

SECOND EDITION

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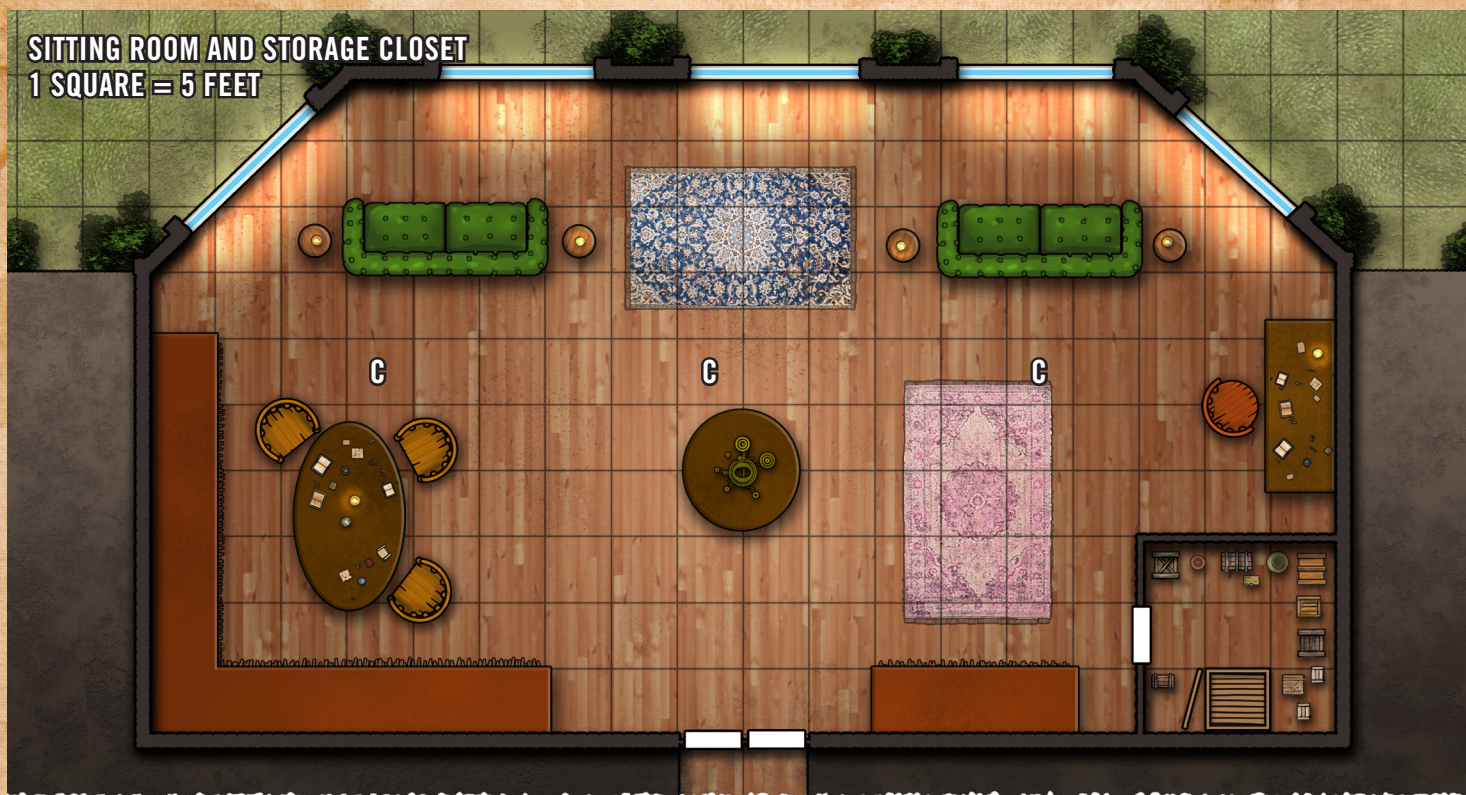


The Great Toy Heist

A PATHFINDER ADVENTURE FOR 2ND-LEVEL CHARACTERS BY JASON KEELEY

SITTING ROOM AND STORAGE CLOSET

1 SQUARE = 5 FEET



VREEN'S OFFICE AND VAULT

1 SQUARE = 5 FEET



PATHFINDER

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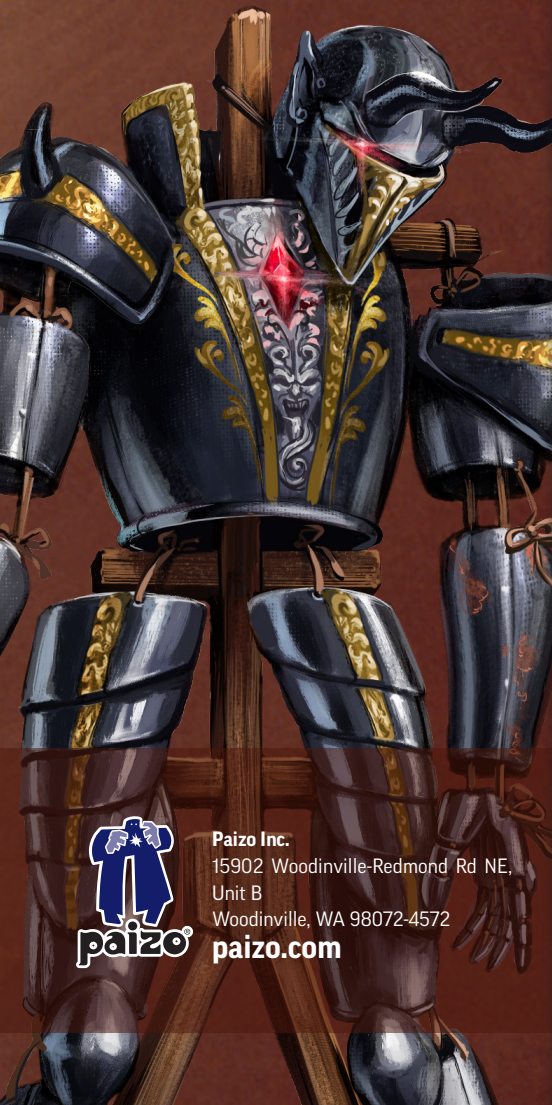
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The Great Toy Heist is a Pathfinder Adventure designed for four 2nd-level characters and uses the rules from the *Pathfinder Player Core*, *Pathfinder GM Core*, *Pathfinder Monster Core*, *Pathfinder Lost Omens Grand Bazaar*, and *Pathfinder Lost Omens World Guide*. This adventure is designed for play in the Pathfinder campaign setting but can easily be adapted for use with any world. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd.



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The Great Toy Heist

Egorian is the capital city of the devil-worshipping nation of Cheliah, but that doesn't mean there isn't whimsy to be found there. While the many buildings situated within Egorian's newer districts—including several temples to Asmodeus—are topped with gothic towers and iron spikes, the structures in the city's older sections are less imposing, with simple stone walls and thatched roofs. The quaintest location in these cozy neighborhoods is a locally famous toyshop called The Terrific Toybox. Owned by toy maker Gettorio Galla, the establishment has an interesting secret: the building was constructed atop an underground source of occult magic that occasionally seeps up into the basement workshop and brings Gettorio's toys to life as poppets!

Like his mother before him and her father before her, Gettorio knows that his creations sometimes come to life, though he doesn't fully understand the cause. Most of these poppets go out into the larger

world to lead full lives, but some remain at The Terrific Toybox as permanent residents. Gettorio is happy to share his home with those he considers his children. In return, the poppets keep the shop clean, run small errands, and even keep watch over the establishment at night.

