prey ♦ The duskwalker designates as its prey a single creature that she can see and hear or that she is Tracking. She gains a +2 circumstance bonus to Perception checks when she Seeks her prey and a +2 circumstance bonus to Survival checks when she Tracks her prey. She also ignores the penalty for making ranged attacks within her second range increment against her prey. Lastly, she gains a +2 circumstance bonus to Deception checks, Intimidation checks, and Stealth checks against her prey and to any check to Recall

Knowledge about her prey, as well as a +1 circumstance bonus to AC against her prey's attacks. The duskwalker can have only one prey designated at a time.

Hunted Shot ♦ **Frequency** Once per round; **Effect** The duskwalker makes two longbow Strikes against her hunted prey. If both Strikes hit, combine their damage for the purpose of resistances and weaknesses.

B2. TAPROOM (MODERATE 3)

This enormous taproom is appointed in dark wood. A stage against one wall provides a site for performers. Opposite the stage is a long, well-stocked bar. A smoldering fire burns in a huge hearth, making the room pleasantly warm. Most tables are bare, as though this tavern, for all its cheer, doesn't get many customers.

When the heroes enter the taproom, the gang members here all turn to look at them. They initially prefer to make the heroes uncomfortable enough to leave, talking about how they aren't welcome and that "their kind" better leave if they know what's good for them. Edgart, the dhampir bartender, flatly refuses to serve the heroes any drinks.

The patrons are all jumpy, and several different things cause them to attack: if the heroes draw any weapons or cast any obvious spells, if they come in through the door from area **B4** (which particularly surprises Edgart), or if they refuse to leave after a few minutes of rude treatment.

Creatures: The dhampir wizard Edgart tends bar. The tengu Kankai is sitting at a table with two orcs. These orcs, Krugga and Leffit, are Prabur's cousins that he wants to induct into the gang. Kankai is currently interviewing them, and pleased to find the orcs both hateful and stupid.

In a fight, Edgart prefers to stay back and cast spells. The two orcs are eager to prove their value and rush heedlessly into combat once it begins. Kankai prefers to let the orcs take the brunt of any melee fighting and make shortbow attacks.

Only the orcs fight to the death; Edgart flees if he's reduced to fewer than 10 Hit Points, and Kankai flees if she's the only gang member left standing.

Edgart

Creature 2

Unique, NE, Medium, Dhampir, Human, Humanoid

Male dhampir wizard (*Pathfinder Bestiary* 95)

Perception +4; darkvision

Languages Common, Necril

Skills Acrobatics +7, Alcohol Lore +8, Arcana +8, Deception +5, Intimidation +5, Society +8, Stealth +7



KANKAI

Str +2, **Dex** +3, **Con** +0, **Int** +4, **Wis** +0, **Cha** +1

Items dagger, spellbook, staff

AC 17, **Fort** +4, **Ref** +7, **Will** +6; +2 circumstance to all saves vs. disease

HP 22, negative healing

Blood of the Night The dhampir's penalty and Hit Point reduction from the drained condition are reduced as though the condition value were 1 lower.

Speed 25 feet

Melee ◇ dagger +7 (agile, finesse, versatile S), **Damage** 1d4+2 piercing

Melee ◇ staff +6 (two-handed d8), **Damage** 1d6+2 bludgeoning

Melee ◇ fist +7 (agile, finesse, nonlethal), **Damage** 1d4+2 bludgeoning

Ranged ◇ dagger +7 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

Arcane Prepared Spells DC 18, attack +8; **1st** *command*, *grim tendrils* (x2), *magic missile*; **Cantrips (1st)** *chill touch*, *detect magic*, *prestidigitation*, *ray of frost*, *shield*

Kankai

Creature 2

Unique, CE, Medium, Humanoid, Tengu

Female tengu sneak (*Pathfinder Bestiary* 310)

Perception +6; low-light vision

Languages Common, Dwarven, Halfling, Tengu

Skills Acrobatics +8, Athletics +6, Deception +7, Diplomacy +5, Society +5, Stealth +8, Thievery +8

