Lead Designer—Ben McFarland

By Ben McFarland, Mike Franke, Richard Pett, Christina Stiles, and Matthew Stinson

Ben McFarland: Everyone Lies, The Dragged Woman, Pavic, Radu
Underhill, Sam Neslem, Sergeant Hendryk, Cartways Black
Market, Old Stross Public Bathhouse, The Silk Scabbard
Christina Stiles: Flesh Fails, The Fish and the Rose
Ben & Christina: Jayzel, Slinger, Syssysalai
Mike Franke: Ripper, The First Lab, Goldscale, Cracked Coin
Richard Pett: Rust
Matt Stinson: Rebuilding a Good Man, Joony Verasso, Hommed's
Scott C. Bourgeois: The Black Lotus
Nicholas Milasich: Nothing to Declare
Jesse Butler: Rampant Roach, Ulmar's Books
Chad Middleton: Traits
James Thomas: Joshiel the Gutter Prophet, Small Treasures

Feats: Ben McFarland, Scott C. Bourgeois, Mike Franke, Chad Middleton, Christina Stiles

Traits: Ben McFarland, Jesse Butler, Mike Franke, Chad Middleton, Adam W. Roy
Magical and Mundane Miscellany: Ben McFarland, Mike Franke, Jim Groves, Christina Stiles, James Thomas
Designers: Ben McFarland, Mike Franke, Nicholas Milasich, Richard Pett, and Christina Stiles

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Cover art by Pat Loboyko
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Kirkland, WA 98083
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The full adventures in *Streets of Zobeck* cover noir, crime, and street adventures of all types, including introductions. This scenario is designed to segue an established party new to Zobeck into one of the adventures in *Streets of Zobeck*. It provides a feel for the twisted machinations and greed-driven schemes the player characters will encounter. In Zobeck, everyone has an angle, and if you look like a mark, they will come after you.

This scenario assumes the characters are approaching by river. When the riverboat is about 15 minutes out from the dock, have the players roll a DC 20 Perception check. A success lets the PCs notice a kobold has leapt overboard and is swimming to shore. This is a spy for Jaroslav, going to report the party as a group of marks ripe for a shakedown. A DC 25 Perception check later on lets the PCs spot the same kobold lurking around the docks.

Read the first view text when Zobeck comes into view.

As the river curves around the last set of hills, the forest thins, and you get your first look at the Free City of Zobeck. Chimneys emit thin smoke from atop tall houses. The river circles around a small hill, the top of which supports a castle or citadel. Your boat turns to avoid a long train of barges slowly being pulled upriver by oxen walking placidly on the shore. Other small craft ply the waterway, their crews arguing and squabbling.

As the ship approaches the dock, you see a small crowd of people awaiting the boat. Some are well dressed, likely waiting for families and business partners. Others are shabby and seem to have other intentions. Several blue-coated, brass-buttoned officers stand waiting as well, including a large, severe man with an up-curled mustache.
The gentleman with the fine mustache is Jaroslav Strauz, a connected and corrupt dock official, who has four customs officers with him (these count as a Watch Captain and Guard Officers, respectively; see Pathfinder RPG GameMastery Guide). Jaroslav awaits the PCs, alerted to their presence by his spy, and intends to shake them down hard. He speaks to the PC with the highest Charisma score as the group step off the gangplank.

“You will come with me. We have some matters to discuss before you may enter the city.” Jaroslav points to the squat, solid blockhouse set back from the piers. A large clockwork golem clicks and puffs on either side of the door.

Jaroslav’s Racket
Jaroslav explains the group has illegal, imported gold and magical weapons and that any goblinoids require permits. He says the adventurers should go to jail, but he is willing—out of the kindness of his heart—to work as an advocate for the group in the legal system of Zobeck. He then demands a bribe of 100 gp per level from each member of the group. He says 20% of this goes toward a fine and the remaining 80% is his fee for “legal services” to prevent the group from being imprisoned for smuggling.

Possible Resolutions
While Jaroslav has the support of both house Greymark and the Cloven Nine (both of which get cuts of his takings), he does his best to avoid antagonizing major groups or embassies. If the adventurers mention any of the following groups as friends or allies, this will give them opportunities to talk their way into a much smaller bribe.

Table 1: Pulling Strings
<table>
<thead>
<tr>
<th>Suggest Connection to...</th>
<th>Check</th>
<th>Check</th>
</tr>
</thead>
<tbody>
<tr>
<td>Elven / Dwarven Embassy (elf/dwarf only)</td>
<td>25</td>
<td>25</td>
</tr>
<tr>
<td>Arcane Collegium</td>
<td>20</td>
<td>25</td>
</tr>
<tr>
<td>Criminal Organization</td>
<td>30</td>
<td>30</td>
</tr>
<tr>
<td>Cloven Nine</td>
<td>20</td>
<td>20</td>
</tr>
<tr>
<td>Merchant House</td>
<td>25</td>
<td>25</td>
</tr>
<tr>
<td>House Greymark</td>
<td>20</td>
<td>20</td>
</tr>
</tbody>
</table>

Use a Diplomacy check (DC based on the table) to negotiate for a lower bribe. Use a Bluff check (DC based on the table) if the PCs want to convince Jaroslav of their connection to a group they actually have no connection to; Jaroslav’s Sense Motive is built into the DC.

A failed roll involving criminal groups get Jaroslav quite excited, as now he has proof of the travelers’ evil intentions. Intimidating or fighting the dock officials will make the party criminals in Zobeck. If combat breaks out, both golems will charge in as the dock officers make a fighting retreat.

If combat does ensue, Jaroslav uses the dock officers to screen him, and if the combat last longer than three rounds, he slips out a concealed door. Even if the PCs pursues immediately, Jaroslav has vanished into the confused and gathering crowd. The PCs cannot leave the blockhouse unobserved, and the violence will be discovered within the hour. The group become outlaws in Zobeck, and the authorities pursue them all the way to the edge of the Margreve forest.

Resolution
If the party makes their roll, Jaroslav settles for a smaller bribe of 5 gp per level from each party member. He will likely also demand that the party do him a favor, which acts as the adventure lead-in.

If the party fails to talk their way out, Sister Ludwiga, from the sisterhood of Lada, arrives and demands to see Jaroslav. Ludwiga needs adventurers and has a spy at the port. She knows of Jaroslav’s scam and threatens to reveal it to his superiors, loyal members of her faith. Jaroslav is unhappy but immediately releases the party. He won’t forget this, but he can’t take his frustration out on Ludwiga. So he targets the PCs with petty mischief.