Not long ago, corrupt banker and diabolic dabbler Baron Falgrinous Vreen discovered The Terrific Toybox's secret. The greedy man wanted the power for himself and so he exploited a loophole in Egorian's property laws to acquire the rights to the land the toyshop was built on. In a display of utter contempt, Vreen served Gettorio his eviction notice in person, showing the toy maker the land deed as proof of his legal standing. Little did Vreen realize that several poppets—quite loyal to Gettorio—witnessed the interaction and began to formulate a plan to retrieve the deed before The Terrific Toybox is shuttered forever!

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Getting Started

Read or paraphrase the following to begin the adventure.

The large crate the four of you have been hiding in is set down roughly, jostling you among the packing straw. From outside the container, you hear a pompous voice say, "That foolish old toy maker thinks he can soften my resolve with a bunch of gifts?" The speaker laughs cruelly. "Leave that garbage here and maybe whatever's inside will be worth something once The Terrific Toybox is closed. Gettorio Galla's last creations!" A second, deeper voice grunts in assent, and you hear a door close.

After waiting a few minutes to ensure the coast is clear, you push at a loose board that allows the sides of the crate to fall away. Phase one of the plan was successful. You've made it inside Baron Falgrimous Vreen's estate without him realizing it. Now all you need to do is find wherever he keeps valuable paperwork, retrieve the land deed your home stands on, and escape! If your friend (and creator) Gettorio isn't going to stand up for himself, then it's up to you four poppets to save the day!

When you begin, each player should choose one of the four poppet characters presented on pages 8–15 of this adventure (or alternatively, create 2nd-level poppet characters of their own). Full rules for poppet PCs appear on pages 60–65 of *Pathfinder Lost Omens Grand Bazaar*. If you run this adventure with custom poppet characters, adjust the information given in the read-aloud sections and Recall Knowledge entries to include features that are relevant to those PCs' abilities and equipment.

Give the players a chance to familiarize themselves with their characters and present their poppet heroes to the group. It's assumed the player characters know each other from The Terrific Toybox, where they all reside, but they might not know everything about each other's pasts. They need not share everything at this moment, of course, but the group is meant to trust one another implicitly. After all, they're on a mission to save their home!

If the players are unsure why they've infiltrated Vreen's estate, remind them of the information presented on the previous page about how the magic of The Terrific Toybox helped to bring them to life (or back to life in one case). As part of Marcella the Marionette's plan to steal the deed to the toyshop's land, she arranged for a large crate of "handcrafted merchandise" to be delivered to Vreen as a gift from Gettorio Galla, knowing that someone like the baron wouldn't be able to resist an attempted bribe, especially from someone he's taking advantage of. That crate is the one they arrived in.

When the players are ready to start their heist, read the description of **Area 1**.

1. Storage Closet

This expansive storage closet is stuffed with the detritus of the wealthy: tapestries deemed no longer fashionable, dusty boxes of cutlery, slightly frayed rugs, and the like. The piles of various goods threaten to topple over and block the room's only door.

The poppets might want to rummage through the baron's storage closet for anything of value before leaving. While the goods here aren't worthless, most of them are too cumbersome to carry during the heist. That being said, the 5 Bulk of silverware here is worth 20 gp. It might also prove handy in the fight against the imps in the next room. Instead of taking the entire box, a poppet can grab four silver butter knives that function as improvised silver daggers. (Remember that using an improvised weapon such as this imparts a –2 item penalty to attack rolls.)

2. Sitting Room

Low 2

A pair of overstuffed couches sit facing impressive windows looking out over the estate. Packed bookshelves line the





walls. A table circled by three chairs stands near the largest of the bookshelves. A small writing desk sits against the east wall. Velvety curtains cover the windows, while three small crystal chandeliers, each clearly enchanted, provide warm lighting. A couple of doors, their frames trimmed with gold paint, lead to the rest of the house.

One of the many rooms in Baron Vreen's manor, this sitting room is used by his family for reading and relaxing. It doesn't see that much use, as the baron prefers to entertain his guests in the parlor or game room after a sumptuous dinner. The bookshelves contain mainly popular literature, dry histories, and ledgers of peerage; Vreen keeps his occult tomes (and business papers) elsewhere. The writing desk contains a few sheets of blank parchment and a dry inkwell.

Creatures: Unknown to the poppets as they step out of the storage closet, two imps sit invisibly on the bookshelves, watching with interest. Vreen conjured these tiny menaces, named Tsk and Tut, early in his experiments with diabolism and allows them free rein of the manor, much like a pair of pampered cats. The servants try to stay out of the imps' way (though it can be difficult when the two are invisible and one can only hear the tinkling of the bells that adorn their horns). Vreen has given his people strict instructions to never accept any fiendish bargains from the imps.

Tsk and Tut don't make their presence known immediately, allowing the poppets to rummage through the writing desk or glance at the contents of the bookshelves. Before the poppets leave the room, however, they speak.

"Well, Tsk, what have we here?" A voice comes from empty space atop one of the bookshelves.

"Looks like some burglars, Tut." A second voice, slightly higher-pitched than the first, also emanates from the same spot.

"The baron certainly wouldn't appreciate a group of dirty toys poking through his things, now would he, Tsk?"

"No, Tut, he would not."

"I suppose we ought to teach them a lesson about respecting other people's belongings."

A pair of horned, winged creatures, each about two feet tall, materialize in the area where the voices came from. Both are grinning horribly.

Tsk and Tut attack the poppets. On the first round, Tsk descends to the floor and Changes Shape into a boar, while Tut remains on top of the bookshelf to cast *charm* on one of the poppets. Tsk is the more aggressive of the two, staying in boar form until reduced to fewer than 3 Hit Points, at which point he changes back and turns invisible again. Tut is a bit

more cautious, darting in from high up to Strike with the stinger on the end of his tail before retreating back into the air. When reduced to fewer than 5 Hit Points, Tut also turns invisible.

The manor staff is used to the imps causing the occasional commotion, so no one comes to investigate the sitting room, even if they hear the sounds of combat.

TSK AND TUT

CREATURE 1

Imp guards (*Monster Core* 206)

Initiative Perception +7; darkvision

Sitting Room Tactics: The poppets can use the furniture of the sitting room to their advantage in this encounter. A character can Climb any one of the 10-foot-tall bookcases with a successful DC 14 Athletics check. Alternatively, a poppet can pull down an adjacent bookshelf with a successful DC 16 Athletics check; on a success, anyone in the 10-foot-by-10-foot square in front of the bookshelf takes 2d6 bludgeoning damage (DC 15 basic Reflex save) and a creature on top of the bookshelf must succeed at a DC 14 Acrobatics check or take 5 bludgeoning damage from the fall.

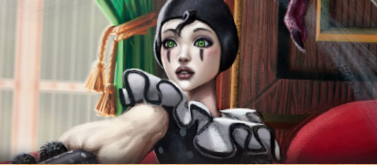
In addition, a poppet can knock down one of the three small chandeliers (marked on the map with a circled C) with a successful ranged attack against AC 12 that deals at least 3 piercing or slashing damage. Any creature in the square below the falling chandelier takes 1d6 piercing damage and is off-guard until the beginning of their next turn.

Finally, the poppets can use the sofas, chairs, or desk for cover.

Fiendish Temptation: The imps call for a truce if both of them are able to cast *invisibility* once again or if one of them is defeated while the other is invisible. The imps (whichever remain) say that the poppets have proven their strength and offer a powerful boon, but only one can benefit from it. Tsk and Tut hope that this will cause some in-fighting within the group, but they have likely overestimated the poppets' greed. If one of the poppets agrees to the imps' offer, they receive the benefits of one imp's Fiendish Temptation. A poppet under this enchantment can roll one attack roll or saving throw twice and take the better result during the course of the next hour, but if they die during that time, their soul is sent to Hell for all eternity. The imps, of course, don't mention the second part until one of the poppets accepts the bargain.

Whether or not a poppet agrees to an imp's offer, any invisible imps flee the sitting room. Embarrassed, they don't try to alert the staff or Baron Vreen of the poppets' presence and simply hide in the manor to nurse their wounds.