Str +2, **Dex** +4, **Con** +1, **Int** +1, **Wis** +0, **Cha** +1

Items rapier, shortbow, studded leather armor

AC 19, **Fort** +7, **Ref** +10, **Will** +4

HP 27

Speed 25 feet

Melee ◇ rapier +10 (deadly 1d8, disarm, finesse), **Damage** 1d6+2 piercing

Melee ◇ beak +10 (finesse), **Damage** 1d4+2 piercing

Ranged ◇ shortbow +10 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Go for the Eyes (reaction) (incapacitation)

Trigger The tengu critically hits with a beak Strike. **Effect** The tengu attempts to peck out its victim's eyes. The target must attempt a DC 17 Fortitude save.

Success Unaffected.

Failure Blinded for 1 round.

Critical Failure Blinded until healed to maximum HP.

Sneak Attack The tengu deals 1d6 extra precision damage to flat-footed creatures.

Surprise Attacker On the first round of combat, creatures that haven't acted yet are flat-footed to the tengu.

Orc Brutes (2) Creature 0

CE, Medium, Humanoid, Orc

Perception +5; darkvision

Languages Common, Orcish

Skills Athletics +5, Intimidation +2

Str +3, **Dex** +2, **Con** +3, **Int** -1, **Wis** +1, **Cha** +0

Items javelin (3), orc knuckle dagger (2), shoddy breastplate

AC 15, **Fort** +6, **Ref** +4, **Will** +2

HP 15

Ferocity (reaction)

Speed 25 feet

Melee ♦ orc knuckle dagger +7 (agile, disarm), **Damage** 1d6+3 piercing

Melee ♦ fist +7 (agile, nonlethal), **Damage** 1d4+3 bludgeoning

Ranged ♦ javelin +4 (thrown 30 feet), **Damage** 1d6+3 piercing

Treasure: Edgart keeps a wand of magic missiles behind the bar, but in the excitement of combat he forgets it's there.

B3. LOADING DOCK (MODERATE 3)

This loading dock has several stacked crates and stairs that lead to a wide door.

Creatures: Two unlikely best friends, a catfolk named Nyktan and a ratfolk named Djir, spend most of their time

gambling here when they're supposed to be on guard. They have a -2 circumstance penalty to initiative checks. Both of them are quite afraid of Ondrea, so they are insistent about getting strangers to move on. Djir, in particular, isn't averse to throwing an alchemical bomb at intruders to convince them to back away.

Both of these gang member are too afraid of Ondrea's punishments to give up or run away, so they fight to the death.

Djir Fastpaw Creature 4

Unique, NE, Humanoid, Ratfolk

Male ratfolk grenadier (*Pathfinder Bestiary* 277)

Perception +10; darkvision

Languages Common

Skills Acrobatics +9, Crafting +12, Deception +7, Society +10, Stealth +12, Thievery +9

Str +0, **Dex** +4, **Con** +2, **Int** +4, **Wis** +2, **Cha** +1

Infused Items A ratfolk grenadier carries 2 infused moderate acid flasks, 2 infused moderate alchemist's fires, and 2 infused moderate frost vials. These items last for 24 hours, or until the next time he makes his daily preparations.

Items alchemist's tools, hand crossbow (20 bolts), studded leather armor

AC 21, **Fort** +11, **Ref** +13, **Will** +9

HP 60

Speed 25 feet

Melee ♦ fangs +12 (agile, finesse), **Damage** 1d4 piercing

Ranged ♦ hand crossbow +12 (range increment 60 feet, reload 1), **Damage** 1d6 piercing

Ranged ♦ alchemical bomb +13 (range increment 20 feet, splash), **Damage** varies by bomb

Cheek Pouches A ratfolk grenadier has stretchy cheek pouches that can store up to 1 cubic foot of objects (though no more than 4 light items). The ratfolk can remove

or store an item using the Interact action. As long as the ratfolk has at least one object in his cheek pouches, his speech is noticeably difficult to understand.

Quick Bomber ♦ The ratfolk grenadier draws an alchemical bomb with an Interact action and throws it as a ranged Strike.