As soon as she has the party outside, Ludwiga hussles them down the street, saying, “Listen carefully, this is Zobeck. Either you stay on your toes here, or you’ll find yourself on your face, likely picking up your teeth. Now, I’ve done you a favor, so you’ll do me one. That’s how this city works.” She hands over a square of parchment. “Go to this address and help this man, or I’ll have you in chains by nightfall. And you tell anyone that I sent you, I’ll deny it. Now go, and watch your backs.”

With a shake of her head, she is off into the crowd.

Table 2: Adventure Hooks from Ludwiga or Jaroslav
<table>
<thead>
<tr>
<th>Adventure</th>
<th>Name</th>
<th>Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>Everyone Lies</td>
<td>Grigori</td>
<td>Silk Scabbard</td>
</tr>
<tr>
<td>Rust</td>
<td>Mr. Corpulent</td>
<td>Lower Zobeck</td>
</tr>
<tr>
<td>The Fish and The Rose</td>
<td>Ziv the Sly</td>
<td>Silk Scabbard</td>
</tr>
<tr>
<td>The First Lab</td>
<td>Orlando</td>
<td>Arcane Collegium</td>
</tr>
<tr>
<td>Rebuilding a Good Man</td>
<td>Michul</td>
<td>Nul Office – the docks</td>
</tr>
<tr>
<td>The Ripper</td>
<td>Hendryk</td>
<td>The Docks</td>
</tr>
<tr>
<td>Flesh Fails</td>
<td>Hadlen Osrick</td>
<td>Homma’s Botanical rooftop (at a party)</td>
</tr>
</tbody>
</table>

This introduction to the city will certainly frustrate and entertain your party. It’s one of those situations where physical power will get them nowhere— and should help them to understand the city as a place where power struggles often involve social and political power rather than brute force.

Welcome to town. Don’t make a mess of it.
Vralgor Szarn’s Territory (CR 6)

Barghests (2) Pathfinder RPG Bestiary pg. 27. The barghests have a 15 Int, though they try to hide their intelligence from Vralgor.

GMs may add this encounter to ensure a strong sense of the dangerous nature of the tunnels. Characters entering the area of the Cartways connected to Scaler’s Alley intrude on Vralgor Szarn’s territory. Two of his gang members, the barghests Zelaf and Holtz, especially like to hunt this area of the tunnels. (If the party played Everyone Lies, and he escaped, Zelaf was the barghest from Into the Cartways.) While they usually search the area for food, they are curious and opportunistic and constantly seek ways to improve their fortunes and ingratiate themselves to Vralgor – or garner more power for themselves.

Tactics: Zelaf and Holtz are wily barghests. Each secretly wants to usurp the leadership of Vralgor’s gang, but they both know they do not possess the power to do so yet. Therefore, they seek to gain Vralgor’s favor while they await their opportunity. Gaining favor often includes capturing useful individuals, and this makes capturing a PC or two very attractive. The master is more likely to weave the characters into his plans than simply consume them as dinner. For this reason, the pair will follow the PCs and attack in a vulnerable moment – such as after they engage the derros, or even after the PCs return from Greymark’s vault. In the case of the derros, the GM could use the barghests to save the PCs from a battle going bad, only to have them captured and brought to Vralgor. That certainly takes the adventure on a very different course. Or, the characters could negotiate with them, saving their skins but promising the pair something useful in return. This encounter could alter the campaign’s events, so GMs not wanting to bring the gangs of Zobeck to the forefront of the game might want to avoid this complication.
NEW CREATURE

Tickling, steaming, and moving with jerky purpose, clockwork abominations endlessly follow the commands of their creator, the powerful clockwork mage Kovacs of Zobeck.

Clockwork Abomination CR 5

XP 1,600
LE Medium fiendish construct
Init +2; Senses darkvision 60 ft., low light vision; Perception +7

DEFENSE
AC 20, touch 12, flat footed 18 (+2 Dex, +8 natural)
hp 55 (5d10+20)
Fort +1, Ref +3, Will +1
DR 5/good; Immune construct traits; Resist fire 10, cold 10; SR 10
Defensive Abilities hardness 10 (or more)

OFFENSE
Speed 30 ft.
Melee slam +9 (1d6+3)
Special Attacks smite good (1/day, +1 attack and AC, +5 damage)

STATISTICS
Str 16, Dex 14, Con –, Int 10, Wis 10, Cha 12
BAB +5; CMB +8; CMD +20
Feats Weapon Focus (slam), Alertness, Power Attack
Skills Perception +7, Acrobatics +5
SQ construction points

ECOLOGY
Environment any
Organization solitary, pair, or group (3-12)
Treasure none other than special materials used in construction

SPECIAL ABILITIES

Infernal Power Source (Su) When a clockwork abomination falls below 0 hp, its infernal power source explodes causing 1d4 fire damage per Hit Die to everything within a 5 foot radius (DC 15 Reflex halves).

Construction Points Clockwork abominations have a number of construction points (CP) used to purchase abilities and defenses in addition to those presented above. Refer to the chart following this entry for CP totals by size. If a clockwork abomination spends more CP than its size category would allow, its CR increases by 1 (minimum of +1) for every 2 additional CP spent.

Additional Attack (Ex, 1CP): The clockwork abomination gains an additional limb, mouth, tentacle or tail that makes a slam or bite attack (1d6+1) as a secondary attack.

Additional Legs (Ex, 1 CP): Four legs allow the clockwork abomination to climb at a speed equal to its base speed and ignore rough terrain.

Constrict (Ex, 1 CP): The clockwork abomination gains constrict with its slam attacks (must have grab before it can take this ability).

Faster (Ex, 1 CP): The clockwork abomination’s movement increases by +10 ft. If the clockwork abomination already has additional legs, climb speed is increased as well.

Grab (Ex, 1 CP): The clockwork abomination gains the grab special attack with slam attacks.

Improved Metal (Ex, 4 or 6 CP): Most clockwork abominations are made of steel. However, they can be improved by using mithral or adamant in their construction. Mithral costs 4 CP and bestows hardness 15 and a +4 increase to natural armor. Adamantine costs 6 CP and bestows hardness 20 and a +6 increase to natural armor.

Flaming Body (Su, 1 CP): The clockwork abomination’s infernal power source allows it, as a swift action, to cover its body in dancing flames for 1 round per HD per day. Anyone striking the clockwork abomination with a natural weapon or unarmed strike suffers 1d6 fire damage. The clockwork abomination’s natural attacks inflict an additional 1d6 fire damage.