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Manor Infiltration

Low 2

After the poppets have dealt with Tsk and Tut, they need to quietly search the baron's manor to find where he keeps his most important documents. This is represented by a simple infiltration (*GM Core* 196), though all the pertinent rules are given below.

Meanwhile, Baron Vreen is holding a small party to celebrate his eventual acquisition of the land on which The Terrible Toybox sits. His odious friends and fellow diabolists generally keep to the dining room and parlor as they eat and drink, but if the poppets aren't careful, they might run into these guests... and trouble!

Infiltration: As the poppets sneak their way through the manor, they must face the following obstacles in the order that they've been listed. Each obstacle presents a skill check that one or more of the poppets must attempt in its Overcome entry. Success earns the group a number of Infiltration Points (IP), while failure accrues Awareness Points (AP) as noted below. Each obstacle is either a group challenge or an individual challenge; only one poppet must attempt the skill check in a group challenge, but all poppets must attempt the listed skill check for an individual challenge. Regardless of whether or not the poppets gain any Infiltration Points during an obstacle, they move on to the next obstacle once they have attempted the necessary skill checks.

Critical Success The group gains 2 Infiltration Points.

Success The group gains 1 Infiltration Point.

Failure The group accrues 1 Awareness Point.

Critical Failure The group accrues 2 Awareness Points.

At certain thresholds of Infiltration Points and Awareness Points, the players receive Opportunities and must deal with Complications, respectively. The infiltration is successful once the PCs gain access to the vault.

Obstacles

LAY OF THE LAND

OBSTACLE

Infiltration Points 1 or 2 (individual); **Overcome** DC 15 Perception or Stealth

The poppets must first search through the manor while avoiding the manor staff and any guests.

AVOID NOTICE

OBSTACLE

Infiltration Points 1 or 2 (individual); **Overcome** DC 16 Deception, Occultism, or Stealth

Baron Vreen has placed magical wards to keep out intruders. When the poppets reach the second floor, they feel hundreds of invisible eyes watching them, judging their intent. They can fool the wards by acting with enough confidence or stealth, or they can temporarily disable them.

WHAT ARE IMPS?

If the PCs attempt a DC 15 Religion check to Recall Knowledge about imps, they receive the following information.

Critical Success As success, and the PC knows that an imp can offer an fiendish bargain to a foolish mortal. While this boon grants a small amount of good fortune, if the mortal dies during the hour it's in effect, their soul goes to the imp's home plane for eternity.

Success Imps are malicious fiends born directly from the Outer Planes. They are resistant to poison but especially vulnerable to holy weapons and magic. Their magic lets them see a glimpse of the future, turn invisible, heal themselves, and change shape. An imp's tail sting delivers a dangerous poison.

Critical Failure These tiny creatures are known as bat devils. They usually serve powerful diabolists, granting them the ability to take brief jaunts into Hell. A bat devil can also rip the soul directly from a living person's body if they grab them with their claws.

LOCKED OFFICE DOOR

OBSTACLE

Infiltration Points 1 or 2 (group); **Overcome** DC 17 Athletics or Thievery

After eliminating all other possibilities, the poppets find a large, locked door. Baron Vreen must be keeping something important behind it!

MESSY OFFICE

OBSTACLE

Infiltration Points 1 or 2 (individual); **Overcome** DC 16 Perception or Religion

Though Baron Vreen believes that he has an orderly mind, his office is anything but. Papers are stacked haphazardly across every flat surface but the floor, ledgers are arranged on shelves in no particular order, and various religious trinkets hang on most walls. However, Vreen keeps his prized possessions and important documents in a secret vault that can be accessed once the poppets discover the door hidden behind a small altar to Asmodeus.

TRAPPED VAULT ENTRANCE

OBSTACLE

Infiltration Points 1 or 2 (group); **Overcome** DC 17 Acrobatics or Thievery

Unfortunately, the vault door is locked and trapped! One of the poppets can bypass the dangerous hazard with a little ingenuity or by deliberately setting it off and dodging out of the way of the resulting blast of flame. This obstacle has a modification for a critical failure.

Critical Failure The group accrues 2 AP as normal, and the poppet who critically failed the check takes 2d4 fire damage.

Complications

DRUNKEN GUEST

COMPLICATION

Trigger The PCs reach 3 Awareness Points for the first time
A guest of Vreen's drunkenly stumbles across the PCs during their search of the manor. Each poppet must attempt a DC 13 Deception check to pretend to be an inanimate toy or a Stealth check to Hide. If at least half of the party succeeds, the guest takes no heed of them; otherwise, the guest runs off to tell someone what they saw. While no one believes the guest, each of the poppets takes a -1 circumstance penalty to their next skill check during the infiltration.

INVESTIGATING SERVANT

COMPLICATION

Trigger The PCs reach 6 Awareness Points for the first time
The poppets have caused enough of a ruckus that one of

Vreen's servants begins to investigate. Before the group is spotted, each of the poppets can attempt a DC 14 Stealth check to Hide from the servant. If at least half of the group succeeds, the servant returns to their work without causing a fuss. Alternatively, one poppet can attempt a DC 16 Deception check to convince the servant they are urgently needed elsewhere or Intimidation check to scare off the servant. If more than half the poppets fail the Stealth check or the single PC fails their Deception or Intimidation skill check, one of the poppets must spend some time distracting the servant and so automatically fails their next skill check during the infiltration.

Opportunities

Each of these opportunities can only be taken advantage of once during the infiltration.

OVER HERE!

OPPORTUNITY

Trigger The PCs have at least 3 Infiltration Points, and one PC has succeeded at a skill check for an individual obstacle and at least one other PC has not.

The poppet who succeeded gets the attention of the ones who haven't. Each poppet who hasn't attempted their skill check for the obstacle receives a +2 circumstance bonus to the skill check.

NOT LIKE THAT!

OPPORTUNITY

Trigger The PCs have at least 6 Infiltration Points, and one PC has just failed or critically failed a skill check for a group obstacle.

Instead of the normal result of the skill check, another poppet can attempt the skill check (either using the same skill or another skill listed in the obstacle's Overcome entry). The group must use the second result, even if it's worse.

LUCKY BREAK

OPPORTUNITY

Trigger The PCs have at least 9 Infiltration Points, and one PC is about to attempt a skill check for an individual obstacle or a group obstacle.

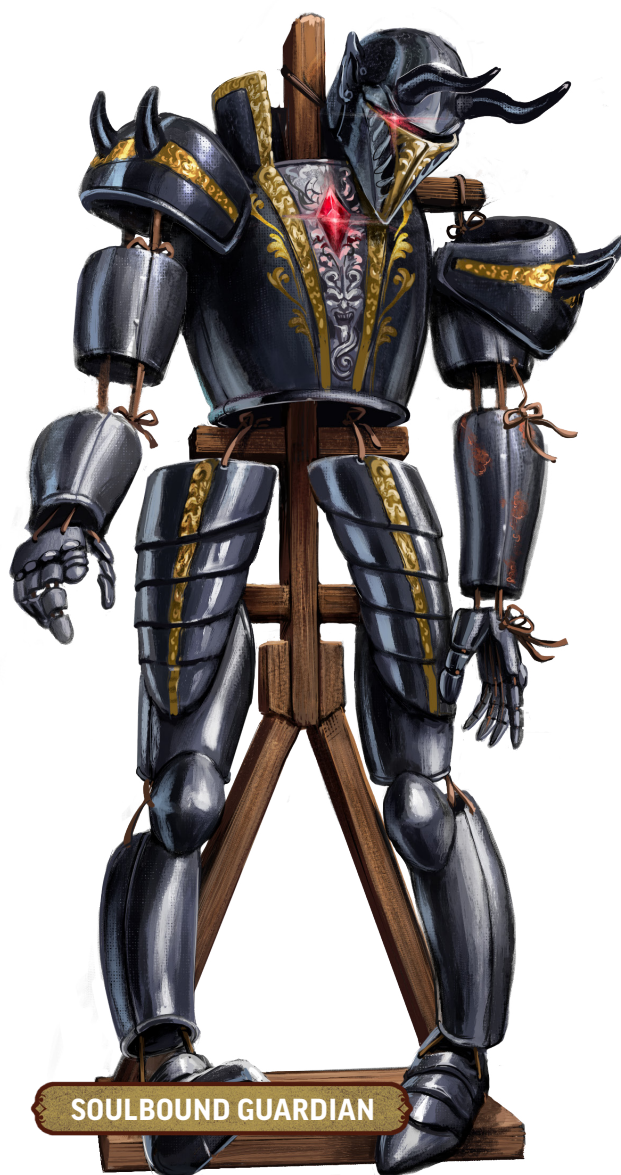
One poppet notices something out of the ordinary about the obstacle that's to their advantage. The poppet rolls their skill check twice with a +1 circumstance bonus and takes the better result.

