

URBAN • ADVENTURES

THE SINKING

GREAT CITY CAMPAIGN SERIAL



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



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THE SINKING

GREAT CITY CAMPAIGN SERIAL

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THE ADVENTURES

EPICENTER RISING (SEASON I, PILOT) BY TIM HITCHCOCK

PAGE 6

Over the centuries Azindralea, The Great City, has witnessed and bore numerous changes that come with the passage of time. It has survived miracles and devastation, revolution, and even the threat of apocalypse. Though still struggling to recover from recent uprisings that tore apart the throne, the City has fallen into a quiet peace. Yet there are several who eerily proclaim this peace shall be short lived. Among them stand faceless prophets who wander the streets hidden beneath shadowed cowls and whose dark whispers insinuate the genesis of a new era soon to befall the City...

INFESTATION (SEASON I, EPISODE 1) BY ROB MANNING

PAGE 16

In the days following the wake of the Great City's recent devastating events, Father Malkmus sent his congregants to take temporary shelter in the rarely used Temple of Harvest. Upon their arrival, they found the temple newly inhabited by a displaced gang of vile, parasitic humans known as roachkin. Father Malkmus calls upon the PCs to investigate the temple, seek out survivors, and drive the roachkin out. Unfortunately, the task proves more difficult when PCs uncover the horrific and terrible unholy raising of the gang's former leader by one of his depraved and devoted followers. Can PCs save the Temple and defeat this creatures before he attempts to spread his ghastly infestation through the Temple Ward.

TUNNELS OF DESPAIR (SEASON I, EPISODE 2) BY STEFAN HAPP

PAGE 26

Freed by powerful tremors which cracked the slave-pens of their nefarious captors, a group of refugees fled into the sewers beneath Pounder Festhall seeking the aid of an elusive slave-helper who protects and shelters outcasts in a secret, subterranean shantytown "utopia". Attempting to pilfer some food from in the drinking hall basement, they accidentally startle a barmaid and are forced to hostage her for safe passage. Sent to rescue the barmaid, the PCs soon find things more complicated when they cross paths with the slavers seeking to recapture the refugees. PCs must choose sides, but find themselves embroiled in a conflict that takes place aboard one of the slave-rings harbored vessels.

ANIMATION (SEASON I, EPISODE 3) BY TOM GANZ

PAGE 36

Set to rid the Merchant's Haven Inn of a gremlin infestation, the PCs find themselves thrust into a whirlwind of chaos when strange vaporous wisps race through the streets of the Trades Ward, animating dozens objects which erupt on unsuspecting citizens with violent fury.

THE DEVIL'S SMUGGLER (SEASON I, EPISODE 4) BY JOHN E. LING, JR.