Breath Weapon (Su, 1 CP): The clockwork abomination’s infernal power source allows it to breathe fire in a 20 ft cone every 1d4 rounds. Creatures in this cone take 1d6 fire damage per HD of the clockwork abomination (DC 15 Reflex halves).

Reach (Ex, 1 CP): The clockwork abomination gains extendable limbs giving it +5 feet of reach.

Improved Weaponry (Ex, 1 CP): Natural attacks are treated as if the clockwork abomination were one size category larger.

Bleed (Ex, 1CP): Wounds caused by the clockwork abomination continue to bleed. Bleed (1d6); natural attack.

Serpentine Body (Ex, 1 CP): The clockwork abomination gains a swim speed equal to its base speed and the Lunge feat.

Creating a clockwork abomination larger or smaller than Medium size requires adjusting the creature’s Hit Dice, Strength, Dexterity, natural armor bonus, and size modifier to attack and AC as detailed on page 296 of the Pathfinder Core Rulebook.

<table>
<thead>
<tr>
<th>Size</th>
<th>HD</th>
<th>CP</th>
<th>CR</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tiny</td>
<td>2d10</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>Small</td>
<td>3d10</td>
<td>1</td>
<td>3</td>
</tr>
<tr>
<td>Medium</td>
<td>5d10</td>
<td>2</td>
<td>5</td>
</tr>
<tr>
<td>Large</td>
<td>7d10</td>
<td>3</td>
<td>6</td>
</tr>
</tbody>
</table>

Each clockwork abomination is a unique creation powered by infernal essences extracted from summoned devils. More intelligent than most clockwork creatures, clockwork abominations can remember detailed instructions and endlessly carry them out thanks to their infernal power sources. Unlike most constructs, clockwork abominations are evil and possess enough free will to attempt to create as much pain and fear as possible while carrying out their instructions.
Template: Infernally Possessed Creature
A creature from any plane other than Hell can use profane rituals and ancient magic to forge a pact with a diabolic creature, summoning the creature's essence to share the bargainer's body. This allows the fiendish creature access to the material plane while providing its host great personal power. Greater diabolic creatures imbue greater power in their host. In return, the bargainer's soul travels straight to Hell as a possession of the summoned devil upon the bargainer's death.

Creating an Infernally-Possessed Creature
"Possessed" is an acquired template added to any living corporeal creature, referred to hereafter as the "host creature". A possessed creature uses all of the host’s statistics and abilities except where noted.

It gains new special abilities, special attacks, and special qualities based on the type of outsider hosted. Outsider spirits fall into three categories: Least (CR 1-6), Lesser (CR 7-12), and Greater (CR 13+). Least outsider spirits bestow: Special Attacks, excluding Spell-Like Abilities; Special Qualities; resistances up to 5; and inherent bonuses of +2 Str and +2 Cha (CR +1). Lesser outsider spirits bestow: Special Attacks and Spell-Like Abilities, Special Qualities, resistances up to 10, DR, and inherent bonuses of +4 Str and +4 Cha (CR +2). Greater outsider spirits bestow: Special Attacks and Spell-Like Abilities, Special Qualities, all resistances, DR and SR, and inherent bonuses of +6 Str and +6 Cha (CR+3).

ICE DEVIL (GELUGON) SPIRIT:

SPECIAL ATTACKS:
Slow (Su) A hit with a weapon or natural attack by a gelugon-possessed host induces numbing cold. The opponent must succeed on a DC 23 Fortitude save or be affected as though by a slow spell for 1d6 rounds. The save DC is Constitution-based.
Spell-Like Abilities: Constant—fly; at will—cone of cold (DC 20), ice storm, greater teleport (self plus 50 lbs of objects only), persistent image (DC 20), wall of ice (DC 19); 1/day—summon (level 4, 2 bone devils, 50%)

SPECIAL QUALITIES:
Darkvision 60 ft.
Fear Aura (10 ft., DC 22)
Immune fire, cold, poison
Resist acid 10
DR 10/good
SR 24

A host cannot be raised or resurrected because its soul is taken to Hell upon death.

Abilities: Increase from the host creature as follows: +6 Str, +6 Cha
CR Same as host creature +3
leadership. Traumatized, Goldscale swore to never again allow the criminals of Zobeck’s streets to trample innocents and pledged himself to Lada as a paladin.

**Motivations & Goals**
Serious about his role as a defender of the weak, Goldscale works toward improved relations between humans and kobolds. Although popular with the common people of Zobeck, criminal gangs detest him. However, many gang members believe his golden-hued scales do indeed indicate the blood of dragons runs in his veins and refuse to confront him.

**Schemes & Plots**
Goldscale worries he should do more to safeguard the common people. He patrols the city looking to right injustices and protect innocents. Goldscale recognizes no boundaries and goes where he is needed most. He feels his patrols are insufficient, however, and that he must root out the causes of crime. Crime lords should stay wary, Goldscale is a one-kobold-crusade looking to improve the lot of the common citizen.

**Goldscale’s Bonded Mount**
**Dire Weasel**
LG Medium animal
Init +4; Senses Low-light vision, scent; Perception +7

**DEFENSE**
AC 21, touch 14, flat footed 17 (+7 natural)
hp 33 (6d8+6)
Fort +6, Ref +9, Will +3

**OFFENSE**
Speed 40 ft.
Melee +8 bite (1d8+4)
Special Attacks attach, blood drain

**STATISTICS**
Str 16, Dex 19, Con 12, Int 6, Wis 12, Cha 11
Base Atk +4; CMB +7; CMD +21
Feats: Improved Natural Attack, Improved Natural Armor, Weapon Finesse
Skills: Perception+ 7, Stealth +10

**SPECIAL ABILITIES**
*Attach (Ex)* After a successful bite, dire weasels may immediately attempt to grapple without provoking attacks of opportunity. If successful, the weasel loses its Dexterity bonus to AC, grabs hold, and automatically inflicts bite damage each round. An attached dire weasel can be struck with a weapon or grappled. Prey that manages to win a grapple or Escape Artist check detaches the dire weasel.
*Blood Drain (Ex)* Dire weasels drain blood each round they remain attached, inflicting 1 point of Strength and Constitution damage

**New Animal Companion: Dire Weasel**
Starting Statistics: Size Small; Speed 40 ft.; Attack bite (1d4); Ability Scores Str 14, Dex 17, Con 10, Int 6, Wis 12, Cha 11; Special Qualities low light vision, scent; Special Attacks attach, blood drain

4th – Level Advancement: Size Medium; Attack (1d6); AC +2; natural armor; Ability Scores Dex +2, Con +2
The Gutter Prophet
Dressed in an old grey robe, a bearded, middle-aged man quietly wanders the streets of Zobeck at all hours, selflessly helping anyone in need.