The Vault

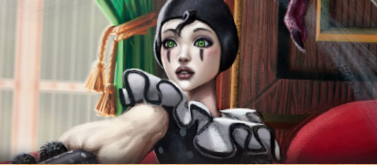
Moderate 2

Several treasures are displayed in this secret room on pedestals between several filing cabinets. A steel mannequin wearing an ornate suit of dark armor with a faintly glowing gem embedded in the chest piece stands in the center of the vault.

This secret room hidden behind a small altar to Asmodeus in Vreen's office contains the baron's most



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prized treasures as well as evidence of his illicit activities. With some searching, the poppets can find the deed to the toy shop's land, but they will have to deal with the vault's security first.

Creature: The steel mannequin in the center of the room is a magical construct similar to a soulbound doll, though larger. Vreen created this soulbound guardian using fragments of the soul of a willing acolyte. Once all the poppets are inside the vault or once one of them begins poking around the filing cabinets and other displays, the soulbound guardian animates and attacks. It begins by using its Splitsoul ability to animate the pedestals and filing cabinets before closing in for melee attacks.

The poppets can defeat the soulbound guardian in the normal fashion, but if they're able to break its soul gem, the construct is immediately defeated. If a poppet wants to target the soul gem, it has an AC of 22, a Hardness of 10, and 15 Hit Points.

SOULBOUND GUARDIAN

CREATURE 4

RARE MEDIUM CONSTRUCT SOULBOUND

Perception +11; darkvision

Languages Common

Skills Acrobatics +10, Occultism +8, Stealth +10

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

Personality Fragments A soulbound guardian shares fragments of its donor soul's personality, though none of that creature's memories. This causes a soulbound guardian to match a strong personality trait of its donor soul. Because of its soul sliver, a soulbound guardian is not immune to spirit as most constructs are.

AC 20; **Fort** +11, **Ref** +8, **Will** +14

HP 60; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, unconscious

Speed 20 feet

Melee ♦ fist +14 (agile, finesse, magical); **Damage** 2d8+5 bludgeoning

Mannequin ♦ (concentrate) Until the next time it acts, the soulbound guardian appears to be a harmless mannequin. It has an automatic result of 30 on Deception checks and DCs to pass as a mannequin.

Splitsoul ♦♦♦ (concentrate, manipulate) **Frequency** once per day; **Effect** The soulbound guardian lends some of the energy animating it to other inanimate objects in the area. Three Small items or pieces of furniture within 60 feet come to life for 1 minute. These objects have the minion trait, though all the objects can act when the soulbound guardian uses a single action to issue them commands. The soulbound guardian can also issue commands to each object as part of using this ability. Each object animated in this way has a Speed of 20 feet and can make an unarmed

WHAT'S A SOULBOUND GUARDIAN?

If a PC attempts a DC 19 Arcana or Crafting check to Recall Knowledge about soulbound guardians, they receive the following information.

Critical Success As success, but also knowledge that if a soulbound guardian's soul gem is smashed, the construct is instantly defeated. However, doing so requires dealing a lot of direct damage.

Success A soulbound guardian is a construct that is given life via a fragment of a deceased mortal's soul, which resides in a soul gem. A soulbound guardian willingly protects an area or item for the one who created it. They're similar to soulbound dolls, but larger, in order to better fend off intruders. They can remain completely still for hours on end, which means they're easily mistaken for inanimate mannequins.

Critical Failure A guardian statue is a mindless construct that's programmed to watch over treasures. When a guardian statue is destroyed, the gem in its chest explodes in a massive ball of fire, usually destroying what it's meant to protect.

melee Strike at +11 that deals 1d6+3 bludgeoning damage. In addition, each object has an AC of 16, a Hardness of 3, and 14 Hit Points.

Conclusion

With the soulbound guardian defeated, the poppets can take a little time to investigate the vault more thoroughly. In addition to finding the deed to the land on which The Terrific Toybox sits, they can discover proof of other underhanded plots Baron Vreen has been undertaking throughout Egorian for years. While the specifics are beyond the scope of this adventure, the PCs can rest assured that by making off with this proof, they can essentially eliminate the baron's influence and put him in his place. You could use this adventure as a jumping off point to weave tales of your own that involve taking down the greedy banker. In addition, though they're small, the PCs can grab enough treasure and other valuables to help Gettorio stay in business for a while to come.

The poppets also discover a secret escape tunnel out of the vault that Vreen constructed for emergency purposes. It leads to the Egorian sewers, from which the poppets can return home triumphant without any further trouble! Gettorio is overjoyed to see them, especially when they bring news of their successful mission, though he cautions them about taking matters into their own hands. But that shouldn't be a problem for the foreseeable future!

Cutie Killstuff

Cutie is the oldest of the living poppets brought to life by the magic of The Terrific Toybox. First constructed as a large and adorable stuffed bunny rabbit by Gettorio Galla, Cutie holds a lot of sentimental value for the toy maker. He has claimed that Cutie isn't "good enough" to sell and that he has "perfected" his craft since then, but in reality, he considers the stuffed toy the shop's mascot. His love for Cutie infused them with life force, and now, the poppet helps keep the shop safe and introduces newly created poppets to their home.

Cutie has a bubbly personality that befits their name, but they take their role as shop guardian very seriously. They have a wellspring of anger just under their fuzzy surface that they can tap into when necessary. Though this rage allows Cutie to hit harder and shrug off a few wounds, it doesn't fundamentally alter their personality. Cutie doesn't dwell on these reserves outside of necessity and knows that it can be off-putting to others when they fly into one of these rages. They sometimes apologize too much after one of these rageful expressions, trying to comfort their companions lest they be scared of them.

This rage first manifested when Cutie wasn't paying enough attention the night that a

cruel father broke into the toyshop to steal a stuffed leather hellhound called Hellpup. His intent was to snatch it and dispose of the toy so that his daughter would stop asking to visit the shop each day to fawn over it. Cutie spotted the figure of the father leaving via the front door he broke in through, but since nothing else had been taken, they didn't think much of the strange event. The next day, Gettorio quickly noticed that Hellpup was missing and was frightened and distraught.