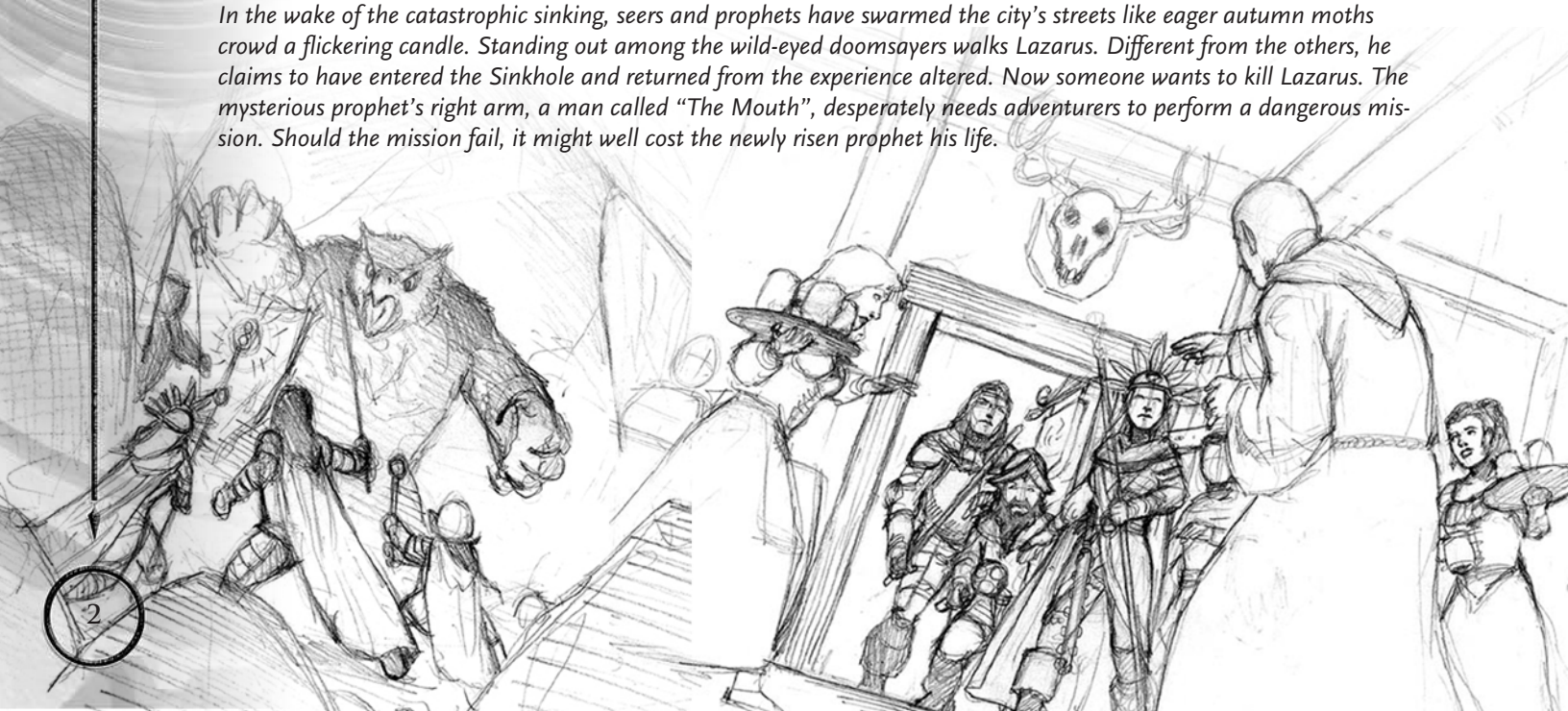
PAGE 46

In desperate times, the scum rises to the surface where everyone can see it. Street crime has reached an all time high, wallowing amidst a sea of homeless and indigent beggars. Yet beneath the surface, there lurk darker things. Spurred to action by a rash of abductions, the adventurers run afoul of one of the Great City's long standing crime families. But like everyone else, the Sinking has dealt them a fateful hand. With Orim Menach, the patron of their organization missing, the Menach boys have slipped into the trap of an even greater threat, one the adventurers must uncover for themselves.

ASCENSION OF THE PROPHET (SEASON I, EPISODE 5) BY MARIO BARBATI

PAGE 54

In the wake of the catastrophic sinking, seers and prophets have swarmed the city's streets like eager autumn moths crowd a flickering candle. Standing out among the wild-eyed doomsayers walks Lazarus. Different from the others, he claims to have entered the Sinkhole and returned from the experience altered. Now someone wants to kill Lazarus. The mysterious prophet's right arm, a man called "The Mouth", desperately needs adventurers to perform a dangerous mission. Should the mission fail, it might well cost the newly risen prophet his life.



TATTERDEMATION (SEASON I, EPISODE 6) BY DAVID SCHWARTZ

PAGE 64

Since the event known as *The Sinking*, a general uneasiness descended upon the Great City, but that's no reason not to party! The PCs attend a covert masquerade thrown by a troupe of thrill seeking young nobles. Matsoni Gimbros, the clique's ringleader, declares the party's theme to be *The Sinking*. To complement his theme, Matsoni chose the perfect venue: an abandoned bathhouse on the edge of the sinkhole. Rumors that a ghost haunts the bathhouse only add to its allure. Privileged, promiscuous young people in a haunted condemned building: what could possibly go wrong?

THE PLUMB LINE (SEASON I, EPISODE 7) BY TITO LEATI

PAGE 74

The PCs undertake a wild search for a missing architect, real-estate entrepreneur, and arcane scholar of the Great City's ancient secrets. Struggling against their quarry's persecutors, they learn the architect secretly uncovered one of Azindralea's legendary treasures—a revelation that soon leads them into an epic and dangerous exploration at the edge of the sinkhole.