JOSHIEL "THE GUTTER PROPHET"  CR 6
XP 2,400
Male human cleric 7
LG medium humanoid (human)
Init +0; Senses Perception +6

DEFENSE
AC 10, touch 10, flat-footed 10 (+0 Dex)
hp 40 (7d8+7)
Fort +6, Ref +4, Will +8

OFFENSE
Speed 30 ft.
Melee staff +4 (1d6-1/20/x2)
Cleric Spell-Like Ability
channel positive energy (5/day) 4d6.
calming touch (6/day)
rebuke death (6/day)
Spells (CL 7, +5 ranged touch; +10 concentration):
4th—status*, neutralize poison (DC 17)
3rd—prayer*, remove disease, remove blindness/deafness, continual flame (DC 16)
2nd—shield other*, lesser restoration, make whole, consecrate, delay poison (DC 15)
1st—bless*, sanctuary, protection from evil, remove fear, shield of faith, bless water (DC 14)
0 (at will)—light, purify food & drink, detect poison, create water (DC 13)
*domain spell
Domains: community, healing

TACTICS
Before Combat Joshiel does not seek combat.
During Combat Joshiel defends himself with his staff. When accompanied by allies, he casts status followed by sanctuary and looks for opportunities to heal. He may use shield other to help sustain an allied combatant.

Morale Willing to die in the defense of the innocent or to support a righteous cause, Joshiel sees nothing cowardly in retreating from a superior force if he can do so without endangering others.

STATISTICS
Str 8, Dex 10, Con 12, Int 13, Wis 16, Cha 14
Base Atk +5; CMB +4; CMD 14

Feats Alertness, Lightning Reflexes, Persuasive, Self-sufficient, Skill Focus (Knowledge (local))

Skills Bluff +4, Diplomacy +12, Heal +9, Intimidate +4, Knowledge (history) +6, Knowledge (local) +8, Knowledge (religion) +5,
Linguistics +5, Perception +6, Sense Motive +5, Spellcraft +4, Survival +4

Languages Celestial, Common

Special Qualities healer’s blessing

Combat Gear staff
Other Gear satchel, potions of cure light wounds x4, everburning torch (on top of staff), traveler’s outfit.

Background
A native of Zobeck, Joshiel grew up in a prosperous family. After witnessing the suffering of the employees in his father’s leatherworking factory, he donated his possessions and wandered for years in the wilderness. Later, he reappeared preaching in a small village’s abandoned church as a cleric to the “God of Succor and Charity” and eventually returned to Zobeck. Street gangs tolerate him, knowing his kindness or considering him no threat.

Motivations & Goals
Joshiel only wishes to serve his god through healing the needy and giving hope to the destitute. He may be a source of local knowledge to PCs. He supports those who fight against evil or injustice with his spells, but avoids involvements in conspiracies or violence.

Schemes & Plots
Joshiel roams the streets day and night, ministering to those who can’t pay and giving hope to the unfortunate. Often, he mounts an old crate to deliver a speech on the evils of usury, thievery, or violence. The poor and desperate flock to hear his impromptu sermons delivered in a sonorous baritone voice.
Some call Sam Nesclem crazier than an outhouse rat, a barge and steam-tug captain willing to take any job for a price. With his iron-grey beard, clockwork hand, and carved ivory pipe, he certainly looks the part. Many say the only thing quicker than his tugboat is his razor-sharp tongue.

**Sam Nesclem**

Male human rogue 2/expert 4  
CG Medium humanoid (human)  
Init +2; Senses Perception +12

**DEFENSE**

AC 15, touch 13, flat-footed 12 (+2 armor, +2 Dex, +1 Dodge)  
hp 41 (2d8+6 plus 4d6+10)  
Fort +3, Ref +6, Will +6

**Defensive Abilities**  
evasion

**OFFENSE**

Speed 30 ft.  
Melee short sword +6 (1d6+1/19-20/x2)  
Special Attacks sneak attack (1d6)

**TACTICS**

**Before Combat**  
Sam is a gruff, salt-of-the-earth man who’s seen many strange things. He doesn’t posture; when he draws steel, he means business.

**During Combat**  
Nesclem fights to ensure either his opponent won’t attack him again or to guarantee his escape.

**Morale**  
Sam simply wants to save his boat and his hide and live on the river. If he can find a way to make a deal and do that, he will.

**STATISTICS**

Str 10, Dex 14, Con 14, Int 14, Wis 15, Cha 8  
Base Atk +4; CMB +5; CMD 16

**Feats**  
Dodge, Skill Focus: Profession (sailor), Graft Clockwork, Master Craftsman (clockwork)

**Skills**  
Appraise +10, Bluff +7, Craft (clockwork) +10, Diplomacy +7, Disable Device +8, Heal +10, Knowledge (clockwork) +10, Knowledge (local) +9, Knowledge (nature) +6, Perception +10, Profession (sailor) +13, Sense Motive +9

**Languages**  
Common, Draconic

**SQ**  
fey pact, minor magic (mending 3/day)

**Combat Gear**  
clockwork hand, leather armor, mwk short sword

**Other Gear**  
traveler’s outfit.

**SPECIAL ABILITIES**

**Fey Pact (Su)**  
Creatures of the River Argent won’t harm Sam Nesclem, his ships, or his passengers as long as he never refuses a customer or speaks of his bargain.

**Motivations & Goals**

Sam wants to obey the restrictions of his pact and make as much money on the river as possible.

**Schemes & Plots**

The nixie Sam bargained with lost its hand. To gain safe passage to destinations, Sam agreed to never turn down a potential passenger. In exchange for safe returns, the fey took Sam’s hand. If Sam could find the nixie’s hand, purportedly a hand of the mage, and return it, he might keep his bargain and recover his lost hand.