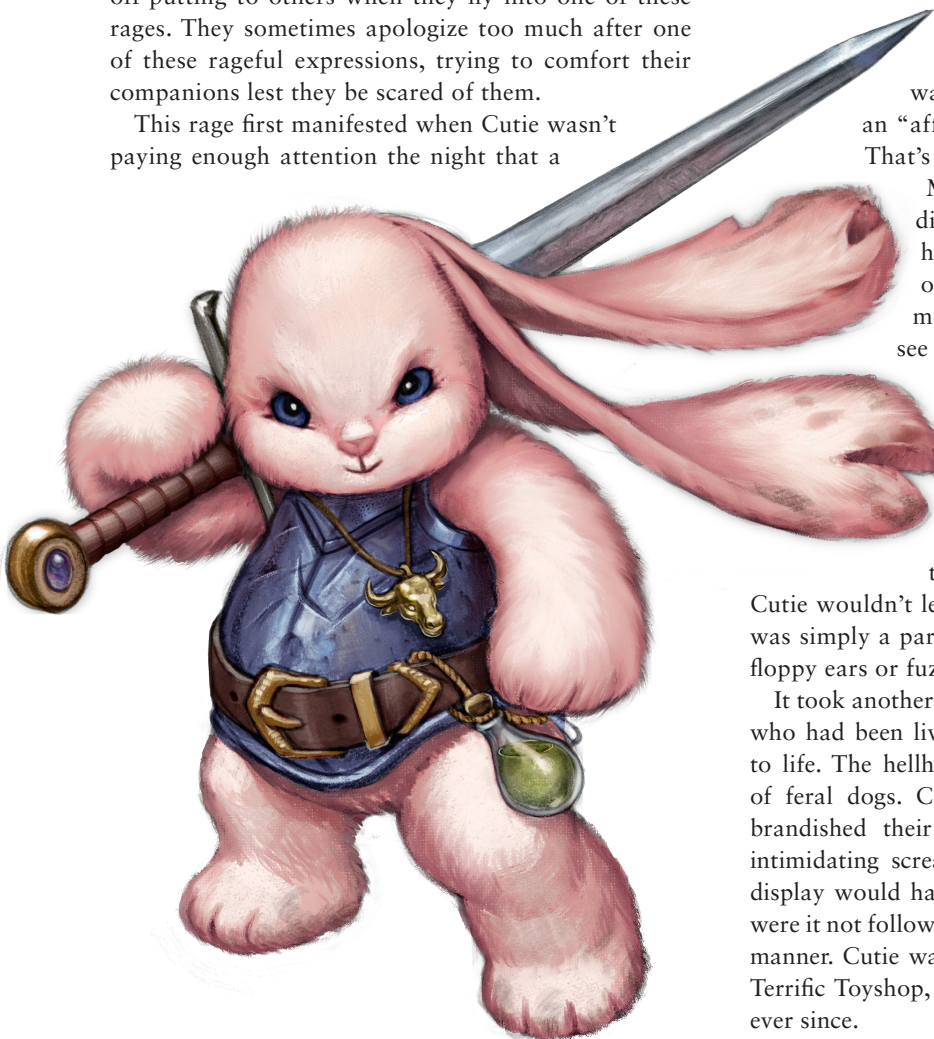
Cutie stewed on their failure for a few hours and then, exhibiting the positive attitude they're known for, set out into Egorian's streets to find the missing stuffed animal. Though Gettorio warned them it might be next to impossible, Cutie was undeterred. Perhaps they sensed a connection with Hellpup, who was, at almost the same time, gaining sentience as a poppet. For the next few days, Cutie stalked through the city's alleys, looking for any sign of the lost toy. As hopelessness was about to set in and their spirits began

to flag, Cutie was accosted by a pair of Asmodean priests trying to understand why a stuffed bunny was walking around. They called Cutie an "affront" and tried to grab the poppet. That's when Cutie snapped.

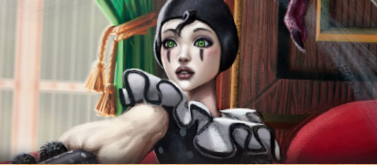
Moments later, after the haze of anger dissipated, the poppet saw what they had done. The two priests lay in a heap of bruised flesh and broken bones, moaning in pain. Cutie looked up to see a Hellknight standing at the mouth of the alley, and before the poppet could say anything in their defense, he dropped his large sword and fled. Cutie scooped up the weapon and ran off to continue their search. As they went, they came to terms with what they had done.

Cutie wouldn't let this rage change who they were; it was simply a part of themselves, no different than their floppy ears or fuzzy tail.

It took another day for Cutie to track down Hellpup, who had been living in the urban wilds since coming to life. The hellhound was cornered by a small pack of feral dogs. Cutie recognized the toy right away, brandished their newfound sword, and let out an intimidating scream to scare off the canines. Such a display would have likely terrified the young Hellpup were it not followed by Cutie's bright smile and friendly manner. Cutie was able to bring Hellpup back to The Terrific Toyshop, and the two have been close friends ever since.



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Playing Cutie Killstuff

Cutie Killstuff is always joyful and upbeat, even while in the throes of their rage. They offer encouragement to their fellow poppets and thrill in their successes with a hearty cheer or two. They are a true friend, through and through. Even being wounded doesn't get this stuffed animal down.

- Though Cutie might seem to have a childlike sense of wonder about everything, they aren't naïve. They aren't easily fooled by simple tricks or deceptions.
- Woe to anyone who crosses or insults Cutie or their friends. Such foes are quickly introduced to Cutie's big sword, "Mr. Stabs."

Combat: Cutie usually Rages on the first round of combat, granting them 4 temporary Hit Points and allowing them to deal 2 additional damage with their bastard sword Strikes, though this imposes a -1 penalty to their AC. They can't voluntarily stop Raging, but the effects last for 1 minute, until there are no more perceivable enemies, or until Cutie falls unconscious, whichever comes first. If the nearest enemy is too far away, Cutie uses Sudden Charge to close the distance and Strike. Otherwise, they attempt to Demoralize a foe within 30 feet (which they can do with an intense glare) or apply their *oil of potency* to their blade (if the foe looks particularly dangerous) before attacking. If an enemy looks to be on their last legs, Cutie considers using Furious Finish to end their Rage and deal additional damage to put the fight to an end. Though Cutie prefers to use "Mr. Stabs," they won't shy away from hurling a javelin at enemies that are out of reach.

With the Combat Climber and Quick Jump skill feats, Cutie can traverse most terrains during a fight without too much difficulty, closing gaps in a moment's time.

Exploration Mode: Cutie Killstuff knows to keep an eye out for danger, Scouting to provide the crew a +1 circumstance bonus to their next Initiative rolls if a fight breaks out.

Healing: Cutie doesn't have a way to heal themselves or others in battle. They usually hope the temporary health they receive when they Rage is enough, but they're always grateful when receiving healing.

Other Characters

Hellpup: With their silly tail and big button eyes, Hellpup is just so adorable! The leaky stuffing and awkward way they waddle around on their four stuffed legs just makes the package all that more wonderful. And the way they protect their little bat friend is pretty cute too. Hellpup is one of Cutie's first friends from the toy shop, and retrieving them was Cutie's first adventure on the streets of Egorian.

Marcella the Marionette: When the mastermind behind the heist sees an opportunity, she isn't afraid to take it, especially in a fight. Good for her! It's an admirable trait to have in someone fighting on your side, even if she gets very serious (and somewhat scary) when planning things.

The Tin Wizard: The Tin Wizard shouldn't consider himself so fragile. He surely has reserves of strength inside of him that even he might not know about, and he should know that you'll protect him with all your might should anyone try to hurt him.

CUTIE KILLSTUFF

UNIQUE SMALL CONSTRUCT HUMANOID

Nonbinary poppet barbarian 2 (*Pathfinder Lost Omens Grand Bazaar* 60)

Heritage stuffed poppet

Background martial disciple (Athletics)

Perception +7; darkvision

Languages Common,

Skills Acrobatics +5, Athletics +8, Intimidation +5, Stealth +5, Survival +5, Warfare Lore +4

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

Items bastard sword, breastplate, *bronze bull pendant*, *javelins* (2), *oil of potency*, 3 gp

AC 19; **Fort** +8, **Ref** +5, **Will** +7

HP 34

Speed 25 feet

Melee ♦ bastard sword +8 (two-hand d12), **Damage** 1d8+4 slashing

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

Rage ♦

Other Abilities constructed, flammable, instinct (fury)

Ancestry Feat Wash Out (*Pathfinder Lost Omens Grand Bazaar* 63)

Class Feats Furious Finish, Raging Intimidation, Sudden Charge

Skill Feats Combat Climber, Intimidating Glare, Quick Jump

Stuffed Poppet

You have little inside you other than cotton, sawdust, or dried leaves. You take no damage from falling, regardless of the distance you fall.