POLITICS UNUSUAL (SEASON I, EPISODE 8) BY ROB MANNING

PAGE 86

When a headstrong Azindralean politician seeks to launch a campaign to seize control of his district, his chief security officer hires the PCs to ensure his enemies cannot transform his opening speech into a riot. Emphasizing wit and subtlety; they must siphon through the crowd of followers and disperse potential troublemakers as peacefully as possible. Under no circumstances should they besmirch the campaign of hope with bloodshed. Yet even if they succeed, a final enemy plots their demise. He only waits for their victory to trick them into lowering their guards.

BEAR HUNTING (SEASON I, EPISODE 9) BY MARIO BARBATI

PAGE 96

When a Bloodfang mercenary murders his captain and goes A.W.O.L., the Kharel seeks the aid of outsiders to track him down before he flees the city. However, once they capture the killer, a second question awaits, and the heroes must decide whether to surrender him to the justice of the military or the murdered captain's vengeful widow.

THE MALCHORT CABAL (SEASON I, EPISODE 10) BY TIM HITCHCOCK

PAGE 108

After the PCs new patron mysteriously disappears, the PCs are drawn into the dark dealings of powerful cabal of nobles whose secret interests in the Sink they would kill to protect. Yet even within their inner circle, cabal members keep secrets from each other, forcing the PCs to scramble for answers to stop an unknown madman from stirring whatever horrors he believes lie within the lightless depths of the massive sinkhole.