Quick Stow (free action) **Frequency** once per round. **Effect** The ratfolk grenadier stores one held item of light or negligible Bulk in its cheek pouches.

Swarming A ratfolk grenadier can end his movement in the same square as an ally that also has this ability. Only two such creatures can share the same space.

Nyktan the Lean

Creature 1

Unique, NE, Catfolk, Humanoid

Male catfolk pouncer (*Pathfinder Bestiary* 54)

Perception +6; low-light vision

Languages Amurrun, Common

Skills Acrobatics +7, Athletics +6, Nature +4, Stealth +7, Survival +4

Str +3, **Dex** +4, **Con** +1, **Int** -1, **Wis** +1, **Cha** +1

Items greataxe, leather armor, spear (3)

AC 17, **Fort** +6, **Ref** +9, **Will** +4

HP 19

Cat's Luck (reaction) (fortune) **Trigger** The catfolk pouncer fails or critically fails a Reflex saving throw. **Frequency** Once per day. **Effect** Reroll that saving throw and take the better result.

Speed 30 feet

Melee ♦ greataxe +8 (sweep), **Damage** 1d12+3 slashing

Melee ♦ dagger +9 (agile, finesse, versatile S), **Damage** 1d4+3 piercing

Ranged ♦ dagger +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4+3 piercing

Sudden Charge ♦♦ The catfolk pouncer Strides up to double his Speed. If the catfolk ends his movement within melee reach of at least one enemy, he can make a melee Strike against that enemy.

Treasure: The gambling stakes on one of the crates adds up to 17 gp.

B4. BACK ROOM

This back room doesn't get much traffic as the tavern doesn't go through enough perishables to have to restock very often. The goods stored here are all mundane and of little value. The west half of the back room is partitioned off by a curtain, and behind it is a private area where Ondrea sleeps when she doesn't feel like returning to her family manor.

Trap: The curtain separating the stores from Ondrea's chamber is trapped with a vial of hallucination powder. Anyone moving the curtain aside without locating the vial and lifting it out of the way triggers the trap.

Hallucination Powder Trap Hazard 6

Mechanical, Trap

Stealth DC 24 (expert)

Description A tube of hallucinogenic powder armed with a miniature explosive is connected to a doorknob or similar latch.

Disable Thievery DC 26 (expert) to disable the hammer that strikes the percussion cap

AC 24, **Fort** +0, **Ref** +0

Hardness 0, **HP** 1; **Immunities** critical hits, object immunities, precision damage

Powder Burst (reaction) (mental, poison);

Trigger The latch is opened or the tube is broken. **Effect** The tube explodes, spraying hallucinogenic powder in a 30-foot cone. Any creature in the cone must succeed at a DC 24 Will save or be confused for 1 round and take a -2 status penalty to Perception checks and saves against mental effects for 1d4 hours (-4 penalty on a critical failure).

Treasure: The dresser next to Ondrea's bed contains a satchel with some of her

personal gear: a savior spike, a moderate serene mutagen, 70 gp in various coins, and a particularly nice mithral hand mirror worth 50 gp.

B5. KITCHEN (SEVERE 3)

The doors connecting this room to area **B2** and **B4** are both locked with a simple locks. Opening either door requires three successful DC 20 Thievery checks or a DC 22 Athletics check to Force Open. Ondrea has the keys.

The large fireplace connecting the kitchen to the taproom is large enough for a person to squeeze through, although the flame burning there makes that area hazardous terrain. Creatures who move through the fire, or who start their turn there, take 1d6 fire damage and 1d4 persistent fire damage.

This kitchen has been transformed into an impromptu alchemy lab. Bubbling beakers and tall stacks of glassware filled with colorful liquids balance on the countertops. Sweet-smelling potted plants and the acrid tang of chemicals combine to give the room a strange odor. Fire smolders in a large hearth.

The counters here not only hold a variety of alchemical supplies in ongoing experiments, but also notes and plans about where Ondrea's gang will strike next. There's even enough incriminating evidence here to catch the interest of the indolent Token Guard. The counters are sturdy and provide cover to anyone attacking over them (they don't provide cover from anyone standing up on the countertops).