**Background**

Few know Sam Nesclem struck a deal with the unseelie nixie of the Argent in exchange for a promise of safe passage. While other captains keep to shore or suffer at the appetites of scrags and lorelei, Sam delivers his cargo or travelers where they’re wanted and on time—no matter the destination.
**New Feats**

**Cheap Shot (Combat)**
**Benefit:** When you successfully attack an opponent denied their Dexterity bonus to AC, you inflict bonus damage equal to half your base attack bonus, to a minimum of 1. Do not multiply this damage with a critical hit.

**Eye Gouge (Combat)**
**Prerequisite:** Cheap Shot
**Benefit:** When you successfully attack an opponent denied their Dexterity bonus to AC, you may leave them blinded for 1d4 rounds. A successful Reflex save negates this. The DC of this Reflex save equals 10 + your Dexterity bonus + your base attack bonus.

**Graft Clockwork [Item Creation]**
**Prerequisite:** 5 ranks heal, 5 ranks knowledge: clockwork
**Benefit:** You can create clockwork grafts and apply them to other living creatures and yourself. Creating a graft takes 1 day per 1,000 gp in price. To create a graft, you spend 1/25 of the price in XP and use materials equal to its cost. See Clockwork Hand, below.

**Low Blow (Combat)**
**Prerequisite:** Cheap Shot
**Benefit:** When you successfully attack an opponent denied their Dexterity bonus to AC, you leave them nauseated for 1d4 rounds. A successful Fortitude save negates this. The DC of this Fortitude save equals 10 + your Strength bonus + the damage inflicted.

**Underhanded Strike (Combat)**
**Prerequisite:** Cheap Shot, Base attack bonus +6
**Benefit:** When you successfully attack an opponent denied their Dexterity bonus to AC, your attack is considered a critical threat regardless of your die roll.

**New Magic Item:**

**Clockwork Hand**
Aura minor transmutation; CL 3rd
Slot hand; Price 12,000 gp; Weight 3 lbs

**Description**
Beautiful works of articulated brass, clockwork hands provide a +2 bonus to Strength when used for any purpose and to CMD versus disarm attempts.

**Construction**
Requirements Craft Wondrous Item, Craft Clockwork, bull’s strength, creator must have 5 ranks in Craft (clockwork); Cost 6,000 gp.

**New Traits**

**Regional Traits**

**Arcane Apprentice**
You spent time as an apprentice of the Arcane Collegium. Your studies have provided you insight into the fabric of magic. You gain a +1 trait bonus to Knowledge (arcana) and a +1 trait bonus to Spellcraft or Craft (clockwork).

**Imperial Experience**
A chance encounter with members of the Empire of the Ghouls left a mark on you. You gain a +1 trait bonus to Knowledge (religion) and Knowledge (local) checks involving the Empire. Knowledge (religion) is always a class skill.

**Squire of the Griffon Knights**
You either are a Griffon Knight or spent considerable time training to be a Griffon Knight. Your eyes are keen and your riding skills are advanced. You gain a +1 trait bonus to Perception and a +1 trait bonus to your Ride. Ride is always a class skill.

**Trained in the Old Ways**
Born and bred in the Margreve Forest, you know the old ways of that place. You either know an incantation or you gain a +1 trait bonus to both Knowledge (nature) checks and Survival checks involving the Margreve. Survival is always a class skill.

**Religion Traits**

**Anvil Pilgrim (Volund)**
You are dedicated to your craft. Choose one of the following skills: Craft (armor), Craft (weapons), or Ride. You gain a +2 trait bonus to the selected skill, and it is always a class skill.

**Green Harvester (Porevit and Yarila)**
You participate in the harvest every year. You gain a +1 trait bonus to Knowledge (nature) and Profession (farmer) checks. One of these is always a class skill.

**Merciful Patron (Lada)**
You trained at Lada’s healing school. You gain a +1 trait bonus to Heal checks and begin play with a masterwork healer’s kit. Heal is always a class skill.
**New Gear**

**Gliding Cloak**
- Aura: faint transmutation; **CL:** 3rd
- **Slot:** shoulders; **Price:** 7,500 gp; **Weight:** 1 lb.

**Description**
Unscrupulous types who often need to make quick escapes off rooftops use this simple black cloak. By grasping the ends of the cloak while falling (a free action), the user is affected as though by a *glide* spell.

**Construction**
- **Requirements:** Craft Wondrous Item, *glide*
- **Cost:** 3,750 gp

**Orb of Fascination**
- Aura: faint illusion; **CL:** 3rd
- **Slot:** —; **Price:** 300 gp; **Weight:** 1 lb.

**Description**
When this orb is activated, it levitates and emits multicolored light that fascinates 2d4+3 HD of creatures within a 10-foot radius. The effect lasts 2 minutes at which time the orb falls to the ground. Affected individuals can remember nothing from the time they were fascinated.

**Construction**
- **Requirements:** Craft Wondrous Item, *hypnotic pattern*
- **Cost:** 150 gp

**Scarf of Deception**
- Aura: moderate Enchantment; **CL:** 7th
- **Slot:** neck; **Price:** 10,080 gp; **Weight:** —

**Description**
When this scarf is worn in an attempt to hide one’s identity, it causes the user to appear differently to everyone who observes her. A successful DC 16 Will save allows an affected individual to perceive the user’s actual appearance.

**Construction**
- **Requirements:** Craft Wondrous Item, *confusion*
- **Cost:** 5,040 gp

**Mundane Items**

**Alchemical Smoke Bomb:** This fist-size ceramic orb contains a mixture of volatile chemicals that, on contact with air, form a dense smoke that covers a 10-foot square area. This smoke blocks vision beyond 5 feet, blocks line of sight, and grants concealment. Specialized versions of smoke bombs exist that include poisonous or acidic fumes. Smoke bombs can be thrown with a range increment of 10 feet.

**Clockwork Caltrops:** Clockwork caltrops resemble and work like regular caltrops with the following exceptions. A 2-pound bag of clockwork caltrops covers a 10-foot square area because they hop and move about erratically once activated. Because of their movement, a creature must move at quarter speed or less to pick its way through a bed of clockwork caltrops without risking injury. Clockwork caltrops can be wounded as part of a move action as long as the user has one hand free to shake their bag vigorously.

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**New Incantation**

**Incantation of Memories Lost**
“Coin? No. Give me your memories!”

**School:** enchantment; **Effective Level:** 4th

**Skill Check**
- Knowledge (arcana) (DC 22), 2 successes
- Knowledge (nature) (DC 22), 2 successes

**Casting Time:** 40 minutes

**Components**
- F, M, S, V
- **Focus**: a small pastry, bled upon and offered
- **Material Components**: a silver knife
- **Other**: During new moon

**Range:** touch

**Target:** creature touched

**Duration:** 24 hours

**Saving Throw:** none; **SR:** no

You transfer a memory to the pastry, which may be consumed. The loss of this memory equates to a -4 penalty to a skill or -2 to all other rolls for 24 hours.