THE TRIBUNAL EDICTS (SEASON II, EPISODE 1) BY TIM HITCHCOCK

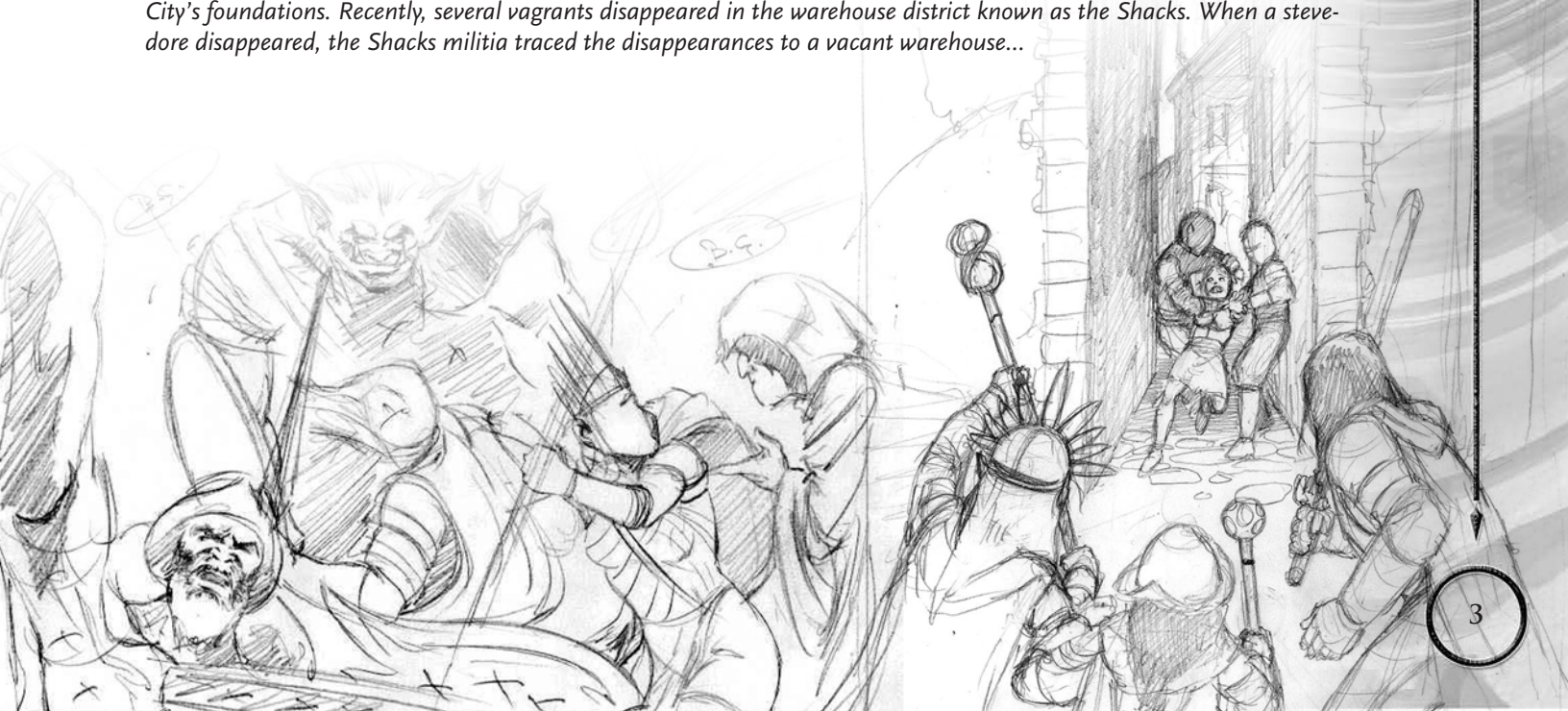
PAGE 128

Following the trial of the Malchort Cabal and the revelation that something of great danger lurks within the Sinkhole, the Kortezean Government ordered an immediate evacuation of the Sinkhole area. In addition to the possibility of outside threat, the strong anti-Azindralean sentiment of various Cabal members struck a raw nerve with the native Azindraleans, forcing the ruling class to act preemptively in order to avoid civil uprising. Almost two hundred soldiers deployed to the Sink site and, overnight, they barricaded the area from the rest of the city.

THE MOLE (SEASON II, EPISODE 2) BY DAVID SCHWARTZ

PAGE 146

The earthquake that caused the Sinking and the aftershocks that followed have opened up numerous cracks in the Great City's foundations. Recently, several vagrants disappeared in the warehouse district known as the Shacks. When a stevedore disappeared, the Shacks militia traced the disappearances to a vacant warehouse...



THE SKULLFIRE INQUISITION (SEASON II, EPISODE 3) BY MICHAEL O'DAY**PAGE 156**

At the instigations of the Trypus Academy, the Lazarites initiate a brutal inquisition of various churches in their search for mysterious items secreted away by an aged priest of the god of mysteries. In order to aid their newest ally, Blood Senator Vulgrax, the PCs must infiltrate the inquisition, find the priest, retrieve his mysteries, and if possible save the man's life.

WIDOW'S WALK (SEASON II, EPISODE 4) BY DAVID SCHWARTZ**PAGE 170**

After long several years of disappearance at sea, Captain Hasserbruk has returned home. Yet, the captain's formerly widowed wife fears something about her beloved husband is not quite right. Fearing an imposter, the PCs are called in to investigate the truth.

THE FREEDOM GAMBIT (SEASON II, EPISODE 5) BY THURSTON HILLMAN**PAGE 180**

After interpreting some of the Information gathered from Skullfire Inquisition, Blood Senator Vulgrax prematurely makes several harsh public accusations against the Lazarites. This earns him the wrath of the Trypus, and he is sentenced to death. To save his life, the PCs need to smuggle him out of the city.

SEEKING DAWN (SEASON II, EPISODE 6) BY STEFAN HAPP**PAGE 192**

Heading high into the mountains, the PCs work to help Vulgrax and his allies create a new settlement. When Erasmus sends Red Mist assassins to hunt them down, the PCs must brace for the long haul, and prepare themselves for the inevitable conflict with its new totalitarian rulers.