WASH OUT

POPPET

Toxins seep out of your artificial body quickly. Each time you succeed at a Fortitude save against an ongoing poison, you reduce its stage by 2, or by 1 against a virulent poison. Each critical success you achieve against an ongoing poison reduces its stage by 3, or by 2 against a virulent poison.

FEAT 1



Hellpup

As a commission for a distant relation of the Thrune royal family, toy maker Gettorio Galla crafted a child-sized hellhound out of leather, densely packing it with thick cotton. The original buyer deemed the final creation “too cute” and refused to honor the contract, so the Hellpup (as Gettorio called it) was remaindered to a shelf within the Egorian toyshop. However, it soon became a focus of interest for many of The Terrific Toybox’s customers.

One little girl grew fascinated with Hellpup, asking her mother over and over again to purchase the oversized toy. Unfortunately, her parents held a grudge against the devil-worshipping government of Cheliox and didn’t want their daughter to play with such a symbol of their allegiances. That didn’t stop the girl from loving the cute stuffed hellhound from afar so much that her wishes reverberated with the magic of the toyshop to bring Hellpup to life.

That night, though, misfortune befell the poppet. The girl’s father, tired of visiting the toy on a near-daily basis, called upon the skills he learned in his own youth within Egorian’s underworld. He broke into The Terrific Toybox and stole Hellpup away (along with a small handful of other valuables to mask the true nature of the crime). Before the poppet could fully come to sentience, they were roughly tossed into a random gutter on the other side of town.

Hellpup’s first few days alive were spent in squalor and misery as rain soaked their leather and rats attempted to eat their stuffing. They cowered behind discarded crates and in empty doorways, unsure of how the city’s residents would react to them. When Hellpup got caught on a jagged part of a wrought-iron fence and tore off a piece of their hide, they almost gave into despair. But that little girl’s love came flooding back into their mind, relighting an ember of optimism. That torn scrap of leather became filled with a life of its own, taking on a bat-like shape, and the two instantly bonded. Hellpup sensed that they could now draw magic from their familiar, whom they named Flappy.

Hellpup survived on the city streets for a few days, trying to remain out of sight and away from stray animals and vermin. On one fateful day, however, they were cornered in an alley by a small pack of wild dogs looking to use Hellpup as a chew toy. Before that could happen, Cutie Killstuff appeared and quickly chased off the canines. The stuffed barbarian was upset that they let someone steal a toy from the shop and had been tracking Hellpup since that time. Though Hellpup was initially wary of the sword-wielding toy, Cutie’s friendly demeanor won them over. The two returned to The Terrific Toybox and have been fast friends ever since.

Playing Hellpup

Hellpup has the Dubious Knowledge skill feat. This means that while they know quite a bit, their facts are mixed up with legends and folklore that bears only a passing resemblance to the truth. Even when you aren’t directly rolling Recall Knowledge checks to determine what Hellpup remembers, feel free to add tidbits of questionable information to their speech and beliefs.

- After being wished to life, Hellpup was alone for a bit before returning to The Terrific Toybox. Because of that, they’re socially awkward, occasionally launching into excited speeches between bouts of quiet.
- The wish that brought Hellpup to life still echoes through their spirit. They can be filled with hope in even the direst of circumstances.
- Flappy, Hellpup’s bat familiar, isn’t a combatant and is unable to deliver spells. Hellpup keeps the little leather-winged creature close by during a fight, but its ability to fly often proves useful in other situations.

Combat: Hellpup functions as support in a fight, using hexes like *blood ward* and *stoke the heart* to aid their allies’ defense and offense, respectively. However, the target of either of these effects becomes temporarily immune to them for 10 minutes afterward, so Hellpup can grant the benefit of each only once per person. That being said, both hexes can be sustained for up to 1 minute, which can end up monopolizing many of Hellpup’s actions. When Hellpup doesn’t want to commit that many resources, they can instead fall back on *guidance* for a helpful +1 status bonus to an attack roll or saving throw. Alternatively, a well-timed *command* could help turn the tide of battle.

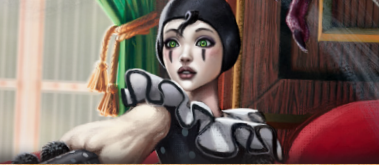
If Hellpup is certain of a target’s morality, they will fire off a *divine lance* or two. They might follow this up with casting *shield* to protect themselves from any retaliation. When push comes to shove, Hellpup falls back on using their physical weapons.

Exploration Mode: The wary Hellpup Investigates the group’s surroundings, looking for anything unusual that might be explained by their skill at Nature, Occultism, or Religion. Flappy tends to rest on its master’s haunches during exploration.

In addition, Hellpup should cast *mystic armor* to gain a +1 item bonus to their Armor Class at the start of the adventure. This bonus isn’t figured into their statistics, but the effect will last for the remainder of the day.

Healing: If Hellpup or their friends get hurt, they can cast *heal* to treat the injuries. They prefer to use the two-action version to do so at a distance. If another poppet is knocked unconscious, Hellpup will use *stabilize* to ensure they survive. They also have some *minor healing potions* as a last resort.

The Great Toy Heist



Other Characters

Cutie Killstuff: Cutie is comfortable with who they are and isn't afraid to be themselves. It's an admirable attitude. You are forever grateful for how they rescued you and count them as one of your most trusted friends.

Marcella the Marionette: You sense the metaphorical fire that lights up within Marcella when she embarks on a new plan. It's both amazing and a little bit frightening. Would you have been friends had you known each other when she was alive?

The Tin Wizard: The stuffy clockwork poppet could stand to let loose every once in a while and not be so careful and logically dry. That said, you wouldn't want to be in the way of all that magical power if it were unleashed.

HELLPUP

UNIQUE SMALL CONSTRUCT

Nonbinary poppet witch 2 (*Pathfinder Lost Omens Grand Bazaar* 60)

Heritage wishborn poppet

Background hermit (Occultism)

Perception +5; darkvision

Languages Common, Gnomish, Goblin, Orcish

Skills Acrobatics +6, Deception +5, Intimidation +5, Nature +5, Occultism +7, Religion +5, Stealth +6, Survival +5, Urban Lore +7

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

Items explorer's clothing, heavy crossbow with 10 bolts, lesser acid flasks (2), *minor healing potions* (3), *onyx panther*, sickle, 6 sp

AC 16; **Fort** +6, **Ref** +6, **Will** +7

HP 22

Speed 30 feet

Melee ♦ sickle +6 (agile, finesse, trip); **Damage** 1d4 slashing

Ranged ♦ heavy crossbow +6 (range increment 120 feet, reload 2); **Damage** 1d10 piercing

Divine Prepared Spells DC 17, attack +7; **1st** *command*, *heal*, *mystic armor*; **Cantrips** (1st) *daze*, *divine lance*, *guidance*, *shield*, *stabilize*

Hexes 2 Focus Points, DC 17; **1st** *blood ward*, *phase familiar*; **Cantrips** *stoke the heart*

Other Abilities constructed, familiar, hexes, flammable, patron (Faith's Flamekeeper)

Ancestry Feat Quadruped (*Pathfinder Lost Omens Grand Bazaar* 63)

Class Feats Basic Lesson (Lesson of Protection)

Skill Feats Cat Fall, Dubious Knowledge

FLAPPY

TINY ANIMAL MINION

Familiar Abilities damage avoidance (Reflex), echolocation, flier

Perception +5; low-light vision

Skills Acrobatics +5, Stealth +5

AC 16; **Fort** +6, **Ref** +6, **Will** +7

HP 10

Speed 25 feet, fly 25 feet

Wishborn Poppet

You were wished to life, either by a powerful spellcaster or by the earnest desire of an innocent person who loved you very much. You're living proof that a hopeful spirit can overcome any obstacle. If you roll a success on a saving throw against an emotion or fear effect, you get a critical success instead.