**Backlash:** Afterwards, you cannot stand the company of horses for 1d6+1 days. Any horses repulse you and cannot be used without a DC 16 Will save.

**Failure:** Failing two consecutive skill checks, you provoke the fey’s disgust and must assuage its anger by completing some task for it before petitioning it again.
### Small Treasures

Occasionally, a party might come upon small items pick from pockets, looted from corpses, or taken from apartments. Use this list to help determine those items:

#### Common Items

<table>
<thead>
<tr>
<th>1.</th>
<th>Shopping list</th>
</tr>
</thead>
<tbody>
<tr>
<td>2.</td>
<td>Receipt for armor repair</td>
</tr>
<tr>
<td>3.</td>
<td>Love note</td>
</tr>
<tr>
<td>4.</td>
<td>Dice [1 gp]</td>
</tr>
<tr>
<td>5.</td>
<td>Letter of introduction</td>
</tr>
<tr>
<td>6.</td>
<td>Comb, wooden [1 sp]</td>
</tr>
<tr>
<td>7.</td>
<td>Whetstone [2 cp]</td>
</tr>
<tr>
<td>8.</td>
<td>Touch stone [1 gp]</td>
</tr>
<tr>
<td>9.</td>
<td>Handkerchief [1 sp]</td>
</tr>
<tr>
<td>10.</td>
<td>Loaf of bread [2 cp]</td>
</tr>
<tr>
<td>11.</td>
<td>Piece of fruit [1 cp]</td>
</tr>
<tr>
<td>12.</td>
<td>Hunk of cheese [1 sp]</td>
</tr>
<tr>
<td>13.</td>
<td>Hunk of meat [3 sp]</td>
</tr>
<tr>
<td>14.</td>
<td>Pie [1-4 cp]</td>
</tr>
<tr>
<td>15.</td>
<td>Nail scissors [1 sp]</td>
</tr>
<tr>
<td>16.</td>
<td>Compact with mirror [10 gp]</td>
</tr>
<tr>
<td>17.</td>
<td>Holy/Unholy symbol [wood 1 gp, silver 25 gp]</td>
</tr>
<tr>
<td>18.</td>
<td>Good luck charm (animal foot, shrine token, strip of cloth, small polished stone) [1 sp]</td>
</tr>
<tr>
<td>19.</td>
<td>Tankard [leather/wooden/ceramic/tin 1 sp]</td>
</tr>
</tbody>
</table>

#### Valuable Items

| 1.         | Snuff box, silver [50 gp] |
| 2.         | Comb, valuable [ivory 10 gp, silver 50 gp] |
| 3.         | Pipe, valuable [ivory 25 gp, silver 50 gp] |
| 4.         | Signet ring, ordinary [5 gp] |
| 5.         | Perfume [50 gp per vial] |
| 6.         | Clothes, expensive [30 gp] |
| 7.         | Holy text [20 gp] |
| 8.         | Gloves, expensive [cloth 10 gp, leather 20 gp, embroidered 30 gp, gilded 80 gp] |
| 9.         | Hairpin [cheap 1-8 gp, valuable 25 gp, costly 1,000 gp, expensive 2,500 gp] |
| 10.        | Braid clip [cheap 1-8 gp, valuable 25 gp, costly 1,000 gp, expensive 2,500 gp] |
| 11.        | Charm bracelet [10-50 gp] |
| 12.        | Tooth pick, quality [ivory 1 gp, silver 3 gp] |
| 13.        | Perfume bottle (crystal) [2 gp] |
| 14.        | Stiletto, gilded with gems [150 gp] |
| 15.        | Ring [cheap 1-10 gp, valuable 50 gp, costly 1,000 gp, expensive 3,000 gp] |
| 16.        | Double ring [as ring x 2] |
| 17.        | Small silver drinking cup [20 gp] |
| 18.        | Dagger, gilded [100 gp] |
| 19.        | Locket with picture [30 gp] |
| 20.        | Chain, necklace [copper 20 gp, silver 100 gp, gold 300 gp] |
| 21.        | Gilded scabbard [80 gp] |
| 22.        | Medal (examples: religious, military, license for mining, fishing, grave-digger) [1-20 gp] |
| 23.        | Occupation item (examples: dead rabbit (hunter), half-finished vest (tailor), bloody rag (barber or adventurer), unsigned treaty (aristocrat), “personal” rag (beggar), wanted poster (constable), license (prostitute), instrument string (entertainer)] |
| 24.        | Tindertwirg or flint and steel [1 gp] |
| 25.        | Bell [1 gp] |
| 26.        | Candle [1 cp ea.] |
| 27.        | Torch [1 cp ea.] |
| 28.        | Backpack, empty [1 gp] |
| 29.        | Belt pouch [1 gp] |
| 30.        | Sealing wax [1 gp] |
| 31.        | Water/wine skin [1 gp] |
| 32.        | Sunrod [2 gp] |
| 33.        | Knife, utility [1 gp] |
| 34.        | Tavern receipt |

### Note

- Small Treasures
- Common Items
- Valuable Items

**Cartways**

- Snuffbox, wooden with silver inlay (empty 2 sp, full 5 gp)
- Stage glasses (binoculars on a stick) [50 gp]
- Musical instrument, masterwork [100 gp]
- Thieves’ tools, masterwork [50 gp]
- Everburning torch [100 gp]
- Magnifying glass [100 gp]
- Rabbit’s foot with a silver-fob [3 sp]
- Map detailing a portion of the Cartways
THE RAMPANT ROACH

Description
The Rampant Roach, located a few blocks away from Crown Square on the border of Lower Zobeck, is one of the few kobold-oriented restaurants outside the Ghetto. Local kobolds that work in the city frequent The Rampant Roach for lunch and dinner. Unfortunately, non-reptilian clients remain a rarity, and Skirtal barely makes enough to keep up with expenses.

The doors open early in the afternoon and stay open until just before dawn, but business is light until way after dusk. The ambience is cozy and dark. Skirtal warmly welcomes anyone who enters. Food is cheap but filling, if the patron can stomach kobold meals.