BENEATH THE SHADOWHEART (SEASON II, EPISODE 7) BY TIM HITCHCOCK**PAGE 206**

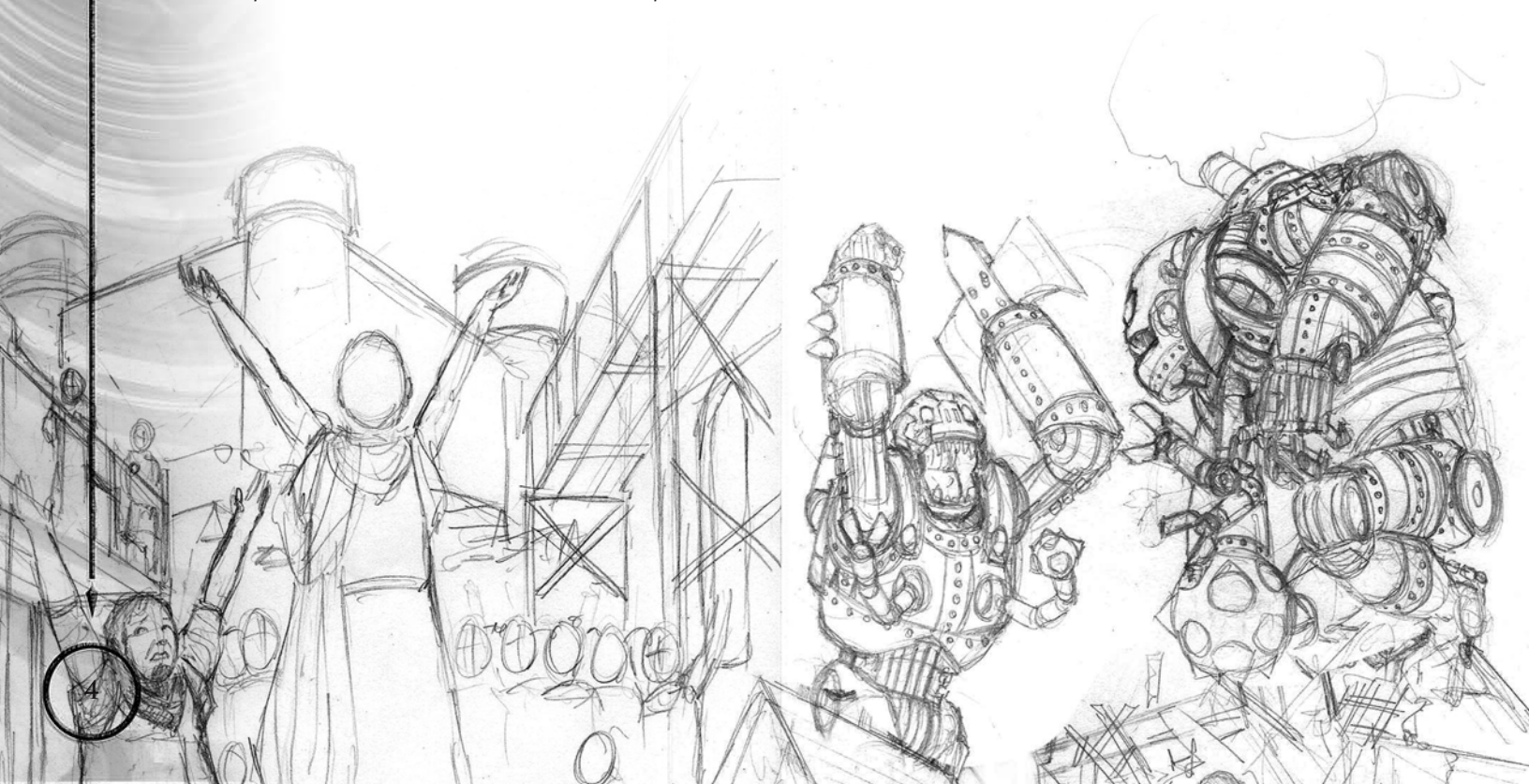
Unable to gather information concerning the Trypus Academy's growing influence in the Great City, the PCs plot to return by making a run through the Dungeon Under the Mountain. They seek to establish an underground safe-route to help others escape from the inquisitions, as well as gather intelligence against their nemesis, the Trypus Academy.

LOCKS OF THE PANOPTICON (SEASON II, EPISODE 8) BY JOHN E. LING**PAGE 222**

The PCs learn that the Trypus unearthed secrets from within the Sink that have allowed them to build a colossal-sized, monstrous construct death-machine. To counter them, the PCs must find and open a series of mysterious locks that allow them to access the fabled Panopticon.

DOOM GOLEM RISING (SEASON II, EPISODE 9) BY TIM HITCHCOCK AND SAVANNAH BROADWAY**PAGE 232**

The PCs delve back into the Dungeon under the Mountain into the fabled Panopticon. There they uncover one of the Malchort's most deadly secrets, a colossal biomechanical death-machine in the shape of a great prehistoric beast known as a Doom Golem. The PCs must figure out how to reactivate the machine and return to the surface through the Sink. Emerging in the center of the Great City, they face off against the Trypus Academy's own mecha-kaiju death-machine in an epic battle that threatens to smash the city to rubble.