QUADRUPED

FEAT 1

POPPET

You were crafted in a form with four legs rather than two. Your Speed is 30 feet.

Special You can take this feat only at 1st level, and you can't retrain into or out of this feat.



Marcella the Marionette

Marcella Mignot was born in Galt, and that country's chaotic political climate shaped much of her early life. Constant upheavals within the government forced the Mignot family from village to village, and so the young Marcella never had a place that she could truly call home. That feeling of being a constant outsider followed her even after she left Galt as an adolescent to seek her fortune elsewhere in the world.

Marcella was taken under the wing of a master thief, a Keleshite woman named Sorouz, after Sorouz caught her trying to slice open her coin purse with a rusty knife in the Taldan city of Yanmass. Sorouz saw both a spark of greatness and hunger within Marcella and agreed to teach the girl everything she knew about the rogue's

life: what to steal, who to take it from, when to pilfer it, and, most importantly, how not to get caught. The two traveled throughout Taldor, Qadira, and Andoran over the next few years, and soon Marcella went from student to mastermind.

After robbing a corrupt Andoran senator's manse, Sorouz took her share of the spoils and retired to Absalom. Still eager to ply her trade, Marcella continued on her own, never staying in (or stealing from) one place for long. She soon began to solely target the rich and powerful, especially if she'd witnessed them abusing their position or treating a member of the lower class poorly.

With this modus operandi, Marcella made her way into Cheliox, knowing she'd have an abundance of targets. However, while in the capital city of Egorian, the thief ran afoul of a wealthy diabolist whose fiendish minions magically tracked her to her hideout (close to The Terrific Toybox) after she stole their master's prized possession: an adamantine tuning fork set to one of the levels of Hell. The minions killed Marcella to retrieve the item, but her story didn't end there.

The next thing Marcella remembers is waking up on a table in some kind of workshop. An older human man loomed over her, holding a rasp in one hand and a paintbrush in another. Marcella tried to scramble to feet only to discover that all her limbs were made of wood and attached to pieces of string. She eventually learned that she was in the basement of The Terrific Toybox and that her spirit had come to reside within a marionette mime recently crafted by the toy maker Gettorio Galla, due to the innate magic of the shop. Though surprised, she soon came to terms with her new life, getting to know Gettorio (who reminded her of her father) and the other poppets, and calling the toyshop her home.

Playing Marcella the Marionette

Marcella is the mastermind behind this heist, and she constantly reminds everyone that she has the most experience at this sort of thing. She will bring up her past exploits from cities across the Inner Sea Region when they are relevant to the situation at hand. While this might make her seem cocky and headstrong, she does listen to her fellow poppets when they are eager to contribute, especially in their areas of expertise.

- Marcella is a planner, and she isn't comfortable entering a situation unless her contingency plans have contingency plans. This manifests in occasional periods of silence as she tries to think several steps ahead.



The Great Toy Heist



- Marcella is cool, calm, and collected, even when her plans go awry. She doesn't point out her teammates' mistakes (even if she might be silently judging them), because she knows that even the most competent people mess up from time to time. In fact, her greatest misstep led to her death!

Combat: In a fight, Marcella first assesses the situation. If she can act before her enemies, she takes advantage of their slowness with a surprise attack. She then tries to Recall Knowledge (using Occultism or Society) to learn something about a foe and render them off-guard against her attacks until the start of the next turn. If she is near enough to that enemy, she closes the distance and attacks with her shortsword; otherwise, she brings her hand crossbow to bear. In subsequent rounds, she will move to flank a foe with her allies, using Mobility to Stride half her speed without worrying about reactions or Tumbling Through that creature's space if necessary. She tends to use Nimble Dodge against the first attack made against her each round.

If she thinks she's going to face a spellcaster, she'll chug her lesser bravo's brew, and she'll use her *oil of potency* when pitted against a formidable foe or one she just can't seem to hit.

Exploration Mode: In exploration mode, Marcella tries to keep to the shadows, Avoiding the Notice of any potential foes so she can get the drop on them in combat. She will pretend to be a harmless doll (using the ancestry feat of the same name) if she believes she is about to be spotted.

Healing: Marcella keeps a minor elixir of life handy in case things go south, but she isn't completely unskilled with a set of healer's tools.

Other Characters

Cutie Killstuff: You chose Cutie as the group's muscle, as they can dish out incredible pain when motivated. Their overly cheery demeanor, however, is an acquired taste that you haven't quite acquired.

Hellpup: You hope that the stuffed hellhound's insight into Cheliix's fascination with devils will come in handy during the heist. If not, their ability to heal the group definitely will.

The Tin Wizard: Tin (as you call him) made for an excellent partner in planning the heist, though he isn't as experienced with subterfuge as you are. He might need one of his metallic hands held if things don't go exactly to plan.

MARCELLA THE MARIONETTE

UNIQUE SMALL CONSTRUCT HUMANOID

Female poppet rogue 2 (*Pathfinder Lost Omens Grand Bazaar* 60)

Heritage ghost poppet

Background criminal

Perception +6; darkvision

Languages Common, Goblin, Halfling

Skills Acrobatics +7, Arcana +6, Athletics +5, Deception +6, Diplomacy +6, Intimidation +6, Medicine +4, Occultism +6, Performance +6, Religion +4, Society +6, Stealth +7, Survival +4, Thievery +9, Underworld Lore +6

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

Items hand crossbow with 10 bolts, healer's tools, lesser bravo's brew, minor elixir of life, *oil of potency*, shortsword, studded leather, thieves' tools (2 replacement picks), 1 gp

AC 19; **Fort** +5, **Ref** +9, **Will** +6

HP 24

Speed 25 feet

Melee ✦ shortsword +7 (agile, finesse, versatile S), **Damage** 1d6+1 piercing

Ranged ✦ hand crossbow +7 (range increment 60 feet, reload 1), **Damage** 1d6 piercing

Sneak Attack Marcella deals an additional 1d6 precision damage to off-guard creatures when she Strikes with an agile or finesse melee weapon, an agile or finesse unarmed attack, a ranged weapon attack, or a ranged unarmed attack.

Other Abilities constructed, flammable, rogue's racket (mastermind), surprise attack

Ancestry Feat Harmless Doll (*Pathfinder Lost Omens Grand Bazaar* 63)

Class Feats Mobility, Nimble Dodge

Skill Feats Experienced Smuggler, Quick Squeeze, Wary Disarmament

Ghost Poppet

Marcella awakened when a bit of another person's life force and a fragment of their soul—possibly, but not always, at the moment of their death—found its way into her constructed body. She gains resistance to void damage equal to half her level (minimum 1).

HARMLESS DOLL

FEAT 1

POPPET

You look like nothing more than an ordinary toy, doll, or statuette, and you can fool others with your innocuous appearance. You gain the trained proficiency rank in Deception (or another skill if you're already trained in Deception), and you can Impersonate an inanimate toy or a mindless poppet. You can Hide without any cover or concealment from creatures that don't realize you're alive so long as you're in a location where a toy of your shape wouldn't be out of place, like in a carnival booth, city street, or toy shop (at the GM's discretion). If you succeed, onlookers still see you, but they mistake you for an inanimate toy. After being fooled once, they realize you're alive, and you can't Hide from them in that way again.



The Tin Wizard

Toy maker Gettorio Galla never worked much with metal and clockworks, usually preferring fabric and wood for his loving creations. However, he can recognize fine craftwork when he sees it, and when a traveling tinsmith passing through Egorian showed him their latest creation—a tin clockwork wizard that could shoot real sparks from its hands—Gettorio purchased the novel toy right away. Unfortunately, many of the city's parents found the toy too dangerous for their children, so the tin wizard sat on Gettorio's shelves after being returned a few times due to minor accidents or overprotective worry.