Layout
First Floor
1) Dining Area: Boarded up windows keep the atmosphere dark and cave-like. Jars of fresh fire beetle glands at each table provide illumination and appetizers. The half dozen tables scattered around the room are just a little low for a human. At two feet wide and three across the tables fit six kobolds comfortably and four humans uncomfortably.

2) Kitchen: This cramped cooking area can barely fit a single kobold between the stove and the cooking pot. A narrow cabinet holds bottles of slimes and other gooey liquids. Nets of vegetables hang from the ceiling over the worktable. A small hatch in the corner leads down to the basement.

Basement
3) Food Storage: Cages of cockroaches, rats, worms, and beetles litter the area. Boxes of roots and other vegetables are stacked in a corner. A pile of what some would consider trash is actually a collection of ripening ingredients.

4) Skirtal's Room: Carved into the side of the basement wall is a small cave. At three feet high, only a kobold can stand here comfortably. Skirtal sleeps on a pile of straw in the corner. He keeps his dearest possession in a hidden niche behind a loose stone, a recipe book handwritten in Draconic.

Personalities
Skirtal
Skirtal dreams of spreading his joy of traditional kobold cuisine to other humanoids. He stubbornly insisted on opening his restaurant inside the city proper, instead of a likely more prosperous location within the Kobold Ghetto. His concern for others often overshadows his business sense. Far too often he puts meals on a tab and forgets to collect later. Meals come served with generous helpings, extra sides, and boisterous explanations of his latest recipe. When business is slow Skirtal can be found at the doorway inviting passersby in for a free taste. (NG; Kobold; commoner 3; HP 10; AC 15; Dex 14, Cha 13; Knife -1 (1d3-3/19-20); Diplomacy +5, Profession (cook) +8)

The Roaches
A gang of kobold urchins hunts vermin for Skirtal. Most citizens call them Roaches with disdain, but the young kobolds have adopted the name with pride. Their enthusiasm for collecting ingredients often takes them to sections of town that kobolds usually avoid. Usually they are chased away from upscale neighborhoods, but occasionally an enterprising manservant will employ them for pest control. Skirtal can’t pay them much more than a copper a day, but he keeps them well fed, which earns him fierce loyalty. For a small fee, Skirtal will pass messages into the Ghetto through the Roaches, as long as he believes they will remain out of danger.

Scenarios
Neighborhood Bullies
Skirtal doesn’t participate in illegal activities, but sometimes the local thugs cause mischief. He may ask regular patrons to intercede on his behalf if things get particularly troublesome.

Mistaken Identity
The Roaches are spotted near the scene of a crime and are wrongly accused of it. They go deep into hiding in the Ghetto while waiting for things to blow over. Skirtal asks the characters to clear their name. This may involve finding the Roaches hiding spot in order to discover what they saw.

Rare Ingredient
Skirtal has been asked to cook for an important kobold, and he wants to serve a special dish. He asks the characters to get a rare ingredient for him, an ochre jelly. He’s heard of an abandoned Margreve mine that contains a nest.


**Ulmars Rare Books**

*Description*

A dwarf-run bookstore is an infrequent sight. Ulmar's attitude toward customers makes them infrequent as well. Situated near at the edge of the Market District near Lower Zobeck, Ulmar's Rare Books doesn't seem to see enough traffic to stay in business. The assortment of books available is impressive, however, and scholars searching for an obscure reference often come to Ulmar's as a last resort.

Ulmars disdain for customers aside, he is a knowledgeable scholar and skilled bookbinder. He certainly prefers the company of books to other people. He can usually be found behind the counter reading and ignores new customers unless they specifically ask him questions. He will usually make them wait until he finds a stopping point.

*Layout*

**Ground Floor**

1) **Storefront** A haphazard collection of books piled on shelves without apparent organization or structure to their placement.

2) **Special Collection** In contrast, the back room is very organized. All books of significant value are stored here. Nobody is allowed in. Ulmar brings out only one book at a time from his private reserve. A few special books are hollowed out to store contraband materials, usually drugs.

3) **Book Workshop** A well-kept workroom housing everything required for the manufacture and repair of books. A variety of types of parchment and vellum allow him to create identical copies of most books.

**Basement**

4) **Storeroom** Additional supplies for the workshop are stored here, along with any contraband he's currently holding.

5) **Secret Tunnel** Hidden behind a movable cupboard, this tunnel leads to an abandoned section of the Cartways with easy access to the waterfront.

*Personalities*

**Ulmars**

Ulmars disdain for customers aside, he is a knowledgeable scholar and skilled bookbinder. He certainly prefers the company of books to other people. He can usually be found behind the counter reading and ignores new customers unless they specifically ask him questions. He will usually make them wait until he finds a stopping point.
spot first. Only the prospect of inspecting a new book perks him up, but he quickly derides anyone who brings him rubbish beneath his notice.

**Male Dwarf Rogue 3**

NE Medium humanoid (dwarf)
Init +5; Senses darkvision (60 ft.), Perception +0.

**Defense**

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 chain shirt)
hp 23 (3d8)+6
Fort +2, Ref +4 (+5 to avoid traps), Will +1 (+3 vs. poison, spells, and spell-like abilities)

**Defensive Abilities** Evasion, Trap Sense +1,

**Offense**

Speed 25 ft.

Melee short sword +2 (1d6/19-20) or dagger +2 (1d4/19-20)
Ranged dagger (thrown) +3 (1d4/19-20)

Space 5 ft.; Reach 5 ft.

**Special Attacks** sneak attack (2d6)

**Statistics**

Str 11, Dex 12, Con 12, Int 13, Wis 11, Cha 6

Base Atk +2; CMB +2; CMD 13 (17 vs. bull rush or trip)

**Feats** Fleet, Improved Initiative, Skill Focus (Craft (Books))

**Skills** Appraise +7, Bluff +4, Craft (Books) +10, Disable Device +8, Knowledge (local) +7, Linguistics +7, Sense Motive +6, Stealth +7, Use Magic Device +4.

**Languages** Common, Draconic, Dwarven, Elven, Gnome

**Special Qualities** Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Trapfinding, Weapon Familiarity.

**Possessions** short sword, dagger, and chain shirt.

**Scenarios**

The secrets behind Ulmar’s Rare Books are left to the GM; here are several possibilities:

**Secret Messages**: The Spyglass Guild passes messages tucked between the pages of certain books in the store. One of the characters, or an NPC friend of the characters, may accidentally purchase a book containing a coded message. The Spyglass Guild will stop at nothing to get it back. If they believe the accidental owner has deciphered the message, they will likely wish to silence him permanently.