One of Ondrea's gang members, a changeling named Annietta, is a professional herbalist and an amateur

alchemist. She's responsible for the explosives that blew up the almshouse, and that success has made her confident to try even more unstable batches. If any countertop would take damage, including splash damage, some chemicals might explode. The attacker must roll a DC 15 flat check; on a success, a chemical explosion deals 2d10 acid damage (DC 18 basic Reflex save) to everyone within 10 feet of the area of exploding chemicals. (Roll for only one explosion, even if an attack would include multiple countertop squares; in that case, the explosion—if it occurs—is simply larger.)

Creatures: Ondrea doesn't handle interruptions well. She shouts at any intruders about how they're trespassing, and how their "common boots" shouldn't be in her establishment at all. She's quick to draw her sword and rush into melee, and she neither asks for nor offers quarter. Annietta joins in the attack as well, but prefers to use her spells from behind the cover of the counters. Annietta surrenders if Ondrea is defeated.

Ondrea Kelev

Creature 5

Unique, CE, Medium, Aasimar, Human, Humanoid

Female aasimar antipaladin

Perception +11; darkvision

Languages Celestial, Common

Skills Athletics +11, Diplomacy +12, Medicine +9, Religion +11, Society +7

Str +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +2, **Cha** +3

Items crossbow (10 bolts), half plate, longsword, steel shield (Hardness 5, HP 20, BT 10)

AC 23 (25 with shield raised), **Fort** +12, **Ref** +8, **Will** +11; +1 status to saves vs. disease (vs. diseases, critical failures are failures)

HP 73

Divine Grace (reaction) **Trigger** Ondrea is



ONDREA KELEV

targeted by a spell that allows a saving throw. **Effect** Ondrea gains a +2 circumstance bonus to the saving throw.

Shield Block (reaction)

Vengeful Glare (reaction) **Trigger** A creature within Ondrea's melee reach damages her.

Effect Ondrea casts a baleful glare at her foe, causing it to hesitate. The foe chooses one of two options:

- Ondrea is completely unharmed by the triggering damage.
- Ondrea takes half of the triggering damage and the creature damaging her takes the remainder of the damage.

Speed 20 feet

Melee ♦ longsword +15 (versatile P), **Damage** 1d8+7 slashing

Ranged ♦ crossbow +12 (range increment 120 feet, reload 1), **Damage** 1d8+3 piercing plus Knockdown

Divine Innate Spells DC 20; **Cantrips (2nd)** *light*

Antipaladin Corruption Spells DC 20; **3rd** (1 Focus Point) *savor the sting*

Annietta

Creature 3

Unique, CE, Medium, Changeling, Human, Humanoid

Female changeling exile (*Pathfinder Bestiary* 62)

Perception +11; darkvision

Languages Common, Druidic

Skills Crafting +7, Medicine +9, Nature +11, Stealth +8, Survival +9

Str +4, **Dex** +1, **Con** +0, **Int** +0, **Wis** +4, **Cha** +2

Items leather armor, staff

AC 19, **Fort** +7, **Ref** +8, **Will** +11; +2 circumstance to saves vs. dream and sleep

HP 45

Speed 25 feet

Melee ♦ claws +11 (agile), **Damage** 1d4+4 slashing

Melee ♦ staff +11 (two-hand d8), **Damage** 1d4+4 bludgeoning

Primal Prepared Spells DC 21, attack +11; **2nd** *darkness, humanoid form*; **1st** *burning hands, shillelagh, ventriloquism*; **Cantrips (2nd)** *dancing lights, produce flame, read aura, tanglefoot*

Druid Order Spells DC 21; **2nd** *wild morph, wild shape* (1 Focus Point)

CONCLUSION

When Ondrea is defeated, the Ancestry Persecution Gang quickly disbands. The heroes can round them up if they'd like and turn any survivors in to the Token Guard. They receive an official writ of gratitude but, perhaps more importantly, an opportunity to put down roots in the city. The ownership of the Cork-Hillers Tavern is an open question with Ondrea's death or arrest, and the city lets the heroes take over the tavern if they'd like. It certainly seems like characters of the heroes' class is here to stay.

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