INTRODUCTION

Its all Mario's fault — always is. A few years back he contacted me about supporting the *Great City Campaign Setting* with some urban adventures. Since a number of folks had already started using the setting, he had it in his head that he absolutely didn't want to create a serial-style adventure where characters start at first level and continue the same plot all the way through until they hit top tier. What he really wanted was a collection of adventures that could be played in different orders, or as needed but... but that were all tied to a single event to give them "continuity" or something like that.

At the time, the TV show LOST was pretty popular and it inspired him to do something similar, but instead of a plane crash we needed a more "sword & sorcery" type of catastrophe; enter the Sinkhole. From years of RPG design work, I know its terrible form to create a fully developed and city and then in subsequent years release a product that kind of destroys everything you already built. I'm often bitter when I buy a product only to have subsequent releases tell me everything I just purchased is now useless, so I picked a part of the City which up to that point had been relatively untouched and undeveloped and put a big hole in it.

Next, I called pretty much everyone I could think of to write a short adventure influenced by the recent appearance of a giant sinkhole. After all these wonderful and talented individuals agreed to write something, I then told them that they could pretty much write whatever they wanted to, however they should avoid explaining the cause or reasoning behind the massive sinkhole or even have PCs go into the hole. Overwhelmingly, the response I got from the authors was... "what's the point of having a sinkhole if we can't use it?" Fortunately, whatever my response was convinced everyone to contribute some very cool adventures.

This left me with the daunting task of stringing things together. Two seasons later, we finally exposed our big reveal and drew the Sinking series to a close. I thought perhaps things might wind down a little, however Mario again contacted me— this time with plans to release a Hardcover version of the entire Sinking Series.

With the series complete, the responses of players and product reviewers, message board comments, and plain old hindsight compelled me to revisit the compiled Sinking series in the hopes that I might make a last ditch effort to tweak some story elements and clarify or strengthen parts where needed. The results of our collective efforts lie within these

pages, however they only come to life when sparked by your efforts. By no means are your own efforts underappreciated by the publisher, designers, and authors of this work.

Our sincerest thanks for your support,

*Tim Hitchcock and the rest of the design team at
oone Games - September 2015*

RUNNING THE SINKING SERIES

Season I of the Sinking Series followed no obvious plots or grand schemes. Other than the commonality of the massive sinkhole, few of the adventures appear to have much in common beyond the indirect ties to the massive sinkhole and the majority of the adventures plots do not occur in any specific order. In this compilation they are arranged by average party level so a GM may run them as a serial.

Regardless, a GM that desires run them in a different order can easily get away with changing CRs on a lot of the adventures, and moving them around and slipping them in between other adventures as she's see fit.

Below is a general breakdown for how to organize the flow of the adventures.

Season I

1st level Adventures

Epicenter Rising needs to be first as it serves as the introduction to the series. **Infestation** and **Tunnels of Despair** are interchangeable and may be played in either order at the GMs convenience.

2nd level Adventures

Ascension of the Prophet works best if kept as a 2nd-level adventure. GMs should run it as soon as possible because it sets up situations and events for later adventures.

3rd level adventures

Bear Hunting, **Animation**, and **Plumb Line** may be played in any order.

4th level adventures

Devil's Smuggler, **Politics Unusual**, and

Tatterdemalion may be played in any order.

Malchort Cabal should be run to close the events in Season I and set up the opening adventure in Season II.

The remainder of the events in Season II occur chronologically and should be played in the succession they appear in this book.

THE SINKING CAMPAIGN SERIAL

Welcome to the Sinking, a campaign serial designed for use with the Pathfinder Roleplaying Game.

This book contains twenty adventures set in the Great City. The adventures are tied to one single catastrophic event, a giant sinkhole opening in the very hearth of the Great City. While the first season adventures are loosely tied to the plot, the second season goes deeply into the mystery going straight toward the amazing finale!

This is a campaign for a group of players starting at 1st level and going up to the 11th level.