**Stolen Books**: Sometimes a book is too valuable not to sell twice. Ulmar often tells his criminal associates, usually the Rivermen, which patrons purchase particularly expensive volumes. Armed with the knowledge of which estate and what specific book to grab, an accomplice steals it back a few weeks after purchase. Ulmar knows not to resell it in town, and sends it on to contacts in other cities such as Bratislor. A wealthy collector may hire the characters to investigate after a clumsy break-in curiously targets only her library.

**Kobold Slaves**: Kobold children are disappearing from the Ghetto. A prominent kobold asks the characters to investigate rumors of a slave ring. The trail eventually leads to Ulmar’s basement. Can they rescue the children before they are sold to the Ghoul Imperium?

**Other Location Scenarios**

**The Black Lotus**

**Scenarios**

**The Stolen Figure**: Recently, a thief stole a small, wooden carving of a phoenix from The Black Lotus. In exchange for a magical service, the Painted Man asks the party to retrieve it. The thief, a member of a kobold mining gang, spends most of his time in the Cartways. He stole it on a dare from the rest of his fellows, and after proving to them that he took it, quickly sold it to a fence at the Black Market for fear of the retribution he might incur if he kept it. The fence in turn has sold it to a member of the City Watch who gave it to his young, sickly son. The Painted Man doesn’t care who has it now. He wants it back, and he doesn’t care how.

**The Silk Scabbard**

**Scenarios**

**Bad Habits**: Gambling debts incurred by the bouncer lead him to tipping off local thugs when wealthy clients depart the establishment. One of these client’s family holds the owners responsible for the fate of their injured or dead scion.

**Everyone Loves Trinkets**: A regular client is also a thief who gives his favorite girl a particular stolen, and possibly cursed, item. The Understandably angry original owner sends demons, devils, or some other agents to recover the item. Hilarity ensues.
Blackeye’s Carriage

Anyone trying to navigate the busy streets and cluttered alleys of Zobeck knows the difficulty of getting anywhere in a hurry. Wherever a difficulty exists, especially in this city, someone will come along to ease the inconvenience for a price. Enter Blackeye, business-kobold, fixer, gossip, and patriot. With his specially-modified hay wagon and mighty (docile) draft horse, he’s prepared to take anyone anywhere in the Free City for a few coppers and good conversation.

Born and raised in the city’s kobold ghetto, Blackeye has spent his life learning Zobeck’s twists and turns as his forefathers once learned to navigate below ground. He rapidly came to love the rich and varied life of his home, and he took great pride in pointing out places of interest to visitors and natives alike. Seeing the difficulty so many people had getting around, Blackeye decided to fill the need for transport and indulge his love of Zobeck at the same time. No one else in the city operates a business like Blackeye’s, for what to everyone except him are obvious reasons, but he somehow makes it all work.

Most people don’t know what to make of Blackeye, and most of the rest can’t quite bring themselves to trust the old carriage he’s altered with better suspension, padded seats, lanterns, and a canopy. Still, those who take the chance always get where they need to go without trudging through the mud (and worse) of the streets and the jostling crowds. And if the cart must sometimes slow through an area where street merchants can approach and sell the passengers fine wares, well, that’s just the nature of the city. And if some of those merchants sometimes slip a few coins to Blackeye, well, that’s just the nature of the city, too.

In his heart, Blackeye’s a good soul who loves his city, loves showing it off, and just wants to make a few coins while doing so. He’s developed a good sense for his customers, and when he gets ignorant or oblivious types, he’ll take roundabout routes past merchants willing to kickback a silver for the chance to make a sale. PCs with a map or some familiarity with Zobeck may make a DC 25 Survival or Knowledge (local or Zobeck) check to notice that they’re being taken for a ride. A DC 20 Perception check lets them notice the merchants passing Blackeye some clink during a stop.

Blackeye as a Regular Coachman

Blackeye can become a useful contact or ally. The kobold will happily regale passengers with stories from the city (often whether they want to hear them or not). Blackeye will pass out common information and recent gossip with virtually no prompting. A DC 15 Diplomacy check to steer the conversation, or simply asking a straight question with a little extra cash going into the tip jar, can get him to reveal more obscure details, rumors, and theories. He rarely knows a great deal about any one thing, but he always knows a little bit about most things.

The kobold gladly points a group toward gambling, prostitution, pit fighting, and other less savory forms of entertainment, and he just as quickly takes them to the higher-brow establishments and cultural centers. A DC 25 Diplomacy, Bluff, or Intimidate check, along with a significant (10-25 gp) tip can convince him to take the party to any of several entrances he knows to the Cartways. At DC 30 and an additional 10 gp, he will show them a “private” entrance to the kobold ghetto.

Blackeye can be hired by the day for 5 gp. In addition, Blackeye has a myriad of kobold “nephews” and “cousins” who can carry messages, purchase items, and generally work for the party in one way or another. They are trustworthy, but only up to a point, especially where money is concerned.

Blackeye and His Silent Protection

As a habit (learned the hard way), Blackeye does not give out personal information about his customers; their conversation is fair game, but their address and destinations are not. This has saved both his skin and
his reputation on multiple occasions, and he knows it. When asked to wait for a passenger, or to not repeat what he hears, Blackeye smiles, spreads his hands, and says philosophically that his mouth often runs away on its own if he can’t afford to put some food in it. For a gold piece, Blackeye waits and keeps his silence.

Oddly enough, if he works for the adventurers long enough, Blackeye will come to consider them “his” and will take great offense at blatant attempts to cheat the group. He will make his displeasure known in a stream of profanity-laced kobold, using his taunt ability to cow foes. As Blackeye has connections to a surprising variety of people across the city, including the Redcloaks, most street thugs give him respect.

If things get serious, Blackeye keeps a masterwork dagger at his belt and a heavy crossbow under his seat, along side a flask of alchemist’s fire. Blackeye will not die for a fare, and he can get his team to produce a surprising turn of speed when the going gets tough.

Blackeye can act as an introduction to, or bridge between, many of the adventures in Streets of Zobeck. He can certainly point a party of the adventures in Streets of Zobeck away on its own if he can’t afford to put some food in it. For a gold piece, Blackeye can act as an introduction to, or bridge between, many of the adventures in Streets of Zobeck. He can certainly point a party of the adventurers in Streets of Zobeck away on its own if he can’t afford to put some food in it.