Time passed, and the innate magic of Gettorio's shop, The Terrific Toybox, brought the tin wizard to life, like so many other toys. Upon gaining sentience, The Tin Wizard began to learn the magical arts. He taught himself by devouring tome after tome that Gettorio brought to him from various markets and academies throughout Egorian. His form gave him purpose, and his purpose drove him to learn: to discover more about the Toybox's magic, about poppets, and about how to best use the wizardry welling up from within himself. He finally felt truly alive when he was able to master the spark of magic.

The first magic The Tin Wizard was able to manifest came from the sparking mechanism built into his hand. He focused and amplified that energy into an arc of electricity that set a small pile of nearby stuffing on fire. Luckily, Gettorio was on hand to douse the smoldering cotton. While concerned, Gettorio couldn't be more proud to see his creation living up to his potential and feeling happy and satisfied for the first time since coming to life. From that point on, The Tin Wizard vowed to be more careful with his magical experimentation and soon learned to control other elements beside electricity. He always practiced in a safe location under supervision, and his fellow poppets would cheer him on as he worked his magic. Gettorio cleared out and rearranged a basement storage room to provide a safe place for his creation to experiment without risk of damaging the toy shop proper. He and the other poppets took to calling this repurposed storage room "The Wizard's Lair" to give it a grandiose name and bolster their learned friend's confidence. The Tin Wizard loved the additional attention and would put on shows of his talents to entertain the inhabitants of The Terrific Toybox.

The Tin Wizard decided against giving himself an actual name, as he finds his straightforward moniker to be more than enough. After all, it's descriptive and true. Another name would only complicate matters.

Playing The Tin Wizard

The Tin Wizard is fairly perceptive and quite intelligent. He isn't afraid to point out details about the current situation, usually stating them as obvious facts. He has led a sheltered life, though, and all of his knowledge comes from books.

- Tin isn't the strongest or sturdiest metal, so The Tin Wizard is more than happy to leave tasks of a more physically demanding nature to his allies.
- The Tin Wizard is fascinated with all things magical and sometimes gets distracted by minutiae or becomes obsessed with learning something new once he's aware that it is something to add to his repertoire.

Combat: As a spellcaster specializing in battle magic, The Tin Wizard favors magic that deals damage and adores effects that are flashy as much as they are destructive. If he wants to attack multiple creatures that are close enough to one another, he will cast *breathe fire* or *electric arc*. He can also use Reach Spell to cast *thunderstrike* at a distance of 30 feet, which is especially helpful when he can't (or doesn't want to) get within immediate striking distance of an enemy. If he wants to guarantee damage and is in a safe position, he will use all three of his actions to cast *force barrage*. He also has a backup scroll of that spell if push comes to shove. If his magic isn't working, The Tin Wizard falls back on physical weapons as a last resort.

When it comes to defense, The Tin Wizard employs Energy Ablation before casting a spell that deals energy damage (gaining resistance to that energy equal to the spell's level) if he believes his foes might deal the same type of energy damage to him. He can also cast *shield* for a +1 circumstance bonus to his Armor Class and give himself the opportunity to use the Shield Block reaction if he does get hit.

Exploration Mode: Using his innate ability to sense the arcane, The Tin Wizard Detects Magic as the group explores. If he locates something magical, he typically asks the group to investigate further. If he believes the item is fairly commonplace, he uses his Assurance (Arcana) skill feat to fully identify the nearby magic without rolling, receiving a total of 14 on the skill check.

When about to head into a dangerous situation, The Tin Wizard casts *mystic armor* to gain a +1 item bonus to his Armor Class. This bonus isn't figured into his statistics, but since this effect lasts all day and he has the spell prepared, it should be one of the first things The Tin Wizard does in this adventure.

Healing: The Tin Wizard has a couple of *minor healing potions* that he can use when in a tight spot.

The Great Toy Heist



Other Characters

Cutie Killstuff: The way that Cutie's intense rage merges with their cheerful personality is equally fascinating and terrifying.

Hellpup: Instead of a book, the stuffed hellhound prepares their spells from their leathery bat familiar of all things! You understand how that works in theory, but it seems quite unusual in practice. However, they've taught you a thing or two about religion in the past, so they must be doing something right.

Marcella the Marionette: The former thief seems obsessed with her own ideas of justice. The universe doesn't really run on those principles, but you have to admire her fervor.

THE TIN WIZARD

UNIQUE SMALL CONSTRUCT HUMANOID

Male poppet wizard 2 (*Pathfinder Lost Omens Grand Bazaar* 60)

Heritage windup poppet

Background scholar (Arcana)

Perception +8; darkvision

Languages Common, Dwarven, Gnomish, Goblin, Halfling

Skills Academia Lore +8, Arcana +8, Crafting +9, Deception +5, Diplomacy +5, Nature +6, Occultism +8, Religion +6, Society +8

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

Items backpack, crossbow (10 bolts), explorer's clothing, minor healing potions (2), scroll of force barrage, silver salve (2), spellbook, staff, 1 gp

AC 14, **Fort** +6, **Ref** +4, **Will** +8

HP 22

Speed 25 feet

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

Ranged crossbow +4 (range 120 feet, reload 1), **Damage** 1d8 piercing

Drain Bonded Item ◆

Arcane Innate Spells DC 15; **Cantrips (1st)** detect magic

Arcane Prepared Spells DC 18, attack +8; **1st** breathe fire, force barrage, mystic armor, thunderstrike; **Cantrips (1st)** electric arc, read aura, shield, tangle vine, telekinetic hand, telekinetic projectile

Arcane School Spells 1 Focus Point, DC 18; **1st** force bolt

Other Abilities arcane bond, arcane school (school of battle magic), arcane thesis (experimental spellshaping), constructed, flammable, spellbook

Ancestry Feat Shiny Button Eyes (*Pathfinder Lost Omens Grand Bazaar* 64)

Class Feats Energy Ablation, Reach Spell

General Feats Canny Acumen (Perception)

Skill Feats Arcane Sense, Assurance (Arcana)

Windup Poppet

You're made primarily of soft metals, such as tin or silver, and your life force dwells within an exceptional array of clockworks deep in your body. Provided you wind metal tabs on your body a few times each day, you don't need food or water to survive. You must still breathe to ventilate your internal mechanisms and sleep to give your mechanisms rest, just like other poppets.

SHINY BUTTON EYES

FEAT 1

POPPET

You've polished your eyes to reflect the smallest details in dimmest light. You gain the Canny Acumen skill feat as a bonus feat, but you must choose Perception. Additionally, you gain a +1 circumstance bonus to Perception checks against visual illusions.





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DON'T TOY WITH US!

There's always someone up to no good in the Chelish capital of Egorian, and this time it hits a little too close to home! A corrupt banker discovered there was something magical about The Terrific Toyshop beyond just the magnificent creations within. Greedy and unprincipled, this wealthy noble found a loophole in the diabolically complicated laws of the city and exploited it to seize the deed to the toyshop and threaten to boot the toy maker and his lovely creations out on the streets. What are sentient toys to do in the face of such reprehensible actions? Break in and steal the deed back, of course!

In *The Great Toy Heist*, you take on the role of one of four unique poppets—living toys with strong wills of their own. While your gentle creator is beside himself with worry, you and your friends enact a risky plan to save your home and livelihoods with stealth, subterfuge, and no shortage of luck!

The Great Toy Heist is a short adventure for 2nd-level characters that gives players a chance to try out one of Golarion's rare ancestries. This adventure takes a band of poppet heroes on a dangerous mission to prove themselves and save their home—the very place that gave them life! The four pregenerated characters also provide a quick way to jump right into this exciting Free RPG Day adventure! Grab your friends, grab some dice, and play the role of Golarion's newest adorable heroes!



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